

# 1942 - Operation Lightfoot

British

Order Dice: 7

| Platoon #1                   |  |  |         |    |
|------------------------------|--|--|---------|----|
| Second Lieutenant (page: 20) |  |  | Regular | 60 |

| Qty Weapons                      | Range | Shots | Penetration | Special Rules |
|----------------------------------|-------|-------|-------------|---------------|
| 1 Second Lieutenant              |       |       |             |               |
| with Pistol                      | 6"    | 1     | n/a         | Assault       |
| with Submachine gun              | 12"   | 2     | n/a         | Assault       |
| with Rifle                       | 24"   | 1     | n/a         |               |
| 1 Infantry (equipped as modeled) |       | -     | -           |               |

| Infantry Squads                                    |  |  |         |     |
|--|--|--|---------|-----|
| Regular Infantry Section (Mid/Late War) (page: 22) |  |  | Regular | 134 |

| Qty Weapons   | Range | Shots | Penetration | Special Rules |
|---|-------|-------|-------------|---------------|
| 1 NCO with Submachine gun                           | 12"   | 2     | n/a         | Assault       |
| 1 Infantry with Light Machine gun (requires loader) | 30"   | 3     | n/a         | Team (2 men)  |
| 6 Infantry with Rifle                               | 24"   | 1     | n/a         |               |
| 1 Infantry with Submachine gun                      | 12"   | 2     | n/a         | Assault       |
| Entire squad equipped with anti-tank grenades       |       |       |             | Tank hunters  |

|  |  |  |         |     |
|--|--|--|---------|-----|
| Regular Infantry Section (Mid/Late War) (page: 22) |  |  | Regular | 134 |
|--|--|--|---------|-----|

| Qty Weapons   | Range | Shots | Penetration | Special Rules |
|---|-------|-------|-------------|---------------|
| 1 NCO with Submachine gun                           | 12"   | 2     | n/a         | Assault       |
| 1 Infantry with Light Machine gun (requires loader) | 30"   | 3     | n/a         | Team (2 men)  |
| 6 Infantry with Rifle                               | 24"   | 1     | n/a         |               |
| 1 Infantry with Submachine gun                      | 12"   | 2     | n/a         | Assault       |
| Entire squad equipped with anti-tank grenades       |       |       |             | Tank hunters  |

| Infantry   |  |  |         |     |
|--|--|--|---------|-----|
| Regular Infantry Section (Mid/Late War) (page: 22) |  |  | Regular | 122 |

| Qty Weapons   | Range | Shots | Penetration | Special Rules |
|---|-------|-------|-------------|---------------|
| 1 NCO with Submachine gun                           | 12"   | 2     | n/a         | Assault       |
| 1 Infantry with Light Machine gun (requires loader) | 30"   | 3     | n/a         | Team (2 men)  |
| 5 Infantry with Rifle                               | 24"   | 1     | n/a         |               |
| 1 Infantry with Submachine gun                      | 12"   | 2     | n/a         | Assault       |
| Entire squad equipped with anti-tank grenades       |       |       |             | Tank hunters  |

| Special Rules                      |  |  |         |   |
|------------------------------------|--|--|---------|---|
| National Characteristic (page: 18) |  |  | Regular | 0 |

Vengeance

Vengeance

| Infantry                    |  |  |         |    |
|-----------------------------|--|--|---------|----|
| Machine Gun team (page: 27) |  |  | Regular | 50 |

| Qty Weapons               | Range | Shots | Penetration | Special Rules       |
|---------------------------|-------|-------|-------------|---------------------|
| 1 Medium Machine gun team | 36"   | 4     | n/a         | Team (3 men), Fixed |

|                               |  |  |         |    |
|-------------------------------|--|--|---------|----|
| Medium Mortar team (page: 29) |  |  | Regular | 60 |
|-------------------------------|--|--|---------|----|

| Qty Weapons          | Range   | Shots | Penetration | Special Rules                               |
|----------------------|---------|-------|-------------|---|
| 1 Spotter            |         |       |             |   |
| 1 Medium Mortar team | 18"-60" | 1     | HE          | Team (3 men), Fixed, Indirect fire, HE (D6) |

| Tanks & SP Guns                                 |  |  |         |     |
|---|--|--|---------|-----|
| Infantry Tank Mk II Matilda Mk II CS (page: 42) |  |  | Veteran | 186 |

| Qty                    | Vehicle                              | Type               | Transport    | DamageValue        |                          |
|------------------------|--------------------------------------|--------------------|--------------|--------------------|--------------------------|
|                        | <i>Weapons</i>                       | <i>Range</i>       | <i>Shots</i> | <i>Penetration</i> | <i>Special Rules</i>     |
| 1                      | Infantry Tank Mk II Matilda Mk II CS | Tracked            | -            | 9+                 | Slow                     |
|                        | <i>Turret-mounted light howitzer</i> | <i>(0/24")-48"</i> | <i>1</i>     | <i>HE</i>          | <i>Howitzer, HE (D6)</i> |
|                        | <i>Co-axial MMG</i>                  | <i>36"</i>         | <i>4</i>     | <i>n/a</i>         |                          |
| <b>Platoon Points:</b> |                                      |                    |              |                    | <b>746</b>               |

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### Special Rules

#### Vengeance

If the army has this special rule then every Regular or Veteran unit that has one or more pin markers can make a test to lose one pin marker if there are any enemy within 12" immediately before an order is given to it. For example, a unit of infantry has two pin markers and there is a German tank within 12" - when the infantry are allocated an order they can test to lose one pin marker immediately before the order test is taken. Roll a die: on a roll of 4, 5 or 6 the test is passed and the unit loses one pin marker; on a 1, 2 or 3 the test is failed and the unit retains the pin markers it has. Once this has been done, continue to test to see if the unit obeys its order in the usual way, even if they have lost their last pin marker (in which case the Order test is taken without negative modifiers from the pin markers).

#### Slow

A vehicle designated as slow has a basic move rate of 6" when advancing and 12" at a run

#### Tank hunters

If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

#### Team (2 men)

Team consists of 2 men. A Team weapons shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 'to hit' penalty and a -1 penalty to its morale value.

#### Team (3 men)

Team consists of 3 men. A Team weapons shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 'to hit' penalty and a -1 penalty to its morale value.

#### Assault

This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry armed with an assault weapon can make two attacks in close quarter fighting against other infantry and artillery units - see p55. Note being armed in this way does not confer two attacks against vehicles at close quarters

#### Howitzer

Minimum indirect fire range 24"

#### HE (D6)

PIN: D2, PEN: +2 - Infantry and artillery can go down to halve the hits taken

#### Fixed

Fixed weapons cannot be fired when a unit is given an advance order.