

KOMPANIA PIECHOTY (VETERAN)

BOCATRAPA

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1780

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Kompania Piechoty HQ (Veteran) p.115	2	Cmd Rifle team	2% 35
COMBAT PLATOONS			
Piechoty Platoon (Veteran) p.115	1	Cmd Rifle/MG team	12.4% 220
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
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WEAPONS PLATOONS			
Piechoty Anti-tank Platoon (Veteran) p.117	1	Cmd Rifle team	3.9% 70
	2	OQF 6 pdr gun	
BRIGADE SUPPORT			
Piechoty Machine-gun Platoon (Veteran) p.118	1	Cmd Rifle team	4.8% 85
	2	Vickers HMG	
DIVISIONAL SUPPORT			
Armoured Platoon (1C) p.78 CONFIDENT VETERAN	3	Sherman III or V	21.6% 385
	1	Firefly IC (late) or VC (late)	
Armoured Platoon (1C) p.78 CONFIDENT VETERAN	2	Sherman III or V	17.1% 305
	1	Firefly IC (late) or VC (late)	
Anti-tank Platoon, Polish Artillery (Veteran) p.128	1	Cmd Rifle team	4.5% 80
	2	OQF 6 pdr gun (late)	
Field Battery, Polish Artillery (Veteran) p.129	2	Cmd Rifle team	12.1% 215
	1	Jeep	
	1	Staff team	
	2	15 cwt truck	
	1	Observer Rifle team	
	1	OP Carrier	
	4	OQF 25 pdr gun	
	4	Quad tractor	
Air Support p.98	5	Limited Air Support Spitfire	7.3% 130
Air Observation Post p.98	1	Auster AOP with Dixie Air Support	2% 35

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ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

MEDIUM TANKS

Sherman III or V	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Firefly IC (late) or VC (late)	Standard Tank	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>15</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
Vickers HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
Firing bombardments		40"/100cm	-	-	-+	
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.
OQF 6 pdr gun (late)	Medium	24"/60cm	3	11	4+	Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
Jeep / Jeep and Trailer	Jeep	-	-	-	
CMP 15 cwt or 3-ton truck	Wheeled	-	-	-	
Quad or Morris AA tractor	Wheeled	-	-	-	

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Spitfire	MG	3	7	5+	
	Bombs	4	5	2+	

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	Equipment and Notes
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

SPECIAL RULES

Air Observation Post - p.98

Air Observation Posts follow the rules for Air Observation Posts found on page 139 of the rulebook.

During your Starting Step, after rolling for Air Support, you may elect to either use your Auster AOP as normal (using the Air Observation Post rules on page 139 of the rulebook) or use it to coordinate Dixie Air Support (if you have taken that upgrade option). The Auster AOP cannot do both in the same turn.

If you choose to use the AOP to coordinate Dixie Air Support, all air attacks against targets within Line of sight and 16"/40cm of the Auster AOP are under its control.

Aircraft under the control of an Auster AOP may re-roll a failed attempt to Range In.

Unlike normal air attacks that cannot be within 16"/40cm of any friendly teams (see Safety Distance rule on page 184 of the rulebook), aircraft under the control of an Auster AOP will only abort if friendly teams are within 12"/30cm of the Aircraft model.

The Dixie Air Support special rule can be found on page 23.

Field Battery, Polish Artillery (Veteran) - p.129

Although a Field Battery, Polish Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.

Kompania Piechoty HQ (Veteran) - p.115

A Polish platoon joined by a 2iC Command team may re-roll failed Platoon Morale Check.

As an exception to the Allied Platoons rule on page 70 of the rulebook, US, French, Polish and British (including all Commonwealth nations) Observer teams can Spot for each other's Artillery Bombardments.

The Polish forces in Italy were trained and organised along British lines and use all British Special Rules on page 246 to 248 of the rulebook except for British Bulldog. In addition, they use the Allied Artillery, Dixie Air Support, and Fate of the Nation rules below.

Piechoty Machine-gun Platoon (Veteran) - p.118

Piechoty Machine-gun Platoons in a Kompania Piechoty may fire Artillery Bombardments, as shown in the Arsenal on page 133.