# Guards Armoured Squadron

Confident Veteran		British Late	e-War
Platoon	Qty	Unit	<b>Points</b>
Headquarters			
Guards Armoured Squadron HQ - p.17	2 1	Sherman V Sherman ARV	195
Combat Platoons			
Guards Armoured Platoon - p.17	2 2	Sherman V Firefly VC	390
Guards Armoured Platoon - p.17	2 2	Sherman V Firefly VC	390
Weapons Platoons			
Guards Recce Patrol - p.18	4	Stuart VI	210
Brigade Support			
Guards Column Platoon - p.19	3 1 1 2 2 1 2 2	Universal Carrier -OR- Cmd Rifle team Troop Carrier -AND- ML 3" Mk II Mortar Mortar Carrier Observer Rifle team - OR - OQF 6 pdr gun Loyd Carrier	100
Divisional Support			
Anti-tank Platoon, Royal Artillery(Self-propelled) - p.37	4	M10C 17 pdr	340
Armoured Car Platoon - p.31	2 1	Daimler I Daimler Dingo	125
		Company Points:	1750

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Source document: Hell's Highway

Arsenal										
Tank Teams										
Name	Mobility	Front	Side	Тор	Equipment	nd Notes				
Weapon	Range	ROF	Anti-tank	Firepower						
Light Tanks	U			•						
Stuart V or VI	Fully-tracked	4	2	1	Co-ax MG, H	Hull MG, Light tank.				
M5 37mm gun	24"/60cm	2	7	4+	,					
Medium Tanks										
Firefly VC	Fully-tracked	6	4	1	Co-ax MG, T	Fow hook.				
OQF 17 pdr gun	32"/80cm	2	13	3+	No HE, Sem	i-indirect fire.				
Sherman I, II, III, or V	Fully-tracked	6	4	1	Co-ax MG, H	Hull MG, Tow hook.				
M3 75mm gun	32"/80cm	2	10	3+	Semi-indirec	t fire, Smoke.				
Self-propelled Anti-tank Gun	8									
M10C 17 pdr SP	Fully-tracked	4	2	0	.50 cal AA M	1G.				
OQF 17 pdr gun	32"/80cm	2	13	3+	No HE, Slow	v traverse.				
Reconnaissance										
Universal Carrier	Half-tracked	0	0	0	Hull MG.					
Daimler Dingo	Jeep	1	0	0	AA MG.					
Armoured Cars										
Daimler I	Wheeled	1	0	0	Co-ax MG.					
OQF 2 pdr gun	24"/60cm	2	7	4+						
		Gun 7	Feams							
Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes				
ML 3" Mk II Mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.				
Firing bombardments		40"/100cm	-	2	6+	Smoke bombardment.				
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.				
		Infantry	7 Teams							
Team	Range	ROF	Anti-tank	Firepower	Notes					
Rifle team	16"/40cm	1	2	6+						
		Transpo	rt Teams							
Vehicle	Mobility	Front	Side	Тор	Equipment	and Notes				
Sherman ARV	Fully-tracked	6	6 4 1 Recovery vehicle.		hicle.					
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0						
Vehicle Machine-guns										
Weapon	Range	ROF	Anti-tank	Firepower						
Vehicle MG	16"/40cm	3	2	6		er weapons fire.				
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if oth	er weapons fire.				

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### **Special Rules**

#### Armoured Car Platoon - p.31

Armoured Car Platoons are Reconnaissance Platoons.

#### Guards Armoured Squadron HQ - p.17

#### Platoon, Debus!

Infantry teams from Guards Rifle Platoons riding on Guards Armoured or Guaurds Armoured Recce Platoons as Tank-riders may Disengage from Shooting as if they were Recce Teams (see page 150 of the rulebook). Infantry teams from a Guards Rifle Platoon do not need to Reorganize after disengaging.

#### Guards Armoured Squadron HQ - p.17

Unflappable

Guards Platoons fight to the last and may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.

#### Guards Column Platoon - p.19

A Carrier Patrol is a Reconnaissance Platoon.

#### Guards Column Platoon - p.19

A Guards Column Platoon is unusual in that it can change from game to game. Before the game and before deployment, choose one platoon from the following which will become your Guards Column Platoon: Guards Carrier Patrol Guards Mortar Platoon (with one Mortar Section equipped with Troop and Mortar Carriers)

Guards Anti-tank Platoon (with one Anti-tank Section epuipped with Troop and Loyd Carriers)

#### Guards Recce Patrol - p.18

Guards Recce Patrols are Reconnaissance Platoons.

## Pick List

British	
Cmd Rifle team	1
Daimler Dingo	1
Daimler I	2
Firefly VC	4
Loyd Carrier	2
M10C 17 pdr	4
ML 3" Mk II Mortar	2
Mortar Carrier	2
Observer Rifle team	1
OQF 6 pdr gun	2
Sherman ARV	1
Sherman V	6
Stuart VI	4
Troop Carrier	1
Universal Carrier	3