

Desert Rats

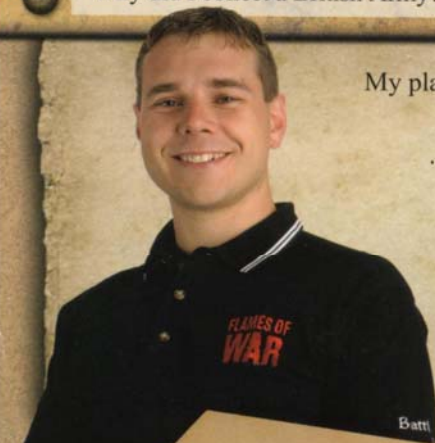
INTELLIGENCE HANDBOOK ON
BRITISH ARMoured FORCES



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

Desert Rats Tactics

Why did I collect a British Army? Because it is renowned for its tenacious defence and stubborn will to hold on no matter what!



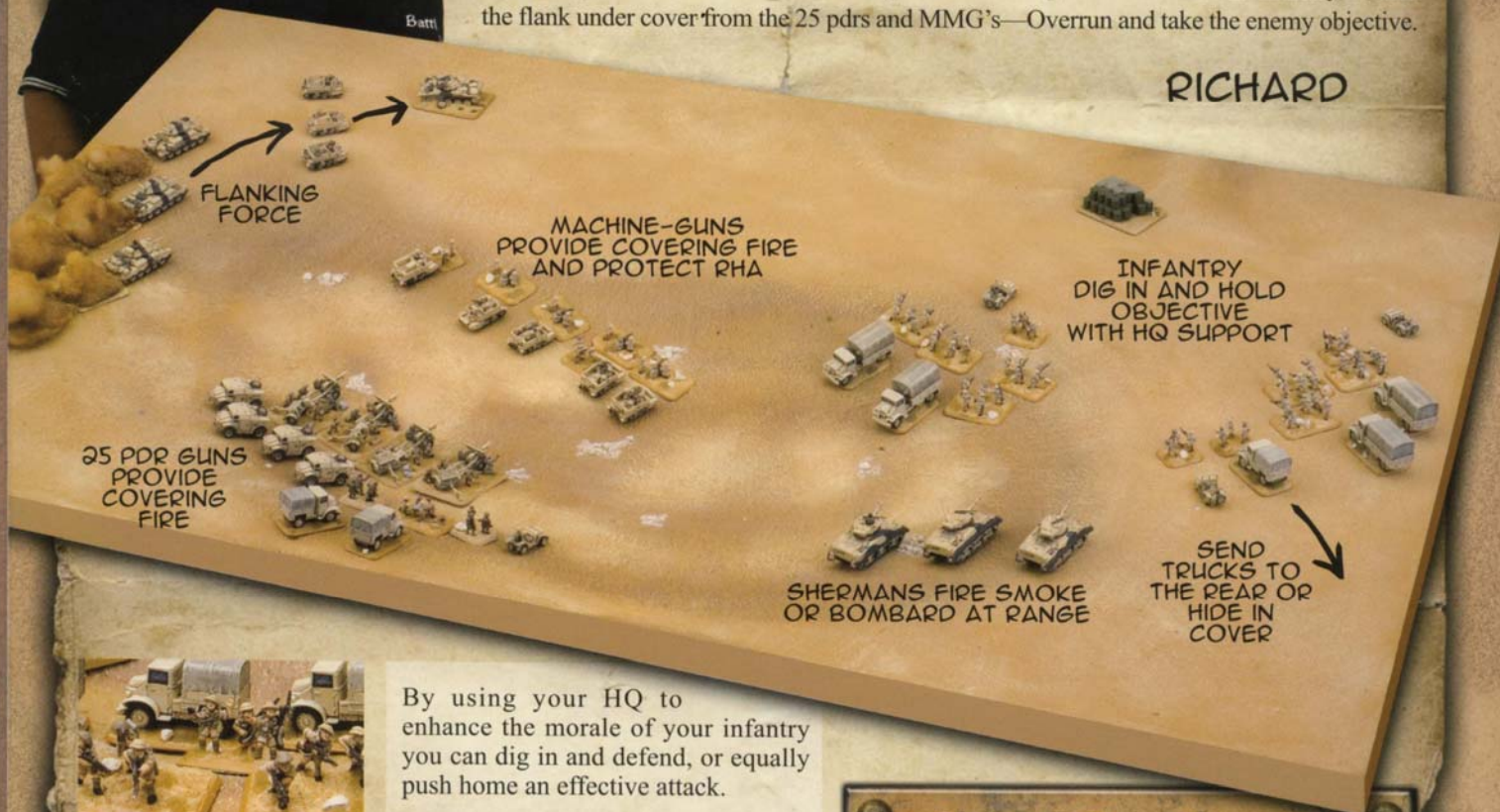
My plan: A) Protect my objectives—The ideal job for my veteran troops, dig in initially and hold the line. The 25 pdrs (protected by the heavy machine-guns) should support my tank advance with HE or smoke.

B) Get a good position for the Sherman III's—Use long range fire to weaken the enemy and halt their attacks.

C) Harass one flank with my mobile force of scout carriers supported by the light Crusader tanks to keep the enemy busy.

D) Then, press home the main attack by manouevring the Shermans and infantry around the flank under cover from the 25 pdrs and MMG's—Overrun and take the enemy objective.

RICHARD



By using your HQ to enhance the morale of your infantry you can dig in and defend, or equally push home an effective attack.



Use the Scout platoon and Crusaders to harass the enemy into making a mistake and make an opening in the enemy's defences with covering fire from the 25 pdr guns or the MMG's.



Sherman III's are perfect for the main attack. Better armoured and armed than most tanks, they'll confidently take on any of your opposition.



With their highly manouevrable carriers the Vickers medium machine-guns have excellent firepower enabling you to support either the flanking force or the main attack.



The Royal Horse Artillery brings the long range firepower to bear, covering my advance whilst deterring an attack on my infantry with HE or smoke.

Richard's Motor Company

Headquarters Platoon Company HQ	40 points
Lorried Motor Platoon	150 points
Lorried Motor Platoon	150 points
Scout Platoon	90 points
Machine-gun Platoon Add Carriers	160 points 25 points
Armoured Platoon 3x Sherman III tanks	390 points
Armoured Platoon 2x Crusader III and, 1x Crusader II light tanks	210 points
Royal Horse Artillery (4 guns)	285 points
TOTAL	1500 points

FLAMES OF WAR®

Desert Rats

INTELLIGENCE HANDBOOK ON BRITISH ARMoured FORCES

Written By: Phil Yates

Editors: Peter Simunovich, John-Paul Brisigotti

Photography: Battlefront Studio

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Stories: David Billinghamurst, Paul Goldstone

Internal Art: Randy Elliot, Michael Tavan

Assistant Writers: Paul Goldstone, Richard Steer

Graphic Design: Dion Holswich, Casey Davies

Miniatures Design: Evan Allen, Karl Cederman

Terrain Modelling: Richard Carlisle, Colin Craigie

Miniatures Painting: Evan Allen,
Karl Cederman, Ian Galley, Kelly Gay,
Jeremy Painter, Andrew Salisbury, Wayne Turner

Lead Playtesters: Jon Cleaves, Tim Ederer,
Dallas Eves, Andrew Karl, Antony Kitson,

Paul Monk, Antony Nobbs, Damian Reid,
Karl Shanstrom, Mike Turner

And thanks to all of the other playtesters!

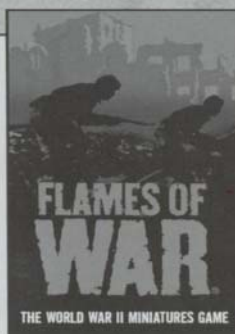
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This is a supplement for *Flames Of War*, the World War II miniatures game.

A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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VICTORY IN THE DESERT

In June 1940, the Italian dictator Mussolini declared war on Britain. From the Italian colony of Libya, his 250,000-strong army marched on Alexandria in Egypt. The 30,000 men of the Western Desert Force were heavily outnumbered and their equipment antiquated, yet the men were well trained and confident. The 7th Armoured Division, known as the 'Desert Rats', formed roving columns that harassed, and finally stopped the vast Italian army less than half-way to Alexandria.

In late 1940 the Western Desert Force, led by the Desert Rats, launched an audacious offensive code named Operation Compass. As the Italian army retreated, the Desert Rats struck across the desert to cut the Italians off at Beda Fomm. It was a spectacular success capturing Benghazi and more than 130,000 prisoners, destroying Mussolini's dream of a new Roman Empire.

After the battle, the Desert Rats were withdrawn to re-equip. Their worn-out tanks and weary soldiers in need of refitting and rest.

ENTER THE DESERT FOX

Hitler was embarrassed at the defeat of his Italian allies. To prevent what seemed to be an imminent British

DESERT RATS IN BATTLE

GUARDING BRITAIN'S MIDDLE EAST EMPIRE

Egypt and the Suez Canal are vital to Britain's war effort. The Suez Canal is the lifeline of the British Empire, the shortest route to India and the Far East, to the oil of Iraq and Persia. Alexandria, in Egypt, is the base of the Royal Navy's Mediterranean Fleet. In 1940 the mobile regiments defending Egypt were formed into the 7th Armoured Division, taking the jerboa or desert rat as their symbol. These glorious regiments of Hussars, Royal Horse Artillery and Rifles have long traditions of mobile warfare. Together they hounded Rommel and his *Afrika Korps* the length and breadth of the desert before kicking him out completely.

IWM E18881



Antiquated equipment was made up for by well trained and confident men.

victory in the Mediterranean, Hitler sent a force of tanks named the *Deutsches Afrika Korps* (the German Africa Corps) under the command of a brilliant general, Erwin Rommel, who came to be known as the 'Desert Fox'. Rommel landed at Tripoli on February 12, 1941, and immediately launched a daring offensive. The German tank columns bundled the surprised British forces out of Benghazi and chased them all the way back to the Egyptian frontier.

TOBRUK BESIEGED

The 9th Australian Division, however, held fast at Tobruk. Besieged but undaunted, for the next 9 months the Australians repelled all attempts by the

Italians and their *Afrika Korps* allies to storm Tobruk.

The Desert Rats made two attempts to relieve Tobruk—Operation Brevity in May and Operation Battleaxe in June. However, the Germans' efficient combination of anti-tank guns and tanks easily defeated both attacks.

The British, now short on tanks and troops, waited for more reinforcements. When they arrived, the enlarged Western Desert Force became the new Eighth Army. For months they trained and prepared for the next big offensive against the *Afrika Korps*.

CRUSADER

On November 18, 1941 the Eighth Army launched Operation Crusader. By now the Desert Rats had more than 400 tanks, mostly new Crusader cruiser tanks and American Stuart light tanks. It was perhaps the strongest armoured division ever to do battle. The plan called for the Desert Rats to sweep wide through the open desert and, through bold handling and superior numbers, defeat the *Afrika Korps*.

IWM NA2090



The desert frontier, a test of man and machine.

WAR MAP OF THE NORTH AFRICAN COAST



In a confused and ferocious series of tank battles at Sidi Rezegh near Tobruk, the British armour suffered extremely heavy losses at the hands of the better commanded *Afrika Korps*. One by one the armoured regiments charged the German and Italian tanks, only to be smashed by skillfully positioned anti-tank guns. Their losses were horrendous, but they eventually wore down the *Afrika Korps* knocking Rommel right out of Cyrenia. Benghazi was once again in British hands, earning the annual races across the desert the title 'the Benghazi Handicap'.

Like tired boxers, the battered adversaries rested on their ropes, regaining strength for the next round. Typically, it was Rommel who struck first. In January 1942, a year after his first victory, he attacked catching the green 1st Armoured Division by surprise and sending it in full retreat back to Gazala. The fourth leg of the Benghazi Handicap had gone to Rommel.

Again, the fighters broke apart, eyeing each other for the next bout. The Desert Rats received new American Grant tanks and the Eighth Army prepared for its next offensive.

THE GAZALA GALLOP

On May 27, 1942 Rommel struck again. While the Italian infantry attacked to the north, the *Afrika Korps* swung south into the desert, outflanking the British defences. Against Rommel's expectations, the British struck back trapping the *Afrika Korps* in an area called the Cauldron. A series of confused tank battles erupted.

The battles reached their climax on June 5 when the British armour launched an all-out attack against the *Afrika Korps*. Even with their new Grant tanks, the gallantry of British tank crews was no match for the skilled combination of the *Afrika Korps'* tanks and anti-tank guns. The British artillery, as usual, fought to the last round, but

their courageous stand proved futile against the tide of tanks.

The remnants of the British armour made a final desperate bid on June 13 to stop Rommel near the Guards Brigade's defensive box at Knightsbridge near Gazala. The determined sacrifice of British tanks could not make up for the poor calibre of their generals, and once more they were defeated. Tobruk fell within days. This calamity rocked the British empire, coming as it did so soon after the successful stand of the previous year.

The battered remnants of Desert Rats could only provide a rearguard for the defeated Eighth Army as it fled back to the Alamein line.

HOLDING THE LINE AT EL ALAMEIN

At El Alamein, only sixty miles from the great prize of Alexandria and the Suez canal, the Eighth Army made their final stand. A combination of determined attacks by the Desert Rats and the weariness of the *Afrika Korps* halted Rommel's advance.

The British Prime Minister, Winston Churchill, determined to end the Army's string of defeats, sacked General Auchinleck and replaced him with an energetic general named Montgomery. 'Monty' as he was known to his men, brought a renewed sense of purpose to the 'brave but baffled' Desert Rats.

Rommel attacked again two weeks after Monty's arrival, but that was enough



IWM E8482

The new American Grant medium tank.

time for Monty to cancel all plans for further retreat and reorganise the defences. When Rommel attacked at the end of August 1942, the Desert Rats were dug in along the Alam Halfa ridge south of El Alamein. Keeping his armour under tight control, Monty fought a careful battle and destroyed Rommel's tanks with massed gun fire.

Monty then carefully prepared for his offensive. With a full moon to give light for mine clearing, and his divisions re-equipped with 300 new American Sherman II and III tanks, he struck.

EL ALAMEIN

The Eighth Army launched its offensive on October 23, 1942, preceded by an artillery bombardment by nearly a thousand guns. The German and Italian defences lay behind deep minefields. For the first few days, the British armour was unable to get out beyond the minefields. Monty persevered, launching attack after attack against the Axis defences in the north, and forcing the *Afrika Korps* into a battle of attrition where the power of the British artillery and Royal Air Force dominated.

Monty launched his final attack on November 2, 1942—Operation Supercharge. This attack blasted a hole in the Axis defences, and the next day the 1st Armoured Division pushed forward 5 miles to the Tel El Aqqaqir ridge. There it smashed the last German counterattack. Within days Rommel

ordered a retreat. The honours in the fifth and final leg of the Benghazi Handicap went to the Desert Rats.

Meanwhile, on November 8, the Anglo-American First Army, including the British 6th Armoured Division, landed in Tunisia far behind Rommel's lines.

TRIPOLI TO TUNIS

The Desert Rats led the pursuit of the *Afrika Korps* across Libya, and in January 1943 they entered its capital Tripoli. Then the Desert Rats advanced into the rugged terrain of Tunisia.

Here Rommel finally made a stand. He struck at First Army through the American positions at Kasserine Pass on February 14, but the 6th Armoured Division rushed south and held him at Thala. On March 6, he turned against the Eighth Army at Medenine. Once more Monty was ready, giving the *Afrika Korps* a bloody nose. Two weeks later the Desert Rats struck back helping to take Rommel's Mareth Line defences on the Tunisian border, then advanced to Wadi Akarit, which it stormed on April 6, 1943.

The Desert Rats then moved to the north of Tunisia for the final drive on Tunis, the country's capital. Joining up with 6th Armoured Division, the Desert Rats broke through the Axis line at Medjerda and raced on to Tunis, the last German stronghold in North Africa. It was only fitting that the first Allied troops into Tunis were the Desert Rats, the first Allied troops to fight in Africa.

ON TO ITALY

The Desert Rats spent June and July re-equipping with Sherman III tanks, missing the Sicily campaign, but in September 1943, they landed at Salerno in Italy to lead the breakout from the beachhead. They lead the pursuit north from Naples to the next German defence line on the Volturno River. After an assault crossing, they raced north to the Winter Line at Monte Cassino.

By now the Desert Rats were the most famous Division in the British Army, their red jerboa badge recognised by all. The veteran Desert Rats were needed for more important theatres of war, and in November 1943 the Desert Rats left Italy for England to prepare for the invasion of France.

NORMANDY

The Desert Rats went ashore in Normandy immediately after the beaches had been seized on D-Day, June 6, 1944. Here they faced elite German tank divisions armed with heavy Tiger and Panther tanks.

Despite considerable bravery and heavy casualties, the desert veterans found the maze of dense hedgerows and narrow lanes of the Normandy bocage impossible to break through. However, constant attacks by the Desert Rats and other British divisions forced the Germans to commit 90% of their tanks against the British sector, allowing the Americans to smash through the German line to the west. As the German front collapsed the Desert Rats swept forward, covering more than 220 miles in six days, liberating many French and Belgian towns.

IN TO GERMANY

The winter of 1944-45 was spent in Holland, occupying the front-line. In March 1945 the offensive resumed with the Desert Rats crossing the Rhine. German resistance was often fanatical, but by April 1945 the Desert Rats were in control and had advanced to Hamburg. The war in Europe ended on 8 May 1945.

In July the Desert Rats led the victory parade at Berlin - a suitable honour for the most battle-hardened division in the whole of the Allied armies.



Fittingly the first Allied troops to fight in North Africa, take the last Axis stronghold.

Why Collect Desert Rats



The commander must decide how he will fight the battle before it begins. He must then decide how he will use the military effort at his disposal to force the battle to swing the way he wishes it to go; he must make the enemy dance to his tune from the beginning and not vice versa.

—Field Marshal Montgomery of Alamein

The Eighth Army has been to Benghazi twice in as many years and Rommel has beaten us back each time. This time will be different. This time we have the soldiers and the weapons we need. This time we will be victorious and there will be no turning back. We will kick the Germans right out of Africa. Then we will beat them in Europe, bringing this bitter war to a close.

Of all the armies in *Flames of War*, it's the Desert Rats that lead the way in sheer dash and élan! Because the Desert Rats originally comprised regiments of Hussars, the Rifle Corps, and Royal Horse Artillery, it has a special kind of flamboyant cavalry style.

The core of the force are tanks—not slow, lumbering infantry tanks, but high-speed cruiser tanks and hard-hitting heavy tanks. In the hands of a daring player, a squadron of Crusader cruiser tank will run rings around slower opponents. A more cautious player will field the big American Grant and Sherman heavy tanks, either on their own, or backing up the cruisers, to blow the opposition away with sheer firepower.

The riflemen of the motor companies support them admirably. They are just the chaps for swanning around the desert shooting up enemy transport, or defending a safe base for the armour to attack from, and when the desert is far behind, in Tunisia, Sicily and Italy, and the terrain becomes too close for tanks, they lead the way.

The magnificent batteries of the Royal Horse Artillery provide fire support, destroying Jerries' 88's at long range and smashing counterattacks before they begin.

Just as important though, are the great models you can field and the unique camouflage schemes. Desert Rats vehicles were festooned with all manner of ammo boxes, jerry cans and tarpaulins, giving the keen modeller plenty of opportunity to individualise every tank. Colourful pennants flutter from aerials, part of the cavalry traditions of many British armoured regiments.

Even the soldiers are totally different from any others in *Flames of War* - usually baggy shorts were the order of the day, but the Desert Rats enjoyed individuality, and could wear anything from baggy trousers and silk scarves, to full khaki battledress uniform.

Gather your men, sound the charge, and take the war back to the enemy!

107th (SOUTH NOTTINGHAMSHIRE HUSSARS) ROYAL HORSE ARTILLERY

The South Notts Hussars were originally a part-time volunteer Yeomanry cavalry regiment, but in the 1920's it was converted into an artillery regiment. It was raised from men from Nottinghamshire, and commanded by Lieutenant Colonel Bill Seely who, like many other armoured or RHA commanders, was Master of Hounds for the local fox hunt, a prestigious position in the local aristocracy.

The South Notts' stand at Gazala was to be a tragically common experience for British artillery in 1942-1943. The battle of Gazala began badly for the South Notts Hussars. In the *Afrika Korps*' first attack, a battery found itself isolated and was overrun after a fierce fight with the German tanks. The regiment fought on, however. The remaining two batteries supported a major attack on the *Afrika Korps*, trapped in the Cauldron. As the day wore on, though, a steady stream of wounded and weary men made their way back through the regiment's positions, a sure sign the battle was not going well. That evening the General drove up and announced that he was now withdrawing, but the regiment should 'stand and fight to the last man and the last round.'

The next morning the *Afrika Korps* began a ferocious bombardment of the regiment's position with tanks, artillery and Stuka dive bombers. Having learnt from previous experience the cost of attacking British field artillery, they were cautious about charging the South Notts Hussars without weakening them first. After a stiff fight in which the gunners knocked out ten German tanks, E Troop was overrun. By midday the position was a shambles of burning vehicles, ammunition boxes, and dead and wounded men, but the guns continued to fire. Repeated flank attacks by tanks and infantry were beaten off as the gunners swung their guns around on their platforms. By the afternoon German tanks were able to close in using the smoke and wreckage of the regiment's blazing transport as cover. Colonel Seely was killed while conducting the defence from his 'Honey' Stuart tank. After the command posts were overrun, the guns fought individually until their crews were machine-gunned or the guns crushed under the tracks of the marauding tanks.

When the regiment returned to the Cauldron after the battle, every gun of the 107th RHA was still in position, surrounded by burnt out vehicles and tanks. The gunners lay where they had fallen, the layers still crouched over their sights.



Warriors In Flames Of War

Outstanding individual soldiers often performed amazing feats. Whether their actions were heroic fights against the odds or inspiring leadership in desperate situations, these warriors changed the outcome of battles by their strength of will and personal courage.

Flames Of War recognises these heroes and their contribution by representing them as Warrior teams with their own special rules. A Warrior team can be included as part of an appropriate force. Of course, Warriors are unique and your force can only have one of any Warrior.

They do not count as a platoon and must usually be attached to a platoon at the start of the game and remain with it for the game's duration.

Company Command Teams

A Warrior team that is a Company Command team must be assigned to a company at the start of the game, replacing the normal Company Command team. Warrior teams that are Company Command or 2iC Command teams can move between platoons and use the Take Over Command rules on page 44 of the rules.

Higher Command Teams


Some Warrior teams are described as Higher Command teams. These represent senior commanders, such as battalion or regimental commanders, taking personal control of a critical part of the battle.

If the Higher Command team is not Pinned Down, any platoon whose command team is within 6"/15cm re-rolls failed platoon Motivation checks. The Higher Command team does not re-roll failed Company Morale Checks.

A Higher Command team can move about and take over command of any platoon like a Company Command team, except that they can take over any platoon in the entire force, not just from their own company. If a company in the force has to take a Company Morale Check, the Higher Command team may take the Motivation test, whether or not the Company Command team is present.

Higher Command teams deploy at the same time as Company Command teams. They may deploy with any platoon or on their own.

... Gazala, 1942 ...



'Large numbers of tanks to our front,' reports the Honey Squadron commander, '100 tanks, 3000 yards away, moving north west' he continued.

A whole ruddy Panzer Division is quite obviously in front of us, mused Pip Roberts, switching to intercom. 'Peter,' addressing the adjutant in the tank below, 'report to Brigade, about 100 enemy tanks moving north west, and then get ready to load the 75. Operator, pass up my tin hat and stow my beret in an un-oily spot.'

Switching to the regimental net, he orders, 'Hullo, regimental orders. B and C Squadrons take up battle line with your Grants on the small ridge 300 yards to our front. A Squadron pull back and try to get in on the enemy's left flank.'

Leaning out the hatch to the left, Pip yells down to the officer standing in the turretless Marmon Harrington pulling up alongside, 'Charles, would appreciate a little artillery support.'

'No problem, sir,' the artillery officer replies. 'Two minutes. Keep your head down.'

Back to the intercom, 'Driver, advance slightly with the other tanks. 75 gunner, enemy tank straight ahead receiving no attention—engage. First shot just over, come down half a tank height. Still over—come down a whole tank's height. Good shot—continue firing.'

Slam! The Grant rocks back on its suspension. Pip's head swings left, just the job for the 37.

'37 gunner traverse left, traverse left, on. Enemy tank broadside on 500—fire! 37 gunner—good—a couple more shots and then the co-ax.'

Back to the regimental net. 'Hullo C Squadron—what's the matter—you're going the wrong way.' Several tanks, including the CO's, are pulling out of line.

'Sorry,' replies C Squadron's CO, 'but I can't see a damned thing with blood in my eyes and all of my periscopes are smashed. I think the same thing has happened to my other tanks, the two I have left. Also, I have no more ammunition.'

'OK, well done—carry on.'

It's going to be tricky, B Squadron's Grants, what's left of them, will be getting short of ammunition.

'Peter, tell Brigade that if we are achieving a great deal by staying here, I think we can, but it may be expensive.'

The reply is quick. 'Pip, Brigade says to join them,' Peter's voice is distorted by the intercom.

'Regimental orders, B and C Squadrons rally on the high ground to the north east. A Squadron hold up the enemy tanks while we get clear. Peter, see if you can get the ammunition lorries to meet us.'

'Driver, reverse very slowly. 75 and 37 gunners continue firing at suitable targets.'

'Only two rounds left for the 75,' the 75 gunner replies. The 37 gunner adds 'Down to five here.'

Major General GPB 'Pip' Roberts



Major-General George Philip (Pip) Bradley Roberts, MC, DSO and Bar, CB, was the British Army's youngest Major-General at 37, and perhaps their best armoured commander.

Characteristics

Pip Roberts is a Warrior and a Higher Command team. He is rated as Confident Trained.

Pip Roberts can join any Armoured Squadron for 130 points. This includes the cost of a Grant tank as his mount.

You may replace the Grant tank with a Sherman II tank for +10 points, or a Sherman III tank for +25 points.

Special Rules

Professional: Pip Roberts understands combined arms and moves in the right circles to get the support his troops need.

An Armoured Squadron commanded by Pip Roberts may have two Support Choices for each Armoured Platoon, rather than the usual one.

Well In Hand: Pip Roberts has the battle well in hand. Even when things seem to be falling apart, he retains control.

Pip Roberts may reroll failed Company Motivation Checks.

Bail Out: If Pip Roberts' tank is destroyed, roll a special 4+ save. If the save is successful, Roberts can transfer to any other tank in the force within 4"/10cm. If no tanks are within 4"/10cm, Roberts is out of the battle and removed from the game.

Roberts joined 3 Royal Tanks as a subaltern at the age of 19, spending 13 years in Egypt apart from a stint instructing at the Tank Driving and Maintenance School. When the war broke out in 1939, he was promoted to Deputy Assistant Quartermaster General (DAQG) to the Desert Rats. As DAQG he was responsible for ensuring that they had enough supplies to fight.

By late 1940, Roberts was the Brigade Major of 4th Armoured Brigade winning the Military Cross against the Italians in Operation Compass. A year later he was Assistant Quartermaster General to XXX Corps for Operation Crusader against Rommel. He then asked his Corps commander for a regiment, and to his delight was given his old regiment, 3 Royal Tanks.

His first task was to develop tactics for the new Grant tanks. Roberts' contacts at HQ meant that he got his new tanks delivered immediately! Roberts won the DSO commanding 3 Royal Tanks at Gazala where he was unhorsed when his tank 'brewed up'.

After recovering from wounds, Roberts was promoted to Brigadier commanding 22nd Armoured Brigade. His brigade was responsible for stopping Rommel at Alam Halfa and then took part in the pursuit after El Alamein winning a bar to his DSO.

Robert's next appointment was CO of 26th Armoured Brigade in Tunisia. He led the Brigade at Fondouk where the Shermans of the Death or Glory Boys made their famous charge.

His crowning achievement was leading the 11th Armoured Division to victory in Europe.





Desert Rats Lingo

The Desert Rats speak a lingo which chaps from Blighty who still have white knees may have difficulty understanding.

Ack-Ack: Anti-aircraft.

Adjutant: Assistant to the commanding officer.

Afrika Korps: The German armoured corps in the desert.

Ant: Slang for an anti-tank gun.

AP, Armour Piercing: Anti-tank shot.

Auk, The: General (later Field Marshal) Claude John Eyre Auchinleck. Sacked by Churchill after losing at Gazala

Batman: Officer's manservant.

Benghazi Burner: Petrol can cut in half and filled with petrol and sand mix; used to cook and brew char.

Benghazi Handicap: A horse-racing reference to the annual advances to and from Benghazi in 1941 and 1942.

Besa: The machine-gun in British tanks.

Blighty: England.

Box: An all-round defensive position.

Bren: Reliable light machine-gun. Standard infantry weapon.

Brew-Up: Boil water and make a pot of tea or alternatively destroy a tank with anti-tank fire.

Brigadier: Brigadier General (never addressed as 'General').

Brothel Creepers: Comfortable suede shoes, popular with veteran Desert Rats. Brothel creepers, baggy cotton or corduroy trousers, and a colourful silk scarf (to stop sweat and sand dribbling down the shirt collar) were all the rage for fashionable Desert Rats.

Cashiered: Dismissed in disgrace, sacked.

Cauldron, The: Area where the Gazala battles were fought.

CB, Companion of the Most Honourable Order of the Bath: Awarded for service to the Sovereign and State.

Char: Tea. Staple nutrient of Desert Rats. From the Hindi word 'chai'.

Chinese Attack: Feint attack made with lots of fireworks.

CO, Commanding Officer: The officer commanding a battalion or regiment.

Col, Column: A small independent combined-arms task force usually named for its commander, e.g. SimCol under Major RHN Simonds.

Cologne: Perfume. Many veteran Desert Rats wore cologne. Yes, really. Being out in the desert for weeks without a bath meant even the most macho soldiers would splash on perfume to make themselves bearable.

Crock: A broken-down vehicle.

cwt (hundredweight): A unit of weight equal to a twentieth of a ton (about 50 kg). Measures a truck's load capacity.

Delta, The: The Nile Delta of Cairo, Alexandria, and the Suez Canal. The heart of the British Middle East.

Desert Fox: Rommel's nickname.

Desert Rat: Jerboa. The symbol of the 7th Armoured Division, which trained and formed in the Egyptian desert, and by extension the Eighth Army.

DIS: Malfunctioning, usually used to describe a wireless.

Djebel: Arabic for a hill, usually steep and rocky.

DSO, Distinguished Service Order: Medal awarded for distinguished service in battle, rather than gallantry.

Eighth Army: The British Army in the Desert, southern Tunisia, Sicily, and Italy.

Eighty-eight ('88'): German 8.8cm FlaK18 anti-aircraft gun. This gun was so feared that any heavy anti-tank gun became an '88' regardless of its actual calibre.

First Army: The British Army in western Tunisia.

Flap: Crisis or panic.

FOO: Pronounced "Foo". Forward Observation Officer - British artillery observer officer.

Force: Task force usually named for its commander, e.g. Kingforce under Major Norris King MC.

Full Monty, The: The real thing, the works, everything.

Gazala Gallop: The hurried retreat from Gazala in 1942.

GOC, General Officer Commanding: The general commanding a brigade or division.

HE, High Explosive: Explosive artillery shell.

Jerboa: Small jumping rodent living in the Egyptian desert.

Jerries: Germans.

Jock Column: A company-sized column, usually with artillery, which would patrol the desert and attack enemy lines of communication. Named after Brigadier Jock Campbell, who excelled at this kind of warfare.

Khamseen: Sand storm.

Lieutenant: Pronounced 'Lef-tenant' in the British Army.

Lightfoot: Codename of break-in battle at El Alamein.

Lorry: A heavy cargo-carrying truck.

Matruh Stakes: A horse-racing reference to the retreat to Mersa Matruh.

MC, Military Cross: Second highest award for gallantry.

Monty: General (later Field Marshal) Bernard Law Montgomery. The capable, determined, and victorious commander of the Eighth Army at Alamein and after.

Monty Battle: A well-planned battle that is likely to succeed.

MT, Motor Transport: Trucks and other transport vehicles.

Murder: A quick, intense artillery bombardment relying on the fast calculations of the artillery staff, the accuracy of the gunners, and enough shells swamping the area to hit the target before it can take cover or move away.

NAAFI: Navy, Army and Air Force Institute. Provider of cigarettes, beer and other essential war materials.

NCO, Non Commissioned Officer: Sergeant or corporal.

OC, Officer Commanding: The officer commanding a company or platoon.

OP, Observation Post: Artillery OP set up by a FOO.

Petrol: Called Gasoline by Americans.

pdr (pounder, never 'lbr'): Calibre of a gun measured by the weight of its solid shot. 2 pdr = 40mm. 6 pdr = 57mm. 17 pdr = 76mm. 25 pdr = 88mm.

POL, Petrol, Oil and Lubricants: Essential supplies for tanks. Pukka: Good.

Quad: 4x4 artillery tractor. From 'quadruped'.

Regiment: A battalion of tanks or the parent formation of an infantry battalion.

Rommel: General (later Feldmarschall) Erwin Rommel, commander of the Afrika Korps and Panzer Armee Afrika.

RSM, Regimental Sergeant Major: Senior NCO in a battalion.

Runner: A vehicle that goes.

Shufti: Egyptian word for 'ave a squiz' or 'ave a gander', to take a look.

SMLE, Short Magazine Lee Enfield: Standard British rifle.

Squadron: A company of tanks.

Sticky: Slow to advance, hesitant.

Stonk: An artillery barrage delivered to a set pattern allowing an immediate response to requests for fire.

Subaltern: Lieutenant, particularly a Second Lieutenant.

Supercharge: Codename of breakout battle at El Alamein.

Sword: Riflemen don't have 'bayonets' they have 'swords'!

Tally Ho!: Traditional fox-hunting call.

Two Types, The: A pair of cartoon characters who epitomised the Desert Rats' eccentricity and jaunty English optimism.

Troop: A platoon of tanks.

U/S, Unserviceable: Out of commission.

Up the Blue: In the desert, far from the comforts of the Delta.

VC, Victoria Cross: The highest award for gallantry in the British Empire.

Wadi: Steep gully.

Wallah: Person responsible for something.

Winkle Out: Clear opposition by a slow careful process.

Wireless: Radio.

Yeomanry: Volunteer territorial cavalry regiments.



Desert Rats

The Hun's at it again. Time for all good men and all that, old chap. Now, be a good fellow and hit Jerry for six, score a few runs for the home team, eh? Off you go then.

'Pip' Roberts keeps an eye on the unfolding battle.



Where To Begin Collecting Your Army

The first thing to do to get your Desert Rats ready for battle is to collect two or three Armoured or Motor Platoons. These will form the core of your force. Next you'll need some models to represent you and your command team. If you have more Armoured Platoons than Motor Platoons, you'll want an Armoured Squadron HQ, otherwise you'll want a Motor Company HQ.

After a few battles, you'll learn what support your troops need. Add anti-tank guns, armoured cars and artillery to your force and you'll be ready to take on all comers!



The 25 pdr gun is a powerful weapon in all roles.



The HQ surveys the battle from their Grant tanks.



Armoured Squadron

The tanks of the Armoured Squadrons are the Desert Rats' mobile arm.

Grant



The HQ offers heavy fire support and personal intervention at critical moments.

'Honey' Stuart



Honey tanks use speed and reliability to make up for weak armour and a light gun.

Crusader II



Sherman II



The American Sherman II medium tank gave the British the upper hand in the desert

Grant



In the often barren battlefields of the desert, Wadi's would offer the element of surprise.

Crusader II



Motor Company

The Rifleman of the Motor Companies dig in to give the tanks a base of manoeuvre.



3" Mortar

The HQ and its mortars offer immediate fire support.



Well spaced to avoid artillery bombardments, HMG's are ideal to defend objectives.



Lorried Motor Platoon

On the attack, vulnerable trucks are sent to the rear.



Universal Carrier

Scouting ahead of the main army, universal carriers protect against ambushes and flank attacks.

Morris 15 cwt truck

Trucked Motor Platoon



Motor Company

The Rifleman of the Motor Companies dig in to give the tanks a base of manoeuvre.



3" Mortar

The HQ and its mortars offer immediate fire support.



Lorried Motor Platoon

On the attack, vulnerable trucks are sent to the rear.



Well spaced to avoid artillery bombardments, HMG's are ideal to defend objectives.



Universal Carrier

Scouting ahead of the main army, universal carriers protect against ambushes and flank attacks.

Morris 15 cwt truck

Trucked Motor Platoon



Divisional

The riflemen rely on the gunners to protect them from tanks and destroy the enemy at a distance.

6 pdr Portee



Anti-tank guns mounted on portees move rapidly to any trouble spot and destroy marauding enemy tanks.

25 pdr gun



Part of a Royal Horse Artillery eight gun battery fires a 'murder'.

Deacon



The Deacons let rip a broadside at German tanks.

17/25 pdr gun



The 17pdr gun was the British answer to German heavy tanks.

Priest



Support

While the Armoured Cars keep an eye on the enemy, the engineers clear a path for the tanks.



Marmon Harrington

An armoured car patrol scouts the flanks, looking for undefended routes onto the objectives.



Humber MkIII



Humber MkII

Humber armoured cars replaced the Marmon Harringtons, offering better armour and reliability in the vast desert.



Matilda Scorpion

Mine flail tanks are crucial when breaking through German minefields.





El Alamein

It might be said, before Alamein we never won a victory; after Alamein we never had a defeat.
 —Winston Churchill



The combined arms of the British Army.



Mobility is the key to victory in desert battles.



The battle-hardened RHA fight with tenacity.



Armoured battles quickly become masses of swirling dust and tanks.

1942

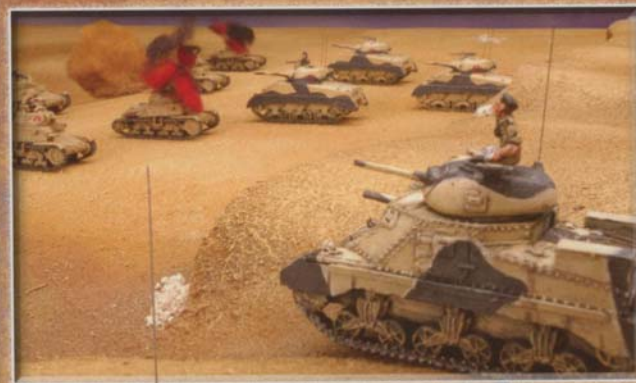
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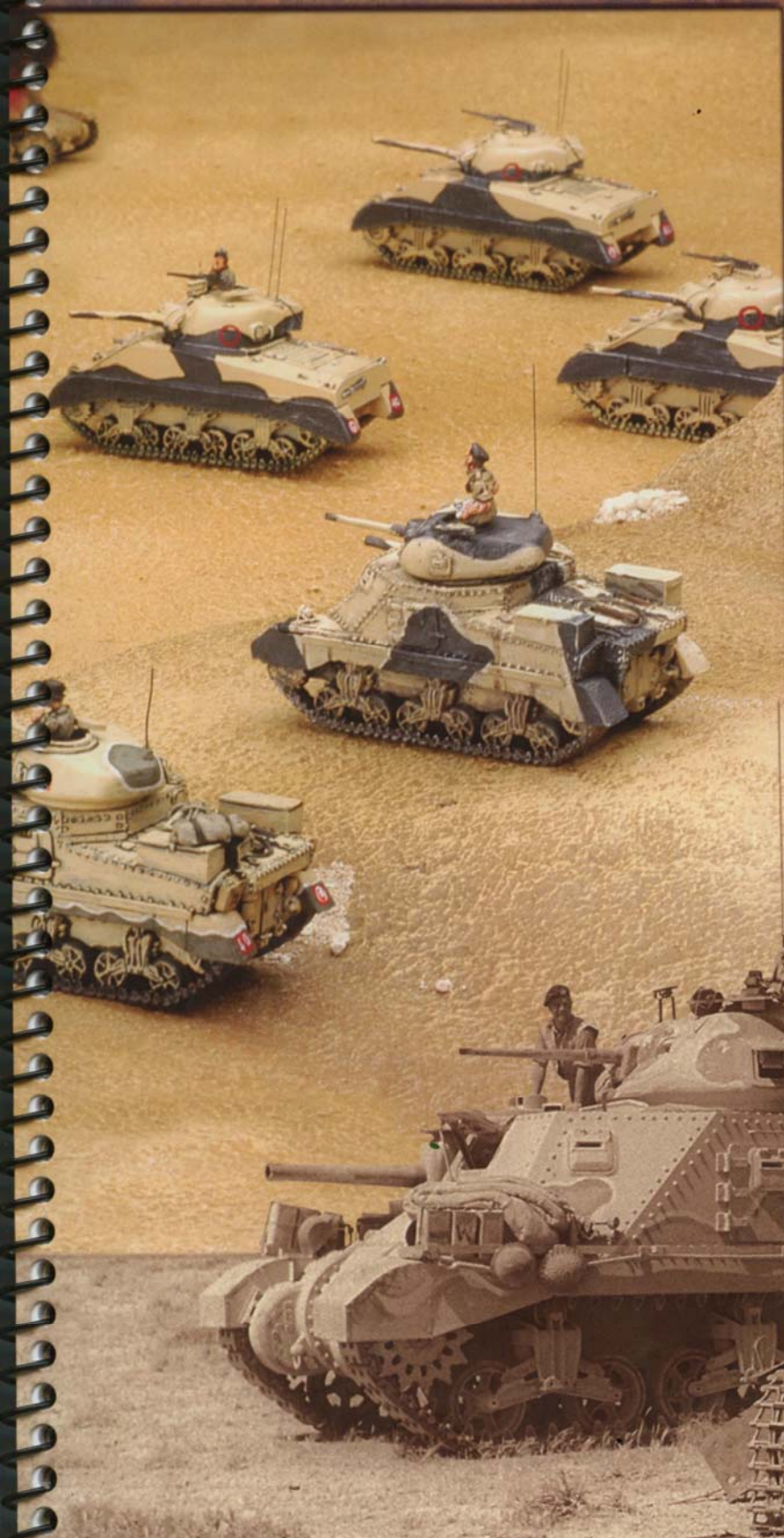
The heavy armour of the medium tanks makes overrunning gun emplacements less risky.



The Crusaders' speed gets them to the critical point.



The Colonel directs the battle from his Grant tank.



Sicily

The Allies battled through Sicily to get a toe-hold for the invasion of Italy.



Infantry advance under the cover of the Shermans' guns.



Sherman III

Close support between infantry and tanks is vital.



Daimler Armoured Car

Armoured Cars need skill to surprise the enemy.



3" Mortar

Well drilled, mortars provide pinpoint accurate support.



Sherman III

Italian terrain offered many ambush opportunities.



1943

JUL 10-AUG 18

Organisation and Equipment

This section describes the organisation and equipment of an Armoured Squadron, a Motor Company, or an Armoured Car Squadron in the mid-war period. It gives you all the information you need to lead the Desert Rats in your *Flames Of War* battles.

The first step in building your army is to decide what sort of company your force will be based around. With the Desert Rats you have three choices: an Armoured Squadron equipped with tanks, a Motor Company of motorised infantry, and an Armoured Car Squadron of light reconnaissance troops.

Armoured Squadron

Massed tanks is the theme of an Armoured Squadron. Combining their powerful guns and thick armour with excellent mobility, tanks are individually the most powerful troops on the battlefield.

There are two types of armoured squadrons. Heavy armoured squadrons are equipped with American Grant and Sherman tanks armed with 75mm guns and able to take on anything short of a super-heavy German Tiger tank. Light armoured squadrons are equipped with fast, light tanks like the Crusader and 'Honey' Stuart. They use speed and mobility to outmanoeuvre heavier foes and run down lighter ones.

Motor Company

While tanks may seem all powerful, infantry are still the best way to take and hold terrain. A Motor Company is highly mobile with every soldier mounted in a truck or armoured carrier. Once on the objective and dug in, the riflemen are virtually immovable. Their machine-guns stop enemy infantry in their tracks, while their anti-tank guns prevent tanks from interfering. Motor Companies are usually well supported by the Royal Horse Artillery whose powerful bombardments smash attacks before they even begin.

Armoured Car Squadron

For the more dashing commander, an Armoured Car Squadron may be just the thing. Your troops are mostly light reconnaissance armoured cars. They can't take on tanks toe-to-toe, but they are adept at avoiding trouble and working their way onto the objective.

This book entirely replaces the *Armoured Squadron*, *Motor Company*, and the relevant Divisional Troops sections of the *Intelligence Briefing on the British Army* in the *Flames Of War* rulebook.

Choosing Your Force

Before fighting a battle, you need to choose your force. To make sure that you and your opponent choose forces that will give a fair fight and an interesting game, every unit has a points value. Agree with your opponent on the maximum points value that you may spend on your armies. The limit for a typical game is 1500 points. Now look through the Intelligence Briefing for the type of company that you have chosen. Select the platoons you want in your force and subtract their points value from your total. Continue until you have no more points left. Your force is now complete and ready for battle. Onward to victory!

Platoon Descriptions

The organisation charts describe each platoon in the following parts:

Unit Name: The title of the platoon and the number you can have in each company.

Organisation Diagram: Showing the composition and internal organisation of the platoon.

Platoon: A list of the basic platoon choices available and the points cost of each.

Options: Some platoons are shown with part of the diagram in grey indicating additional options. These are not part of the basic price for the platoon, but must be paid for separately if you wish to include them in your platoon.

Restrictions: In some cases there are additional restrictions on the availability of weapons and how many platoons of the same type your force may have.



Naming Your Force

British convention letters each motor company or armoured squadron within the battalion or regiment, giving HQ, A, B, and C company or squadron. The platoons are numbered sequentially across the whole unit. In an armoured regiment, A Squadron has 1, 2, 3, and 4 Troops, B Squadron has 5, 6, 7, and 8 Troops, and C Squadron has 9, 10, 11 and 12 Troops. Any other troops, such as the Recce Troop are generally known by name. The platoons of a motor battalion are numbered similarly, with A Company having 1, 2, 3 and 4 Platoons, etc. Motor battalions have a support company lettered S as well, usually containing two Machine-gun Platoons and three Anti-tank Platoons numbered 14 to 17 respectively.

When operating as an independent Jock column, a force is either named for its commander or given a codename. So a column made up of C Company of the London Rifles, H Battery of 2nd RHA, a couple of troops of armoured cars from 12th Lancers, and a few Bofors Ack Ack guns, might be named TomCol after its commander, Major Tomkins, or code named July, Apple, or Moon for example.

British Regiments and Battalions

The British Army is steeped in history and tradition. Many regiments can trace their history back to the Seventeenth Century in the days of Pike and Shot, and most have battle honours from the Napoleonic Wars at the turn of the Nineteenth Century (the battle honours listed with each regiment are a brief summary rather than a complete list!) This long history has produced a number of oddities in the way the army is organised.

In the past, a regiment was the personal property of its Colonel, although sworn to the King's Service. To keep the regiments in being and share the burden of active service, each regiment usually sent one battalion to war, keeping another at home to raise and train replacements.

These battalions are grouped into brigades of three or four battalions as required, with no regard for the regiment of origin (although considerable regard for seniority). Brigades can operate independently or two or three brigades can be grouped into a division, once again as required. Brigades

are frequently swapped between divisions as the situation demands.

The regiment is the heart and soul of the British Army. A soldier's first loyalty is to his regiment. The battalions are known by the title of their parent regiment, so when you see a reference to The Buffs (Royal East Kent Regiment), it is actually just a single battalion of that regiment. It's worth noting that only certain regiments have been granted the title 'Royal' as a reward for service to the Crown. As a result, the Army as a whole is not a 'Royal Army' in the manner of the Royal Navy.

There is a strict hierarchy of precedence between regiments. The senior regiments come first, with the Cavalry and Royal Horse Artillery ranking before the Royal Tanks, all before the Royal Artillery, followed by the Foot Guards, the Regiments of the Line, the Yeomanry, and the Territorial Army.

Armoured Regiments in the Mediterranean

Regiment (by seniority)	Abbrev.	Formation	Battle Honours
The Queen's Bays (2 nd Dragoon Guards) 'The Bays'	Bays	2 Armd Bde	<i>War of Spanish Succession, Indian Mutiny, South Africa, France and Flanders 1914-1918; Somme 1940, Msus, Gazala, Cauldron, Knightsbridge, El Alamein, El Hamma, Djebel Kournine, Tunis, Italy 1944-45</i>
The Royal Scots Greys (2 nd Dragoons) 'The Greys'	Greys	4 Armd Bde	<i>War of Spanish Succession, War of Austrian Succession, Seven Years War, Waterloo, Crimean War, South Africa, France and Flanders 1914-1918, Syria 1941, Alam Halfa, El Alamein, Nofilia, Italy 1943, North-West Europe 1944-45</i>
3 rd King's Own Hussars 'The Moodkee Wallahs'	3 H	9 Armd Bde	<i>War of Austrian Succession, Peninsula, Afghanistan, Moodkee, 1st and 2nd Sikh Wars, South Africa, France and Flanders 1914-1918, Crete, Sidi Barrani, Buq Buq, Beda Fomm, Sidi Suleiman, Crete, El Alamein, Italy 1944-45</i>
4 th Queen's Own Hussars (Amalgamated with 8 th Hussars to form 4 th /8 th Hussars after Gazala)	4 H	4 Armd Bde	<i>Jacobite Rebellion, War of Austrian Succession, Peninsula, Afghanistan, Crimean War, France and Flanders 1914-1918, Greece 1941, Gazala, Defence of Alamein Line, Ruweisat, Alam Halfa, El Alamein, Italy 1944-45</i>
8 th King's Royal Irish Hussars (Amalgamated with 4 th Hussars to form 4 th /8 th Hussars after Gazala)	8 H	4 Armd Bde	<i>Hindoostan, Crimean War, Indian Mutiny, Afghanistan, South Africa, France and Flanders 1914-1918, Greece 1941, Sidi Rezegh, Gazala, El Alamein, North-West Europe 1944-45</i>
9 th Queen's Royal Lancers 'The Delhi Spearmen' or 'The Magpies'	9 L	2 Armd Bde	<i>Peninsula, 1st and 2nd Sikh Wars, Delhi, Indian Mutiny, Afghanistan, South Africa, France and Flanders 1914-1918, Somme 1940, Msus, Gazala, Ruweisat, El Alamein, El Hamma, Tunis, Italy 1944-45</i>
10 th Royal Hussars (Prince of Wales's Own) 'The Shiny Tenth'	10 H	2 Armd Bde	<i>War of Spanish Succession, Peninsula, Waterloo, Crimean War, Afghanistan, Egypt-1882, South Africa, France and Flanders 1914-1918, Somme 1940, Msus, Gazala, El Alamein, El Hamma, Djebel Kournine, Tunis, Italy 1944-45</i>
16 th /5 th Lancers 'The Brummagem Uhlans'	16/5 L	26 Armd Bde	<i>War of Spanish Succession, Peninsula, Waterloo, Afghanistan, 1st Sikh War, Sudan 1885, South Africa, France and Flanders 1914-1918, Fondouk, Djebel Kournine, Tunis, Italy 1944-45</i>
17 th /21 st Lancers 'The Death or Glory Boys', sometimes shortened to 'The Deaths'	17/21 L	26 Armd Bde	<i>Crimean War, Indian Mutiny, Sudan 1898, South Africa, France and Flanders 1914-1918, North-West Frontier 1915-1916, Tebourba, Kasserine, Fondouk, El Kourzia, Tunis, Italy 1944-45</i>
1 st Royal Tank Regiment	1 RTR	4 Armd Bde 22 Armd Bde ¹	<i>France and Flanders 1916-1918, Beda Fomm, Tobruk, Gazala, Defence of Alamein Line, Alam Halfa, El Alamein, Medenine, Wadi Akarit, Italy 1943, North-West Europe 1944-45</i>

Armoured Divisions in the Mediterranean

There were four armoured divisions fighting in North Africa, Sicily, and Italy in the mid-war period. Each of them had one or two Armoured Brigades, and either a Motor Brigade or a Lorried Infantry Brigade.

The 1st and 7th Armoured Divisions fought at Gazala in May and June 1942, being joined by the 10th Armoured Division for the Alamein battles in October and November. Both 1st and 7th Armoured Divisions then went on to Tripoli and the battles in Tunisia in March to May 1943, leaving the 10th Armoured Division in Egypt.

Meanwhile, the 6th Armoured Division landed in Tunisia in November 1942 as part of the Anglo-American Operation Torch. The Division fought with under-gunned Valentine and Crusader tanks until after the Kasserine Pass battles of February 1943 before being re-equipped with Sherman tanks for the rest of the Tunisian Campaign.

Once Africa was secure, the 7th Armoured Division was rebuilt before fighting in Italy in October to December 1943 where it took part in the capture of Naples.



1st Armoured Division

2 Armoured Brigade
22 Armoured Brigade (Gazala)
201 Guards Motor Brigade (Gazala)
7 Motor Brigade (Alamein)
12th Royal Lancers



6th Armoured Division

26 Armoured Brigade
38 (Irish) Infantry Brigade
1st The Derbyshire Yeomanry



7th Armoured Division

4 Armoured Brigade (until Alamein)
22 Armoured Brigade (Alamein)
7 Motor Brigade (Gazala)
131 Lorried Infantry Brigade (Alamein)
11th Hussars



10th Armoured Division

8 Armoured Brigade
24 Armoured Brigade
133 Lorried Infantry Brigade
1st Household Cavalry Regiment

3 rd Royal Tank Regiment	3 RTR	4 Armd Bde 8 Armd Bde ¹	<i>France and Flanders 1916-1918, Arras 1940, Greece 1941, Sidi Rezegh, Gazala, Defence of Alamein Line, Alam Halfa, El Alamein, Tebaga Gap, Wadi Akarit, North-West Europe 1944-45</i>
5 th Royal Tank Regiment	5 RTR	4 Armd Bde 22 Armd Bde ¹	<i>France and Flanders 1916-1918, Arras 1940, Sidi Rezegh, Gazala, Defence of Alamein Line, Alam Halfa, El Alamein, Wadi Akarit, Italy 1943, North-West Europe 1944-45</i>
6 th Royal Tank Regiment	6 RTR	4 Armd Bde 2 Armd Bde ¹	<i>France and Flanders 1916-1918, Libya 1940, Halfaya 1941, Sidi Rezegh, Gazala, Defence of Alamein Line, Italy 1944-45</i>
41 st Royal Tank Regiment	41 RTR	24 Armd Bde	El Alamein
45 th Royal Tank Regiment	45 RTR	24 Armd Bde	El Alamein
47 th Royal Tank Regiment	47 RTR	24 Armd Bde	El Alamein
The Royal Wiltshire Yeomanry (Prince Of Wales's Own)	R Wilts Y	9 Armd Bde	<i>South Africa, France and Flanders 1914-1918, Syria 1941, El Alamein, Italy 1944-45</i>
The Warwickshire Yeomanry	Warw Y	9 Armd Bde	<i>South Africa, Gallipoli, France and Flanders 1914-1918, Palestine 1917-1918, Iraq 1941, Syria 1941, El Alamein, Italy 1944-45</i>
The Nottinghamshire Yeomanry (Sherwood Rangers)	SRY	8 Armd Bde	<i>South Africa, Gallipoli, Palestine 1917-1918, Alam Halfa, El Alamein, Advance to Tripoli, Tebaga Gap, Enfidaville, North-West Europe 1944-45</i>
The Staffordshire Yeomanry (Queen's Own Royal Regt)	Staffs Y	8 Armd Bde	<i>South Africa, Palestine 1917-1918, Alam Halfa, El Alamein, El Agheila, Advance to Tripoli, Tebaga Gap, Wadi Akarit, Enfidaville, North-West Europe 1944-45</i>
2 nd Royal Gloucestershire Hussars	2 RGH	22 Armd Bde	<i>South Africa, Gallipoli, Palestine 1917-1918, Tobruk, Sidi Rezegh, El Haseiat, Chor es Sufan, Cauldron, Alam Halfa</i>
2 nd Lothians and Border Horse Yeomanry	2 LBH	26 Armd Bde	<i>South Africa, Somme 1940, Thala, Fondouk, Djebel Kournine, Tunis, Hammam Lif, Italy 1944-45</i>
3 rd County of London Yeomanry (Sharpshooters)	3 CLY	22 Armd Bde 4 Armd Bde ²	<i>South Africa, Gallipoli, Palestine 1917-1918, Sidi Rezegh, El Haseiat, Cauldron, Gazala, Defence of Alamein Line, Sicily, North-West Europe 1944-45</i>
4 th County of London Yeomanry (Sharpshooters)	4 CLY	22 Armd Bde	<i>South Africa, Gallipoli, Palestine 1917-1918, Sidi Rezegh, El Haseiat, Cauldron, Gazala, Defence of Alamein Line, Alam Halfa, El Alamein, Wadi Akarit, Tunis, Italy 1943, North West Europe 1944-45</i>

¹ After the Gazala battles (July 1942 onwards).

² From Sicily (June 1943) onwards.

The 9th Armoured Brigade was an independent brigade serving with the 2nd New Zealand Division at El Alamein.

Desert Rats Special Rules

It has been said of the British Army that they always start a war by losing battles. However, they are nothing if not stubborn and persistent, and it can also be said that they always end a war by winning battles. These special rules reflect the dogged determination of the British soldier despite loss and adversity.

British Bulldog

200 years ago, a French general remarked that the British troops his infantry attacked appeared to have taken root and be stuck to the ground. They refused to run away when other troops would have. Nothing has changed and British soldiers still have a reputation for tenacity and stubbornly refusing to give up ground that they have taken.

When a British platoon fails a Motivation test to counter-attack or fall back in an assault, you may re-roll the die and apply the new result instead.

Carry On Sergeant

The backbone of the British Army is its Sergeants. Many a new subaltern has been advised to let the Sergeant run the platoon and to follow his advice. If the officer is killed, the Sergeant is more than able to keep the platoon fighting.

A British platoon may make Motivation tests, even if their Command team was destroyed. However, the platoon may not move if the Platoon Command team has been destroyed, unless another Command team Takes Over Command.

Fear Naught

The motto of the Royal Tank Regiment is Fear Naught, and British tank crews live up to this ideal, fighting gallantly to the last tank, no matter the odds or chances of success.

If an Armoured Platoon is reduced to a single tank (whether Bailed Out or still operational), it may at the start of any of your turns join another Armoured Platoon from the same Armoured Squadron that has at least one tank within 4"/10cm.

If the sole survivor of a platoon joins another platoon, the Armoured Platoon it came from ceases to exist, but does not count as destroyed.

If the combined platoon has two or more Command teams, nominate one of them to be the Platoon Command team. The other then counts as a normal team. If the Platoon Command team is destroyed, you may immediately nominate another Command team in the platoon if available as the new Platoon Command team.

If the combined platoon takes further casualties, it is treated as below half strength any time it is reduced to one tank, or has all remaining tanks Bailed Out. As long as it has at least two tanks, one of which is not Bailed Out, the platoon is more than half strength and does not need to take Platoon Morale Checks.

ATL DA06869



Armoured Squadron (Tank Company)



The Royal Tank Regiment dates back to the invention of the tank back in the First World War. We took 'Through Mud and Blood to the Green Fields Beyond' as our creed back then. The tanks have changed a lot since and the Desert's not quite the fields of France, but we never forget 'My Boy Willie' our first tank, still worn proudly on our cap badge.

—Lieutenant Robert Love-Pinecoffin

A force based around an Armoured Squadron must contain:

- a Company HQ, and
- two to four Armoured Platoons.

Weapons Platoons available to an Armoured Squadron can be:

- up to two further Armoured Platoons.

Support Platoons for an Armoured Squadron can be:

- Motor Platoons,
- Scout Patrols,
- Armoured Car Platoons, and
- Divisional Support Platoons.



You may have up to **one** Support Platoon attached to your company for each Light or Heavy Armoured Platoon that you are fielding.

Motivation And Experience

The British armoured regiments have been given a rough handling by Rommel's lot, but they've stuck to their guns, learned their lessons, and are ready to return the favour. An Armoured Squadron is **Confident Trained**.

4TH COUNTY OF LONDON YEOMANRY

The County of London Yeomanry (CLY) were a volunteer cavalry regiment formed in 1901 from veterans of the Boer War. When the Second World War broke out in 1939, the 4th County of London Yeomanry commanded by Subaltern Colonel Arkwright was formed from part of the old 3rd County of London Yeomanry 'The Sharpshooters'. Both regiments joined the 22nd Armoured Brigade equipped with the new Crusader tanks and went out to join the Eighth Army in the desert.

Their first action was against the Italian *Ariete* armoured division took place at the start of Operation Crusader in November 1941 at El Gubi. One story has it that the regiment's officers went into battle waving riding crops and crying "Tally Ho!" as they charged the Italian guns. Such valour led to very heavy losses putting the brigade out of the battle for several days. The CLY rejoined the battle against the *Afrika Korps* near Sidi Rezegh, displaying considerable gallantry despite continued heavy losses. In May and June 1942 at Gazala, the regiment, now equipped with a mixture of Grants and Crusaders, fought the *Afrika Korps* once more. Again their methods resembled nothing so much as an old-fashioned cavalry charge—brave, but lacking in subtlety and the finer points of armoured tactics.

The regiment, now under Subaltern Colonel Scott, gained a measure of revenge for its previous defeats when it played a central role in stopping Rommel's attack at Alam Halfa in August. This time their cavalry instincts were kept under a tight rein. They fought from concealed positions using the guns of the Grant tanks to destroy the Germans at long range.

The Yeomanry had a relatively quiet role in the Second Battle of Alamein in October, but as the Axis defences crumbled, the regiment took part in the destruction of *Ariete*—revenge for the rough handling that they received at their hands a year earlier. The regiment then pursued the *Afrika Korps* to Tunisia, where they won a hard-fought battle for Wadi Akarit in April 1943.

The regiment reequipped with Sherman III tanks and under the command of Subaltern Colonel, the Viscount Lord Cranley, served briefly in Italy in 1943 before returning to England. It went ashore in Normandy soon after the D-Day landings of June 6, 1944. There it fought a disastrous battle against Tiger tanks at Villers-Bocage. After a month of heavy fighting, the survivors were amalgamated with its equally battered sister regiment, the 3rd County of London Yeomanry to form 3rd/4th CLY.



Heavy Armoured Squadron

Headquarters Platoon

1 Company HQ



Heavy Armoured Squadron

The Heavy Armoured Squadrons are the backbone of any armoured regiment. Their big 75mm guns finally give the British Army an answer to the Jerry Panzers and their wicked long-range 88's.

Platoon

Company HQ with:

2 Grant 210 points

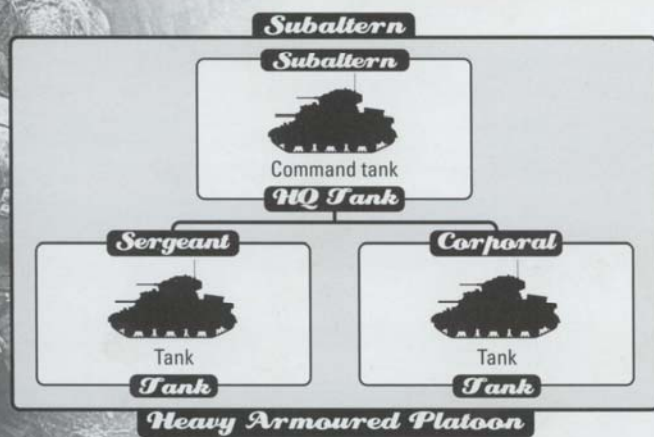
- Add up to two Grant tanks for +105 points per tank.
- Fit any or all Grant tanks with Lee turrets with a cupola MG for +5 points per tank.
- Upgrade any Grant tanks to Sherman II tanks for +10 points per tank or Sherman III tanks for +25 points per tank.
- Arm any or all Sherman tanks with a 0.5" AA MG for +5 points per tank.

Note: The Company Command tank must be the first tank upgraded to a Sherman tank.

The Company HQ of a Heavy Armoured Squadron may not have both Sherman II and Sherman III tanks at the same time.

Combat Platoons

2 to 4 Heavy Armoured Platoons



Heavy Armoured Platoon

Grant tanks may be modelled as either the British-style Grant or the US-style M3 Lee with a machine-gun cupola on the top of the turret. Both were used interchangeably and referred to as Grants without distinction.

Platoon

3 Grant 315 points

- Fit any or all Grant tanks with Lee turrets with a cupola MG for +5 points per tank.
- Upgrade any or all Grant tanks to Sherman II tanks for +10 points per tank or Sherman III tanks for +25 points per tank.
- Arm any or all Sherman tanks with a 0.5" AA MG for +5 points per tank.

Note: The command tank must be the first to be upgraded to a Sherman tank.

A Heavy Armoured Platoon may not have both Sherman II and Sherman III tanks at the same time.

Remember that your Grant tanks can fire both their 75mm main gun and their 37mm turret gun at the same time using the Multiple Guns rule on page 63 of the *Flames Of War* rulebook.

Weapons Platoons

0 to 2 Light Armoured Platoons

A Heavy Armoured Squadron may include up to two Light Armoured Platoons as an advance guard or for flank protection.

Light Armoured Squadron

Headquarters Platoon

1 Company HQ

Platoon

Company HQ with:

2 'Honey' Stuart I or III **100 points**

- Add up to two 'Honey' Stuart tanks for +50 points per tank.
- Arm any or all 'Honey' Stuart tanks with an AA MG for +5 points per tank.

2 Crusader II **115 points**

- Add up to two Crusader II tanks for +55 points per tank
- Upgrade any or all Crusader II tanks to Crusader II CS tanks for +15 points per tank or Crusader III tanks for +20 points per tank.

Note: The Company Command and 2iC Command tanks may not be Crusader III tanks.

A Light Armoured Squadron may not have both 'Honey' Stuart and Crusader tanks.



Light armoured squadrons are the regiment's fast, mobile troops. Their speed enables them to get amongst the enemy where they can really make themselves felt. Light squadrons won't win in a gun duel, but using hit-and-run tactics they are deadly.

The squadrons equipped with the light 'Honey' Stuart tanks use their high speed to move from position to position firing from brief halts. They protect the flanks of the heavies allowing them to get on with the destruction of the enemy.

Crusader squadrons tend to be more aggressive. Their cruiser tanks are ideally designed for swirling, close-quarters tank battles. Although they are outgunned, the Crusaders give a good account of themselves once they get amongst enemy tanks.

Combat Platoons

2 to 4 Light Armoured Platoons

Platoon

3 'Honey' Stuart I or III **150 points**

- Arm any or all 'Honey' Stuart tanks with an AA MG for +5 points per tank.

3 Crusader II **170 points**

- Replace the command tank with a Crusader II CS tank for +15 points.
- Upgrade any or all Crusader II tanks to Crusader III tanks for +20 points per tank.

Note: The command tank will be the last tank upgraded to a Crusader III.



The cruiser tank commander must handle his troops firmly with courage and élan.

Weapons Platoons

0 to 2 Heavy Armoured Platoons

Light Armoured Squadrons were sometimes backed up by their heavier cousins. They may include up to two Heavy Armoured Platoons for anti-tank support.





Motor Company

(Mechanised Infantry Company)

Along with the Royal Horse Artillery, the Rifle Brigade plays a vital role in modern mobile warfare. We provide the foundation on which the tanks manoeuvre. We occupy key positions well forward on the battlefield where the gunners can really get stuck into Jerry. Together we give the tanks a clear run at the Hun.

—Captain Sebastian Playfair

A force based around a Motor Company must contain:

- a Company HQ, and
- two or three Motor Platoons.

Weapons Platoons available to a Motor Company are:

- three Scout Patrols,
- a Machine-gun Platoon, and
- two Anti-tank Platoons.

Support Platoons for a Motor Company can be:

- Armoured Platoons,
- Armoured Car Platoons, and
- Divisional Support Platoons.

You may have up to **two** Support Platoons attached to your company for each Motor Platoon that you are fielding.

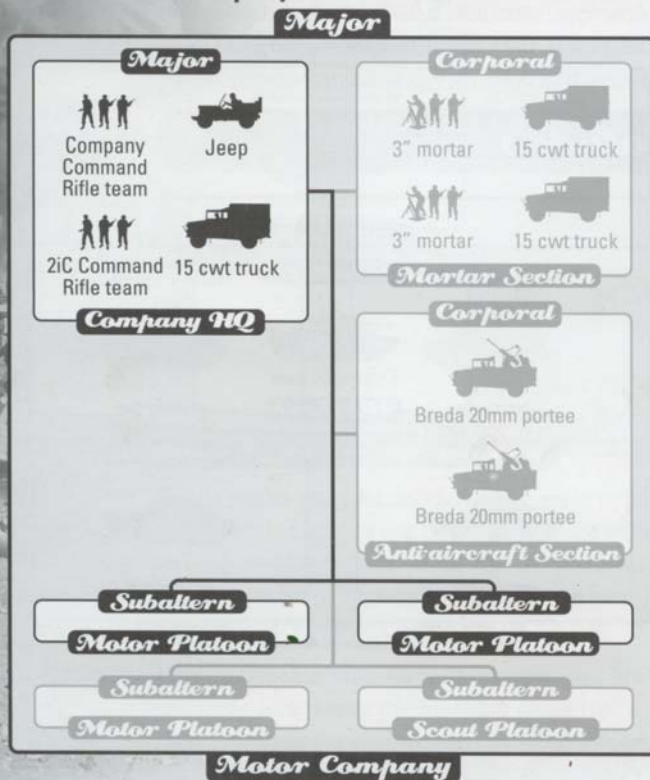
Motivation And Experience

The rifle regiments have been cracking around the desert 'up the blue' for most of the war. They are confident of their ability to handle the enemy and ready to prove it. A Motor Company is **Confident Veteran**.



Headquarters Platoon

1 Company HQ



Platoon

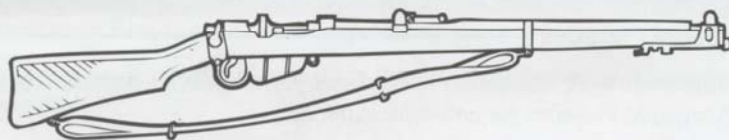
Company HQ **40 points**

Options

- Equip all Rifle teams with Sticky Bombs for +5 points per team.
- Replace either or both the Jeep and 15 cwt truck in the HQ Section with White scout cars for +5 points for the platoon.
- Add a Mortar Section for +60 points.
- Replace both 15 cwt trucks in the Mortar Section with Mortar Carriers for +5 points.
- Add an Anti-aircraft Section for +80 points.

For such a small unit, a Motor Company commander has a large amount of firepower at his disposal. Their machine-guns, anti-tank guns and plentiful artillery support allow them to beat almost any opposition.

Use this firepower wisely, inflicting maximum damage on the enemy while conserving your own strength. Your platoons are small and you cannot afford to take heavy casualties.



Combat Platoons

A Motor Company must have two or three Combat Platoons. There are two styles of Motor Platoon, trucked and lorried. All of your Motor Platoons must be of the same style.

Trucked Motor Platoons

Platoon

HQ Section with:

3 Motor Squads **125 points**

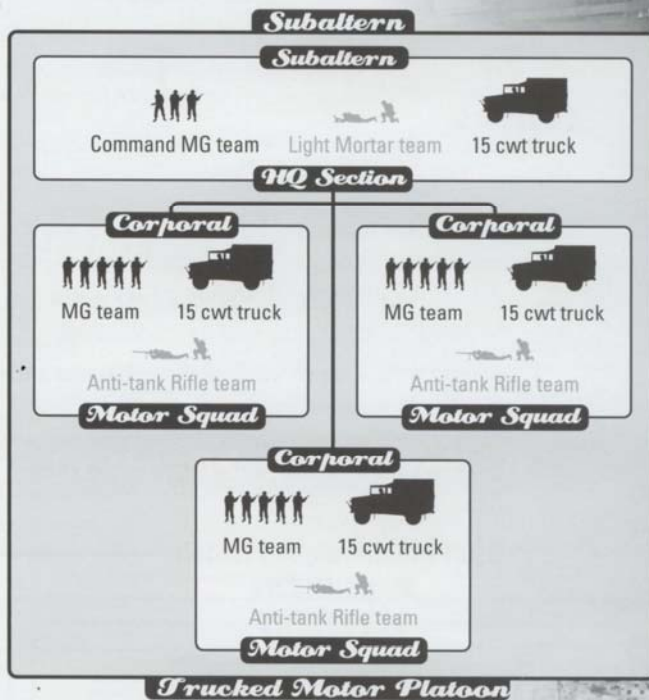
2 Motor Squads **95 points**

Options

- Equip all MG teams with Sticky Bombs for +5 points per team.
- Add a Light Mortar team for +10 points.
- Add Anti-tank Rifle teams for +20 points per team.
- Upgrade up to one Anti-tank Rifle team to a PIAT team for +10 points.

You may not field more than one PIAT team in your company.

The riflemen of the Motor Platoons use their mobility to take their objective before digging in with their supporting anti-tank guns to hold it against all comers.



Lorried Motor Platoons

Platoon

HQ Section with:

2 Motor Squads **150 points**

1 Motor Squad **95 points**

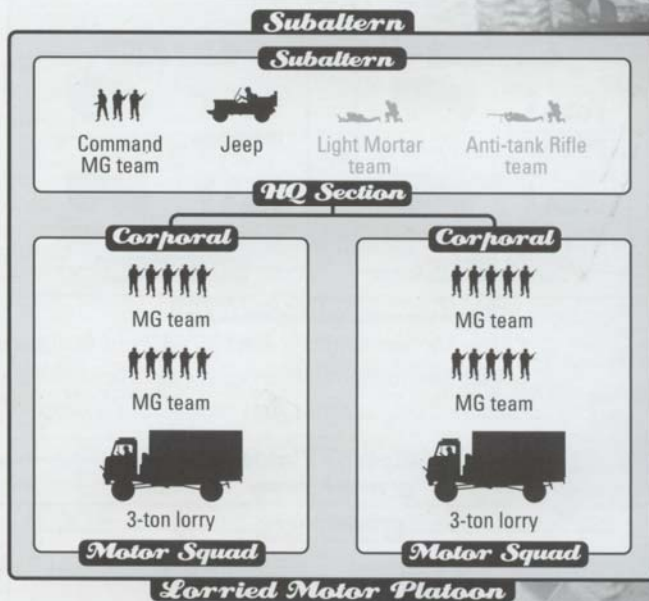
Options

- Equip all MG teams with Sticky Bombs for +5 points per team.
- Add a Light Mortar team for +10 points.
- Add an Anti-tank Rifle team for +20 points or a PIAT team for +30 points.

Light Mortar, Anti-tank Rifle and PIAT teams ride in the Motor Squads' trucks.

You may not field more than one PIAT team in your company.

After the defeat at Gazala some Motor Battalions were reorganised to use two 3-ton lorries rather than four small 15 cwt trucks. This reduced the amount of petrol and other supplies (not to mention drivers and mechanics) needed to keep the battalion in battle.



PIAT

The PIAT (or more formally, the Projector, Infantry, Anti-tank) is a shoulder-fired anti-tank weapon. It functions like a flat-trajectory mortar with a huge spring to absorb the recoil and re-cock it for the next shot. Designed at the same time as the American Bazooka, it used a similar HEAT (High Explosive Anti-tank) round to destroy enemy tanks. The PIAT started appearing in the front lines in 1943, making a brief appearance in the Tunisian fighting. It was more common later in Sicily and Italy.



Weapons Platoons

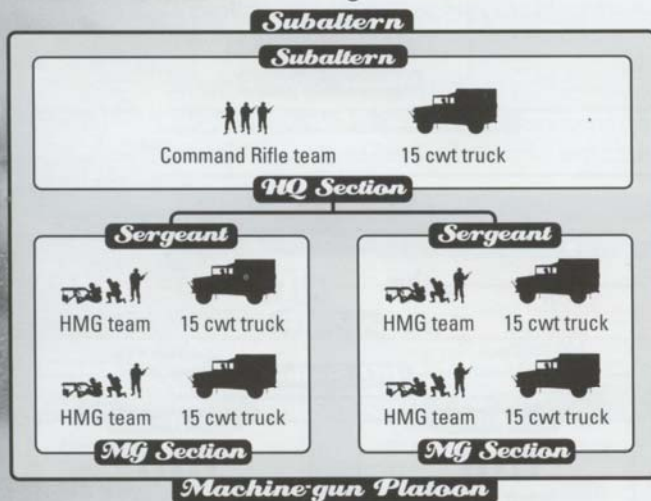
0 to 3 Scout Patrols



The Motor Company's Scout Platoon scouts ahead of the company in advances and covers the flanks in battle. In defence they form the mobile reserve.

Scout Patrols are reconnaissance platoons and use the Reconnaissance rules in the *Flames Of War* rulebook, or those in *Stars and Stripes* (also available on our website), to avoid enemy fire.

0 to 1 Machine-gun Platoon



The Vickers medium machine-guns of the Machine-gun Platoon pin the enemy down while the Motor Platoons manoeuvre to deliver the knock-out blow. On the defensive, no enemy infantry can approach the Vickers without first weathering a storm of lead.

0 to 2 Anti-tank Platoons



It is impossible for infantry to survive in the desert without anti-tank support. The guns in the motor battalion's Anti-tank Platoons are handy enough to be brought right up into the front line, keeping enemy armour at a distance.

Platoon

3 Universal Carrier **90 points**

Options

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or 0.5" MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG with a Boys anti-tank rifle at no cost.

Although purchased as separate platoons, all of a Motor Company's Scout Patrols deploy as a single platoon at the same time. Treat the Scout Patrols as a single platoon for Ambushes or Reserves.

Platoon

HQ Section with:

2 Machine-gun Sections **160 points**

1 Machine-gun Section **90 points**

Options

- Replace all 15 cwt trucks with MMG Carriers for +5 points per MG or HQ Section.
- Equip all Rifle and HMG teams with Sticky Bombs for +5 points per team.

Platoon

HQ Section with:

2 Anti-tank Sections **165 points**

1 Anti-tank Section **95 points**

Options

- Upgrade all 2 pdr portees to 6 pdr portees for +20 points per section.
- Replace all 2 pdr portees with 6 pdr guns towed by Jeeps for +20 points per section.
- Equip all Rifle teams, Gun teams and Portees with Sticky Bombs for +5 points per team.

Portee guns are issued Sticky Bombs for use when they dismount. They are of no use while the guns remain mounted.

2nd BATTALION, SCOTS GUARDS

The elite infantry of the Scots Guards were stationed in the Middle East when war broke out. The battalion spent much of 1941 with the Guards Motor Brigade roving the desert harassing the enemy. 1942 saw the Brigade attached to the 1st Armoured Division garrisoning the Knightsbridge box during the Gazala battles. Initially the Scots Guards sent out columns to harass the enemy, until on June 13 the *Afrika Korps* attacked and the battalion was ordered to hold until relieved. Rommel commented that their stand was 'almost a living embodiment of the virtues and faults of the British soldier—tremendous courage and tenacity combined with a rigid lack of mobility.'

The survivors were withdrawn to Syria to rebuild the battalion and returned to battle in 1943. At the battle of Medenine, the Scots Guards held the centre of the line and were waiting to avenge their previous defeat. This time they stopped the *Afrika Korps*, destroying at least fifteen tanks of 21st Panzer Division.

The battalion landed at Salerno in Italy in September 1943, and went on to fight in the battles for the Volturno River and Monte Camino, before transferring to the Guards Armoured division in North-West Europe.

The 2nd Battalion, Scots Guards is unusual in having a unique tradition dating back to the Napoleonic Wars of calling its four companies Right Flank Company, F Company, G Company and Left Flank Company (instead of the usual A, B, C, and D Companies used by almost every other battalion in the army).

Motor Battalions in the Mediterranean

Battalion (by seniority)	Abbrev.	Formation	Battle Honours
3 rd Bn, Coldstream Guards (The Coldstream Regt Of Foot Guards) 'The Coldstream', 'The Colleys', or 'The Lillywhites', never 'The Coldstreams'	3 Coldm Gds	201 Gds Bde	<i>Tangier 1680, Namur 1695, Gibraltar, War of Spanish Succession, War of Austrian Succession, Peninsula, Waterloo, Crimean War, Egypt 1882, Sudan 1885, South Africa, France and Flanders 1914-1918, Sidi Barrani, Msus, Halfaya 1941, Knightsbridge, Tobruk, Defence of Alamein Line, Medenine, Mareth, Tunis, Italy 1943-45</i>
2 nd Bn, Scots Guards (The Scots Regt Of Foot Guards) 'The Jocks'	2 SG	201 Gds Bde	<i>Namur 1695, War of Austrian Succession, Peninsula, Waterloo, Crimean War, Egypt 1882, Sudan 1885, South Africa, France and Flanders 1914-1918, Gazala, Knightsbridge, Defence of Alamein Line, Medenine, Italy 1943-44, North-West Europe 1945</i>
1 st Bn, The Buffs (Royal East Kent Regiment) 'The Old Buffs' or 'The Nutcrackers'	1 Buffs	8 Armd Bde	<i>War of Spanish Succession, War of Austrian Succession, Guadeloupe, Peninsular, Punniar, Crimean War, 1st China War, Zulu War, Chitral, South Africa, France and Flanders 1914-1918, Palestine 1917-1918, Mesopotamia 1915-1918, Alam Halfa, El Alamein, El Agheila, Advance to Tripoli, Tebaga Gap, Wadi Akarit, Enfidaville, North-West Europe 1944-45</i>
14 th Bn, The Sherwood Foresters (Nottinghamshire and Derbyshire Regt) 'The Old Stubborns'	14 Foresters	9 Armd Bde	<i>Louisberg, Peninsula, Burma, Kaffir Wars, Crimea, Indian Mutiny, Abyssinia, Egypt 1882, Tirah, South Africa, Gallipoli, France and Flanders 1914-1918, El Alamein, Italy 1944-45</i>
9 th Bn, The King's Own Yorkshire Light Infantry Previously the Yorkshire Dragoons	9 KOYLI	2 Armd Bde ²	<i>Seven Years War, Peninsula, Waterloo, Burma, Afghanistan, South Africa, France and Flanders 1914-1918, Egypt 1915-1916, Macedonia 1915-1917, Italy 1917-1918, Argoub Sella, Italy 1944-45</i>
1 st Bn, The King's Royal Rifle Corps 'The 60th', or less complimentary, 'King's Rich Rude Club'	1 KRRC	4 Armd Bde 7 Mot Bde ³	<i>Quebec, North America, Peninsula, Martinique, 2nd Sikh War, Kaffir Wars, Indian Mutiny, 1st China War, Afghanistan, Egypt 1882, Chitral, South Africa, France and Flanders 1914-1918, Egyptian Frontier 1940, Sidi Rezegh, Gazala, Defence of Alamein Line, Alam Halfa, El Alamein, Tebaga Gap, Djebel Kourmine, Tunis, Italy 1943-45</i>
2 nd Bn, The King's Royal Rifle Corps	2 KRRC	7 Mot Bde 4 Armd Bde ³	<i>As above*, Calais 1940, Gazala, Defence of Alamein Line, Alam Halfa, El Alamein, Tunisia, Sicily, North-West Europe 1944-45</i>
9 th Bn, The King's Royal Rifle Corps (The Rangers)	1 Rangers	7 Mot Bde	<i>As above*, Gazala, Defence of Alamein Line, Alam Halfa</i>
1 st Bn, The Rifle Brigade (Prince Consort's Own) 'The Green Jackets', 'The Sweeps', or less complimentary, 'The Black Mafia'	1 RB	2 Armd Bde ¹ 22 Armd Bde ²	<i>Copenhagen, Peninsula, Waterloo, Kaffir Wars, Crimean War, Indian Mutiny, Ashanti War, Afghanistan, Burma, Sudan 1898, South Africa, France and Flanders 1914-1918, Calais 1940, Msus, Gazala, Defence of Alamein Line, El Alamein, North-West Europe 1944-45</i>
2 nd Bn, The Rifle Brigade (Prince Consort's Own)	2 RB	7 Mot Bde	<i>As above*, Beda Fomm, Sidi Rezegh, Gazala, Defence of Alamein Line, Alam Halfa, El Alamein (Outpost Snipe), Djebel Kourmine, Italy 1944-45</i>
7 th (London) Bn, The Rifle Brigade	7 RB	7 Mot Bde	<i>As above*, Alam Halfa, Alamein, Djebel Kourmine, Italy 1944-45</i>
9 th Bn, The Rifle Brigade (Tower Hamlets Rifles)	9 RB	201 Gds Bde	<i>As above*, Sidi Rezegh, El Haseiat, Msus, Gazala, Defence of the Alamein Line</i>
10 th Bn, The Rifle Brigade (Tower Hamlets Rifles)	10 RB	26 Armd Bde	<i>As above*, Thala, Fondouk, Djebel Kourmine, Tunis, Italy 1944-45</i>

¹ During the Gazala battles (May and June 1942).

² From El Alamein (October 1942) onwards.

³ From Tunisia (January 1943) onwards.

* All the battalions of a regiment have the same battle honours. The list shown in plain type shows the battles each battalion fought in World War II.





Armoured Car Squadron

(Wheeled Reconnaissance Tank Company)

The Armoured Car Squadrons replace the light cavalry of the past. Ranging far across the desert, they keep a watch on Rommel making sure he doesn't get up to any tricks. The squadrons are almost entirely equipped with armoured cars making them mobile and hard-hitting if they have to fight.

A force from an Armoured Car Squadron must contain:

- a Company HQ, and
- two to five Armoured Car Platoons.

Weapons platoons available to an Armoured Car Squadron are:

- an Assault Platoon, and
- a 75mm Gun Platoon.

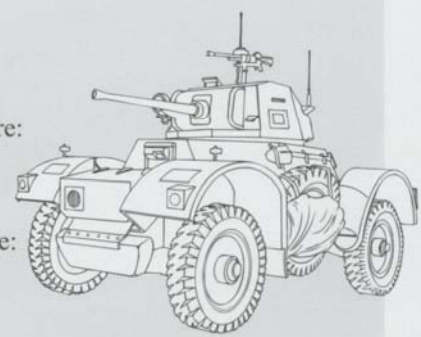
Support platoons available to an Armoured Car Squadron are:

- Armoured Platoons
- Motor Platoons, and
- Divisional Support Troops

You may only have **one** Support Platoon attached to your company for each Armoured Car Platoon in your force.

Motivation And Experience

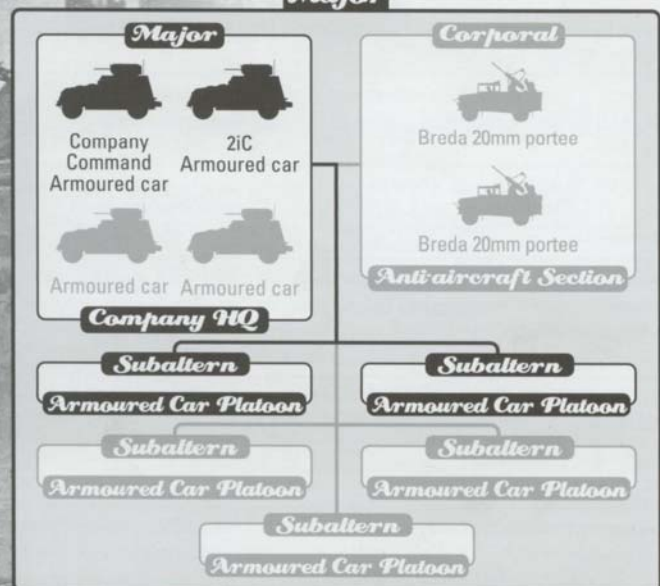
Only soldiers of the highest calibre are chosen for the difficult and dangerous job of intelligence gathering. An Armoured Car Squadron is rated as **Confident Veteran**.



Headquarters Platoon

1 Company HQ

Major



Armoured Car Squadron

British armoured cars are heavily armed enabling them to keep their German and Italian counterparts at a respectful distance. The lack of infantry in the squadron can however make things tricky in dense terrain.

The Company HQ Platoon is a reconnaissance platoon and uses the Reconnaissance rules in the *Flames Of War* rulebook, or those in *Stars and Stripes* (also available on our website), to avoid enemy fire.

Platoon

Company HQ with:

- 2 Marmon Herrington III **60 points**
- Add up to two Marmon Herrington III armoured cars for +30 points per armoured car.
- Arm any or all Marmon Herrington armoured cars with an AA MG for +5 points per armoured car.
- 2 Humber II or III **70 points**
- Add up to two Humber II or III armoured cars for +35 points per armoured car.
- 2 Daimler I **90 points**
- Add up to two Daimler I armoured cars for +45 points per armoured car or Daimler Dingo scout cars for +30 points per scout car.
- Replace AA MG on any Daimler Dingo scout cars with 0.5" AA MG for +5 points.
- 2 AEC I **120 points**
- Add up to two AEC I armoured cars for +55 points per armoured car.
- Option**
- Add an Anti-aircraft Section for +80 points.



Combat Platoons

2 to 5 Armoured Car Platoons

Platoon

3 Marmon Herrington III **90 points**

- Upgrade any or all Marmon Herrington armoured cars by replacing the Boys anti-tank rifle and turret MG with a hull-mounted captured anti-tank gun, reducing Top armour to 0 for +10 points per armoured car.
- Arm any or all Marmon Herrington armoured cars with an AA MG for +5 points per armoured car.
- Replace one Marmon Herrington armoured car with a Daimler I armoured car for +15 points, or an AEC I for +30 points.

3 Humber II or III **105 points**

- Replace one Humber armoured car with an AEC I armoured car for +20 points.

3 Daimler I **135 points**

- Replace one Daimler armoured car with a Daimler Dingo scout car for -15 points.
- Replace AA MG on the Daimler Dingo scout car with 0.5" AA MG for +5 points.

3 AEC I **170 points**

Armoured Car Platoons are reconnaissance platoons and use the Reconnaissance rules in the *Flames Of War* rulebook, or those in *Stars and Stripes* (also available on our website), to avoid enemy fire.



Armoured Car Platoons roam far ahead of the tanks observing enemy dispositions and reporting their movements.

In pursuits they lead the chase, harassing the enemy, ambushing convoys and generally creating havoc with the retreating enemy.

In retreats they are the rearguard, delaying the enemy advance and covering the withdrawal of the fighting forces.

Captured Guns

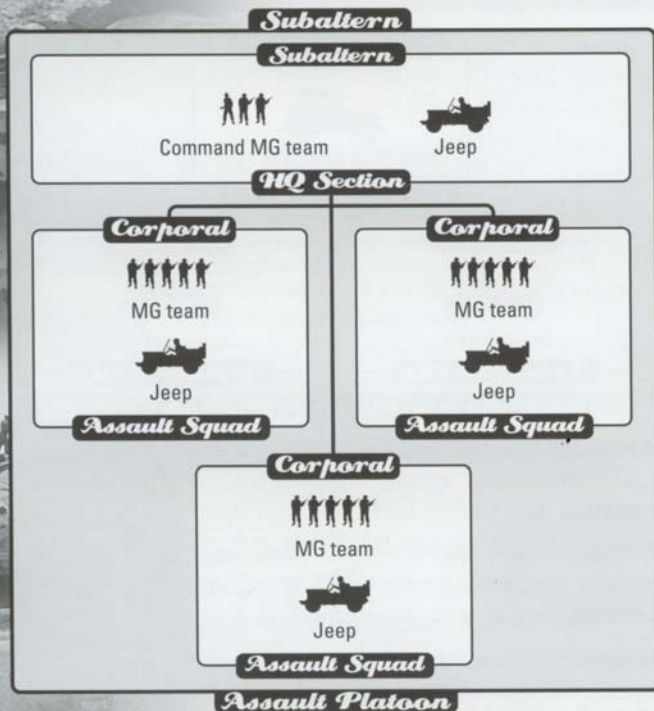
The armoured car regiments equipped with the Marmon Herrington found themselves outgunned by their German opposition. Their solution used typical Desert Rats ingenuity. They took the turrets off their cars and mounted guns they'd captured in their place. They used a wide variety of weapons including 20mm Solothurn and 2.8cm sPzB41 anti-tank rifles, and 3.7cm PaK36 anti-tank guns.

Armoured Car Regiments in the Mediterranean

Regiment	Abbrev.	Formation	Battle Honours
1 st Household Cavalry Regt The Blues and the Life Guards 'The Stable Boys', or 'The Tin Tummies'	HCR	10 Armd Div	War of Austrian Succession, Seven Years War, Peninsular, Waterloo, Egypt 1882, South Africa, France and Flanders, 1914-1918, Iraq 1941, Syria 1941, El Alamein, Italy 1944, North-West Europe 1944-45
1 st King's Dragoon Guards 'The Welsh Tankies'	KDG	7 Armd Div	War of Spanish Succession, Seven Years War, Waterloo, Crimean War, 1st China War, South Africa, France and Flanders 1914-1918, Beda Fomm, Tobruk, Gazala, Defence of Alamein Line, Advance on Tripoli, Tebaga Gap, Tunis, Italy 1943-45
1 st The Royal Dragoons 'The Royals'	Royals	1 Armd Div (Gazala) 10 Armd Div (Alamein) 4 Armd Bde (Sicily)	Tangier 1662, War of Austrian Succession, Peninsula, Waterloo, Crimean War, South Africa, France and Flanders 1914-1918, Syria 1941, Gazala, Knightsbridge, El Alamein, Advance on Tripoli, Sicily, Italy 1943, North-West Europe 1944-45
11 th Hussars (Prince Albert's Own) 'The Cherrypickers' or less favourably 'Cherrybums' or 'Cheribims'	11 H	7 Armd Div	War of Spanish Succession, Egypt, Peninsula, Waterloo, Jat War, Crimean War, France and Flanders 1914-1918, Egyptian Frontier 1940, Sidi Barrani, Beda Fomm, Sidi Rezegh, El Alamein, Tunis, Italy 1943, North-West Europe 1944-45
12 th Royal Lancers (Prince of Wales's)	12 L	1 Armd Div	Peninsula, Waterloo, Kaffir Wars, Crimean War, Indian Mutiny, South Africa, France and Flanders 1914-1918, Dunkirk 1940, Chor es Sufan, Gazala, El Alamein, Tebaga Gap, Djebel Koumine, Tunis, Italy 1944-45
1 st The Derbyshire Yeomanry 2 nd The Derbyshire Yeomanry	1 Derby Y 2 Derby Y	6 Armd Div 4 Armd Bde	South Africa, Gallipoli, Egypt and Macedonia 1916-1918, Alam El Halfa, El Alamein, Medjez Al Bab, Tebourba, Steamroller Farm, Fondouk, Kairouan, Tunis, Italy 1944-45
4 th South African Armd C Regt	4 SAAC	7 Armd Div	Sidi Rezegh, Gazala, Defence of Alamein line, El Alamein

Weapons Platoons

0 to 1 Assault Platoon



Platoon

HQ Section with:

3 Assault Sections	155 points
2 Assault Sections	115 points

Option

- Replace all Jeeps with White scout cars for +5 points for the platoon.

The close and difficult terrain of Tunisia and Italy made it necessary to reconnoitre on foot on many occasions, so most squadrons formed an Assault Platoon. Despite their aggressive name, the Assault Platoon's main role was dismounted reconnaissance. They used Jeeps or White scout cars to get as close as they safely could before dismounting.

Assault Platoons are reconnaissance platoons and use the Reconnaissance rules in the *Flames Of War* rulebook, or those in *Stars and Stripes* (also available on our website), to avoid enemy fire.

0 to 1 75mm Gun Platoon



Platoon

HQ Section with:

2 Autocar 75mm SP	150 points
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When the Armoured Car Squadrons arrived in Tunisia, they found themselves coming face-to-face with the enemy far more often than they had in the desert.

Ex-American M3 75mm GMC half-tracks, known as Autocar 75mm SP in British service, gave them their own artillery to pin the enemy down while the armoured cars withdrew.

ROYAL WILTSHIRE YEOMANRY

This regiment began the war as a horsed Yeomanry regiment, and was sent to Palestine where it was thought that cavalry might still be useful in modern war. By 1941 it was obvious that the days of horsed cavalry were over, and the regiment became a motorised regiment in trucks. It saw service in Iraq and then against the Vichy French in Syria. In 1942 the Wilts Yeomanry, under Subaltern Colonel Sykes, was urgently sent to Egypt. It received Honey tanks to train with, but it only received its full complement of fifty Sherman, Grant and Crusader tanks a few days before it was sent into action at Alamein on the night of 23 October. The regiment had a bad start, with mines taking a heavy toll. But despite the losses, the Wilts Yeomanry pressed forward, overrunning German anti-tank guns, and the next day engaging in a ferocious tank duel with the tanks of the *Afrika Korps*. However, by mid-day of the 24th the regiment had lost its colonel and was down to one Sherman and two Grant tanks. That afternoon the survivors were withdrawn. The following week the regiment regrouped, got fresh replacements, and new tanks. On the night of 2 November, now under Subaltern Colonel Gibb, it was sent into action again. The charge of the regiment at Tel El Aqqar ridge overran the enemy gunline, but in a fierce melee with German '88s' most of the tanks were destroyed. The four battered tanks which survived the battle were withdrawn. The regiment spent the next year rebuilding before it was sent to Italy, where it fought from mid-1944.

Divisional Support Platoons

Any Armoured Squadron, Motor Company, or Armoured Car Squadron may have the following support platoons:

- Anti-tank Platoons, Royal Artillery,
- Royal Horse Artillery Batteries,
- Light Anti-aircraft Platoons,
- Field Platoons, Royal Engineers, and
- Mine Flail Platoons.

Motivation And Experience

The divisional troops supporting the tanks and riflemen are all old hands who long ago 'got their knees brown' from the harsh desert sun. All Divisional Support Platoons are rated as **Confident Veteran** unless otherwise noted.

Air Support

You may request Sporadic air support at a cost of 50 points. Sporadic air support will provide supporting ground attack aircraft and fighters on a roll of 6.

You may request Limited air support at a cost of 100 points. Limited air support will provide supporting ground attack aircraft and fighters on a roll of 5+.

Anti-tank Platoon, Royal Artillery

Platoon

HQ Section with:

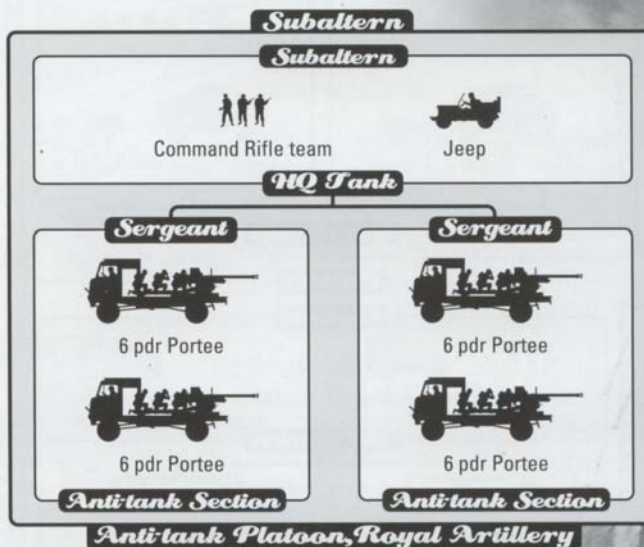
2 Anti-tank Sections **205 points**

1 Anti-tank Section **115 points**

Options

- Replace all 6 pdr portees with Deacon self-propelled guns for +35 points per section.
- Replace all 6 pdr portees with 6 pdr guns towed by Jeeps at no cost.
- Replace all 6 pdr portees with 17/25 pdr guns towed by Quad tractors for +30 points per section.
- Equip all Rifle teams, Gun teams and Portees with Sticky Bombs for +5 points per team.

You may not field more than one Anti-tank Platoon armed with 17/25 pdr guns in any force.



The Royal Artillery's Anti-tank Platoons have more powerful weapons than the infantry's own Anti-tank Platoons. The heavy Deacon is a fully-armoured self-propelled anti-tank gun, while the latest 17/25 pdr can tame even the mighty Tiger tank.

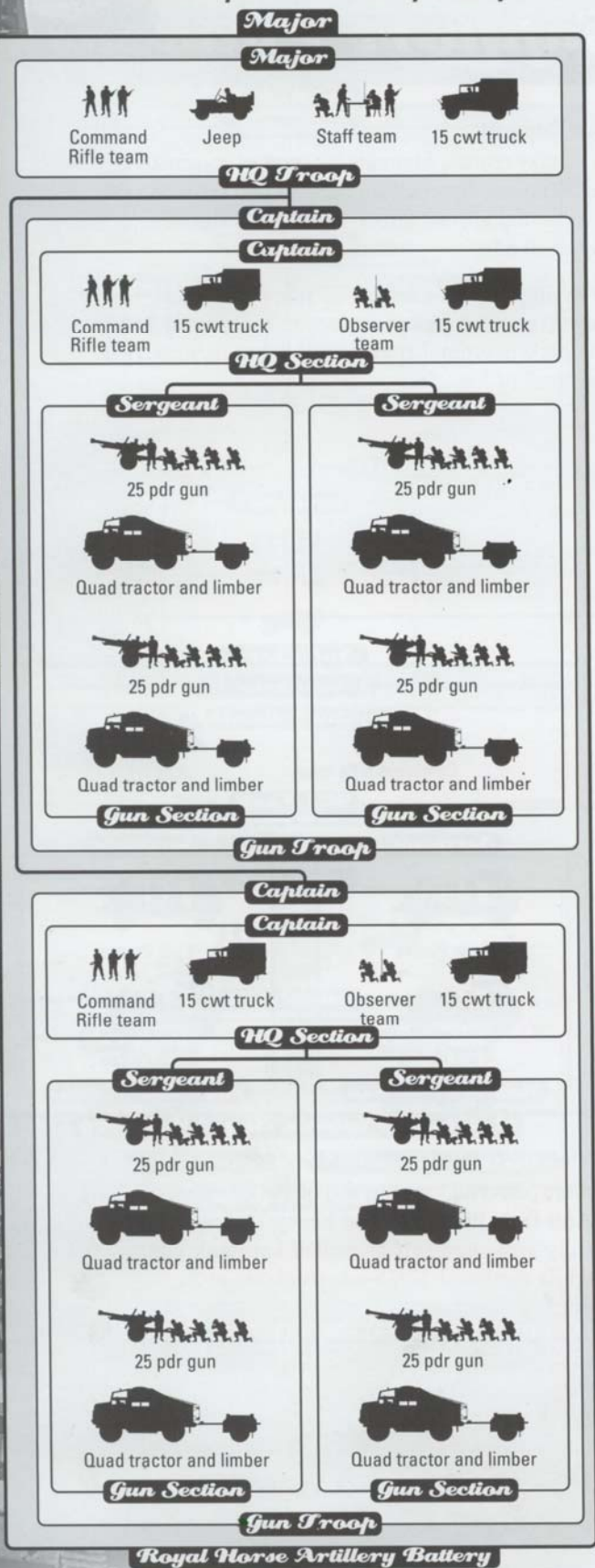
ATL DA06873



Portee guns offered mobility to an otherwise stationary gun, a real asset in desert warfare.



0 to 1 Royal Horse Artillery Battery



Platoon

HQ Troop with:

2 Gun Troops with a total of:

4 Gun Sections 500 points

1 Gun Troop with:

2 Gun Sections 285 points

1 Gun Section 180 points

Options

- Replace the HQ Troop jeep with a White scout car for +5 points, a Marmon Herrington armoured car for +25 points, or a Honey Stuart I or III tank for +75 points.
- Replace any or all Observer team's 15 cwt trucks with OP Carriers or White scout cars for +5 points for the battery, Marmon Herrington armoured cars for +25 points per armoured car, or Honey Stuart I or III tanks for +75 points per tank.
- Equip all Rifle and Gun teams with Sticky Bombs for +5 points per team.
- Replace all 25 pdr guns and their Quad tractors with Priest self-propelled guns for +80 points per section.

The Royal Horse Artillery has a long and illustrious history. The gunners are superbly trained and will fight to the last in defence of their guns.

Their fast and accurate bombardments have crushed many German counterattacks saving their accompanying Motor Companies from being overrun.

The HQ Troop and each Gun Troop operates as a separate platoon with its own command team. However, the HQ Troop never counts as a platoon on the table for Company Morale Checks.

Although they count as separate platoons for all other purposes, a Royal Horse Artillery Battery deploys as a single platoon, all at the same time. Treat the HQ and Gun Troops as a single platoon when calculating the number of platoons held in Ambush or Reserve.

In summary, the battery operates as three platoons for everything except deployment.

Fearless Veteran Gunners

The Royal Horse Artillery is renowned for standing by its guns to the end. All Royal Horse Artillery Batteries are rated as **Fearless Veteran**.

If an Observer team is attached to another platoon, it retains its Fearless Veteran rating for Motivation and Skill tests relating only to itself, but otherwise counts as the same rating as the rest of the platoon.



Royal Horse Artillery Special Rules

Crash Action

The Royal Horse Artillery (RHA) has a tradition of galloping the guns to the fore. Within 30 seconds of the order being given, the well-drilled crews have the guns unlimbered and are delivering fire. Trading their horses for mechanical Quad 4x4 gun tractors has changed the drill a little, but crash action remains.

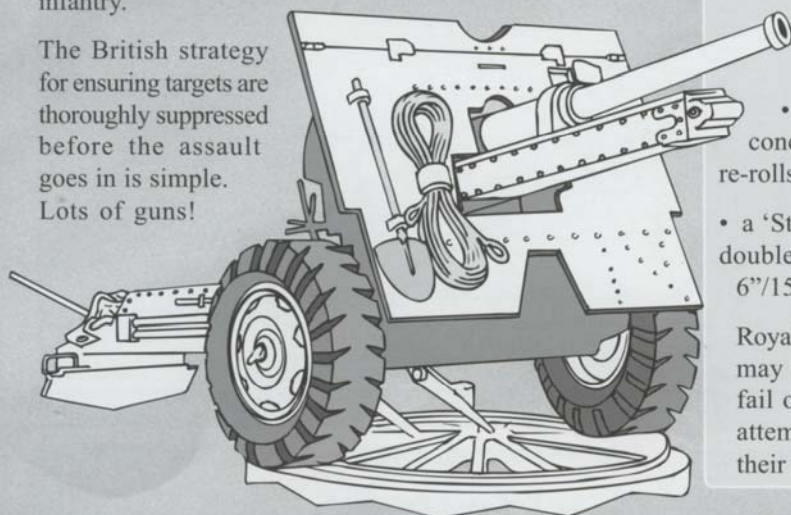
A Royal Horse Artillery Battery that unlimber their guns at the start of their movement fire their 25 pdr guns without any penalty to their ROF for movement.

They still cannot fire artillery bombardments in the turn they dismount, however since they still need to survey their position.

Eight-gun Batteries

In the First World War, British artillery quickly found that it took an immense amount of heavy artillery to destroy dug-in infantry, more than they could muster. What they found worked better was smothering the target with lighter shells to pin the defenders down, then assaulting them with infantry.

The British strategy for ensuring targets are thoroughly suppressed before the assault goes in is simple. Lots of guns!



British artillery batteries have eight guns apiece—most countries have only four!

Any Gun Troop within 4"/10cm of its HQ Troop can use the Battery Staff team to repeat a bombardment that they fired last turn using the **All Guns, Repeat!** rule (see page 81 of the *Flames Of War* rulebook).

Rounds On The Ground

Prewar British artillery doctrine called for precision fire aimed at destroying individual machine-gun positions with minimal expenditure of ammunition. While this was useful for small colonial wars, in the fast-moving battles in the desert, the gunners soon learned that getting rounds on the ground as fast as possible was more important. Now British artillery have the fastest response times in the world.

Within minutes of a target being identified British artillery can 'stonk' a large area or concentrate their fire as a 'murder' focused on a small area.

A Royal Horse Artillery Battery with both Gun Troops within 4"/10cm of its HQ Troop may range them in together and fire a concentrated bombardment. It may fire:

- a 'Murder' with all of the battery's guns concentrated on a single Artillery Template (giving re-rolls for misses if six or more guns fire) or
- a 'Stonk' with all of the battery's guns spread over a double-width Artillery Template (12"/30cm wide by 6"/15cm deep) (giving no re-rolls to hit).

Royal Horse Artillery Batteries firing a Stonk or Murder may re-roll their first failed ranging attempt. If they fail on the re-roll, they still have two more ranging attempts left as normal. They do not get a re-roll on their second and third attempts.

Royal Horse Artillery in the Mediterranean

Battalion	Batteries	Abbrev.	Formation
1 st Royal Horse Artillery	A (The Chestnut Troop), B, E	1 RHA	4 Armd Bde (Gazala), 8 Armd Bde (Alamein)
2 nd Royal Horse Artillery	H (Ramsey's Troop), I (Bull's Troop), L (Néry)		201 Gds Bde (Gazala), 7 Mot Bde (Alamein)
3 rd Royal Horse Artillery	D, J, M	3 RHA	4 Armd Bde (Alamein)
4 th Royal Horse Artillery	C, DD, F (Sphinx)	4 RHA	7 Motor Bde (Gazala), 1 Armd Div (Alamein)
5 th Royal Horse Artillery	G (Mercer's Troop), K, CC	5 RHA	24 Armd Bde (Alamein), 22 Armd Bde (Sicily)
11 th Royal Horse Artillery (Honourable Artillery Company)		11 RHA	2 Armd Bde (used Priest SP guns at Alamein)
12 th Royal Horse Artillery (Honourable Artillery Company)		12 RHA	26 Armd Bde
104 th Royal Horse Artillery (Essex Yeomanry)		104 RHA	4 Armd Bde (Gazala), 10 Armd Div (Alamein)
107 th Royal Horse Artillery (South Notts Hussars) 'The Acorn Gunners'		107 RHA	22 Armd Bde (Gazala)

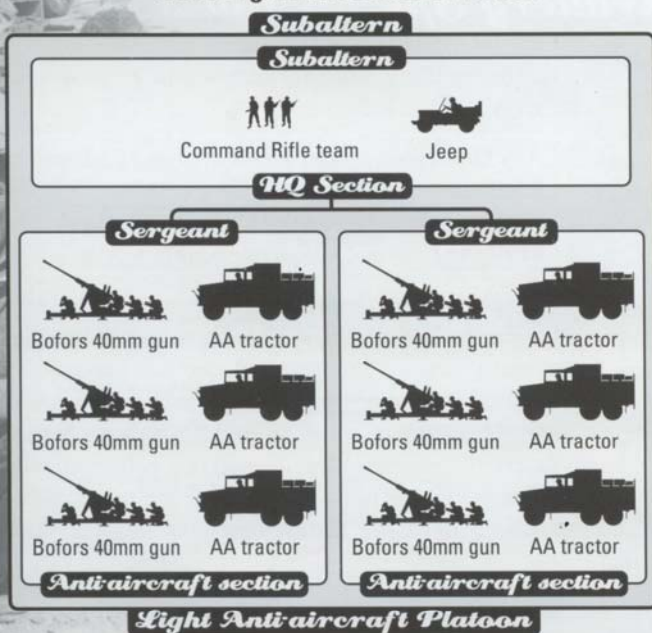
Battle Honours—Ubique

The Royal Regiment of Artillery has one battle honour to its name—'Ubique', meaning everywhere. Instead, certain batteries have battle honours in their title, such as L (Néry) Battery, whose name celebrates a battle in WWI.

The Royal Horse Artillery was established in 1793, and has fought in every major campaign of the British Army since then. The Honourable Artillery Company is even older—formed in 1537 by King Henry VIII. Other regiments of the RHA were formed from Yeomanry regiments who converted to artillery immediately before the war.



0 to 1 Light Anti-aircraft Platoon

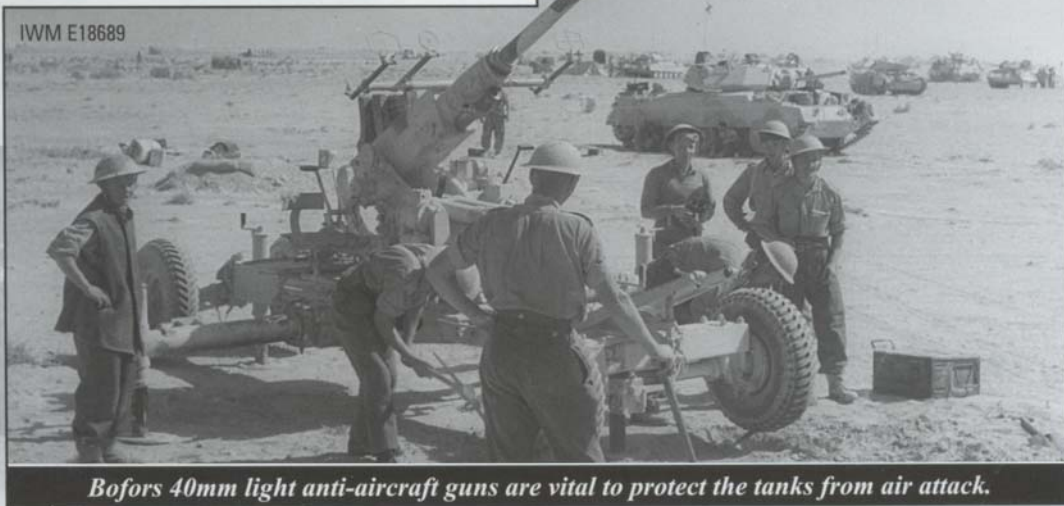


Platoon

HQ Section with:

- 2 Gun Sections **245 points**
- 1 Gun Section **135 points**

The desert offers no cover from the German Air Force's incessant attacks. However, the quick-firing Bofors guns of the Light Anti-aircraft Platoons are more than able to drive off the German Stuka dive-bombers before they can do any harm. Deploy your anti-aircraft guns with your artillery at the rear taking advantage of their range to cover your forces.



... The Cauldron, 1942 ...

The 25 pounder gun barks and rocks back, sending another shell towards its target somewhere in the distance. The horizon is a vision of hell—the desert littered with burning vehicles. Columns of thick black smoke cast bizarre shadows across the yellow sand. Overhead Stuka dive-bombers wheel like carrion birds. About a hundred yards behind the gun, several Quad tractors burn.

Lieutenant Smith runs over yelling something inaudible in the din of battle, pointing behind him at several tanks nosing their way through the blazing transport, turrets swiveling as if sniffing for prey. The sweating gunners, stripped to the waist, need no orders.

'Two Six Heave!' yell the gunners as they heft the trail of the 25 pounder, dragging the gun about on its turntable to face the sudden threat from the rear. Jones, the number two, rams sinister black shot into the still-smoking breech, followed by a brass case. The breech slams shut as Richards, the number three, his face pressed against the gunsight, frantically traverses onto the target. The gun barks, jerking back once more. The German tank slews about and stops.

B Troop's other three guns fire in rapid succession and another tank erupts in flames. The rest continue to advance, machine-guns chattering, bullets zipping about the gun, pinging off the shield. Gunners carrying cartridges to the guns fall, but still the guns fire as if the crews are parts of an automatic machine. The tanks still come on, turrets turning, guns blazing.

'There's no more AP!' yells a gunner bringing up a box of ammunition. 'Then we fire HE!' Smith yells back. The 25 pounder barks again. The shell strikes the front of a tank's turret with a deafening bang. The tank stops, hatches open and the crew bails out. The other tanks stop and begin to reverse.



0 to 1 Field Platoon, Royal Engineers

Platoon

HQ Section with:

- 4 Field Squads **150 points**
- 3 Field Squads **120 points**
- 2 Field Squads **95 points**

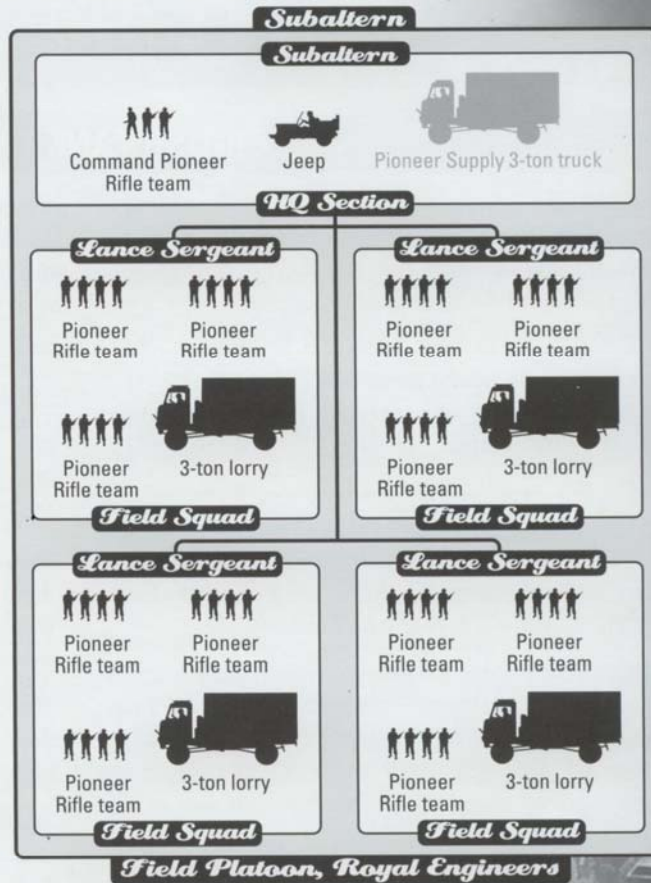
Options

- Add Pioneer Supply 3-ton truck for +5 points.

When you deploy your force at the start of a game you may elect to replace a Field Platoon, Royal Engineers with a Motor Platoon of the same or lower points value.

The Field Platoons of the Royal Engineers are highly trained experts and far too valuable to waste as infantry. Their main roles are mine laying and clearing, along with construction work. If they find themselves under assault they will withdraw to allow the infantry to clear the position and then continue their work.

Field Platoons, Royal Engineers may not launch assaults, nor may they counterattack if assaulted. Field Platoons, Royal Engineers will always attempt to Break Off (see page 74 of the *Flames Of War* rulebook) at the earliest opportunity.



0 to 1 Mine Flail Platoon

Platoon

- 3 Matilda Scorpion **205 points**
- 2 Matilda Scorpion **135 points**
- 1 Matilda Scorpion **70 points**

Option

- Remove the 2 pdr gun from all Matilda Scorpion mine flail tanks making room for the flail's engine controls and operator inside the tank instead of in the sponson for -35 points per tank.



Trained Tank Crews

The top secret Scorpion mine flail tanks were still being tested when they were rushed into the Battle of El Alamein. Lacking practical experience, the crews are rated **Confident Trained**.

Mine Flails

Hitler's Fire Brigade, the Intelligence Handbook on German Armoured Forces on the Eastern Front contains all of the rules for using mines and The Big Push mission that uses them. If you don't have *Hitler's Fire Brigade*, you can find the rules on our website www.FlamesOfWar.com.

Mine flail tanks do not need to take a motivation test to enter a minefield. They are well trained and confident of their armour's ability to withstand any mine that their flail fails to detonate. A mine flail tank that crosses a minefield without being hit by a mine has cleared a lane through the minefield in the same way as a Pioneer team, (see page 53 of *Hitler's Fire Brigade* for the rules for this).





BRITISH TANK TACTICS

Semi-indirect Fire

British heavy tanks often open fire at long range. It means that their ammo racks empty fast, but there's plenty more available. Their prolific use of ammunition at very long ranges compensates for the difficulty of hitting the target.

Grant and Sherman heavy tanks that didn't move may re-roll failed rolls to hit when shooting their 75mm guns at ranges over 16"/40cm.

Tally Ho!

British doctrine requires tanks to either remain concealed or be moving when under fire. Under no circumstances should they halt in the open. For this to work, the tanks have to be capable of firing accurately on the move.

To facilitate accurate shooting on the move, cruiser tanks have high-speed power traverse systems capable of spinning the turret through a full circle in 10 seconds along with freely-mounted guns. The 2 pdr and 6 pdr guns have no elevating controls. Instead the gunner aims the gun using his shoulder making them very accurate on the move at short ranges.

Crusader and Valentine cruiser tanks do not suffer any penalty to their ROF for shooting on the move at ranges up to 16"/40cm. In effect, they are assumed to be firing on the move at all times!

They still cannot shoot when moving At the Double.

Broadside

The British view tank battles as land-based naval battles with the 'cruiser' squadrons steaming out to battle enemy tanks while the other arms watch and wait for their fate to be decided. As a result, cruiser tanks 'steam' in naval formations such as 'line abreast' and charge through the enemy lines firing 'broadside's.

Only the turret facing is used in determining whether a shot hits the front or the side armour of a Crusader or Valentine cruiser tank. The facing of the hull is irrelevant.

This means that you can position your cruisers to show them racing past enemy tanks firing broadsides at their flanks without having to worry about exposing your hull's side armour to the enemy return fire.

The Broadside rule does not apply when the tanks move At the Double, as they always march with their turrets pointing forwards.



WEAPONS

Boys Anti-tank Rifle

Marmon Herrington armoured cars and scout carriers are often armed with Boys anti-tank rifles. They are mounted separately from the machine-gun, so the gunner cannot fire them both at the same time.

If a vehicle fires a Boys anti-tank rifle, it may not fire any other weapon that turn.

Cupola Machine-gun

The US-style M3 Lee turret fitted to some Grant tanks has a machine-gun mounted in the commander's cupola. However, it is impossible to command the tank while firing it.

The cupola MG may be fired at the same time as the coaxial MG, but not at the same time as the main guns.

No HE

In the desperate days of 1940, Britain ceased production of high-explosive ammunition for anti-tank guns to concentrate on essential armour-piercing rounds.

2 pdr, 6 pdr, and 17 pdr anti-tank and tank guns have no HE ammunition, reducing their effectiveness against soft targets. Their Firepower rating drops to 6 when shooting at unarmoured targets.

Self-defence Anti-aircraft Guns

The British Army mounted machine-guns on selected vehicles to discourage enemy aircraft attacks.

Self-defence anti-aircraft guns can only shoot at aircraft that are attacking their own platoon.

Sticky Bombs

The Grenade, Hand, No. 74 was commonly known as the 'Sticky Bomb'. It featured 1.3 pounds (580gm) of rather unstable Nitroglycerine in an spherical adhesive-coated plastic bottle on the end of a stick. Combined with the No. 75 Hawkins grenade, these gave British infantry powerful weapons against tanks breaking into their positions.

Infantry and Gun teams using Sticky Bombs have an Anti-tank rating of 3 in assault combat against tanks. However, if a team using Sticky Bombs rolls a 1 to hit in an assault combat, the team scores an 'own goal' and is destroyed.

A team armed with Sticky Bombs may choose not to use them if the target does not justify the risk involved.

Because they are not usually visible on the models, a player must tell their opponent at the start of the game which platoons, if any, have Sticky Bombs.

VEHICLES

Cumbersome

The AEC armoured car and Deacon anti-tank gun were based on the Matador truck chassis. Unfortunately, the weight of armour and guns they carried made them cumbersome and slow.

Cumbersome vehicles only move 12"/30cm on Roads and 6"/15cm in Cross-country terrain.

When required to make a bogging roll, a cumbersome vehicle becomes Bogged Down on a roll of 1 or 2, rather than the usual 1.

Fast Tanks

Crusader tanks have powerful engines and flexible Christie suspension allowing them to really move when they open the throttle.

Crusader tanks can move up to 32"/80cm when moving At the Double.

Jeeps Towing Guns

A Jeep is barely able to tow a large anti-tank gun like the 6 pdr and carry its ammunition. It doesn't have room for the crew as well. They have to walk alongside.

A Jeep towing a 6 pdr gun only moves 6"/15cm on Roads and Cross-country.

Light Tank

The first British soldier to test drive the American Stuart light tank and discover its speed and reliability said in a mock drawl as he dismounted, 'She's a Honey'. Not only was it as fast or faster than the cruiser tanks he was used to, but it was a delight to drive.

'Honey' Stuart light tanks move 16"/40cm when moving on Roads or Cross Country.

MMG Carrier

When they board their MMG Carrier, the machine-gunners mount their Vickers medium machine-gun over the engine deck. If necessary, they can fire the gun while mounted.

An HMG team carried as passengers in an MMG Carrier may fire their machine-gun as a hull-mounted vehicle machine-gun as long as the vehicle does not move. The HMG team cannot dismount in the turn in which it fires.

Multiple Guns

The Grant tank has a hull-mounted 75mm gun and a turret-mounted 37mm gun. At long ranges the tank usually engages with its powerful 75mm gun. Once the enemy closes the range, the 37mm can be useful to engage tanks attempting to outflank it.

The tank commander can direct the fire of either gun effectively, but cannot control both guns at the same time with the same degree of accuracy. After selecting the target,

Overloaded

The heavy flail gear hanging well to the front of the tank puts an immense strain on the engine and suspension of a Matilda Scorpion.

Matilda Scorpion mine flail tanks are overloaded. They only move 8"/20cm on Roads or Cross-country.

When required to make a bogging roll, an overloaded vehicle becomes Bogged Down on a roll of 1 or 2, rather than the usual 1.

Portee

British anti-tank gunners can carry their guns 'portee' on the back of their lorries, giving them extra mobility in the desert battles.

An anti-tank gun portee counts as an unarmoured wheeled tank.

A portee may be removed and replaced with the towed version of the gun taking an entire turn (the team cannot move, shoot, or assault this turn), becoming a Gun team in the process. The Gun team is ready to shoot next turn, and the portee is sent to the rear.

Ronson

Sherman tanks earned the gruesome nickname 'Tommy Cookers' from their German opponents because they burned so often.

The opposing player re-rolls any failed Firepower tests to destroy a Sherman II tank. Do not re-roll Firepower tests for hits from aircraft bombs or rockets.

Slow Tank

Valentine tanks are well armoured, but extremely slow as befits their original infantry tank role.

Slow tanks only move 8"/20cm on Roads and Cross-country.

Unreliable

The Crusader tank is poorly designed for desert operations. It is prone to overheating and cooling pump failures, both of which are difficult to repair in the field.

If an unreliable tank attempts to move At the Double, roll a die. On a roll of 1, the tank falls victim to a serious mechanical breakdown and does not move at all. A broken down tank counts as Bogged Down for the rest of the game.

the commander must leave the gunner to engage it on his own while he selects the next target for the other gun.

If a Grant tank fires its 75mm hull gun and its 37mm turret gun in the same Shooting step, then both weapons add +1 to the score needed to hit their targets due to the commander's divided attention. Both guns fire at their normal ROF (2 if stationary, 1 if moving).

Grant tanks may engage a different platoon with their 75mm hull gun from that engaged by their turret weapons.

Tank Teams

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Light Tanks					
'Honey' Stuart	Fully-tracked	3	2	1	37mm tank gun, co-ax MG, hull MG, Light tank.
Cruiser Tanks					
Crusader II	Fully-tracked	4	2	1	2 pdr tank gun, co-ax MG, Fast tank, Unreliable.
Crusader II CS	Fully-tracked	4	2	1	3" tank howitzer, co-ax MG, Fast tank, Unreliable.
Crusader III	Fully-tracked	4	2	1	6 pdr tank gun, co-ax MG, Fast tank, Unreliable.
Valentine III	Fully-tracked	6	5	1	2 pdr tank gun, co-ax MG, Slow tank.
Heavy Tanks					
Grant	Fully-tracked	5	3	1	37mm tank gun, co-ax MG, hull short 75mm tank gun, Multiple guns.
Sherman II	Fully-tracked	6	4	1	75mm tank gun, co-ax MG, hull MG, Ronson.
Sherman III (diesel)	Fully-tracked	6	4	1	75mm tank gun, co-ax MG, hull MG.
Self-propelled Anti-tank Guns					
2 pdr portee	Wheeled	-	-	-	2 pdr anti-tank gun, AA MG, Portee.
6 pdr portee	Wheeled	-	-	-	6 pdr anti-tank gun, AA MG, Portee.
Deacon	Wheeled	1	2	0	6 pdr anti-tank gun, AA MG, Cumbersome.
Self-propelled Guns					
Priest	Fully-tracked	1	0	0	105mm howitzer, 0.5" AA MG.
Autocar 75mm SP	Half-tracked	1	0	0	75mm field gun, AA MG.
Self-propelled Anti-aircraft Guns					
Breda 20mm portee	Wheeled	-	-	-	Breda 20mm anti-aircraft gun.
Engineer Tanks					
Matilda Scorpion	Fully-tracked	7	6	2	2 pdr tank gun, co-ax MG, Overloaded, Unreliable, Mine flail.
Reconnaissance					
Universal Carrier	Half-tracked	0	0	0	Hull MG.
Daimler Dingo	Jeep	1	0	1	AA MG.
Armoured Cars					
Marmon Herrington III	Wheeled	1	0	1	Boys anti-tank rifle, MG.
Humber II or III	Wheeled	1	0	1	15mm tank gun, co-ax MG.
Daimler I	Wheeled	1	0	1	2 pdr tank gun, co-ax MG.
AEC I	Wheeled	4	2	1	2-pdr tank gun, co-ax MG, Cumbersome.

Vehicle Weapons

Name	Range	ROF	Anti-tank	Firepower	Notes
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
0.5" MG	16"/40cm	3	4	6	ROF 1 if other weapons fire.
AA MG	16"/40cm	3	2	6	Self-defence anti-aircraft.
0.5" AA MG	16"/40cm	3	4	6	Self-defence anti-aircraft.
Breda 20mm anti-aircraft gun	24"/60cm	4	5	5+	Anti-aircraft.
Boys anti-tank rifle	16"/40cm	2	4	6	
15mm tank gun	16"/40cm	3	5	6	
Captured anti-tank gun	24"/60cm	2	6	5+	See Armoured Car Platoons on page 29.
37mm tank gun	24"/60cm	2	7	5+	
2 pdr tank gun	24"/60cm	2	7	5+	No HE.
2 pdr anti-tank gun	24"/60cm	3	7	5+	No HE.
6 pdr tank gun	24"/60cm	2	9	4+	No HE.
6 pdr anti-tank gun	24"/60cm	3	9	4+	No HE.
75mm field gun	24"/60cm	2	9/2	3+/6	Close-support artillery, Smoke.
Short 75mm tank gun	32"/80cm	2	9	3+	Smoke.
75mm tank gun	32"/80cm	2	10	3+	Smoke.
3" tank howitzer	24"/60cm	2	5/2	3+/6	Close-support artillery, Smoke.
105mm howitzer	24"/60cm	1	9/3	2+/4+	Artillery, Smoke.

Infantry Teams

Name	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	SMLE rifle.
MG team	16"/40cm	3	2	6	Bren light machine-gun.
Light mortar team	16"/40cm	1	1	5+	Smoke.
Anti-tank Rifle team	16"/40cm	1	4	6	Boys anti-tank rifle.
PIAT team	8"/20cm	1	10	5+	PIAT anti-tank projector.
HMG team	24"/60cm	4	2	6	Vickers medium machine-gun.
Observer team		cannot shoot			
Staff team		cannot shoot			Moves as a Gun team.

Additional Training and Equipment

Sticky bombs	as infantry team	Sticky bomb.
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Gun Teams

Name	Range	ROF	Anti-tank	Firepower	Notes
3" mortar	32"/80cm	-	-/1	3+/6	Mortar, Smoke, Man-packed, Small gun.
Bofors 40mm gun	32"/80cm	4	6	5+	Turntable, Anti-aircraft, Immobile.
2 pdr gun	24"/60cm	3	7	5+	Gun shield, Turntable, No HE, Small gun.
6 pdr gun	24"/60cm	3	9	4+	Gun shield, No HE, Small gun.
17/25 pdr gun	32"/80cm	2	13	3+	Gun shield, Turntable, No HE, Immobile.
25 pdr gun	24"/60cm	2	9/3	3+/6	Gun shield, Turntable, Artillery, Smoke.

Transport Teams

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Trucks					
Jeep	Jeep	-	-	-	1 passenger.
CMP or Morris 15 cwt truck	Wheeled	-	-	-	2 passengers.
CMP or Bedford QLT 3-ton lorry	Wheeled	-	-	-	5 passengers.
Gun Tractors					
Quad tractor and limber	Wheeled	-	-	-	1 passenger.
Morris AA tractor	Wheeled	-	-	-	1 passenger.
Armoured Personnel Carriers					
White scout car	Jeep	1	0	0	1 passenger.
OP Carrier	Half-tracked	0	0	0	1 passenger.
MMG Carrier	Half-tracked	0	0	0	1 passenger.
Mortar Carrier	Half-tracked	0	0	0	1 passenger.

Aircraft

Name	Weapon	Range	ROF	Anti-tank	Firepower
Hurricane IIC	Bombs	4"/10cm	-	4	1+
Hurricane IID	Guns	8"/20cm	3	9	5+
Kittyhawk	Bombs	4"/10cm	-	4	1+

Notes

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.

Artillery: Artillery can fire artillery bombardments at up to three times their normal range.

Close-support artillery: Close-support artillery can fire artillery bombardments at up to twice their normal range.

Gun shield: Teams crewing weapons with a gun shield are in Bulletproof Cover when fired at from the front.

Immobile: Bofors 40mm anti-aircraft guns cannot be manhandled. They can only move if towed.

Mortar: Mortars can only fire artillery bombardments. Re-roll first failed roll to range in.

Smoke: Weapons with smoke ammunition can fire smoke rather than their normal shooting.

Turntable: Weapons mounted on a turntable can rotate to fire in any direction without penalty.





Anti-tank Gun Rules

These rules amend those given in the *Flames Of War* rulebook. Any force built from this Intelligence Handbook *must* use these rules. Any other force may *either* use these rules *or* the ones in the rulebook at the player's discretion. Whichever the player chooses, they must use the same set of rules for their entire force. If you use these rules, you must allow your opponent to read them before the game begins. A copy of this page is available at www.FlamesOfWar.com.



3rd King's Own Hussars



8th King's Royal Irish Hussars



Royal Artillery



1st King's Dragoon Guards



12th Royal Lancers (Prince of Wales's)

SMALL GUNS

Light anti-tank guns have a low profile and are easily concealed, even in open terrain.

Small guns that are Entrenched (see page 47 of the Flames Of War rulebook) and neither moved nor shot in their turn count as being Concealed and Gone To Ground, even if they are in the open.

Small guns are:

- all gun teams with a Firepower rating of 4+, 5+, or 6, except anti-aircraft guns,
- all gun teams with a Firepower rating of 3+ and a range of up to 16"/40cm, and
- all mortar teams with a Firepower rating of 3+, 4+, 5+, or 6.

DEFENSIVE FIRE AGAINST TANKS

At point-blank range, anti-tank guns are particularly devastating. Their armour-piercing shot hits harder and the gunners will target vision slots, tracks, and other vulnerable spots.

Armoured vehicles always use their Side armour rating when making Armour Saves against Defensive Fire by any weapon in assaults.

IWM E16406



Often exposed, anti-tank guns face the inevitable 'destroy or be destroyed' situation.

GUNS TURN TO FACE

In the confusion of a close-quarters battle, gun crews sometimes find themselves outflanked by onrushing tanks. The crew pick up the trail and desperately swing the gun around attempting to bear on the on-rushing tank. If they are quick enough, they will have a perfect shot at point-blank range.

Gun teams (except Immobile guns) may rotate up to 90 degrees before determining its field of fire when conducting defensive fire.

In order to do this, the player rolls a die and adds the guns Firepower rating. If the result is 7 or more, the gun can be rotated. If it is less, the gunners are caught struggling to swing their unwieldy weapon around.

If successful, this does not count as movement and the gun fires with its normal ROF.

GUNS IN ENTRENCHMENTS

When gunners entrench during a battle they normally only dig shallow slit trenches in which they shelter when under heavy fire.

An Entrenched gun team (see page 47 of the Flames Of War rulebook) that rotates on the spot remains Entrenched. The gunners can still dive into their slit trenches if necessary.

A gun in a Gun Pit (see page 56 of Hitler's Fire Brigade) has to leave the Gun Pit to rotate, but still counts as Entrenched as the crew use the slit trenches around the pit for protection. If the Gun Pit is modelled, the gunners may move back into the Gun Pit in future turns.

Showcase

Diorama modelled by: Richard Carlisle



Painting Desert Rats

Follow the stage by stage painting guides for either the infantry below or the tank opposite and you will achieve good results.



	Vallejo Acrylic	Games Workshop	Model-Master Enamel
Desert Vehicles			
Light Stone	Dark Sand (847)	Desert Yellow	1706
Desert Pink	Iraqi Sand (916)	Kommando Khaki	1704
Camouflage*			
Dark Green	Bronze Green (897)	Catachan Green	2089
Olive Drab	Brown Violet (887)	Catachan Green	2050
Tunisia Vehicles			
Service Colour	Khaki Grey (880)	Graveyard Earth	2052
Camouflage*			
Very Dark Brown	Germ. Camo Med Brown (826)	Dark Flesh	211
Sicily & Italy Vehicles			
Light Mud	Khaki (988)	Kommando Khaki	1704
Camouflage*			
Black	Black (950)	Chaos Black	1749
Faded Black	German Grey (995)	Codex Grey	2094
Infantry			
Uniform	Iraqi Sand (916)	Kommando Khaki	1704
Helmets, Vickers MG's, mortars	Dark Sand (847)	Desert Yellow	1706
Webbing	Stone Grey (884)	Camo Green	1730
Boots	Black (950)	Chaos Black	1749
Faces and hands	Flat Flesh (955)	Dwarf Flesh	1516
Rifle butt	Beige Brown (875)	Scorched Brown	1735
Common			
Vehicle tracks and gun barrels	Gunmetal Grey (863)	Boltgun Metal	1795

* Any of the camouflage colours given can be used in the desert.

Stage By Stage: Desert Rats Infantry

1



After preparing your figures for painting, undercoat them with a black spray-can primer or thinned primer paint. Paint a base coat of Iraqi Sand on the uniforms and a basecoat of Dark Sand (8th Army) or Khaki (Mediterranean) on their helmets.

2



Next highlight the uniforms. Mix a little white paint with the Iraqi Sand and dry brush this onto the raised parts of the uniform to add depth to the figures. See page 27 of the *Flames Of War* book or the *Quartermasters Painting Guide* for dry brushing techniques.

3



Finish the figures by painting the details with a fine brush. Paint faces and hands in Flat Flesh, rifles in Beige Brown, machine-guns in Gun Metal, socks Kahki and boots Black. Now your troops are ready for battle. All you need to do now is to mount them on their bases. See page 27 of the *Flames Of War* book or the *Quartermasters Painting Guide* for basing ideas.

Expert



Once you have painted your army you may want to go back and add more details to your figures. Only do this if you wish to put a lot more time into your painting. You can paint the haversack, water bottle and webbing, adding highlight for more depth.

Stage By Stage: Desert Rats Tanks

1



Assemble your tanks using the diagram in the pack. Undercoat them with a black spray-can primer or thinned primer paint. Base coat your tanks with basecoat of Dark Sand (8th Army) or Khaki (Mediterranean).

2



Mix a little white into the basecoat of Dark Sand or Khaki. Dry brush this on the top surfaces and raised details of the tank to highlight them. Scale miniatures benefit from accentuating detail in this way that would otherwise be lost to the eye.

3



Paint any camouflage at this stage. Refer to page 45 for detailed camouflage schemes. Highlight the camouflage with a dry brushed coat of lightened camouflaged colour. Finish off your tanks by painting your wheels Black and tracks Gunmetal.

Expert



To take your tank to the expert level you can paint the tool handles Beige Brown and their heads Gunmetal. Paint the tracks with a rusty red brown and highlight with metal. Adding decals for formation signs gives your tank its final touches.

Applying Markings



EXPERT TIP

You may notice that the clear area around the edge of decals is sometimes visible. This is called 'silvering' and occurs because air is trapped under the decal. You can avoid this by painting the area where the decal will sit with gloss varnish or Future floor polish and allowing it to dry. Apply the decals using Micro Sol to mould the decal on to the model's shape. When the decal is dry, paint with matt varnish to remove the gloss.

Step 1: First cut out the decals you need for your tank. Then put the decal you're planning to add to your tank in the warm water. After about 20 seconds the decal will start to slide away from the backing paper.

Step 2: Use your brush to separate the decal from the paper. Then use the brush to pick the decal from the water, make sure the decal is face up on the brush. Sometime the decal will try and wrap around the brush, it can be flattened by brushing along a flat surface.

Step 3: Use the brush to float the decal onto the tank surface, once the decal is floating in a small pool of water the brush can be slid from under it. While the decal is floating use the brush to adjust its position by sliding it around.

Step 4: Once in position, dry the brush on a paper towel or similar, then use it to soak up the excess water on and around the decal. The decal can be flattened out during this process as well. Leave to dry.

Vehicle Markings

Armoured Division Insignia



1st Armoured



6th Armoured



7th Armoured



10th Armoured

Each division had its own symbol which was painted on every vehicle. In most cases the symbol appeared on the front and rear sand guards on the left-hand side of the vehicle.

7th Armoured Division



Divisional HQ

Armoured Divisions

Senior Brigade



Brigade HQ



Armoured Regiments



Motor Battalion

Junior/Motor Brigade



Brigade HQ



Armoured Regiments



Motor Battalion

Other Arms of Service



Anti-tank Regiment,
Royal Artillery



Light Anti-aircraft Regiment



Armoured Car Regiment



Royal Horse Artillery Regiments



Field Squadrons,
Royal Engineers

Each battalion showed a unit sign on its right-hand sand guards. The colour of the sign indicates the type of unit (red for armour, red over blue for artillery etc.) and the white number identifies a particular battalion.

22nd Armoured Brigade - 7th Armoured Division (Desert Rats)

Brigade HQ



1RTR - Senior Regiment



Regimental HQ (4 tanks)



A Squadron
(16 tanks)



B Squadron
(16 tanks)



C Squadron
(16 tanks)

5RTR - 2nd Regiment



Regimental HQ (4 tanks)



A Squadron
(16 tanks)



B Squadron
(16 tanks)



C Squadron
(16 tanks)

4CLY - Junior Regiment



Regimental HQ (4 tanks)



A Squadron
(16 tanks)



B Squadron
(16 tanks)



C Squadron
(16 tanks)

1RB - Motor Battalion

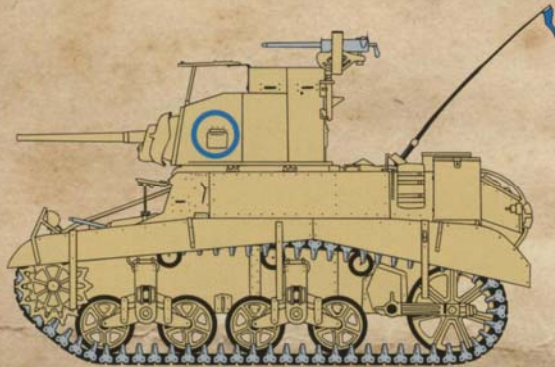


Tanks used geometric symbols painted on the turret sides to identify their position in the regiment and brigade. The colour of the symbol gave the regiment (senior red, second yellow and junior blue) while the shape gave the squadron. Some units (like the 16th/5th Lancers and 4CLY opposite) painted troop numbers inside the symbol.

Tank Camouflage

Desert Rats tanks used distinct camouflage patterns depending on the theatre and unit they were operating in.

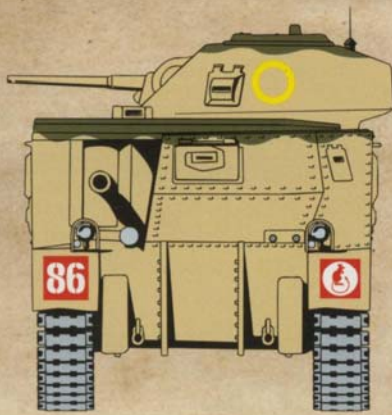
Many 'Honey' Stuart light tanks were painted all-over Light Stone with no camouflage, like this one of 5RTR.



GHQ Middle East ordered all Crusader tanks painted to the standard pattern of Light Stone with Black camouflage (which quickly faded to Dark Grey in the harsh desert sun). Despite this, many other patterns were used by troops in the field.



3RTR used an interesting scheme for its Grant tanks. The original US Olive Drab was over painted in Light Stone leaving the top surfaces in the original colour.



The Royal Gloucestershire Hussars used Dark Green, White and Black cement colouring to camouflage their Grant tanks when they couldn't get hold of the regulation paint!



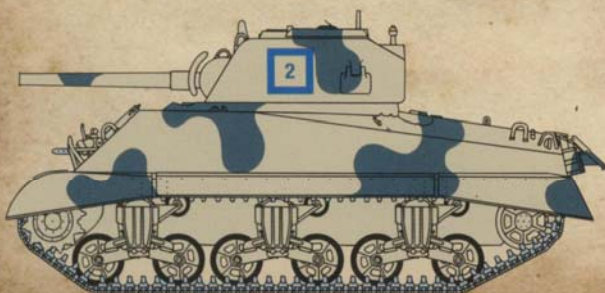
Courageous, a Sherman III tank from the 3rd Hussars shows a typical desert camouflage at the time of the Alamein battles. The Desert Pink tank is over painted with Dark Green swatches.



Sheik is a Sherman III tank of the Royal Scots Greys originally painted in the Alamein period has since had Black spots painted over the Desert Pink to make it more suitable for Italy.



Most tanks fighting in Sicily and Italy were painted Light Mud with Black blotches to better match the hilly terrain. The red-white-red flash on the side of Sheik was often used with this style of camouflage as well.



The Valentine and Crusader tanks of the 6th Armoured Division in Tunisia were painted in the UK-pattern camouflage of Service Colour with Very Dark Brown patches. The yellow triangle shows that this tank is from A squadron of the 16th/5th Lancers.





Kasserine Pass



Rommel's armoured cars run into stiffer opposition as they pursue the surviving defenders of Kasserine Pass back to Thala.



Falling back from ridge to ridge, the Valentines and Crusaders take their toll.



FEB 14-FEB 22

1943



Out-gunned, the Valentines fight on despite mounting casualties.



German casualties mount too, and the attack is broken on the infantry defence line by the timely arrival of the Grant platoon.

Desert Terrain

All of the terrain pieces below use a common technique of a painted textured surface, this is quick and easy to do and the results look very cool.

1. Cut out an irregular shape approximately 10"/250mm square out of thin board (not cardboard, it warps!)
2. Make a 50/50 mixture of sand and acrylic house paint, paint the entire top surface of your terrain piece with this textured mix. Let it completely dry.
3. Paint the board with a colour that suits your gaming table, then dry brush (see page 27 of the *Flames Of War* rulebook) the terrain piece with a lighter shade of the colour to make the highlights.

SOFT SAND

Paint the centre of your textured board a lighter shade of colour by adding white to represent the softer sand.

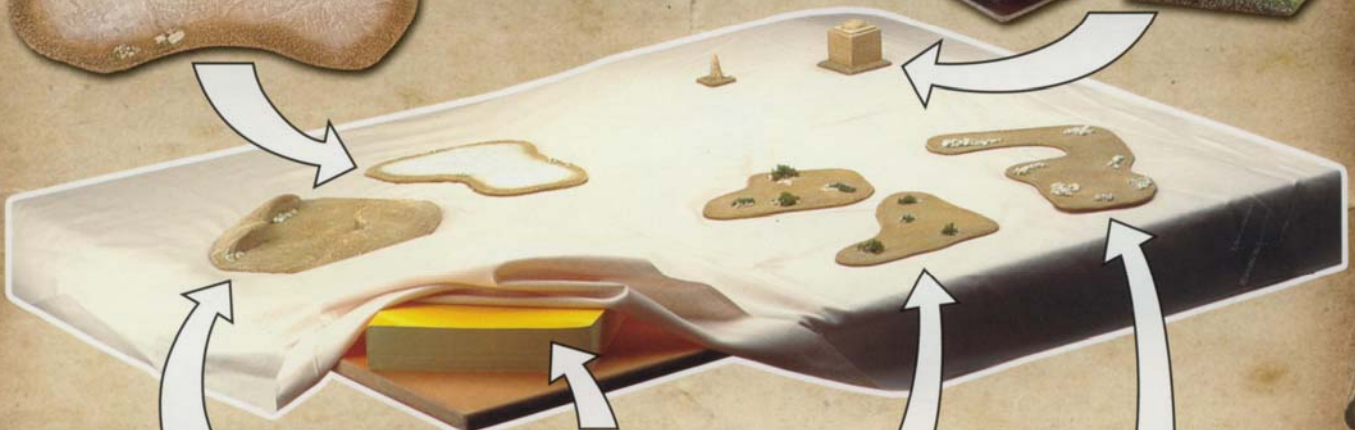


COMMON TERRAIN MAKING TOOLS

- Craft knife
- PVA or wood glue
- Card / Thin board
- Polystyrene
- Sand
- Acrylic Paint
- Kitty litter / Railway ballast
- Lichen / Moss

SIDI

A Sidi (tomb of a Saint) was often the only feature in a barren landscape. Construct a small box out of card about 2"/50mm square, add a dome shaped from polystyrene to the top and paint with your sand and PVA texture, leave to dry, then paint and dry brush to suit your terrain.



Place books under a sand coloured cloth to make hills, this forms the basic playing surface.



WADI

Before painting the texture on, glue on a layer of polystyrene and shape around the edges, cut a trench through the middle big enough for a tank or two to hide in, and then add your texture and paint to suit your terrain.



SCRUB

Add small clumps of lichen to your painted and textured board to represent scrub and bushes. Remember to leave gaps for your tanks and infantry to move through.



ROUGH GROUND

Add small clumps of kitty litter or small pebbles to your painted and textured board to represent rocky ground.



Desert Terrain

At first glance, the desert is flat and bare. On a second look, there are many minor terrain features scattered about. Even though insignificant, these features were the focus of many battles. This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2"/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the player. Roll once for each square.

Basic Terrain

Where there is no other terrain, the desert is flat and hard. This makes for rapid, if somewhat dusty, movement.

Treat flat, hard desert as Road for movement. Place a 2"/5cm ball of cotton wool behind each vehicle for every 12"/30cm or part thereof it moved in the Movement Step. If the vehicle moves later in the turn, the dust cloud moves with it staying on the same side of the vehicle, even if it changes direction (you can't hide in your own dust!) Vehicles moving 4"/10cm or less do not create dust clouds. Remove all dust clouds from your vehicles at the start of your turn. Troops behind a dust cloud count as Concealed.



RIDGE OR WADI

Roll again:

1 Ridge

A steep rocky ridge (at least 12"/30cm long) dominates the surrounding desert. Connect ridges in adjacent squares.

The ridge is Difficult Going. Re-roll any successful attempt to dig in on the rocky ridge. It is taller than a tank or truck.

2 or 3 Rise

One to three low rises (up to 12"/30cm long) break the flatness. From a distance, they are barely there, but in the desert they are a major feature.

A rise is Easy Going. It is just high enough to conceal tanks positioned on the far side.

4 or 5 Depression

A shallow depression (at least 12"/30cm across) with gently sloping sides marks the site of an old lake.

A depression is Easy Going. It is deep enough to hide vehicles. If a depression is shown by a piece of felt rather than modelled into the terrain, then treat it as a wood for visibility purposes, with the difference that troops in a depression can see everything else in it.

6 Wadi

A steep-sided dry watercourse (at least 12"/30cm long) cuts across the desert. Connect wadis in adjacent squares. Wadis must meet the table edge at one or both ends.

The sides of a wadi are Impassable to guns and vehicles. The floor is Difficult Going. A wadi must have a Very Difficult Going vehicle access on each bank per square, plus one that is Difficult Going somewhere along its length. A wadi is deep enough to hide a vehicle in it.



OR



BAD GOING

Roll again:

1 or 2 Salt Marsh or Soft Sand

Two to four patches of dried-out salt marsh or wind-blown sand (each 6-12"/15-30cm across) hinder movement.

Salt marsh or soft sand is Difficult Going. Troops cannot dig in in a salt marsh or soft sand.

3 or 4 Rocks

Two to four patches of large rocks (each 6-12"/15-30cm across) litter the area making it difficult to cross

and breaking tank tracks.

Rocky ground is Difficult Going.

5 or 6 Scrub

Two to four patches of scrubby thorn bushes (each 6-12"/15-30cm across) break the monotony of the desert.

Scrub counts as a wood, but is only shoulder high (1/2"/12mm). Since a team must be at least half obscured by terrain to be concealed, scrub will hide a low-slung Crusader tank, but leaves a tall Sherman tank completely exposed.



MAN-MADE FEATURE

Roll again:

1 or 2 Sidi or Bir

The tomb of a local Saint (a Sidi) or a well (Bir) mark this area, but are of little tactical significance.

3 Village, Airfield or Supply Dump

The battle occasionally sweeps across small villages, airfields or supply dumps. Scatter three to eight buildings, destroyed aircraft, or stacks of boxes and fuel cans about.

4 to 6 Wreckage

Old battlefields are littered with burned-out tanks and trucks. Scatter three to eight wrecks about the area.



NOTHING AT ALL

This area is entirely flat, hard desert with no distinguishing features whatsoever.



KHAMSEEN

The Khamseen is the desert wind. It arrives suddenly bringing with it a blinding cloud of dust. Roll again. On a roll of 1, a Khamseen darkens the horizon as the battle begins. On any other roll, there is nothing at all.

If a Khamseen threatens at the start of the game, roll a die at the start of each player's turn. On a 1, it arrives. That turn and those following are played under the Night Fighting rules found on our website. If you do not have these rules a Khamseen has no effect.

Players continue to roll at the start of their turn. On 5+ the Khamseen departs as quickly as it arrived, and the rest of the game uses the normal visibility rules.



EIGHTH ARMY WEEKLY

Issued to the Fighting Forces in the desert

No. 30 Vol 3. November 23, 1942

The commander of Eighth Army, General Montgomery, has announced that the *Afrika Korps* has been defeated. For much of 1942 British forces have been in retreat, and the position was only improved when Rommel's last thrust was parried at Alam Halfa in August. Now, the news from the front is that the *Afrika Korps* has been completely smashed, in one of the greatest victories of the war. The Eighth Army is currently in full pursuit of the remnants of the German and Italian army in North Africa.

VICTORY AT EL ALAMEIN!

Here is an account written for 'Crusader' by an observer of our victory at El Alamein. For all Desert Rats the decisive defeat of Rommel's *Afrika Korps* marks the beginning of a new era.

DESERT RATS ATTACK!

On the 23rd October 1942 the Eighth Army moved up to its starting positions for the big attack. Monty had promised the Desert Rats would hit Rommel 'for six', right out of Africa. The Army spent a month preparing for the battle, receiving reinforcements, including hard-hitting Sherman tanks. Morale was high as the Eighth Army moved to its start lines.

MASSIVE BOMBARDMENT

That night a thousand guns opened fire on the Axis defences, the biggest bombardment of the war. Then four infantry divisions attacked in the northern sector, crossing the deep Axis

minefields and overrunning the first line of defences. The artillery barrage had left the Axis defenders stunned and most surrendered to the infantry. But in places German and Italian troops fought back, and their positions had to be taken at the point of a bayonet. By morning the infantry divisions were digging in on or near their objectives.

ARMOUR DELAYED BY MINEFIELDS

In the northern sector the 1st and 10th Armoured Divisions were delayed by the deep enemy minefields and unable to break out.

In the southern sector the famous 7th Armoured Division launched limited attacks to pin down German panzer reserves from entering the battle raging to the north.

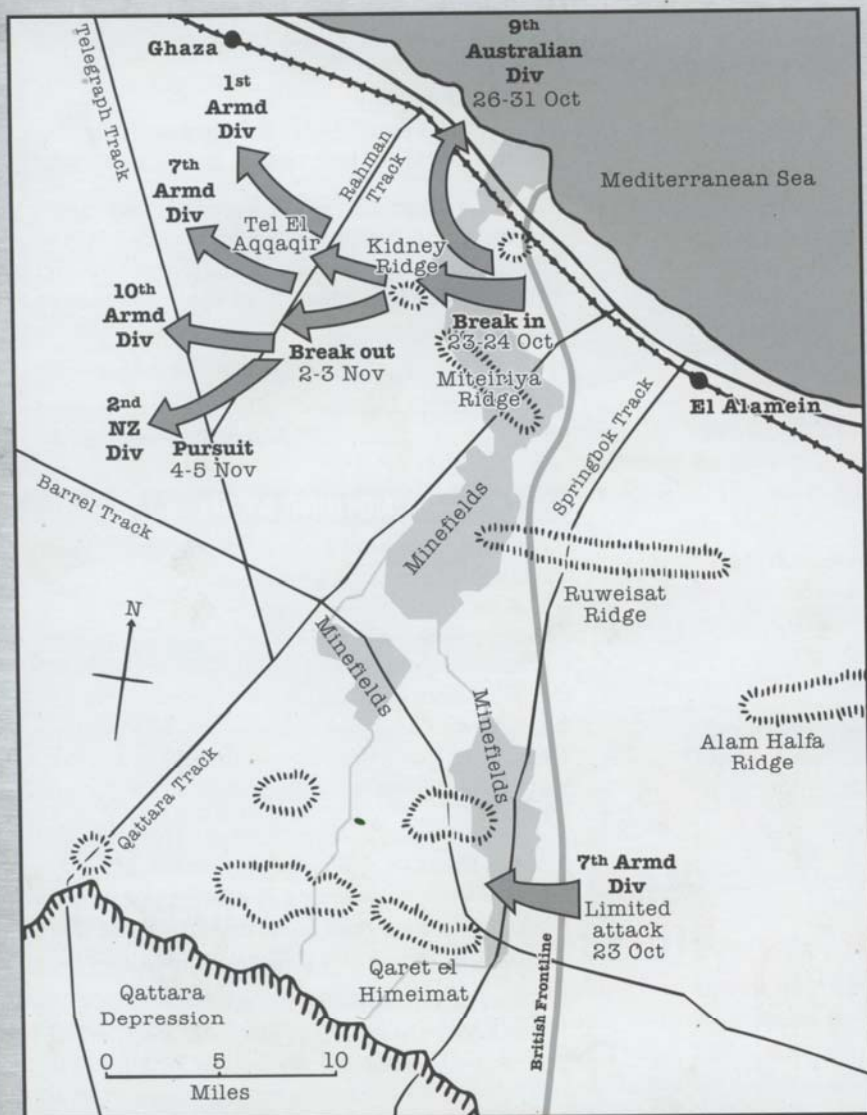
BATTLES IN NORTHERN SECTOR

For the next few nights the Eighth Army continued its attacks in the northern sector, keeping up the pressure on the German and Italian defences. Important gains were made, and 1st and 10th Armoured Divisions were able to move beyond the minefields and form a solid defensive line of tanks and anti-tank guns. Over the next few days all counter-attacks by *Afrika Korps* were beaten off. All the while, the Royal Air Force relentlessly pounded Axis supply routes.

FEROCIOUS BATTLE FOR SNIPE

DEEDS OF VALOUR

On the night of the 26th October the 2nd Battalion, Rifle Brigade, took the 'Outpost Snipe' position near Kidney Ridge, deep in enemy lines. The next day *Afrika Korps* launched attack after attack against the defiant riflemen. Each attack by the Nazi tanks was defeated. By evening the riflemen's positions



were surrounded with more than fifty knocked out enemy tanks.

AUSTRALIAN OFFENSIVE: GERMAN COUNTER- ATTACKS SMASHED

The 9th Australian Division attacked north in a series of night attacks. The fighting was extremely fierce in this part of the line, as the German defenders refused to retreat or surrender. The Australians were forced to clear out the defenders with the bayonet. Losses on both sides were heavy. Rommel launched counter-attacks on the Australians, but artillery fire and bombing raids by the Royal Air Force stopped them all.

SUPERCHARGE NIGHT ATTACK BLASTS AXIS DEFENCES

General Montgomery realised the Germans and Italians were reeling from the hammer blows, and planned a final knock-out punch called Operation Supercharge. In the early hours of the 2nd of November our artillery pulverised the German and Italian defences, and two brigades of the New Zealand Division went forward to seize the first line of defences. Several hours later, the Division's 9th Armoured Brigade drove forward. Opposing them was the last line of Axis defences—a screen of German anti-tank guns at Tel El Aqqaqir ridge. Like a modern charge of the Light Brigade, the three tank

IWM E6751



The El Aqqaqir battlefield was littered with more than 100 burning Panzers.

regiments charged the guns. In a whirling melee, the tanks managed to overcome the German guns, though at terrible cost.

HUGE TANK BATTLE RAGES PANZERS HAMMERED AT EL AQQAQIR!

Following 9th Armoured Brigade came the 1st Armoured Division, who adopted defensive positions amidst the wreckage of the night's battle at El Aqqaqir. That afternoon Rommel threw in his last 120 Panzers for an all out attack.

For hours a fierce tank battle raged. A number of our tanks were lost, but the battlefield was left littered with the burning wrecks of more than a hundred panzers.

ROMMEL RETREATS

Hitler ordered Afrika Korps to stand fast, but most of Rommel's forces were already falling back. After an attack by the 51st Highland Division and 4th Indian Division, the last remaining Axis defences crumbled. Rommel ordered a retreat. 30,000 German and Italian soldiers have been taken prisoner, and the remnants are fleeing down the coastal road, harried without mercy by the Royal Air Force and hotly pursued by 7th Armoured Division.

REJOICING AT HOME

News of the great victory has been received with jubilation in England. In every English village and town church bells have rung in celebration. His Majesty the King has praised the magnificent efforts of the Eighth Army. Prime Minister Winston Churchill, in announcing the great victory, has said "this is not the end. It is not even the beginning of the end. But it is, perhaps, the end of the beginning."

EL ALAMEIN OPPOSITION

For the Alamein line, Rommel developed a strategy of stiffening his Italian divisions with a corset of German troops. For the infantry holding the front lines, that meant one division from each army occupying overlapping positions. However, the British infantry's night attacks broke through the Axis infantry defences, leaving the armour facing Rommel's mobile reserves—the *Deutsches Afrika Korps* and the Italian XX Corps. Both corps consisted of two armoured divisions, 15th and 21st Panzer divisions, and Ariete and Littorio respectively.

The Germans fielded a 50:50 mix of early and late Panzer III J tanks in their light companies, and a 25:75 ratio of early to late Panzer IV F tanks in the medium companies. Each regiment and battalion also fielded a light platoon of Panzer II F tanks.

These were backed up by Panzergrenadiers in trucks of all descriptions (including many captured British ones). The divisions had Grille and Marder self-propelled guns, but lacked almost every other sort of armoured vehicles, although towed guns of all types were plentiful.

The Italians were still struggling on with their old M14/41 tanks, now quite outclassed by the British medium tanks. Perhaps their most effective armoured vehicle was the Semovente 75/18 self-propelled gun. They were well supported by Bersaglieri infantry and artillery of all types, including German-made 88/56 anti-aircraft guns and truck-mounted Italian 90mm anti-aircraft guns.

Both the German and Italian armour fought hard, but ultimately they were beaten by the unceasing British attacks.





Mission Special Rules

Random Deployment

When night falls both sides usually settle down to resupply with fuel and ammunition, cook food, and catch some sleep. The night before this battle was somewhat different. Under cover of an artillery bombardment, the defending player's force smashed through the front line, taking a key terrain feature amongst the unsuspecting enemy.

ATL DA-06752



As daylight broke, the sleeping troops awoke to find the enemy dug in amongst them. An immediate counterattack is all that can save the situation before the defenders are reinforced. Unfortunately, the attacking player's forces are scattered all across the desert!

Divide the table into quarters marking the centre of the table. The attacking player rolls a die for each platoon as it is deployed. The roll determines where the platoon is deployed.



Deploy the platoon in the table quarter shown on the mission map corresponding to the die roll.



The teams must deploy more than 16"/40cm from any defending team, or more than 8"/20cm from and out of sight of all defending teams.



The platoon starts the game held off table in Reserve (see page 157 of the *Flames Of War* rulebook for the Reserves rules).



The attacking player chooses to deploy the platoon in a table quarter (with the same restrictions as a roll of 1 to 4), or in Reserve at their option.

Roll for and deploy each platoon in turn. Do not roll for the next platoon until the current one is deployed.

1st BATTALION, THE KINGS ROYAL RIFLE CORPS

The King's Royal Rifle Corps (KRRC) fought against Napoleon under the Duke of Wellington as the 60th Rifles, a name the regiment still uses. Like all rifle battalions, the 60th had a tradition of dash and initiative dating back to their Indian fighting days in colonial America where they were the 60th Royal American Regiment Of Foot. Most of the men were working class Londoners (with a good smattering of Americans who'd signed up to fight Nazism), while the officers were mostly ex-Etonians (Eton is an upper-class English school).

The first battalion was garrisoning the Middle East when war broke out. They quickly formed 'Jock columns' of a motor company and a battery of artillery to head off into the desert to raid enemy supply lines and harass their flanks. The KRRC were instrumental in defeating the much larger Italian army at Beda Fomm in early 1941, and helped halt Rommel's advance in mid-1941. The KRRC earned renown during Operation Crusader in November 1941 for their defiant stand at Sidi Rezegh.

The battalion fought in Jock columns during the battle of Gazala and covered the retreat of Eighth Army back to Alamein. On July, 3 1942 the commander of 1st Royal Horse Artillery decided he had had enough of retreating, and decided to stand and fight to the last. Lieutenant Colonel d'Arcy Consett, commanding the 1 KRRC, wholeheartedly agreed. The two units fought a magnificent action against Afrika Korps, instrumental in preventing Rommel from breaking through Alamein to the Nile, despite heavy losses.

At the battle of Alam Halfa, 1 KRRC returned to their usual role, patrolling the desert and making company sized attacks against the enemy flanks. October 1942 saw the battalion making a limited attack against the southern part of the enemy line as a diversion from the main attack at Alamein in the north. The attack came to grief on extensive minefields. Once Rommel's line broke in the north, the battalion pursued Rommel's retreating forces, harrying his rearguards all the way to El Agheila. The KRRC later saw service in Tunisia and went on to serve in the Italian campaign.

The Cauldron

The Cauldron mission uses the **Prepared Positions, Reserves, and Random Deployment** special rules.

The Cauldron mission echoes the 'dogfight' operations by the British where they advanced before dawn onto ground of their choosing and then waited to smash the inevitable German counter-attacks.

YOUR ORDERS

Attacker

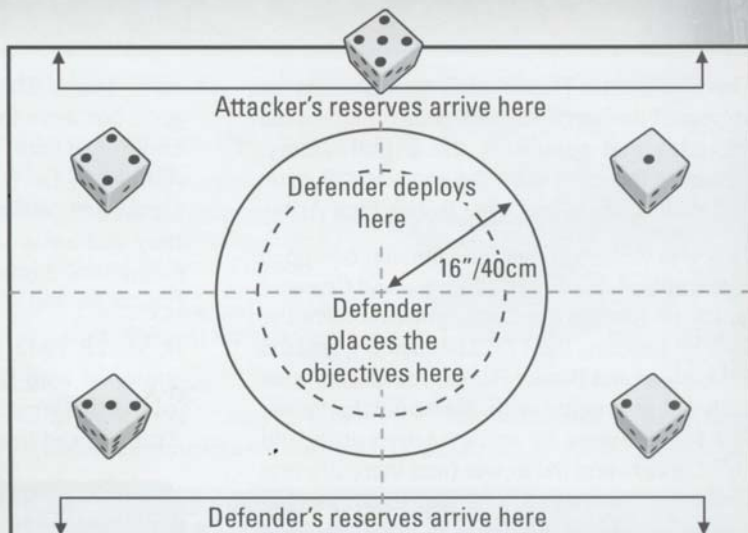
A massive enemy offensive has punched through the front line, taking up positions amongst yours during the night. You must attack immediately to restore the situation.

Defender

You have pushed through the enemy front line during the night to take vital ground from the enemy. It is now first light. You must form a solid defence against the inevitable counter-attacks and hold your gains.

PREPARING FOR BATTLE

1. Mark the centre of the table so that the table quarters are obvious to both players.
2. A player with an Infantry Company will defend against a player with a Motorised Infantry Company or a Tank Company, and a player with a Motorised Infantry Company will defend against a player with a Tank Company. In all other cases, both players roll a die and the highest scoring player chooses to attack or defend.
3. The attacking player chooses the long table edge where their reserves will arrive. The defending player's reserves will arrive on the opposite table edge.
4. The defending player places three objectives within 12"/30cm of the centre point of the table and at least 12"/30cm from each other. The attacker then removes one of the objectives.
5. The defender must hold at least half of their platoons in Reserve at the start of the game. The remaining platoons are deployed within 16"/40cm of the table centre point.
6. The attacker deploys their entire force using the Random Deployment special rules.



7. Both players place their Company Command teams anywhere in their deployment areas, starting with the defender.

Beginning the Battle

1. Both players' troops start the game in prepared positions.
2. The attacking player has the first turn.

ENDING THE BATTLE

The battle ends when:

- The attacking player starts any turn from turn 3 holding either objective, or
- The defending player starts any turn from turn three with no attacking teams within 16"/40cm of either objective.

DECIDING WHO WON

The attacker wins if they take either objective. The enemy penetration has been neutralised and the defensive line held.

The defender wins if they hold both objectives at the end of the game. All enemy counterattacks have been held off and the enemy force 'written down' bringing a major breakthrough that much closer. They won't be able to take much more of this.

Use the Victory Points table below to look up your victory points based on the number of platoons that the winner lost during the battle.

Victory Points			
Winner's Losses	Result	Winner's Points	Loser's Points
0 platoons	Stunning victory	6	1
1 platoon	Major victory	5	2
2 or more platoons	Minor victory	4	3



26th Armoured Brigade The Death Or Glory Boys

This Intelligence Handbook is mainly about the armoured divisions and independent armoured brigades that fought in the Eighth Army. However, Britain also sent an armoured division to fight in Tunisia under the British First Army.

This was the 6th Armoured Division equipped with a unique mixture of Valentine and Crusader tanks. Its three armoured regiments were the 16th/5th Lancers, the 17th/21st Lancers, and the 2nd Lothian and Border Horse. The lancers were both old regiments with illustrious histories. The 16th/5th were an amalgamation of the old 16th Lancers and the newer (and therefore less senior and listed second) 5th Lancers. Likewise, the 17th/21st Lancers were an amalgamation of the old 17th and 21st Lancers. The Lothian and Border Horse, on the other hand, were a yeomanry regiment that only dated back to just before the turn of the century.

The cap badge of the 17th/21st Lancers embodies the cavalry spirit of these regiments. It shows a skull and cross bones with the motto 'Or Glory' underneath. They have earned their nickname 'The Death Or Glory Boys' many times over. Perhaps their most famous exploit was to lead the Charge of the Light Brigade at Balaklava during the Crimean War.

The 6th Armoured Division began landing in North Africa in November 1942. Blade Force, based around 17th/21st Lancers, raced ahead to

The Death or Glory Squadron replaces the Armoured Squadron given on pages 21 to 23 in a Death or Glory force.

Any force that uses Armoured Platoons from a Death or Glory Squadron may not use Armoured Platoons from a normal Armoured Squadron.

seize Tunis. They came close to taking their goal, but were forced back by strong German counterattacks. In February 1943, the 6th Armoured Division rushed south to stop the German breakthrough at Kasserine Pass. Here they gallantly pitted their Valentines and Crusaders against more powerful German Panzer IV and Tiger tanks.

In March 1943, the armoured regiments re-equipped with Sherman III tanks. Then they joined the armoured divisions of the Eighth Army for the final drive on Tunis.

MAKING A DEATH OR GLORY FORCE

When the 6th Armoured Division first arrived in Tunisia, it had spent years in training, but had no actual combat experience. To reflect this, **all** platoons (including infantry, guns and armoured cars) in a force containing Armoured Platoons from a Death or Glory Squadron are rated as **Trained**, regardless of the ratings given elsewhere in the book.

In compensation, when forming a Death Or Glory force you may use 1875 points when you would normally use 1500 points, or 2500 points when you would normally use 2000 points.

You also have the following restrictions:

- No Light or Heavy Armoured Platoons.
- No Lorried Motor Platoons.
- Only Daimler I armoured cars and Daimler scout cars.
- No Assault Platoons.
- No 75mm Gun Platoons.
- No Deacons, no 17/25 pdrs.
- No Mine Flail Platoons.
- No Priests.

17th/21st LANCERS

A regiment renowned for having taken part in the charge of the Light Brigade and at Omdurman, the 17th/21st Lancers lived up to their reputation for cavalry élan in Tunisia. It was one of the first armoured units ashore in Operation Torch in 1942. Inexperienced, its obsolete Valentines and Crusaders nevertheless performed well against the panzers in the early fighting in Tunisia. With 26th Armoured Brigade, it fought with great determination at Thala, pitching their now 'tragically useless' Crusaders and Valentines against German Panzer IV Specials, being reduced down to twelve tanks. The regiment, re-equipped with Sherman III's, attacked the Fondouk gap in April 1943, living up their nickname of 'the Death or Glory Boys'. The regiment lost two squadrons to mines and anti-tank fire within an hour of fighting, but with help from the 16th/5th Lancers and the 10th (London) Rifle Brigade, managed to overcome the opposition and clear the way for the advance. At Djebel Kournine the regiment, working closely with 12th (Honourable Artillery Company) Royal Horse Artillery, destroyed a panzer unit with little loss, and the regiment led the way in the final advance on Tunis. The regiment then fought in Italy, garnering further laurels to its already glorious reputation.

Death Or Glory Squadron

A force based around a Death or Glory Squadron must contain:

- a Company HQ,
- one to three Valentine Armoured Platoons, and
- up to two Crusader Armoured Platoons.

Support Platoons for a Death or Glory Squadron can be:

- Motor Platoons,
- Armoured Car Platoons, and
- Scout Patrols,
- Divisional Support Platoons,

You may have up to **one** Support Platoon attached to your company for each Armoured Platoon that you are fielding.



Motivation And Experience

The men of the 26th Armoured Brigade have spent years training for battle, but still lack practical experience. Death or Glory Squadrons are rated as **Confident Trained**.

Headquarters Platoon

1 Company HQ

Platoon

Company HQ with:

2 Valentine III 120 points

- Add up to two Crusader II CS tanks for +50 points per tank.

There are no Valentine CS tanks, so your HQ platoon uses Crusader CS tanks instead.

The Company HQ and Armoured Platoons of a Death or Glory Boys Squadron are organised like those of a normal Armoured Squadron (see pages 21 to 23).

Combat Platoons

1 to 3 Valentine Armoured Platoons

Platoon

3 Valentine III 175 points

You must have at least as many Valentine platoons as Crusader platoons in your force.

Although the Valentine was originally designed as an infantry support tank, the lack of other tanks has put it in the cruiser tank role. Here its thick armour compensates for its lack of speed.

You may not have a total of more than four Valentine and Crusader Armoured Platoons in a squadron.

1 to 2 Crusader Armoured Platoons

Platoon

3 Crusader III 290 points

- Replace all Crusader III tanks with Grant tanks with Lee turrets with a cupola MG for +215 points.

You may only replace the Crusader tanks with Grant tanks in one platoon.

The 6 pdr-armed Crusader tanks give the Death or Glory Boys a decent punch against enemy tanks. Their big weakness is their light armour, so use cover and speed to protect them.

In early 1943 26th Armoured Brigade acquired a small number of M3 Lee tanks from the US 1st Armoured Division (Old Ironsides).

Armoured Squadrons

The 6th Armoured Division arrived in Tunisia with mixed squadrons of Valentine and Crusader tanks. This unusual arrangement came about when the Valentine-equipped regiments were offered the new Crusader III tanks armed with 6 pdr guns. The regiments preferred the Valentines because of their thicker armour, so rather than totally re-equipping with the light Crusaders, they used the Crusader tanks as heavy gun tanks making up one or two platoons in each squadron.

After fighting at Kasserine Pass the regiments re-equipped with new American Sherman III tanks, much to the disgust of American tankers still using the older M3 Lee. Once re-equipped the 6th Armoured Division used the normal Heavy Armoured Squadron organisation shown on page 22.

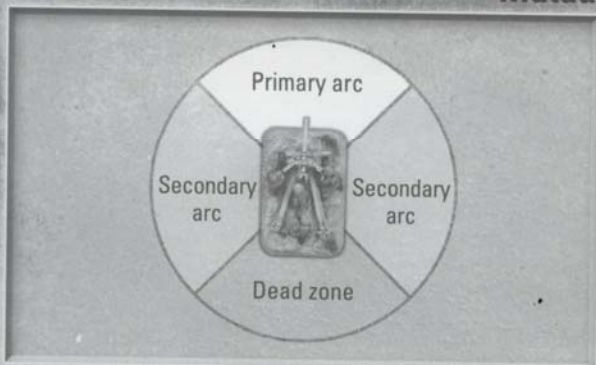




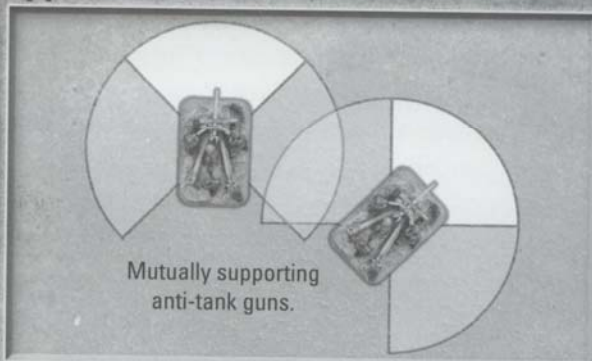
Anti-tank Gun Tactics

Big guns are good at destroying tanks at long range. They should engage the enemy at long range, dominating ground and limiting the enemy's options. Small guns are essentially defensive. They cannot destroy tanks at long ranges. Instead, they should dig in and go to ground waiting for the enemy to come close before destroying them at point-blank range.

Mutual Support



The front quarter of a gun is its primary arc of fire. This is the arc over which it can normally engage targets. By rotating using the Fields Of Fire rules on page 50 of the *Flames Of War* rulebook or the Guns Turn To Face rule opposite, a gun also covers the flanking quarters as a secondary arc of fire.



Mutually supporting anti-tank guns.

Position your guns so that they cover the whole perimeter with their primary arcs of fire and are mutually supporting at the same time. Make sure that each gun is in the primary or secondary arc of at least one other gun in the platoon so that a tank assaulting any gun will always be shot at by at least one other gun as well.

Defilade Positions



One anti-tank gun covering another from a defilade position.

Defilade is a military term for out of sight. By taking up a defilade position where the enemy can't see it until they assault, the gun guarantees itself excellent shots at the tanks, even if they overrun the first gun.



Anti-tank guns covering infantry from defilade positions

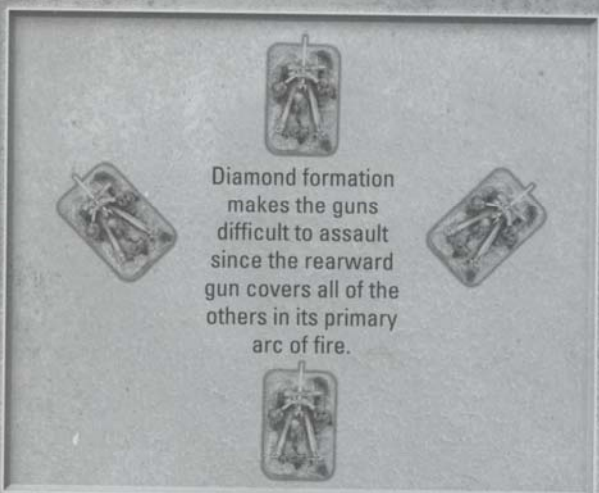
Infantry and anti-tank guns should also give each other mutual support. The infantry protect the guns from other infantry and the guns protect the infantry from tanks.

Anti-tank Formations



Arrow head formation focuses the platoons firepower forward while still covering the flanks.

A final piece of advice. Don't let an itchy trigger finger be tempted by a single tank 'trailing its coat' across your front. If you fire at it you will probably kill it, but it may be trying to draw your fire to reveal your positions to the rest of its army who will promptly pound you with everything they have!



Diamond formation makes the guns difficult to assault since the rearward gun covers all of the others in its primary arc of fire.

Catalogue

A full range of *Flames Of War* models is available from your local hobby store or from the online store at www.FlamesOfWar.com



BR116 Sherman II



BR741 Company HQ



BR100 Grant



BR360 Autocar 75mm SP



BR742 Rifle Platoon



BR153 Deacon



BR155 6 pdr portee



BR321 Humber I



BR034 Crusader III



BR006 Honey Stuart



BR574 25 pdr gun



BR060 Valentine II



BR340 AEC I



BR210 Universal Carrier



BR052 Matilda II

BRAB01 British 8th Army 1500pt Army Box	BR101 Grant (Lee turret)	BR311 Daimler I	BR510 6 pdr gun (8th Army) (x2)
BPS01 Desert Rats Paint Set	BR116 Sherman II (8th Army)	BR321 Humber I	BR520 17/25 pdr gun (x2)
BBX01 Grant Platoon	BR119 Sherman III (Diesel, 8th Army)	BR322 Humber II	BR541 Bofors 40mm gun (8th Army) (x2)
BBX02 Motor Company	BR153 Deacon	BR323 Humber III, IV	BR574 25 pdr gun (8th Army) (x2)
BBX03 25pdr Battery	BR154 2 pdr portee	BR331 Humber LRC III (x2)	BR741 Company HQ (8th Army)
BBX06 LRDG Raiding Party	BR155 6 pdr portee	BR340 AEC I	BR742 Rifle Platoon (8th Army)
BBX07 SAS Raiders	BR156 Breda Portee	BR360 Autocar 75mm SP	BR743 Motorised Rifle platoon (8th Army)
BR006 Honey Stuart	BR170 Priest	BR410 Jeep (x3)	BR744 Machine-gun Platoon (8th Army)
BR020 A9 Cruiser Mk I	BR171 Bishop	BR412 LRDG/SAS Jeep (x2)	BR745 Mortar Platoon (8th Army)
BR022 A10 Cruiser Mk II	BR200 White scout car	BR430 Morris 15 cwt truck (x2)	BR756 LRDG Patrol
BR025 A13 Cruiser Mk IV, CS	BR210 Universal Carrier (x3)	BR432 CMP 15 cwt truck (x2 resin)	BR757 SAS Patrol
BR032 Crusader I, II, CS	BR212 OP, MMG Carrier (x2)	BR442 LRDG Chev truck	BR761 Company HQ (Italy)
BR034 Crusader III	BR213 Mortar Carrier (x2)	BR450 Bedford QLT 3-ton lorry (x2)	BR762 Rifle Platoon (Italy)
BR052 Matilda II, CS	BR277 Quad tractor (x2 resin)	BR452 CMP 3-ton lorry (x2 resin)	BR764 Machine-gun Platoon (Italy)
BR054 Matilda Scorpion Mine Flail	BR279 Morris AA tractor (x2)	BR460 Dorchester ACV	BR765 Mortar Platoon (Italy)
BR060 Valentine II (8th Army)	BR303 Marmon Herrington III (x2)	BR500 2 pdr gun (8th Army) (x2)	BR766 Royal Engineers (Italy)
BR100 Grant	BR310 Daimler Dingo (x3)		BR880 Major General GPB 'Pip' Roberts/

Through mud and blood to the green fields beyond

This is a supplement for *Flames Of War* the World War II Miniatures game.

A copy of the rule book for *Flames Of War* is necessary to fully use the contents of this book.



The Eighth Army has been to Benghazi twice in as many years and Rommel has beaten us back each time. This time will be different. This time we have the soldiers and the weapons we need.

This time we will be victorious and there will be no turning back. We will kick the Germans right out of Africa. Then we will beat them in Europe, bringing this bitter war to a close.

INSIDE YOU WILL FIND:

- Complete organisation and equipment for British Armoured, Motor and Armoured Car forces in North Africa and Italy
- Variants for the Death Or Glory Boys
- History of the 'Desert Rats', the 7th Armoured Division
- Inspiring colour photos
- Tactics guide
- Comprehensive painting guide
- New anti-tank gun rules
- New Cauldron mission
- Exploits of Major General GPB 'Pip' Roberts

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