

Airlanding Company

Fearless Veteran

British Late-War

Infantry Company

Platoon	Qty	Unit	Points
Headquarters			
Airlanding Company HQ - p.27	2 2	Cmd SMG team PIAT team	100
Combat Platoons			
Airlanding Platoon - p.27	1 1 1 5	Cmd Rifle/MG team PIAT team Light Mortar team Rifle/MG team	220
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Weapons Platoons			
Airlanding Machine-gun Platoon - p.28	1 2	Cmd Rifle team Vickers HMG	85
Airlanding Anti-tank Platoon - p.29	1 3	Cmd Rifle team OQF 6 pdr gun (late)	120
Support Platoons			
Independent Armoured Platoon (Sherwood) - p.130 Confident Veteran	1 1 1	Sherman I or II or III Sherman I or II or III with .50 cal AA MG Firefly VC	280
Airlanding Platoon, Royal Engineers - p.36	1 1 4	Cmd Pioneer Rifle/MG team Pioneer Supply Jeep and Trailer Pioneer Rifle/MG team	175
Airlanding Heavy Anti-tank Platoon - p.36	1 2 2	Cmd Rifle team OQF 17 pdr gun Cut-down 15 cwt truck	150
Airlanding Light Battery, Royal Artillery - p.37	2 1 1 4	Cmd Rifle team Staff team Observer Rifle team M1A1 75mm pack howitzer	150
Naval Gunfire Support - p.161 Confident Trained	8	Light Cruiser	250
Company Points:			1750

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Source document: Overlord book

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
Medium Tanks					
Firefly VC	Standard Tank	6	4	1	Co-ax MG, Tow hook.
OQF 17 pdr gun	32"/80cm	2	14	3+	No HE, Semi-indirect fire.
Sherman I or II or III	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook.
M3 75mm gun	32"/80cm	2	10	3+	Semi-indirect fire, Smoke.
Sherman I or II or III with .50 cal AA MG	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook, .50 cal AA MG.
M3 75mm gun	32"/80cm	2	10	3+	Semi-indirect fire, Smoke.

Gun Teams						
Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
OQF 17 pdr gun	Immobile	32"/80cm	2	14	3+	Gun shield, No HE.
M1A1 75mm pack howitzer	Light	16"/40cm	2	6	3+	Smoke.
Firing bombardments		64"/160cm	-	3	6+	Smoke bombardment.
Vickers HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
Firing bombardments		40"/100cm	-	-	--	
OQF 6 pdr gun (late)	Medium	24"/60cm	3	11	4+	Gun shield.

Naval Gun Fire Support						
Team	Range	ROF	Anti-tank	Firepower	Notes	
Light Cruiser	112"/280cm	-	6	1+	8-gun battery, Naval Gunfire Support.	

Infantry Teams						
Team	Range	ROF	Anti-tank	Firepower	Notes	
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.	
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.	
PIAT team	8"/20cm	1	10	5+	Tank assault 4.	
Rifle team	16"/40cm	1	2	6+		
Rifle/MG team	16"/40cm	2	2	6+		
SMG team	4"/10cm	3	1	6+	Full ROF when moving.	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.	

Additional Training and Equipment

Gammon Bombs are rated as Tank Assault 3.

Pioneer teams are rated as Tank Assault 3.

Transport Teams						
Vehicle	Mobility	Front	Side	Top	Equipment and Notes	
Pioneer Supply Jeep and Trailer	Jeep	-	-	-		
CMP, Bedford, or Cut-down 15cwt or 3-ton truck	Wheeled	-	-	-		

Vehicle Machine-guns						
Weapon	Range	ROF	Anti-tank	Firepower		
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.	
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.	

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Special Rules	
Airlanding Company HQ - p.27 Support platoons can be from any division, but all platoons with an assault or infantry division symbol must have the same symbol.	
Airlanding Light Battery, Royal Artillery - p.37 Although an Airlanding Light Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.	
Airlanding Platoon, Royal Engineers - p.36 You may replace one Pioneer Rifle/MG team with a Flame-thrower team at the start of the game before deployment.	
Naval Gunfire Support - p.161 Naval Gunfire Support If you have Naval Gunfire Support, your force will field an NGFS Air Observation Post or NGFS Observer Rifle team that can only Spot for an artillery battery of Confident Trained Naval Guns. The guns are not deployed on the table, but have the range to hit any target on the table. They do not have a Staff team. When firing an Artillery Bombardment with Naval Gunfire Support, position the Artillery Template with the sides parallel to the table edges. Naval Gunfire Support always uses the smallest Artillery Template available, electing to re-roll misses rather than use a larger Template.	