

# FOCUSED FIREPOWER

A WWII Wargame for Heroes

**British Motor Company**

# British Motor Company

The first Motor Battalions formed part of the experimental pre-war Mobile Division, which would go on to become the British Army's first Armoured Division. Unlike its Infantry Battalion counterpart, the Motor Battalion was fully motorised and was provided with sufficient transport to lift all of its personnel. Throughout the war, the Motor Battalions provided close support to the Armoured Brigades of the Armoured Divisions, and on the Western Front from 1944 also to several independent Armoured Brigades.

The lists that follow detail the Motor Battalion organisations used during the campaigns in France in 1940, North Africa from 1941 through to early 1943 and the Mediterranean and Western Europe from mid 1943 to the end of the war. It should not be confused with the Lorried Battalions of the Infantry Brigade of an Armoured Division from 1942 onwards, which were normal infantry units who were transported by vehicles of the Royal Army Service Corps.

When 1st Armoured Division was rushed to France in May 1940, it was deployed in a decidedly fragmented fashion. Both of its Motor Battalions, plus an Armoured Regiment and other supporting elements, were rushed to defend the port of Calais, where the composite Brigade they formed was subsequently captured at the end of May 1940.

The Motor Battalion in its original form was conceived as a highly mobile unit, but lacked the firepower found in its German Army counterpart, having no integral mortars above 2-inch calibre and no anti-tank guns. Due to the deployment of 1st Armoured Division, the parent formation of the two Motor Battalions deployed, the units were not given the opportunity to engage in the type of mobile warfare they had trained for, finding themselves chained down in what proved to be an ultimately futile defensive action.

# British Motor Company

## British Special Rules

**Marksman:** For over 200 years the British Army had placed a high emphasis on marksmanship and all troopers were expected to maintain a high proficiency with their rifles under fire.

All British elements have the Marksman special rule.

**Night Fighting Specialist:** The British Army often attacked at night to provide as much protection as possible for their troops before contact with the enemy. Such expertise was invaluable when attacking defensive positions. Due to their experience, British forces are not affected by the 'Fractured Chain of Command' rule during night-time operations.

**'Mole-Men':** The tactics of the first world war took some time for the British army to evolve out of. The premise that the infantry would move ahead of the armour, dig in and wait for support was a well founded tradition in British Military doctrine - indeed the German troopers called their foes 'Mole-Men'. However this practice ensured that the British infantry were well used to constructing fortifications at speed.

British infantry will create Hard Cover whilst Digging In for 2 turns not 3 as would normally be the case. The creation of Prepared Defences is also accelerated - taking only 4 turns to create rather than the normal 6 turns.

**Preliminary Bombardment (1943-1945):** The British army preferred artillery tactic was to pound the enemy position, weakening the enemy's front, before advancing.

British players may elect to fire once with his off-board Artillery BEFORE the game begins in a special form of TBFO. This fire-order must be topographically based and the barrage is considered to be 'Inaccurate' (see Special Rules). Each shot fired does not count towards the elements specialist ammunition as the preliminary bombardment is factored in when deciding on ammunition reserves.

**Armoured Division:** The Motor Battalions formed part of Armoured Divisions to provide protection from enemy infantry without slowing their pace. Their highly mobile nature meant that they did not benefit from divisional support as the Infantry Battalions did but had far better armoured support. Due to their unique structure Motor Battalions reduce the points cost of armoured vehicles by 10% (rounding up).

## British Equipment

**PIAT:** The Personal Infantry Anti-Tank Weapon was originally intended to be the Brit's definitive anti tank weapon. However it was 'clunky', poorly designed and as enemy armour thickness increased the weapon moved towards obsolescence. With typical British inventiveness it was also fielded as a combination between an anti-tank weapon and a light mortar by changing the charge into a HE shell.

The PIAT counts as a Hand-held Munition AND Light Mortar (with a slightly shorter range - See British Crib Sheet)

**Bren Gun:** The BREN gun was considered to be a solid and dependable weapon when the war started and soon it's shortcomings soon became apparent. Whilst highly accurate, it was unable to put out even ¼ the rounds per minute of the German MG34 and soon the shortage of raw firepower began to take its toll in British casualties.

The BREN gun acts as a Light Machine Gun. It cannot deploy a Beat Zone, but fires at full effect at Long Range to represent its greater accuracy.

# British Motor Company - 1940

The Motor Company was expected to be able to fight independently of its parent Battalion when attached to support an Armoured Regiment. It consisted of a HQ, including a small Administrative element, a Scout Platoon and 3 Motor Platoons.

<b>Company HQ</b>	<b>Pts: 20+Radio+Car/UMV</b>
Company Commander (CO)	Pistol, Hand Grenades
Signaller	Rifle, Hand Grenades, Radio
Batman-driver	Rifle, Hand Grenades, Scout Car
Clerk	Rifle, Hand Grenades
2 Privates	Rifle, Hand Grenades
<b>Supply Dump - 3 Resource Points</b>	
	<b>Pts: 146/UMV 3</b>
Sergeant (NCO)	SMG, Hand Grenades
Gunner	Bren Gun, Pistol, Hand Grenades
Driver	Rifle, Hand Grenades, 15cwt Truck
5 Troopers	Rifle, Hand Grenades
<b>Options:</b>	
May have additional Resource Points for +25pts each	

# British Motor Company - 1940

## Scout Platoon

**The Scout Platoon:** perhaps the most striking feature of the Motor Battalion; each Company was equipped with its own Carrier Platoon.

<b>Platoon HQ</b>	<b>Pts: 242/UMV</b>
Commander (CO)	Pistol, Hand Grenades
Corporal (NCO)	Rifle, Hand Grenades
Gunner	Rifle, Hand Grenades, Bren Gun
Driver	Rifle, Hand Grenades, Universal Carrier
2 Motorcycle Orderlies	Pistol, Hand Grenades, Motorcycle
<b>Additional Equipment</b>	
Boys Anti-tank Rifle	
Second-In-Command	Pistol, Hand Grenades
Gunner	Rifle, Hand Grenades, Bren Gun
Driver	Rifle, Hand Grenades, Universal Carrier
<b>Additional Equipment</b>	
Boys Anti-tank Rifle	

<b>Scout Section - 2 per Platoon</b>	<b>Pts: 16+car/UMV</b>
Gunner	Rifle, Hand Grenades, Bren Gun
Driver	Rifle, Hand Grenades, Scout Car
<b>Additional Equipment</b>	
Boys Anti-tank Rifle	

<b>The Carrier Section - 3 per Platoon</b>	<b>Pts: 117/UMV</b>
Commander	Rifle, Hand Grenades
Gunner	Rifle, Hand Grenades, Bren Gun
Driver	Rifle, Hand Grenades, Universal Carrier
Motorcycle Orderly	Pistol, Hand Grenades, Motorcycle
<b>Additional Equipment</b>	
Boys Anti-tank Rifle	

# British Motor Company - 1940

## Motor Platoon - 3 per Company

### Platoon HQ:

<b>Platoon HQ (1st Platoon)</b>	<b>Pts: 53/UMV</b>
Officer (CO)	Pistol, Hand Grenades
Sergeant (NCO)	Rifle, Hand Grenades
Batman	Rifle, Hand Grenades
Private	Rifle, Hand Grenades, 2-inch Mortar
Driver In Charge	Rifle, Hand Grenades, 15-cwt Truck
Motorcycle Orderly	Pistol, Hand Grenades, Motorcycle

<b>Platoon HQ (2nd &amp; 3rd Platoons)</b>	<b>Pts: 53/UMV</b>
Sergeant Major (NCO)	Pistol, Hand Grenades
Sergeant (NCO)	Rifle, Hand Grenades
Private	Rifle, Hand Grenades
Private	Rifle, Hand Grenades, 2-inch Mortar
Driver In Charge	Rifle, Hand Grenades, 15-cwt Truck
Motorcycle Orderly	Pistol, Hand Grenades, Motorcycle

### Motor Sections (3 per Platoon):

<b>Motor Section - 3 per Platoon</b>	<b>Pts: 59/UMV</b>
Corporal (NCO)	Rifle, Hand Grenades
Driver	Rifle, Hand Grenades, 15-cwt Truck
3 Privates	Rifle, Hand Grenades
<b>Gun Group - 1 per Section</b>	<b>+1 UMV if Gun Group is deployed independently</b>
Lance-corporal (NCO)	Rifle, Hand Grenades
Gunner	Rifle, Hand Grenades, Bren Gun
Private	Rifle, Hand Grenades

# British Motor Company - 1941-1942

The Motor Company was expected to be able to fight independently of its parent Battalion when attached to support an Armoured Regiment. It consisted of a HQ, including a small Administrative element, a Scout Platoon and 3 Motor Platoons.

<b>Company HQ</b>	<b>Pts: 23+radio+car/UMV</b>
Company Commander (CO)	Pistol, Hand Grenades
Signaller	Rifle, Hand Grenades, Radio
Batman-driver	Rifle, Hand Grenades, Scout Car
Clerk	Rifle, Hand Grenades
2 Privates	Rifle, Hand Grenades, Manning a 3-inch Mortar
<b>Supply Dump - 3 Resource Points</b>	
	<b>Pts: 146/UMV 3</b>
Sergeant (NCO)	SMG, Hand Grenades
Gunner	Bren Gun, Pistol, Hand Grenades
Driver	Rifle, Hand Grenades, 15cwt Truck
5 Troopers	Rifle, Hand Grenades
<b>Options:</b>	
May have additional Resource Points for +25pts each	

# British Motor Company - 1941-1942

## Scout Platoon

**The Scout Platoon:** perhaps the most striking feature of the Motor Battalion; each Company was equipped with its own Carrier Platoon.

<b>Platoon HQ</b>	<b>Pts: 247/UMV</b>
Commander (CO)	Pistol, Hand Grenades
Corporal (NCO)	Rifle, Hand Grenades
Gunner	Rifle, Hand Grenades, Bren Gun
Driver	Rifle, Hand Grenades, Universal Carrier
2 Motorcycle Orderlies	Pistol, Hand Grenades, Motorcycle
<b>Additional Equipment</b>	
Boys Anti-tank Rifle , 15-cwt Truck?	
Second-In-Command	Pistol, Hand Grenades
Gunner	Rifle, Hand Grenades, Bren Gun
Driver	Rifle, Hand Grenades, Universal Carrier
<b>Additional Equipment</b>	
Boys Anti-tank Rifle	

<b>Scout Section - 2 per Platoon</b>	<b>Pts: 16+car/UMV</b>
Gunner	Rifle, Hand Grenades, Bren Gun
Driver	Rifle, Hand Grenades, Scout Car
<b>Additional Equipment</b>	
Boys Anti-tank Rifle	

<b>The Carrier Section - 3 per Platoon</b>	<b>Pts: 117/UMV</b>
Commander	Rifle, Hand Grenades
Gunner	Rifle, Hand Grenades, Bren Gun
Driver	Rifle, Hand Grenades, Universal Carrier
Motorcycle Orderly	Pistol, Hand Grenades, Motorcycle
<b>Additional Equipment</b>	
Boys Anti-tank Rifle	



# British Motor Company - 1941-1942

## Motor Platoon - 3 per Company

### Platoon HQ:

<b>Platoon HQ</b>	<b>Pts: 103/UMV</b>
Officer (CO)	Pistol, Hand Grenades
Sergeant (NCO)	Rifle, Hand Grenades
Batman	Rifle, Hand Grenades
Private	Rifle, Hand Grenades, 2-inch Mortar
Driver In Charge	Rifle, Hand Grenades, 15-cwt Truck
Motorcycle Orderly	Pistol, Hand Grenades, Motorcycle

### Motor Sections (3 per Platoon):

<b>Motor Section - 3 per Platoon</b>	<b>Pts: 59/UMV</b>
Corporal (NCO)	Rifle, Hand Grenades
Driver	Rifle, Hand Grenades, 15-cwt Truck
3 Privates	Rifle, Hand Grenades
<b>Gun Group - 1 per Section</b>	<b>+1 UMV if Gun Group is deployed independently</b>
Lance-corporal (NCO)	Rifle, Hand Grenades
Gunner	Rifle, Hand Grenades, Bren Gun
Private	Rifle, Hand Grenades

# British Motor Company - 1943-1945

In mid 1943 the British Army began to revise the organisation of many of its units in preparation for the long awaited assault on Nazi occupied Europe. The Motor Battalion was one such as it incorporated the experience gained from combat in North Africa.

The Motor Company: the Motor Company underwent a key change in the run up to the Normandy landings. The previous 15-cwt personnel trucks were replaced by a combination of US supplied halftracks for the Motor Platoons and wheeled White scout cars for Company HQ.

<b>Company HQ</b>	<b>Pts: 324+radio/UMV</b>
Major (CO)	Pistol, Hand Grenades
Signaller	Rifle, Hand Grenades, Radio
Batman-driver	Rifle, Hand Grenades, White Scout Car
Clerk	Rifle, Hand Grenades
2 Privates	Rifle, Hand Grenades
<b>Options:</b>	
The White Scout Car may be upgraded to an M5 Half-Track	
Captain (CO)	Pistol, Hand Grenades
Sergeant Major (NCO)	Rifle, Hand Grenades
Batman-driver	SMG, Hand Grenades, White Scout Car
2 Privates	Rifle, Hand Grenades
3 Motorcycle Orderlies	SMG, Hand Grenades, Motorcycle
<b>Options:</b>	
The White Scout Car may be upgraded to an M5 Half-Track	
<b>Supply Dump - 3 Resource Points</b>	<b>Pts: 146/UMV 3</b>
Sergeant (NCO)	SMG, Hand Grenades
Gunner	Bren Gun, Pistol, Hand Grenades
Driver	Rifle, Hand Grenades, 15cwt Truck
5 Troopers	Rifle, Hand Grenades
<b>Options:</b>	
May have additional Resource Points for +25pts each	

<b>Admin Section</b>	<b>Pts: 136+jeep/UMV</b>
Company Quartermaster Sergeant (NCO)	Rifle, Hand Grenades
Technical Storeman - Corporal (NCO)	Rifle, Hand Grenades
Storeman	Rifle, Hand Grenades
3 Driver-In-Charge	SMG, Hand Grenades, 3-ton Lorry
Driver-In-Charge	SMG, Hand Grenades, 5-cwt Jeep
Motor Mechanic - Corporal (NCO)	Rifle, Hand Grenades
2 Cooks - Corporal & Private	Rifle, Hand Grenades
Fitter	Rifle, Hand Grenades
Motorcycle Orderly	SMG, Hand Grenades, Motorcycle
<b>Additional Equipment:</b>	
PIAT and Bren Gun	

# British Motor Company - 1943-1945

By 1943 Company HQ deployed a section with two 3-inch mortars, each transported in the usual modified Universal Carriers, for a total of six weapons in the Battalion.

<b>3-inch Mortar Section</b>	<b>Pts: 21/UMV</b>
Ammunition - Lance-Corporal (NCO)	Rifle, Hand Grenades
Driver-In-Charge	SMG, Hand Grenades, 15-cwt Truck
<b>Additional Equipment</b>	
PIAT	

<b>Mortar Detachment - 2 per Section</b>	<b>Pts: 75/UMV</b>
Sergeant/Lance-Sergeant (NCO)	Rifle, Hand Grenades
Driver	Rifle, Hand Grenades, Universal Carrier
Gunner	Rifle, Hand Grenades, 3-inch Mortar
2 Privates	Rifle, Hand Grenades

## Scout Platoon

<b>Platoon HQ</b>	<b>Pts: 259+car/UMV</b>
Commander - Subaltern (CO)	Pistol, Hand Grenades
Driver - Corporal (NCO)	Rifle, Hand Grenades, Universal Carrier
Gunner	Rifle, Hand Grenades, Bren Gun
Private	Rifle, Hand Grenades
2 Motorcycle Orderlies	SMG, Hand Grenades, Motorcycle
Second-In-Command - Subaltern (CO)	Pistol, Hand Grenades
Gunner	Rifle, Hand Grenades, Bren Gun
Batman-driver	Rifle, Hand Grenades, Universal Carrier
Sergeant (NCO)	Rifle, Hand Grenades
Driver-In-Charge	SMG, Hand Grenades, 15-cwt Truck
Driver-In-Charge	Rifle, Hand Grenades, Scout Car, Bren Gun
Batman	Rifle, Hand Grenades

<b>Scout Section - 3 per Platoon</b>	<b>Pts: 200/UMV</b>
Commander - Sergeant (NCO)	Rifle, Hand Grenades
Driver	Rifle, Hand Grenades, Universal Carrier
Gunner	Bren Gun, Hand Grenades
Private	Rifle, Hand Grenades
Commander - Corporal (NCO)	Rifle, Hand Grenades
Driver	Rifle, Hand Grenades, Universal Carrier
Gunner	Bren Gun, Hand Grenades, 2-inch Mortar
Commander - Lance-Corporal (NCO)	Rifle, Hand Grenades
Driver	Rifle, Hand Grenades, Universal Carrier
Gunner	Bren Gun, Hand Grenades, PIAT

# British Motor Company - 1943-1945

## Motor Platoon - 3 per Company

### Platoon HQ:

<b>Platoon HQ</b>	<b>Pts: 126/UMV</b>
Officer - Subaltern (CO)	Pistol, Hand Grenades
Sergeant (NCO)	Rifle, Hand Grenades
Signaller	Rifle, Hand Grenades, Radio
Lance-Corporal (NCO)	SMG, Hand Grenades, 2-inch Mortar
Private	Rifle, Hand Grenades
Batman-driver	SMG, Hand Grenades, Half-track
Motorcycle Orderly	SMG, Hand Grenades, Motorcycle
<b>Additional Equipment:</b>	
PIAT	

### Motor Sections (3 per Platoon):

<b>Motor Section - 3 per Platoon</b>	<b>Pts: 99/UMV</b>
Corporal (NCO)	SMG, Hand Grenades
Driver	SMG, Hand Grenades, Half-track
3 Privates	Rifle, Hand Grenades
<b>Gun Group - 1 per Section</b>	
	<b>+1 UMV if Gun Group is deployed independently</b>
Lance-corporal (NCO)	Rifle, Hand Grenades
Gunner	Rifle, Hand Grenades, Bren Gun
Private	Rifle, Hand Grenades