

FOCUSED FIREPOWER

A WWII Wargame for Heroes

British Vehicles

British Lend - Light Tanks

Light Tank Mk.VI Type B Vickers		Pts:
	Technical Data	Gaming Data
Unit Type	Light Tank	Tracked Vehicle, Tank
In Service	From July 1936	
Numbers in Service	874	Restricted
Crew	3	Needs 3 Infantry Crew
Speed (Road)	56kph	Speed 6
Weaponry	12.7mm Vickers (Turret) 7.7mm Vickers (Coaxial)	
Armour		
Hull (Front/Side/Rear/Top)	16/13/6/4mm	Armour Class 2/1/1/0
Turret (Front/Side/Rear/Top)	14/14/11/3.5mm	Armour Class 1/1/1/0
Special Rules:		
Options:		

Light Tank Mk.VII Tetrarch		Pts:
	Technical Data	Gaming Data
Unit Type	Light Tank	Tracked Vehicle, Tank
In Service	From November 1940	
Numbers in Service	171	Restricted
Crew	3	Needs 3 Infantry Crew
Speed (Road)	64kph	Speed 7
Weaponry	40mm QF 2 Pounder Mk.IX L50 (Turret) 7.92mm BESA (Coaxial)	
Armour		
Hull (Front/Side/Rear/Top)	16/16/14/8mm	Armour Class 2/2/1/1
Turret (Front/Side/Rear/Top)	16/16/14/8mm	Armour Class 2/2/1/1
Special Rules:		
Options:		

British Vehicles - Cruiser Tanks

A9 Tank Cruiser Mk.I		Pts:
	Technical Data	Gaming Data
Unit Type	Cruiser Tank	Tracked Vehicle, Tank
In Service	1938-1941	BEF & North Africa Campaign
Numbers in Service	125	
Crew	6	Needs 6 Infantry Crew
Speed (Road)	40kph	Speed 5
Weaponry	40mm QF 2 Pounder Mk.IX L/50 (Turret) 7.7mm Vickers (Coaxial) 2 x 7.7mm Vickers (Bow Turrets)	
Armour		
Hull (Front/Side/Rear/Top)	14/10/10/5mm	Armour Class 1/1/1/1
Turret (Front/Side/Rear/Top)	14/12/14/4mm	Armour Class 1/1/1/0
Special Rules:		
Prone to Breakdown		
Options:		

A10 Tank Cruiser Mk.II		Pts:
	Technical Data	Gaming Data
Unit Type	Cruiser Tank	Tracked Vehicle, Tank
In Service	1940-1941	BEF, North Africa & Greece
Numbers in Service	175	
Crew	5	Needs 5 Infantry Crew
Speed (Road)	48kph	Speed 5
Weaponry	40mm QF 2 Pounder Mk.IX L/50 (Turret) 7.7mm Vickers (Coaxial) 7.7mm Vickers (Integral)	
Armour		
Hull (Front/Side/Rear/Top)	30/30/30/6mm	Armour Class 3/3/3/1
Turret (Front/Side/Rear/Top)	30/30/30/6mm	Armour Class 3/3/3/1
Special Rules:		
Prone to Breakdown		
Options:		
<ul style="list-style-type: none"> The Vickers MGs may be replaced with BESA MGs for **pts (Mk.IIA) The QF 2 pounder may be replaced with a 3.7" Howitzer for **pts (Mk.IIA CS) 		

British Vehicles - Cruiser Tanks

A13 Tank Cruiser Mk.III		Pts:
	Technical Data	Gaming Data
Unit Type	Cruiser Tank	Tracked Vehicle, Tank
In Service	1938-1941	BEF, North Africa & Greece
Numbers in Service	65	
Crew	4	Needs 4 Infantry Crew
Speed (Road)	48kph	Speed 5
Weaponry	40mm QF 2 Pounder Mk.IX L/50 (Turret) 7.7mm Vickers (Coaxial)	
Armour		
Hull (Front/Side/Rear/Top)	14/14/14/6mm	Armour Class 1/1/1/1
Turret (Front/Side/Rear/Top)	14/14/14/6mm	Armour Class 1/1/1/1
Special Rules:		
High Mobility Prone to Breakdown		
Options:		

A13 Mk.II Tank Cruiser Mk.IV		Pts:
	Technical Data	Gaming Data
Unit Type	Cruiser Tank	Tracked Vehicle, Tank
In Service	1940-1941	BEF, North Africa
Numbers in Service	172	
Crew	4	Needs 4 Infantry Crew
Speed (Road)	48kph	Speed 5
Weaponry	40mm QF 2 Pounder Mk.IX L/50 (Turret) 7.92 BESA (Coaxial)	
Armour		
Hull (Front/Side/Rear/Top)	14/14/14/14mm	Armour Class 1/1/1/1
Turret (Front/Side/Rear/Top)	30/14/14/14mm	Armour Class 3/1/1/1
Special Rules:		
High Mobility		
Options:		

British Vehicles - Cruiser Tanks

A15 Tank Cruiser Mk.VI Crusader Mk.I/II/III		Pts:
	Technical Data	Gaming Data
Unit Type	Cruiser Tank	Tracked Vehicle, Tank
In Service	From May 1941 Mk.I From November 1941 Mk.II From May 1942 Mk.III	
Numbers in Service	5300	Sufficient
Crew	4 Mk.I/II 3 Mk.III	Needs 4 Infantry Crew Needs 3 Infantry Crew
Speed (Road)	43kph	Speed 5
Weaponry	40mm QF 2 Pounder Mk.IX L/50 (Turret) Mk.I/II 57mm Q.F. 6 Pounder Mk.V L/50 (Turret) Mk.III 7.92 BESA (Coaxial) Mk.I/II/III	
Armour		
Hull (Front/Side/Rear/Top)	28/28/28/9mm Mk.I 34/28/28/9mm Mk.II/III	Armour Class 3/3/3/1 Armour Class 3/3/3/1
Turret (Front/Side/Rear/Top)	39/19.5/24.7/9mm Mk.I 49/23.5/31.7/12mm Mk.II 51/23.5/29.7/12mm Mk.III	Armour Class 4/2/2/1 Armour Class 5/2/3/1 Armour Class 5/2/3/1
Special Rules:		
High Mobility		
Options:		

A27M Tank Cruiser Mk.VIII Cromwell Mk.I/IV/VI		Pts:
	Technical Data	Gaming Data
Unit Type	Cruiser Tank	Tracked Vehicle, Tank
In Service	From January 1943 - Mk.I From October 1943 - Mk.IV From ** - Mk.VI	
Numbers in Service	357 - Mk.I 1935 - Mk.IV 341 - Mk.VI	Sufficient
Crew	5	Needs 5 Infantry Crew
Speed (Road)	64kph Mk.I 52kph Mk.IV/VI	Speed 7 Speed 6
Weaponry	40mm QF 2 Pounder Mk.IX L/50 (Turret) - Mk.I 75mm QF Mk.V L/36.5 (Turret) - Mk.IV 95mm QF Howitzer (Turret) - Mk.VI 7.92mm BESA (Coaxial) 7.92mm BESA (Integral) 2x 7.7mm Vickers (AA Mount) - Mk.I	
Armour		
Hull (Front/Side/Rear/Top)	89/46/32/20mm - Mk.I 63/32/32/20mm - Mk.IV/VI	Armour Class 9/5/3/2 Armour Class 6/3/3/2
Turret (Front/Side/Rear/Top)	64/64/57/20mm - Mk.I 76/63/57/20mm - Mk.IV/VI	Armour Class 6/6/6/2 Armour Class 8/6/6/2
Special Rules:		
High Mobility		
Options:		

British Vehicles - Cruiser Tanks

A34 Tank Cruiser Comet Mk.I		Pts:
	Technical Data	Gaming Data
Unit Type	Cruiser Tank	Tracked Vehicle, Tank
In Service	From December 1944	
Numbers in Service	1186	
Crew	5	Needs 5 Infantry Crew
Speed (Road)	50kph	Speed 6
Weaponry	76mm QF 17 Pounder Mk.II L/55 (Turret) 7.92mm BESA (Coaxial) 7.92mm BESA (Integral)	
Armour		
Hull (Front/Side/Rear/Top)	74/46/32/25mm	Armour Class 7/5/3/3
Turret (Front/Side/Rear/Top)	102/64/57/25mm	Armour Class 10/6/6/3
Special Rules:		
High Mobility		
Options:		

British Vehicles - Infantry Tanks

A11 Tank Infantry Mk.I Matilda I		Pts:
	Technical Data	Gaming Data
Unit Type	Infantry Tank	Tracked Vehicle, Tank
In Service	From 1938	BEF
Numbers in Service	140	
Crew	2	Needs 2 Infantry Crew
Speed (Road)	13kph	Speed 2
Weaponry	7.7mm Vickers (Turret)	
Armour		
Hull (Front/Side/Rear/Top)	60/60/60/10mm	Armour Class 6/6/6/1
Turret (Front/Side/Rear/Top)	60/60/60/10mm	Armour Class 6/6/6/1
Special Rules:		
Options:		

A12 Tank Infantry Mk.IIA Matilda II		Pts:
	Technical Data	Gaming Data
Unit Type	Infantry Tank	Tracked Vehicle, Tank
In Service	From 1939	All theatres
Numbers in Service	2987	Sufficient
Crew	4	Needs 4 Infantry Crew
Speed (Road)	24kph	Speed 3
Weaponry	40mm QF 2 Pounder Mk.IX L/50 (Turret) 7.92mm BESA (Coaxial)	
Armour		
Hull (Front/Side/Rear/Top)	78/70/55/20mm	Armour Class 8/7/6/2
Turret (Front/Side/Rear/Top)	75/75/75/20mm	Armour Class 8/8/8/2
Special Rules:		
Options:		
<ul style="list-style-type: none"> • May be equipped with Side Skirts for 10pts • The Close Support variant replaces the 2pdr AT Gun with a QF 3" Howitzer for **pts 		

British Vehicles - Infantry Tanks

Tank Infantry Mk.III Valentine Mk.I/II/III/IV/V/IX/X/XI		Pts:
	Technical Data	Gaming Data
Unit Type	Infantry Tank	Tracked Vehicle, Tank
In Service	From May 1940 - Mk.II From April 1942 - Mk.III From August 1942 - Mk.IV	
Numbers in Service	Sufficient	
Crew	3 4 - Mk.III/V	Needs 3 Infantry Crew Needs 4 Infantry Crew
Speed (Road)	24kph	Speed 3
Weaponry	40mm QF 2 Pounder Mk.IX L/50 (Turret) 57mm QF 6 Pounder Mk.V L/50 (Turret) - Mk.IX/X 75mm QF Mk.V L/36.5 (Turret) - Mk.XI 7.92mm BESA (Coaxial) - All except Mk.IX	
Armour		
Hull (Front/Side/Rear/Top)	60/60/60/20mm - Mk.I/III/IV 60/50/60/20mm - Mk.II/V 60/43/60/20mm - Mk.IX/X/XI	Armour Class 6/6/6/2 Armour Class 6/5/6/2 Armour Class 6/4/6/2
Turret (Front/Side/Rear/Top)	65/60/65/20mm	Armour Class 7/6/7/2
Special Rules:		
Options:		
<ul style="list-style-type: none"> • May be equipped with Side Skirts for 10pts 		

British Vehicles - Infantry Tanks

A22 Tank Infantry Mk.IV Churchill		Pts:
	Technical Data	Gaming Data
Unit Type	Infantry Tank	Tracked Vehicle, Tank
In Service	From June 1941 - Mk.I From March 1942 - Mk.III From September 1942 - Mk.IV From September 1943 - Mk.VIIF	
Numbers in Service	303 - Mk.I 1127 - Mk.II 675 - Mk.III 1622 - Mk.IV 241 - Mk.V 200 - Mk.VI 1600 - Mk.VIIF Mk.VIII	
Crew	5	Needs 5 Infantry Crew
Speed (Road)	26kph - Mk.I/II/III 25kph - Mk.IV 20kph - Mk.VIIF/VIII	Speed 3 Speed 3 Speed 3
Weaponry	40mm QF 2 Pounder Mk.IX L/50 (Turret) - Mk.I/II 57mm QF 6 Pounder Mk.V L/50 (Turret) - Mk.III/IV 95mm QF Howitzer (Turret) - Mk.V/VIII 75mm QF Mk.V L/36.5 (Turret) - Mk.VIIF QF 3-inch Howitzer (Integral) - Mk.I 7.92mm Besa (Coaxial) - Mk.III/IV/VII 7.92mm Besa (Integral) - Mk.III/IV/VII 7.7mm Bren (AA Mount) - Mk.III/IV/VII	
Armour		
Hull (Front/Side/Rear/Top)	101/76/50/19mm - Mk.I/II/III 101/76/64/19mm - Mk.IV 152/95/50/25mm - Mk.VIIF/VIII	Armour Class 10/8/5/2 Armour Class 10/8/6/2 Armour Class 15/10/5/3
Turret (Front/Side/Rear/Top)	86/76/76/19mm - Mk.I/II/III 89/89/89/35mm - Mk.IV 152/95/95/20mm - Mk.VIIF/VIII	Armour Class 9/8/8/2 Armour Class 9/9/9/4 Armour Class 15/10/10/2
Special Rules:		
Prone to Breakdown - Mk.I and Mk.II Side Skirts		
Options:		

British Vehicles - Support Vehicles

Bedford MW 15cwt Truck		Pts: 25
	Technical Data	Gaming Data
Unit Type	Truck	Wheeled Vehicle
In Service	From 1939	
Numbers in Service	66,000	Ubiquitous
Crew	2	Needs 2 Infantry Crew
Speed (Road)	42km/h	Speed 4
Weaponry	None	
Armour		
Hull (Front/Side/Rear/Top)	5/5/3/0mm	Armour Class 1/1/0/0
Special Rules:		
Soft Sided High Mobility Vehicle Transport Vehicle (15)		
Options:		
<ul style="list-style-type: none"> • May be given a Bren Gun (AA Mount) for 10pts or Dual Bren Gun (AA Mount) for 20pts 		

Bren Carrier (Universal Carrier)		Pts: 55
	Technical Data	Gaming Data
Unit Type	Carrier	Tracked Vehicle
In Service	From 1934	
Numbers in Service	113,000	Ubiquitous
Crew	Crewed by Section	
Speed (Road)	48km/h	Speed 5
Weaponry	Bren Gun (AA Mount)	
Armour		
Hull (Front/Side/Rear/Top)	10/10/7/0mm	Armour Class 1/1/1/0
Special Rules:		
Hard Sided High Mobility Vehicle Transport Vehicle (10) Open Topped Low Silhouette		
Options:		
<ul style="list-style-type: none"> • May have a Boyes Anti-Tank Rifle (Until Sept 43) or a PIAT (from 1942 onwards) for 10pts 		

British Vehicles - Support Vehicles

Norton WD16H		Pts:35
	Technical Data	Gaming Data
Unit Type	Motorcycle	Wheeled Vehicle (Motorcycle?)
In Service	From 1936	
Numbers in Service	~100,000	Ubiquitous
Crew	Rider	
Speed (Road)	109km/h	Speed 10
Special Rules:		
High Mobility Open Vehicle Transport Vehicle (2)		
Options:		

British Vehicles - Armoured Cars

Daimler Scout Car (Dingo)		Pts: 75
	Technical Data	Gaming Data
Unit Type	Scout Car	Wheeled Vehicle
In Service	1939 - 1945	All Periods, All Theatres
Numbers in Service	Sufficient	
Crew	Crewed by Section	
Speed (Road)	88km/h	Speed 9
Weaponry	Bren Gun	
Armour		
Hull (Front/Side/Rear/Top)	30/12/12/8mm	3/1/1/1
Special Rules:		
High Mobility		
Options:		
<ul style="list-style-type: none"> May replace the Bren Gun with a Boys At Rifle for -5pts 		

Daimler Armoured Car		Pts:
	Technical Data	Gaming Data
Unit Type	Scout Car	Wheeled Vehicle
In Service	From July 1941	
Numbers in Service	Sufficient	
Crew	Crewed by Section	
Speed (Road)	80km/h	Speed 9
Weaponry	40mm QF 2 Pounder Mk.IX L/50 (Turret) 7.92mm Besa (Coaxial)	
Armour		
Hull (Front/Side/Rear/Top)	14/10/14/8mm	1/1/1/1
Turret (Front/Side/Rear/Top)	16/16/14/8mm	2/2/1/1
Special Rules:		
High Mobility		
Options:		
<ul style="list-style-type: none"> May add a 7.7mm Bren Gun in an AA Mount for 15pts 		

British Vehicles - Armoured Cars

Humber Scout Car		Pts:
	Technical Data	Gaming Data
Unit Type	Scout Car	Wheeled Vehicle
In Service	From 1941	
Numbers in Service	4102	Sufficient
Crew	Crewed by Section	
Speed (Road)	100km/h	Speed 10
Weaponry	7.7mm Bren Gun	
Armour		
Hull (Front/Side/Rear/Top)	14/*/*/* mm	1/1/1/0
Special Rules:		
High Mobility		
Options:		
<ul style="list-style-type: none"> May add a second 7.7mm Bren Gun for 15pts 		

Humber Armoured Car		Pts:
	Technical Data	Gaming Data
Unit Type	Scout Car	Wheeled Vehicle
In Service	From Late 1941	
Numbers in Service	5400	Sufficient
Crew	Crewed by Section	
Speed (Road)	80km/h	Speed 9
Weaponry	15mm Besa (Turret) 7.92mm Besa (Coaxial)	
Armour		
Hull (Front/Side/Rear/Top)	14/14/14/* mm	1/1/1/0
Turret (Front/Side/Rear/Top)	14/14/14/* mm	1/1/1/0
Special Rules:		
High Mobility		
Options:		
<ul style="list-style-type: none"> May replace the 15mm Besa with a US 37mm High Velocity Gun 		

British Lend-Lease Vehicles

Willys Jeep		Pts: 30
	Technical Data	Gaming Data
Unit Type	Light Utility Vehicle	Wheeled Vehicle
In Service	41-45	
Numbers in Service	Sufficient	
Crew	Crewed by Section	
Speed (Road)	67km/h	Speed 7
Weaponry	Bren Gun (AA Mount)	
Armour		
Hull (Front/Side/Rear/Top)	8/8/8/0mm	Armour Class 1/1/1/0
Special Rules:		
Transport Vehicle (5) Open Vehicle		
Options:		
<ul style="list-style-type: none"> After D-Day the Bren Gun may be replaced with a Vickers HMG for 10pts 		

M1-A3 Half Track		Pts: 65
	Technical Data	Gaming Data
Unit Type	Half-Track	Tracked Vehicle
In Service	43-45	
Numbers in Service	Sufficient	
Crew	Crewed by Section	
Speed (Road)	58km/h	Speed 6
Weaponry	50.cal HMG (AA Mount)	
Armour		
Hull (Front/Side/Rear/Top)	12/12/7/0mm	Armour Class 1/1/1/0
Special Rules:		
Transport Vehicle (12) Open Vehicle		
Options:		
<ul style="list-style-type: none"> After D-Day the Vehicle may have 2x 30.cal MMG for 20pts 		

British Lend-Lease Vehicles

Medium Tank M4 (Sherman)		Pts:
	Technical Data	Gaming Data
Unit Type	Medium Tank	Tracked Vehicle, Tank
In Service	Sherman I (M4) from January 1942 Sherman IB (M4(105)) from February 1944 Sherman IC Sherman II (M4A1) from February 1942 Sherman IIA (M4A1E4/M4A1(76)W) from January 1944 Sherman III (M4A2) from April 1942 Sherman V (M4A4) from July 1942 Sherman VC from March 1944	
Numbers in Service	I - 6748 IB - 800 IC - 1439 II - 6281 IIA - 3246 III - 8053 V - 7499 VC - 600	Sufficient Sufficient Sufficient Sufficient Sufficient Sufficient Sufficient Restricted
Crew	5	Needs 5 Infantry Crew
Speed (Road)	34kph - I/IB/II/IIA 40kph - III/V	Speed 4 Speed 5
Weaponry	75mm M3 L40 (Turret) - I/II/III/V 76mm M1 L55 (Turret) - IIA 105mm M4 L22.5 (Turret) - IB 76mm QF 17 Pounder Mk.IV L55 (Turret) IC/VC 7.7mm .30 cal M1919A4 (Coaxial) 7.7mm .30 cal M1919A4 (Integral)	
Armour		
Hull (Front/Side/Rear/Top)	51/38/38/19mm - I/IB/II/V 64/38/38/19mm - IIA/III	Armour Class 5/4/4/2 Armour Class 6/4/4/2
Turret (Front/Side/Rear/Top)	89/51/51/25mm - I/II/III/V 89/51/64/25mm - IC/VC 91/51/25/25mm - IB 89/64/64/25mm - IIA	Armour Class 9/5/5/3 Armour Class 9/5/7/3 Armour Class 9/5/3/3 Armour Class 9/6/6/3
Special Rules:		
Mass Produced		

British Lend-Lease Vehicles

Wolverine/Achilles		Pts:
	Technical Data	Gaming Data
Unit Type	Tank Destroyer	Tracked Vehicle, Tank
In Service	M10 from September 1942 Achilles from October 1944	
Numbers in Service	Wolverine - 1650 Achilles - 1100 (Conversions)	Sufficient until 1944 Sufficient
Crew	5	Needs 5 Infantry Crew
Speed (Road)	40kph - M10/Achilles 42kph - M10A1	Speed 5 Speed 5
Weaponry	76mm 3 Inch M7 L53 (Turret) - Wolverine 76mm QF 17 Pounder Mk.IV L55 (Turret) - Achilles 12.7mm .50 cal M2 HB (AA Mount)	
Armour		
Hull (Front/Side/Rear/Top)	51/25/25/19mm	Armour Class 5/3/3/2
Turret (Front/Side/Rear/Top)	57/25/25/0mm	Armour Class 6/3/3/0
Special Rules:		
Open Topped		