

# KINGDOM OF BRITANNIA



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## FIRE TEAMS IN LEGIONS

As a matter of expediency certain infantry sections often find themselves separating into distinct Fire Teams to allow the members of their original section to better support each other, particularly when on the advance.

Sections capable of forming Fire Teams are always noted in their relevant Nations ORBATs and are governed by the following rules:

- The decision to form Fire Teams from a specific section **MUST** be noted in the Commander's Force List prior to the battle.
- A Fire Team **MUST** contain at least 4 members (with Gun Teams counting as 2 models for these purposes) and no section may split into more than 2 Fire Teams.
- Once a Fire Team is formed it becomes a separate entity for the purposes of Activation and Victory Points, and cannot reform into full section again during the course of a game.
- Fire Teams split from the same section **MUST** deploy with all their members within 12" of each other after which they are free to activate and act separately.

Fire Teams might seem less powerful than larger sections, but their flexibility and ability to adapt their tactics to the battlefield at large is not to be underestimated!

## KINGDOM OF BRITANNIA INFANTRY OFFICER

This Section occupies the Officers and Characters Section in the Platoon Structure.

<b>SECTION SIZE</b>	<b>1 Officer and 0-5 Battle Linesmen</b> (Any Linemen <b>MUST</b> be purchased with the same Experience Level as the Officer) (See the relevant entry for Points Costs and Basic Equipment).			
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	The Officer's capability to command varies depending on their Rank. Use the table below to determine the cost of the Officer you want to field.			
<b>RANK</b>	<b>COMMAND POINTS</b>	<b>COMMAND RANGE</b>	<b>EXP. LEVEL</b>	<b>POINTS</b>
2nd Lieutenant	3	4"	Militia	40
1st Lieutenant	4	6"	Regular	75
Captain	5	6"	Regular	100
Major	6	8"	Veteran	150
Colonel	8	8"	Veteran	175

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Officer	Infantry Officer	6"	4	3	3 [BLUE]	Service Revolver	-
<b>COMMAND ABILITIES</b>	In addition to the Standing Orders, Kingdom of Britannia Infantry Officers may use the following Order: <b>On My Mark</b> Command Point Cost = 1      Passes Required = 2 Issued in – Section's Command Segment Order – A Section given this order gains the Spray and Pray MAR for the remainder of the current Turn.						

COMMAND SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>Section Attachment</b>	In addition to the Section's complement of Linemen, a Musician may be added.	0-1	+20 Points
<b>Field Equipment</b>	This Section may be upgraded to have Flashbangs.	X	+2 Points per model
	This Section may be upgraded to have Tank Mines.	X	+3 Points per model
	An Officer may replace their Service Revolver for a Windshear Projector.	X	+10 Points
<b>Transport</b>	If this Section requires no more than 6 spaces in a Transport, then 1x Armstrong General Conveyor may be added to the Section	0-1	+45 Points

## SKY HUSSAR OFFICER

This Section occupies the Officers and Characters Section in the Platoon Structure.

<b>SECTION SIZE</b>	<b>1 Sky Hussar Officer and 0-3 Sky Hussars</b> (Any Sky Hussars purchased <b>must</b> be the same Experience Level as the Sky Hussar Officer). (See the relevant entry for Points Costs and Basic Equipment).			
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	The Officer's capability to command varies depending on their Rank. Use the table below to determine the cost of the Officer you want to field.			
<b>RANK</b>	<b>COMMAND POINTS</b>	<b>COMMAND RANGE</b>	<b>EXP LEVEL</b>	<b>POINTS</b>
1st Lieutenant	4	6"	Regular	130
Captain	5	6"	Regular	155
Major	6	8"	Veteran	205

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Sky Hussar Officer	Jetpack Officer	9"	4	3	5 [BLUE]	Mk II Flamebelcher	Elusive Target, Flashbangs
<b>COMMAND ABILITIES</b>	In addition to the Standing Orders, Kingdom of Britannia Sky Hussar Officers may use the following Order: <b>Up, Up and Away!</b> Command Point Cost = 3      Passes Required = 2 Issued in – Melee Phase Order – Models within the Section take their Disengagement Tests on a 2+ rather than 4+.						

### COMMAND SECTION UPGRADE – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
Options	See the Sky Hussar Section of this document.	-	-

## CAPTAIN GILBERT 'BERTIE' SMETHINGTON DFC & BETTY

This Section occupies the Officers and Characters Section in the Platoon Structure.

<b>SECTION SIZE</b>	1 Captain Gilbert 'Bertie' Smethington DFC 0-1 Betty			
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Captain Smethington DFC costs 175 Points. Betty is the Captain's 'official chronicler' and costs 30 Points.			
<b>RANK</b>	<b>COMMAND POINTS</b>	<b>COMMAND RANGE</b>	<b>EXP. LEVEL</b>	<b>POINTS</b>
Captain	5	8"	Regular	175

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Captain Gilbert Smethington DFC	Infantry Officer	6"	4	4	3 [RED]	Bertie's Blazer	Lucky (D3+4), Parachute Drop, Unique
Betty	Infantry	6"	-	-	-	-	Hold That Pose, Non Combatant, Parachute Drop, Unique

<b>COMMAND ABILITIES</b>	<p>In addition to the Standard Orders, Captain Smethington has access to the following Order:</p> <p><b>Give 'em a damn good thrashing!</b>                      Command Point Cost = 2    Passes Required = 1                      Issued in – Melee Phase                      Order – The Section changes the additional Melee Attack Dice granted for Charging to a RED Dice. If a Red Dice would have been used, this order has no effect.</p>
<b>MARs</b>	<p><b>Hold That Pose</b>                      The tales of heroism and daring told by Betty about the exploits of the Captain are inspirational to the men. Whenever Captain Smethington DFC scores Battle Log Points you add an extra <b>D3-1</b> Points to the total. Betty <b>MUST</b> be within Command Coherency of Captain Smethington DFC.</p> <p><b>Parachute Drop!</b>                      The famed aerial ace Captain Smethington has the ability to enter battle from above, and can bring Betty along for the ride. When looking to deploy Captain Smethington DFC a player can elect to place a Random Determination Template down anywhere on a table and then scatter it 3D6". This becomes the battlefield location from which Captain Smethington DFC can land and activate... in true heroic style!</p> <p>If Bertie and Betty scatter off the table, mark the point where the scatter line leaves the table (or as close as possible in the event it is within Impassable Terrain (controlling player decides)). Bertie and Betty will enter at this point as Late Arrivals on the following Turn.</p>

## COLONEL SINJON HECTOR 'BIG' MACDONALD & JENKINS

This Section occupies the Officers and Characters Section in the Platoon Structure.

<b>SECTION SIZE</b>	1 Colonel MacDonald 0-1 Jenkins - the Dogsboddy! 0-8 Black Watch Riflemen			
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Colonel MacDonald is a <b>Veteran</b> and costs <b>210</b> Points. Jenkins costs <b>30</b> Points. The Black Watch Riflemen <b>MUST</b> be purchased as <b>Veteran</b> . See the relevant entry for Points Costs and Options in this document.			
<b>RANK</b>	<b>COMMAND POINTS</b>	<b>COMMAND POINTS</b>	<b>EXP. LEVEL</b>	<b>POINTS</b>
Colonel	10	8"	<b>Veteran</b>	210

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Colonel MacDonald	Infantry Officer	5"	5	4	2 [BLUE]	Nock Gun	Ever So Slightly Drunk, Unique
Jenkins	Dogsboddy	5"	-	-	-	-	Non Combatant, Walking Drinks Cabinet, Unique

<b>COMMAND ABILITIES</b>	In addition to the Standard Orders, Colonel MacDonald has access to the following Order:  <b>"Ger-in-tae-them!"</b> Command Point Cost = 4      Passes Required = 3 Issued in – Melee Phase Order – All Britannian Sections within Colonel MacDonald's Command Radius are considered to score an additional success when taking Morale Tests this turn.
<b>MARs</b>	<b>Ever So Slightly Drunk</b> Roll a Dice before Colonel MacDonald issues an Order. On a roll of a <b>1</b> ; the Order requires an additional Success to be passed due his garbled and ever so slightly slurred speech. <hr/> <b>Walking Drinks Cabinet</b> This <b>MAR</b> must be activated at the start of a Game Turn. By opening the Drinks Cabinet and providing MacDonald with 'the good stuff', Jenkins may add <b>+D6</b> to the Command Points Pool for that Turn. However, such a bounty of good scotch will cause MacDonald to fail his 'Ever So Slightly Drunk' rolls on a <b>1</b> or a <b>2</b> for the duration of the Turn... after which he sobers up, and reverts to the standard 'Ever So Slightly Drunk' rule.

## LINE INFANTRY BATTLE SECTION

These Sections may occupy the Line Section 1, 2 and 3 Slots in the Platoon Structure and may form Fire Teams.

<b>SECTION SIZE</b>	The Battle Section may contain between <b>6 to 10</b> Linemen.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in a Battle Section must be of the same Experience Level: Each <b>Militia</b> Lineman costs <b>15</b> Points. Each <b>Regular</b> Lineman costs <b>25</b> Points. Each <b>Veteran</b> Lineman costs <b>35</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Lineman	Infantry	6"	3	1	2 [BLACK]	Metford Rifle	-
Lineman Specialist	Infantry	6"	4	1	2 [BLACK]	Mk III Flamethrower	-
Lineman Sergeant	Infantry	6"	3	2	4 [BLACK]	Metford Rifle	NCO (1)
Lineman Colour Sergeant	Infantry	6"	4	2	5 [BLACK]	Metford Rifle	NCO (2)
Gun Team	Infantry	6"	4	2	2 [BLACK]	Mk V Nordenfelt HMG [F-180°]	Cumbersome, Move or Fire
Musician	Infantry	6"	-	-	-	-	Musician, Non Combatant

### SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	Up to 1 Lineman may be upgraded to be an NCO chosen from the following: • A Lineman Sergeant. • A Lineman Colour Sergeant.	0-1	+5 Points for a Sergeant  +20 points for a Colour Sergeant
<b>Specialists</b>	Up to 1 Lineman may be upgraded to Specialists armed with a Mk III Flamethrower, replacing any other weapons.	0-1	+10 Points
<b>Gun Teams</b>	2 Linemen may be upgraded to form a Gun Team: These Linemen <b>both</b> exchange their Metford Rifles to crew a single Mk V Nordenfelt HMG.	0-1	+15 Points
<b>Section Attachment</b>	In addition to the Section's complement of Linemen, a Musician may be added.	0-1	+20 Points
<b>Field Equipment</b>	This Section may be upgraded to have Flashbangs.	X	+2 Points per Model
	This Section may be upgraded to have Tank Mines.	X	+3 Points per Model
	The NCO may be armed with a Metford Rifle or Service	X	-
<b>Transport</b>	Up to 2 Armstrong General Conveyors may be added to the Section.	0-2	+45 Points

## LINE INFANTRY ASSAULT SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure and may form Fire Teams.

<b>SECTION SIZE</b>	The Assault Section may contain between <b>6 to 10</b> Linemen.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in an Assault Section must be of the same Experience Level: Each <b>Militia</b> Lineman costs <b>15</b> Points. Each <b>Regular</b> Lineman costs <b>25</b> Points. Each <b>Veteran</b> Lineman costs <b>35</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Lineman	Infantry	6"	3	1	2 [BLACK]	Metford Rifle	Flashbangs
Lineman Specialist	Infantry	6"	4	1	2 [BLACK]	Mk III Flamethrower	Flashbangs
Lineman Sergeant	Infantry	6"	3	2	4 [BLACK]	Metford Rifle	NCO (1), Flashbangs
Lineman Colour Sergeant	Infantry	6"	4	2	5 [BLACK]	Metford Rifle	NCO (2), Flashbangs

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	Up to 1 Lineman may be upgraded to be an NCO chosen from the following: • A Lineman Sergeant. • A Lineman Colour Sergeant.	0-1	+5 Points for a Sergeant  +20 points for a Colour Sergeant
<b>Specialists</b>	Up to 3 Linesman may be upgraded to Lineman Specialist armed with a Mk III Flamethrower, replacing any other weapons.	0-3	+10 Points per Model
<b>Field Equipment</b>	This Section may be upgraded to have Tank Mines.	X	+3 Points per Model
	The NCO may be armed with a Metford Rife or Service Revolver.	X	-
<b>Transport</b>	Up to 2 Armstrong General Conveyors may be added to the	0-2	+45 Points

## LINE INFANTRY HMG SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure and may form Fire Teams.

<b>SECTION SIZE</b>	The HMG Section may contain between <b>6 to 10</b> Linemen.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in a HMG Section must be of the same Experience Level: Each <b>Militia</b> Lineman costs <b>15</b> Points. Each <b>Regular</b> Lineman costs <b>25</b> Points. Each <b>Veteran</b> Lineman costs <b>35</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Lineman	Infantry	6"	3	1	2 [BLACK]	Metford Rifle	-
Lineman Sergeant	Infantry	6"	3	2	4 [BLACK]	Metford Rifle	NCO (1)
Lineman Colour Sergeant	Infantry	6"	4	2	5 [BLACK]	Metford Rifle	NCO (2)
Gun Team	Infantry	6"	4	2	2 [BLACK]	Mk V Nordenfelt HMG [F-180°]	Cumbersome, Move or Fire
Musician	Infantry	6"	-	-	-	-	Musician, Non Combatant

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	Up to 1 Lineman may be upgraded to be an NCO chosen from the following: • A Lineman Sergeant. • A Lineman Colour Sergeant.	0-1	+5 Points for a Sergeant  +20 points for a Colour Sergeant
<b>Gun Teams</b>	2 Linemen may be upgraded to form a Gun Team: These Linemen <b>both</b> exchange their Metford Rifles to crew a single Mk V Nordenfelt HMG.	0-1	+10 Points
<b>Gun Teams</b>	2 Linemen may be upgraded to form a <b>SECOND</b> Gun Team: These Linemen <b>both</b> exchange their Metford Rifles to crew a single Mk V Nordenfelt HMG.	0-1	+20 Points
<b>Section Attachment</b>	In addition to the Section's complement of Linemen, a Musician may be added.	0-1	+20 Points
<b>Field Equipment</b>	This Section may be upgraded to have Flashbangs.	X	+2 Points per Model
	This Section may be upgraded to have Tank Mines.	X	+3 Points per Model
	The NCO may be armed with a Metford Rifle or Service Revolver.	X	-
<b>Transport</b>	Up to 2 Armstrong General Conveyors may be added to the	0-2	+45 Points



## BLACK WATCH INFANTRY SECTION

These Sections may occupy the Line Section 1, 2 and 3 Slots in the Platoon Structure and may form Fire Teams.

<b>SECTION SIZE</b>	A Black Watch Section may contain between <b>6 to 10</b> Riflemen.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in a Section must be of the same Experience Level: Each <b>Regular</b> Rifleman costs <b>30</b> Points. Each <b>Veteran</b> Rifleman costs <b>40</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Black Watch Rifleman	Infantry	6"	3	1	<b>3 [BLACK]</b>	Metford Rifle	Brutal Charge (1 <b>RED</b> ), Flashbangs, Steadfast
Black Watch Specialist	Infantry	6"	3	1	<b>3 [BLACK]</b>	Nock Gun	Brutal Charge (1 <b>RED</b> ), Flashbangs, Steadfast
Black Watch Sergeant	Infantry	6"	3	2	<b>5 [BLACK]</b>	Mk II Flamebelcher	Brutal Charge (1 <b>RED</b> ), Flashbangs, Steadfast NCO (1)
Black Watch Colour Sergeant	Infantry	6"	4	2	<b>6 [BLACK]</b>	Mk II Flamebelcher	Brutal Charge (1 <b>RED</b> ), Flashbangs, Steadfast NCO (2)
Black Watch Gun Team	Infantry	6"	4	2	<b>2 [BLACK]</b>	Mk V Nordenfelt HMG [F-180]	Cumbersome, Move or Fire
Musician	Infantry	6"	-	-	-	-	Musician, Non Combatant

### SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	Up to 1 Black Watch Infantry may be upgraded to be an NCO chosen from the following: • A Black Watch Sergeant. • A Black Watch Colour Sergeant.	0-1	+5 Points for a Sergeant  +20 points for a Colour Sergeant
<b>Gun Teams</b>	Up to 2 Black Watch may be upgraded to Blackwatch Specialists armed with a Nock Gun, replacing any other weapons.	0-2	+10 Points
	Up to 2 Black Watch may be upgraded to a Gun Team armed with a Mk V Nordenfelt HMG, replacing any other weapons.	0-1	+15 Points
<b>Attachment</b>	In addition to the Section's complement of Black Watch Infantry, a Musician may be added.	0-1	+20 Points
<b>Field Equipment</b>	This Section may be upgraded to have Tank Mines. An NCO may be armed with either a Metford Rifle or a Service Revolver	X	+3 Points per Model
<b>Transport</b>	Up to 2 Armstrong General Conveyors may be added to the Section.	0-2	+45 Points

## LIGHT DRAGOONS COMBAT SECTION

These Sections occupy the Elite Slots in the Platoon Structure.

<b>SECTION SIZE</b>	A Light Dragoons Combat Section may contain between 1 to 3 Models.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in a Section are <b>Veteran</b> . Each Dragoon costs <b>60</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Light Dragoon	Cavalry	8"	4	2	4 [BLUE]	Adams Mk VII Shotgun	Battle Hardened, Shield (3 Blue), Scouting, Towering
Light Dragoon Specialist	Cavalry	8"	4	2	4 [BLUE]	Adams Anti-Materiel Rifle	Battle Hardened, Shield (3 Blue), Scouting, Towering

### SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
<b>Specialists</b>	Up to 1 Light Dragoon may be upgraded to a Light Dragoon Specialist armed with a Adams Anti-Materiel Rifle.	0-1	+15 Points

## SKY HUSSARS ASSAULT SECTION

These Sections occupy the Elite Slots in the Platoon Structure.

<b>SECTION SIZE</b>	A Sky Hussars may contain <b>0</b> to <b>1</b> Sky Hussar Corporal. A Section <b>must</b> contain <b>2</b> to <b>3</b> Sky Hussars
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Each <b>Regular</b> Sky Hussar Corporal costs <b>50</b> Points. Each <b>Veteran</b> Sky Hussar Corporal costs <b>60</b> Points. Each <b>Regular</b> Sky Hussar costs <b>45</b> Points. Each <b>Veteran</b> Sky Hussar costs <b>55</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Sky Hussar Corporal	Jetpack	9"	4	2	<b>5 [BLUE]</b>	Mk II Flamebelcher	Battle Hardened, Elusive Target, Flashbangs
Sky Hussar	Jetpack	9"	4	2	<b>4 [BLUE]</b>	Mk II Flamebelcher	Battle Hardened, Elusive Target, Flashbangs
Sky Hussar Specialist	Jetpack	9"	4	2	<b>4 [BLUE]</b>	Mk III Flamethrower	Battle Hardened, Elusive Target, Flashbangs

### SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	A Sky Hussar Section does not have access to any NCO upgrades, but does gain benefits from the Battle Hardened MAR. See the Battle Hardened MAR in the core rulebook.	-	
<b>Specialists</b>	1 Sky Hussar may be upgraded to a Sky Hussar Specialist armed with a Mk III Flamethrower.	0-1	+15 Points

## LINE INFANTRY HMG SUPPORT SECTION

These Sections occupy the Support Slots in the Platoon Structure.

<b>SECTION SIZE</b>	A Line Infantry HMG Support Section may contain between <b>2 to 7</b> Linemen.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in a HMG Support Section must be of the same Experience Level: Each <b>Militia</b> Lineman costs <b>15</b> Points. Each <b>Regular</b> Lineman costs <b>25</b> Points. Each <b>Veteran</b> Lineman costs <b>35</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Lineman	Infantry	6"	3	1	<b>2 [BLACK]</b>	Metford Rifle	-
Lineman Sergeant	Infantry	6"	3	2	<b>4 [BLACK]</b>	Metford Rifle	NCO (1)
Gun Team	Infantry	6"	4	2	<b>2 [BLACK]</b>	Mk V Nordenfelt HMG [F-180°]	Cumbersome, Move or Fire

### SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	Up to 1 Lineman may be upgraded to be Lineman Sergeant.	0-1	+5 Points
<b>Gun Teams</b>	2 Linemen may be upgraded to form a Gun Team: These Linemen <b>both</b> exchange their Metford Rifles to crew a single Mk V Nordenfelt HMG.	0-1	+15 Points
	2 Linemen may be upgraded to form a <b>SECOND</b> Gun Team: These Linemen <b>both</b> exchange their Metford Rifles to crew a single Mk V Nordenfelt HMG.	0-1	+20 Points
	2 Linemen may be upgraded to form a <b>THIRD</b> Gun Team: These Linemen <b>both</b> exchange their Metford Rifles to crew a single Mk V Nordenfelt HMG.	0-1	+25 Points

## FIELD GUN SECTION

These Sections occupy the Support Slots in the Platoon Structure.

<b>SECTION SIZE</b>	1 Armstrong 14-pdr Field Gun 2 to 4 Gun Crew.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	The <b>Regular</b> Field Gun costs <b>90</b> Points. Each <b>Regular</b> Gun Crew costs <b>25</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Gun Crew	Infantry	6"	3	1	2 [BLACK]	Metford Rifle	-

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Field Gun	Small Ironclad	3"	5/2/2	2	Armstrong 14-pdr [F-90°]	Move or Fire

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>Field Equipment</b>	The Field Gun may be upgraded to have an 'Emplacement'. When a Field Gun is Deployed, it is deployed with the Emplacement. An Emplacement increases the F/S/R Armour ratings by 3, if the Field Gun makes any move action other than Hold Your Ground,	0-1	+10 Points
<b>Transport</b>	An Armstrong General Conveyor may be added to the Section.	0-1	+45 Points

**NOTE:** A Commander must announce which Munition the Field Gun is loaded with (Cannister or Shell) at the beginning of each Turn.

## ARMSTRONG GENERAL CONVEYOR

This Model can be added as an upgrade to certain Sections.

<b>SECTION SIZE</b>	1 Armstrong General Conveyor.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Each Armstrong General Conveyor costs <b>45</b> Points.

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Armstrong General Conveyor	Regular Ironclad	8"	6/6/3	2	-	Transport (6), Open Topped

## TERRIER HEAVY IRONCLAD SECTION

These Sections occupy the Heavy Support Slots in the Platoon Structure.

<b>SECTION SIZE</b>	1 Terrier Tank.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Each <b>Regular</b> Terrier Tank costs <b>350</b> Points. Each <b>Veteran</b> Terrier Tank costs <b>400</b> Points.

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Terrier	Heavy Ironclad	6"	10/10/8	4	122-pdr [F-Fixed] 2-pdr AT Rifle [L-90°] 2-pdr AT Rifle [R-90°]	Independent Firing, Shield 2 <b>[BLUE]</b> , NCO (1)

## BASSETT TANKETTE SECTION

These Sections occupy the Support Slots in the Platoon Structure.

<b>SECTION SIZE</b>	A Tankette Scout Section may contain between <b>1</b> to <b>2</b> Bassets.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Each <b>Regular</b> Bassett costs <b>120</b> Points. Each <b>Veteran</b> Bassett costs <b>140</b> Points.

NAME	TYPE	MV	IR	HP	WEAPONS	MARS AND ABILITIES
Bassett	Small Ironclad	7"	6/5/2	2	2-pdr AT Rifle [F-90°]	-

## WEAPON STATISTICS

Kindgom of Britannia (KoB).

NAME	RANGES		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Service Revolver	0-8"	9-16"	3 [BLACK]	2 [BLACK]	1 [BLACK]	-	CQB Weapon, Small Arm
Metford Rifle	1-16"	17-32"	2 [BLUE]	1 [BLUE]	1 [BLUE]	-	Small Arm
Mk III Flamethrower	1-12"	-	4 [RED]	-	4 [RED]	-	Blast, Spray and Pray, Small Arm, Suppression
Mk V Nordenfelt HMG	1-24"	25-40"	6 [BLUE]	6 [BLACK]	6 [BLUE]	5 [BLACK]	-
Mk II Flamebelcher	1-8"	-	3 [RED]	-	3 [BLUE]	-	Blast, Spray and Pray Small Arm, Suppression
Adams Mk VII Shotgun	1-8"	9-16"	7 [RED]	6 [BLACK]	2 [BLACK]	1 [BLACK]	Blast
Adams Anti-Materiel Rifle	1-16"	17-24"	3 [RED]	2 [RED]	8 [RED]	7 [RED]	Armour Piercing (2)
Nock Gun	1-8"	9-24"	6 [BLACK]	3 [BLACK]	2 [BLACK]	1 [BLACK]	Blast, Small Arm
Bertie's Blazer	0-12"	-	6 [BLUE]	-	2 [BLUE]	-	CQB Weapon, Small Arm
Armstrong 14-pdr (Shell)	1-24"	25-40"	4 [RED]	3 [RED]	14 [RED]	14 [RED]	Armour Piercing (1), Lethal
Armstrong 14-pdr (Cannister)	1-8"	9-16"	12 [RED]	9 [RED]	-	-	Blast, Suppression
Windshear Projector	0-12"	-	2 [RED]	-	4 [RED]	-	CQB Weapon, Small Arm
122-pdr	1-24"	25-40"	10 [RED]	9 [RED]	12 [RED]	10 [RED]	Armour Piercing (2), Blast
2-pdr AT Rifle	1-16"	17-32"	4 [RED]	4 [BLUE]	6 [RED]	5 [RED]	Armour Piercing (1)