

RAPID FIRE! RELOADED

BRITISH/COMMONWEALTH VEHICLE AND GUN CHART

GUNS			
Description	AT / HE Value	Points	
2" mortar	HE 2 x D6	3	Minimum range 6", maximum range 18"
3" mortar	HE 4 x D6	8	Minimum range 6", maximum range 48"
4.2" mortar	HE 5 x D6	12	Minimum range 6", maximum range 60"
PIAT hand-held anti-tank launcher	AT class 2 / HE 4 x D6	3	Maximum range 6"
20mm Oerlikon / Polsten anti-aircraft	AT class 5 / autocannon	8	
40mm Bofors anti-aircraft	AT class 4 / autocannon	8	
3.7" anti-aircraft	AT class 2 / HE 4 x D6	10	May only be used in the AT role if scenario permits
25mm SA35 / SA37 anti-tank gun (ex French)	AT class 5	4	No HE
37mm Bofors anti-tank	AT class 5	4	No HE
2 pdr anti-tank	AT class 4	6	No HE
6 pdr anti-tank	AT class 3 / HE 2 x D6	8	From July 1944 may fire up to two AT class 2 rounds per game (representing APDS ammunition). HE is only available from September 1944
17 pdr anti-tank	AT class 1 / HE 4 x D6	12	AT ranges are: Short 0 - 12", Medium 12 - 36", Long 36 - 60". HE bands are: 6 x 10". HE is only available from September 1944
18 pdr field	AT class 4 / HE 4 x D6	8	
Australian 'Baby' 25 pdr	AT class 4 / HE 4 x D6	8	Maximum range 48"
3.7" mountain howitzer	AT class 4 / HE 4 x D6	8	
25 pdr (or 18 / 25 pdr) field	AT class 3 / HE 5 x D6	12	
4.5" howitzer	HE 6 x D6	12	Ex WWI max range 72"
4.5" / 5.5"	HE 6 x D6	14	IDF only
6" / 7.2" howitzer	HE 6 x D6	14	IDF only

ARMoured CARS, RECCE CARS AND SCOUT CARS

Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons	Points
Morris CS9 (AT rifle)	30 / 15	5	-	AT class 6 (or VMG)	7
Lanchester (MGs)	30 / 15	5	VMG	2 x VMG	13
Rolls Royce (AT rifle)	30 / 15	5	-	AT class 6 (or VMG)	7
Guy Mk I (MG)	30 / 15	5	-	VMG	7
Guy Mk IA (15mm MG)	30 / 15	5	-	AT class 5 / autocannon *	8
Marmon-Herrington Mk I / III (AT rifle)	30 / 15	5	-	AT class 6 (or VMG)	7
Marmon-Herrington Mk I / III (ex Axis 20mm)	30 / 15	5	-	AT class 5 / autocannon	8
Marmon-Herrington Mk I / III (ex Axis 37 / 47mm)	30 / 15	5	-	AT class 4 / HE 2 x D6	10
Marmon-Herrington Mk IV (2 pdr)	30 / 15	5	-	AT class 4 (or VMG)	10
Humber Mk I - III (15mm)	30 / 15	5	-	AT class 5 / autocannon *	8
Humber Mk IV (37mm)	30 / 15	5	-	AT class 4 / HE 2 x D6 (or VMG)	10
Fox Mk I (MG)	30 / 15	5	-	VMG	7
Fox Mk II (37mm)	30 / 15	5	-	AT class 4 / HE 2 x D6 (or VMG)	10
Daimler Mk I (2 pdr)	30 / 15	5	-	AT class 4 (or VMG)	10
AEC Mk I (2 pdr)	30 / 15	4	-	AT class 4 (or VMG)	12
AEC Mk II (6 pdr)	30 / 15	4	-	AT class 3 (or VMG)	14
AEC Mk III (75mm)	30 / 15	4	-	AT class 3 / HE 4 x D6 (or VMG)	14
Staghound Mk I (37mm)	30 / 15	4	VMG	AT class 4 / HE 2 x D6 (or VMG)	15
Beaverette Mk I (MG)	24 / 12	5	VMG	-	7
Beaverette Mk II (MGs)	24 / 12	5	2 x VMG	-	8
Humber light reconnaissance car (MG)	30 / 15	5	AT class 6 (early versions)	VMG	7 **
Morris Mk I light recce car (MG)	30 / 15	5	AT class 6 (early versions)	VMG	7 **
Otter Mk I light recce car (MG)	30 / 15	5	AT class 6 (early versions)	VMG	7 **
Daimler Dingo scout car (MG) or (AT rifle)	30 / 15	5	VMG (or AT class 6)	-	7
Lynx scout car (MG)	30 / 15	5	VMG	-	7
Humber scout car (MGs)	30 / 15	5	2 x VMG	-	10
M3 scout car (MG)	30 / 15	5	VMG ***	-	7

* AT ranges 0-6", 6-14" and 14"-24"

** If equipped with an AT rifle add 2 points.

*** Can only fire this weapon when carrying an infantry base.

LIGHT TANKS					
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons	Points
Vickers Mk IIB (MG)	30 / 15	5	-	VMG	9
Vickers MkVIB (MG/HMG)	30 / 15	5	-	AT class 6 / HMG (orVMG) *	10
Vickers MkVIC (15mm)	30 / 15	5	-	AT class 5 / autocannon (orVMG) *	10
Tetrach (2 pdr)	30 / 15	5	-	AT class 4 (orVMG)	12
Tetrach CS (3" howitzer)	30 / 15	5	-	AT class 5 / HE 4 x D6 (orVMG)	14
M3 / M3A3 / M5 Stuart	30 / 15	4	VMG	AT class 4 / HE 2 x D6 (orVMG)	17
Locust (37mm)	30 / 15	4	-	AT class 4 / HE 2 x D6 (orVMG)	14

*AT ranges 0-6", 6-14" and 14"-24".

CRUISER TANKS					
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons	Points
Mk I A9 (2pdr)	24 / 12	5	2 xVMG	AT class 4 (orVMG)	14
Mk I A9 CS (3" howitzer)	24 / 12	5	2 xVMG	AT class 5 / HE 4 x D6 (orVMG)	16
Mk II A10 (2 pdr)	18 / 9	4	VMG	AT class 4 (orVMG)	15
Mk II A10 CS (3.7" howitzer)	18 / 9	4	VMG	AT class 5 / HE 4 x D6 (orVMG)	17
Mk III A13 / I (2 pdr)	30 / 15	5	-	AT class 4 (orVMG)	12
Mk III A13 / II (2 pdr)	30 / 15	4	-	AT class 4 (orVMG)	14
Mk III A13 / II (3.7" howitzer)	30 / 15	4	-	AT class 5 / HE 4 x D6 (orVMG)	16
Crusader Mk I (2 pdr)	30 / 15	4	VMG	AT class 4 (orVMG)	17
Crusader Mk II (2 pdr)	30 / 15	4	-	AT class 4 (orVMG)	14
Crusader II (3" howitzer)	30 / 15	4	-	AT class 5 / HE 4 x D6 (orVMG)	16
Crusader III (6 pdr)	30 / 15	4	-	AT class 3 (orVMG)	16
Centaur CS (95mm howitzer)	30 / 15	3	-	AT class 2 * / HE 5 x D6 (orVMG)	22
Cromwell (75mm)	30 / 15	3	VMG	AT class 3 / HE 4 x D6 (orVMG)	21
Cromwell CS (95mm howitzer)	30 / 15	3	VMG	AT class 2* / HE 5 x D6 (orVMG)	25
Challenger (17 pdr)	30 / 15	3	-	AT class 1 / HE 4 x D6 ** (orVMG)	22
Comet (77mm)	30 / 15	3	VMG	AT class 1 / HE 4 x D6 (orVMG)	25
M3 Grant (37mm / 75mm)	24 / 12	3	AT class 3 / HE 4 x D6	AT class 4 / HE 2 x D6 (orVMG)	19
Sherman (75mm)	24 / 12	3	VMG	AT class 3 / HE 4 x D6 (orVMG)	19
Sherman Firefly (17 pdr)	24 / 12	3	-	AT class 1 / HE 4 x D6 ** (orVMG)	20
Sherman (76mm)	24 / 12	3	VMG	AT class 2 / HE 3 x D6 (orVMG)	21
Ram Mk2 (6 pdr) - Canadian	24 / 12	3	VMG	AT class 3 / HE 2 x D6 (orVMG)	19
Sentinel (2 pdr) - Australian	24 / 12	3	VMG	AT class 4 (orVMG)	17

* AT ranges are: short 0 - 4", medium 4 - 8", long 8 - 12".

** AT ranges are: short 0 - 12", medium 12 - 36", long 36 - 60". HE bands are: 6 x 10". HE is only available from September 1944.

INFANTRY TANKS					
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons	Points
Matilda I (MG)	18 / 9	3	-	VMG	11
Matilda I (HMG)	18 / 9	3	-	AT class 6 / HMG *	13
Matilda II (2 pdr)	18 / 9	2	-	AT class 4 (orVMG)	16
Matilda II CS (3" howitzer)	18 / 9	2	-	AT class 5 / HE 4 x D6 (orVMG)	18
Matilda Frog (flamethrower) - Australian	18 / 9	2	-	Flamethrower (orVMG)	18
Matilda Hedgehog (2 pdr / petard)	18 / 9	2	Petard (range 12")	AT class 4 (orVMG)	26
Valentine I - III (2 pdr)	18 / 9	3	-	AT class 4 (orVMG)	14
Valentine VI - IX (6 pdr)	18 / 9	3	-	AT class 3 (orVMG)	16
Valentine VI - IX (75mm)	18 / 9	3	-	AT class 3 / HE 4 x D6 (orVMG)	16
Valentine III CS (3" how) - New Zealand	18 / 9	3	-	AT class 5 / HE 4 x D6 (orVMG)	16
Churchill I (2 pdr / 3" howitzer)	18 / 9	3	HE 10 points table 4	AT class 4 (orVMG)	22
Churchill III / IX (6 pdr)	18 / 9	2	VMG	AT class 3 (orVMG)	21
Churchill IV NA (75mm)	18 / 9	2	VMG	AT class 3 / HE 4 x D6 (orVMG)	21
Churchill V (95mm howitzer)	18 / 9	2	VMG	AT class 2 ** / HE 5 x D6 (orVMG)	25
Churchill VII (75mm)	18 / 9	2	VMG	AT class 3 / HE 4 x D6 (orVMG)	21

* AT ranges 0-6", 6-14" and 14"-24"

** AT ranges are: short 0 - 4", medium 4 - 8", long 8 - 12".

SELF-PROPELLED GUNS					
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons	Points
Deacon (6 pdr)	24 / 12	5	-	AT class 3	12
Archer (17 pdr)	18 / 9	4	AT class 1 / HE 4 x D6 *	-	18
M10 (3" / 76mm)	24 / 12	4	-	AT class 2 / HE 3 x D6	16
M10 Achilles (17 pdr)	24 / 12	4	-	AT class 1 / HE 4 x D6 *	18
Bishop (25 pdr)	18 / 9	5	-	AT class 3 / HE 5 x D6	16
Sexton (25 pdr)	24 / 12	5	-	AT class 3 / HE 5 x D6	16
Priest (105mm)	24 / 12	5	-	AT class 3 / HE 5 x D6	16
Carrier 2pdr Tank Attack (Australian)	24 / 12	5	AT class 4	-	10

*AT ranges are: short 0 -12", medium 12 - 36", long 36 - 60". HE bands are: 6 x 10". HE is only available from September 1944.

ENGINEER, ARMoured RECOVERY (ARV) AND ARTILLERY OBSERVER (OP) TANKS					
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons	Points
Armoured Dozer	9 / 9	5	-	-	4
Churchill AVRE (Petard)	18 / 9	2	VMG	Petard mortar / HE 5 x D6 *	24
Churchill Crocodile (75mm / flamethrower)	18 / 9	2	Flamethrower	AT class 3 / HE 4 x D6 (or VMG)	26
Churchill Bridgelayer	18 / 9	2	-	Petard mortar / HE 5 x D6 *	24
Churchill ARK	18 / 9	2	VMG	-	13
Valentine Bridgelayer	18 / 9	3	-	-	8
Sherman Crab (75mm)	24 / 12	3	-	AT class 3 / HE 4 x D6 (or VMG) **	16
Cromwell ARV	30 / 15	3	VMG	-	13
Sherman ARV	24 / 12	3	VMG	-	11
Sherman OP (dummy gun)	24 / 12	3	VMG	VMG	16
Churchill ARV	18 / 9	2	VMG	-	13
Churchill OP (dummy gun)	18 / 9	2	VMG	VMG	18
Ram OP (dummy gun)	24 / 12	3	VMG	VMG	16
Bren Carrier OP	24 / 12	5	-	-	9

* HE value when engaging buildings.

** May not fire when mine clearing.

ARMoured PERSONNEL CARRIERS AND COMMAND VEHICLES				
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Points
Bren / Scout / Universal / Windsor Carrier	30 / 15	5	VMG *	4
Bren / Scout / Universal Carrier (AT rifle)	30 / 15	5	AT class 6 (or VMG) *	4
Indian Carrier (AT rifle)	30 / 15	5	AT class 6 (or VMG) *	4
M5 half-track (MG)	30 / 15	5	VMG	7
GM 15 cwt armoured truck	30 / 15	5	-	4
Ram Kangaroo (MG)	24 / 12	4	VMG	9
Dorchester armoured command vehicle	24 / 12	4	-	4
AEC 6 x 6 armoured command vehicle	24 / 12	4	-	4

* Can only fire a weapon when carrying passengers.

ANTI-AIRCRAFT TANKS				
Vehicle (Main Weapon)	Speed	Armour	Turret Weapons	Points
Light Tank AA Mk II (4 x MG)	30 / 15	5	Multiple VMG	18
Crusader AA Mk I (40mm Bofors)	30 / 15	5	AT class 4 / autocannon	14
Crusader AA Mk II (2 x 20mm)	30 / 15	4	AT class 4 / multiple autocannon /	20