



THE BRITISH COMMONWEALTH



From the Boer Wars onwards, the armies of Britain and the Empire have become increasingly professional and technically competent. Although many holdovers to old class-based officer commissions and 'fashionable' regiments still permeate parts of the services, ever-increasing industrialization and deadlier weaponry has placed engineers, signals, and logistics experts at the forefront of the modern Commonwealth military. This is not to say that the heroic officer leading the charge has fallen into myth, nor that the heart of the plucky Tommy has not held the line against a merciless foe on many occasions, but that these efforts of individual courage and duty are backed by an efficient, relentless engine of war that encompasses six continents.

From London to the Falklands, Cape Town to New Guinea, the Commonwealth armies defend immense swathes of land and sea. Over years of bloody conflict the Commonwealth armies have learned hard lessons about modern warfare in many different climates and terrains. Though flexible in strategy and tactics, these armed forces are built around a core of sturdy infantry backed up by guns and armoured vehicles, led by a highly motivated and experienced officer corps.

Until recently, the bulk of fighting fell largely to the elite infantry in Galahad powered armour, adapted (British engineers would say improved upon) from American heavy infantry designs. Most who wear the armour are thrust into the thickest of the fighting with its soldiery drawn largely from former Royal Marine Commando, Paras, or other frontline elite regiments. They formed the sharpest edge of the sabre, but now are increasingly supplanted by the Automated Infantrymen. These stolid, code-driven mechanical soldiers can be slow to adapt on the battlefield, but are utterly implacable in advance and resolute in defence. And as the war drags on, the boffins at Bletchley park are churning out ever more sophisticated designs, capable of executing increasingly complex battlefield orders, and wielding equally more complex and heavier weapons, turning the tide against Axis horrors. The

reliance on these 'tinheads', as they came to be known in common parlance, both in the military and as an industrial workforce back on home soil, has ired the British working classes.

As with the Galahad suits, the Commonwealth's armoured walkers are based upon designs from the United States of America. Many of the later marks have additional semi-automated systems to aid the pilots, or have been irrevocably converted, and come with suitably altered names to differentiate them: such as Hornets, Guardians, and Percivals. The original Tesla weapon so swiftly designed and ably put into service by the Americans, and supplied by Lend-Lease has been refined at Woolwich Arsenal to create a lightweight version suitable for smaller vehicles and, most impressively of all, a portable version usable by infantry. This latter secret was sent back to the United States for their own use and development, instead of the much coveted work on computational advances Roosevelt demands.

Computational advances in targeting systems and communications mean that Commonwealth tanks have smaller crews than their Allies, using the reclaimed space to boast more batteries to power electrical Tesla weapons, and mobile radar systems to pinpoint the enemy and coordinate devastating crossfires. This efficiency has become a tenet of the Commonwealth armies, as encapsulated in a quote by General Andrew McNaughton, a pioneer of automated warfare who was moved from command of Canadian forces to Chief Officer of Commonwealth Automation in 1944: "What we have learned of computing systems we can apply to all systems, and war is no different. In precision we will find victory: precision of purpose, precision of execution."

THE ARMY LIST

This army list describes the troops, equipment, and special abilities available to the British Commonwealth in games of *Konflikt '47*. It may be used in conjunction with the Force Selection rules on pages 164-171 of the *Konflikt '47* Rulebook. Each unit entry specifies its type for the purposes of fulfilling the slots in each type of Platoon.

Incorporating Bolt Action Units

If both players agree, they may use units taken from *Bolt Action Armies of Great Britain: Third Edition* in

their list (see page 164 of the *Konflikt '47* rulebook). It is recommended that any units taken be identified as 'Late War' units in *Armies of Great Britain*. Any Infantry units count as Basic Infantry for the purposes of the *Konflikt '47* Platoon Selectors.

With the opening of the Rifts, the nature of warfare has changed. For this reason, any *Bolt Action* units taken do not benefit from the British Commonwealth Army Special Rules, nor do they benefit from the Army Special Rules present in *Armies of Great Britain*.

ARMY SPECIAL RULES

COMPUTATIONAL SYSTEMS

Some Commonwealth vehicles feature smaller crews in favour of automated assistance capable of keeping weapons on target while maneuvering.

British Commonwealth units with this special rule ignore the -1 'to hit' penalty for moving and shooting. Units must have this special rule indicated in their Unit Profile to benefit from it.

AUTOMATED RECOVERY

Some Commonwealth automated systems are advanced enough that they can quickly 'step-in' should a vehicle's crew become temporarily incapacitated, enabling them to more swiftly get back in the action.

When rolling on the Vehicle Damage tables against British Commonwealth Vehicles that are Rift Units, ignore Crew Stunned results. The damage has no effect other than the normal Pin Marker(s) inflicted for being successfully hit by a ranged weapon.

KEEP CALM LADS

Though diminished by the ongoing conflict, and the newfound nightmares therein, the plucky British spirit endures...

Each time a British Infantry unit on a *Down Order* receives a Pin Marker, roll a D6. On the roll of a 4+, immediately discard it. If it would receive multiple Pin Markers at once, roll for each separately.

SUPERIOR CODEBREAKING

Though coded radio signals are continually becoming ever more complex, Bletchley Park's computational advances have continued to revolutionise the art of codebreaking.

Once per game, at the start of any Game Turn, a British Commonwealth player may choose a Die to draw from the Dice bag, rather than draw randomly. If the Order is issued to an Officer, it may not be used to initiate a Snap to Action! ability. If there is more than one British Commonwealth player, and they decide to use this ability at the same time, roll off. The winner may make use of this ability. The loser must wait for a future turn to enact their plans.

HQ TEAMS

OFFICERS

The Commonwealth armies have now been at war for 8 long years, casualties have been immense and nowhere more so than amongst the officer class. The old traditions of officers leading the troops from the front has seen the grievous loss of many promising commanders. Established sources of officers such as the Sandhurst Academy are now hard pressed to meet the demand. This has forced the Commonwealth to shift its policy and create new officers from those who have shown initiative and leadership qualities as NCOs. It also now looks to the wider Commonwealth and, by 1947 it is not uncommon to see Indian units led by Australian Officers and British units led by Indian officers. Despite deep-rooted opposition to these changes, they have already made a difference. Battlefield performance and morale has seen an improvement as the new breed of officers make their presence felt.

COMPANY COMMANDER – OFFICER				REQUISITION POINTS	
Unit Composition:	1 Officer			Inexperienced:	42
Unit Type:	Company Commander			Regular:	60
Base Size:	25mm			Veteran:	78
Standard Weapon:	Pistol				
Movement Rate:	Advance 6"	Run 12"			
Quality:	Inexperienced	Regular	Veteran		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
OPTIONS				Points per model	Limit
• Additional Soldiers with Pistols (No Mixed Quality)		Inexperienced	6	} 2 per squad	
		Regular	9		
		Veteran	12		
• Replace Pistol with Rifle			+1		3 per squad
• Replace Pistol with SMG			+5		3 per squad
• Replace Pistol with Assault Rifle			+7		3 per squad
• The Officer may take <u>one</u> of the following Hero stat points:		Guts	+10	} 1 per Officer	
		Rift Mastery	+15		
SQUAD UPGRADES (Must be applied to entire squad)				Points per model	
• PRIAMs			+5		

COMPANY COMMANDER – OFFICER IN GALAHAD HEAVY ARMOUR			REQUISITION POINTS	
Unit Composition:	1 Officer in Grade 1 Galahad Heavy Powered Armour		Regular:	80
Unit Type:	Company Commander		Veteran:	98
Base Size:	25mm			
Standard Weapon:	LMG			
Movement Rate:	Advance 6"	Run 12"		
Quality:	Regular	Veteran		
Damage Value:	5+	6+		
Morale Value:	9	10		
SPECIAL RULES				
• Heavy				
RIFT UNIT (ONLY IF ARMED WITH HEAVY TESLA RIFLE)				
• Rift Dice:	1	Tesla Arc Weapon (see Konflikt '47 rulebook, page 84)		
OPTIONS				
		Points per model	Limit	
• Additional Soldiers in Grade 1 Heavy Powered Armour armed with LMGs (No Mixed Quality)	Regular	30] 2 per squad	
	Veteran	33		
• The Officer may replace their LMG with a Heavy Tesla Rifle		−5	1 per Officer	
• The Officer may take <u>one</u> of the following Hero stat points:	Guts	+10] 1 per Officer	
	Rift Mastery	+15		
SQUAD UPGRADES (Must be applied to entire squad)				
		Points per model		
• PRIAMs		+5		
• Anti-tank Grenades		+2		
• Stubborn		+1		
• Tough Fighters		+1		

PLATOON COMMANDER – OFFICER				REQUISITION POINTS	
Unit Composition:	1 Officer			Inexperienced:	21
Unit Type:	Platoon Commander			Regular:	30
Base Size:	25mm			Veteran:	39
Standard Weapon:	Pistol				
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
OPTIONS				Points per model	Limit
• Additional Soldiers armed with Pistols (No Mixed Quality)		<i>Inexperienced</i>	6	} 2 per squad	
		<i>Regular</i>	9		
		<i>Veteran</i>	12		
• Replace Pistol with Rifle			+1		3 per squad
• Replace Pistol with SMG			+5		3 per squad
• Replace Pistol with Assault Rifle			+7		3 per squad
• The Officer may take <u>one</u> of the following Hero stat points:		<i>Guts</i>	+10	} 1 per Officer	
		<i>Rift Mastery</i>	+15		
SQUAD UPGRADES (Must be applied to entire squad)				Points per model	
• PRIAMs				+5	

PLATOON COMMANDER – OFFICER IN GALAHAD HEAVY ARMOUR			REQUISITION POINTS	
Unit Composition:	1 Officer in Grade 1 Galahad Heavy Powered Armour		Regular:	50
Unit Type:	Company Commander		Veteran:	59
Base Size:	25mm			
Standard Weapon:	LMG			
Movement Rate:	Advance 6"	Run 12"		
Quality:	Regular	Veteran		
Damage Value:	5+	6+		
Morale Value:	9	10		
SPECIAL RULES				
• Heavy				
RIFT UNIT (ONLY IF ARMED WITH HEAVY TESLA RIFLE)				
• Rift Dice:	1	Tesla Arc Weapon (see Konflikt '47 rulebook, page 84)		
OPTIONS				
		Points per model	Limit	
• Additional Soldiers in Grade 1 Heavy Powered Armour armed with LMGs (No Mixed Quality)	Regular	30] 2 per squad	
	Veteran	33		
• The Officer may replace their LMG with a Heavy Tesla Rifle		–5	1 per Officer	
• The Officer may take <u>one</u> of the following Hero stat points:	Guts	+10] 1 per Officer	
	Rift Mastery	+15		
SQUAD UPGRADES (Must be applied to entire squad)				
		Points per model		
• PRIAMs		+5		
• Anti-tank Grenades		+2		
• Stubborn		+1		
• Tough Fighters		+1		

MEDICS

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. All medics and their assistants are veterans, their cool determination under fire makes them so. Under the old Geneva Convention medical staff were obliged to go unarmed, but now that unnatural horrors with scant regard for conventions roam the battlefields, pistols or SMGs are regularly carried.

MEDIC		REQUISITION POINTS
Unit Composition:	1 Medic	30
Unit Type:	Medic	
Base Size:	25mm	
Standard Weapon:	Pistol	
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"
Quality:	<i>Veteran</i>	
Damage Value:	5+	
Morale Value:	10	
SPECIAL RULES		
• Medic		
OPTIONS	Points per model	Limit
• Additional Soldiers armed with Pistols	12	2 per squad
• Replace Pistol with Rifle (<i>additional soldiers only</i>)	+1	2 per squad
• Replace Pistol with SMG (<i>additional soldiers only</i>)	+5	2 per squad
• Replace Pistol with Assault Rifle (<i>additional soldiers only</i>)	+7	2 per squad

FORWARD OBSERVERS

Forward observers are liaison officers key to coordinating the devastating firepower of heavy artillery batteries, aircraft strikes or distant Rift weapons. They are often accompanied by a radio operator and other immediate attendants. Forward Observers are always regulars or veterans, those of lesser experience are unlikely to find themselves in such a valuable position.

ARTILLERY FORWARD OBSERVER			REQUISITION POINTS	
Unit Composition:	1 Artillery Forward Observer		Regular:	75
Unit Type:	Forward Observer		Veteran:	90
Base Size:	25mm			
Standard Weapon:	Pistol			
Movement Rate:	Advance 6"	Run 12"		
Quality:	Regular	Veteran		
Damage Value:	4+	5+		
Morale Value:	9	10		
SPECIAL RULES				
• Infiltrator				
OPTIONS				
		Points per model	Limit	
• Additional Soldiers armed with Pistols	[Regular	9] 2 per squad
		Veteran	12	
• Replace Pistol with Rifle		+1	3 per squad	
• Replace Pistol with SMG		+5	3 per squad	
• Replace Pistol with Assault Rifle		+7	3 per squad	

AIR FORCE FORWARD OBSERVER			REQUISITION POINTS	
Unit Composition:	1 Air Force Forward Observer		Regular:	75
Unit Type:	Forward Observer		Veteran:	90
Base Size:	25mm			
Standard Weapon:	Pistol			
Movement Rate:	Advance 6"	Run 12"		
Quality:	Regular	Veteran		
Damage Value:	4+	5+		
Morale Value:	9	10		
SPECIAL RULES				
• Infiltrator				
OPTIONS				
		Points per model	Limit	
• Additional Soldiers armed with Pistols	[Regular	9] 2 per squad
		Veteran	12	
• Replace Pistol with Rifle		+1	3 per squad	
• Replace Pistol with SMG		+5	3 per squad	
• Replace Pistol with Assault Rifle		+7	3 per squad	

INFANTRY

RIFLE SQUAD

Rifle sections still provide the backbone of the Commonwealth armies, ranging in quality from conscripts to elite Grenadier regiments although every effort is made to keep the inexperienced troops on quieter fronts. Whilst their uniforms are largely unchanged many units are now being equipped with the revolutionary EM-2 'bullpup' assault rifle. Despite initial resistance to the unconventional design, it is now a much sought-after weapon, providing the accuracy expected by Commonwealth rifle tactics and also excellent firepower in a close fight when set to fully automatic fire. The ubiquitous and dependable Bren gun has also been upgraded to better fulfil its role as a section LMG and the numbers available to the section increased.

Unit Composition: 1 NCO and 5 Soldiers

Unit Type: Basic Infantry

Base Size: 25mm

Standard Weapon: Rifle

REQUISITION POINTS

Inexperienced: 42

Regular: 60

Veteran: 78

Movement Rate: *Advance* 6" *Run* 12"

Quality: *Inexperienced* *Regular* *Veteran*

Damage Value: 3+ 4+ 5+

Morale Value: 8 9 10

OPTIONS

Points per model

Limit

• Additional Soldiers (No Mixed Quality)	<div> <div>Inexperienced</div> <div>Regular</div> <div>Veteran</div> </div>	<div> <div>7</div> <div>10</div> <div>13</div> </div>	6 per squad
• Replace Rifle with SMG		+4	12 per squad
• Replace Rifle with Assault Rifle		+6	12 per squad
• Upgrade Rifle with the ability to fire Rifle Grenades		+6	3 per squad
• Replace Rifle with LMG		+15	2 per squad
• Replace Rifle with Infantry Flamethrower (only if Engineers option taken)		+30	1 per squad

SQUAD UPGRADES (Must be applied to entire squad)

Points per model

• PRIAMs	+5
• Anti-tank Grenades	+2
• Stubborn	+1
• Engineers	+1
• Shirkers (Inexperienced squads only)	-2

GALAHAD ARMoured INFANTRY SQUAD

The elite infantry organisations of the Commonwealth armed forces wear Galahad pattern heavy powered armour. In keeping with US Heavy Infantry doctrine and in contrast to the Axis *Schwertruppen*, Galahad units are kept small to allow for greater flexibility in deployment to the battlefield. The basic armament of a light machine gun for every soldier is felt to provide adequate firepower, although PRIAM ATRDs are equipped by squads operating where enemy armour is anticipated.

Unit Composition:	1 NCO and 3 Soldiers in Grade 1 Heavy Powered Armour		<div>REQUISITION POINTS</div> <div>Regular: 120</div> <div>Veteran: 132</div>	
Unit Type:	Advanced Infantry			
Base Size:	25mm			
Standard Weapon:	LMG			
Movement Rate:	Advance 6"	Run 12"		
Quality:	Regular	Veteran		
Damage Value:	5+	6+		
Morale Value:	9	10		
SPECIAL RULES				
• Heavy				
OPTIONS				
		Points per model	Limit	
• Additional Soldiers in Grade 1 Powered Armour (No Mixed Quality)	[Regular	30] 6 per squad
		Veteran	33	
SQUAD UPGRADES (Must be applied to entire squad)				
		Points per model		
• PRIAMs		+5		
• Anti-tank Grenades		+2		
• Engineers		+1		
• Stubborn		+1		
• Tough Fighters		+1		

ITALIAN BERSAGLIERI SQUAD

With a largely infantry based force, the use of Rift-tech designed heavy armour was a logical development for the Italians. The Con-Belligerent forces selected the British Galahad suits as a base for their designs, and looked to their elite Bersaglieri units to wear them. They continue to provide armoured spearhead troops for their mechanised and close assault operations.

Unit Composition:	1 NCO and 3 Soldiers in Grade 1 Heavy Powered Armour		<div>REQUISITION POINTS</div> <div>136</div>
Unit Type:	Advanced Infantry		
Base Size:	25mm		
Standard Weapon:	LMG		
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"	
Quality:	<i>Veteran</i>		
Damage Value:	6+		
Morale Value:	10		
SPECIAL RULES			
• Heavy			
• Tough Fighters			
OPTIONS			
		<i>Points per model</i>	<i>Limit</i>
• Additional Soldiers in Grade 1 Powered Armour		34	4 per squad
SQUAD UPGRADES <i>(Must be applied to entire squad)</i>			
		<i>Points per model</i>	
• Anti-tank Grenades		+2	

MK I AUTOMATED INFANTRY

Created from a fusion of Rift-tech advancements and early artificial intelligence principles, these man-shaped fighting machines are designed to bring both firepower and resilience to the battlefield. Multiple internal programme wheels allow them to support human forces in a variety of battlefield situations, operating effectively in any terrain or climate. While they lack the maneuverability of human soldiers their robust construction allows them to withstand considerable damage. Equipped with MMGs or HMGs, they can engage enemies with significant firepower, although their limited computational power necessitates their instructions be simple, and operations swift. Most importantly, on the horror-haunted battlefields of this war these automatons are immune to fear and fatigue. While initially treated with distrust by regular soldiers, the 'Tinheads' have now earned their respect, especially when facing the enemy's genetically altered monstrosities.

Unit Composition:	5 Mk I Automatons	REQUISITION POINTS 175
Unit Type:	Specialist Infantry	
Base Size:	32mm	
Standard Weapon:	MMG	
Movement Rate:	<i>Advance</i>	<i>Run</i>
<i>Lumbering:</i>	4"	8"
<i>Not Lumbering:</i>	6"	12"
Quality:	<i>Veteran</i>	
Damage Value:	6+	
Morale Value:	10 (Fearless)	

SPECIAL RULES

- Augmented
- Computational Systems
- Fearless
- First Off the Line – Mk I Automated Infantry suffer a –1 'to hit' modifier when shooting.
- Large
- Lumbering – Mk I Automated Infantry have a movement rate of 4" on an *Advance* Order and 8" on a *Run* Order.

RIFT UNIT

- Rift Dice: 1
- Active Rift Enhancement: **High Voltage!** When executing a *Fire* Order, a Mk I Automated Infantry Squad may increase the Shots value of their weapons by +1. If they do so, after they have resolved their shooting, the unit suffers a number of hits equal to the number of firing models, with an equivalent Pen value to the weapon being fired. Exhaust the unit's Rift Die after resolving these hits.

Furthermore, whilst a Mk I Automated Infantry Unit has an Active or Surging Rift Die and is within 6" of a friendly Mk II Heavy Automated Infantry Unit with an Active or Surging Rift Die, it loses the First Off the Line special rule.
- Surging Bonus: Lose the Lumbering special rule.
- Exhausted Penalty: May not be issued *Run* Orders.

OPTIONS

	Points per model	Limit
• Additional Mk I Automated Infantry	35	5 per squad

SQUAD UPGRADES (Must be applied to entire squad)

	Points per model
• Replace MMGs with HMGs	+10

MK II HEAVY AUTOMATED INFANTRY

A new iteration of automated infantry now supports the more numerous, and vastly cheaper to produce, Mk Is. By necessity larger in order to house more sophisticated computational systems, they are also rendered capable of carrying far heavier armaments, such as specially designed automatic cannons. Capable of acting with more autonomy than the earlier designs, they have a limited operational independence. With their embedded short-range radio device, they are also able to transmit their computational data to other automatons within a limited range. Efforts were quickly made to upgrade the Mk I design with receivers. By staying within close proximity the MK IIs can relay their own calculations to the Mk Is, and thus improve their accuracy and ability to execute more complex commands.

Unit Composition: 2 Mk II Heavy Automatons

Unit Type: Specialist Infantry

Base Size: 40mm

Standard Weapon: Light Automatic Cannon

Movement Rate: **Advance** **Run**

Lumbering: 4" 8"

Not Lumbering: 6" 12"

Quality: **Veteran**

Damage Value: 7+

Morale Value: 10 (Fearless)

REQUISITION POINTS

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SPECIAL RULES

- Augmented
- Computational Systems
- Fearless
- Hard to Kill
- Large
- Lumbering – Mk II Heavy Automated Infantry have a movement rate of 4" on an *Advance* Order and 8" on a *Run* Order.
- Wide Formation

RIFT UNIT

- Rift Dice: 1
- Active Rift Enhancement: **Co-ordinated Strike!** When executing a *Fire* or *Advance* Order, a Mk II Heavy Automated Infantry Squad may ignore friendly units for determining a Line of Fire. Note that they still require a Line of Sight to their target. If this Enhancement is used, exhaust one of the unit's Rift Dice after they have executed their Order.
- Surging Bonus: Lose the Lumbering special rule.
- Exhausted Penalty: May not be issued *Run* Orders.

OPTIONS

	Points per model	Limit
• Additional Mk II Heavy Automated Infantry	63	2 per squad
• Replace Light Automatic Cannon With Heavy Automatic Cannon	+10	1 per squad

BRITISH GRENADIERS

The elite Grenadiers were amongst the first to field-test the latest Rift-tech designs, seconded to the Rift Research department. They were the first to be issued with the 'bullpup' assault rifles for their standard equipment, and were the first to wield the handheld Heavy Tesla Rifles in anger, which are now slowly coming into more widespread use. Their presence on a battlefield provides mixed blessings, for not all field tests go as expected...

Unit Composition:	1 NCO & 4 Grenadiers	REQUISITION POINTS 95
Unit Type:	Specialist Infantry	
Base Size:	25mm	
Standard Weapon:	Assault Rifle	
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"
Quality:	<i>Veteran</i>	
Damage Value:	5+	
Morale Value:	10	
SPECIAL RULES		
• Stubborn		
RIFT UNIT (ONLY IF ARMED WITH HEAVY TESLA RIFLE)		
• Rift Dice:	1	Tesla Arc Weapon (see Konflikt '47 rulebook, page 84)
OPTIONS		
	<i>Points per model</i>	<i>Limit</i>
• Additional Grenadiers	19	5 per squad
• Replace Assault Rifle with Heavy Tesla Rifle	+4	1 per squad
• Upgrade Assault Rifle with the ability to fire Rifle Grenades	+6	3 per squad
SQUAD UPGRADES (Must be applied to entire squad)		
	<i>Points per model</i>	
• Anti-tank Grenades	+2	

CERBERUS SQUAD

When the Totenkörps first arose on the battlefields of France in 1944 panic and terror gripped Commonwealth forces. Every advance became a nightmare. Any village, field, or wood could contain the corpses of the living dead. They might wait patiently until the frontline passed over them so they could rise and strike at the vulnerable rear areas, or they might simply rend anything that came close. Commonwealth soldiers found that dogs could quickly sniff out the danger, but were driven so mad with terror they couldn't be relied upon. The controversial scientist Dr William Sargent championed the creation of Cerberus units, dogs surgically and chemically altered to suppress their fear instincts. Cerberus units are viewed as something of a mixed blessing, with some regiments adamantly refusing to deploy them.

Unit Composition:	1 Handler & 3 War Dogs	REQUISITION POINTS 107
Unit Type:	Specialist Infantry	
Base Size:	25mm	
Standard Weapon:	Handler – Pistol War Dogs – Teeth (+1 Pen at Close Quarters)	
Movement Rate:	Advance 8" Run 16"	
Quality:	Veteran	
Damage Value:	6+	
Morale Value:	10 (Fearless)	
SPECIAL RULES		
<ul style="list-style-type: none"> • Alert – Enemy Infiltrators may not deploy within 18" of any force that includes a Cerberus Squad. • Fast • Fearless • Tough Fighters (War Dogs only) 		
OPTIONS		
	Points per model	Limit
• Additional Handlers with Pistols	26	2 per squad
• Additional War Dogs	27	3 per additional Handler

INFANTRY TEAMS

MACHINE GUN TEAMS

Despite the arrival of rift-based technology on the battlefield, great reliance is still placed on the simple mechanics and versatility of the machine gun in the support role. Commonwealth forces still use the venerable Vickers .303 in most theatres. However, the appearance of armoured infantry and unearthly horrors on the battlefield has made deployment of the formidable US .50 cal heavy machine gun essential. These are often 'scrounged' from US-supplied armoured vehicles.

Of particular note is the Lancer, a variant of the Mk I Automated Mobile Platform, originally envisaged in an anti-aircraft role, its trio of heavy machine guns is capable of mowing down infantry, even that of the genetically modified or powered-armour varieties.

MMG TEAM				REQUISITION POINTS	
Team Composition:	3 Soldiers			Inexperienced:	35
Unit Type:	Machine Gun Team			Regular:	50
Base Size:	25mm			Veteran:	65
Standard Weapon:	1x Medium Machine Gun				
Movement Rate:	<i>Advance</i> Rotate	<i>Run</i> 12"			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		

HMG TEAM				REQUISITION POINTS	
Team Composition:	4 Soldiers			Inexperienced:	49
Unit Type:	Machine Gun Team			Regular:	70
Base Size:	25mm			Veteran:	91
Standard Weapon:	1x Heavy Machine Gun				
Movement Rate:	<i>Advance</i> Rotate	<i>Run</i> 12"			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		

AUTOMATED MOBILE PLATFORM ‘LANCER’			REQUISITION POINTS
Unit Composition:	1 Automated Mobile Platform		99
Unit Type:	Machine Gun Team		
Base Size:	32mm		
Standard Weapon:	3x Heavy Machine Guns		
Movement Rate:	Advance 6"	Run 12"	
Quality:	Veteran		
Damage Value:	6+		
Morale Value:	10 (Fearless)		
SPECIAL RULES			
<ul style="list-style-type: none">• Augmented• Bulky – Automated Mobile Platforms may not be mounted in Transports.• Computational Systems• Fearless• First Off the Line – Automated Mobile Platforms suffer a –1 ‘to hit’ modifier when shooting.• Flak• Hard to Kill			
RIFT UNIT			
• Rift Dice:	1		
• Active Rift Enhancement:	<p>High Voltage! When executing a <i>Fire Order</i>, a Lancer may increase the Shots value of each HMG by +1. If it does, after resolving its shooting, the Lancer suffers D3 hits with +1 Pen value. Exhaust the Lancer’s Rift Die after resolving these hits.</p> <p>Furthermore, whilst an Automated Mobile Platform has an Active or Surging Rift Die and is within 6" of a friendly Mk II Heavy Automated Infantry Unit with an Active or Surging Rift Die, it loses the First Off the Line special rule.</p>		
• Surging Bonus:	Gains the Fast special rule.		
• Exhausted Penalty:	May not be issued <i>Run Orders</i> .		

ANTI-TANK TEAMS

The Commonwealth Anti-tank team consists of a gunner, and loader. Until recently Commonwealth AT teams used the PIAT man-portable anti-tank weapon. A versatile weapon, the PIAT was capable of engaging tanks, bunkers, and other fortified positions. Its ability to be fired from enclosed spaces without the usual rocket backblast made it particularly useful in urban and defensive combat situations. However, the appearance of more heavily armoured opponents has begun to show the PIAT's shortcomings, and the US-made M20 'Super Bazooka' is being introduced in greater numbers. With a longer range and better penetration, the M20 is an effective weapon, however, if stealth or ambush is the order of the day the PIAT still remains available for use.

A tracked platform chassis has also been developed from the Mk I Automated Infantry design for heavier weapons. The Hunter variant of the Automated Mobile Platform mounts a light anti-tank gun.

PIAT TEAM				REQUISITION POINTS	
Team Composition:	2 Soldiers			Inexperienced:	28
Unit Type:	Anti-tank Team			Regular:	40
Base Size:	25mm			Veteran:	52
Standard Weapon:	1x PIAT				
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		

SUPER BAZOOKA TEAM				REQUISITION POINTS	
Team Composition:	2x Soldiers			Inexperienced:	56
Unit Type:	Anti-tank Team			Regular:	80
Base Size:	25mm			Veteran:	104
Standard Weapons:	1x Super Bazooka				
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		

AUTOMATED MOBILE PLATFORM ‘HUNTER’			REQUISITION POINTS
Unit Composition:	1 Automated Mobile Platform		84
Unit Type:	Anti-tank Team		
Base Size:	32mm		
Standard Weapon:	1x Light Anti-tank Gun		
Movement Rate:	Advance 6"	Run 12"	
Quality:	Veteran		
Damage Value:	6+		
Morale Value:	10 (Fearless)		
SPECIAL RULES			
<ul style="list-style-type: none">• Augmented• Bulky – Automated Mobile Platforms may not be mounted in Transports.• Computational Systems• Fearless• First Off the Line – Automated Mobile Platforms suffer a –1 ‘to hit’ modifier when shooting.• Hard to Kill			
RIFT UNIT			
• Rift Dice:	1		
• Active Rift Enhancement:	<p>High Voltage! When executing a <i>Fire</i> Order, a Hunter may fire its Light Anti-tank Gun as if it were a Medium Anti-tank Gun. If it does, after resolving its shooting, the Hunter suffers D3 hits with +1 Pen value. Exhaust the Hunter’s Rift Die after resolving the <i>Fire</i> Order.</p> <p>Furthermore, whilst an Automated Mobile Platform has an Active or Surging Rift Die and is within 6" of a friendly Mk II Heavy Automated Infantry Unit with an Active or Surging Rift Die, it loses the First Off the Line special rule.</p>		
• Surging Bonus:	Gains the Fast special rule.		
• Exhausted Penalty:	May not be issued <i>Run</i> Orders.		

SNIPER TEAMS

Now that many of their targets are protected by advanced armour, Commonwealth Snipers have begun to use a heavily modified Boys anti-tank rifle with advanced sights. While ineffective against all but the lightest armoured vehicles, the Boys' high calibre rounds are more than capable of penetrating powered armour.

SNIPER TEAM			REQUISITION POINTS	
Team Composition:	2 Soldiers		Regular:	52
Unit Type:	Sniper Team		Veteran:	67
Base Size:	25mm			
Standard Weapons:	Team Leader – Rifle & Pistol			
	Assistant – Pistol			
Movement Rate:	Advance 6"	Run 12"		
Quality:	Regular	Veteran		
Damage Value:	4+	5+		
Morale Value:	9	10		
SPECIAL RULES				
• Infiltrator				
• Sniper				
OPTIONS		Points per model		
• Replace the Team Leader's Rifle with an Anti-tank Rifle (Retains the benefits of the Sniper rule except that its range remains 48" when using the scope.)		+15		
• Replace the Assistant's Pistol with a Rifle		+1		
• Replace the Assistant's Pistol with an SMG		+5		
• Replace the Assistant's Pistol with an Assault Rifle		+7		

LIGHT MORTAR / MORTAR TEAMS

While Rift weapons of the Tesla variety have provided Commonwealth forces with excellent direct fire capabilities, indirect fire is still provided by tube mortar weapons firing high explosive projectiles. Commonwealth Forces deploy 2" light mortars, 3" medium mortars, and 4.2" heavy mortars. Commonwealth forces can also call upon the Bombardier variant of the Automated Mobile Platform, which carries a Light Howitzer.

LIGHT MORTAR TEAM				REQUISITION POINTS	
Team Composition:	2 Soldiers			Inexperienced:	21
Unit Type:	Light Mortar Team			Regular:	30
Base Size:	25mm			Veteran:	39
Standard Weapon:	1x Light Mortar				
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		

MEDIUM MORTAR TEAM				REQUISITION POINTS	
Team Composition:		3 Soldiers		Inexperienced:	32
Unit Type:		Mortar Team		Regular:	45
Base Size:		25mm		Veteran:	59
Standard Weapon:		1x Medium Mortar			
Movement Rate:		Advance Rotate	Run 12"		
Quality:	Inexperienced	Regular	Veteran		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
OPTIONS				Points	
• If taken as Regular or Veteran, may take a Spotter				+10	

HEAVY MORTAR TEAM				REQUISITION POINTS
Team Composition:	4 Soldiers			Inexperienced: 42
Unit Type:	Mortar Team			Regular: 60
Base Size:	25mm			Veteran: 78
Standard Weapon:	1x Heavy Mortar			
Movement Rate:	<i>Advance</i> Rotate	<i>Run</i> 12"		
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>	
Damage Value:	3+	4+	5+	
Morale Value:	8	9	10	
OPTIONS		Points		
• If taken as Regular or Veteran, may take a Spotter		+10		

AUTOMATED MOBILE PLATFORM ‘BOMBARDIER’			REQUISITION POINTS
Team Composition:	1 Automated Mobile Platform		84
Unit Type:	Mortar Team		
Base Size:	32mm		
Standard Weapon:	1x Light Howitzer		
Movement Rate:	Advance 6"	Run 12"	
Quality:	Veteran		
Damage Value:	6+		
Morale Value:	10 (Fearless)		
SPECIAL RULES			
<ul style="list-style-type: none">• Augmented• Bulky – Automated Mobile Platforms may not be mounted in Transports.• Computational Systems• Fearless• First Off the Line – Automated Mobile Platforms suffer a –1 'to hit' modifier when shooting.• Hard to Kill			
RIFT UNIT			
• Rift Dice:	1		
• Active Rift Enhancement:	<p>High Voltage! When executing a Fire Order, a Bombardier may fire its Light Howitzer as if it were a Medium Howitzer. If it does, after resolving its shooting, the Bombardier suffers D3 hits with +1 Pen value. Exhaust the Bombardier's Rift Die after resolving the <i>Fire</i> Order.</p> <p>Furthermore, whilst an Automated Mobile Platform has an Active or Surging Rift Die and is within 6" of a friendly Mk II Heavy Automated Infantry Unit with an Active or Surging Rift Die, it loses the First Off the Line special rule.</p>		
• Surging Bonus:	Gains the Fast special rule.		
• Exhausted Penalty:	May not be issued <i>Run</i> Orders.		

FLAMETHROWER TEAMS

The infantry flamethrower has experienced a resurgence and a grim new purpose for Commonwealth forces. So called 'Corpse Cooker' teams have so far proved effective in restricting Axis Totenkörps breakthroughs.

FLAMETHROWER TEAM			REQUISITION POINTS	
Team Composition:	2 Soldiers		Regular:	50
Unit Type:	Flamethrower Team		Veteran:	65
Base Size:	25mm			
Standard Weapon:	Leader – Infantry Flamethrower Assistant – Pistol			
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"		
Quality:	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	4+	5+		
Morale Value:	9	10		

ARTILLERY

FIELD ARTILLERY

The Commonwealth Army employs a variety of artillery pieces to support their operations. Perhaps the most iconic is the Ordnance QF (Quick-Fire) 25-pounder, a versatile light field gun/howitzer used for both direct and indirect fire, a highly effective piece for providing artillery support to infantry and armoured units. The BL 5.5-inch medium howitzer is another key artillery piece, providing medium-range fire support used extensively in both offensive and defensive operations. In the heavy category the massive BL 9.2-inch howitzer is employed, capable of delivering big shells over long distances to target enemy fortifications and troop concentrations.

LIGHT ARTILLERY TEAM				REQUISITION POINTS	
Team Composition:		3 Soldiers		Inexperienced:	32
Unit Type:		Field Artillery		Regular:	45
Base Size:		25mm		Veteran:	59
Standard Weapon:		1x Light Howitzer			
Movement Rate:		Advance Rotate	Run 6"		
Quality:	Inexperienced	Regular	Veteran		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
OPTIONS				Points	
• Add a Gun Shield				+5	

MEDIUM ARTILLERY TEAM				REQUISITION POINTS	
Team Composition:	4 Soldiers			Inexperienced:	60
Unit Type:	Field Artillery			Regular:	85
Base Size:	25mm			Veteran:	111
Standard Weapon:	1x Medium Howitzer				
Movement Rate:	Advance Rotate	Run 6"			
Quality:	Inexperienced	Regular	Veteran		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
OPTIONS			Points		
• If taken as Regular or Veteran, may take a Spotter			+10		
• Add a Gun Shield			+5		

HEAVY ARTILLERY TEAM				REQUISITION POINTS
Team Composition:	5 Soldiers			Inexperienced: 95
Unit Type:	Field Artillery			Regular: 135
Base Size:	25mm			Veteran: 176
Standard Weapon:	1x Heavy Howitzer			
Movement Rate:	<i>Advance</i> Rotate	<i>Run</i> N/A		
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>	
Damage Value:	3+	4+	5+	
Morale Value:	8	9	10	
OPTIONS				Points
• If taken as Regular or Veteran, may take a Spotter				+10
• Add a Gun Shield				+5

ANTI-TANK GUNS

The Commonwealth Army employs only a few types of anti-tank gun to counter enemy armour as light anti-tank guns are considered obsolete. The Ordnance QF 6-pounder, a high-velocity 57 mm gun, is the primary anti-tank weapon. However, for dealing with larger and more armoured targets the powerful Ordnance QF 17-pounder was introduced providing a significant boost to British anti-tank capabilities. More recently M17 Tesla anti-tank cannons have become available. These deadly directed energy weapons are highly effective against the new Axis armour.

LIGHT ANTI-TANK GUN TEAM				REQUISITION POINTS
Team Composition:	3 Soldiers			Inexperienced: 35
Unit Type:	Anti-tank Gun			Regular: 50
Base Size:	25mm			Veteran: 65
Standard Weapon:	1x Light Anti-tank Gun			
Movement Rate:	<i>Advance</i> Rotate	<i>Run</i> 6"		
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>	
Damage Value:	3+	4+	5+	
Morale Value:	8	9	10	
SPECIAL RULES				
• Gun Shield				

MEDIUM ANTI-TANK GUN TEAM				REQUISITION POINTS	
Team Composition:		3 Soldiers		Inexperienced:	49
Unit Type:		Anti-tank Gun		Regular:	70
Base Size:		25mm		Veteran:	91
Standard Weapon:		1x Medium Anti-tank Gun			
Movement Rate:		Advance Rotate	Run 6"		
Quality:	Inexperienced	Regular	Veteran		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
SPECIAL RULES					
• Gun Shield					

HEAVY ANTI-TANK GUN TEAM				REQUISITION POINTS	
Team Composition:		4 Soldiers		Inexperienced:	70
Unit Type:		Anti-tank Gun		Regular:	100
Base Size:		25mm		Veteran:	130
Standard Weapon:		1x Heavy Anti-tank Gun			
Movement Rate:		Advance Rotate	Run N/A		
Quality:	Inexperienced	Regular	Veteran		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
SPECIAL RULES					
• Gun Shield					

SUPER-HEAVY ANTI-TANK GUN TEAM				REQUISITION POINTS	
Team Composition:		5 Soldiers		Inexperienced:	98
Unit Type:		Anti-tank Gun		Regular:	140
Base Size:		25mm		Veteran:	182
Standard Weapon:		1x Super-heavy Anti-tank Gun			
Movement Rate:		Advance Rotate	Run N/A		
Quality:		Inexperienced	Regular	Veteran	
Damage Value:		3+	4+	5+	
Morale Value:		8	9	10	
SPECIAL RULES					
• Gun Shield					

M17 TESLA CANNON TEAM				REQUISITION POINTS	
Team Composition:	3 Soldiers			Inexperienced:	88
Unit Type:	Anti-tank Gun			Regular:	125
Base Size:	25mm			Veteran:	163
Standard Weapon:	1x M17 Tesla Cannon – <i>Counts as Heavy Artillery for the purposes of being moved by its crew</i>				
Movement Rate:	<i>Advance</i> Rotate	<i>Run</i> N/A			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
RIFT UNIT					
• Rift Dice:	1	Tesla Arc Weapon (<i>see Konflikt '47 rulebook, page 84</i>)			
OPTIONS				Points	
• If taken as Regular or Veteran, upgrade entire crew to wear Grade 1 Galahad Powered Armour				+15	

WALKERS

GUARDIAN MK 1 LIGHT WALKER

After a personal request from Churchill to Roosevelt a number of Coyote light walkers were shipped to the United Kingdom in late 1946. Many were immediately deployed to the frontlines unmodified as the Guardian Mark I. While generally proving successful, reports from the field concluded that the Guardian's armament was lacking for its intended role as an infantry support vehicle. To address this a flamethrower was mounted in the walker's left arm. Despite the added weight, performance was not affected. Named the Guardian Mark II in Commonwealth service, these machines serve alongside unmodified Guardian Mark Is, forming the bulk of the Commonwealth's light walker forces.

Unit Type: Light Walker (2 Legs)

Standard Weapons: Left Arm

Right Arm mounting an MMG (Arm-mounted MMGs do not halve their Shots value for being mounted on a Vehicle)

1x Forward-facing HMG

Movement Rate: **Advance** Up to 12" **Run** 12"–24"

Damage Value: 8+

Quality: **Regular** **Veteran**

Morale Value: 9 10

REQUISITION POINTS

Regular: 105

Veteran: 126

SPECIAL RULES

- Single-crew Walker
- Two-legged

OPTIONS

Points

- Add an Infantry Flamethrower, mounted to the Left Arm +30

JACKAL MK I LIGHT JUMP WALKER

The Commonwealth is yet to field any jump-capable infantry, but the potential of jump-capable walkers has not been lost on the Commonwealth. Requests for the lend-lease of the Jackal were initially refused. The US War Department was unwilling to provide the latest iterations of Repulsor technology to an outside entity. However, an agreement was eventually reached allowing Jackals to be supplied. As it turned out only small numbers were received as the Commonwealth subsequently cancelled much of the original order in favour of replacing them with the more advanced Mudskipper jump walker.

Unit Type:	Light Walker (2 Legs)		<div>REQUISITION POINTS</div>	
Standard Weapons:	Left Arm		Regular:	105
	Right Arm mounting an MMG (<i>Arm-mounted MMGs do not halve their Shots value for being mounted on a Vehicle</i>)		Veteran:	126
Movement Rate:	<i>Advance</i>	<i>Run</i>		
	Up to 12"	12"–24"		
Damage Value:	8+			
Quality:	<i>Regular</i>	<i>Veteran</i>		
Morale Value:	9	10		
<div>SPECIAL RULES</div>				
<div><div>• Jump</div><div>• Single-crew Walker</div><div>• Two-legged</div></div>				
<div>OPTIONS</div>			<div>Points</div>	
<div>• Add an Infantry Flamethrower, mounted to the Left Arm</div>			+30	

MUDSKIPPER MK 1 JUMP WALKER

Small numbers of Mudskippers were delivered to the Commonwealth for future integration into the airborne forces. However, shortages of walkers on the frontlines has forced the Commonwealth to press these machines into service immediately with regular formations. A few remain with the fledgling airborne units for continued testing and training. A Mark II fitted with bazooka rockets for anti-armour tasks has recently been fielded.

Unit Type:	Medium Walker (2 Legs)		<div>REQUISITION POINTS</div> <div>Regular: 290</div> <div>Veteran: 348</div>
Standard Weapons:	Left and Right Arms each mounting an HMG (<i>Arm-mounted HMGs do not halve their Shots value for being mounted on a Vehicle</i>)		
	2x Forward-facing Light Automatic Cannons (<i>Must be fired at the same target</i>)		
	1x Hull-mounted, Forward-facing MMG		
Movement Rate:	Advance	Run	
	Up to 12"	12"–24"	
Damage Value:	9+		
Quality:	Regular	Veteran	
Morale Value:	9	10	
SPECIAL RULES			
• Jump			
• Two-legged			
OPTIONS			Points
• Replace Arm-mounted HMG with Arm-mounted Bazooka			+5 each

PERCIVAL MEDIUM ASSAULT WALKER

Once the United States Armed forces had received the M8 Grizzly medium walker in sufficient numbers, excess production was diverted to the Commonwealth under the lend-lease scheme. By this time, research into equipping Commonwealth vehicles, including walkers, with automated assistance systems was well underway. Rather than being pressed into service, the entire shipment was diverted to Bovington for study. The Commonwealth had become nervous that relying entirely on the US to provide walkers left it too dependent on a foreign supplier, particularly with the growing cracks in the two nations' relationship. It was therefore urgent for the Commonwealth to be able to design and build its own examples. The result was the Percival, a distinct design from the Grizzly, owing to the need to incorporate the latest automated systems and a sufficient power plant to power the Commonwealth's new iteration of the Tesla cannon.

Unit Type:	Medium Walker (2 Legs)		<div>REQUISITION POINTS</div> <div>388</div>
Standard Weapons:	1x Hull-mounted M17 Tesla Cannon		
	Forward-facing Medium Rocket System (<i>The Medium Rocket System is mounted across both Arms; a Percival may not make Close Quarters attacks with its Arms</i>)		
Movement Rate:	Advance Up to 12"	Run 12"–24"	
Damage Value:	9+		
Quality:	Veteran		
Morale Value:	10		
SPECIAL RULES			
<ul style="list-style-type: none">• Computational Systems• Reinforced Front Armour• Two-legged			
RIFT UNIT			
Rift Dice:	1	Tesla Arc Weapon (<i>see Konflikt '47 rulebook, page 84</i>)	

HORNET MEDIUM SUPPORT WALKER

The Guardian light walker had originally proved adequate in supporting the infantry in urban environments and difficult terrain, but it began to struggle as Axis anti-walker techniques improved. Although impressed by the capabilities of the new US Kodiak close assault walker the Commonwealth decided to instead field one of its own modern designs in this role. When the Hornet was unveiled for the first time, it was immediately apparent that the design owed much to the US Grizzly sharing an almost identical chassis. The Hornet is considerably larger and better armoured than the Guardian, and much like the Kodiak it mounts an array of weaponry. Its quad-HMGs and heavy automatic cannon are more than capable of suppressing dug-in infantry and vehicles. Its utility arms can clear obstacles, build improvised defences and rip apart light vehicles. As it lacks dedicated anti-armour capability, Hornet formations usually include a Percival to deal with armoured threats.

Unit Type:		Medium Walker (2 Legs)
Standard Weapons:		1x Hull-mounted Heavy Automatic Cannon 4x Hull-mounted HMGs Left and Right Arms
Movement Rate:		<i>Advance</i> Up to 12" <i>Run</i> 12"–24"
Damage Value:		9+
Quality:		<i>Regular</i> <i>Veteran</i>
Morale Value:		9 10
SPECIAL RULES		
• Two-legged		
OPTIONS		<i>Points</i>
• If taken as Veteran, add Computational Systems special rule		+15

REQUISITION POINTS

Regular:	235
Veteran:	282

MERLIN HEAVY WALKER

The Merlin represents the pinnacle of Commonwealth walker design by complementing its human crews with an onboard automated management 'brain' called Guinevere. In addition to its two fists, the Merlin utilises a 3" anti-tank gun as its main weapon. Arm-mounted twin .50cal heavy machine guns and a hull-mounted medium machine gun are effective for dealing with infantry and light vehicles. However, it is the Guinevere automatic brain that makes the Merlin unique. It assists the crew in performing routine and mundane tasks operating the walker, but in battle it really comes into its own. The Merlin incorporates several complex self-repair systems controlled by Guinevere. Reacting faster than any human, it responds to damaging hits by activating backup systems, rerouting power or hydraulics and extinguishing fires before they can spread. Should the crew become temporarily incapacitated Guinevere can even pilot the walker for a short time. The Merlin is a truly remarkable design that has taken Allied walker capabilities to a new level.

Unit Type: Heavy Walker (2 Legs)

REQUISITION POINTS

438

Standard Weapons: 1x Forward-facing Heavy Anti-tank Gun

1x Forward-facing, Hull-mounted MMG

Left Arm mounting Twin HMGs (Arm-mounted HMGs do not halve their Shots value for being mounted on a Vehicle)

Right Arm

Movement Rate: **Advance** Up to 9" **Run** 9"-18"

Damage Value: 10+

Quality: **Veteran**

Morale Value: 10

SPECIAL RULES

- Computational Systems
- Improved HE – Instead of HE (2"), the Heavy Anti-Tank Gun has HE (3").
- Two-legged

RIFT UNIT

- Rift Dice: 1
- Active Rift Enhancement: **Guinevere.** When any Vehicle Damage result other than 'Knocked Out' is rolled against a Merlin, it may exhaust a Rift Die to ignore the result. It still receives the Pin Marker(s) for being successfully hit.
- Surging Bonus: Automatically passes any Order Test.
- Exhausted Penalty: Must pass an Order Test to carry out an Order, even if not Pinned.

VEHICLES

CROMWELL-T CRUISER TANK

The Cromwell tank, officially designated as the Tank, Cruiser, A27M, has proven to be one of the most successful Commonwealth armoured vehicles. Developed as a cruiser tank, it prioritized a balance of speed, firepower, and manoeuvrability, embodying the Commonwealth doctrine of using 'cavalry' tanks for rapid, mobile warfare with direct support for troops provided by slower 'infantry' tanks. The Cromwell is armed with a 75mm gun, capable of firing both high-explosive and armour-piercing rounds, making it effective against infantry, fortifications, and medium-armoured vehicles. Its welded armour offers reasonable protection, though it is vulnerable to the heavier German tanks like the Panther, Tiger, and heavier walkers. As with many of its contemporaries, many Cromwells are retrofitted with a Tesla cannon and automated assistance to make it relevant in the new era of warfare.

Unit Type: Medium Tank

Standard Weapons: 1x Turret-mounted M17 Tesla Cannon

1x Forward-facing, Hull-mounted MMG

Movement Rate: **Advance** Up to 12" **Run** 12"–24"

Damage Value: 9+

Quality: **Inexperienced** **Regular** **Veteran**

Morale Value: 8 9 10

REQUISITION POINTS

Inexperienced: 216

Regular: 270

Veteran: 324

SPECIAL RULES

- Fast

RIFT UNIT (ONLY IF ARMED WITH M17 TESLA CANNON)

- Rift Dice: 1 Tesla Arc Weapon (see *Konflikt '47* rulebook, page 84)

OPTIONS

Points

- Replace Turret-mounted M17 Tesla Cannon with Medium Anti-tank Gun and Co-axial MMG – Improved HE (Instead of HE (1"), the Medium Anti-Tank Gun has HE (2")) –40
- Replace Turret-mounted M17 Tesla Cannon with Medium Howitzer and Co-axial MMG –35
- Add a Pintle-mounted MMG or a Pintle-mounted HMG +15 / +25
- If taken as Veteran, add Computational Systems special rule +15

CHURCHILL METEOR TANK

The A22 Churchill infantry tank is a heavily armoured Commonwealth infantry tank used extensively since 1941. Designed for the close support of infantry, the Churchill prioritized armour over speed, making it a robust and reliable choice for operations in challenging terrain. Its exceptionally thick armour provides excellent protection against most Axis anti-tank weapons. Later versions were progressively upgraded to a 75mm or 6-pounder anti-tank gun, complemented by secondary machine guns. The Churchill's adaptability has kept it in service to the present day, with numerous specialized variants, including flamethrower tanks, engineer vehicles, and even bridge layers, employing its capacious hull. The Churchill Meteor is the latest variant firing a barrage of high explosive rockets infused with a Rift-developed corrosive chemicals capable of breaking down the molecular bonds of even the hardest armour.

Unit Type:	Super-heavy Tank			<div>REQUISITION POINTS</div> <div>Inexperienced: 364</div> <div>Regular: 455</div> <div>Veteran: 546</div>
Standard Weapons:	1x Turret-mounted Medium Anti-tank Gun and Co-axial MMG			
	1x Turret-mounted Meteor Launcher			
	1x Forward-facing, Hull-mounted MMG			
Movement Rate:	Advance Up to 6"	Run 6"–12"		
Damage Value:	11+			
Quality:	Inexperienced	Regular	Veteran	
Morale Value:	8	9	10	
SPECIAL RULES				
<ul style="list-style-type: none">• Improved HE – Instead of HE (1"), the Medium Anti-Tank Gun has HE (2").• Meteor Launcher – The Churchill's Meteor Launcher has the Howitzer special rule. When firing indirectly, it has a minimum range of 36" and a maximum range of 72".• Slow				
RIFT UNIT				
Rift Dice:	1	Corrosive Weapon (see Konflikt '47 rulebook, page 83)		
OPTIONS				
Replace Turret-mounted Medium Anti-tank gun and Co-axial MMG with Light Howitzer and Co-axial MMG				–35
Replace Forward-facing MMG with Vehicle Flamethrower				+40

M17 TESLA CANNON EMPLACEMENT

Having encountered German Panther and Schwerefeld Projektor turrets in prepared defensive lines along the Rhine and in Italy, the Allies quickly recognised the potential of these quick to install and hard to destroy defensive emplacements. Whilst the Commonwealth are not lacking for conventional weapons to deploy along a defensive line, the ability to quickly install Rift-tech Tesla cannons with enhanced power supplies is an enticing alternative.

				REQUISITION POINTS	
Unit Type:	Medium Emplacement (<i>Counts as Medium Tank</i>)			Inexperienced:	168
Standard Weapons:	1x Turret-mounted M17 Tesla Cannon			Regular:	210
Movement Rate:	<i>Advance</i>	<i>Run</i>		Veteran:	252
	N/A	N/A			
Damage Value:	9+				
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Morale Value:	8	9	10		
SPECIAL RULES					
• Armoured All Round					
• Emplacement – The M17 Tesla Cannon Emplacement starts the game with an Immobilised result. In scenarios that do not normally allow units to start on the table, place this unit within 6" of your DZE.					
RIFT UNIT					
• Rift Dice:	1	Tesla Arc Weapon (<i>see Konflikt '47 rulebook, page 84</i>)			

AUTOMATED CARRIER

The Automated Carrier was the first fully automated fighting vehicle fielded by the Commonwealth. Scientists took an example of the ubiquitous Universal Carrier and hardwired two automated infantry units into the vehicle to act as the driver and gunner. With no need for crew comfort and greater tolerance to shock, noise, and impact, the automated carrier can mount larger weapon systems on a relatively small and agile platform. The standard version is armed with twin 20mm light autocannons which can either operate as light anti-aircraft guns or anti-heavy infantry. Whilst the science of automation is still immature the combat value of these vehicles was deemed worth the occasional glitches and process failures. They are currently used for spearheading assaults and providing mobile defence.

Unit Composition:	Anti-aircraft Vehicle	REQUISITION POINTS 158
Standard Weapon:	Turret-mounted Twin Light Automatic Cannons	
Movement Rate:	Advance Run	
Whilst Fast:	Up to 12" 12"–24"	
Otherwise:	Up to 9" 9"–18"	
Damage Value:	7+	
Quality:	Veteran	
Morale Value:	10 (Fearless)	

SPECIAL RULES

- **Automated Crew** – An Automated Carrier can never be Pinned and ignores any Morale Check its called upon to make.
- **Computational Systems**
- **Fast**
- **Flak**
- **First Off the Line** – Automated Carriers suffer a –1 'to hit' modifier when shooting.
- **Turn on the Spot**

RIFT UNIT

- **Rift Dice:** 1
- **Active Rift Enhancement:** **Firing Solution.** When executing a *Fire* or *Advance* Order, the Automated Carrier can gain a +1 modifier to its 'to hit' rolls. If it does, exhaust the Automated Carrier's Rift Die after resolving the Order.

Furthermore, whilst an Automated Carrier has an Active or Surging Rift Die and is within 6" of a friendly Mk II Heavy Automated Infantry Unit with an Active or Surging Rift Die, it loses the First Off the Line special rule.
- **Surging Bonus:** Gains the Recce special rule.
- **Exhausted Penalty:** Loses the Fast special rule. May not be issued *Run* Orders.

HUMBER ARMoured CAR MK VII

Advances in automated assistance have also presented opportunities to up-gun existing designs with more conventional weapons whilst improving the accuracy of such weapons on the move. The Humber Armoured Car Mk VII is one such example, removing a crew member in favour of a rudimentary onboard computer, and mounting twin automatic cannons. These modifications enable the MK VIIIs to excel all the more in the reconnaissance role.

Unit Type:	Armoured Car			<div>REQUISITION POINTS</div> <div>Inexperienced: 96</div> <div>Regular: 120</div> <div>Veteran: 144</div>
Standard Weapons:	Turret-mounted Twin Light Automatic Cannons			
Movement Rate:	<i>Advance</i>	<i>Run</i>		
	Up to 12"	12"–24"		
Damage Value:	7+			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>	
Morale Value:	8	9	10	
SPECIAL RULES				
<div><div>• Computational Systems (Only if taken as Veteran and armed with Twin Light Automatic Cannons)</div><div>• Recce</div></div>				
OPTIONS				Points
• Replace Turret-mounted Twin Light Automatic Cannons with Light Automatic Cannon and Co-Axial MMG				–25
• Replace Turret-mounted Twin Light Automatic Cannons with Light Anti-tank Gun and Co-axial MMG				–5

TRANSPORTS & TOWS

Transports remain as relevant as ever, serving vital logistical needs and getting troops where they need to be. The introduction of heavy powered armour, and bulky genetically modified troops, however, has rendered conventional transports somewhat less effective. For now they remain in service. Engineers are hard at work coming up with fresh designs to accommodate the new age of warfare.

BREN CARRIER				REQUISITION POINTS	
Unit Type:	Transport Vehicle			Inexperienced:	40
Standard Weapon:	1x Forward-facing, Hull-mounted LMG			Regular:	50
Movement Rate:	<i>Advance</i> Up to 9"	<i>Run</i> 9"–18"		Veteran:	60
Damage Value:	7+				
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Morale Value:	8	9	10		
Transport:	Up to 5 Soldiers				
Tow:	Light or Medium Anti-tank Guns, or M17 Tesla Cannon				
SPECIAL RULES					
• Open-topped					
• Turn on the Spot (<i>Not applicable whilst towing</i>)					
OPTIONS					Points
• Add a Pintle-mounted LMG with 360-degree arc of fire					+10
• Replace Forward-facing LMG with Anti-tank Rifle					+10

BEDFORD QLT TROOP TRANSPORT				REQUISITION POINTS	
Unit Type:	Transport Vehicle			Inexperienced:	35
Standard Weapons:	None			Regular:	44
Movement Rate:	<i>Advance</i> Up to 12"	<i>Run</i> 12"—24"		Veteran:	53
Damage Value:	6+				
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Morale Value:	8	9	10		
Transport:	Up to 29 Soldiers				
Tow:	Light Howitzers, Light, or Medium Anti-tank Guns, or Light Anti-aircraft Guns				
OPTIONS				Points	
• Add a Pintle-mounted LMG with 360-degree firing arc				+15	

JEEP				REQUISITION POINTS	
Unit Type:	Transport Vehicle			Inexperienced:	14
Standard Weapons:	None			Regular:	18
Movement Rate:	<i>Advance</i>	<i>Run</i>		Veteran:	22
	Up to 12"	12"–24"			
Damage Value:	6+				
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Morale Value:	8	9	10		
Transport:	Up to 3 Soldiers				