

The first section of this document is the Errata, dealing with corrections or changes to the wording of rules. The second section of this document is the FAQs, providing clarification on how specific rules interact.

ARMIES OF GREAT BRITAIN - ERRATA

All instances of the Stationary Firing Platform rule

REPLACE the rule's wording with the following:

- Stationary Firing Platform: The vehicle may not fire if given an *Advance* order.

PAGE 22. Come On, Lads!

CHANGE the second sentence as follows:

The morale bonus of British Platoon Commanders and Company Commanders is increased by 1, but any cover save they and the men in their unit receive is reduced by 1.

PAGE 30. Airborne Section, Special Rules

CHANGE the third bullet point as follows:

- LZ Signals (If Pathfinders option is taken): If at least one unit of Pathfinders is not in reserve (i.e. is deployed or in first wave), then any friendly Airborne unit in reserve may re-roll failed order tests to come onto the table from reserve. This includes Airborne Sections, Airlanding Rifle Squad, any unit upgraded to Airborne, Tetrarch and Locust tanks, and Airborne Recce Jeeps.

PAGE 32. Commando Subsection, Options

CHANGE the third option as follows:

- Any model may replace their rifle with a submachine gun (...)

PAGE 39. Sniper Team, Special Rules

ADD the following:

- Infiltrator

PAGE 43. Light Artillery, Options

CHANGE the third bullet point as follows:

- If taken as Airborne, it must lose both the Gun Shield and 25-pdr AT shell special rules for -20pts (75mm Pack Howitzer).

PAGE 52. Light Tank MK II-VIB, Including India Pattern

Change the Weapons line as follows:

1 turret mounting 1 HMG and 1 MMG (both must be fired at the same target)

Also amend the Cost as follows:

62pts (Inexperienced), 78pts (Regular), 94pts (Veteran)

PAGE 61. Infantry Tank MK IV Churchill I-VI & IICS

Change the penultimate option as follows:

- May replace the medium anti-tank gun with a medium howitzer for +20pts (Churchill Mk V)

PAGE 62. Infantry Tank MK IV Churchill VII & VIII

Change the option as follows:

- May replace the 75mm gun with a medium howitzer for +5pts (Churchill Mk VIII)

PAGE 64. M3 Stuart I & Stuart II

Change the Weapons line as follows:

1 Turret-mounted light anti-tank gun with co-axial MMG and 1 hull-mounted forward-facing MMG

Also amend the Cost as follows:

100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)

Also add the following option:

- Add two hull-mounted forward-facing LMGs for +15pts (these must be fired against the same target)

PAGE 72. M22 Locust Light Tank

Change the Weapons line as follows:

1 Turret-mounted light anti-tank gun with co-axial MMG

Also amend the Cost as follows:

84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)

PAGE 74. Archer SP 17-Pdr

Amend the Cost as follows:

126pts (Inexperienced), 158pts (Regular), 190pts (Veteran)

PAGE 78. Crusader III AA MK I & MK II, Options

CHANGE the bullet point as follows:

- May replace the heavy automatic cannon with two turret-mounted light automatic cannons, losing the Open-Topped special rule, for +30pts, (making it a Crusader AA Mk II).

Page 80. Lanchester 6x4 Armoured Car

CHANGE the cost to:

78pts (Inexperienced), 98pts (Regular), 118pts (Veteran)

CHANGE the Weapons to:

1 turret mounting 1 HMG and 1 MMG (both must be fired at the same target) and 1 forward-facing hull-mounted MMG

ADD the following Option:

- -May remove the hull-mounted MMG and gain the Command Vehicle special rule for free.

Page 92. Stuart Kangaroo

ADD the following Option:

- -May upgrade the Damage Value to 8+ for +20pts to represent Kangaroos based on later Stuart models.

PAGE 81. Daimler Armoured Car

ADD the following Option:

- -May add a Littlejohn Adaptor to the light anti-tank gun for +10pts

PAGE 90. 30CWT Trucks

ADD the following Option:

- May upgrade the LMG to a MMG for +5pts

ARMIES OF GREAT BRITAIN - FAQs

In a unit with a mix of models with SMGs and rifles, can all of the additional attacks in close quarters from 'Fix Bayonets' come from the models (or even the one single model) equipped with SMGs, in order to benefit from the Tough Fighters rule?

Yes, any number of additional attacks can come from a single model in order to get those re-rolls from Tough Fighters. The Sarge is well 'ard!

Does Fix Bayonets work when assaulting vehicles?

Yes, as it does not just literally represent bayonets, it's more of an 'aggressive close quarters attitude'.

If a Commando Subsection has a Lieutenant, does the +1 Morale Bonus benefit from the extra +1 from the Come On, Lads! Rule? And does his presence reduce the cover save of the unit?

Yes, and yes.

The Army Special Rules state that SMGs for Commandos cost +3pts per man, but some units instead state that it's +5pts per man. Which is right?

Both! SMGs cost +3pts per man when a man replaces his rifle with an SMG, but it costs +5pts when given to a man that does not have any weapon (like the crewmen of team weapons like anti-tank rifles, mortars, etc.). So, the costs shown in all entries are correct.

If I take two or three Early War Motorcycle and Sidecars as the Platoon Command Vehicle option for an Armoured Platoon, can I give the Command Vehicle upgrade to all of them or just one?

Only to one Motorcycle per Platoon, even if that slot includes two or three of them.

In the SAS Jeep – North Africa, the 'Deflate Those Tyres' special rule mentions 'difficult ground'. Is that the same as Rough Ground?

Yes, it is.

In the Armadillo anti-aircraft vehicle, should the Stationary Weapon Platform special rule only apply to the automatic cannon?

No, the rule applies to the LMG as well to represent the improvised nature of the vehicle.

Is the minimum range of the Petard Mortar on a Churchill AVRE also halved?

Yes, its range is effectively: 36" (or 21-42").

When a British Medium Mortar team is taken as a Commando it may be armed with SMGs. What movement rules govern such a team? May it now move on an Advance and fire the SMGs after doing so, or as a fixed weapon team is it only allowed to move on a Run order? Fixed weapons teams are not allowed to assault (page 97), is this still the case?

If not firing the main weapon, the team ignores the fixed special rule.

I found a picture of a Valentine tank fitted with a bulldozer blade, and I know that Shermans were also converted like that, can I field that in my British force?

Sure, for British Valentines, Shermans, Centaurs and any other tank you find historical evidence for, you may add a dozer blade. If the vehicle has a hull-mounted forward-facing MMG, this is replaced by the dozer blade at no cost. If the vehicle does not have a hull-mounted forward-facing MMG to be replaced, then you can add a dozer blade for +10pts. The dozer blade confers the following special rule:

- **Bulldozer Blades:** Tanks with dozer blades can clear an adjacent obstacle (e.g. tank traps, beach obstacles, barbed wire, minefields, and bocage hedgerow) by receiving a *Down* order. The gap in the obstacle becomes rough ground. A *Down* order may also be used to fill in an anti-tank ditch. Tanks equipped with Bulldozer Blades can assault buildings even though they are not heavy tanks. When rolling against a building during an assault, treat this vehicle as a super-heavy tank (i.e. Damage Value and front armour 11).