

TANK BATTLES!

Men like tanks. Gamers like tanks even more. Wargamers love tanks to a dangerous extent. The following Armoured Platoon selector allows players to build a Bolt Action force that represents an armoured vehicles platoon, plus possibly some supporting units (all mounted on transport vehicles).

Much like in the case of the normal, infantry-based Reinforced Platoons, you can either field a larger Armoured Platoon with a lot of units, or multiple Armoured Platoons in a single force, as long as the total points values remain within the agreed limit for the game.

The one important thing to remember is that in competitive gaming (like tournaments or pick-up games) we envisage these Armoured

Platoons to be pitched only against enemy Armoured Platoons. Of course players are free to try to take on Armoured Platoons with normal Reinforced Platoons in friendly games, but it could be a tricky proposition indeed, unless you specifically build a Reinforced Platoon with as much anti-tank firepower as you can muster. And even then, it's not going to be a walk in the park.

Do let us know what you think of these Tank Battles, and if they prove to be fun and successful, we will certainly look at doing more with this concept in the future!

Tank you!

Alessio

ARMoured PLATOON	
1	Command Vehicle from: Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery, Armoured Car. A Command Vehicle is simply any of the vehicles in the list (Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery, Armoured Car), to which you must give the Command Vehicle special rule for an extra +25 points, even if its entry does not normally allow it. Up to one other vehicle in the Platoon can have this rule, but only if its entry in the relevant Army List allows it.
2	Vehicles from: Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery, Armoured Car.
PLUS	
0-1	Vehicle from: Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery, Armoured Car.
0-3	Infantry squads.
0-1	Lieutenant (First or Second), Captain or Major.
0-1	Medic.
0-1	Forward Observer (either Artillery or Air).
0-1	Machine gun team.
0-1	Mortar team.
0-1	Sniper team.
0-1	Flamethrower team.
0-1	Anti-tank team.
0-1	Artillery unit: Field Artillery, Anti-aircraft or Anti-tank gun.
1+	Transport Vehicles & tows. You must include enough transport vehicles and/or tows (either soft skins or armoured) to transport all models in the infantry and artillery units attached to the armoured platoon, up to a maximum of 1 transport vehicle per unit of Infantry and Artillery.

