

A Very British Civil War

“Bolt Action” style by Al Morrison

This is my attempt at putting together some basic army lists for VBCW games using the excellent “Bolt-action” rules by Warlord Games. They are only “my” take on things and if there are bits you don’t like just ignore or change them!

The lists are pretty generic and can be used for any faction.

FORCE SELECTION

The basic force selection follows the same format as per Page 124 of the Bolt Action main rule book. This is, however, not set in stone and I use it as guide-line rather than rigidly sticking to it. Most factions (and players!) will be making use of what they’ve got with the emphasis on having a fun game.

Personally I like having a few armoured cars but don’t tend to use field artillery. Certain units may unbalance a game so more than one sniper team or multiple heavy machine guns might not be a good idea.

Optional Special Abilities

I’ve added a few optional special abilities which can be used as “Faction Specific” rules as well as possible unit or scenario based rules. None of them are “game-breaking” and where possible I have drawn upon similar abilities from official supplements. Feel free to ignore them.

You Shall Not Pass!

Any infantry or artillery units with this ability can react to an assault even if they have already taken an action that turn. Note that if the enemy starts the assault within 6”, or outside the arc of fire of a fixed weapon, the unit cannot react, as normal.

This special rule is ideal for factions that are defending their “home ground” in a scenario based game rather than a faction specific ability.

Hard As Nails

Any regular or veteran infantry unit which has this special ability gains +1 attack dice when fighting in close quarters for every three men - so seven men fighting would gain +2 dice and 10 would gain +3 dice etc.

This special rule represents units which are especially handy in close combat but not to the same extent as “tough fighters” from the main rule book. I can see this useful for “People’s Army” type factions with tough steel-workers, miners etc.

Front Rank Fire!

Riflemen from any regular or veteran infantry unit which has this special ability gain +1 bonus dice when shooting for every three men it has armed with rifles – four riflemen would gain +1 dice etc.

This special rule is only used for bolt-action rifles and represents units with good fire discipline. This could possibly be used to represent “Regular” Army type units.

Get em boys!!

Any regular or veteran unit with this ability never need to pass an order roll to carry out an assault action irrespective of casualties, pin markers etc.

This “going over the top” type mentality could be used for WW1 veteran units.

God on our Side!

Due to their unswerving faith in their cause, any regular or veteran unit with this ability can re-roll any failed “Rally” order. This can only be done once per attempt (you can’t re-roll a failed re-roll!!!).

A good choice for the Anglican League although it could equally be used for strongly motivated units.....”Forward Comrades, not one step back.....!!”

Why you little.....!

Any regular or veteran unit with this ability which receives a pin marker or casualty from an enemy unit automatically passes the next “Fire”, “Assault” or “Advance” order it gets relating to **that** enemy unit only (ie, fire at it, assault it or advance towards it). If it decides to fire at it then there are no modifiers for pin markers. If the unit decides to do something else it cannot “save” this ability for later.

I like this rule for the BUF as I can just imagine their reaction to being shot at by their inferiors.

INFANTRY

Headquarters Units

Each platoon is centred upon a core that includes a headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher ranking officers, as well as medical units and supporting observers.

Officer

The middle ranks of officers of the regular army of this time were almost invariably drawn from the upper-middle classes. This isn't necessarily the case for the different factions involved in VBCW. I have included point costs for inexperienced officers to represent that odd bank manager promoted above his ability.

An officer unit consists of the man himself and can include up to two other men acting as his immediate attendants. Officers can be rated as Inexperienced, Regular or Veteran.

Cost: (Second Lt.): 35pts (Inexperienced), 50pts (regular), 65pts (veteran)
(First Lt.): 60pts (Inexperienced), 75pts (regular), 90pts (veteran)
(Captain): 95pts (Inexperienced), 110pts (regular), 125pts (veteran)
(Major): 135pts (Inexperienced), 150pts (regular), 165pts (veteran)

Team: 1 officer and up to 2 further men.

Weapons: Pistol, submachine gun or rifle as depicted on the models.

Options: The officer may be accompanied by up to 2 men at a cost of +7 pts per man (Inexperienced)+10 pts per man (regular) or +13 pts per man (veteran).

One of the men may be a HQ standard bearer for +10 Points.

Special Rules:

HQ Standard: Any friendly units within LOS of the banner bearer gain +1 Morale bonus when attempting to "Rally".

Officers in vehicles:

As the main rule book (page 81) **except** this rule does not apply to **open topped vehicles** or those fitted with a **loud-hailer system**.



Headquarters Unit

Forward Observer

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. Because of the experience required to carry out their role, forward observers are rated as regular or veteran.

Cost: Artillery Forward Observer: 100pts (regular), 115pts (veteran)

Air Force Forward Observer: 75pts (regular), 90pts (veteran)

Team: 1 Forward Observer and up to 2 further men.

Weapons: Pistol, submachine gun, rifle, or assault rifle as depicted on the models.

Options: The observer may be accompanied by up to 2 men at a cost of +10pts per man (regular) or +13pts per man (veteran).



Anglican League Air Support



Walking Wounded

Medic

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. Junior medical staff such as stretcher-bearers can accompany medics in the field. Generally medics are un-armed although some carry a pistol for self-defence.

Cost: Medic 23pts (regular), 30pts (veteran)

Team: 1 medic and up to 2 further men.

Weapons: Pistol or none as depicted on the model.

Options: The medic may be accompanied by up to 2 men at a cost of +10pts per man (regular) or +13pts per man (veteran).

Infantry Squads and Teams

I have made the infantry squads pretty generic so that they can be used to represent regular army units and/or militias. I have included an "assault" section option and a "green" militia option for completeness as well as cavalry.

Infantry/Militia Section

This is the basic infantry/militia section fielded by most factions. As you can see there are quite a few options.

Cost: Regular Infantry 50 pts.

Composition: 1 NCO and 4 men.

Weapons: Rifles

Options:

Add up to 5 additional men with rifles at +10pts each.

The NCO can have a submachine gun instead of a rifle for +3 pts.

Up to 1 extra man can have a submachine gun instead of a rifle for +3pts

Up to 1 man can have a light machine gun for +20pts – another man becomes the loader.

Any number of men may replace their rifle with a shotgun at no cost.

Any number of men may replace their rifle with a pistol at a saving of -3pts

The entire squad may be mounted on bicycles for +1pt per man.

The entire squad can be upgraded to Veteran at a cost of +3pts per man

Bicycles:

Bicycle-mounted infantry follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot.

Shotguns:

You will notice that I have included shotguns as an option for infantry. Their stats are:

Shotgun Range:10" Shots:1 Penetration:n/a Special:Assault

Infantry/Militia Assault Section

The assault section generally lacks the long range hitting power of other sections but makes up for it with high number of SMGs and the ability to take ant-tank grenades.

Cost: Regular Infantry 50 pts.

Composition: 1 NCO and 4 men.

Weapons: Rifles

Options:

Add up to 5 additional men with rifles at +10pts each.

The NCO can have a submachine gun instead of a rifle for +3 pts.

Up to 4 extra men can have a submachine gun instead of a rifle for +3pts

Any number of men may replace their rifle with a shotgun at no cost.

Any number of men may replace their rifle with a pistol at a saving of -3pts

The entire squad may be mounted on bicycles for +1pt per man.

The squad can be given anti-tank grenades for +2pts per man.

The entire squad can be upgraded to Veteran at a cost of +3pts per man

Special Rules:

Tank hunters (if anti-tank grenades taken).



Militia assault Section



Militia Lewis Gunner

Green Infantry/ Militia Section

Untested in battle and as likely to run as fight!

Cost: Inexperienced Infantry 35 pts.

Composition: 1 NCO and 4 men.

Weapons: Rifles

Options:

Add up to 5 additional men with rifles at +7pts each.

The NCO can have a submachine gun instead of a rifle for +3 pts.

Any number of men may replace their rifle with a shotgun at no cost.

Any number of men may replace their rifle with a pistol at a saving of -3pts

Up to 1 man can have a light machine gun for +20pts – another man becomes the loader.

The entire squad may be mounted on bicycles for +1pt per man.

Depending upon your faction may be "Shirkers" for -3pts per man

Special Rules:

Green

Cavalry

This covers "Regular Army" cavalry units as well as mounted militia. Generally cavalry would be rated regular or veteran. Cavalry are armed with carbines which are treated as pistols whilst mounted and rifles whilst on foot.

Cost: Regular Infantry 60pts

Composition: 1 NCO and 4 men.

Weapons: Carbines

Options:

Add up to 5 additional men with carbines at +12pts each

One of the men may be a unit standard bearer for +3pts

One of the men may be bugler for +3pts

The entire squad can be upgraded to Veteran at a cost of +4pts per man

Special Rules:

Standard Bearer: The unit gains a +1 bonus to morale when attempting to "Rally"

Bugler: The unit gains a +1 bonus to morale when attempting to "Run/Assault"

Cavalry: As per Page 71 Main Rules



Cavalry.... Full of Dash!!!



MMG Team

Machine Gun Team

This represents machine guns such as the Vickers .303 as well as imports such as the Hotchkiss M1914.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran).

Team: 3 men

Weapon: 1 MMG

Special Rules:

Team weapon

Fixed

Boys Anti-Tank Rifle Team

The Boys was a heavy 0.55 inch rifle that fired an armour-piercing round capable of penetrating about 20mm of armour – sufficient to deal with very light tanks and carriers.

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)

Team: 2 men

Weapon: 1 anti-tank rifle

Special Rules:

Team weapon



Boys AT Rifle

Sniper Team

The sniper team consists of a marksman armed with a scoped high-powered rifle and a loader/observer.

Cost: 50pts (Regular), 65pts (Veteran)

Team: 2 – sniper and assistant

Weapons: Rifle

Special Rules:

Team weapon

Sniper

Flamethrower Team

Dear me.. I can't believe you are even looking at using this dastardly weapon! Sort of thing Johnny Foreigners would use not decent British chaps! Ah....your BUF....that makes sense then.

Cost: 50pts (Regular), 65pts (Veteran)

Team: 2 men

Weapons: 1 Infantry Flamethrower

Special Rules:

Flamethrower

Team weapon

Light Mortar Team

The British 2" mortar was used by infantry for close support. It was light weight and only required 2 men to operate it.

For game purposes this can also be used to represent various improvised weapons such as trench catapults.

Cost: 24pts (Inexperienced), 35pts (Regular), 46pts (Veteran).

Team: 2 men

Weapon: 1 light mortar.

Special Rules:

Team weapon

Indirect fire

HE (D3)

2 Pound Anti-tank Gun

Produced by Vickers this was the standard British anti-tank gun prior to WW2. Suitable for taking on light armour it lacked HE ability and so was not very effective against infantry.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran).

Weapon: light anti-tank gun.

Crew: 3 men

Special Rules:

Team weapon

Fixed

Gun shield

Medium Mortar Team

The British 3" mortar was used to provide support from long range. It was quite bulky (60kg) but had a range of up to 2500m.

I have included the costing for an old "Toffee Apple" mortar which is treated like a medium mortar but with the range of a light mortar.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran).

Team: 3 men

Weapon: 1 medium mortar.

Options:

2" Toffee Apple Mortar version: range as per light mortar -5pts

May add spotter for +10pts

Special Rules:

Team weapon

Fixed

Indirect fire

HE (D6)



2 Pound AT Gun



"Safe End" of an 18 pounder (Public domain)

18-Pounder Gun (Light Artillery)

The Ordnance QF 18 pounder, or simply 18-pounder Gun, was the standard British Empire field gun of the World War I era. It formed the backbone of the Royal Field Artillery during the war, and was produced in large numbers. It was generally horse-drawn until mechanisation in the 1930's.

Cost: 50pts (Regular), 60pts (Veteran).

Team: 3 men

Weapons: 1 light howitzer.

Special Rules:

Gun shield

Team weapon

Fixed

Howitzer

HE (D6)

4.5" Howitzer (Medium Artillery)

The Ordnance QF 4.5" howitzer was the standard British field howitzer of the First World War. Like the 18-pounder it was generally horse-drawn until mechanisation in the 1930's.

Cost: 75pts (Regular), 90pts (Veteran).

Team: 4 men

Weapons: 1 medium howitzer.

Special Rules:

Gun shield

Team weapon

Fixed

Howitzer

HE (2D6)



4.5" Howitzer (Public domain)

VEHICLES

The following lists for vehicles are in no way exhaustive. I have “backward” engineered a lot of vehicles from the Bolt Action rule book and allocated points costs. The point costs are pretty close and at worst will be a few points out on some of the builds. If you want to add options I have missed, feel free!! I have given options I feel would be reasonable without unbalancing the game.

When “Building” a vehicle work out the points cost for a “Regular” vehicle and add 20% for a “Veteran” version or subtract 20% for an “Inexperienced” version.

Some of the vehicles are lifted straight out of the Bolt Action rule book or one of the supplements. Vehicles like the French tanks have certain traits which I haven't listed in my generic options as these are peculiar to a specific vehicle only. For a very nice list of French armour see the “**French Army List**” PDF download from **Warlord Games** (they've got the Char 2C my favourite tank!!!!)

New Traits

I have added a few extra vehicle traits which I believe “fit in” with the VBCW genre.

HUGE

The vehicle is so big it is like firing at the proverbial “barn door”. All shots directed at this vehicle gain an additional +1 to hit. Because of the vast size of the vehicle it is also harder to score a decisive hit to disable it. When rolling to damage this vehicle any shot which doesn't beat its damage rating by 2 or more is treated as “superficial damage”.

POOR HANDLING

The vehicle is unwieldy and difficult to drive. This can be used to represent vehicles which have been overburdened with makeshift armour or are just really hard to control. For game purposes they move at the same speed as wheeled vehicles (with the same restrictions for terrain etc) but TURN as a tracked vehicle (one 90 degree turn per move and they cannot turn at all if they “run”)

UNRELIABLE

The vehicle is required to make a “Morale roll” EVERY time it runs or crosses rough ground (even if it has no pin markers). A failure means that it has stalled and does not move this turn whilst a natural roll of 12 means that the vehicle has broken down and cannot move for the rest of the game

Soft Skinned

For soft-skinned vehicles I have kept the weapon options limited to machine guns. If you want more guns or the odd mounted auto-cannon you can use the weapon costs from the armoured car and tank lists.

For “Heath Robinson” type armoured vehicles I would use the Armoured Car list and add the “Poor Handling” trait.

Generic Truck

This is your standard truck or large van.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran).

Weapons: none.

Damage Value: 6+ (soft-skin)

Transport: Up to 12 men

Tow: light howitzer; light or medium anti-tank gun; light anti-aircraft gun.

Options:

May have a pintle-mounted MMG covering the forward arc for +15 pts.

May upgrade the MMG to a HMG for +10pts

Special Rules:

Flak (Pintle-mounted HMG if fitted)

Generic Car

This is your “standard” car or small van.

Cost: 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran).

Weapons: none.

Damage Value: 6+ (soft-skin)

Transport: 3 men

Tow: light anti-tank gun

Options:

May have a pintle-mounted MMG covering the forward arc for +15pts, losing all transport capacity



“Generic” Truck

Loud-hailer Option

The loud-hailer upgrade costs 3pts and permits an officer to give their morale bonus from within an enclosed vehicle as if they were on foot.



Motorcycle Combination

Motorcycle Combination

A very handy infantry support vehicle. Its excellent handling and MMG make it ideal for hit and run tactics.

Cost: 32pts (Inexperienced), 40pts (Regular), 48pts (Veteran).

Weapons: One forward facing MMG

Damage Value: 6+ (Soft Skinned)

Special Rules:

Recce

Turn on the spot- the combination can turn on the spot allowing the vehicle to execute a full speed run rate "reverse", finishing the move in the direction of travel.

Ambulance

The ambulance is a purely "non-combatant" vehicle and has no offensive capabilities. It still has a morale rating and a damage value as some dastardly types may wish to target it!!!

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran).

Weapons: none.

Damage Value: 6+ (Soft Skinned)

Transport: none.

Special Rules:

Medical vehicle: Being in proximity of an ambulance means that any wounded soldiers nearby have a chance of being treated by a medic or stretcher bearer from amongst the crew of the ambulance. All infantry and artillery units within 6" of the vehicle count as within 6" of a medic.



WW1 Ambulance (Public domain)

Armoured Cars

Below I have created the costing for a "Generic" armoured car. From this it should be quite simple to make up quite a few variations.

I have tried to keep within the realms of reality when it comes to weapon choices but if you want something with more punch there are points costs listed for bigger guns under the tank headings.

Half tracks and carriers cost the same as the wheeled version BUT they move at the speed of a tracked vehicle and turn like a wheeled vehicle. They can also cross rough terrain like a fully tracked vehicle.

Generic Armoured Car

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)

Weapons: NIL

Damage Value: 7+

Options:

Add turret-mounted mounted LMG¹ +10pts

Add turret mounted MMG¹ +15pts

Add turret-mounted HMG +25pts

Add turret-mounted Boys AT Rifle +20pts

Add turret-mounted Light Auto-cannon +30pts

Add turret-mounted Light Anti-Tank Gun +55pts

Add turret-mounted Medium Anti-tank gun +20pts

Add Hull Mounted LMG (Fixed Facing)² +7pts

Add Hull Mounted MMG (Fixed Facing)² +10pts

Add Pintle mounted 360 degree LMG/MMG/HMG for 10/15/25pts

Special Rules:

Add Transport Capacity +2pts/person

Recce +5pts

Poor Handling -5pts

Open Topped -5pts

Unreliable-5pts

Flak: Free with a pintle-mounted MMG or HMG

Notes:

¹includes Co-axial mounted versions

²If the weapon covers the front "Arc" on a mount the cost is the same as a 360 pintle mounted one.

³Poor Handling: speed as per armoured car, but turns like a tank.

Cannot take "Recce" if vehicle has the "Poor Handling" trait.

Half Tracks or fully tracked armoured carriers turn like wheeled vehicles but have the same speed as tracked vehicles.



Minerva Armoured Car

Sample Builds:

Lanchester 6X4 Armoured Car

Similar in design to the Rolls-Royce armoured car but with a purpose built 6X4 chassis. It was armed with a 0.5 and .303 Vickers machine gun in the turret and a .303 machinegun in the front of the fighting compartment. Reliable and easy to maintain, it was too big and heavy to carry out the reconnaissance role that it was originally designed for.

Cost: 84pts (Inexperienced), 105pts (Regular), 126pts (Veteran).

Weapons: Turret Mounted HMG with Co-axial MMG

Forward Facing MMG in hull

Damage Value: 7+ (armoured car)



Lanchester Armoured Car



Rolls Royce Armoured Car (Public Domain)

Universal Carrier (From Main Rulebook)

See Main Rulebook for description

Cost: 56 pts (Inexperienced), 70 pts (Regular), 84pts (Veteran).

Weapons: One forward mounted LMG firing to the front arc

Damage Value: 7+ (armoured carrier)

Transport: 5 men

Tow: light ant-tank gun

Options:

Replace transport capacity with one forward facing MMG

Special Rules:

Recce

Open –topped

Turn on the spot- the universal carrier can turn on the spot allowing the vehicle to execute a full speed run rate “reverse”, finishing the move in the direction of travel.

Rolls Royce Armoured Car

The Rolls Royce armoured car was designed in WW1 and was built on the “Silver Ghost” chassis. It sported a single Vickers machine gun in an enclosed turret. I have included the cost of the later variant with a Boys AT rifle mounted in an open turret (a little late but what the heck!)

Cost: 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran).

Weapons: Turret Mounted MMG

Damage Value: 7+ (armoured car)

Options:

Turret mounted MMG may be replaced with an “Open Top” turret with a Boys AT rifle and co-axial MMG for + 15pts

Additional pintle mounted MMG may be purchased for this variant at +15pts

Special Rules:

Recce

Flak (If Pintle mounted MMG fitted)

Open –Topped (If variant chosen)

Minerva Armoured Car

The Belgian Minerva armoured car was similar to a lot of early armoured vehicles, being basically an existing touring car chassis with armour added. It was open topped making the crew quite vulnerable to attack and was armed with a single machine gun.

Cost: 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran).

Weapons: Turret Mounted MMG

Damage Value: 7+ (armoured car)

Special Rules:

Recce

Flak

Open –Topped

Tanks

I have approached tanks in a similar manner to the armoured cars, with the cost of a “generic” tank to which you can add weapons and special rules.

You will notice that I have only included the costs for “Light” and “medium” tanks as I believe the inclusion of heavier armour would not be in keeping with the spirit of a VBCW.

Generic Light Tank

Cost: 44pts (Inexperienced), 55pts (Regular), 66pts (Veteran)

Weapons: NIL

Damage Value: 8+

Options:

Add turret-mounted HMG +25pts

Add turret-mounted Light Auto-cannon +30pts

Add turret-mounted Light Anti-Tank Gun +55pts

Add turret-mounted Medium Anti-tank gun +75pts

Add turret-mounted Medium Howitzer +75pts

Add turret-mounted co-axial mounted LMG +10pts

Add Hull Mounted LMG (Fixed Facing)¹ +7pts

Add turret mounted co-axial MMG +15pts

Add Hull Mounted MMG (Fixed Facing)¹ +10pts

Add Pintle mounted 360 degree LMG/MMG/HMG for 10/15/25pts

Special Rules:

Very Light Armour (Damage Value 7+) -15pts

Recce +5pts

Slow Tank -5pts

Open Topped -5pts

Unreliable-5pts

Flak (If pintle MMG or HMG is purchased)

Note:

Cannot take “Recce” if the “Slow Tank” trait is taken.

¹If the weapon covers the front “Arc” on a mount the cost is the same as a 360 pintle mounted one.

Sample Builds:

Vickers “Medium” MkII

The variant listed is the MkII* which was armed with a turret mounted QF 3 pounder and a co-axial Vickers MG as well as 2 hull mounted Vickers MGs (one left, one right). It had a maximum speed around 15MPH. I’m rating the armour as “very light” as it was only 6.25 to 8mm thick!

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

Weapons: one turret-mounted Light Anti-Tank Gun and Co-axial MMG
X2 MMG (one left side , one right side)

Damage Value: 7+ (Very light Tank)

Special Rules:

slow



Vickers MkIII Medium Tank (Public Domain)

Vickers “Medium” MkIII

The Vickers MkIII was a 16 ton multi-turreted tank. It was armed with a QF 3 pounder in the main turret along with a co-axial Vickers machine gun. It had two smaller turrets at the front which carried a further 2 Vickers machine guns. Although its armour was only 14mm thick (max) I have been generous and given it an armour rating of “light tank”.

Cost: 124pts (Inexperienced), 155pts (Regular), 186pts (Veteran)

Weapons: one turret-mounted Light Anti-Tank Gun and Co-axial MMG
X1 Turret Mounted MMG Front Left Arc
X1 Turret Mounted MMG Front Right Arc

Damage Value: 8+ (light Tank)

Why is my “Medium” Tank rated as “Light” armour?

The armour rating is for the thickness of the armour not the size of the tank!

Example: The Vickers mk 3 was rated as a medium tank but had a maximum of 14mm armour!!!!



“Not” a Vickers Mk3 Medium Tank



Vickers MkII Medium Tank (Public Domain)

Vickers MkVIB “Light” Tank

The Vickers MkVIB was small (5 tons) and relatively quick, having a top speed of around 35mph (road). It was armed with a turret mounted Vickers 0.5” machine gun with a co-axial mounted .303 machine gun. It was ideally suited for its role as a reconnaissance vehicle.

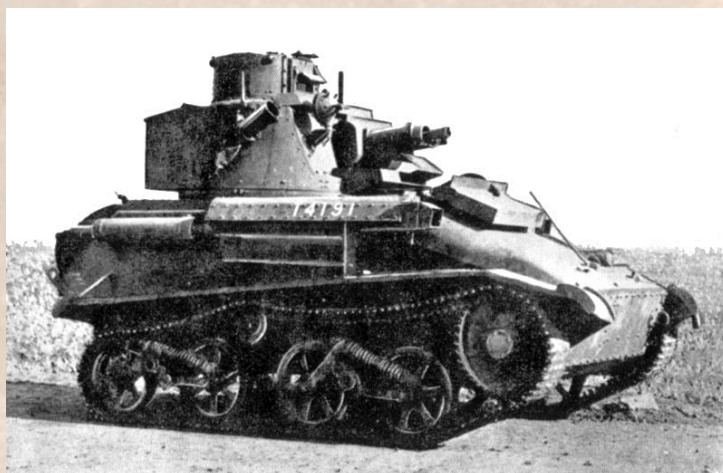
Cost: 80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)

Weapons: one turret-mounted HMG and Co-axial MMG

Damage Value: 8+ (Light Tank)

Special Rules:

Recce



Vickers MkVI Light Tank (Public Domain)

Generic Medium Tank

Cost: 80pts (Inexperienced), 100pts (Regular), 110pts (Veteran)

Weapons: NIL

Damage Value: 9+

Options:

Add turret-mounted HMG +25pts

Add turret-mounted Light Auto-cannon +30pts

Add turret-mounted Light Anti-Tank Gun +55pts

Add turret-mounted Light Howitzer +55pts

Add turret-mounted Medium Anti-tank gun +75pts

Add turret-mounted Medium Howitzer +75pts

Add turret-mounted Heavy Anti-tank gun +115pts

Add turret-mounted co-axial mounted LMG +10pts

Add Hull Mounted LMG (Fixed Facing)¹ +7pts

Add turret mounted co-axial MMG +15pts

Add Hull Mounted MMG (Fixed Facing)¹ +10pts

Add Pintle mounted HMG for 25pts

Special Rules:

Huge-5pts

Slow Tank -5pts

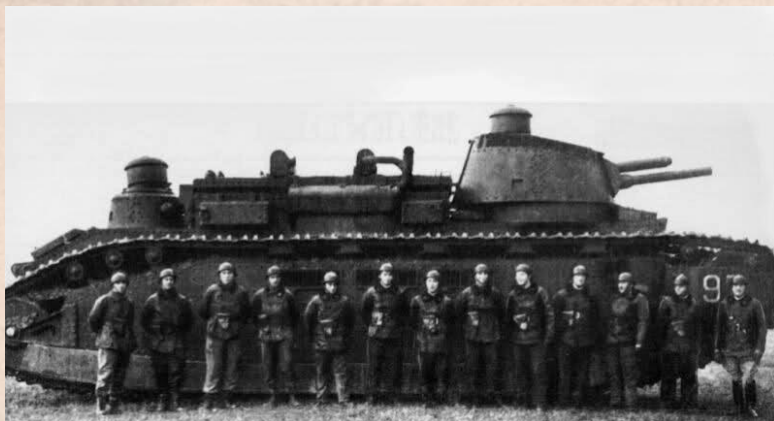
Open Topped -5pts

Unreliable-5pts

Flak (If pintle HMG is purchased)

Note: If a light AT gun/Howitzer or larger is mounted facing one arc the cost is reduced by 10pts. This covers things like self-propelled guns etc.

¹If the weapon covers the front “Arc” on a mount the cost is the same as a 360 pintle mounted one.



The French Char 2C (Public Domain)

Sample Builds:

A11 Infantry Tank Matilda 1

Not to be confused with the later MkII (A12), the A11 infantry tank MkI Matilda was a development of a 1935 design by Carden at Vickers-Armstrong Ltd. It had a cast turret with a single heavy machine gun and its armour was up to 60mm thick but it had a top speed of only 8mph (road).

Cost: 96pts (Inexperienced), 120pts (Regular), 144pts (Veteran)

Weapons: one turret-mounted HMG

Damage Value: 9+ (Medium Tank)

Special Rules:

Slow



A11 Infantry Tank Matilda (Public Domain)



Vickers A1E1 Independent (Public Domain)

Vickers A1E1 Independent

The Independent was a multi-turret design, having a central gun turret armed with the 3 pounder (47 mm) gun, and four subsidiary turrets each armed with a 0.303 inch Vickers machine gun. The subsidiary turrets were mounted two at the front and two to the rear of the turret (about halfway along the hull). The gun of the left rear turret was able to elevate to engage aircraft. The tank was designed to have heavy firepower, self-defence capability, and superiority to enemy weapons. It had a crew of eight men, the commander communicating with the crew through an intercom system.

Cost: 164pts (Inexperienced), 205pts (Regular), 246pts (Veteran)

Weapons: one turret-mounted Light Anti-tank Gun, one Turret mounted MMG covering the front and left side arc, one Turret mounted MMG covering the front and right side arc, one Turret mounted MMG covering the rear and left side arc, one Turret mounted MMG covering the rear and right side arc.

Damage Value: 9+ (Medium Tank)

Special Rules:

Flak

The "BEAST"

Similar in design to the MKVIII (International) the "Beast", as it is known by friends and foes alike is a real sight to behold. Weighing in at just over 50 tons (dry weight) this monstrosity sports armour up to 40mm thick but has a top speed of only 8mph (road). The turret houses a QF 3 pounder with each of the sponsons carrying a *QF 6 pounder 6 cwt Hotchkiss. There is also a 0.303 inch Vickers machine gun mounted centrally at the front as well another mounted laterally on each sponson. The "Beast" was designed as a "break-through" tank having heavy firepower, self-defence capability, and superiority to enemy weapons. It has a crew of 10 men, the commander communicating with the crew through an intercom system. Due to the incredible strain on both the engine and transmission the tank is prone to mechanical failure and requires almost constant maintenance just to keep it running.

Cost: 236pts (Inexperienced), 295pts (Regular), 354pts (Veteran)

Weapons: one turret-mounted Light Anti-tank Gun, one sponson mounted *Light Howitzer covering the front and left side arc, one sponson mounted *Light Howitzer covering the front and right side arc, one hull mounted MMG covering the front arc, one sponson mounted MMG covering the left side arc, one sponson mounted MMG covering the right side arc.

Damage Value: 9+ (Medium Tank)

Special Rules: slow, huge, unreliable.

*QF 6 pounder 6 cwt Hotchkiss

This is the WW1 era shortened version of the QF 6 Pounder Naval Gun. For game purposes it is treated as a Light Howitzer but cannot use the "Indirect Fire" rule.



The "BEAST"

Weird Stuff

Croydon Crusher

The Croydon Crusher is soooooo VBCW!!!!

This little vehicle is ideally suited for hit and run tactics and (in my opinion) a must for any VBCW force!

Cost: 28pts (Inexperienced), 35pts (Regular), 42pts (Veteran).

Weapons: One forward facing LMG

Damage Value: 6+ (Soft Skinned)

Special Rules:

Recce

Turn on the spot- the Crusher can turn on the spot allowing the vehicle to execute a full speed run rate "reverse", finishing the move in the direction of travel.



The Croydon Crusher

Forbes & Layton Propeller Car

The Forbes and Layton Propeller Car is a home-grown version of the Russian Aerosan. It works on a pusher-prop principal, which gives it a decent top speed but very poor handling. The Mk 1 has an open design and is armed with a light machinegun. There is a newer version on the drawing board which has an enclosed cock-pit and up-rated weaponry but this hasn't been confirmed.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran).

Weapons: One forward facing LMG

Damage Value: 7+ (armoured car)

Special Rules:

Open-topped

Poor Handling: The vehicle travels at the same speed as a wheeled vehicle but has the same manoeuvrability as a tracked vehicle (1 turn per move).



Resources

Solway Crafts and Miniatures

Creators of the excellent VBCW sourcebooks which cover all the factions involved.

<http://solwaycraftsandminiatures.webs.com/books.htm>

Bolt Action Miniatures (Warlord Games)

Vast range of miniatures and vehicles including an excellent range of early WW2 armour (including French!)

<http://www.warlordgames.com/store/bolt-action.html>

Copplestone Castings

Very nice collection of Interwar Vehicles including a cracking Vickers Independent!

<http://www.copplestonecastings.co.uk/range.php?range=VEH>

First Corps

Small range of WW1 vehicles including some very nice motorcycle combinations and their very nice Minerva AC.

<http://www.1stcorps.co.uk>

Sloppy Jalopy

Nice selection of Interwar vehicles.

<http://www.sloppyjalopy.com/IWV.html>

Renegade Miniatures

Extensive WW1 range with some really useful items such as 18 Pounders.

<http://www.renegademiatures.com/ww1br.htm>

Company B

Produce some lovely interwar vehicles.

http://035f399.netsolhost.com/companyB_models_interwar.html

Empress Miniatures/MuttonChop Miniatures

Empress produce a very comprehensive Spanish Civil War range and now sell the excellent Muttonchop range.

<http://www.empressminiatures.com/>

Scarab Miniatures

Suppliers of GreatWar Miniatures, Sloppy Jalopy, Musketeer to name but a few. They also produce their own WW1 minis including the Blackadder set!

<http://scarabminiatures.com/>

Musketeer Miniatures

One stop shop for VBCW Miniatures!

<http://www.musketeer-miniatures.com/store.php?r=19&rule=Historical&id=49>

All of the miniatures shown are from my own collection and have been painted by me.
Page2: "HQ" - Musketeer Miniatures & Muttonchop Miniatures
Page2: "Anglican League Air Support" - Converted 1:48 Model Kit
Page3: "Militia Assault Section" - Musketeer Miniatures, Warlord Games BA Range Great War Miniatures.
Page3: "Militia Lewis Gunner" - Musketeer Miniatures
Page4: "Cavalry" - Musketeer Miniatures WW1 range & Warlord Games (horses)
Page4: "MMG Team" - Musketeer Miniatures
Page4: "Boys AT Rifle" - Musketeer Miniatures
Page5: "2 Pound AT Gun" - Warlord Games Bolt-Action Range
Page6: "Generic Truck" - Unknown Diecast
Page7: "Motorcycle Combination" - First Corps Miniatures + converted gunner (Warlord Games BA Plastic)
Page7: "Minerva Armoured Car" - First Corps Miniatures+ converted crew (Warlord Games BA Plastics & Empress Driver)
Page8: "Lanchester Armoured Car" - Copplestone Castings
Page9: "Not a Vickers Mk3 Medium Tank" - Converted Large Multi Turret Tank from Ebay Seller **aylafred**
Page11: "The BEAST" - Converted Large "Indiana Jones" Type Tank from Ebay Seller **aylafred**
Page12: "Croydon Crusher" - Muttonchop Miniatures
Page12: "Forbes and Layton Propeller Car" - Converted Aerosan from Warlord Games' Bolt Action range