

# FORTRESS EUROPE

## SOFTSKIN TRANSPORT

*The British Army was the only fully-mechanised army in the world at the start of the war. Its trucks carry infantry and tow guns for long-distance marches.*

This Infantry or Gun Unit may add a Softskin Transport Attachment. The number of vehicles in the Unit is as follows:

- Add one Softskin Transport for every two Infantry Teams in the Unit.
- Add one Softskin Transport for each Gun Team in the Unit.

The characteristics of a Softskin Transport are shown on the back of this card.

**British, Build, Unit  
(Infantry or Gun)**

**1  
POINTS**

# FORTRESS EUROPE

- UNARMoured TANK ATTACHMENT •
- PASSENGERS 2 • SOFTSKIN • TRACTOR •

## MOTIVATION

**CONFIDENT 4+**

## IS HIT ON

**CAREFUL 4+**

## SKILL

**TRAINED 4+**

## SAVE

**TANK 5+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY	ROAD DASH	CROSS
-	10"/25CM	14"/35CM	36"/90CM	5+

## SPECIAL RULES

**Passengers 2, Tractor:** Team can carry two Infantry Teams or one Gun Team as Passengers.

**Softskin:** If a Transport is Destroyed, any Passengers it is carrying are also Destroyed, and all Transports must be Sent to the Rear immediately. All Passengers must Dismount from this Unit at the same time. Empty Transport Teams must be Sent to the Rear.

**Unarmoured:** Team cannot Charge into Contact and must Break Off if Assaulted.

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## INDIAN MOTOR COMPANY

*Indian regiments shout their war cries to gain the blessings of the gods and intimidate their enemies as they charge into battle. Weak-hearted foes hearing this fearsome cry will flee without a fight.*

Enemy Units must re-roll their first successful Motivation Test to Counter-attack an Infantry Unit in this Formation.

**British, Build, Formation**  
**(Motor Company)**

**2**  
**POINTS**

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## NEW ZEALAND RIFLE COMPANY

*New Zealand infantry were aggressive and tended to take and hold whatever objectives they were assigned.*

Rifle Company HQ and Rifle Platoons in this formation gain the Kiwi rating for +2 points per Rifle Platoon.

### MOTIVATION

*Kiwi  
Rally*

**3+**

***British, Build, Formation  
(Rifle Company)***

**0  
POINTS**

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## INDIAN RIFLE COMPANY

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**British, Build, Formation**  
**(Rifle Company)**

**3**  
**POINTS**

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## ARTILLERY EXPERT

*Having a plan going into the battle is good, but being flexible enough to cope with an ever-shifting battlefield is essential to victory.*

At the start of a game, after deployment, reposition one of your Ranged In markers anywhere on the table.

***British, Force, Limited***

**1**  
**POINTS**

## LUCKY

*I'd rather have a lucky general  
than a good one.*

Discard this card to re-roll any one die. The second result must be used.

***British, Force, Limited***

**1**  
**POINTS**