

## 1.0 ARMoured FIGHTING VEHICLES

### Mk VIB Light Tank [A4]

Although the Vickers Armstrong company produced nine earlier versions of their light tank (Mk I to Mk VIA), the Mk VIB was the first version to see combat. Some 550 tanks were sent to Europe as part of the BEF where only handful survived. The BEF's Mk VIB's were all but destroyed or abandoned by 1940. Light and fast, the Mk VIB lacked armour and firepower limiting it's combat value, even in a reconnaissance role. The Mk VIB's fought in the desert wars until 1942, and saw action in Crete, Syria, Greece, and Malta. The Mk VIB was replaced by the Stuart tank (US Honeys). The tank is designated A4.  
 Game Notes: commander hindrance, commander loads, gunner rotates turret.

### Mk VIC Light Tank [A4]

An up-gunned version of the VIB replacing the Vickers machinegun with a 15mm and 7.62mm BESA machinegun.  
 Game Notes: commander hindrance, commander loads, gunner rotates turret.

### Mk VIB Anti-Aircraft [A4 AA]

Some Mk VIB's were converted to an anti-aircraft role by mounting four BESA LMG's in the newly designed turret. The superstructure was heightened, increasing the over-all profile of the tank.  
 Game notes: commander hindrance, commander rotates turret, commander fires main gun, one action fires all four guns, resolve each LMG separately, beaten zone is 6" wide by 5" deep.

### Mk VII Tetrach [A17]

The Tetrach, earlier named the Purdah (PR), weighed 7.5 tons and was better equipped than the VIB. A 2 pounder gun and co-axial 7.92 BESA MG were mounted in the turret. The Mk VII (A17) was intended for reconnaissance, escort protection, raids and mobile reserve. The Tetrach saw action as late as the Normandy invasion being carried in Hamilcar gliders. Some Tetrachs were sent to the Red Army. The Tetrach was the first tank to use the track flexing system, which involved pivoting the wheels.  
 Game Notes: commander hindrance, commander loads, gunner rotates turret.

### Mk VII Close Support [A17]

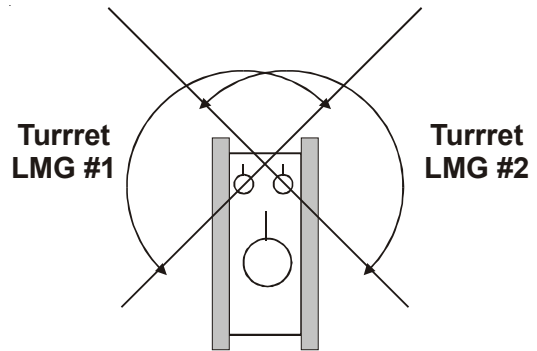
A close support variant of the Mk VII. The tank mounted a 3 inch howitzer in the turret.  
 Game Notes: commander hindrance, commander loads, gunner rotates turret.

### Mk VIII Harry Hopkins [A25]

The A25 small cruiser tank was built but never saw combat.

### Mk I Medium Cruiser [A9]

The A9 replaced the earlier trial medium cruiser tanks still in service in 1939. The tank weighed 12 tons and had armour up to 14mm thick. Originally designed to support the Mk II's with a 3.7 inch mortar, the Mk I soon replaced those tanks when a 2 pounder gun was mounted in the turret. The A9 had 2 machineguns in small turrets at the front of the tank. The front turrets have limited traverse. The A9 saw action in France in 1940, Greece and Africa. The tank was crewed by 6 men. By 1940 the Mk I was inadequate for the protection, speed and firepower required by the war.  
 Game Notes: if a turret hit is scored, roll randomly to see which turret is struck, gunner damage applies to the turret MMG gunner or main armament gunner.



### Mk I Medium Cruiser Close Support (CS) [A9]

The original A9 with a 3.7 inch mortar.  
 Game Notes: if a turret hit is scored, roll randomly to see which turret is struck, gunner damage applies to the turret MMG gunner or main armament gunner.

### Mk II Heavy Cruiser [A10 Mk I]

The Mk II A10 was the heavily armoured version of the A9, used in support of the infantry tanks. The two MMG turrets were removed and a single LMG was placed in the hull. The Vickers MMG was still used in the turret as a co-axial machinegun complimenting the 2 pounder main gun. The Mk II saw action in France as part of the BEF and North Africa. The tank was slow due to the extra armour.

### Mk II Heavy Cruiser Close Support (CS) [A10 Mk I]

As above, except a 3.7 inch howitzer replaces the 2 pounder main gun.

### Mk IIA Heavy Cruiser [A10 Mk IA]

The only difference between the Mk II and Mk IIA is the Vickers coaxial MMG is replaced with a BESA LMG. More models of the MK IIA A10 were built.

