

# The Home Guard

A list for Too Fat Lardies' Chain of Command

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"We have 1,700,000 men in the Home Guard, all of whom will be in uniform by the end of this year and nearly all of whom are in uniform at this moment. Nearly 1,000,000 of the Home Guard have rifles or machine guns. Nearly half of the whole Home Guard are veteran soldiers of the last war. Such a Force is of the highest value and importance. A country where every street and every village bristles with loyal, resolute, armed men is a country against which the kind of tactics which destroyed Dutch resistance—tactics of parachutists or air-borne troops in carriers or gliders, Fifth Column activities—if there were any over here, and I am increasingly sceptical—would prove wholly ineffective. A country so defended would not be liable to be overthrown by such tactics. "

Winston Churchill November 5 1940 - Hansard

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## **The Home Guard**

There are four different forms of Home Guard:

### **L.D.V. 14 May - 22 July 1940**

The Local Defense Volunteers were relatively poorly armed and acted initially more as observers than combatants. They are of interest particularly because several prominent anti-fascist Spanish War veterans were involved in setting up and training the L.D.V. and early Home Guard. They would later be sidelined or forced out by more conservative elements.

### **Home Guard 22 July 1940 - 3 December 1944, Disbanded 31 December 1945**

The LDV/Home Guard changed composition, armaments and role over the course of the war. Initially a poorly armed civilian militia, it gradually transformed into a static defence force and finally became an integral part of factory defence and air defence planning. The Home Guard was made up of not just ageing pensioners of Victoria's wars but experienced and decorated WW I veterans, men in reserved occupations in their prime and young men not yet old enough for call up. The Home Guard were not front line troops but unlike some portrayals in popular media, they would not have been a pushover either. These were men committed to defending their homeland.

Option: The Home Guard was further broken down into city units with a number of platoons in the same geographical area and country units where platoons and even sections were more widely dispersed. **Home Guard support sections cost one less point for city units. Aux Unit supports cost one less point for country units.**

## **Dad's Army Home Guard - 31 July 1968 – 13 November 1977, 2016**

*Dad's Army* was and continues to be a very popular television series detailing the comedic wartime exploits of the Walmington-on-Sea platoon of the Home Guard. Unfortunately, its very popularity has skewed public perception of the duties and capabilities of the Home Guard. I hope to add some of the more memorable characteristics to future Home Guard lists.

### **The Auxiliary Units**

The Auxiliary units were well trained teams of four to eight men tasked with acting as stay behind forces. Their training and other activities were often camouflaged under the guise of the Home Guard. Their job was not to take an invading army head on, but to wait until the battle had passed over their local area and engage in acts of sabotage and disruption. Given their small team size and more importantly their role, they are not really suited for a conventional platoon skirmish game like Chain of Command. If a role playing variant is published, perhaps A Little CoC?, they might be suitable to be put on the table. Several Advanced Support Options have been included in this list to reflect Aux units effect on off table formations.

## **Organization:**

In general the Home Guard was organized as per the UK infantry platoon with fewer heavy weapons. Contemporary manuals note that the Home Guard were not trained on the 2" mortar and that conventional smoke grenades were in short supply and unlikely to be issued to Home Guard Units. In the early days, the shotgun takes the place of the Thompson or Sten as the close in weapon. Early on, there may only be one LMG per platoon and that probably a BAR or Lewis. Since most of Britain's AT assets were left in France, Home Guard anti-tank weapons will be mostly Molotovs, Hawkins mines, sticky bombs and improvised devices such as fougasse and flamethrowers. In general, there were very few AT guns outside of designated bunkers until the mid to late war when the regular force requirements were met.

**Note:** Home Guard units will *never* have 2" mortars or smoke grenades, however see the improvised equivalents in the support lists.

### ***Early* 14 May 1940 – June 1941**

The call to arms forming the L.D.V. was broadcast on May 14, 1940 and met with an overwhelming response. Tom Wintringham set up Osterley Park in July 1940, and the LDV was transformed into the HG that same month. Although *Operation Sea Lion* was called off in September 1940, it was the opening of the Russian front that made a German invasion of Britain very unlikely. This is the reason for the June 1941 end date for this list. This organization represents the early LDV / Home Guard when arms were few and far between. Improvisation is the order of the day and support weapons will have to be "bought in" as support.

Note that the paper strength of a platoon could be as high as 100 men, a section 25 and a patrol 7. This allows for men working or otherwise occupied with day to day but important tasks.

### **Platoon Force Rating**

**Regular:-12**

Command dice: 4 in 1940 as LDV, 5 in 1941

### **Battle Platoon Headquarters**

Platoon Commander / Lieutenant, *Senior Leader* armed with Shotgun, pistol or rifle

Section Commander / Platoon Sergeant, *Senior Leader*, armed with pistol or rifle or Thompson SMG

### **Squad One to Three**

Squad Commander / Corporal, Junior Leader armed with rifle or shotgun

### **Patrol 1**

3 Volunteers / Privates with rifle, pistol or shotgun.

### **Patrol 2**

4 Volunteers / Privates with rifle, pistol or shotgun.

## ***Middle* June 1941 – July 1942**

The later cutoff date is drawn from the 1942 home guard manual wherein the option to quit on 14 days notice is categorically rescinded. Further, The National Service act was expanded in 1942 to allow conscription directly into the Home Guard turning it effectively into a branch of the Regular Army.

This organization represents the home guard when arms from the US and Canada were becoming available in larger numbers and there were enough BAR and Lewis guns to begin to approach a standard British infantry structure. Noticeably absent is the 2” mortar and heavier weapons still needed by the regular forces. This is also the period when sub-artillery is becoming available in quantity.

### **Platoon Force Rating**

Regular: -6

Command dice: 5

### **Battle Platoon Headquarters**

Lieutenant, *Senior Leader* armed with Thompson, Sten (early 1942 onward), pistol or rifle

Platoon Sergeant, *Senior Leader*, armed with Thompson, Sten (early 1942 onward), rifle, EY Rifle Grenade Launcher

### **LMG Team**

BAR or Lewis Gun

Three crew

### **Squads One to Three**

Corporal, Junior Leader armed with Thompson, Sten (early 1942 onward), or rifle

### **Rifle Team 1**

Three Volunteers (before spring 1941) / Privates armed with rifle or shotgun.

### **Rifle Team 2**

Four Volunteers (before spring 1941) / Privates armed with rifle or shotgun.

### **Late** July 1942 - 3 December 1944

This is the late war Home Guard. Less of an anti-invasion force, though protection against commando raids was a role, and more concerned with taking over anti-craft and guard duties freeing up eligible men for front line service.

#### **Platoon Force Rating**

Regular: -2

Command dice: 5

#### **Battle Platoon Headquarters**

Lieutenant, *Senior Leader* armed with Sten, pistol or rifle

Platoon Sergeant, *Senior Leader*, armed with Sten, Rifle, EY Rifle Grenade Launcher

#### **Squads One to Three**

Corporal, Junior Leader armed with Sten

#### **LMG group**

Bren gun or Lewis Gun or BAR

Three crew

#### **Rifle Team**

Four Riflemen armed with rifle, or Sten.

## **National Characteristics**

### ***Five Rounds Rapid!***

As with the British Regulars, the WWI veterans in the Home Guard and the men they trained loved their rifles. As per the British list.

### ***A bit knackered...***

Tired after a long day's work, still in short trousers or getting on in years, in any case on short rations, the Home Guard was not up to the rigours of hand to hand combat. -1 on each close combat dice.

## **Support Options**

“A thirty-ton tank lumbering along an English country lane is a terrifying object: but it is also a helpless one. Treat it right, and it will very soon cease to be a source of danger.”

The Home Guard Training Manual

### ***Tank Hunter Teams***

Early

4 Men, pistols or shotguns, improvised smoke, Molotov cocktails

### **Middle**

4 Men, shotguns or rifles, improvised smoke, sticky bombs or Molotov cocktails

### **Late**

4 Men, rifles or Stens, smoke grenades, sticky bomb or Hawkins grenade

## ***Defensive Measures Exceptions***

Especially during the period when invasion was imminent, the Home Guard was seen by higher planning authorities as a defensive blocking force with a specific anti-armour role. Fire and movement was not their forte – digging in to defend their village, factory or town until relieved was. All upper limits under the standard CoC rules concerning the deployment of fortifications, roadblocks, compound charges and minefields are doubled.

## ***AT socket mines***

A bridge or underpass is equipped with sockets to hold AT mines stored nearby. A senior leader may activate a designated team to secretly deploy the mines. They are not marked on the table. Once deployed, they will be detected but not detonated by enemy foot units within 4” and detonated by enemy or friendly vehicles passing over them. Each unit of AT socket mines counts as one unit of regular mines for determining the allowable limit. They are equipped with anti-lift triggers and once placed, can only be removed by engineers as per the normal rules. The explosion will render the bridge or underpass unusable by vehicles on a 4+ on a d6.

## ***Dinner Plate Mines***

Dinner plates, pie tins, disks of wood, a disrupted road surface, ploughed cricket pitch or other ad hoc methods used to give the impression that mines have been laid. They are marked as for regular mines. They are cleared by any enemy foot unit coming into contact. Each support point spent gives two standard units of fake mines. These two units of fake mines count as one when determining the maximum number of mines allowed to the player. Players are cautioned to not be too clever with their modelling lest they give the game away that is to say, all mines on table should be modelled as dinner plate mines.

## ***Milk Churn Mine and Milk Churns***

A milk churn, produce storage box, letter box, rubbish bin, blue Police Box or other innocuous object that contains explosives equivalent to a satchel charge. It is detonated by a specified team or section that has line of sight to the charge and has not yet moved during the game. Each milk churn mine

comes with 2 normal milk churns or objects that can be placed as the HG player sees fit. Live milk churns are equipped with anti-lift triggers and once placed, can only be removed by engineers as per the normal rules. Each milk churn and its dummies counts as one unit of mines for determining the allowable maximum.

## ***Fougasse***

A fougasse is one or more barrels of flammable liquid with a small ejection and ignition charge at the bottom. They were usually buried in roadside earthen banks. They are command detonated by a unit with line of sight to the fougasse and that has not yet moved during the game. Their position and direction of fire must be marked on a map held by the HG player. They act as a one shot infantry flamethrower, attacking all units in the direction of fire to a range of 6”.

There were hedge hopper variants that projected the flaming barrel over an intervening wall or hedge, but they had to be emplaced by Royal Engineers. Again their location must be recorded along with an impact point within 2” of that location and direction of fire must be recorded. They attack all units within a 4” radius of the impact point. Hard cover such as stone walls will block all effects on units behind that cover. Soft cover provides no benefit.

Each fougasse of either variety counts as one unit of mines. They are equipped with anti-lift triggers and once placed, can only be removed by engineers as per the normal rules.

## ***Road Obstacle***

Typically made of barbed wire on a wheeled frame, this obstacle can be opened or closed as an action. It stops infantry in the same manner as barbed wire and will stop the first soft, wheeled vehicle to hit it but not tracked. It counts as crushed wire once destroyed.

## ***Roadblocks***

A note on roadblocks. *Permanent* obstacles were only constructed on the authorization of the local regular command authority and therefore may not be in the best location. Roadblocks may be placed as in the main rule or using the following options:

Options:

- 1) Roadblocks are placed by scenario prior to the patrol phase. Patrol markers may be moved over or around them at will.
- 2) Roadblocks are placed by player and then relocated randomly. Roll a d6 for the move direction and 2d6 for distance. For a move direction on a straight road a roll of 1,2 moves the roadblock towards the placing player's base edge; on a 3,4 it moves toward opposing base edge; and on a 5 or a 6 it remains as placed. For a three way intersection, start with the arm of the road pointing mostly toward the enemy base edge. Roll a d6 on a 1,2 move the roadblock down this arm toward the enemy base edge; on a 3, move down the next arm to clockwise; on a 4 down the other arm and on a 5 or 6 it stays as placed. For a crossroads, roll 1 d6 and counting from placing player's base edge moving clockwise 1,2,3,4 the roadblock is moved in that direction; again on a 5,6 it remains as placed. Roundabouts, Piccadilly Circus and other such puzzles are left to the players to sort out in a gentlemanly or ladylike fashion.

## ***Bed Sheet***

A bed sheet, blanket or other flimsy object providing up to a 4" width of concealment to fortifications, troops, mines and obstacles behind it. It must be strung between two buildings, trees or similar supporting structures. It blocks line of sight until crossed by any enemy unit.

Option: Could also be a freestanding wooden hoarding or similar providing concealment until it is hit by a support weapon.

## ***Improvised Smoke***

Oil-soaked blankets, pots of pitch or other methods of producing smoke were made up and stored by Home Guard units. Improvised smoke acts exactly as an ordinary smoke except it cannot be thrown so it is placed on the board within 1" of the unit deploying it. Further, ignition of such improvised devices was uncertain. Roll a D6 on a 1 or 2 the device fails to ignite.

Option: If the deploying unit does not move, it may use a subsequent action or a leader may use an initiative to re-roll for ignition. A failure on the re-roll means the device does not work at all.

## ***Bunkers***

For one off games, after the patrol phase is completed, bunkers are indicated on a map anywhere behind the line of friendly jump off markers. Their arcs of fire / firing slits must be clearly indicated. Mapped bunkers can be manned by deploying a unit into them rather than using the standard jump-off procedure.

Alternatively, a bunker can be placed on the table using the existing entrenchment rules.

### **Weapon Position**

A purpose-built open weapon pit providing cover as for a bunker but **not** overhead. An example would be a pre-constructed concrete Blacker Bombard position. Mortars and weapons with a back blast **can** be used from within the weapon position. Effectively, these are the same as the Entrenchments used in the main rules except they give +1 versus overruns in normal or soft ground and +2 in hard or frozen ground because of their stronger construction. For Home Guard scenarios, it is suggested that weapon positions be indicated on a map.

### **Small Bunker**

A Type 22 or equivalent fortification providing bunker cover for one infantry team or one support weapon of HMG size or smaller. Mortars and weapons with a back blast cannot be used from within the bunker.

### **Medium Bunker**

A larger bunker offering full protection to a section or squad sized unit including any support weapons organic to the unit. A Type 27 or Lozenge Pill box would be an example as would a suitably sized Ruck pillbox. A Medium Bunker may include a light AA position. Mortars and weapons with a back blast cannot be used from within the bunker.

## **Large Bunker**

A very large bunker providing cover for a heavy support weapon and crew for example an anti-tank or field gun. It includes embrasures for defensive LMG and rifle positions. The Type 28 would be an example. Mortars and weapons with a back blast cannot be used from within the bunker.

## ***Croft's Pikes***

Emergency close combat weapons issued to Home Guard and airfield defence units as a substitute for a rifle and bayonet. Not a proper English Civil War pike. A section equipped with pikes fights in hand to hand normally but cannot fire. For each section so equipped, gain 1 additional support point. Technically, the pikes were only available in quantity in late 1941 when better weapons were available. For earlier dates, consider them to be other forms of improvised close combat weapons.

## ***Bicycles***

Bicycles are aids to movement and not fighting vehicles. Units on bicycles cannot use tactical movement. On roads or open ground, a bicycle mounted unit can move ***At the Double*** without taking a point of shock. Once a bicycle unit moves into heavy or really heavy going, or crosses a major obstacle, the bicycles are considered lost.

## ***Improvised Armoured Vehicle***

Any of a number of improvised armoured vehicles built on commercial truck chassis and armoured with sandbags, boiler plate or the equivalent. Well over the designed chassis weight, their mobility especially off road was limited.

## ***Car and truck***

Standard civilian vehicles capable of carrying a section in the truck and a team in the car. Both can be used to tow the Smith Gun. I have removed the Fast option since it gives benefits off road that are not deserved.

## ***Motorcycle and Motorcycle Combination (sidecar)***

Civilian or military motorbikes used for communications and reconnaissance work. The motorcycle can carry the rider and one passenger behind. The combination can carry a passenger on the bike and another in the sidecar. An LMG, MMG, Northover projector or other light support weapon can be mounted on the sidecar and operated by the passenger using the standard vehicle rules. Despite Hollywood depictions, hand weapons cannot be used while moving since the operator and passengers are too busy hanging on. Motorcycles get the Fast rating to reflect their superior off road ability.

## **Sub-artillery**

With much of Britain's anti-tank capability left behind in France, many creative and sometimes dangerous weapons were created to fill the gap.

Sub-artillery supports **do not** come with their own crews. Suitable manpower must be taken from existing rifle units.

### ***Older Field Gun***

Any number of older breech loading field pieces were made available to Home Guard units when they weren't put back in harness for the regular army. Generally in the 3-4" range and firing an effective HE or shrapnel round, they had a limited AT ability.

Range: Line of Sight

Crew: 5

AP: 2 HE: 6

### ***Smith gun***

Firing a low velocity round from a 3" smooth barrel, the Smith gun's performance was better than expected. Of ingenious design, it was tipped onto its wheel to give it 360 degree traverse. Its wheeled limber also carried a good supply of ready ammunition. Can be towed by a car or truck. Doing this regularly could damage the gun but this is not likely to be a problem in the time frame of the game.

Maximum range: 200 yards or 60"

Crew: 5

AP:4 HE: 5

### ***Northover Projector "Projector, 2.5 inch"***

The Northover Projector was little more than a tube on a tripod firing the No. 76 Special Incendiary Grenade, an upscale Molotov cocktail. It could also fire any standard rifle or hand grenade. At 60 pounds it could be considered to be just portable. Many Home Guard units mounted their Projectors on carts or even motorcycle side cars. A one off tank hunter was produced by adding extra armour plate to the front of a universal carrier and mounting a Northover in the weapons position.

#### **Type 76 Grenade**

When firing the Type 76 Grenade, the Northover acts as a flamethrower with a firepower of 6 and range as below. On a roll with three+ 1's, the crew has fumbled a round and they are subject to a Molotov attack. The Type 76 grenade produces a standard 3" smoke cloud at the point of impact.

Optional chemical effect: units moving through the smoke produced by the No. 76 gain one shock due to the phosphorous fumes.

#### **Mills Bomb**

As rifle grenade with no minimum range.

#### **Type 36 Grenade**

AP 4

Maximum range: 150 yards or 45" against vehicles, 300 yards or 90" against static targets.

Crew: 3

### ***Blacker Bombard***

The blacker Bombard was a spigot mortar designed to throw a 20 pound anti-tank or a 14 pound anti-personnel bomb. Although it came with a four legged firing platform, a great many pre-prepared positions were created for this weapon. It was also issued to regular forces and saw some use in the desert.

Range: Line of Sight (450 yards for AP or 785 yards HE)

Crew: 3

Firepower: 4 HE 7 AP

### ***Improvised Mortar***

One of many devices created to throw a standard Mills bomb. Uses light mortar rules. Maximum range: 200 yards / 60"

HE effect as standard hand grenade.

Option: Leach Trench Catapult or West Spring Gun. As above but there is no smoke or sound on discharge to give the unit away. The firing unit does **not** come off over watch when firing,

### ***Boyes ATR***

As Boyes from the British 1940 list

Crew: 2

### ***EY Rifle Grenade Launcher***

A Lee Enfield converted and strengthened specifically to launch grenades, the **E**mergenc**Y** launcher was ineffectual as a battle rifle.

H.E.: As standard rifle grenade

AP as Type 36 Grenade under Northover Projector above. Range: 24"

### ***Antique Cannon***

Including punt guns, Clarke Cannon, saluting pieces and other old muzzle loading guns loaded up with whatever powder can be scrounged behind a collection of gravel, langrage and bits of glass. Its location must be specified at the start of the game as must its direction of fire if not mounted on a pintle or other rotating mount. It cannot move other than to swivel if so mounted. It has a range of 36" and attacks **all** units enemy and friendly within 2" of either side of the line of fire with a firepower of 6. If three or more ones are rolled, it explodes attacking its target as normal but killing its crew.

It need not be placed onto the board until spotted by the enemy or fired. It is a one shot weapon and cannot be reloaded within the time frame of the game.

While an antique gun is a mine of sorts, it does not count towards the allowable number of mines.

However, abusing this is ungentlemanly play. It is suggested that no more than one or two antique cannon be allowed per village on the table.

Crew: 2 if it can swivel, 1 if a fixed mounting

### ***Home Guard Flamethrower***

The Home Guard flamethrower was semi-portable hand pumped flamethrower that acted more like a fougasse. It does not need to be indicated on the map but may be deployed as an AT ambush. It attacks once as a standard fougasse above.

Crew: 3

### ***Harvey flamethrower***

As the standard British infantry flamethrower but bulky and hard to move. Cannot move more than 2d6" per phase.

Crew: 2

## **Home Guard Characteristic Supports**

### ***"I've been to Bisley you know"***

A WWI veteran sniper team with superior weapons such as a scoped Ross Rifle or a civilian target rifle from the U.S. The team gets the +1 for repeated shots on their initial shot. They can only deploy within 9" of a jump off point and redeploy within 12 " of their current position.

### ***"Village Gossip"***

The Home Guard gets one free move for each patrol marker in addition to any specified by the scenario. Representing nosey villagers and the speed with which information travels in a small community.

Option: Patrol markers can still be up to 12" apart but can only move 9" because of the slower pace of village life.

### ***"Are You Local?"***

When deploying jump off points, the Home Guard player can deploy into otherwise valid cover closer to the patrol marker than 6". This represents the intimate knowledge of local terrain these units would have.

### ***"I'll put you through now..."***

Any leader in a residential building can contact any unit under its command that is also in a residential building as if by radio.

Option: Limitation - as long as the enemy does not control a designated switch board building and/or destroy telephone lines (which should therefore be modelled)

### ***“I know this bloke...” Scrounging 1***

All Home Guard units can throw 4 consecutive grenades before running out.

### ***“It fell off the back of a lorry...” Scrounging 2***

One Home Guard section has Sticky bomb (early) or one Hawkins mine (middle and late) per man or a single satchel charge per section.

### ***Parashots and Anti-Landing stakes***

Usable only when the enemy force contains paratroops or air landing troops. Roll 1d6 for each enemy section. On a score of 4 or better, that section receives one attack as if from an LMG at effective range in the open. Casualties are considered to have happened off board before the game and any shock will have been removed. Medical Orderlies can be used to treat leader casualties before the start of game.

## **Special Supports**

These options are a little more out there and do not appear on the regular support lists. They should be used only by agreement or for building scenarios.

### ***“It fell off the back of a lorry.” Scrounging 3***

**List - varies**

The Home Guard was known for its ability to improvise, scrounge and otherwise acquire bits of equipment they wouldn't otherwise be issued with. This Home Guard unit has gone beyond the call of duty and acquired a piece of equipment and its manual from any support list of allied troops that operated in England at the appropriate time period. The **cost is 2 points higher than** the source list and any weapon or vehicle chosen has no crew or leader - they must be provided from existing troops.

Option: If the invasion is underway, the selection can be made from the invader's list as well.

Option: Leaders of borrowed vehicles lose one command initiative to represent lack of familiarity with the equipment.

### ***Aux Units***

The Auxiliary Units were specially picked groups of men tasked with acting as stay behind units for their local area. They were supported by women who maintained communications between GHQ and

the local aux unit. Their job was not to engage in direct combat, but to carry out sabotage, disrupt German lines of communication and assassinate collaborators and German officers. Their life expectancy was very short.

Because of their stay behind role and small team size, Aux units are not suitable to be deployed on the table even in a skirmish game like Chain of Command. However, in the case of a post invasion scenario, the effects of their off table actions may have an effect on the on table forces.

**“I have a special job for you my lad...”**

**List 5**

An Aux unit activates in support. Make one effective range sniper attack against an off board leader or unit. Leader wounds can be considered treated before the start of game.

**“I've been to see the post-mistress.”**

**List 5**

An Aux unit activates in support. A one shot demolition charge craters a road, drops trees to block a road or destroys a building. This attack may be behind the enemy jump off zone.

**“Trouble on the Line”**

**List 8**

An Aux unit activates in support blowing up a railway line or road, delaying heavy equipment. Negate the opposing player's attempt to bring a vehicle or AFV onto the table. The command dice used in the attempt are lost.

Option: Roll a D6, on a 1-3 the vehicle remains off board permanently.

**“Gotcha!”**

**List 4**

An Aux unit activates in support. Negates one enemy Villainous Vicar or England re-BUF-ed support option through the use of deadly force.

***Other Specials***

**“Sing the Internationale one last time Comrades!”**

**List 3**

One section has been infiltrated by Spanish civil war veterans. This section goes up one troop quality level.

Option: Die hard if the German player deploys SS, Special Action or Gestapo units.

**MI5**

**List 5**

The double cross system works to negate one enemy Villainous Vicar support option. The Home Guard player may provide false information to the Enemy player on mines and other concealed

deployments.

## ***Enemy Supports for Home Guard Scenarios***

Despite Churchill's scepticism, there was significant support for fascist ideology in pre-war Britain. While most of the obvious characters were rounded up and imprisoned for the duration, there were likely a few undiscovered sleeper agents or disgruntled yobs ready to take up the Fascist cause again if it looked like Britain was going to lose.

### **Villainous Vicar**

#### **List 4**

The village Vicar or another important civilian is a spy. All hidden deployments such as mines and wire are revealed to the enemy player.

Option: The Vicar is also a junior or senior leader. When activated, the enemy player may choose to take control of the activation and issue orders to HG units. If this activation results in casualties (wounds or kills) to the Home Guard, the Vicar is shot down for the traitor he is *after* the casualties are taken.

### **England Re-BUF-ed**

#### **List 5**

One home guard section has been taken over by the British Union of Fascists and immediately deserts to the German side.

Option: Comrades all – same thing but Communists for a notional Russian invasion.

## **Support Lists**

The lists below reflect the same costs as used for regular units. ~~In general for any conventional support item, the HG cost is one bracket higher to reflect shortages.~~ Revised – Initial thinking was that points were in part rarity based – they are not.

**Note:** Use the vehicles from the existing British lists. In any event, AFV support should be a rare thing for the Home Guard.

### **Home Guard Support List Early**

| List -1                |
|------------------------|
| Croft's Pikes.         |
| List One               |
| Sticky Bomb or similar |
| Dinner Plate Mines     |
| Road Obstacle          |

|                                                                                           |
|-------------------------------------------------------------------------------------------|
| Entrenchments for one <i>Team</i>                                                         |
| Bed sheet                                                                                 |
| Improvised Smoke                                                                          |
| Bicycles to mount one team                                                                |
| EY Rifle Grenade Launcher                                                                 |
| Medical Orderly                                                                           |
| Adjutant                                                                                  |
| Minefield                                                                                 |
| Barbed Wire                                                                               |
| Car, no crew                                                                              |
| List Two                                                                                  |
| AT socket mines                                                                           |
| Antique Cannon no crew                                                                    |
| “Village Gossip.”                                                                         |
| “You're not from around here, are you?”                                                   |
| Weapon Position                                                                           |
| “I'll put you through now...”                                                             |
| Bicycles to mount one section                                                             |
| Roadblock                                                                                 |
| Tank Hunter Team Early, 4 men                                                             |
| Anti-Tank Rifle Team, 2 regular crew                                                      |
| Add un-crewed Lewis to any section.                                                       |
| Motorcycle                                                                                |
| List Three                                                                                |
| Fougasse                                                                                  |
| Truck, bus or delivery van capable of transporting one section. Un-armoured and un-crewed |
| Milk Churn Mine                                                                           |
| Motorcycle Combination                                                                    |
| Sniper Team                                                                               |
| Home Guard Flamethrower                                                                   |
| Home Guard infantry section with Junior leader                                            |
| Small Bunker                                                                              |

|                                                    |
|----------------------------------------------------|
| Vickers MMG on tripod mount, no crew.              |
| List Four                                          |
| Improvised armoured vehicle. No crew.              |
|                                                    |
| Regular Infantry Squad with Junior Leader          |
| Vickers MMG on tripod mount, regular crew.         |
|                                                    |
|                                                    |
| Parashots                                          |
| "I know this bloke..." Scrounging 1                |
| <i>Light Tank with Junior Leader</i>               |
| <i>Cruiser Tank with Junior Leader</i>             |
| Medium Bunker                                      |
| Harvey flamethrower                                |
| Two Pounder with 5 Regular crew and Junior leader. |
| List Five                                          |
| "I've been to Bisley you know".                    |
| Older Field Gun – no crew                          |
| Large Bunker                                       |
| "I know this other bloke..." Scrounging 2          |

#### Home Guard Support List Middle

|                                         |
|-----------------------------------------|
| List -1                                 |
| Croft's Pikes.                          |
| List One                                |
| Sticky Bomb, Hawkins Grenade or similar |
| Dinner Plate Mines                      |
| Road Obstacle                           |
| Entrenchments for one <i>Team</i>       |
| Bed sheet                               |

|                                                                             |
|-----------------------------------------------------------------------------|
| Improvised Smoke                                                            |
|                                                                             |
| Bicycles to mount one team                                                  |
| EY Rifle Grenade Launcher                                                   |
| Medical Orderly                                                             |
| Adjutant                                                                    |
| Minefield                                                                   |
| Barbed Wire                                                                 |
| Car, no crew                                                                |
| List Two                                                                    |
| Add un-crewed Lewis to any section.                                         |
| Roadblock                                                                   |
| Motorcycle                                                                  |
| Tank Hunter Team Middle, 4 men                                              |
| Anti-Tank Rifle Team, 2 men                                                 |
| AT socket mines                                                             |
| Antique Cannon                                                              |
| “Village Gossip.”                                                           |
| “You're not from around here, are you?”                                     |
| “I know this bloke...” Scrounging 1                                         |
| “I'll put you through now...”                                               |
| Weapon Position                                                             |
| Bicycles to mount one section                                               |
| List Three                                                                  |
|                                                                             |
| Fougasse                                                                    |
| Truck, bus or delivery van capable of transporting one section. Un-armoured |
| Milk Churn Mine                                                             |
| Up-grade Platoon LMG to Vickers tripod                                      |
| “I know this other bloke...” Scrounging 2                                   |
| Sniper Team                                                                 |
| Home Guard Flamethrower                                                     |

|                                                                                |
|--------------------------------------------------------------------------------|
| Home Guard infantry section with Junior leader                                 |
| Motorcycle Combination                                                         |
|                                                                                |
| List Four                                                                      |
| Improvised armoured vehicle.                                                   |
| Regular Infantry Squad with Junior Leader                                      |
| Vickers MMG on tripod mount, regular crew.                                     |
| <i>Light Tank with Junior Leader</i>                                           |
| <i>Cruiser Tank with Junior Leader</i>                                         |
| Medium Bunker                                                                  |
| Harvey flamethrower                                                            |
| Two Pounder with 5 Regular crew and Junior leader.                             |
| 40mm Bofors Gun, 5 crew with Junior Leader. This HG unit also crews an AA gun. |
| Parashots                                                                      |
| Forward Observer and 3” mortar battery                                         |
| List Five                                                                      |
| “I’ve been to Bisley you know”.                                                |
| Older Field gun with crew                                                      |
|                                                                                |
| Large Bunker                                                                   |
|                                                                                |
|                                                                                |
|                                                                                |
|                                                                                |

### Home Guard Support List Late

|                                         |
|-----------------------------------------|
| List One                                |
| Sticky Bomb, Hawkins Grenade or similar |
| Dinner Plate Mines                      |
| Road Obstacle                           |
| Entrenchments for one <i>Team</i>       |

|                                                                                     |
|-------------------------------------------------------------------------------------|
| Bed sheet                                                                           |
| Improvised Smoke                                                                    |
| Bicycles to mount one team                                                          |
| Medical Orderly                                                                     |
| Adjutant                                                                            |
| Minefield                                                                           |
| Barbed Wire                                                                         |
|                                                                                     |
|                                                                                     |
|                                                                                     |
| EY Rifle Grenade Launcher                                                           |
| List Two                                                                            |
| Tank Hunter Team - Late, 4 men                                                      |
| Anti-Tank Rifle Team, 2 men                                                         |
| AT socket mines                                                                     |
| Antique Cannon                                                                      |
| “Village Gossip.”                                                                   |
| “You're not from around here, are you?”                                             |
| “I know this bloke...” Scrounging 1                                                 |
| “I'll put you through now...”                                                       |
| Weapon Position                                                                     |
| Roadblock                                                                           |
| Motorcycle                                                                          |
|                                                                                     |
|                                                                                     |
|                                                                                     |
| Bicycles to mount one section                                                       |
| List Three                                                                          |
| Sniper Team                                                                         |
| Fougasse                                                                            |
| Truck, bus or delivery van capable of transporting one section. Un-armoured no crew |
| Milk Churn Mine                                                                     |

|                                                                                |
|--------------------------------------------------------------------------------|
| “I know this other bloke...” Scrounging 2                                      |
| Home Guard Flamethrower                                                        |
| Bren carrier with crew                                                         |
| Motorcycle Combination                                                         |
| Small Bunker                                                                   |
| List Four                                                                      |
| Improvised armoured vehicle. No crew                                           |
| Regular Infantry Squad with Junior Leader                                      |
| 40mm Bofors Gun, 5 crew with Junior Leader. This HG unit also crews an AA gun. |
|                                                                                |
| Home Guard Infantry Squad with Junior Leader                                   |
| Parashots                                                                      |
|                                                                                |
| Forward Observer and 3” mortar battery                                         |
| Regular Vickers MMG on tripod mount, 5 crew                                    |
| Large Bunker                                                                   |
|                                                                                |
|                                                                                |
| List Five                                                                      |
| “I’ve been to Bisley you know”.                                                |
| Older Field gun with crew                                                      |
| Harvey flamethrower                                                            |
|                                                                                |
|                                                                                |
|                                                                                |
|                                                                                |
|                                                                                |
| Medium Bunker                                                                  |
| List Six                                                                       |
| M3 or APC with driver                                                          |
| Light Tank with Junior Leader                                                  |
|                                                                                |

| List Seven                     |
|--------------------------------|
| Medium Tank with Junior Leader |
| List Eight                     |
| Heavy Tank with Junior Leader  |

## Additions to Tables

### *Home Guard Additions to Table Seven Hand-Held Anti-Tank Weapons*

Add the Petrol Bomb and satchel charge from the German or Russian lists.

### *Home Guard Additions to Table Four The Master Arsenal Table*

| Home Guard Arsenal Table |                                                                               |       |           |                                                                     |
|--------------------------|-------------------------------------------------------------------------------|-------|-----------|---------------------------------------------------------------------|
| Infantry Weapons         |                                                                               |       |           |                                                                     |
| Weapon                   | Firepower                                                                     | Close | Effective | Notes                                                               |
| Shotgun                  | 3/1                                                                           | 0-6"  | 6-12"     | Acts as SMG for close combat                                        |
| Home Built mortar        | 1                                                                             | 30"   | 48"       | As 2" mortar but <b>HE only</b> maximum range 60". <b>No Smoke.</b> |
| Home made grenade        | All as one hit grenades with any double on the throw meaning it didn't go off |       |           |                                                                     |
| Lewis Gun                | 5                                                                             | 0-18" | Over 18"  | Lose 2 Firepower when crew reduced to 1. 5 dice per Rich            |

| Home Guard Arsenal Table |        |      |      |       |       |
|--------------------------|--------|------|------|-------|-------|
| Vehicles                 |        |      |      |       |       |
| Vehicle                  | Armour | A.P. | H.E. | Speed | Notes |

|                                     |                                              |               |               |                                |                                                                        |            |
|-------------------------------------|----------------------------------------------|---------------|---------------|--------------------------------|------------------------------------------------------------------------|------------|
| Beaverette                          | 1                                            | MG            |               | Wheeled                        | Open Top                                                               |            |
| Beaverette II                       | 1                                            | MG            |               | Wheeled                        | Turreted MG                                                            |            |
| Improvised armoured vehicle         | 2                                            | As passengers | As passengers | Wheeled                        | Carries up to one section. Slow, Cannot move in broken or heavy going. |            |
| Car                                 | None                                         | As passengers | As passengers | Wheeled                        | Carries one team.                                                      |            |
| Truck                               | None                                         | As passengers | As passengers | Wheeled                        | Carries one section.                                                   |            |
| Motorcycle                          | None                                         | As passenger  | As passenger  | Wheeled                        | Fast, Carries rider and one passenger                                  |            |
| Motorcycle Combination              | None                                         | As weapon     | As weapon     | Wheeled                        | Fast, Carries rider, one or two passengers, one support weapon.        |            |
| Anti-Tank Guns and Infantry Guns    |                                              |               |               |                                |                                                                        |            |
| Gun                                 | A.P.                                         |               |               | H.E.                           |                                                                        |            |
| Smith Gun                           | 4                                            |               |               | 5                              |                                                                        |            |
| Northover Projector                 | As 6 dice FT for Type 76 or AP 4 for Type 36 |               |               | As 6 dice FT or 2 dice grenade |                                                                        |            |
| Blacker Bombard                     | 7                                            |               |               | 4                              |                                                                        |            |
| Boys ATR                            | 3                                            |               |               | 1                              |                                                                        |            |
| Antique Cannon                      | 1                                            |               |               | 5                              |                                                                        |            |
| Older Field Gun                     | 2                                            |               |               | 6                              |                                                                        |            |
| Infantry Anti-Tank Weapons          |                                              |               |               |                                |                                                                        |            |
| Weapon                              | 0-6''                                        | 6-9''         | 9-18''        | 18-24''                        | 24-48''                                                                | H.E.       |
| Shotgun (single ball bearing round) | 1                                            | 1             | nil           | nil                            | nil                                                                    | As shotgun |

## Scenarios

The Defence of *The Battle of Bloodford Village* TBD

## Tactical notes

As with the regular British infantry, the Home Guard Section is divided into a gun group and an assault group. Where an LMG was not available, the gun group was to be equipped with rifles. Shotguns and sub-machine guns were assigned to the assault groups. In theory, a sniper was tasked with both protecting the gun group and helping shoot in the assault.

Portability of MMGs such as the Vickers and its American equivalents was considered to be a problem for the home Guard. Because of this, they were not tasked with long range fire support but to provide enfilade fire shooting across the front of defended positions.

In the Home Guard, platoons and sections were administrative rather than tactical units. Battle Platoons and Squads were the actual fighting units. In the regular army, a section had an establishment of 10 men. Allowing for men lost to sickness, detached duties and other circumstances, this gave an effective combat strength of 8. Given its part time nature, in the Home Guard, a section could have an established strength as high as 25 men again to give an effective strength of 8.

## Designer's Notes

The impetus for this list lies in the classic television series *Dad's Army*, and with my maternal grandfather's service in the Home Guard and my paternal grandfather serving as an ARP. War games Foundry's *England Invaded* series of miniatures have of course given many a gamer that new period itch.

In keeping with the overall Lardies's philosophy this is not so much a list as a set of guidelines. I doubt it will survive the min/maxing found in other rules sets. For the Home Guard especially, structures and equipment could vary widely. For example, early in the war, rifles and other weapons were first given to those units in likely invasion areas. Later in the war, when the organization was more like the regular force standard, some units had small arms at best but manned Heavy AA guns and rocket batteries.

It should be obvious that the support lists have a lot of flavour items and I fully acknowledge that these fit in more with how we like to think the Home Guard would have fought than what the reality would have been. For many of the other support options I have put them in as upgrades to existing units rather than additional troops. This is both to reflect weapon shortages and to encourage the player to make decisions about support. In 1940 one can field a force very much like a regular British infantry platoon with 1 LMG per section, but you will be short on bodies and short on heavier support. In both the flavour and the shortage camps are the improvised weapons. How they would have fared in actual combat will never be known but they are a part of Home Guard mythology. Other weapons like the Blacker Bombard and Smith gun performed better than expected, the former in actual combat, as long as their limitations were taken into account.

I have been generous with the early support lists. D.M. Clarke notes that the Home Guard did not begin to receive large stocks of grenades until early 1941 which would restrict the use of improvised

mines etc. Feel free to restrict these items if you so desire.

A big thank you to Ross for all his help and invaluable input, Mike for testing the list out and Rich and all the Lardie's for the *Chain of Command* rules. Most importantly a very big thank you to the un-numbered men and women who put in a full day of war work then went out again to keep their homes and country safe.

Pat Gilliland

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