

## PLATOON #1

1940-42 Commonwealth Infantry Brigade  
Western Desert

## OFFICER

**Second Lieutenant (Armies of Great Britain page 20)** **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

## INFANTRY SQUADS

**Regular Infantry Section (Early War) (Armies of Great Britain page 22) full strength** **Regular** **100**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

**Regular Infantry Section (Early War) (Armies of Great Britain page 22) full strength** **Regular** **100**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

## FREE OBSERVER

**Free Forward Observer (Artillery) (Armies of Great Britain page 20)** **Regular** **0**

Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer				
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault

## INFANTRY

**Regular Infantry Section (Early War) (Armies of Great Britain page 22) full strength** **Regular** **100**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

## MORTAR

**Medium Mortar team (Armies of Great Britain page 29)** **Regular** **60**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

## SNIPER

**Sniper team (Armies of Great Britain page 28)** **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)

## ANTI-TANK

**Boys anti-tank rifle team (Armies of Great Britain page 27)** **Regular** **30**

Qty	Weapons	Range	Shots	Pen	Special
1	Boys anti-tank rifle team	36"	1	+2	Team (2 men)

## ENGINEERS

**Royal Engineers Infantry Section (Western Desert page 85)** **Veteran** **90**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Engineers				Mine clearance experts, Engineers, Demolition charges
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

## SPECIAL RULES

**Commonwealth National Characteristic (Western Desert page 102) full strength** **Regular** **0**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

## ARTILLERY

**Light Artillery (Armies of Great Britain page 30)** **Regular** **55**

Qty	Weapons	Range	Shots	Pen	Special	
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell	
		48"	1	+4	HE (1")	
<b>Light Artillery (Armies of Great Britain page 30)</b>						<b>Regular 55</b>

Qty	Weapons	Range	Shots	Pen	Special	
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell	
		48"	1	+4	HE (1")	
<b>TOWS</b>						

<b>Bren Carrier (Armies of Great Britain page 57)</b>						<b>Regular 70</b>
Qty	Weapons	Range	Shots	Pen	Special	
1	Bren Carrier	Tracked	5	7+	Open-topped, Turn on the spot	
	<b>Tow:</b> Light or medium anti-tank gun					
	Forward-facing LMG	36"	4	n/a	Front arc	
	Pintle-mounted LMG	36"	4	n/a	Flak, 360 degree arc	

<b>ARMoured CARS</b>						
<b>Marmon Herrington Armoured Car Mk I (Armies of Great Britain page 53)</b>						<b>Regular 80</b>

Qty	Weapons	Range	Shots	Pen	Special	
1	Marmon Herrington Armoured Car Mk I	Wheeled	-	7+	Recce	
	2 paired turret mounted MMGs	36"	10	n/a		

<b>1 TANK PER 2 INFANTRY</b>						
<b>A10 Cruiser Mk IIA (Armies of Great Britain page 40)</b>						<b>Regular 135</b>

Qty	Weapons	Range	Shots	Pen	Special	
1	A10 Cruiser Mk IIA	Tracked	-	8+		
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")	
	Co-axial MMG	36"	5	n/a		
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc	

<b>A10 Cruiser Mk IIA (Armies of Great Britain page 40)</b>						<b>Regular 135</b>
Qty	Weapons	Range	Shots	Pen	Special	
1	A10 Cruiser Mk IIA	Tracked	-	8+		
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")	
	Co-axial MMG	36"	5	n/a		
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc	

## SPECIAL RULES

### 25-pdr AT shell

The 25-pdr can shoot either HE or AT - if put into ambush the player must specify which kind of shell is loaded

### Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

### Demolition charges

Once per game, an engineer unit issued a Down order can place a demolition charge at any point adjacent to one of its members. Note an order test must be made to issue the Down order. The engineer unit may detonate the charge after being issued an Advance, Fire, or Ambush order. The charge may not be detonated if the placing unit is currently Down. The charge is treated as HE(3"). A demolition charge may be defused if at least one of its members is adjacent to the charge and a Down order has been issued. Note an order test must be made to issue the Down order.

### Engineers

The unit gains a +1 mine clearing modifier. Engineers can choose to remove a section of barbed wire 6" wide when they cross it. Count as engineers in scenarios where barbed wire and minefield special rules are used.

### Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

### Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

### **Flamethrower**

(p67). Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamethrower, add +1 to damage effects chart.

### **Gun shield**

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

### **HE (1")**

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

### **HE (2")**

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

### **Howitzer**

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### **Indirect fire**

(p71)

### **Mine clearance experts**

The Unit is equipped with mine clearance equipment.

### **Open-topped**

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

### **Recce**

(p118)

### **Sniper (Sniper with rifle & pistol- Spotter with pistol)**

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

### **Spotter**

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

### **Team (2 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (3 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Turn on the spot**

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

<b>Pick List</b>	
British A10 Cruiser Mk IIA	2
British Artillery Forward Observer	1
British Boys anti-tank rifle team	1
British Bren Carrier	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Rifle	39
British Light howitzer	2
British Marmon Herrington Armoured Car Mk I	1
British Medium Mortar team	1
British NCO with Rifle	5
British Second Lieutenant	1
British Sniper team	1

