

## PLATOON #1

Australian Imperial Force  
New Guinea book

## OFFICER

## Second Lieutenant (Armies of Great Britain page 20)

Regular

60

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)	-	-		

## INFANTRY SQUADS

## AIF Infantry Section (New Guinea page 82)

Veteran

140

Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

## AIF Infantry Section (New Guinea page 82)

Veteran

140

Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	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

## CHARACTERISTICS

## Campaign Characteristic (Australian PDF page 5)

0

Qty	Weapons	Range	Shots	Pen	Special
	Australia is Next				Australia is Next, Aggressive Patrolling, Never Give Up, Stubborn

## INFANTRY

## AIF Infantry Section (New Guinea page 82)

Veteran

85

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

## AIF Infantry Section (New Guinea page 82)

Veteran

85

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

## AIF Infantry Section (New Guinea page 82)

Veteran

85

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	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)

Veteran

65

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

<b>Boys anti-tank rifle team</b> (Armies of Great Britain page 27)	<b>Regular</b>	<b>30</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Boys anti-tank rifle team	36"	1	+2	Team (2 men)

## ARTILLERY

<b>40mm Bofors Gun</b> (Armies of Great Britain page 35)	<b>Regular</b>	<b>60</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	40mm Bofors gun	72"	2	+3	Team (4 men), Fixed, Flak, HE (1")

## ARMoured CARS

<b>Recce Carrier</b> (Armies of Great Britain page 57)	<b>Regular</b>	<b>70</b>
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Qty	Vehicle	Type	Trans	DV	Special
1	Recce Carrier	Tracked	-	7+	Open-topped, Recce, Turn on the spot
	Forward-facing LMG	36"	4	n/a	Front arc
	Pintle-mounted LMG	36"	4	n/a	Flak, 360 degree arc

## TANKS AND SP GUNS

<b>M3 Lee I</b> (Armies of Great Britain page 47)	<b>Regular</b>	<b>220</b>
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Qty	Vehicle	Type	Trans	DV	Special
1	M3 Lee I	Tracked	-	9+	Easily catches fire, Vulnerable
	Hull-mounted medium anti-tank gun	60"	1	+5	(75mm) HE (2"), Front arc, Right arc
	Cupola (turret) mounted MMG	36"	5	n/a	
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	

## SPECIAL RULES

### (75mm) HE (2")

Instead of using the 1" template, use the 2" template (75mm gun tanks)

### Aggressive Patrolling

The Australian player may always choose to place all their 'forward deployers' (i.e. snipers, observers, spotters) first if he desires. In addition, no enemy forward deployers may set up within 18" of an Australian unit already deployed. Also, Australian infantry spot hidden enemies at a range of 12" rather than 6".

### 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.

### Australia is Next

All Australian Infantry units gain the Stubborn special rule.

### Easily catches fire

If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test

### 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)

### 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

### Indirect fire

(p71)

### Never Give Up

When defending in an assault, Australian infantry and artillery units count as having the Fanatic special rule.

### 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).

### **Stubborn**

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

### **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.

### **Team (4 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.

### **Vulnerable**

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

<b>Pick List</b>	
British 40mm Bofors gun	1
British Artillery Forward Observer	1
British Boys anti-tank rifle team	1
British Infantry (equipped as modeled)	1
British Infantry with Light Machine gun (requires loader)	5
British Infantry with Rifle	23
British M3 Lee I	1
British Medium Mortar team	1
British NCO with Rifle	3
British NCO with Submachine gun	2
British Recce Carrier	1
British Second Lieutenant	1
British Sniper team	1
British Spotter	1