

PLATOON #1

Australian Reinforced Platoon
1000pts Australian Jungle Division Platoon v1

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 with Rifle				Assault
1	Infantry (equipped as modeled)	-	-		

INFANTRY SQUADS

Jungle Division Infantry Section (New Guinea page 82) full strength **Regular** **129**

Qty Weapons Range Shots Pen Special

6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Jungle Division Infantry Section (New Guinea page 82) full strength **Regular** **129**

Qty Weapons Range Shots Pen Special

6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Platoon Scout Team (New Guinea page 82) **Veteran** **55**

Qty Weapons Range Shots Pen Special

1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun Forward deployment	12"	2	n/a	Assault Forward deployment

FORWARD OBSERVER

Forward Observer (Air) (Armies of Great Britain page 20) **Regular** **75**

Qty Weapons Range Shots Pen Special

1	Air Force Forward Observer with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault

INFANTRY

Independent Company Commando Section (New Guinea page 83) **Veteran** **96**

Qty Weapons Range Shots Pen Special

	Behind enemy lines				Behind enemy lines
	Tough Fighters				Tough Fighters
1	NCO with Submachine gun	12"	2	n/a	Assault
5	Infantry with Submachine gun	12"	2	n/a	Assault

Papuan Infantry Battalion Section (New Guinea page 85) **Regular** **60**

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle Papuan Section	24"	1	n/a	Fieldcraft, Forward deployment, Jungle fighters, Behind enemy lines, Native troops

MACHINE GUN

Machine Gun team (Armies of Great Britain page 27) **Regular** **50**

Qty Weapons Range Shots Pen Special

1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed
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MORTAR

Heavy Mortar team (Armies of Great Britain page 29) **Regular** **75**

Qty Weapons Range Shots Pen Special

1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")
1	Spotter				Spotter

SNIPER

Sniper team (Armies of Great Britain page 28)	Veteran	65
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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)	Veteran	39
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Qty	Weapons	Range	Shots	Pen	Special
1	Boys anti-tank rifle team	36"	1	+2	Team (2 men)

ARTILLERY

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

TANKS AND SP GUNS

M3 Stuart Light Tank (New Guinea page 88)	Regular	145
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	M3 Stuart I	Tracked	-	8+	Vulnerable				
	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
	Pintle-mounted MMG					36"	5	n/a	Flak, 360 degree arc
	Twin Forward facing hull-mounted LMGs					36"	4	n/a	Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)

SPECIAL RULES

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.

Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

Fieldcraft

Units with Fieldcraft using Hidden Set-Up may start the game already in Ambush. In addition, in the first turn of the game, all Fieldcraft units treat all Rough Ground and Obstacles as Open ground for the purpose of movement.

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)

Forward deployment

Counts as Observers/Snipers for Set-Up purposes (see page 118 of the Bolt Action rulebook)

HE (1")

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

HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

Indirect fire

(p71)

Jungle fighters

If set up using the Forward deployment rules then they may begin the game Hidden and on Ambush (remove an order die as per normal)

Native troops

This unit entry does not benefit from the 'Never give up' national rule.

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.

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.

Tough Fighters

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Vulnerable

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

Pick List	
British 40mm Bofors gun	1
British Air Force Forward Observer	1
British Boys anti-tank rifle team	1
British Heavy Mortar team	1
British Infantry (equipped as modeled)	1
British Infantry with Light Machine gun (requires loader)	2
British Infantry with Rifle	16
British Infantry with Submachine gun	11
British M3 Stuart I	1
British Medium Machine gun team	1
British NCO with Rifle	1
British NCO with Submachine gun	4
British Second Lieutenant	1
British Sniper team	1
British Spotter	1