

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 | | | Assault | |
| | with Rifle | | | | |
| 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 | 12" | 2 | n/a | Assault |
| | Forward deployment | | | | 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 | 24" | 1 | n/a | |
| | Papuan Section | | | | 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 |
|---|-------------------------|-----|---|-----|---------------------|

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 |
|---|--|--|--|--|---------|----|

| 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 |
|---|--|--|--|--|---------|----|

| 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 |
|---|--|--|--|--|---------|----|

| 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 |
|---|--|--|--|--|---------|-----|

| Qty | Vehicle | Type | Trans | DV | | |
|-----|---------------------------------------|---------|-------|-----|---|--|
| Qty | 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 |