

PLATOON #1

Australian Reinforced Platoon
Australia campeonato españa

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

AIF Infantry Section (New Guinea page 82) **Regular** **90**

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

AIF Infantry Section (New Guinea page 82) **Regular** **110**

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

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

Independent Company Commando Section (New Guinea page 83) **Veteran** **128**

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
7	Infantry with Submachine gun	12"	2	n/a	Assault

Jungle Engineer Section (New Guinea page 85) **Veteran** **133**

Qty	Weapons	Range	Shots	Pen	Special
4	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 Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

Jungle Engineer Section (New Guinea page 85) **Veteran** **134**

Qty	Weapons	Range	Shots	Pen	Special
3	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 Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
	Entire squad equipped with anti-tank grenades				Tank hunters

MORTAR

Medium Mortar team (Armies of Great Britain page 29) **Inexperienced** **35**

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

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)

FLAMETHROWER

Flamethrower team (Armies of Great Britain page 29)					Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

ANTI-TANK

PIAT team (Armies of Great Britain page 28)					Veteran	52
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Qty	Weapons	Range	Shots	Pen	Special
1	PIAT team	12"	1	+5	Team (2 men), Shaped Charge

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")

TOWS

Horse-drawn limber (Italy: Soft Underbelly page 164)					Inexperienced	8
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Horse-drawn limber		Wheeled	-	3+
	Tow: Any gun or howitzer				
	0				+0

TANKS AND SP GUNS

Infantry Tank Mk II Matilda Mk II (Armies of Great Britain page 88)					Regular	155
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Qty	Weapons	Vehicle	Type	Trans	DV
1	Infantry Tank Mk II Matilda Mk II (Aus)		Tracked	-	9+
	Turret-mounted light anti-tank gun		48"	1	+4 HE (1")
	Co-axial MMG		36"	5	n/a

TRANSPORTS

3-ton Truck (Armies of Great Britain page 58)					Regular	54
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Qty	Weapons	Vehicle	Type	Trans	DV
1	3-ton Truck		Wheeled	12	6+
	Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun				
	0				+0
	Pintle-mounted MMG		36"	5	n/a Flak, 360 degree arc

SPECIAL RULES

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.

Behind enemy lines

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

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 flamerthrower, add +1 to damage effects chart.

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 (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.

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

Slow

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run

Slow (only when towing)

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run - only applies when towing.

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.

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.

Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

Tank telephone

A Matilda tank that is at a 1" distance of a friendly infantry unit will reveal Hidden enemy units at 12" range, not the usual 6".

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.

Pick List

British 3-ton Truck	1
British 40mm Bofors gun	1
British Flamethrower (infantry) team	1
British Horse-drawn limber	1
British Infantry Tank Mk II Matilda Mk II (Aus)	1
British Infantry with Flamethrower (requires assistant)	2
British Infantry with Light Machine gun (requires loader)	1
British Infantry with Rifle	22
British Infantry with Submachine gun	13
British Medium Mortar team	1
British NCO with Rifle	2
British NCO with Submachine gun	4
British PIAT team	1
British Second Lieutenant	1

