

PLATOON #1

1940-42 Commonwealth Infantry Brigade
Western Desert

OFFICER

First Lieutenant (Armies of Great Britain page 20) **Veteran** **103**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 First Lieutenant
with Pistol Assault
with Submachine gun Assault
with Rifle
1 Infantry (equipped as modeled) - -

INFANTRY SQUADS

Regular Infantry Section (Early War) (Armies of Great Britain page 22) full strength **Regular** **120**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 NCO with Rifle 24" 1 n/a
8 Infantry with Rifle 24" 1 n/a
1 Infantry with Light Machine gun (requires loader) 36" 4 n/a

Regular Infantry Section (Early War) (Armies of Great Britain page 22) full strength **Regular** **140**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 NCO with Rifle 24" 1 n/a
8 Infantry with Rifle 24" 1 n/a
1 Infantry with Light Machine gun (requires loader) 36" 4 n/a
Entire squad equipped with anti-tank grenades Tank hunters

MEDIC

Medic (Armies of Great Britain page 20) **Veteran** **43**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 Medic
with Pistol Assault
1 Infantry (equipped as modeled) - -

FORWARD OBSERVER

Forward Observer (Artillery) (Armies of Great Britain page 20) **Regular** **110**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 Artillery Forward Observer
with Rifle
with Pistol Assault
with Submachine gun Assault
1 Infantry (equipped as modeled) - -

FREE OBSERVER

Free Forward Observer (Artillery) (Armies of Great Britain page 20) **Regular** **10**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 Artillery Forward Observer
with Rifle
with Pistol Assault
with Submachine gun Assault
1 Infantry (equipped as modeled) - -

INFANTRY

Regular Infantry Section (Early War) (Armies of Great Britain page 22) full strength **Regular** **120**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 NCO with Rifle 24" 1 n/a
8 Infantry with Rifle 24" 1 n/a
1 Infantry with Light Machine gun (requires loader) 36" 4 n/a

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

Medium Mortar team (Armies of Great Britain page 29) **Regular** **50**

Qty Weapons **Range** **Shots** **Pen** **Special**

1 Medium Mortar team 12"-60" 1 HE Team (3 men), Fixed, Indirect fire, HE (2")

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

QF 2-PDR (Armies of Great Britain page 32)	Veteran	60
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Qty	Weapons	Range	Shots	Pen	Special
1	QF 2-pdr	48"	1	+4	Team (3 men), Gun shield, Fixed, HE (1")

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

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.

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.

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)

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.

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.

Pick List

British Artillery Forward Observer	2
British Boys anti-tank rifle team	1
British First Lieutenant	1
British Infantry (equipped as modeled)	4
British Infantry with Light Machine gun (requires loader)	3
British Infantry with Rifle	24
British Light howitzer	1
British Medic	1
British Medium Machine gun team	1
British Medium Mortar team	1
British NCO with Rifle	3
British QF 2-pdr	1