

PLATOON #1

Australian Tank Platoon
New Guinea book

COMMAND VEHICLE

Infantry Tank Mk II Matilda Mk II CS (Armies of Great Britain page 88) **Regular** **155**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Infantry Tank Mk II Matilda Mk II CS (Aus)	Tracked	-	9+	Turret-mounted light howitzer	48"(24-60)	1	HE	Slow, Tank telephone Howitzer, HE (2")
	Co-axial MMG	36"	5	n/a					

CMD VEHICLE OPTIONS

Cmd Vehicle Options (Tank Wars page 11) **30**

Command Vehicle special rule
Armoured Platoon Commander +1 (1 Radio Network)

VEHICLE

Infantry Tank Mk II Matilda Mk II (Armies of Great Britain page 88) **Regular** **155**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Infantry Tank Mk II Matilda Mk II (Aus)	Tracked	-	9+	Turret-mounted light anti-tank gun	48"	1	+4	Slow, Tank telephone HE (1")
	Co-axial MMG	36"	5	n/a					

Matilda Frog/Murray (New Guinea page 88) **Regular** **155**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Matilda Frog (Aus)	Tracked	-	9+	Turret-mounted flamethrower	12"	D6+1	+3	Slow, Internal volatile fuel tanks, Tank telephone Flamethrower
	Co-axial MMG	36"	5	n/a					

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

OFFICER

First Lieutenant (Armies of Great Britain page 20) **Regular** **95**

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

MEDIC

Medic (Armies of Great Britain page 20) **Regular** **23**

Qty	Weapons	Range	Shots	Pen	Special
1	Medic				
	with Pistol				Assault

FORWARD OBSERVER

Forward Observer (Artillery) (Armies of Great Britain page 20) **Regular** **120**

Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer				
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
2	Infantry (equipped as modeled)		-	-	

INFANTRY

Jungle Engineer Section (New Guinea page 85) full strength **Veteran** **196**

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault

1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
	Entire squad equipped with anti-tank grenades				Tank hunters

Jungle Division Infantry Section (New Guinea page 82) full strength					Regular	132
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Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	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	132
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Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	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	132
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Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	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
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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

MACHINE GUN

Machine Gun team (Armies of Great Britain page 27)					Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed

MORTAR

Light Mortar team (Armies of Great Britain page 29)					Regular	35
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Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1")

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)

FLAMETHROWER

Flamethrower team (Armies of Great Britain page 29)					Veteran	65
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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

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.

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.

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 flamethrower, 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

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)

Internal volatile fuel tanks

Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 68 of the rulebook

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

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.

Pick List

British Artillery Forward Observer	1
British First Lieutenant	1
British Flamethrower (infantry) team	1
British Infantry (equipped as modeled)	4
British Infantry Tank Mk II Matilda Mk II (Aus)	1
British Infantry Tank Mk II Matilda Mk II CS (Aus)	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Light Machine gun (requires loader)	4
British Infantry with Rifle	21

British Infantry with Submachine gun	12
British Light Mortar team	1
British Matilda Frog (Aus)	1
British Medic	1
British Medium Machine gun team	1
British NCO with Submachine gun	5
British PIAT team	1
British Sniper team	1