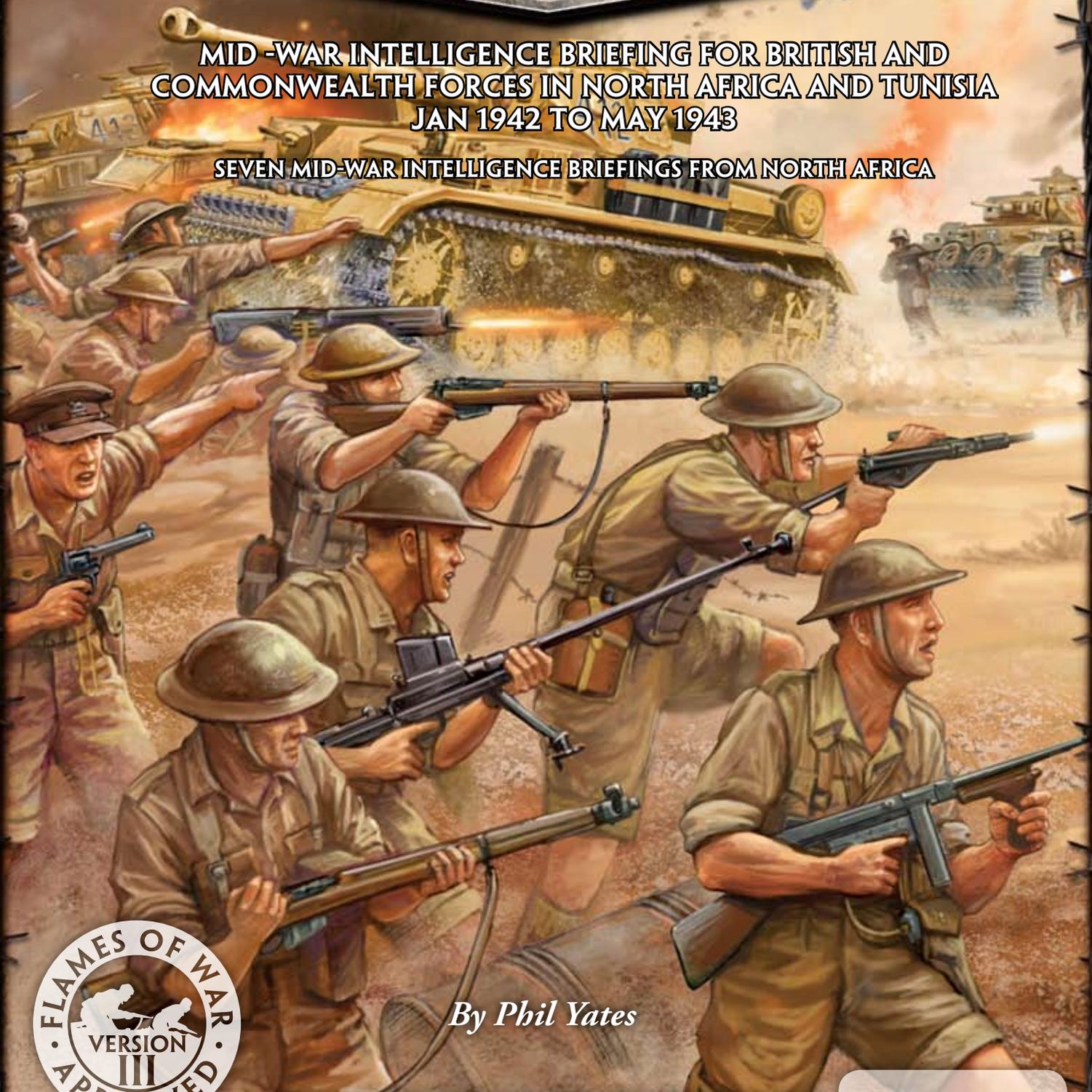


# BRITISH IN AFRICA

## OFFICIAL BRIEFING

MID-WAR INTELLIGENCE BRIEFING FOR BRITISH AND  
COMMONWEALTH FORCES IN NORTH AFRICA AND TUNISIA  
JAN 1942 TO MAY 1943

SEVEN MID-WAR INTELLIGENCE BRIEFINGS FROM NORTH AFRICA



*By Phil Yates*



**FLAMES OF WAR**  
THE WORLD WAR II MINIATURES GAME

UPDATED ON  
14 AUGUST 2013

UNDER  
REVIEW





# For KING & COUNTRY

## BRITISH FORCES IN THE MEDITERRANEAN

*“Before Alamein we never had a victory. After Alamein we never had a defeat.”*  
—Winston Churchill, British Prime Minister.

The 50<sup>th</sup> (Northumbrian) Infantry Division was a Territorial Division from the north of England, mostly coal miners and workers from the foundries and mills of Durham and Yorkshire. The division's symbol was two 'T's for the Tyne and Tees rivers flowing through the recruiting area.

### FRANCE

In 1940 the division was sent to join the British Expeditionary Force (BEF) fighting alongside the French. After retreating for nearly a week, two battalions of Durham Light Infantry and two battalions of Matilda tanks counterattacked the German 7<sup>th</sup> Panzer Division under General Rommel at Arras. Although ultimately unsuccessful, the attack bought time for the Division to be evacuated from Dunkirk. Back in England, the 50<sup>th</sup> division was rebuilt. Then in 1941 they were sent out to the Middle East to garrison first Cyprus and then Iraq and train for the coming battles.

### BRIGADE BOXES

In 1942 the North Countrymen headed for Libya, where General Rommel had driven the Eighth Army back to Gazala. The 50<sup>th</sup> Division was deployed in three fortified 'Brigade Boxes' between the South Africans to the north and the Free French and Indians to the south. In theory these islands of infantry scattered in a loose line across the desert would restrict the enemy's movements and provide safe harbours so that the British armour could sally forth and destroy the enemy in a decisive battle.

### GAZALA

At the end of May 1942, Rommel's *Afrikakorps* drove south through the desert around the Gazala line smashing much of the British armoured strength in the process, but then found itself trapped in the 'Cauldron' with no supply route. It appeared that the British plan was working. 150 Infantry Brigade, supported by the Valentines of 44 RTR, was astride the vital Trigh Capuzzo—the main supply line through to the encircled *Afrikakorps*.

Then, with everything set, the Eighth Army's commanders bickered and dithered. Rommel struck back with everything he had, desperately trying to break back through 150 Brigade and open his supply line. For two days the outnumbered North Countrymen doggedly repelled every attack. On the third day, 1 June, Rommel overran the brigade while Eighth Army looked on.

The defeat of the British armoured divisions and a gallant, but unsupported attack by 5<sup>th</sup> Indian Division over the next few days left the rest of the Gazala line cut off. The South Africans on the coast managed to slip past Rommel at the last moment, but 50<sup>th</sup> Division was surrounded. With the *Afrikakorps* lying to the east, a conventional withdrawal was impossible. Instead, 50<sup>th</sup> Division broke out through the startled Italian infantry to the west. Once clear of the Italian front line, the Division headed south into the desert. After a retreat of 300 miles, they made it back to friendly lines.



## MERSA MATRUH

50<sup>th</sup> Division fell back to the new defensive line at Mersa Matruh in Egypt. Once more, the North Countrymen were let down by Eighth Army's inept high command. Along with the New Zealand Division and the remnants of 10<sup>th</sup> Indian Division, the North Countrymen again found themselves cut off. In a confused attack, most of the division escaped and make their way back to the final defence line at Alamein.

## FIRST BATTLE OF ALAMEIN

By the start of July Rommel's *Afrikakorps* was exhausted, but with Alexandria just 60 miles away and the Eighth Army equally tired, they pushed on. Over the next three weeks, South Africans, Australians, New Zealanders, Indians, and the men from Northumbria fought a series of desperate battles stopping Rommel's advance at a terrible cost.

Rommel made one more attempt to reach the Suez Canal and the oilfields beyond at the end of August, but this time General Montgomery ('Monty' to his men) was in charge of the Eighth Army. All talk of retreat was banned, a good plan stuck to, and Rommel's attack was defeated.

The 50<sup>th</sup> Division had meanwhile been withdrawn and reinforced. Monty initially planned on disbanding the division as since May it had lost an entire brigade, and its two other brigades were under-strength and exhausted. Fortune smiled however, as a new draft of Northumbrian reinforcements arrived just in time to save the division.

## SECOND BATTLE OF ALAMEIN

After nine months of disasters and retreats, the Eighth Army's new general launched its own offensive, Operation Lightfoot, on 23 October, 1942. In the northern sector, the 9<sup>th</sup> Australian, 51<sup>st</sup> (Highland), 2<sup>nd</sup> New Zealand, and 1<sup>st</sup> South African Divisions attacked the German and Italian lines preceded by a massive artillery barrage. In the south, 44<sup>th</sup> and 50<sup>th</sup> Divisions made diversionary attacks, with 50<sup>th</sup> Division's 69 Infantry Brigade attacking positions held by the elite Italian Folgore Division at Munassib Depression. The initial attacks bit deep into the enemy defences, but did not break through. For the next week, much of the fighting was undertaken by the 9<sup>th</sup> Australian Division on the north coast, drawing the enemy away from the centre where the breakthrough would come.

By 2<sup>nd</sup> November, Rommel's army was near breaking. Monty launched Operation Supercharge. For this the Northumbrian 151 Infantry Brigade and the Highland 152 Infantry Brigade joined the New Zealand Division for the attack. Following a creeping barrage, the North Countrymen seized their objectives, and opened the way for the following British armour to move through and engage *Afrikakorps* in a tank battle at Tel El Aqqaqir. A few days later, the defeated German and Italian forces began their retreat.

Over the next three months the Eighth Army regained everything it had lost, pushing Rommel out of Libya and into Tunisia. The Eighth Army were helped in this by a new arrival. The First Army, a combined British, French and US force, had landed west of Tunisia in Operation Torch and was closing in on Rommel from the west.

## TUNISIA

In March 1943, rested and refreshed, 50<sup>th</sup> Division was summoned back to the front. Rommel had failed in an offensive against Eighth Army at Medenine. Now it was the turn of Eighth Army with Operation Pugilist. Montgomery selected the 50<sup>th</sup> Division to make a frontal attack on the line, while the New Zealand Division made a wide outflanking move. The German defences proved too strong for the North Countrymen to overcome, but their fierce attack enabled the New Zealanders to force open the Tebaga Gap with Operation Supercharge II. The 1<sup>st</sup> Armoured Division dashed through, with Rommel's *Afrikakorps* narrowly escaping the trap.

Advancing on the next Axis position at Wadi Akarit, Montgomery again launched a combined frontal attack and outflanking manoeuvre—Operation Scipio, this time with 69 Brigade and 51<sup>st</sup> (Highland) Division attacking, while 4<sup>th</sup> Indian Division made a brilliant night attack through mountains to outflank the position. The Axis forces were running out of space to retreat. The First and Eighth Army had linked up. Tunis fell at the start of May, ending the North African campaign.

## SICILY

50<sup>th</sup> Division landed on the south-eastern beaches of Sicily on 10 July, 1943. Initially the North Countrymen met only sporadic resistance from the Italians. Inland, the 51<sup>st</sup> (Highland) and 1<sup>st</sup> Canadian Divisions drove the Germans and Italians back across rugged terrain. The division's rapid advance came to a halt when 151 Brigade ran into elite German paratroops around Primasole Bridge.

Montgomery continued with attacks further inland to try and turn the German defences around Catania and the southern slopes of Mt. Etna, but skilful rearguards and demolitions allowed the German defenders each time to pull back to another position. Eventually, 50<sup>th</sup> Division reached its final objective of Messina—only to find the last of the Germans had been evacuated and the Americans already there.

## ITALY

In the meantime, the other divisions of the Eighth Army continued the war in the Mediterranean, landing in Italy on 3 September, 1943 in Operations Baytown (Calabria) and Slapstick (Taranto). Progress northwards up the Italian peninsula for these troops was hampered by determined German rearguards and demolitions. Operation Avalanche, the landing of a combined US and British Fifth Army at Salerno almost came to disaster when the Germans rapidly counterattacked, but by the end of 1943 the Allies had closed up to the Gustav Line anchored on Monte Cassino.

## NORMANDY

On 6 June, 1944, 50<sup>th</sup> (Northumbrian) Division returned to battle, landing on Gold Beach in Normandy. For the next six weeks the North Countrymen hammered at the German defences suffering 4500 casualties in the process. In August, German resistance collapsed and 50<sup>th</sup> Division advanced across France into Belgium. Once the line stabilised, the division returned to England as a training formation. For the 50<sup>th</sup> (Northumbrian) Division the war was over.



# THE BRITISH EMPIRE, 1942

The British Empire is the largest the world has ever seen. It occupies a quarter of all the lands of the Earth and includes a quarter of the planet's population. The sun never sets on the British Empire.

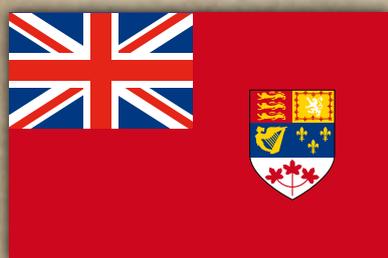
When war broke out volunteers from throughout the Empire flocked to the flag ready to fight. Australians, Burmese, Canadians, Englishmen, Indians, Irishmen, New Foundlanders, New Zealanders, Nigerians, Rhodesians, Scotsmen, South Africans, Ugandans, and Welshmen fought side by side against Hitler's unfounded aggression.

Although all once British colonies, the various countries making up the Empire have very different characters.

All of the armies in the Empire were organised the same way and all had the same basic training and equipment, yet the circumstances of their employment, their fortunes in battle, and perhaps most importantly the backgrounds of their soldiers gave them all a distinct identity and character.

This section attempts to reflect some of this character on the battlefields of *Flames Of War* by providing various rules for you to customise your force as some of the various armies making up the Empire's armed forces.

Of course, you don't have to use these variations if you don't want to. Your Australians, Indians, or South Africans can use the normal rules for British troops instead.



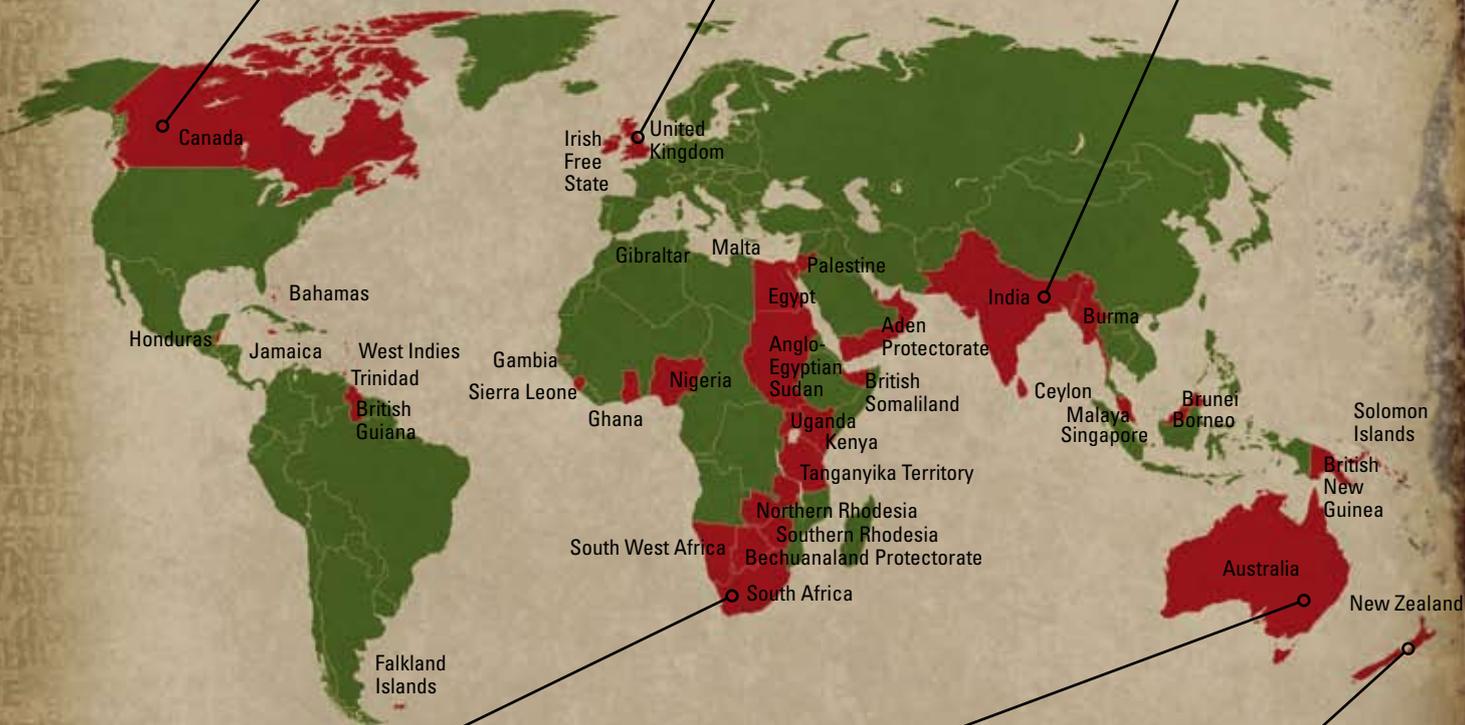
Canada



United Kingdom



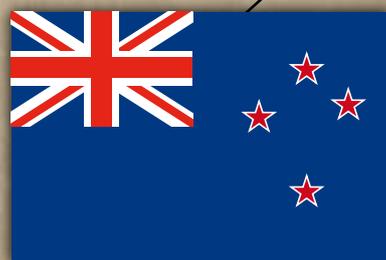
India



South Africa



Australia



New Zealand



# MAJOR GENERAL GPB 'PIP' ROBERTS

Major-General George Philip (Pip) Bradley Roberts, MC, DSO and Bar, CB, was the British Army's youngest Major-General at 37, and perhaps their best armoured commander.

Roberts joined 3 Royal Tanks as a subaltern at the age of 19, spending 13 years in Egypt apart from a stint instructing at the Tank Driving and Maintenance School. When the war broke out in 1939, he was promoted to Deputy Assistant Quartermaster General (DAQG) to the Desert Rats. As DAQG he was responsible for ensuring that they had enough supplies to fight.

By late 1940, Roberts was the Brigade Major of 4<sup>th</sup> Armoured Brigade winning the Military Cross against the Italians in Operation Compass. A year later he was Assistant Quartermaster General to 30 Corps for Operation Crusader against Rommel. He then asked his Corps commander for a regiment, and to his delight was given his old regiment, 3 Royal Tanks.

His first task was to develop tactics for the new Grant tanks. Roberts' contacts at HQ meant that he got his new tanks delivered immediately! Roberts won the DSO commanding 3 Royal Tanks at Gazala where he was unhorsed when his tank 'brewed up'.

After recovering from wounds, Roberts was promoted to Brigadier commanding 22<sup>nd</sup> Armoured Brigade. His brigade was responsible for stopping Rommel at Alam Halfa and then took part in the pursuit after El Alamein winning a bar to his DSO.

Robert's next appointment was CO of 26<sup>th</sup> Armoured Brigade in Tunisia. He led the Brigade at Fondouk where the Shermans of the 'Death or Glory Boys' made their famous charge.

His crowning achievement was leading the 11<sup>th</sup> Armoured Division to victory in Europe.

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## CHARACTERISTICS

Pip Roberts is a Warrior and a Higher Command team. He is rated as **Confident Trained**.

Pip Roberts can join any Heavy Armoured Squadron or Light Armoured Squadron for +135 points. This includes the cost of a Grant tank as his mount. You may replace the Grant tank with a Sherman II or Sherman III tank for +20 points.

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## SPECIAL RULES

**Professional:** Pip Roberts is a no-nonsense professional. He has trained his troops well and fights them hard.

*Any Heavy Armoured Platoon or Light Armoured Platoon in his force may re-roll failed Platoon Morale Checks. This rule continues to apply even if Roberts is Destroyed.*

**Well In Hand:** Pip Roberts has the battle well in hand. Even when things seem to be falling apart, he retains control.

*Pip Roberts may re-roll failed Company Motivation Checks.*



# CAPTAIN CHARLES UPHAM

Captain Charles Hazlitt Upham, Charlie to those who knew him, is unique in the annals of the British Empire. He is the only combat soldier to ever win two Victoria Crosses, the highest award for gallantry in the British Army. A sheep musterer in the high country of New Zealand's Southern Alps before the war, Charlie was a man of contrasts. He had his rough edges, swearing with the best, but also a Diploma in Farm Management and was a qualified valuer.

When war came, he was one of the first to enlist, determined to halt the Nazi menace as quickly as possible so that he could return and settle on his own farm. By the time the New Zealand Division went into battle, he'd been promoted to Second Lieutenant, despite frequent clashes with the instructors over tactics. On his way back from the course, he picked up his batman, 'Leggy' Le Gros an expert on the mysteries of horse racing and shady deals, but loyal and as rough and ready as his master.

Upham won his first VC on Crete in May 1941. There over a period of a week, despite sickness and wounds, he led his men again and again into the attack. He was always at the front, leading the way, tackling machine-gun nests single-handedly or with his Sergeant, Kirk, armed with as many hand grenades as he could find, looking out for his men and shepherding them to safety.

Charles Upham hated being in the limelight. He had to be ordered to wear the ribbon of his VC on his uniform and hated people bringing attention to it. He was very worried that he might be sent back to New Zealand for a publicity tour and fought as hard to stay with his men as he had against the Germans.

Upham won his second VC twice over as a Captain commanding C Company, 20<sup>th</sup> Battalion. At Minqar Qaim outside Mersa Matruh he was in the forefront of the midnight charge that saved the New Zealand Division, and then again at Ruweisat Ridge in the Alamein line he led his company into the teeth of the German defences, fighting on with a shattered elbow until he and his men were finally surrounded and captured, Upham unable to walk from a leg wound.

Upham's capture wasn't the end though. He was a bold and persistent escaper and eventually ended up in Colditz, the camp reserved for the most difficult prisoners. Even when liberated, he still wanted to fight, joining an American unit for a few days until ordered back to England.

## CHARACTERISTICS

Captain Upham is an Infantry team, a Warrior and a Company Command team rated as **Fearless Veteran**.

Upham is armed with an Enfield No. 2 revolver and No. 36M 'Mills Bomb' hand grenades. He has Range 4"/10cm, ROF 2 whether he moves or not, Anti-tank 2, and Firepower 4+.

He may join any New Zealand Rifle Company for +50 points. He becomes the Company Command team replacing the existing Company Command team. Upham may have a Ford V8 car, which counts as a jeep, for +5 points.

## SPECIAL RULES

**C'mon, into 'em:** Upham is a truly inspirational soldier.

*He and any Rifle Platoon he is currently leading always pass Motivation Tests on a roll of 2+.*

**I'll Get The Bugger:** Upham always advanced ahead of his men wiping out machine-gun nests and clearing the way.

*Upham may launch a charge from 6"/15cm away from the enemy and moves 6"/15cm when Charging into Contact or Counterattacking. The rest of his platoon still move 4"/10cm, often meaning that they don't get into the fight until the platoon counterattacks.*

**Keep Your Bloody Head Down:** Although Upham took many risks himself, he hated putting his men at risk.

*Each turn one Infantry team within 6"/15cm of Upham may roll a die if Destroyed. On a roll of 5+, Upham alerts them to the danger and they duck out of the way and survive unharmed.*



# BRITISH EMPIRE FORCES

The British Empire fought in three distinct areas of the Mediterranean during 1942 and 1943: Africa, Tunisia and Italy. Each area had quite different forces and equipment. The British section of this book is divided into three parts, one for each area. Your entire force must be chosen from the same part, either Africa, Tunisia, or Italy, unless otherwise specified.

Africa covers the Eighth Army's battles in Egypt, Libya, and southern Tunisia from Gazala in the middle of 1942, through the battles at El Alamein and the pursuit through Libya into southern Tunisia in early 1943. The Eighth Army contained an eclectic mix of veteran troops from throughout the Empire and less experienced British formations.

Tunisia covers the First Army's battles during the Operation Torch landings in late 1942, the subsequent fighting in western Tunisia, and the battles leading to the capture of Tunis in May 1943. The First Army had British units fresh from home with the latest equipment fighting alongside the first of the American units to face Germany.

Italy covers the Fifth and Eighth Armies' battles in Sicily and southern Italy from mid 1943 until the end of the year. This was largely a British and American affair. The troops were mostly veterans from Africa and Tunisia, ably reinforced by the Canadians. By this stage British tanks have given way to Lend-lease American models.



## ALL OF THE COUNTRIES OF THE EMPIRE

The countries that fought in Africa, Tunisia and Italy in 1942 and 1943 sent whole divisions or even corps. As a result the soldiers of these forces fought alongside their countrymen, supported by their countrymen. However, most of the countries could not provide all the support their forces needed. British forces from the First and Eighth Armies took up the slack and made up the shortfall. Your entire force must be chosen from the same country wherever possible.



All the units in your force must have the same country's symbol, unless otherwise noted. Where a platoon is not available with the same symbol, you may take a platoon from the Eighth Army (🛡️) instead.

Platoon entries in this section have multiple columns if they are available in the armies of more than one country. Each column shows the name and symbol of the country and the points values for a platoon from that country. If any of the points values in the column are listed as '-', that combination of equipment is not available for this country. If the platoon is not available to that country, it may be taken from the First or Eighth Army as appropriate instead.

### PLATOON

HQ Section with:

3 Rifle Squads  
2 Rifle Squads

8<sup>TH</sup> ARMY  
145 points  
105 points

AUSTRALIAN  
175 points  
125 points

INDIAN  
135 points  
95 points

NEW ZEALAND  
155 points  
115 points

5<sup>TH</sup> AFRICAN  
110 points  
80 points

### OPTIONS

- Make all Indian Rifle Platoons into Gurkha Rifle Platoons for +10 points per platoon.
- Make all New Zealand Rifle Platoons into Maori Rifle Platoons for +10 points per platoon.
- Equip all Rifle/MG teams with Sticky Bombs for +10 points for the platoon.

When you add a platoon to your force, you must take the platoon of that type from your force's country, unless that country does not have platoons of that type. Some countries have variations such as Gurkhas () for Indians or Maori () for New Zealanders in this Rifle Platoon on page 27. If you choose a variation, all of your Combat Platoons must have the same variation.

## PLATOON RATINGS

The different countries fighting in Africa, Tunisia and Italy had very different backgrounds and levels of experience. Each country has its own special rules and Motivation and Skill ratings to reflect this. A force from one of the colonies is likely to have British troops in support, and may even

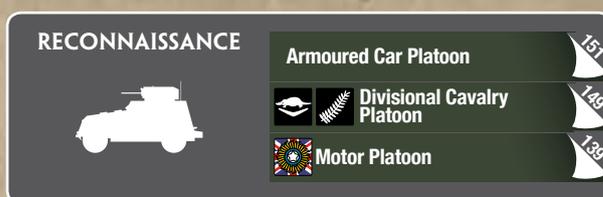
have troops from another colony supporting it as well. Each platoon retains its normal rating when supporting another company, so for example, a New Zealand Rifle Company rated as Confident Veteran can have Confident Trained Heavy Armoured Platoons from the Eighth Army in support.



## COUNTRY-SPECIFIC OPTIONS

In most cases the Empire's armies followed the standard British structure, and were supported by their own troops or those of the British. However some armies had oddities in their organisation or received support from unusual places, shown by the country symbol to the left of the option.

The diagram demonstrates this for a Rifle Company (see page 26). While any country can field their own Armoured Car Platoons as usual, the Australians () and New Zealanders () can also field Divisional Cavalry Platoons, while the Indians () can also field a Motor Platoon.



*Although they are in many cases the armies of independent countries, all of the armies of the British Empire are subordinated to and integrated with the British Army. As such all units from the British Empire count as coming from the same country and are **not** allies for the purposes of the Allied Platoons rules on page 70 of the rulebook.*

## EIGHTH ARMY

When the Second World War began, Egypt seemed an unlikely battlefield, that was until Mussolini's ambition led to the ill-fated Italian invasion. The Western Desert Force that defeated him grew into the Eighth Army as it faced the German *Afrikakorps* under General Rommel.

The Eighth Army always had a high proportion of colonial divisions with considerable battle experience by 1942.

At Gazala in June 1942 the Eighth Army was mishandled by its own generals and roughly treated by Rommel. All of the divisions that got away lost a brigade in battle except the 1<sup>st</sup> South African Division which made a daring escape in the north. The retreat to the Alamein line cost the army the 2<sup>nd</sup> South African Division and the 10<sup>th</sup> Indian Division, and very nearly the 2<sup>nd</sup> New Zealand Division as well.

The Alamein battles of the second half of 1942 showed the mettle of the colonial troops and the new British divisions quickly learned to handle themselves in battle under the careful eye of their new commander, General Montgomery.

By the time the Eighth Army reached the Tunisian border in February 1943, it was a tough fighting machine that beat the best the Germans and Italians could field in every battle it undertook. Fighting alongside the First Army they forced the surrender of all German and Italian troops in Africa.

July 1943 saw the best of the Eighth Army invading Sicily alongside General Patton's Seventh Army. After a victorious campaign, the veteran Eighth Army invaded Italy.

*Eighth Army forces use all of the British special rules on pages 246 to 248 of the rulebook. They do not have any additional special rules.*

## GUARDS

The five Regiments of Foot Guards are the most prestigious infantry units in the British Army. Their standards are very high in all respects. Their most outstanding quality on the field of battle is their steadiness.

*Guards forces use all of the British special rules on pages 246 to 248 of the rulebook. In addition they have their own Unflappable special rule.*

### UNFLAPPABLE

The Guards are the senior regiments in the British Army. They are well known as being 'unflappable', retaining their discipline when things go wrong. Under circumstances where other units might get themselves in a 'flap' and become unsettled.

*Guards Platoons fight to the last and may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.*

## SCOTTISH

Scottish regiments no longer wear their kilts on active service, however they still have their bagpipes. Although the use of bagpipes on the field of battle was banned between the wars, numerous pipers ignored orders and piped the attack home often wearing their kilt.

*Scottish forces use all of the British special rules on pages 246 to 248 of the rulebook. In addition they have their own Bagpipes special rule.*

### BAGPIPES

Bagpipers have piped Scottish regiments into battle for centuries. The tales of pipers walking through a hail of fire, pipes wailing, abound. Even the death of the officer they are accompanying will not stop them.

*If a 2iC Command team with a Bagpiper is Destroyed by enemy shooting, the enemy rolls to Destroy the 2iC Command team using the Warrior Infantry Team Casualties rule on page 106 of the rulebook. However, instead of requiring a 4+ to Destroy the 2iC Command team, the enemy player needs to roll a 5+ to Destroy the team.*

*Any hits on the 2iC Command team do not count towards Pinning Down the platoon or making it Fall Back from Defensive Fire.*

## AUSTRALIAN

Australia responded to Britain's declaration of war on Germany by promising five new divisions for Imperial service. As the first Australian Imperial Force (AIF) also had five divisions, the five new divisions in the second AIF were numbered 6<sup>th</sup> to 9<sup>th</sup> and 1<sup>st</sup> Armoured.

The first into battle was the 6<sup>th</sup> Australian Division, who destroyed the Italian Army in Libya in 1940, then fought in Greece. The 7<sup>th</sup> Australian Division then fought briefly against the French in Syria, before both divisions were recalled to defend Australia from the Japanese.

It was the 9<sup>th</sup> Australian Division that would earn ever-lasting fame. Not only halting Rommel's first offensive in 1941 and holding Tobruk for six months against the *Afrikakorps*, but then halting his second major offensive and saving the day at El Alamein in 1942.

By 1942, the Australians had established an enviable record in the Western Desert, so when they were called to the front to stop the German *Afrikakorps* at El Alamein, they were confident of their ability to do so. Their victories in that battle only increased their morale even further.

As the only complete experienced division in the field, and with plenty of replacements waiting in the Nile Delta, the

Australian General, 'Ming the Merciless' Morshead, was as willing as his men to fight hard and keep fighting until they won, regardless of cost.

*Australian forces use all of the British special rules on pages 246 to 248 of the rulebook except the British Bulldog special rule. In addition they have their own Disorderly Conduct special rule.*

### DISORDERLY CONDUCT

Australian soldiers have a strong disrespect for authority. They'll do what they are told if it makes sense to them, but if not, they'll do their own thing instead.

In one famous incident a Private greeted a Colonel with "How's it going Bill?" much to the surprise of British officers present. It turned out that the Private had been the Colonel's boss before the war!

One benefit of this was that when officers became casualties, there was usually someone able to take over the leadership.

*Australian Platoons do not use the British Bulldog special rule. Instead, they use the German Mission Tactics special rule.*



## INDIAN

The Indian Army is a separate entity from the British Army. It has its own officers, ranks, and traditions dating back to the days of 'John Company', the Honourable East India Company, a British company that grew to dominate the Indian subcontinent. Within one hundred years of its creation in the early 1600s, the John Company already had its own army and in the 1740s fought several wars with French troops.

By 1857, the John Company controlled much of India, either directly or through puppet rulers. However, in this year dissatisfaction with British rule boiled over into open war with the Indian Mutiny. In the wake of the Mutiny, Queen Victoria dissolved the Honourable East India Company and assumed direct rule over India. The Company's armed forces became the Indian Army. Although prior to the Mutiny recruiting had been widespread across India's many cultural, religious and ethnic population, the new Indian Army restricted recruiting to groups seen as 'martial races' (and more importantly reliably loyal to the Crown).

The Indian Army provided troops for many of the Empire's colonial wars, acquitting itself well in the process. The best graduates from the Royal Military Academy at Sandhurst vied for positions in the Indian Army where pay was higher and battle more likely.

The Indian Army made a massive contribution in the First World War with over a million men in arms and 115 battalions serving overseas, fighting in every theatre of that war from France to Gallipoli, Palestine, and Persia.

In the Second World War, the Indian contribution was even greater with nearly two million soldiers in arms. 4<sup>th</sup> and 5<sup>th</sup> Indian Divisions defeated the Italians in the Western Desert and Somalia in 1940, then fought in Syria, Iran, and Iraq. They returned to the desert in 1942, joining 10<sup>th</sup> Indian Division as Rommel launched his attack on the Gazala Line. There, abysmal British generalship saw brigade after brigade overrun as they faced Rommel's entire *Afrikakorps* one at a time.

Under General Montgomery, 4<sup>th</sup> Indian Division went on to win acclaim at Alamein and in the Tunisian Campaign before handing the torch to 8<sup>th</sup> Indian Division for the battles in Italy.

## GURKHA

The Gurkhas of Nepal have a superb reputation as first-class fighting men. They are recruited from hardy hill tribes in the Himalayan mountains. Their ferociousness when using their heavy-bladed khukuri knives in close combat is legendary. So is their determination not to abandon their weapon while still alive.

*Gurkha platoons are Indian platoons. They use all of the British special rules on pages 246 to 248 of the rulebook and the War Cry and North-west Frontier special rules above. In addition they have their own Khukuri special rule.*

*Indian forces use all of the British special rules on pages 246 to 248 of the rulebook except the British Bulldog special rule. In addition they have their own War Cry and North-west Frontier special rules.*

### WAR CRY

Indians always charge shouting war cries to gain the blessings of the gods and intimidate their enemies. Weak-hearted foes hearing this fearsome cry will flee without a fight.

*Indian and Gurkha platoons do not use the British Bulldog special rule. Instead, when enemy platoons first test their Motivation Test to Counterattack Indian or Gurkha platoons in assaults, they must re-roll the die and apply the re-rolled result to all platoons that passed on the original roll.*

### NORTH-WEST FRONTIER

The Indian Army fought continuous wars against rebellious Pathan tribes on the famous (and mountainous) North-west Frontier. At the same time they fought the Naga tribes of the equally mountainous (but less well-known) North-east Frontier. As a result they were specialists at mountain warfare.

*All Indian and Gurkha Infantry and Man-packed Gun teams are Mountaineers.*

### INDIAN PATTERN CARRIER

India lacked a heavy vehicle industry, so when called upon to provide carriers for their infantry, they adopted a wheeled version based on the Ford 15 cwt truck, known appropriately enough as the Indian Pattern Carrier.

### BLACKER BOMBARD

The Indian Army was always short of equipment, especially anti-tank weapons. When a shipment of Blacker Bombards (a spigot mortar like a huge PIAT) turned up at Cairo, they were happy to grab them. Despite their cumbersome nature, the Indians were very impressed with their firepower and longed to try them out against German Panzers.

*The Blacker Bombard always hits Top armour.*

### KHUKURI

Every Gurkha carries a heavy-bladed recurved knife called a khukuri. They use this for everything from cutting food and wood to chopping off the heads of their foes.

*If there are no enemy Tank teams or Bunkers within 2"/5cm of a Gurkha team, it hits on a roll of 3+ in assaults.*

## NEW ZEALAND

When New Zealand went to war alongside Britain, it raised its Second New Zealand Expeditionary Force (2 NZEF). The first NZEF had served with distinction in Gallipoli and with the ANZAC Corps in France in the First World War. The new division became the 2<sup>nd</sup> New Zealand Division and the battalions were numbered 18 to 28 following on from those of the territorial divisions defending New Zealand.

The New Zealand Division's first taste of battle was the ill-fated British intervention in Greece and Crete in April 1941. After rebuilding, the division went into battle again in December, part of the disorganised chaos of Operation Crusader, the British relief of Tobruk. The New Zealand Division occupied the vital Sidi Rezegh airfield. Then, surrounded, they broke through to the Tobruk garrison. The cost was enormous, but Rommel was forced to retreat for the first time.

When Rommel struck at Gazala, the New Zealand Division was still rebuilding in Syria. It raced forward to Mersa Matruh, taking up positions at Minqar Qaim on the southern flank on 24 June, 1942. When Rommel attacked, chaos ruled once more. The three divisions holding the position were surrounded and lost heavily as they broke out to the Alamein position a hundred miles to the rear.

In the confused fighting of the First Battle of El Alamein, the New Zealand Division destroyed much of the Italian Ariete Division's artillery in one attack, but lost a brigade to the German *Afrikakorps* when British armour failed to support their attack on Ruweisat Ridge on 15 July. Their distrust of British armour grew to outright disgust when the same thing happened at El Mreir barely a week later.

## MAORI

When the war began the Maori (indigenous population) of New Zealand asked to be allowed to form their own battalion. This was formed with regional companies.

A Company was from the Far North and gained the nickname *Nga Kiri Kapia* (nah kee-ree kah-pee-ah), 'the Gumdiggers'. B Company came from the central North Island (famous for the Rotorua Lakes, a tourist destination) and was known as *Nga Rukukapa* (nah rruh-kuh-kah-pah), 'the Penny Divers'. C Company from the East Coast became *Nga Kaupoi* (nah kow-poy), 'the Cowboys'. D Company came from a mixture of South Island tribes and was called 'Ngati Walkabout'.

The Maori Battalion was an extra battalion in the New Zealand Division, not part of any brigade, and tended to be assigned where it was most needed. The battalion is most famous for its many daring assaults and its rather casual attitude to weapons and equipment acquired from the enemy. At one point members of the Maori Battalion were seen racing around the rear areas with a German staff car and an '88' and its tractor!

Fortunately for the division, now down to one brigade, the battle petered out as both sides were exhausted. By the time Rommel attacked again at Alam Halfa at the end of August, the division was back up to two brigades. When Rommel retreated, the Division attacked to cut him off, but lacked the strength to halt two full armoured corps on its own.

From then on, under the new British commander, General Montgomery, the fortunes of the New Zealand Division looked up. The division received its own armoured brigade, and made the breakout in the Second Battle of Alamein. It pursued Rommel the breadth of Libya in a series of battles, then outflanked his main defensive line at Mareth, before closing in for the kill in Tunisia. The division went on to Italy at the end of 1943, and fought there until it was victorious.

*New Zealand forces use all of the British special rules on pages 246 to 248 of the rulebook. In addition they have their own 4 by 2 and No. 8 Wire special rule.*

### 4 BY 2 AND NO. 8 WIRE

New Zealand is a small remote country and its soldiers had to learn to make do or do without while they were growing up. As they say in New Zealand, they could make anything with a bit of 4 by 2 timber and some No. 8 fencing wire! This independence carried over to their military operations. Everyone was told the plan before each attack, and if an officer was killed, there'd always be someone to work out what to do now.

*New Zealand Platoons use the German Mission Tactics special rule*

*Maori platoons are New Zealand platoons. They use all of the British special rules on pages 246 to 248 of the rulebook and the 4 by 2 and No. 8 Wire special rule above. In addition they have their own Haka special rule.*

### HAKA

The Maori often performed a haka or war dance within earshot of the enemy before launching an attack. This, combined with their fearsome reputation, would have their foes quaking in their boots. Maori soldiers frequently swapped their issue rifles for German submachine-guns too. By their way of thinking their rifles didn't make enough noise, and the more noise the better when charging!

*When enemy platoons first test their Motivation Test to Counterattack Maori platoons in assaults, they must re-roll the die and apply the re-rolled result to all platoons that passed on the original roll.*



## SOUTH AFRICAN

South Africa found itself in a difficult position at the start of the war. The Union of South Africa was founded after the end of the Boer War (1899 to 1902). The new country combined the British Cape Colonies with the recently conquered Boer (Afrikaans) Transvaal and Orange Free State. Since Germany had helped the Boers against the British, many Afrikaans felt more loyalty to them than Britain. As a result, South Africa fielded a relatively small volunteer army in the Second World War, keeping the dissenting soldiers in South Africa for home defence.

After a successful campaign against the Italians in East Africa in 1940 and 1941, the South African divisions were sent to Libya to face Rommel. Here they met with disaster after disaster.

Most of the problem can be blamed on poor British generalship. In November 1941, the 1<sup>st</sup> South African Division fought in Operation Crusader. The British plan had brigades being scattered all over the desert and a South African Brigade was overrun by the German 15<sup>th</sup> Panzer Division and the Italian Ariete Division.

In the next major battle at Gazala, the 1<sup>st</sup> South African Division held the line closest to the coast. There, after launching diversionary attacks against the Italians, they were virtually abandoned by the British and barely escaped being cut off and surrounded. The 2<sup>nd</sup> South African

Division which had been training in Tobruk suddenly found itself surrounded and ordered to hold the port at all costs. Its position was untenable and within days, the whole division was captured. By this time the South Africans were understandably concerned about the possibility of losing their entire army!

When Rommel reached El Alamein, the 1<sup>st</sup> South African Division was the only battleworthy formation still facing him. The division was once more entrenched in a 'box' on the coast. Rommel attempted to outflank the box and continue the advance as he had earlier at Mersa Matruh. This time however, the massed South African artillery stopped his elite 90<sup>th</sup> Light Africa Division dead, buying time for the Australian, Indian, New Zealand, and Northumbrian divisions to extend the line southwards, halting Rommel for good.

The 1<sup>st</sup> South African Division had one more part to play before returning to South Africa to rebuild as an armoured division. In the Second Battle of Alamein, it formed the southern wing of the main attack on the German/Italian lines, helping to win this historic victory.

*South African forces use all of the British special rules on pages 246 to 248 of the rulebook. They do not have any additional special rules.*

# BRITISH EIGHTH ARMY IN AFRICA

*"I want to impose on everyone that the bad times are over, they are finished! Our mandate from the Prime Minister is to destroy the Axis forces in North Africa... It can be done, and it will be done!"*  
—General Bernard Law Montgomery.

In 1940 the 7<sup>th</sup> Armoured Division—the first British formation in the desert—took as its symbol the jerboa, or desert rat. Soon the whole Eighth Army adopted the nickname. The 'Desert Rats' won glorious victories, and took more than their share of hard knocks.



## EIGHTH ARMY

The infantry and artillery of the Eighth Army were experienced troops who took the brunt of the fighting. All Eighth Army Motor Companies, Rifle Companies, and Armoured Car Squadrons are rated as **Confident Veteran**. An Eighth Army Rifle Company may have an Eighth Army, Indian, or Gurkha Rifle Platoon as its Rifle Platoon support choice and may take Indian Machine-gun Platoons.

### EIGHTH ARMY ARMOUR

Unfortunately, a combination of poor generalship and cavalry-style tactics meant that the British armoured divisions had to learn new methods to defeat the German Panzers the hard way. In battle after battle they fought hard, but still showed a lack of tactical skill despite their years of experience. All Eighth Army Heavy Armoured Squadrons, Light Armoured Squadrons, and Infantry Tank Companies are rated as **Confident Trained**.

8 <sup>TH</sup> ARMY 		AFRICA	
RELUCTANT	CONSCRIPT	CONFIDENT	TRAINED
FEARLESS	VETERAN		
8 <sup>TH</sup> ARMY ARMOUR			
RELUCTANT	CONSCRIPT	CONFIDENT	TRAINED
FEARLESS	VETERAN		

### SCOTTISH

51<sup>st</sup> (Highland) Division entered battle at Alamein in October 1942. They were a well trained division, determined to avenge their defeat at the hands of Rommel in France in 1940. The Highland Division played a critical role at Alamein, and in the pursuit across North Africa. By 1943 Montgomery regarded the Highlanders as one of his best divisions.

You may field a Eighth Army Rifle Company as a Scottish Rifle Company (☒) by adding a Bagpiper to your Company HQ (see page 27). In all other ways a Scottish company remains a Eighth Army company rated as Confident Veteran.

A Scottish Rifle Company may have a Scottish, Eighth Army, Indian, or Gurkha Rifle Platoon as its Rifle Platoon support choice and may take Indian Machine-gun Platoons. All remaining support comes from the Eighth Army.

## GUARDS

Through two years of hard fighting 201 Guards Brigade has proudly maintained the Guards tradition for discipline. Rommel remarked that the stand of the Scots Guards at Gazala was 'almost a living embodiment of the virtues and faults of the British soldier - tremendous courage and tenacity combined with a rigid lack of mobility.'

You may field a Motor Company as a Guards company.

GUARDS 		AFRICA	
RELUCTANT	CONSCRIPT	CONFIDENT	TRAINED
FEARLESS	VETERAN		

## AUSTRALIAN

The 9<sup>th</sup> Australian Division were the famous 'Rats of Tobruk' who had stopped Rommel's advance in April 1941 and withstood a nine-month siege. Sent to Alamein in July 1942, the Australians quickly established a reputation as aggressive and tough fighters. They accomplished every task set them.

You may field a Rifle Company or Divisional Cavalry Squadron as an Australian company.

AUSTRALIAN 		AFRICA	
RELUCTANT	CONSCRIPT	CONFIDENT	TRAINED
FEARLESS	VETERAN		

## INDIAN

The 5<sup>th</sup> Indian Division (named the 'Ball of Fire' division for its divisional flash) and 3 Indian Motor Brigade fought at Gazala where they suffered heavy losses. The survivors fought on in the First Battle of Alamein. The 4<sup>th</sup> Indian Division (the 'Red Eagles'), old desert hands with battles dating back to 1940, took over for the Second Battle of Alamein, going on to fight in the mountains of Tunisia, retaining its reputation for ferocity.

Indian companies use the Warcry and Northwest Frontier special rules (see page 11) in addition to the standard British special rules.

An Indian Rifle Company may have a Eighth Army, Indian, or Gurkha Rifle Platoon as its Rifle Platoon support choice. All Machine-gun Platoons supporting Indian companies are Indian Machine-gun Platoons. All remaining support comes from the Eighth Army.

### GURKHA

You may field an Indian Rifle Company as a Gurkha Rifle Company (🚩) by making your Rifle Platoons into Gurkha Rifle Platoons (see page 27). Gurkha Rifle Platoons use the Khukuri special rule (see page 11) in addition to the Indian and British special rules. In all other ways a Gurkha company remains an Indian company rated as Fearless Trained.

INDIAN	AFRICA
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## NEW ZEALAND

By 1942 the New Zealand Division was regarded as one of the most skilled formations in the desert—experience hard won after heavy losses on Crete and at Sidi Rezegh in 1941, and further losses at Minqar Qaim, Ruweisat Ridge and El Mreir in 1942.

New Zealand companies use the 4 by 2 and No. 8 Wire special rule (see page 12) in addition to the standard British special rules. A New Zealand Rifle Company may have a New Zealand or Maori Rifle Platoon as its Rifle Platoon support choice.

### MAORI

You may field a New Zealand Rifle Company as a Maori Rifle Company (👑) by making your Rifle Platoons into Maori Rifle Platoons (see page 27). Maori Rifle Platoons use the Haka special rule (see page 12) in addition to the New Zealand and British special rules. In all other ways a Maori company remains a New Zealand company. A Maori Rifle Company may have a New Zealand or Maori Rifle Platoon as its Rifle Platoon support choice.

NEW ZEALAND	AFRICA
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## SOUTH AFRICA

South Africa sent two infantry divisions to fight in North Africa. After suffering heavy losses in 1941, the South African commanders lost faith in their British superiors. Their concern at sustaining further heavy casualties was made worse when the entire 2<sup>nd</sup> South African Division was captured in Tobruk in June 1942 and the 1<sup>st</sup> South African Division only barely escaped back to Alamein.

South African companies use the standard British special rules.

5 <sup>TH</sup> AFRICAN	AFRICA
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



# HEAVY ARMoured SQUADRON

## AFRICA

### (TANK COMPANY)

HEADQUARTERS

#### HEADQUARTERS



Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Support platoons with the Guards (♁) option must all be either Guards(♁) or Eight Army(♁). All other Support platoons must be from the Eighth Army (♁).

COMBAT PLATOONS

#### ARMOUR



Heavy Armoured Platoon

#### ARMOUR



Heavy Armoured Platoon

#### ARMOUR



Heavy Armoured Platoon

#### ARMOUR



Heavy Armoured Platoon (Sherman Only)

WEAPONS PLATOONS

#### ARMOUR



Light Armoured Platoon

#### ARMOUR



Light Armoured Platoon

SUPPORT PLATOONS

#### INFANTRY



Motor Platoon

#### RECONNAISSANCE



Scout Platoon

Armoured Car Platoon

#### ANTI-TANK



Anti-tank Platoon, Royal Artillery

Anti-tank Platoon (SP), Royal Artillery

#### ARTILLERY



Royal Horse Artillery Battery

#### AIRCRAFT



Air Support

Light Anti-aircraft Platoon



Grant passing burning Panzer I.

### MOTIVATION AND SKILL

The armoured regiments have taken a hammering in the past, but with new heavy tanks, they aim to return the favour. A Heavy Armoured Squadron is **Confident Trained**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS



3 Grant

280 points

2 Grant

185 points

- Arm any or all Grant tanks with an AA MG for +5 points per tank.
- Replace AA MG on up to one Grant tank with a Lee turret with a cupola MG at no cost.
- Upgrade any Grant tanks to Sherman II or III tanks for +20 points per tank.

4 Sherman II or III

455 points

3 Sherman II or III

340 points

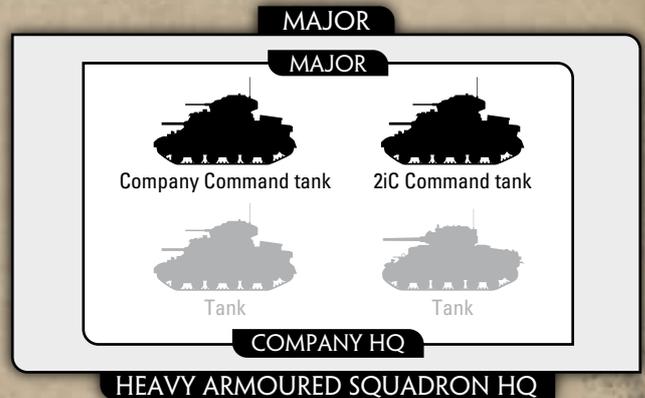
2 Sherman II or III

225 points

#### OPTION

- Arm any or all Sherman tanks with a .50 cal AA MG for +5 points per tank.

*Note: The Company Command tank must be the first tank upgraded to a Sherman tank.*



In the past the tactics of our armoured squadrons have resembled re-enactments of the Charge of the Light Brigade, as they charge the German anti-tank guns. Now the armoured squadrons are receiving new American-made heavy tanks, and learning new tactics, combining the élan of cavalry with a dash of common sense! The Grants mount a 75mm gun in good armour—the only downside is its size, which makes it an obvious target in the desert. The Sherman tanks are even better, and are enthusiastically received by their crews.

## COMBAT PLATOONS

### HEAVY ARMoured PLATOON

#### PLATOON



3 Grant

280 points

- Arm any or all Grant tanks with an AA MG for +5 points per tank.
- Replace AA MG on up to one Grant tank with a Lee turret with a cupola MG at no cost.
- Upgrade any Grant tanks to Sherman II or III tanks for +20 points per tank.

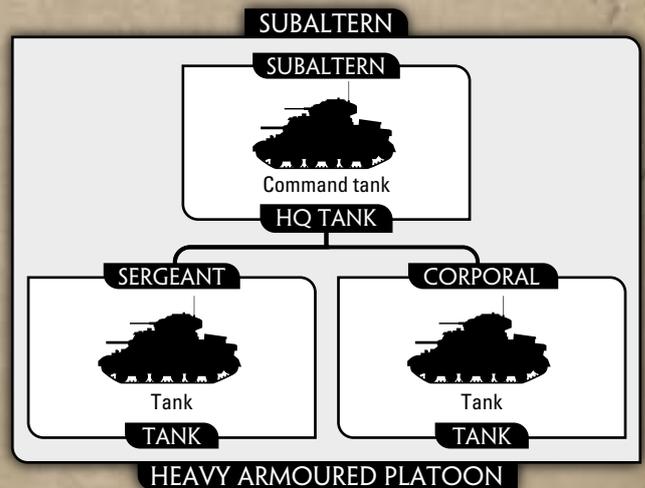
3 Sherman II or III

340 points

#### OPTION

- Arm any or all Sherman tanks with a .50 cal AA MG for +5 points per tank.

*Note: Command tank must be the first tank upgraded to a Sherman tank.*



Grant tanks may be modelled as either the British-style Grant or the US-style M3 Lee with a machine-gun cupola on the top of the turret. Both were used interchangeably and referred to as Grants without distinction.

Remember that your Grant tanks can fire both their 75mm main gun and their 37mm turret gun at the same time using the Multiple Guns rule in the Flames Of War rulebook.

# LIGHT ARMoured SQUADRON

## AFRICA

### (TANK COMPANY)

HEADQUARTERS

#### HEADQUARTERS



Company HQ

19

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Support platoons with the Guards (♁) option must all be either Guards (♁) or Eighth Army (♁). All other Support platoons must be from the Eighth Army (♁).

COMBAT PLATOONS

#### ARMOUR



Light Armoured Platoon

19

#### ARMOUR



Light Armoured Platoon

19

#### ARMOUR



Light Armoured Platoon

19

#### ARMOUR



Light Armoured Platoon

19

WEAPONS PLATOONS

#### ARMOUR



Heavy Armoured Platoon

17

#### ARMOUR



Heavy Armoured Platoon

17

SUPPORT PLATOONS

#### INFANTRY



Motor Platoon

23

#### RECONNAISSANCE



Scout Platoon

24

Armoured Car Platoon

35

#### ANTI-TANK



Anti-tank Platoon,  
Royal Artillery

37

Anti-tank Platoon (SP),  
Royal Artillery

38

#### ARTILLERY



Royal Horse Artillery Battery

42

#### AIRCRAFT



Air Support

37

Light Anti-aircraft Platoon

38



RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

### MOTIVATION AND SKILL

The light tanks have been given a rough handling by Rommel's lot, but they've stuck to their guns and learned their lessons. A Light Armoured Squadron is **Confident Trained**.

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS



4 'Honey' Stuart I or III	160 points
3 'Honey' Stuart I or III	120 points
2 'Honey' Stuart I or III	80 points

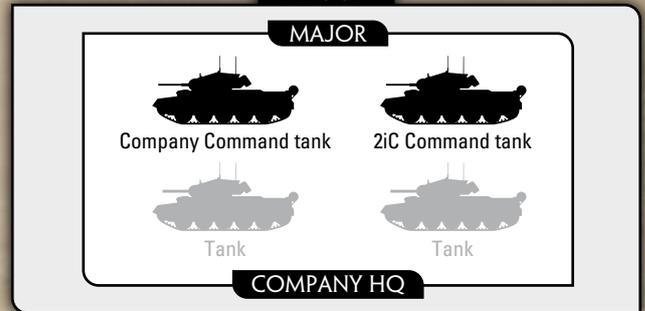
- Arm any or all 'Honey' Stuart tanks with an AA MG for +5 points per tank.

2 Crusader II	105 points
---------------	------------

- Replace either or both Crusader II tanks with Crusader II CS tanks at no cost.
- Add up to two Crusader II CS tanks for +45 points per tank or Crusader III tanks for +55 points per tank.

A Heavy or Light Armoured Squadron may not have both 'Honey' Stuart and Crusader tanks.

#### MAJOR



#### LIGHT ARMoured SQUADRON HQ

The light armoured squadrons embody the dash of the British cavalry. Equipped with fast Honey or Crusader tanks, these squadrons easily outmanoeuvre the enemy. Unfortunately, they are armed with 'pop guns' that barely scratch the paint of the Panzers, so Honey and Crusader tanks are often relegated to scouting or protecting the flanks of the regiment.

Remember, all Crusader II tanks use the Tally Ho! and Broadside special rules on page 226.

## COMBAT PLATOONS

### LIGHT ARMoured PLATOON

#### PLATOON



3 'Honey' Stuart I or III	120 points
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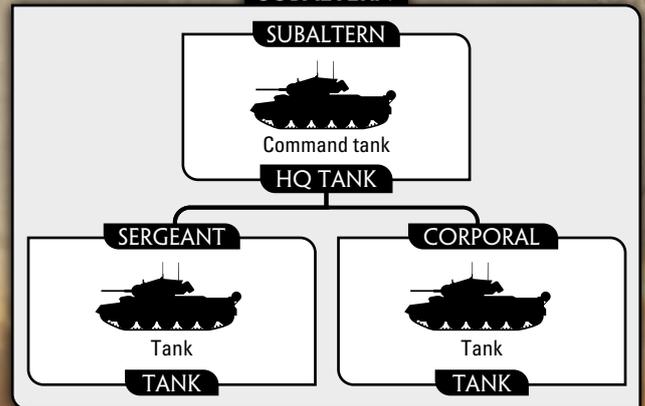
- Arm any or all 'Honey' Stuart tanks with an AA MG for +5 points per tank.

1 Crusader II CS & 2 Crusader II	150 points
----------------------------------	------------

- Replace Command Crusader II CS tank with a Command Crusader II tank at no cost.
- Replace up to two Crusader II tanks (but not the command tank) with Crusader III tanks for +5 points per tank.

'Honey' Stuart light tanks were not issued HE ammunition in the Desert, so have the No HE rule on page 118 of the rulebook

#### SUBALTERN



#### LIGHT ARMoured PLATOON



# INFANTRY TANK COMPANY

## AFRICA

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Company HQ

21

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Support platoons with the Australian (🇦🇺), New Zealand (🇳🇿), South African (🇿🇦), and Eighth Army (🇬🇧) options must all have the same symbol. All other Support platoons must be from the Eighth Army (🇬🇧).

COMBAT PLATOONS

ARMOUR



Infantry Tank Platoon

21

ARMOUR



Infantry Tank Platoon

21

ARMOUR



Infantry Tank Platoon

21

ARMOUR



Infantry Tank Platoon

21

SUPPORT PLATOONS

INFANTRY



Rifle Platoon

27

INFANTRY



Rifle Platoon

27

RECONNAISSANCE



Carrier Platoon

28

ARTILLERY



Field Battery, Royal Artillery

41

Field Battery (SP), Royal Artillery

41

AIRCRAFT



Air Support

37

Light Anti-aircraft Platoon

38



Matilda II

### MOTIVATION AND SKILL

The 'T' tanks are solid and dependable. Each battle they lead the infantry onto their objectives. Infantry Tank Companies are rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS

2 Matilda II and 2 Matilda II CS	285 points
2 Matilda II and 1 Matilda II CS	215 points
2 Matilda II	145 points
2 Valentine II and 2 Matilda II CS	245 points
2 Valentine II and 1 Matilda II CS	175 points
2 Valentine II	105 points

An Infantry Tank Company must be entirely equipped with Matilda tanks, or entirely equipped with Valentine tanks except for the Matilda II CS tanks in the HQ.

#### MAJOR

#### MAJOR



#### COMPANY HQ

#### INFANTRY TANK COMPANY HQ

Infantry Tank Squadrons of the Royal Tank Regiment are equipped with slow but heavily-armoured 'T' Tanks.

## COMBAT PLATOONS

### INFANTRY TANK PLATOON

#### PLATOON

3 Matilda II	215 points
3 Valentine II	160 points

- Replace one Valentine II tank with a Valentine VIII tank for +15 points.

The 'T' tank battalions still fielded some of the old Matilda tanks at Gazala. Now they comprise the more reliable Valentine, which unfortunately still has the same 2-pounder 'pop gun'. There is light on the horizon as we enter Tunisia with a small number of upgunned Valentine VIII's starting to arrive.

#### SUBALTERN

#### SUBALTERN



Command tank

#### HQ TANK

#### SERGEANT



Tank

#### TANK

#### CORPORAL



Tank

#### TANK

#### INFANTRY TANK PLATOON

# MOTOR COMPANY — AFRICA —

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Company HQ

23

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be either from the Eighth Army (🛡️), Guards (🇬🇧), or Indian (🇮🇳). Any platoons with the Guards (🇬🇧) or Indian (🇮🇳) options must have the same symbol as your Company HQ. All other Support platoons must be from the Eighth Army (🛡️).

COMBAT PLATOONS (Choose one platoon from each box)

INFANTRY



Motor Platoon

23

MACHINE-GUNS



Motor Machine-gun Platoon

24

Motor Platoon (Indian)

23

RECONNAISSANCE



Scout Platoon

24

ANTI-TANK



Motor Anti-tank Platoon

25

Motor Platoon

23

WEAPONS PLATOON

ANTI-TANK



Motor Anti-tank Platoon

25

SUPPORT PLATOONS

ARMOUR



Heavy Armoured Platoon

17

Light Armoured Platoon

19

Kingforce Armoured Platoon

21

ARMOUR



Heavy Armoured Platoon

17

Kingforce Armoured Platoon

21

ANTI-TANK



Anti-tank Platoon,  
Royal Artillery

37

Anti-tank Platoon (SP),  
Royal Artillery

38

ARTILLERY



Royal Horse Artillery Battery

40

RECONNAISSANCE



Armoured Car Platoon

35

ANTI-AIRCRAFT



Light Anti-aircraft Platoon

38

AIRCRAFT



Air Support

37

## MOTIVATION AND SKILL

*Eighth Army and Guards Motor Companies are rated as **Confident Veteran**. Indian Motor Companies are rated as **Fearless Trained**. See pages 14 and 15 for more details.*

*Each nationality has its own Motivation and Skill rating. See pages 14 and 15.*

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS

Company HQ

#### OPTIONS

- Equip both Rifle teams with Sticky Bombs for +5 points.
- Replace either or both the Jeep and 15 cwt truck in the HQ Section with White scout cars for +5 points for the platoon.
- Add a Mortar Section for +25 points per mortar.

The motor companies are mostly formed from the fine regiments of the Green Jackets (descended from the Riflemen of the Duke of Wellington's day), the Guards, and the finest regiments of the Indian cavalry. All possess the qualities of initiative and élan, making them naturally suited for mobile operations in the desert.

 **8<sup>TH</sup> ARMY**  
35 points

 **GUARDS**  
35 points

 **INDIAN**  
25 points

#### MAJOR



#### COMPANY HQ



#### MORTAR SECTION

#### MOTOR COMPANY HQ

## COMBAT PLATOONS

### MOTOR PLATOON

#### PLATOON

3 Motor Squads

#### OPTIONS

- Equip all MG teams with Sticky Bombs for +10 points for the platoon.
- Add a Light Mortar team for +20 points.
- Add Anti-tank Rifle teams for +20 points per team.

Most of the time the motor companies form a safe base for the armoured chaps to operate from. The rest of the time they are off 'up the Blue' heading off into the desert to harass the enemy in a Jock Column with artillery and armoured cars.

For such a small unit, a motor company commander has a large amount of firepower at his disposal. Their machine-guns, anti-tank guns and plentiful artillery support allow them to beat almost any opposition.

Perhaps the oddest weapon in their arsenal is the No. 74 'Sticky Bomb' Grenade. This was a glass sphere, coated with a sticky substance and filled with explosives, on a handle. Thrown or smashed against a tank, it could be deadly. Unfortunately, it was unreliable and could stick to the user instead, with grim results.

 **8<sup>TH</sup> ARMY**  
105 points

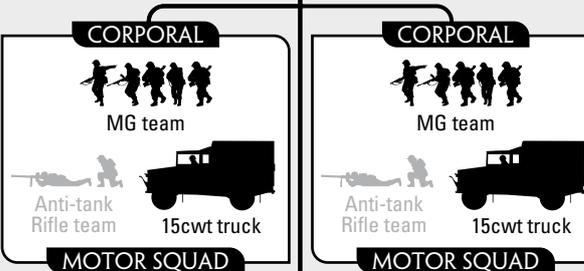
 **GUARDS**  
115 points

 **INDIAN**  
95 points

#### SUBALTERN



#### HQ SECTION



#### MOTOR SQUAD

#### MOTOR SQUAD

#### CORPORAL



#### MOTOR SQUAD

#### MOTOR PLATOON

## MOTOR MACHINE-GUN PLATOON

### PLATOON

HQ Section with:

- 2 Machine-gun Sections
- 1 Machine-gun Section

 8<sup>TH</sup> ARMY  
145 points  
75 points

 GUARDS  
155 points  
85 points

 INDIAN  
-  
-

### OPTION

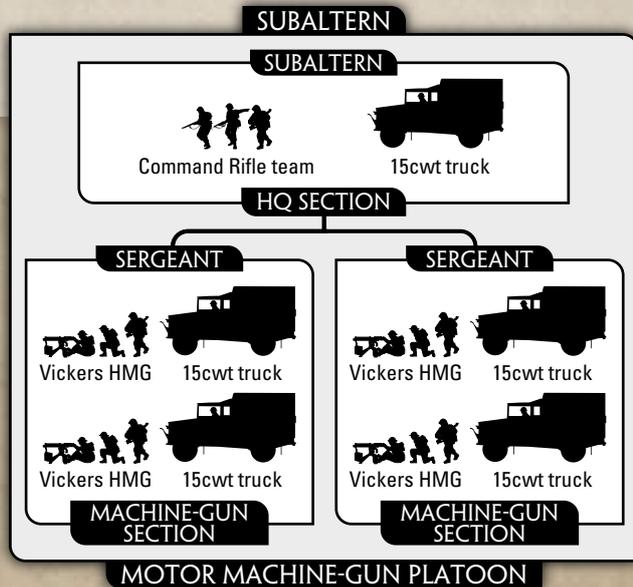
- Equip all Rifle and Vickers HMG teams with Sticky Bombs for +5 points for the platoon.

Motor companies equipped one platoon per company with Vickers medium machine-guns at the start of 1942.

The riflemen quickly adapted the 'tip and run' techniques they used with their anti-tank portees for their machine-guns as well.

*Vickers HMG teams from Motor Companies are not trained in indirect fire techniques, so they cannot fire Artillery Bombardments.*

*Instead, their 15 cwt trucks are HMG Carriers with a passenger-fired MG (see page 119 of the rulebook) and can use the Tip and Run special rule (see page 246 of the rulebook).*



## SCOUT PLATOON

### PLATOON

- 3 Scout Patrols
- 2 Scout Patrols
- 1 Scout Patrols

 8<sup>TH</sup> ARMY  
270 points  
180 points  
90 points

 GUARDS  
300 point  
200 point  
100 point

 INDIAN  
240 points  
160 points  
80 points

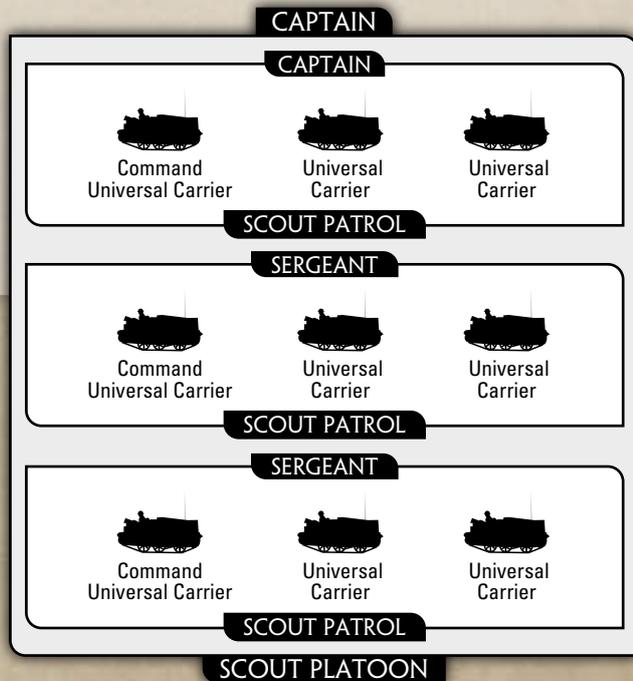
### OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier, or .50 cal MG for +15 points per carrier.
- Replace up to one extra hull-mounted MG per Scout Patrol with a Boys anti-tank rifle at no cost.
- Replace all Indian Universal Carriers with Indian Pattern Carriers at no cost.

The motor company's scout platoon scouts ahead of the company in advances and covers the flanks in battle. In defence they form the mobile reserve.

*Scout Patrols operate as separate platoons, each with their own command team.*

*Scout Patrols are Reconnaissance Platoons.*



MOTOR ANTI-TANK PLATOON

PLATOON

HQ Section with:

4 2 pdr portee

4 6 pdr portee

2 6 pdr portee

8<sup>TH</sup> ARMY

125 points

GUARDS

135 points

INDIAN

115 points

185 points

95 points

195 point

105 point

-

-

OPTIONS

- Replace all 6 pdr portees with 6 pdr guns towed by Jeeps at no cost.
- Equip all Rifle teams, Gun teams and Portees with Sticky Bombs for +5 for the platoon.

In the desert the anti-tank platoons are the most important weapons in a motor battalion. The old 2-pounders were replaced with powerful 6-pounders in time for the Gazala battles in May and June 1942. One tactic is to fight from the portees, firing at the enemy then quickly driving away, but it is preferable to dig the guns in and fight from the ground. Once dug-in, the guns can inflict heavy losses on the panzers at little loss to themselves.

*Portee anti-tank guns use the Tip and Run special rule on page 246 of the rulebook.*

SUBALTERN

SUBALTERN



Command Rifle team



Jeep

HQ SECTION

SERGEANT



Anti-tank gun portee



Anti-tank gun portee

ANTI-TANK SECTION

SERGEANT



Anti-tank gun portee



Anti-tank gun portee

ANTI-TANK SECTION

MOTOR ANTI-TANK PLATOON

KINGFORCE ARMoured PLATOON

PLATOON

3 Churchill III

2 Churchill III

8<sup>TH</sup> ARMY

410 points

275 points

GUARDS

-

-

INDIAN

-

-

RELUCTANT CONSCRIPT

CONFIDENT TRAINED

FEARLESS VETERAN

*The Churchill tanks of Kingforce were crewed from an armoured regiment. They are rated as Confident Trained.*

*You may only field one Kingforce Armoured Platoon with two tanks. If you field a second, it must have three tanks.*

Kingforce, named for its commander Major Norris King MC, was formed from six Churchill Mark III infantry tanks for the Second Battle of Alamein. The six Churchill tanks went into action on 24 October in support of 7 Motor Brigade. Despite being hit repeatedly by enemy anti-tank weapons, only one of the tanks was knocked out. Three days later they went back into battle near Kidney Ridge.

SUBALTERN

SUBALTERN



Command Churchill III

HQ TANK

SERGEANT



Churchill III

TANK

CORPORAL



Churchill III

TANK

KINGFORCE ARMoured PLATOON



# RIFLE COMPANY—AFRICA

## (INFANTRY COMPANY)

HEADQUARTERS

### HEADQUARTERS



Company HQ

27

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be either from the Eighth Army (🛡️), Australian (🇺🇸), Indian (🇮🇳), New Zealand (🇳🇿), or South African (🇿🇦). Any platoons with these options must have the same symbol as your Company HQ. All other Support platoons must be from the Eighth Army (🛡️).

COMBAT PLATOONS

### INFANTRY



Rifle Platoon

27

### INFANTRY



Rifle Platoon

27

### INFANTRY



Rifle Platoon

27

WEAPONS PLATOONS

### RECONNAISSANCE



Carrier Platoon

28

### ARTILLERY



Mortar Platoon

29

### ANTI-TANK



Anti-tank Platoon

29

### ANTI-TANK



Anti-tank Platoon

29

### MACHINE-GUNS



Machine-gun Platoon

30

Pioneer Platoon

28

BRIGADE SUPPORT PLATOONS

### MACHINE-GUNS



Machine-gun Platoon

30

### MACHINE-GUNS



Machine-gun Platoon

30

### TRANSPORT



Transport Section

31

SUPPORT PLATOONS

### ARMOUR



Infantry Tank Platoon

21

Heavy Armoured Platoon (Eighth Army)

17

### ARMOUR



Infantry Tank Platoon

21

Heavy Armoured Platoon (Eighth Army)

17

Light Armoured Platoon (Eighth Army)

19

### INFANTRY



Rifle Platoon

27

### ANTI-TANK



Anti-tank Platoon, Royal Artillery

37

Anti-tank Platoon (SP), Royal Artillery

38

Heavy Anti-aircraft Platoon

39

### RECONNAISSANCE



Armoured Car Platoon

35

Divisional Cavalry Platoon

33

Motor Platoon

23

### ARTILLERY



Field Battery, Royal Artillery

41

Field Battery (SP), Royal Artillery

41

### ARTILLERY



Heavy Mortar Platoon

30

Field Battery, Royal Artillery

41

Medium Battery, Royal Artillery

42

### ANTI-AIRCRAFT



Light Anti-aircraft Platoon

38

### AIRCRAFT



Air Support

37

## MOTIVATION AND SKILL

Eighth Army Rifle Companies are rated as **Confident Veteran**.  
See pages 14 and 15 for the ratings of other countries' Rifle Companies.

Each nationality has its own Motivation and Skill rating.  
See pages 14 and 15.

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS

Company HQ

 **8<sup>TH</sup> ARMY**  
30 points

 **AUSTRALIAN**  
35 points

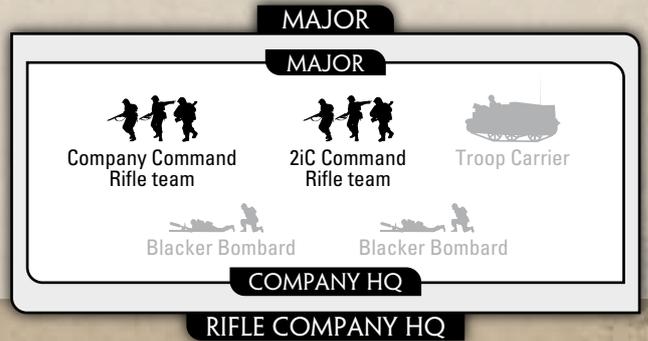
 **INDIAN**  
25 points

 **NEW ZEALAND**  
30 points

 **5<sup>TH</sup> AFRICAN**  
25 points

#### OPTIONS

-  Add a Scottish Bagpiper to an Eighth Army 2iC Command team for +10 points.
-  Add Blacker Bombards for +20 points per team.
  - Equip both Rifle teams with Sticky Bombs for +5 points.
  - Add Jeep, Troop Carrier, or Indian Pattern Troop Carrier for +5 points.



## COMBAT PLATOONS

### RIFLE PLATOON

#### PLATOON

HQ Section with:

3 Rifle Squads  
2 Rifle Squads

 **8<sup>TH</sup> ARMY**  
145 points  
105 points

 **AUSTRALIAN**  
175 points  
125 points

 **INDIAN**  
135 points  
95 points

 **NEW ZEALAND**  
155 points  
115 points

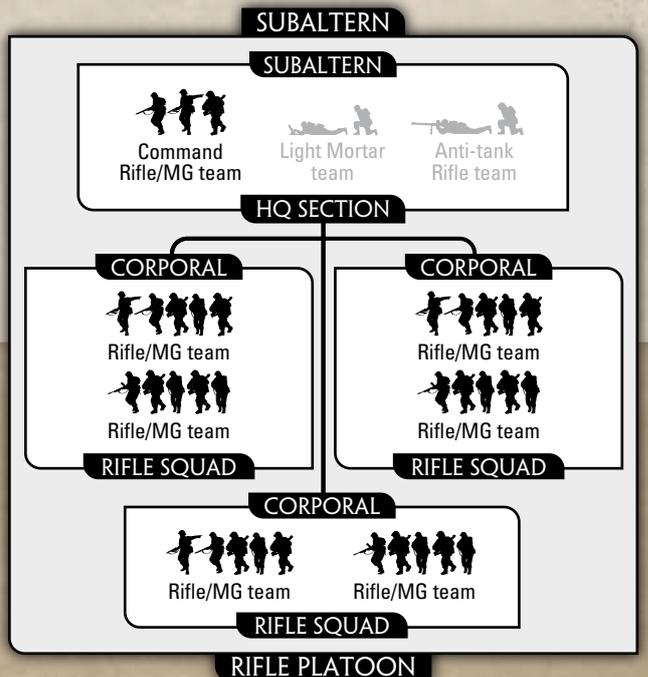
 **5<sup>TH</sup> AFRICAN**  
110 points  
80 points

#### OPTIONS

-  Make all Indian Rifle Platoons into Gurkha Rifle Platoons for +10 points per platoon.
-  Make all New Zealand Rifle Platoons into Maori Rifle Platoons for +10 points per platoon.
  - Equip all Rifle/MG teams with Sticky Bombs for +10 points for the platoon.
  - Add Light Mortar team for +20 points.
  - Add Anti-tank Rifle team for +20 points.

The armoured chaps might swan about the desert, but in Eighth Army it is still the PBI, the Poor Bloody Infantry that have to cross the enemy minefields and storm the enemy defences with bomb and bayonet. It is only after the rifle companies have fought their way through that the tanks break out into the open.

Manpower shortages have made the rifle platoons lean and mean, with just enough men to keep the Bren guns in action and to take and hold the objective. The desert veterans have learned to discard useless kit like the Boys anti-tank rifles. Instead, they carry extra ammo and picks and shovels to dig-in quickly.



# WEAPONS PLATOONS

## CARRIER PLATOON

### PLATOON

- 4 Carrier Patrols
- 3 Carrier Patrols
- 2 Carrier Patrols
- 1 Carrier Patrol



- 360 points
- 270 points
- 180 points
- 90 points



- 400 points
- 300 points
- 200 points
- 100 points



- 320 points
- 240 points
- 160 points
- 80 points



- 400 points
- 300 points
- 200 points
- 100 points



- 280 points
- 210 points
- 140 points
- 70 points

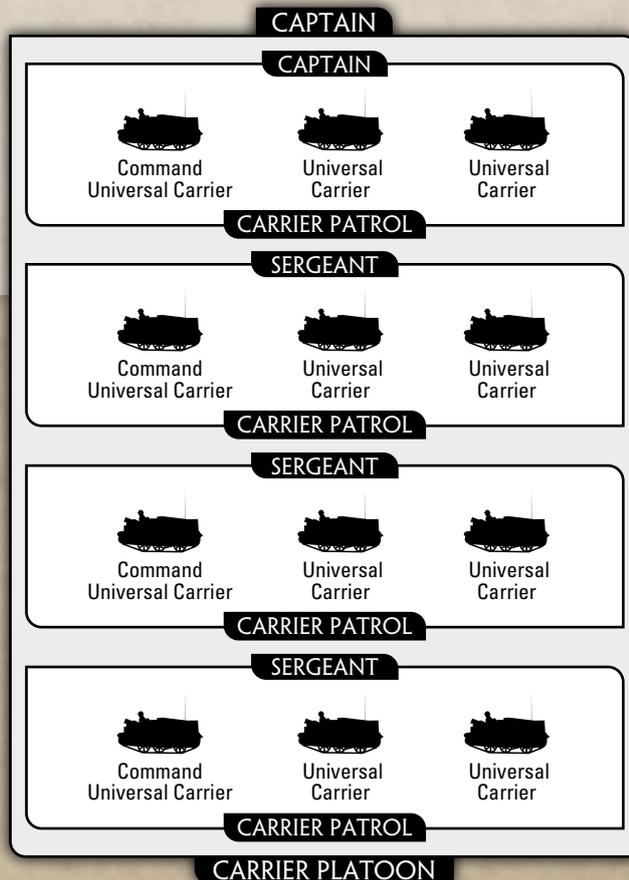
### OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier, or .50 cal MG for +15 points per carrier.
- Replace up to one extra hull-mounted MG per Carrier Patrol with a Boys anti-tank rifle at no cost.
- Replace all Indian Universal Carriers with Indian Pattern Carriers at no cost.

*Carrier Patrols operate as separate platoons, each with their own command team.*

*Carrier Patrols are Reconnaissance Platoons.*

Each infantry battalion has a platoon of Universal Carriers, commonly called Bren Gun Carriers after the first versions built before the war. In the desert their usual job is scouting No Man's Land to recon the enemy positions, escorting artillery observers out to conduct sneaky bombardments on the enemy, or just plain carrying water and ammo up to the front line.



## PIONEER PLATOON

### PLATOON

HQ Section with:

- 2 Assault Squads



- 80 points



- 95 points



- 75 points



- 90 points

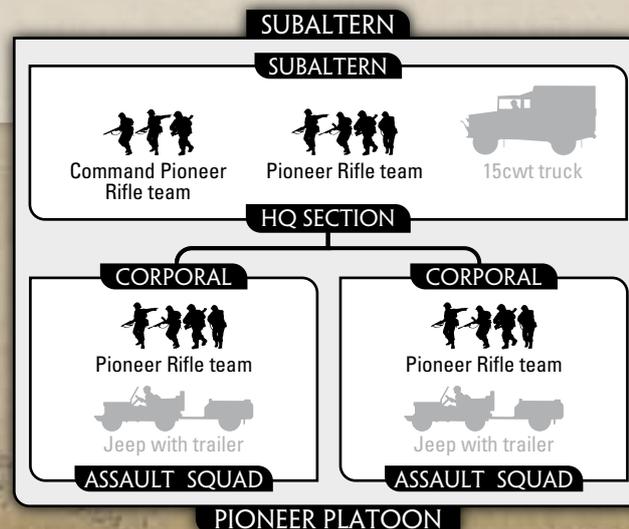


- 60 points

### OPTION

- Add 15 cwt truck and jeeps for +5 points for the platoon.

The pioneers (often reinforced by the Royal Engineers to allow each company to have a detachment) clear mines and barbed wire ahead of the infantry as they attack.



MORTAR PLATOON

PLATOON

HQ Section with:

- 3 Mortar Sections
- 2 Mortar Sections

8<sup>TH</sup> ARMY  
180 points  
125 points

AUSTRALIAN  
205 points  
140 points

INDIAN  
155 points  
105 points

NEW ZEALAND  
190 points  
135 points

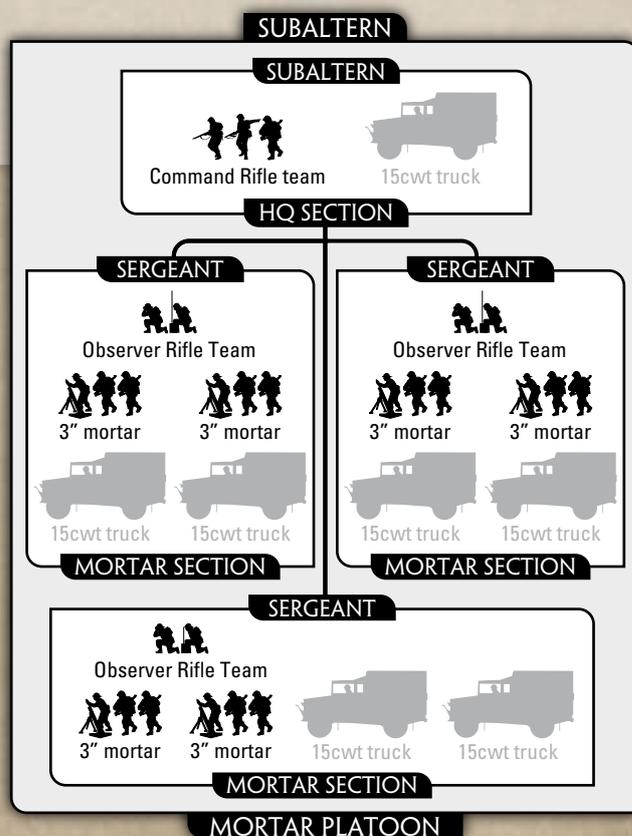
5<sup>TH</sup> AFRICAN  
145 points  
95 points

OPTIONS

- Add 15 cwt trucks for +5 points for the platoon.
- Equip Command Rifle and all 3" mortar teams with Sticky Bombs for +5 points for the platoon.

A section of two 3" mortars is usually attached to each Rifle Company in the front line. But, if extra firepower is needed, the mortars can be deployed as a whole platoon.

While not as deadly as its big-barrelled counterparts in the artillery, the mortar Platoon is a highly mobile and effective alternative. A rifle platoon with an observer attached can be assured of quick, reliable and accurate support.



ANTI-TANK PLATOON

PLATOON

HQ Section with:

- 4 2 pdr portee
- 4 6 pdr portee
- 2 6 pdr portee

8<sup>TH</sup> ARMY  
125 points  
95 points

AUSTRALIAN  
150 points  
-

INDIAN  
115 points  
-

NEW ZEALAND  
135 points  
-

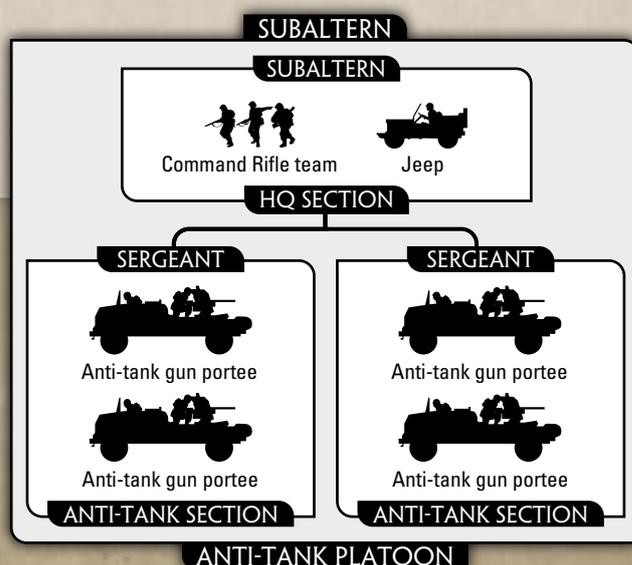
5<sup>TH</sup> AFRICAN  
105 points  
-

OPTIONS

- Replace all 6 pdr portees with 6 pdr guns towed by Jeeps at no cost.
- Equip all Rifle teams, Gun teams and Portees with Sticky Bombs for +5 for the platoon.

After the debacles of Operation Crusader in 1941, every infantry battalion now has eight 2-pounder anti-tank guns in two platoons. Dug-in and firing at only point blank range, these little guns can prove deadly to enemy tanks, although firing at long range usually achieves little but the guns' own destruction. By the time the Eighth Army reached Tunisia, sufficient 6-pounder guns were available that the rifle battalions of the 7<sup>th</sup> Armoured Division received replacements for their 2-pounders.

*British Portee anti-tank guns use the Tip and Run special rule on page 246 of the rulebook.*



# BRIGADE SUPPORT PLATOONS

## MACHINE-GUN PLATOON

### PLATOON

HQ Section with:

2 Machine-gun Sections  
1 Machine-gun Section

 8<sup>TH</sup> ARMY  
155 points  
80 points

 AUSTRALIAN  
175 points  
90 points

 INDIAN  
130 points  
70 points

 NEW ZEALAND  
165 points  
90 points

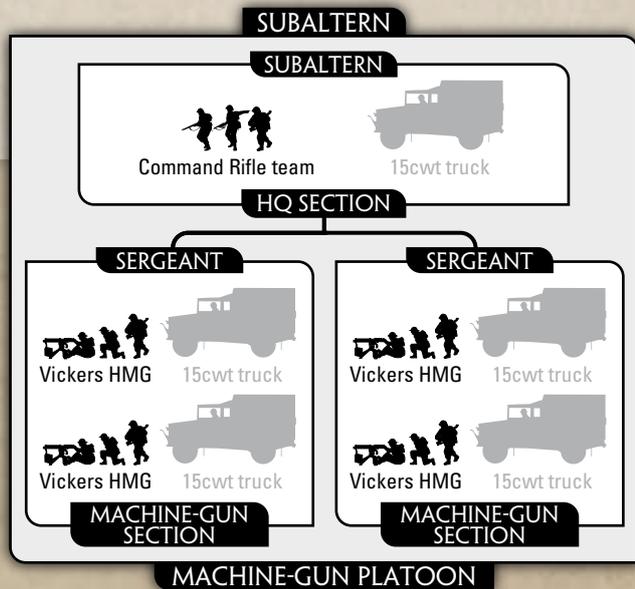
 5<sup>TH</sup> AFRICAN  
120 points  
60 points

### OPTIONS

- Add 15 cwt trucks for +5 points for the platoon.
- Equip all Rifle and HMG teams with Sticky Bombs for +5 points for the platoon.

The British Army fields its Vickers machine-guns in separate divisional machine-gun battalions. The machine-gunners use methods devised in the First World War of firing a machine-gun barrage of long-range indirect fire against a zone on a map. The Vickers guns are an extremely reliable weapon, able to fire for hours without jamming. Using boat-tailed Mark VIIIz ammunition, they can fire a barrage out to more than 4000 yards.

*Machine-gun Platoons in a Rifle Company may fire Artillery Bombardments, as shown in the Arsenal on page 45.*



## HEAVY MORTAR PLATOON

### PLATOON

HQ Section with:

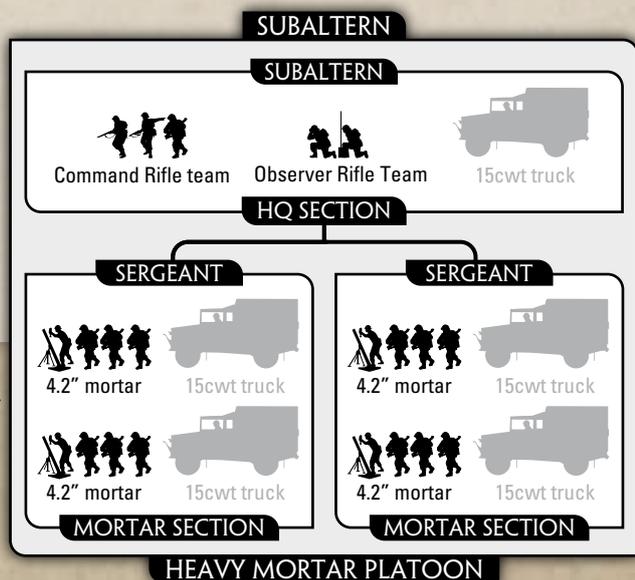
2 Mortar Sections  
1 Mortar Section

 8<sup>TH</sup> ARMY  
175 points  
95 points

### OPTIONS

- Add 15 cwt trucks for +5 points for the platoon.
- Equip Command Rifle and all 4.2" mortar teams with Sticky Bombs for +5 points for the platoon.

The 66<sup>th</sup> Company, Royal Engineers, is equipped with new 4.2" heavy mortars. These fired a feint barrage in support of 24 (Australian) Brigade at Alamein, firing off the entire stock of 4.2" ammunition in the Middle East in doing so!



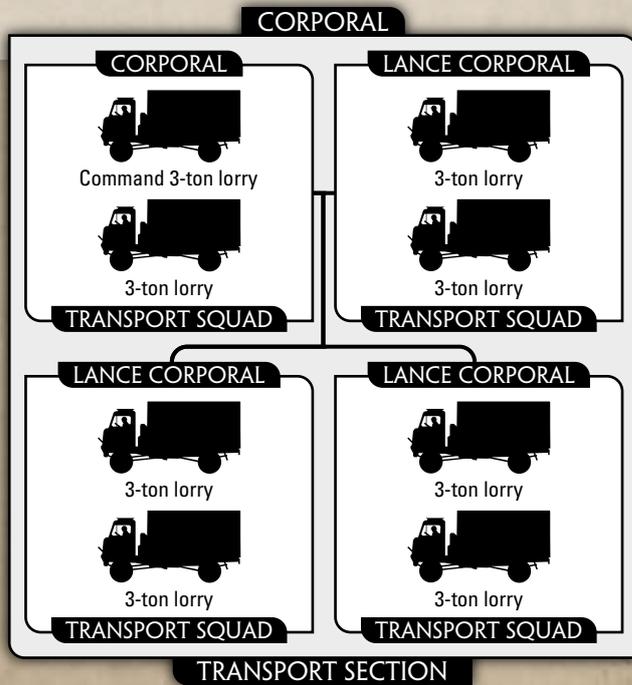
TRANSPORT SECTION

PLATOON	8 <sup>TH</sup> ARMY	AUSTRALIAN	INDIAN	NEW ZEALAND	5 <sup>TH</sup> AFRICAN
4 Transport Squads	30 points	30 points	-	30 points	25 points
3 Transport Squads	25 points	25 points	-	25 points	20 points
2 Transport Squad	20 points	20 points	-	20 points	15 points
1 Transport Squads	15 points	15 points	-	15 points	10 points

*A Transport Section follows the rules for Transport Platoons in the rulebook.*

The Royal Corps of Transport provide lorried transport for the rifle companies – in effect, all the Eighth Army infantry are motorised.

Many of the lorries were CMP (Canadian Military Pattern) 3-ton trucks made in Canada. These sturdy workhorses delivered men and supplies to the front. These lorries were a common sight to the “Tommys” and a coveted war prize for the men of the Afrikakorps.

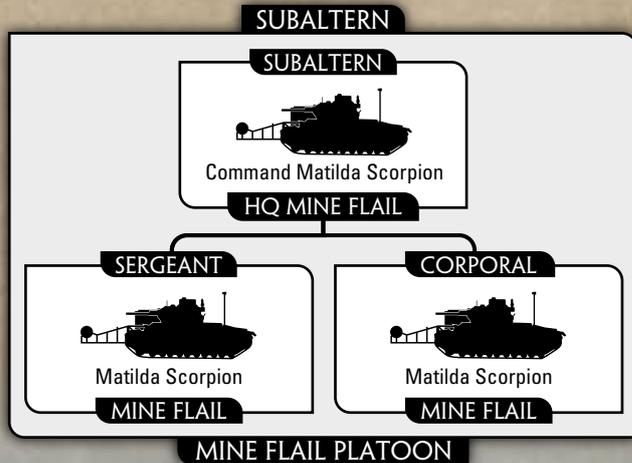


MINE FLAIL PLATOON

**PLATOON**  
*Mine Flail Platoons are unusual in that you do not pay points for them. Instead, if you field a British Motor or Rifle Company and are attacking, you may swap up to one Heavy Armoured Platoon or Infantry Tank Platoon for a Mine Flail Platoon before deployment.*

*Matilda Scorpion mine flail tanks may not Launch Assaults, nor may they Counterattack if assaulted.*  
*Matilda Scorpion mine flail tanks follow the rules for Mine Flails on page 226 of the rulebook*

The Eighth Army fielded the Matilda Scorpion mine flail tank for the battle of Alamein. Although slow, unreliable and inefficient, they saved sappers’ lives.



# DIVISIONAL CAVALRY SQUADRON AFRICA

## (MECHANISED COMPANY)

**HEADQUARTERS**



Company HQ 33

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be either Australian (🇺🇸) or New Zealand (🇳🇿). Any platoons with these options must have the same symbol as your Company HQ. All other Support platoons must be from the Eighth Army (🇬🇧).

**COMBAT PLATOONS**

**RECONNAISSANCE**



Divisional Cavalry Platoon 33

**RECONNAISSANCE**



Divisional Cavalry Platoon 33

**RECONNAISSANCE**



Divisional Cavalry Carrier Platoon 33

### SUPPORT PLATOONS

**INFANTRY/ARMoured**



Rifle Platoon 21

🇺🇸 Infantry Tank Platoon (Valentine) 21

🇳🇿 Heavy Armoured Platoon 17

**INFANTRY/ARMoured**



Rifle Platoon 21

🇺🇸 Infantry Tank Platoon (Valentine) 21

🇳🇿 Heavy Armoured Platoon 17

**ANTI-TANK**



Anti-tank Platoon, Royal Artillery 31

**ARTILLERY**



Field Battery, Royal Artillery 41

🇺🇸 Field Battery (SP), Royal Artillery 41

**AIRCRAFT**



Air Support 37

Light Anti-aircraft Platoon 38

### HEAVY ARMoured SUPPORT

The Div Cav normally operated as a reconnaissance force supporting the division's infantry. On occasion they were seconded to operate with tanks in a more independent role.

*If your force contains any Infantry Tank or Heavy Armoured Platoons, the force changes from a Mechanised Company to a Tank Company.*

## HEADQUARTERS

### COMPANY HQ

#### PLATOON

2 Crusader II  
2 'Honey' Stuart I or III  
Add Universal Carriers

🇺🇸 AUSTRALIAN  
155 points  
-  
+35 points

🇳🇿 NEW ZEALAND  
-  
120 points  
+30 points

#### OPTIONS

- Arm any or all 'Honey' Stuart tanks with an AA MG for +5 points per tank.
- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier, or .50 cal MG for +15 points per carrier.

#### MAJOR

**MAJOR**






Company Command tank    2iC Command tank    Universal Carrier    Universal Carrier

**COMPANY HQ**

### DIVISIONAL CAVALRY SQUADRON HQ

*Universal Carriers in a Divisional Cavalry Squadron HQ are Recce teams.*

### MOTIVATION AND SKILL

Australian Divisional Cavalry Squadrons are rated **Fearless Veteran**.  
New Zealand Divisional Cavalry Squadrons are rated **Confident Veteran**.

Each nationality has its own Motivation and Skill rating. See pages 14 to 15.

## COMBAT PLATOONS

### DIVISIONAL CAVALRY PLATOON

#### PLATOON

3 Crusader II

3 'Honey' Stuart I or III

2 'Honey' Stuart I or III

 AUSTRALIAN

230 points

 NEW ZEALAND

-

200 points

190 points

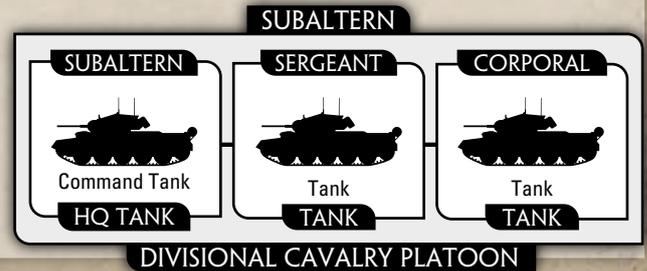
135 points

-

#### OPTION

- Arm any or all 'Honey' Stuart tanks with an AA MG for +5 points per tank.

*The Australians had enough Stuart tanks for two platoons, one with two and one with three of them. All other Australian Divisional Cavalry Platoons must be equipped with Crusader tanks.*



### DIVISIONAL CAVALRY CARRIER PLATOON

#### PLATOON

4 Carrier Patrols

3 Carrier Patrols

2 Carrier Patrols

1 Carrier Patrols

 AUSTRALIAN

400 points

300 points

200 points

100 points

 NEW ZEALAND

400 points

300 points

200 points

100 points

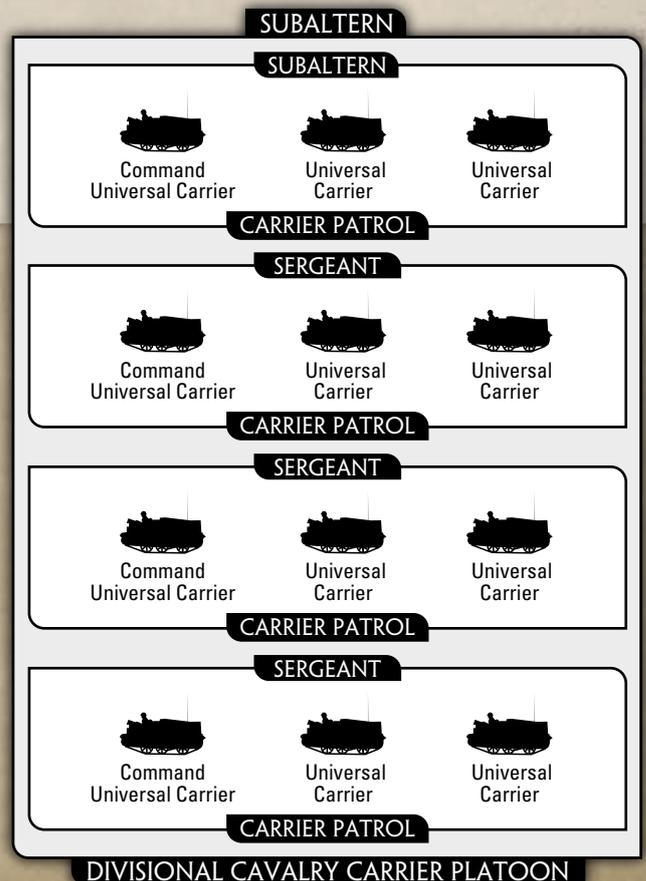
#### OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier, or .50 cal MG for +15 points per carrier.
- Replace up to one extra hull-mounted MG per Carrier Patrol with a Boys anti-tank rifle at no cost.

*Carrier Patrols operate as separate platoons, each with their own command team.*

*Carrier Patrols are Reconnaissance Platoons.*

The 'Div Cav', as the Divisional Cavalry are called, provided reconnaissance and security for the 9<sup>th</sup> Australian Division and the New Zealand Division. The Australian 'Div Cav' mostly used Crusader cruiser tanks, while the New Zealand Div Cav preferred the more reliable Honey light tanks. The Div Cav Squadrons have only a limited role in the static fighting at Alamein, but the New Zealand Div Cav led the pursuit of Rommel across Libya.



# ARMoured CAR SQUADRON AFRICA

## (MECHANISED COMPANY)

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Support platoons with the Guards (♁) option must all be either Guards (♁) or Eight Army (♁). All other Support platoons must be from the Eighth Army (♁).

HEADQUARTERS

### HEADQUARTERS



Company HQ

35

COMBAT PLATOONS

### RECONNAISSANCE



Armoured Car Platoon

35

### RECONNAISSANCE



Armoured Car Platoon

35

### RECONNAISSANCE



Armoured Car Platoon

35

### RECONNAISSANCE



Armoured Car Platoon

35

### RECONNAISSANCE



Armoured Car Platoon

35

Jeep Platoon

36

### INFANTRY



Scout Car Platoon

36

SUPPORT PLATOONS

### ARMOUR



Heavy Armoured Platoon

17

Light Armoured Platoon

19

### INFANTRY



Motor Platoon

23

### INFANTRY



Motor Platoon

23

### ANTI-TANK



Anti-tank Platoon, Royal Artillery

37

Anti-tank Platoon (SP),  
Royal Artillery

38

### ARTILLERY



Royal Horse Artillery Battery

42

### AIRCRAFT



Air Support

37

Light Anti-aircraft Platoon

38

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

### MOTIVATION AND SKILL

Only soldiers of the highest calibre are chosen for the difficult and dangerous job of intelligence gathering. An Armoured Car Squadron is rated as **Confident Veteran**.

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS

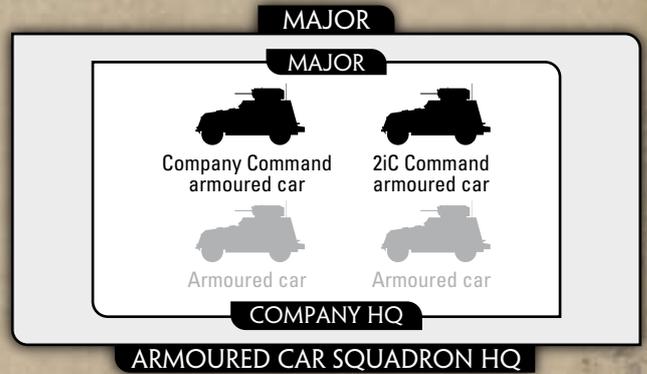


4 Marmon Herrington III	125 points
3 Marmon Herrington III	95 points
2 Marmon Herrington III	65 points

- Arm any or all Marmon Herrington armoured cars with an AA MG for +5 points per armoured car.

4 Humber II or III	140 points
3 Humber II or III	105 points
2 Humber II or III	70 points

4 AEC I	200 points
3 AEC I	150 points
2 AEC I	100 points



The teams of an Armoured Car Squadron HQ are Recce teams.

## COMBAT PLATOONS

### ARMoured CAR PLATOON

#### PLATOON



3 Marmon Herrington III	95 points
-------------------------	-----------

- Upgrade any or all Marmon Herrington armoured cars by replacing the Boys anti-tank rifle and turret MG with a hull-mounted captured anti-tank gun for +10 points per armoured car.
- Arm any or all Marmon Herrington armoured cars with an AA MG for +5 points per armoured car.
- Replace one Marmon Herrington armoured car with a Daimler I armoured car for +10 points.

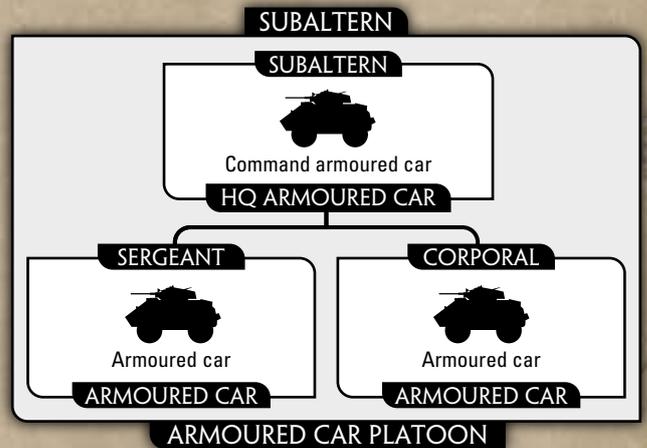
3 Humber II or III	105 points
--------------------	------------

- Replace one Humber armoured car with a Daimler I armoured car for +5 points or an AEC I armoured car for +15 points.

2 Daimler I and 1 Dingo	115 points
-------------------------	------------

- Replace AA MG on Daimler Dingo scout car with twin AA MG for +5 points, or .50 cal AA MG for +10 points per car.

3 AEC I	150 points
---------	------------



Armoured car platoons roam far ahead of the tanks observing enemy dispositions and reporting their movements. In pursuits they lead the chase, harassing the enemy, ambushing convoys and generally creating havoc with the retreating enemy. In retreats they are the rearguard, delaying the enemy advance and covering the withdrawal of the fighting forces.

### CAPTURED GUNS

The Marmon Herrington armoured cars found themselves out-gunned by their German opposition. Their solution used typical Desert Rats ingenuity. They took the turrets off and mounted guns they'd captured in their place. They used a wide variety including 20mm Solothurn and 2.8cm sPzB41 anti-tank rifles, and 3.7cm PaK36 anti-tank guns.

Armoured Car Platoons are Reconnaissance Platoons.

## WEAPONS PLATOONS

### JEEP PLATOON

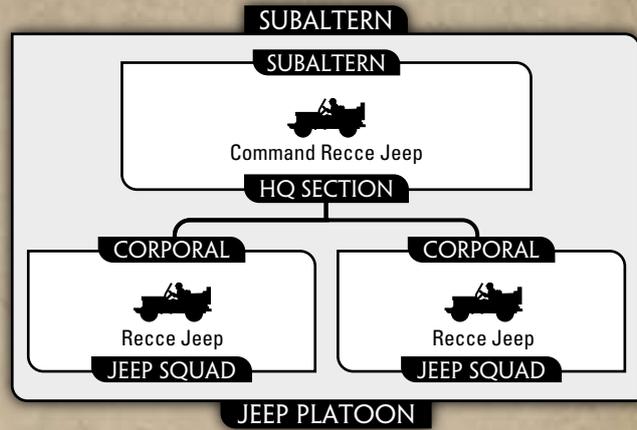
#### PLATOON

 **8<sup>TH</sup> ARMY**  
30 points

3 Recce Jeeps

*Jeep Platoons are Reconnaissance Platoons.*

During the pursuit of *Afrikakorps* the armoured car squadrons left the flat desert of Cyrenaica and moved into more difficult country of Tunisia. There armoured cars found the close country difficult. To overcome this, some armoured car squadrons formed a jeep-mounted recce troop.



### SCOUT CAR PLATOON

#### PLATOON

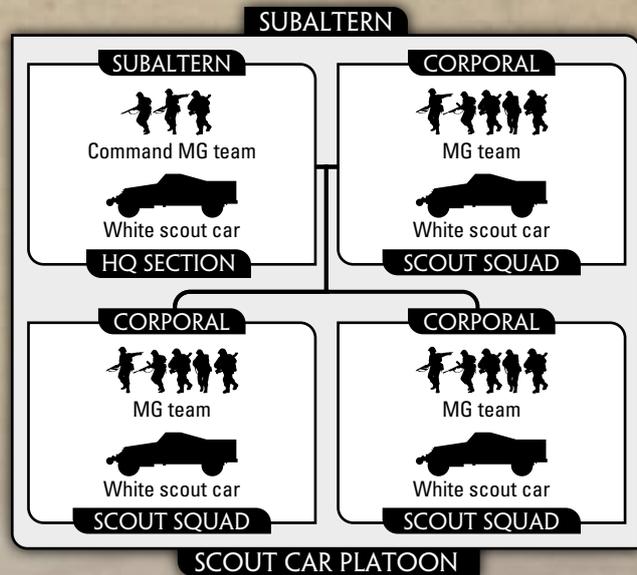
HQ Section with:

 **8<sup>TH</sup> ARMY**  
110 points  
80 points

3 Scout Squads

2 Scout Squads

They also formed a scout troop riding in American-made White scout cars for dismounted patrolling and to provide some infantry support to the armoured cars. This troop proved so useful that it was adopted by every armoured car regiment for the fighting in Europe.



# DIVISIONAL SUPPORT AFRICA

## MOTIVATION AND SKILL

*Eighth Army Divisional Support is rated as **Confident Veteran**. See pages 14 to 15 for the ratings of other countries' Divisional Support.*

*Each nationality has its own Motivation and Skill rating. See pages 14 and 15.*

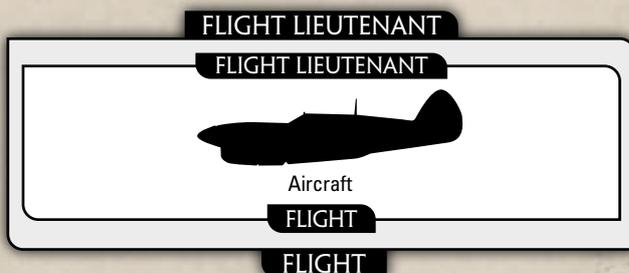
## AIR SUPPORT

### LIMITED AIR SUPPORT

	 8 <sup>TH</sup> ARMY
Hurricane IIB	130 points
Hurricane IIC	140 points
Hurricane IID	135 points
Kittyhawk	130 points

### SPORADIC AIR SUPPORT

	 8 <sup>TH</sup> ARMY
Hurricane IIB	95 points
Hurricane IIC	105 points
Hurricane IID	100 points
Kittyhawk	95 points



## ANTI-TANK PLATOON, ROYAL ARTILLERY

### PLATOON

HQ Section with:

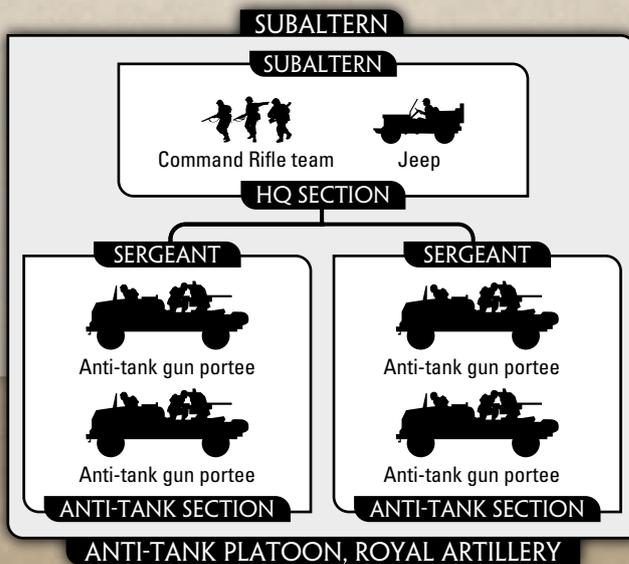
	 8 <sup>TH</sup> ARMY	 AUSTRALIAN	 NEW ZEALAND	 5 <sup>TH</sup> AFRICAN
4 2 pdr portee	125 points	-	-	100 points
4 6 pdr portee	185 points	210 points	195 points	140 points
2 6 pdr portee	95 points	110 points	105 points	75 points
4 17/25 pdr & Quad	225 points	-	235 points	-
2 17/25 pdr & Quad	115 points	-	125 points	-

### OPTIONS

- Upgrade any or all 2 pdr portees to 6 pdr portees for +15 points per gun.
- Replace all 6 pdr portees with 6 pdr guns towed by Jeeps at no cost.
- Equip all Rifle teams, Gun teams and Portees with Sticky Bombs for +5 for the platoon.

*17/25 pdr guns are towed by Quad tractors rather than being mounted portee. Australian and South African forces did not field 17/25 pdr guns.*

*Portee anti-tank guns use the Tip and Run special rule (see page 246 of the rulebook).*



## ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

### PLATOON

4 Deacon  
2 Deacon

 8<sup>TH</sup> ARMY  
210 points  
105 points

 AUSTRALIAN  
-  
-

 NEW ZEALAND  
-  
-

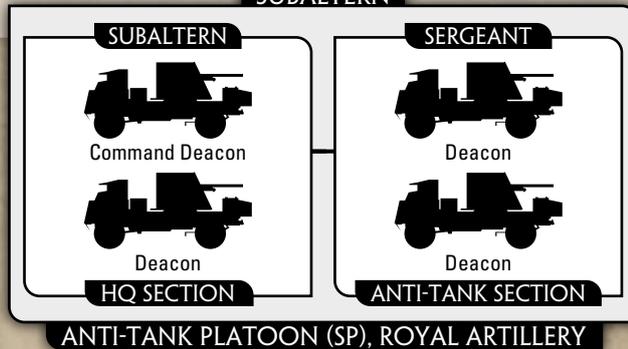
 5<sup>TH</sup> AFRICAN  
-  
-

The success of the portee-mounted anti-tank guns led the British to develop an armoured portee for their new 6-pounder anti-tank gun, the Deacon.

The Deacon battery of 1<sup>st</sup> Armoured Division saw action at Alamein and in Tunisia.

*Deacons use the Tip and Run special rule (see page 246 of the rulebook).*

### SUBALTERN



## LIGHT ANTI-AIRCRAFT PLATOON

### PLATOON

HQ Section with:

6 Bofors 40mm  
4 Bofors 40mm  
2 Bofors 40mm

 8<sup>TH</sup> ARMY  
195 points  
130 points  
65 points

 AUSTRALIAN  
225 points  
150 points  
70 points

 NEW ZEALAND  
205 points  
140 points  
75 points

 5<sup>TH</sup> AFRICAN  
150 points  
100 points  
50 points

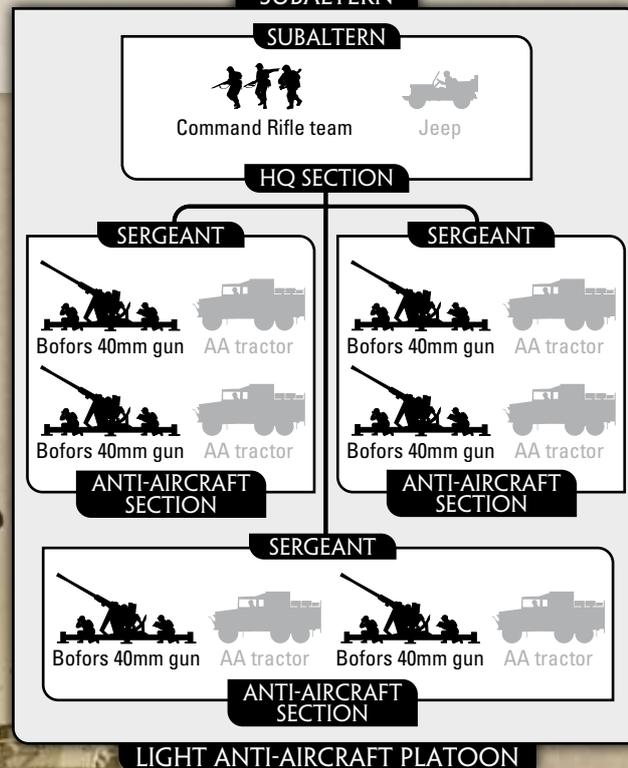
### OPTION

- Add Jeep and AA tractors for +5 points for the platoon.

Every division has a light anti-aircraft regiment equipped with Bofors 40mm anti-aircraft guns. The guns are usually deployed with the vulnerable rear echelons or sited in the middle of infantry defensive brigade boxes to defend against German Stuka dive bombers. With the 2-pounder being the standard infantry anti-tank gun, they can also make a useful contribution to the anti-tank defence.

As an interesting sideline, the Bofors guns are also used to mark the direction of night attacks. The guns fired strings of brightly coloured tracer towards the enemy lines at regular intervals to keep the infantry on course.

### SUBALTERN



# HEAVY ANTI-AIRCRAFT PLATOON

## PLATOON

HQ Section with:

4 OQF 3.7"

2 OQF 3.7"



8<sup>TH</sup> ARMY

305 points

155 points



AUSTRALIAN

-

-



NEW ZEALAND

-

-



5<sup>TH</sup> AFRICAN

-

-

## OPTION

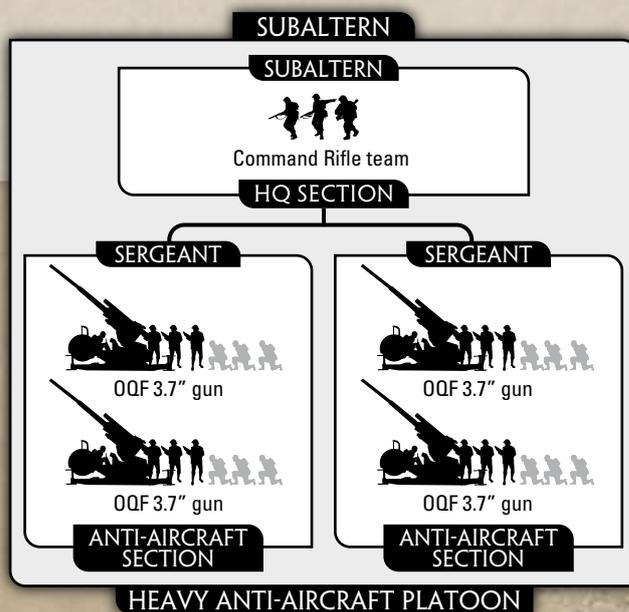
- Model OQF 3.7" guns with eight or more crew and increase their ROF to 3 for +10 points per gun.

*A Heavy Anti-aircraft Platoon may not be deployed in Ambush.*

*The crews of the OQF 3.7" guns were rear area Ack Ack troops, and were not expected to engage enemy tanks. Heavy Anti-aircraft Platoons are rated as **Confident Trained**.*

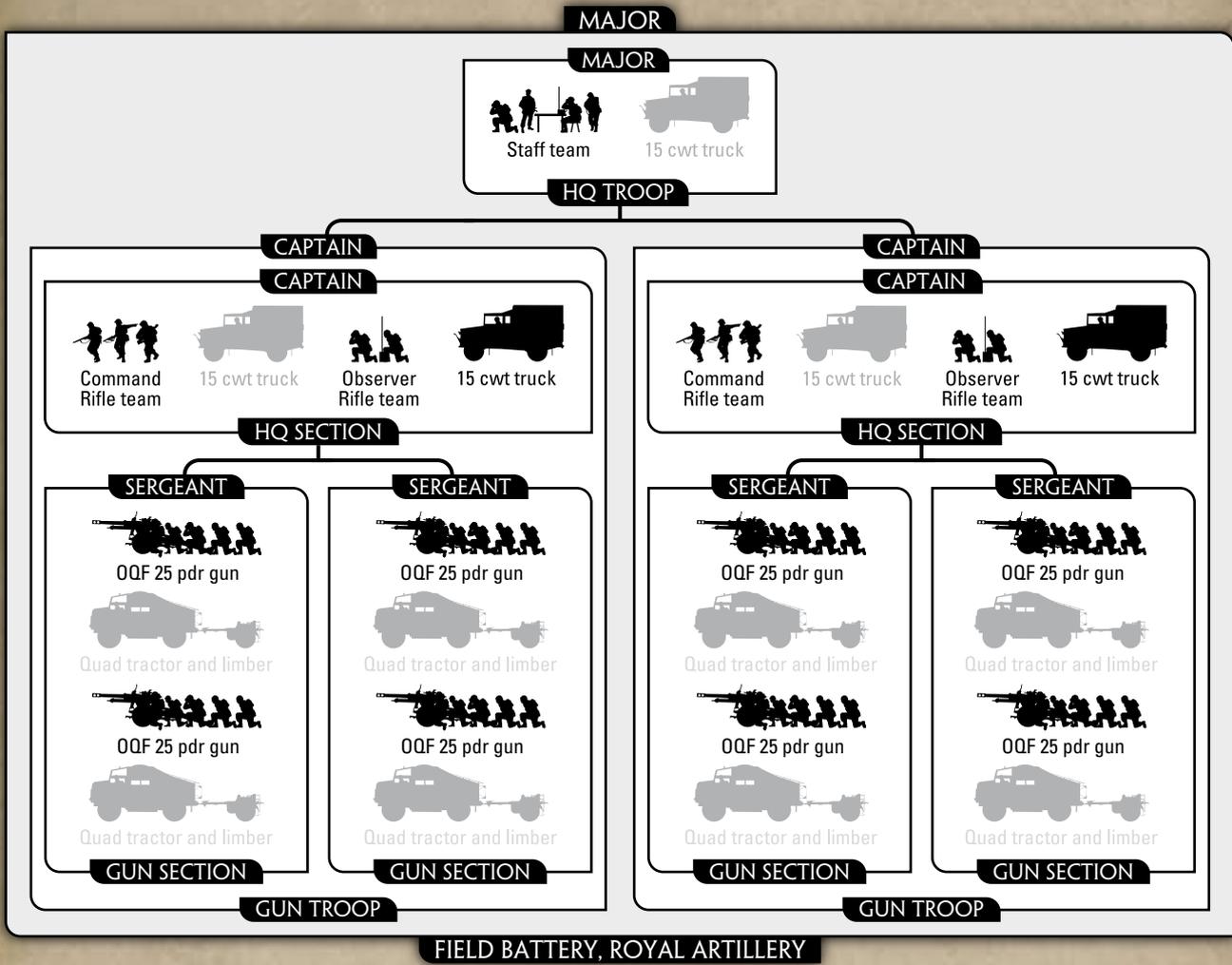
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

The OQF 3.7" heavy anti-aircraft gun was the British equivalent of the German 8.8cm FlaK36 anti-aircraft gun. With a calibre of 94mm, the gun was bigger and nearly 50% heavier than the 8.8cm gun, with a bigger shell and the ability to hit aircraft at greater altitudes. This made it an excellent anti-aircraft gun. Britain started with war with just 400 of these guns to defend its cities and overseas ports against the Luftwaffe. This left none for less pressing matters such as anti-tank work, for which it was far too big and heavy



anyway. In 1942, the number of guns had increased to the point where some were deployed guarding ammunition and fuel dumps behind the front lines. When the Germans broke through, they fought in place until they were destroyed.

# ROYAL ARTILLERY



Although a Field Battery, Royal Artillery, Field Battery (SP), Royal Artillery, Royal Horse Artillery Battery, or Medium Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Staff team of the HQ Troop must be attached to a Gun Troop from its own battery at the start of the game before deployment (see the British Artillery special rules on page 248 of the rulebook).



## FIELD BATTERY, ROYAL ARTILLERY

## PLATOON

HQ Troop and:

2 Gun Troops with 8 OQF 25 pdr

1 Gun Troop with 4 OQF 25 pdr

1 Gun Troop with 2 OQF 25 pdr



355 points

210 points

120 points



415 points

240 points

135 points



375 points

220 points

130 points



290 points

165 points

90 points

## OPTIONS

- Add 15 cwt trucks and Quad tractors for +5 points per Gun Troop.
- Replace any or all 15 cwt trucks with White scout cars, turretless Marmon Herrington OP armoured cars, Troop and OP Carriers, or Indian Pattern Troop Carriers, for +5 points for the battery.
- Equip Command Rifle and all Gun teams with Sticky Bombs for +5 points for the battery.

The Royal Artillery are experts at providing quick fire support to the infantry. With the entire division's artillery on call, they rely on volume more than pin-point accuracy or heavy shells. The results are devastating for the enemy.

## FIELD BATTERY (SP), ROYAL ARTILLERY

## PLATOON

HQ Troop and:

2 Gun Troops with 8 Bishop

1 Gun Troop with 4 Bishop

1 Gun Troop with 2 Bishop



425 points

240 points

135 points

## OPTIONS

- Replace any or all 15 cwt trucks with White scout cars, turretless Marmon Herrington OP armoured cars, Troop and OP Carriers, or Indian Pattern Troop Carriers, for +5 points for the battery.
- Equip Command Rifle and all Gun teams with Sticky Bombs for +5 points for the battery.

*A Field Battery, Royal Artillery equipped with Bishop self-propelled guns replaces each OQF 25 pdr gun and Quad tractor with a Bishop self-propelled gun, but is otherwise organised the same as a towed battery.*

The Bishop was designed as a self-propelled artillery piece, based on a Valentine tank, capable of acting as an anti-tank gun to support the old 2 pounder guns if needed. By the time it was produced though, the new 6 pounder made its use as an anti-tank gun unnecessary. Instead, they were issued to the artillery regiment supporting the Valentine-equipped 23<sup>rd</sup> Armoured Brigade.

## ROYAL HORSE ARTILLERY BATTERY

### PLATOON

HQ Troop and:



2 Gun Troops with 8 OQF 25 pdr	415 points
1 Gun Troop with 4 OQF 25 pdr	240 points
1 Gun Troop with 2 OQF 25 pdr	135 points

2 Gun Troops with 8 Priest	600 points
1 Gun Troop with 4 Priest	345 points
1 Gun Troop with 2 Priest	190 points

*A Royal Horse Artillery Battery is organised the same as a Field Battery, Royal Artillery.*

*A Royal Horse Artillery Battery equipped with Priest self-propelled guns replaces each OQF 25 pdr gun and Quad tractor with a Priest self-propelled gun, but is otherwise organised the same as a towed battery.*

### OPTIONS

- Add 15 cwt trucks and Quad tractors for +5 points per Gun Troop.
- Replace any or all 15 cwt trucks with White scout cars, turretless Marmon Herrington OP armoured cars, Troop and OP Carriers, or Indian Pattern Troop Carriers, for +5 points for the battery.
- Replace any or all Observer teams and their 15 cwt trucks with Observer 'Honey' Stuart I or III tank for +15 points per tank
- Equip Command Rifle and all Gun teams with Sticky Bombs for +5 points for the battery.

*Royal Horse Artillery Batteries are rated as **Fearless Veteran** and are Horse Artillery Platoons (see page 118 of the rulebook).*

*Royal Horse Artillery Batteries may not use the Combined Bombardment and Mike Target special rules (see page 248 of the rulebook).*



## MEDIUM BATTERY, ROYAL ARTILLERY

### PLATOON

HQ Troop and:



2 Gun Troops with: 8 BL 5.5"	595 points
1 Gun Troop with: 4 BL 5.5"	345 points
1 Gun Troop with: 2 BL 5.5"	185 points

2 Gun Troops with: 8 M1918 155mm	510 points
1 Gun Troop with: 4 M1918 155mm	300 points
1 Gun Troop with: 2 M1918 155mm	165 points

*A Medium Battery, Royal Artillery replaces each OQF 25 pdr gun and Quad tractor with an BL 5.5" gun or M1918 howitzer and Matador tractor, but is otherwise organised the same as Field Battery, Royal Artillery.*

*Most British medium batteries were equipped with the latest 5.5" guns, although some still had old 155mm guns supplied by the United States through Lend Lease.*

### OPTIONS

- Add 15 cwt trucks and Matador tractors for +5 points per Gun Troop.
- Replace any or all 15 cwt trucks with White scout cars, turretless Marmon Herrington OP armoured cars, Troop and OP Carriers, or Indian Pattern Troop Carriers, for +5 points for the battery.

*You may not field a Medium Battery, Royal Artillery unless you are also fielding a Field Battery, Royal Artillery with at least as many guns.*

# BRITISH ARSENAL

## TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
<b>LIGHT TANKS</b>					
'Honey' Stuart I and III M6 37mm gun	Light Tank 24"/60cm	3 2	2 7	1 4+	Co-ax MG, Hull MG. No HE.
<b>CRUISER TANKS</b>					
Crusader II OQF 2 pdr gun	Standard Tank 24"/60cm	4 2	2 7	1 4+	Co-ax MG, Fast tank, Unreliable. Broadside, No HE, Tally Ho.
Crusader II CS OQF 3" howitzer Firing bombardments	Standard Tank 24"/60cm 40"/100cm	4 2 -	2 5 3	1 3+ 6	Co-ax MG, Fast tank, Unreliable. Broadside, Smoke, Tally Ho. Smoke bombardment.
Crusader III OQF 6 pdr gun	Standard Tank 24"/60cm	4 2	2 10	1 4+	Co-ax MG, Fast tank, Unreliable. No HE.
<b>HEAVY TANKS</b>					
Grant M6 37mm gun M2 75mm gun	Standard Tank 24"/60cm 32"/80cm	5 3 2	3 7 9	1 4+ 3+	Co-ax MG. No HE. Hull mounted, Smoke, Semi-indirect fire.
Grant (Lee turret) M6 37mm gun M2 75mm gun	Standard Tank 24"/60cm 32"/80cm	5 3 2	3 7 9	1 4+ 3+	Co-ax MG, Cupola MG. No HE. Hull mounted, Smoke, Semi-indirect fire.
Sherman II, III, or V M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG. Smoke, Semi-indirect fire.
<b>INFANTRY TANKS</b>					
Matilda II OQF 2 pdr gun	Slow Tank 24"/60cm	7 3	6 7	2 4+	Co-ax MG, Unreliable. No HE.
Matilda II CS OQF 3" howitzer Firing bombardments	Slow Tank 24"/60cm 40"/100cm	7 2 -	6 5 3	2 3+ 6	Co-ax MG, Unreliable. Smoke. Smoke bombardment.
Valentine II OQF 2 pdr gun	Slow Tank 24"/60cm	6 2	5 7	1 4+	Co-ax MG, Tow hook. No HE.
Valentine VIII OQF 6 pdr gun	Slow Tank 24"/60cm	6 2	4 10	1 4+	Protected Ammo, Tow hook. No HE.
Churchill III OQF 6 pdr gun	Slow Tank 24"/60cm	8 3	7 10	2 4+	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
<b>ENGINEER TANKS</b>					
Matilda Scorpion OQF 2 pdr gun	Slow Tank 24"/60cm	7 2	6 7	1 4+	Co-ax MG, Mine flail, Overloaded, Unreliable. No HE.
<b>SELF-PROPELLED ANTI-TANK</b>					
2 pdr portee OQF 2 pdr gun	Wheeled 24"/60cm	- 3	- 7	- 4+	AA MG, Gun shield, Tip and Run. No HE, Portee.
6 pdr portee OQF 6 pdr gun	Wheeled 24"/60cm	- 3	- 10	- 4+	AA MG, Gun shield, Tip and Run. Rear hull mounted, No HE, Portee.
Deacon OQF 6 pdr gun	Slow Wheeled 24"/60cm	1 3	2 10	0 4+	AA MG, Overloaded, Tip and Run. No HE.

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	

## SELF-PROPELLED GUNS

Bishop	Slow Tank	1	0	0	AA MG.
<i>OQF 25 pdr</i>	<i>24"/60cm</i>	2	9	3+	<i>Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>64"/160cm</i>	-	4	5+	<i>Smoke bombardment.</i>
Priest	Standard Tank	1	0	0	.50 cal AA MG.
<i>M2A1 105mm howitzer</i>	<i>24"/60cm</i>	1	9	2+	<i>Hull mounted, Breakthrough gun, Smoke.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	-	4	4+	<i>Smoke bombardment.</i>

## RECONNAISSANCE

Universal Carrier	Half-tracked	0	0	0	Hull MG, Recce.
<i>With Boys anti-tank rifle</i>	<i>16"/40cm</i>	2	4	5+	<i>Hull mounted</i>
<i>With .50 cal MG</i>	<i>16"/40cm</i>	3	4	5+	<i>Hull mounted</i>
Indian Pattern Carrier	Jeep	0	0	0	Hull MG, Recce.
<i>With Boys anti-tank rifle</i>	<i>16"/40cm</i>	2	4	5+	<i>Hull mounted</i>
<i>With .50 cal MG</i>	<i>16"/40cm</i>	3	4	5+	<i>Hull mounted</i>
Daimler Dingo	Jeep	1	0	0	AA MG, Recce.
Recce Jeep	Jeep	-	-	-	Unarmed, Recce.

## ARMoured CARS

Marmon Herrington III	Wheeled	1	0	0	Turret Front MG, Recce.
<i>Boys anti-tank rifle</i>	<i>16"/40cm</i>	2	4	5+	
<i>With Captured weapon</i>	<i>16"/40cm</i>	2	6	4+	<i>Hull mounted</i>
Humber II or III	Wheeled	1	0	0	Co-ax MG, Recce.
<i>Besa 15mm gun</i>	<i>16"/40cm</i>	3	5	5+	
Daimler I	Wheeled	1	0	0	Co-ax MG, Recce.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	2	7	4+	<i>No HE.</i>
AEC I	Slow Wheeled	4	2	0	Co-ax MG, Overloaded, Recce.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	2	7	4+	<i>No HE.</i>

## VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	3	2	6	<i>ROF 1 if other weapons fire.</i>
<i>.50 cal Vehicle MG</i>	<i>16"/40cm</i>	3	4	5+	<i>ROF 1 if other weapons fire.</i>

## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	

### TRUCKS

Jeep	Jeep	-	-	-	
CMP 15 cwt and 3-ton truck, Matador tractor	Wheeled	-	-	-	
Quad or Morris AA tractor	Wheeled	-	-	-	

### ARMoured CARRIERS

White scout car	Jeep	1	0	0	
Marmon Herrington turretless OP	Jeep	1	0	0	
Troop, OP or Mortar Carrier	Half-tracked	0	0	0	
Indian Pattern Troop Carrier	Jeep	0	0	0	

### MACHINE-GUN CARRIERS

MMG 15 cwt truck	Wheeled	-	-	-	HMG Carrier, Passenger-fired hull MG, Tip and run.
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## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
<b>MACHINE-GUNS</b>						
Vickers HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
Firing bombardments		40"/100cm	-	-	-	
<b>INFANTRY ANTI-TANK</b>						
Blacker Bombard	Man-packed	12"30cm	1	4	3+	Breakthrough Gun, Turntable, Hits Top armour.
<b>MORTARS</b>						
ML 3" mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing Bombardments		32"/80cm	-	2	6	Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
<b>ANTI-AIRCRAFT GUNS</b>						
Bofors 40mm gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
OQF 3.7" gun	Immobile	40"/100cm	2	13	3+	Heavy anti-aircraft, Turntable.
<b>ANTI-TANK GUNS</b>						
OQF 2 pdr gun	Medium	24"/60cm	3	7	4+	Gun shield, No HE, Turntable.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield, No HE.
OQF 17/25 pdr gun	Immobile	32"/80cm	1	13	3+	Gun shield, No HE.
<b>ARTILLERY</b>						
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
BL 5.5" gun	Immobile	32"/80cm	1	13	1+	Bunker buster.
Firing bombardments		88"/220cm	-	5	2+	
M1918 155mm howitzer (155mm C mle 1917S)	Immobile	16"/40cm	1	10	1+	Bunker buster, Gun shield.
Firing bombardments		72"/180cm	-	5	2+	

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
Anti-tank Rifle team	16"/40cm	1	4	5+	Tank assault 3.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

### ADDITIONAL TRAINING AND EQUIPMENT

Sticky Bombs are rated as Improved Tank Assault 3.

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Hurricane IIB	MG	2+	3	5+	
	Bombs	4+	5	2+	
Hurricane IIC	Cannon	3+	8	5+	
	Bombs	4+	5	2+	
Hurricane IID	Cannon	3+	11	4+	
Kittyhawk	MG	3+	6	5+	
	Bombs	4+	5	2+	