

Rifle Company (Guards) (Tunisia)

Confident Trained

British Mid-War

Infantry Company

Platoon	Qty	Unit	Points
Headquarters			
Rifle Company HQ (Guards) (Tunisia) - p.171	2 1	Cmd Rifle team PIAT team	45
Combat Platoons			
Rifle Platoon (Guards) - p.171	1 1 1 6	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team	150
Rifle Platoon (Guards) - p.171	1 1 1 6	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team	150
Weapons Platoon			
Mortar Platoon (Guards) - p.173	1 2 4	Cmd Rifle team Observer Rifle team ML 3" Mortar	105
Anti-tank Platoon (Guards) - p.173	1 1 6	Cmd Rifle team Jeep 6 pdr portee	215
Machine-gun Platoon (Guards) - p.174	1 4	Cmd Rifle team Vickers HMG	130
Divisional Support			
Valentine Armoured Platoon (1st Army) - p.161	3	Valentine III	170
Crusader Armoured Platoon (1st Army) - p.161	3	Crusader III	155
Recce Platoon (1st Army) - p.179	2 1	Humber LRC III Humber III	85
Field Battery, Royal Artillery (1st Army) - p.185	1 1 1 3 4 4	Cmd Rifle team Staff team Observer Rifle team 15 cwt truck OQF 25 pdr gun Quad tractor	165
Air Support (1st Army) - p.182	5	Limited Air Support Hurricane II B	130
			Company Points:
			1500

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Source document: North Africa

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
Cruiser Tanks					
Crusader III	Standard Tank	4	2	1	Co-ax MG, Fast tank, Unreliable.
OQF 6 pdr gun	24"/60cm	2	10	4+	No HE.
Valentine III	Slow Tank	6	5	1	Co-ax MG.
OQF 2pdr	24"/60cm	3	7	4+	No HE.
Self-propelled Anti-tank Guns					
6 pdr portee	Wheeled	-	-	-	AA MG, Gun shield, Tip and Run.
OQF 6 pdr gun	24"/60cm	3	10	4+	Hull-mounted, No HE, Portee.
Reconnaissance					
Humber LRC III	Jeep	0	0	0	AA MG, Recce.
Boys anti-tank rifle	16"/40cm	2	4	5+	Hull-mounted.
Armoured Cars					
Humber II or III	Wheeled	1	0	0	Co-ax MG.
Besa 15mm gun	16"/40cm	3	5	5+	

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
QQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
ML 3" Mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	2	6+	Smoke bombardment.
Vickers HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
Firing bombardments		40"/100cm	-	-	++	

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	1	4	5+	Tank Assault 3.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
CMP, Bedford, or Cut-down 15cwt or 3-ton truck	Wheeled	-	-	-	

Trucks

Jeep	Jeep	-	-	-	
Quad tractor	Wheeled	-	-	-	

Aircraft

Aircraft	Weapon	To-Hit	Anti-tank	Firepower	Notes
<i>Hurricane II B</i>	<i>MG</i>	2	3	5+	
	Bombs	4	5	2+	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Special Rules

Field Battery, Royal Artillery (1st Army) - p.185

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).

Machine-gun Platoon (Guards) - p.174

Machine-gun Platoons in a Rifle Company may fire Artillery Bombardments, as shown in the Arsenal on page 224.

Recce Platoon (1st Army) - p.179

LRC and Carrier Patrols are Reconnaissance Platoons.

Rifle Company HQ (Guards) (Tunisia) - p.171

If you field the PIAT team you may not field any Anti-tank Rifle teams in your force.