

Commonwealth Rifle Company (New Zealand)

Confident		Trained		British	Early-War
Platoon	Qty	Unit		Points	
Headquarters					
Commonwealth Rifle Company HQ (NZ) - p.139	2	Cmd Rifle team		25	
Combat Platoons					
Commonwealth Rifle Platoon (NZ) - p.139	1	Cmd Rifle/MG team		165	
	1	Light Mortar team			
	1	Anti-tank Rifle team			
	6	Rifle/MG team			
	1	Entire platoon turned into Maori Rifle Platoon			
Commonwealth Rifle Platoon (NZ) - p.139	1	Cmd Rifle/MG team		165	
	1	Light Mortar team			
	1	Anti-tank Rifle team			
	6	Rifle/MG team			
	1	Entire platoon turned into Maori Rifle Platoon			
Commonwealth Rifle Platoon (NZ) - p.139	1	Cmd Rifle/MG team		165	
	1	Light Mortar team			
	1	Anti-tank Rifle team			
	6	Rifle/MG team			
	1	Entire platoon turned into Maori Rifle Platoon			
Weapons Platoon					
Commonwealth Carrier Platoon (NZ) - p.140	3	Universal Carrier with extra hull-mounted MG		105	
Commonwealth Mortar Platoon (NZ) - p.140	1	Cmd Rifle team		95	
	1	Observer Rifle team			
	4	ML 3" Mortar			
Brigade Support Platoons					
Commonwealth Machine-gun Platoon (NZ) - p.141	1	Cmd Rifle team		110	
	4	Vickers HMG			
Company Points:				830	

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
Reconnaissance					
Universal Carrier with extra hull-mounted MG	Half-tracked	0	0	0	Two Hull MG, Recce.

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	

Vehicle Machine-guns

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

Special Rules

Commonwealth Carrier Platoon (NZ) - p.140

Carrier Patrols are Reconnaissance Platoons.

Commonwealth Carrier Platoon (NZ) - p.140

Carrier Patrols operate as separate platoons, each with their own command team. Although its patrols operate as separate platoons for all other purposes, a Carrier Platoon deploys all at the same time as a single platoon. For example, this means that you treat the entire Carrier Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve.

Commonwealth Machine-gun Platoon (NZ) - p.141

Commonwealth Machine-gun Platoons can fire bombardment using their machine-guns. As they have no Anti-tank or Firepower rating, they cannot Bail Out armoured vehicles or Destroy teams in Bulletproof Cover, but can still Pin Down platoons with one hit.

Commonwealth Rifle Company HQ (NZ) - p.139

If a Platoon Command Infantry team is Destroyed, another team takes over immediately. Remove any other Infantry team in the platoon that is within Command Distance of the Command team and replace it with the original Platoon Command team.

If a Platoon Command Tank team is Destroyed, another team takes over immediately. Nominate any other Tank team in the platoon that is within Command Distance of the Destroyed Command team to be the new Platoon Command team.

If there is no team of an appropriate type within Command Distance, then the Platoon Command team is Destroyed and the platoon is left leaderless.

Commonwealth Rifle Platoon (NZ) - p.139

Haka (Maori only)

Enemy platoons must reroll their first successful Motivation Test to Counterattack a Maori platoon that Launched an Assault against them.

A Maori platoon must make a Breakthrough Assault if it is able to.