

# Commonwealth Rifle Company (New Zealand)

Confident		Trained		British		Early-War	
Platoon	Qty	Unit		Points			
<b>Headquarters</b>							
Commonwealth Rifle Company HQ (NZ) - p.139	2	Cmd Rifle team		25			
<b>Combat Platoons</b>							
Commonwealth Rifle Platoon (NZ) - p.139	1	Cmd Rifle/MG team		155			
	1	Light Mortar team					
	1	Anti-tank Rifle team					
	6	Rifle/MG team					
Commonwealth Rifle Platoon (NZ) - p.139	1	Cmd Rifle/MG team		155			
	1	Light Mortar team					
	1	Anti-tank Rifle team					
	6	Rifle/MG team					
Commonwealth Rifle Platoon (NZ) - p.139	1	Cmd Rifle/MG team		155			
	1	Light Mortar team					
	1	Anti-tank Rifle team					
	6	Rifle/MG team					
<b>Weapons Platoon</b>							
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		100			
	1	Observer Rifle team					
	4	ML 3" Mortar					
	5	15 cwt truck					
<b>Brigade Support Platoons</b>							
Commonwealth Machine-gun Platoon (NZ) - p.141	1	Cmd Rifle team		115			
	4	Vickers HMG					
	5	15 cwt truck					
						Company Points:	810

## 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+	

### Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
---------	----------	-------	------	-----	---------------------

#### Trucks

Morris 15 cwt truck	Wheeled	-	-	-	
---------------------	---------	---	---	---	--

### 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.