

# Commonwealth Rifle Company (New Zealand)

Confident Trained

21 New Zealand Battalion, Brian Morey

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 1 1 6 1	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team All Rifle/MG teams equipped with Sticky Bombs	165
Commonwealth Rifle Platoon (NZ) - p.139	1 1 1 6 1	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team All Rifle/MG teams equipped with Sticky Bombs	165
Commonwealth Rifle Platoon (NZ) - p.139	1 1 1 4 1	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team All Rifle/MG teams equipped with Sticky Bombs	130
<b>Weapons Platoon</b>			
Commonwealth Carrier Platoon (NZ) - p.140	3	Universal Carrier with extra hull-mounted MG	105
<b>Brigade Support Platoons</b>			
Commonwealth Machine-gun Platoon (NZ) - p.141	1 4	Cmd Rifle team Vickers HMG	110
<b>Divisional Support</b>			
Valentine Tank Platoon - p.129	3	Valentine II	495
Divisional Cavalry Platoon (NZ) - p.132	3	Light Tank Mk VI B	100
Field Battery, Royal Artillery (NZ) - p.150	1 2 2 2 8	Staff team Cmd Rifle team Observer Rifle team 15 cwt truck OQF 18/25 pdr gun	455
<b>Company Points:</b>			<b>1750</b>

Source document: Hellfire and Back!

## 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>	

#### Light Tanks

Light Tank Mk VI B	Half-tracked	1	1	1	Co-ax MG.
<i>Vickers 0.5" MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>3</i>	<i>5+</i>	

#### Infantry Tanks

Valentine II	Fully-tracked	6	5	1	Co-ax MG, Slow tank.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	<i>No HE.</i>

#### Reconnaissance

Universal Carrier with extra hull-mounted MG	Half-tracked	0	0	0	Two Hull MG.
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### Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
OQF 18/25 pdr gun	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke, Turntable.
Firing bombardments		72"/180cm	-	4	5+	Smoke bombardment.
Vickers HMG	Man-packed	24"/60cm	6	2	6+	ROF 2 when pinned down.
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+	
Staff team		-	cannot shoot	++	Moves as a Heavy Gun team.

#### Additional Training and Equipment

Sticky Bombs are rated as Improvised Tank Assault 3.

### Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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#### Trucks

Morris 15 cwt truck	Wheeled	-	-	-	
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### 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.

### **Divisional Cavalry Platoon (NZ) - p.132**

New Zealand Divisional Cavalry Platoons in your force must have the same type of vehicle as your Company Command vehicle.

### **Field Battery, Royal Artillery (NZ) - p.150**

Although a Field Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Staff team is an Independent team.

### **Field Battery, Royal Artillery (NZ) - p.150**

Although they count as separate platoons for all other purposes, a Field Battery, Royal Artillery deploys as a single platoon, all at the same time. For example, all three Gun Troops are treated as a single platoon when calculating the number of platoons held in Reserve.

### **Field Battery, Royal Artillery (NZ) - p.150**

Field Batteries, Royal Artillery may not be deployed in Ambush.

### **Field Battery, Royal Artillery (NZ) - p.150**

Note: The third Gun Troop does not have an Observer team. If the battery has OQF 4.5" howitzers, they will be from this troop and do not have an Observer team.