

Rifle Company (Indian)

Fearless		Trained		British	Early-War
Platoon	Qty	Unit		Points	
Headquarters					
Rifle Company HQ (Indian) - p.135	2	Cmd Rifle team		25	
Combat Platoons					
Rifle Platoon (Indian) - p.135	1 1 1 6	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team		175	
Rifle Platoon (Indian) - p.135	1 1 1 6	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team		175	
Weapons Platoon					
Carrier Platoon (Indian) - p.136	2 1	Bren Carrier Bren Carrier (with Boys anti-tank rifle)		95	
Divisional Support					
Valentine Tank Platoon - p.129 Confident Trained	3	Valentine II		495	
Valentine Tank Platoon - p.129 Confident Trained	3	Valentine II		495	
Field Battery, Royal Artillery (AU) - p.150	1 1 3 1 4 4	Staff team Cmd Rifle team 15 cwt truck Observer Rifle team OQF 18/25 pdr gun Quad tractor		265	
Air Support - p.152	3	Sporadic Air Support Hurricane II		25	
				Company Points: 1750	

Source document: Hellfire and Back!

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	

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

Bren Carrier	Half-tracked	0	0	0	Hull MG.
Bren Carrier	Half-tracked	0	0	0	Hull MG.
<i>With Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	<i>Hull mounted.</i>

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.

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.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Morris 15 cwt truck	Wheeled	-	-	-	
Quad tractor	Wheeled	-	-	-	

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
<i>Sporadic Air Support Hurricane II</i>	<i>0</i>	<i>-</i>	<i>-</i>	<i>++</i>	<i>Fighter Interception only (p. 152).</i>

Vehicle Machine-guns

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

Special Rules

Air Support - p.152

The Hurricane II is a dedicated air superiority fighter. It can only be used for Fighter Interception and cannot be used for Ground Attack.

Carrier Platoon (Indian) - p.136

Carrier Patrols are Reconnaissance Platoons.

Carrier Platoon (Indian) - p.136

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.

Field Battery, Royal Artillery (AU) - 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 (AU) - 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 (AU) - p.150

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

Field Battery, Royal Artillery (AU) - 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.

Rifle Company HQ (Indian) - p.135

North-west Frontier

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

Mountaineers treat steep hillsides as normal Cross-country Terrain (they can move At the Double across them) and mountains as Difficult Going.

Mountaineers can cross Impassible cliffs and similar obstacles. To do so they must start the Movement Step adjacent to the obstacle and not be Pinned Down (see the Flames of War rulebook). Roll a Skill Test for each team instead of moving in the Movement Step.

If they succeed, the team crosses the obstacle, halting at the other side.

If they fail, the team remains where it is.

A team that attempts to cross an Impassible obstacle cannot shoot this turn, although it can assault.

Rifle Company HQ (Indian) - p.135

War Cry

Indian platoons do not use the British Bulldog special rule. Instead, enemy platoons must reroll their first successful Motivation Test to Counterattack an Indian platoon that Launched an Assault against them.