

# Commonwealth Rifle Company (New Zealand)

Confident Trained		Chris Fretts	British	Early-War
Platoon	Qty	Unit	Points	
<b>Headquarters</b>				
Commonwealth Rifle Company HQ (NZ) - p.139	2	Cmd Rifle team	30	
	1	All Rifle teams equipped with Sticky Bombs		
<b>Combat Platoons</b>				
Commonwealth Rifle Platoon (NZ) - p.139	1	Cmd Rifle/MG team	175	
	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	All Rifle/MG teams equipped with Sticky Bombs	175	
	1	Cmd Rifle/MG team		
	1	Light Mortar team		
	1	Anti-tank Rifle team		
	6	Rifle/MG team		
Commonwealth Rifle Platoon (NZ) - p.139	1	Entire platoon turned into Maori Rifle Platoon	175	
	1	All Rifle/MG teams equipped with Sticky Bombs		
	1	Cmd Rifle/MG team		
	1	Light Mortar team		
	1	Anti-tank Rifle team		
<b>Brigade Support Platoons</b>				
Commonwealth Machine-gun Platoon (NZ) - p.141	1	Cmd Rifle team	110	
	4	Vickers HMG		
Transport Section (NZ) - p.152	2	3-ton lorry	10	
<b>Divisional Support</b>				
Valentine Tank Platoon - p.129	3	Valentine II	495	
Valentine Tank Platoon - p.129	3	Valentine II	495	
Field Battery, Royal Artillery (NZ) - p.150	1	Staff team	230	
	1	Cmd Rifle team		
	1	Observer Rifle team		
	1	15 cwt truck		
	4	OQF 18/25 pdr gun		
Air Support - p.152	3	Sporadic Air Support Hurricane II	25	
			<b>Company Points:</b>	<b>1745</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>	

### 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>

### 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
CMP, Bedford, or Cut-down 15cwt or 3-ton truck	Wheeled	-	-	-	

### Trucks

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

### **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.

### **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.

### **Transport Section (NZ) - p.152**

A Transport Section follows the rules for Transport Platoons in the Flames Of War rulebook.