

Tobruk Strongpoint

Fearless		Trained		Doug Rosson		British	Early-War
Platoon	Qty	Unit				Points	
Headquarters							
Tobruk Strongpoint HQ - p.143	2	Cmd Rifle team				30	
	1	Trench Line					
Combat Platoons							
Tobruk Rifle Platoon - p.143	1	Cmd Rifle/MG team				265	
	1	Light Mortar team					
	1	Anti-tank Rifle team					
	5	Rifle/MG team					
	1	Warrior Rifle/MG team John Edmondson					
	3	Trench Line					
	1	All Rifle/MG teams equipped with Sticky Bombs					
	2	Barbed Wire Entanglement					
Tobruk Perimeter Post - p.144	2	HMG Nest				180	
	2	Barbed Wire Entanglement					
	1	47/32 Nest					
	1	Minefield					
Tobruk Perimeter Post - p.144	2	HMG Nest				150	
	4	Barbed Wire Entanglement					
	1	47/32 Nest					
Weapons Platoon							
Tobruk Brigade Anti-tank Platoon - p.146	1	Cmd Rifle team				100	
	1	15 cwt truck					
	3	47/32 Portee					
Tobruk Artillery Position - p.144	1	Trench Line				45	
	8	Gun Pit					
Divisional Support							
Commonwealth Carrier Platoon (AU) - p.140	4	Universal Carrier with extra hull-mounted MG				210	
	2	Universal Carrier with Boys anti-tank rifle					
Machine-gun Platoon (8th Army) - p.137	1	Cmd Rifle team				75	
Confident Veteran	2	Vickers HMG					
Royal Horse Artillery Battery - p.126	1	Staff team				670	
Fearless Veteran	2	Cmd Rifle team					
	2	Observer Rifle team					
	2	15 cwt truck					
	8	OQF 18/25 pdr gun					
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
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

Self-propelled Anti-tank Guns

47/32 Portee	Wheeled	-	-	-	AA MG, Tip and Run.
47/32 gun	24"/60cm	3	6	4+	Portee

Reconnaissance

Universal Carrier with Boys anti-tank rifle	Half-tracked	0	0	0	Hull MG.
With Boys anti-tank rifle	16"/40cm	2	4	5+	Hull mounted.
Universal Carrier with extra hull-mounted MG	Half-tracked	0	0	0	Two Hull MG.

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	-	-	-+	

Fortifications

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
47/32 Nest	Bunker	24"/60cm	3	6	4+	Tobruk pit.
HMG Nest	Bunker	24"/60cm	6	2	6+	Tobruk pit, ROF 2 when pinned down.

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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Aircraft

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

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 Carrier Platoon (AU) - p.140

Carrier Patrols are Reconnaissance Platoons.

Commonwealth Carrier Platoon (AU) - 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.

Machine-gun Platoon (8th Army) - p.137

British 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.

Machine-gun Platoon (8th Army) - p.137

Guards and Indian Rifle Companies may be supported by 8th Army Machine-gun Platoons.

Royal Horse Artillery Battery - p.126

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

Royal Horse Artillery Battery - p.126

Brigadier Jock Campbell is a Warrior and a Higher Command Transport team rated as Fearless Veteran. He is mounted in a cut-down Ford Station Wagon car.

You may field Jock Campbell in any Jock Column or other British force containing a Royal Horse Artillery Battery for +60 points.

Where are Those Reserves?

Once per game Jock Campbell may be removed from the table at the beginning of a turn after Reserves dice are rolled. In the following turn no Reserves dice are rolled, instead Jock Campbell returns to the table with one Reserve platoon, which is placed on the table as if it had arrived from Reserves.

There's the Enemy, There!

Jock Campbell uses the Eyes and Ears rules (see the rulebook) as if he were a Recce team.

Incredibly Brave

Jock Campbell and any platoon he joins passes Motivation Tests on a 3+.

Gunner of the RHA

If Jock Campbell joins any Royal Horse Artillery Battery that did not move in the Movement Step the battery may re-roll failed rolls To Hit when shooting their OQF 18/25 pdr or OQF 25 pdr guns at teams up to 16"/40cm away. This rule does not apply to Artillery Bombardments.

Royal Horse Artillery Battery - p.126

Royal Horse Artillery Batteries are Horse Artillery Platoons.

Royal Horse Artillery Battery - p.126

Royal Horse Artillery Batteries may not be deployed in Ambush.

Tobruk Artillery Position - p.144

At the end of deployment any unoccupied gun pits are removed from the table.

Tobruk Artillery Position - p.144

The Fortifications of a Tobruk Artillery Position must be attached to a:

Machine-gun Platoon (page 137),

Anti-tank Platoon, Royal Artillery (page 147),

Anti-tank Platoon, Royal Horse Artillery (page 125),

Royal Horse Artillery Battery (page 126),

Field Battery, Royal Artillery (page 150), or

Light Anti-aircraft Platoon, Royal Artillery (page 149).

Tobruk Artillery Position must have at least as many Gun Pits as the Platoon has Gun teams.

A Platoon with a Tobruk Artillery Position attached is a Fortified Platoon, see page 170. All the Platoon's Gun teams must be deployed in Gun Pits.

Tobruk Perimeter Post - p.144

A Tobruk Perimeter Post is a Fortified Platoon for the purposes of fortification placement, see page 170.

Tobruk Perimeter Post - p.144

HMG Nests and 47/32 Nests are Tobruk Pits and have an all-round field of fire.

Tobruk Rifle Platoon - p.143

Corporal John Edmondson is a Warrior and a Rifle/MG team rated as Fearless Veteran.

Jack Edmondson may replace a Rifle/MG team in an Australian Commonwealth Rifle Platoon or a Tobruk Rifle Platoon for +45 points.

Conspicuous Bravery

Edmondson hits on a roll of 2+ in Assault Combat.

Resolution and Leadership

Edmondson's platoon may re-roll failed Motivation Tests.

Tobruk Rifle Platoon - p.143

Tobruk Rifle Platoons are Fortified Platoons, see page 170.

Tobruk Strongpoint HQ - p.143

A Tobruk Strongpoint HQ is a Fortified Company HQ, see page 170.

Tobruk Strongpoint HQ - p.143

All Tobruk platoons are Australian and follow the Australian special rules, unless noted.