



Habforce-SYRIA 1941

Habforce Infantry Platoon

On 13 June General Wilson ordered Major-General John Clark to prepare his Iraq-based forces to join Operation Exporter by invading Syria, seizing the Vichy aerodrome and fort at the ancient city of Palmyra and splitting Vichy forces in half by cutting communications between Homs and the forces concentrated around Damascus and the Bekaa Valley.

The force under Clark's command was Habforce, the group of units assembled in May 1941 to help put down Rashid Ali's Iraqi revolt. By the time it was ordered to attack Palmyra, the force consisted of the 4th Cavalry Brigade (Royal Wiltshire Yeomanry, Warwickshire Yeomanry and the newly mechanized Household Cavalry Regiment); the 1st Battalion, Essex Regiment; elements of 237th and 239th batteries, Royal Artillery; nine cars detached from No. 2 Armoured Car Company, RAF; a battery of 2/1st Australian Anti-Tank Regiment; and the 169th Light Anti-Aircraft battery.

Joining them were 350 men of the mechanized Arab Legion, a mostly Bedouin force offered to the Allied war effort by King Abdullah of Transjordan and commanded by the Briton Major John Glubb of the Royal Engineers, who was affectionately known as 'Glubb Pasha'

Essex Infantry Regiment /Yeomanry Platoon

Regular Platoon force rating of +1

Regular Force Moral Track.

Force Moral Track.

Force Moral	1	2	3	4	5
Command Dice	2	2	3	4	5
Special		J			

PLATOON HEADQUARTERS

Lieutenant, Senior Leader, Pistol

Sergeant, Senior Leader, SMG

2" Mortar Team

2" mortar with 2 crew

Anti-Tank Rifle Team

Boys AT rifle with 2 crew

Rifle Sections One to Three

Corporal, Junior Leader, SMG

LMG Team

Bren LMG with three crew.

Rifle Team

Seven Riflemen

Arab Legion Platoon

Rated as Regular

Regular Platoon force rating of -2

Force Moral Track.

Force Moral	1	2	3	4	5
Command Dice	2	3		4	5
Special	J				

PLATOON HEADQUARTERS

Lieutenant, Senior Leader, Pistol

Sergeant, Senior Leader, SMG

2" Mortar Team

2" mortar with 2 crew

Anti-Tank Rifle Team

Boys AT rifle with 2 crew

Rifle Sections One to Three

Corporal, Junior Leader, rifle

LMG Team

Hotchkiss/Lewis LMG with three crew.

Rifle Team

Four Riflemen

SUPPORT LIST LIST ONE

Satchel Charge

Medical Orderly or Adjutant

Car or Light truck no crew
Engineer Team**
3 Man mounted Arab Scout team
Anti-Aircraft Machine Guns
LIST TWO
Sniper Team
Anti-Aircraft Artillery
Medium truck capacity 12 men inc driver
Boys anti-tank Rifle and 2 crew
2" Mortar team with two crew
LIST THREE
Pre-Game Barrage (British 25pdrs)
Fordson/ Rolls Royce Armoured car with JL
Bren Carrier (Bren gun) with three man crew and JL
LIST FOUR
40mm Bofors Gun, 5 crew with Junior Leader
Regular Vickers MMG on tripod mount, 5 crew
Rifle Squad with Junior Leader
Arab Legion Cavalry Squad (Regular)
LIST FIVE
Forward Observer team with fixed line telephone and 3" mortar section.
2 pounder Anti-Tank gun with five crew and Junior Leader
British Cavalry Squad (Regular)
LIST SEVEN
Section of 3 Bren Carriers with three man crew and JL. One JL promoted to SL
1 Boys ATR and 2 Bren guns

** Choose any team except flamethrower

HABFORCE NATIONAL CHARACTERISTICS

Five Rounds Rapid!

The British soldier is taught to love his rifle and the mantra that delivery of fast, accurate fire is the key to success. When a Leader is attached to a rifle Team and uses two or more Command Initiatives to activate that Team, he may add that many D6 to the Team's firing dice to reflect his control over their rapid fire.

Concentrated Fire!

The Bren gun was a reliable and popular weapon, but in truth it was too accurate to be an ideal light support weapon. As a result the British used its accuracy to good effect by concentrating their fire on a specific target and, effectively, sniping with the light machine gun. When a Leader is attached to a Bren Team and uses two Command Initiatives, the Team may focus their fire against one enemy Team, even when other Teams are present within 4" of the

target.

Arab Tactics

Platoons with this characteristic use local Arab guides to assist with manoeuvre. The player must choose at least 1 Arab Scout team:

Once during the game a player may deploy one unit 6" further from a JOP than normal. Including directly into close combat, without the use of a command dice.

After the patrol phase ends, move one JOP up to 18", so long as it is 12" from any enemy troops or JOP.

Habforce Support Choices

Anti-Aircraft MGs

Strengthening defenses against aircraft can protect your troops from both prying eyes and from attack by enemy aircraft. These weapons are not deployed on the table, but affect the chances of the enemy successfully using their air power.

Anti-Aircraft Artillery

More powerful than AAMGs, the artillery provides a greater level of protection against enemy air activity. This was provided by British Bofors troops.

Forward Observer and 3" Mortar Section

With just two mortars present in the battalion, a Habforce mortar bombardment covers a square area 10" by 10" with the aiming point at the centre.

Rifle Section with Junior Leader

This is a full Rifle Section of the same type as the main platoon.

British Cavalry/Yeomanry Squad

A troop of a regular unit. Ten men in two teams of five. One team has 3 men LMG team, The squad has a Junior leader with a rifle. They are converted to mechanized cavalry. They use a medium truck and this is included in their cost. The JL sits in the cab with the driver and 10 men carried in the truck.

Arab Legion Cavalry Squad

A troop of mounted men from a irregular unit. Six men in one team of three with rifles, one team of two with Hotchkiss LMG The squad has a Junior leader with a rifle. They are converted to mechanized cavalry and are carried in a Ford V8 light truck with a driver and Lewis LMG gunner and this is included in their cost

2" Mortar

The British 2" mortar has unlimited smoke rounds but just three rounds of High Explosive. It has no theoretical minimum range, but at under 12" the crew would normally use their rifles to avoid being hit by shrapnel from their own rounds.

Forward Observation Officer and 3" Mortar Section

The British Forward Observer Team of this period rely entirely on static telephone lines to connect to the mortar battery. Mortar fire may only be called on to a point which the Observer Team can see from their location. However, it may be subsequently adjusted to fall out of line of sight providing other friendly troops can see the target.

Only the Forward Observer may control mortar fire on a Command Dice roll of 1 and not a Senior Leader as happens with later war radio equipped forces.

With two mortars present in the section, a British mortar bombardment covers a square area 12" by 12" with the aiming point at the centre.

If the Forward Observer moves for any reason the mortars will cease fire immediately and any troops under the barrage will become unpinned at the end of the Phase. The Observer may not attempt to re-establish contact until the start of a new Turn.

		NATIONAL ARSENAL TABLE				
		ARMoured VEHICLES				
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	Secondary	NOTES
Bren Carrier	2	2	LMG	Fast	Bren LMG	Small Low Profile
		SCOUT & ARMoured CARS				
Fordson/RR Armoured Car	2	2	LMG	Wheeled	Bren LMG	Low Profile
		ANTI TANK GUNS				
ANTI TANK WEAPON		A.P.		H.E.		Weight
Boys Anti-Tank Rifle		2		1		Man-Portable
Bofors 40mm AA gun		5		6		Heavy
2 Pdr		5		2		Medium
		INFANTRY WEAPONS				
Weapon	Fire power	Close		Effective	Notes	
Hotchkiss or Bren LMG	6	0-18"		Over 18"	Lose three Firepower Dice when crew reduced to one man	
Vickers MMG	10	0-24"		Over 24"	Lose two Firepower Dice when crew reduced to one man	
2" mortar	2	LOS		No LOS	Reduce cover by one level	
3" mortar	3			Any range	Dice for hits on all Teams within the barrage area. All units Pinned	