

Australian Platoon

Platoon Force Rating

Regular: 0

Command Dice: 5

Special Rules:

All Australian troops are aggressive

Platoon Headquarters
Lieutenant, <i>Senior Leader</i> armed with SMG, Pistol or Rifle
Platoon Sergeant, <i>Senior Leader</i> , armed with SMG
Infantry AT section with PIAT Anti-Tank Weapon crew 2
2" mortar <i>Team</i> , 2 men

Section One to Three	
Corporal, Junior Leader armed with SMG	
Infantry Section Gun Group	Bren Gun, Junior leader with SMG and two Riflemen
Infantry Section Rifle Group	6 x Riflemen

Australian National Characteristics
Five Rounds Rapid fire: see below description
Concentrated Fire: see below description

Australian Support Lists	
List One	List Four
Single Compound Charge or similar	Engineer <i>Section</i> with <i>Junior Leader</i>
Medical Orderly	Regular Infantry <i>Section</i> with <i>Junior Leader</i>
Engineer Mine Clearance Team, 3 men	Forward Observer for 25pdr Battery
Engineer Wire Cutting Team, 3 men	Regular Vickers MMG on tripod mount, 5 crew
Engineer Demolition Team, 3 men	Forward Observer for 3inch mortar battery
Adjutant	Air Observer for Ground Support
Minefield	List Five
Barbed Wire	Recce <i>Section</i> of two Universal Carriers, 4 crew each. One <i>Junior Leader</i>
Field Car, no crew	M5 Stuart Light Tank with <i>Junior Leader</i>
Add a second LMG to a gun group, or add a shot gun and a Jungle Carbine to one Team	2 pounder anti-tank gun with 5 crew and <i>Junior Leader</i>
List Two	
2" mortar team crew of 2	
Pre-Game Barrage	
List Three	List Six
Engineer Flamethrower <i>Team</i> , 3 men	Matilda II with <i>Junior Leader</i>
Sniper <i>Team</i>	
Universal Carrier with <i>Team</i> and <i>Junior Leader</i>	

FIVE ROUNDS RAPID!

The Australian 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 controlling 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.

2" MORTAR TEAM

The 2" mortar has only three rounds of High Explosive ammunition, the rest being all smoke rounds. It has no theoretical minimum range, but at under 12" the crew would normally use their rifles for reasons of their own the shrapnel from the round has hit the target *Unit*, the enemy will dice for the Hit Effect as normal. On a roll of 1 or 2, the shrapnel from the round has hit the mortar *Team*, they must roll for the Hit Effect on Table 6.

UNIVERSAL CARRIER RECONNAISSANCE SECTION

Two Universal carriers commanded by a single *Junior Leader*. These have a three man crew in each armed with a Bren.

STICKY BOMB

Details of the Sticky Bomb, along with several other British hand-held weapons which may be used instead if preferred, are shown on Table Seven, *Hand-Held Anti-Tank Weapons*,. It may be used once by any *Section* on the table when commanded by the *Senior Leader* commanding the platoon who is, we assume, carrying it with him up to that point. How the charge works is detailed in Section 9.3.4, *Tank Hunters*. A maximum of two compound charges may be selected by a British force.

Anti-Tank Guns	AP	HE
2 Pounder Anti-Tank gun	5	5
Boys AT rifle	3	1
25 pounder, L28.8	8	7

NEW WEAPON STATS

Infantry Weapon				
Weapon	Fire Power	Close	Effective	Notes
Jungle Carbine	1	0 – 12"	13 - 48"	Re-roll any 1's
Shot Gun	2	0 – 6"	7 – 18"	Re-roll any 1's
25pdr	5	For indirect fire – dice for hits on all teams within a barrage area. Reduce cover by one level.		