

COMMONWEALTH RIFLE COMPANY (NEW ZEALAND)

UKGT 2017

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1605

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Commonwealth Rifle Company HQ (NZ) p.47	2	Cmd Rifle team	3% 5
COMBAT PLATOONS			
Commonwealth Rifle Platoon (NZ) p.47	1 1 1 6	Cmd Rifle/MG team PIAT team Light Mortar team Rifle/MG team	11.8% 190
Commonwealth Rifle Platoon (NZ) p.47	1 1 1 6	Cmd Rifle/MG team PIAT team Light Mortar team Rifle/MG team	11.8% 190
WEAPONS PLATOONS			
Commonwealth Anti-tank Platoon (NZ) p.49	1 6	Cmd Rifle team OQF 6 pdr gun (late)	12.8% 205
Commonwealth Mortar Platoon (NZ) p.49	1 2 4	Cmd Rifle team Observer Rifle team ML 3" Mk II Mortar	7.5% 120
DIVISIONAL SUPPORT			
Anti-tank Platoon (SP), Royal Artillery (NZ) p.93	3 1	M10 3" SP M10C 17 pdr SP (late)	19.9% 320
Rifle Platoon (Indian) p.41 FEARLESS VETERAN	1 1 1 6	Cmd Rifle/MG team PIAT team Light Mortar team Rifle/MG team Entire platoon turned into Gurkha Rifle Platoon	14.3% 230
Field Battery, Royal Artillery (NZ) p.94	3 1 1 1 1 8	Cmd Rifle team Staff team Observer Rifle team Sherman OP OP Carrier OQF 25 pdr gun	21.5% 345

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					
M10 3" SP	Standard Tank	4	2	0	.50 cal AA MG.
<i>M7 3" gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Slow traverse.</i>
M10C 17 pdr SP (late)	Standard Tank	4	2	0	.50 cal AA MG.
<i>OQF 17 pdr gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>15</i>	<i>3+</i>	<i>No HE, Slow traverse.</i>
SELF-PROPELLED GUNS					
Sherman OP	Standard Tank	6	4	1	Hull MG.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
ML 3" Mk II Mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6+	Smoke bombardment.
OQF 6 pdr gun (late)	Medium	24"/60cm	3	11	4+	Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

SPECIAL RULES

Commonwealth Rifle Company HQ (NZ) - p.47

As an exception to the Allied Platoons rule on page 70 of the rulebook, US, French, Polish and British (including all Commonwealth nations) Observer teams can Spot for each other's Artillery Bombardments.

If a New Zealand Field Battery, Royal Artillery fires a Mike Target Bombardment (see page 248 of the rulebook) using only OQF 25 pdr guns, and Ranges In on their first attempt (with or without the re-roll), each team hit by the Bombardment must re-roll successful saves in the first turn of the Bombardment.

If an artillery platoon that is not a New Zealand platoon joins the Bombardment under the British Combined Bombardment rule (see page 248 of the rulebook), it is no longer a Rumpus Bombardment.

New Zealand Commonwealth Rifle Companies pass their Company Morale Checks on a role of 5+.

New Zealand companies and platoons use all the normal British special rules found on pages 246 to 248 of the rulebook. In addition, they use the *Dixie Air Support* and *Allied Artillery* rules on page 23 and the *4 by 2 and No. 8 Wire, Thousand Man Limit* and *Rumpus* rules below.

New Zealand platoons use the German Mission Tactics special rule (see page 242 of the rulebook).

Commonwealth Rifle Platoon (NZ) - p.47

When making a Night Attack, Rifle Platoons with a Armoured Personnel Carrier Section may still make a Spearhead move, even though the platoon is not entirely made up of Infantry Teams.

Field Battery, Royal Artillery (NZ) - p.94

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 Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.

Rifle Platoon (Indian) - p.41

If there are no enemy Tank teams or Bunkers within 2"/5cm of a Gurkha team, the Gurkha team hits on a roll of 2+ in Assaults.

When making a Night Attack, Rifle Platoons with a Armoured Personnel Carrier Section may still make a Spearhead move, even though the platoon is not entirely made up of Infantry Teams.