

BRITISH IN TUNISIA

OFFICIAL BRIEFING

MID-WAR INTELLIGENCE BRIEFING FOR BRITISH AND
COMMONWEALTH FORCES IN TUNISIA
NOV 1942 TO MAY 1943

NINE MID-WAR INTELLIGENCE BRIEFINGS FROM TUNISIA



By Phil Yates

FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

UPDATED ON
14 AUGUST 2013

**UNDER
REVIEW**

BRITISH EMPIRE FORCES

The British Empire fought in three distinct areas of the Mediterranean during 1942 and 1943: Africa, Tunisia and Italy. Each area had quite different forces and equipment. The British section of this book is divided into three parts, one for each area. Your entire force must be chosen from the same part, either Africa, Tunisia, or Italy, unless otherwise specified.

Africa covers the Eighth Army's battles in Egypt, Libya, and southern Tunisia from Gazala in the middle of 1942, through the battles at El Alamein and the pursuit through Libya into southern Tunisia in early 1943. The Eighth Army contained an eclectic mix of veteran troops from throughout the Empire and less experienced British formations.

Tunisia covers the First Army's battles during the Operation Torch landings in late 1942, the subsequent fighting in western Tunisia, and the battles leading to the capture of Tunis in May 1943. The First Army had British units fresh from home with the latest equipment fighting alongside the first of the American units to face Germany.

Italy covers the Fifth and Eighth Armies' battles in Sicily and southern Italy from mid 1943 until the end of the year. This was largely a British and American affair. The troops were mostly veterans from Africa and Tunisia, ably reinforced by the Canadians. By this stage British tanks have given way to Lend-lease American models.

AFRICA



TUNISIA



ITALY



ALL OF THE COUNTRIES OF THE EMPIRE

The countries that fought in Africa, Tunisia and Italy in 1942 and 1943 sent whole divisions or even corps. As a result the soldiers of these forces fought alongside their countrymen, supported by their countrymen. However, most of the countries could not provide all the support their forces needed. British forces from the First and Eighth Armies took up the slack and made up the shortfall. Your entire force must be chosen from the same country wherever possible.



All the units in your force must have the same country's symbol, unless otherwise noted. Where a platoon is not available with the same symbol, you may take a platoon from the Eighth Army (🛡️) instead.

Platoon entries in this section have multiple columns if they are available in the armies of more than one country. Each column shows the name and symbol of the country and the points values for a platoon from that country. If any of the points values in the column are listed as '-', that combination of equipment is not available for this country. If the platoon is not available to that country, it may be taken from the First or Eighth Army as appropriate instead.

PLATOON

HQ Section with:

3 Rifle Squads
2 Rifle Squads
Add Light Mortar team
Add Anti-tank Rifle team



1ST ARMY

110 points
80 points
+15 points
+15 points



GUARDS

120 points
90 points
+15 points
+15 points



INDIAN

175 points
125 points
+25 points
+25 points

OPTION



Make all Indian Rifle Platoons into Gurkha Rifle Platoons for +10 points per platoon.

PLATOON RATINGS

The different countries fighting in Africa, Tunisia and Italy had very different backgrounds and levels of experience. Each country has its own special rules and Motivation and Skill ratings to reflect this. A force from one of the colonies is likely to have British troops in support, and may even

have troops from another colony supporting it as well. Each platoon retains its normal rating when supporting another company, so for example, a New Zealand Rifle Company rated as Confident Veteran can have Confident Trained Heavy Armoured Platoons from the Eighth Army in support.

FIRST ARMY

The First Army under General Anderson was formed in December 1942 from Eastern Task force set up for the Operation Torch landings to liberate Algeria and Tunisia.

It was the first army to combine British, American, and French troops under one commander. Unfortunately, none of its divisions or senior officers had any experience in the current war. Worse still, they faced some of Germany's best, and initially suffered accordingly.

Despite this, they learned quickly and by April 1943 had defeated two major German counterattacks and were ready for the final advance on Tunis.

First Army forces use all of the British special rules on pages 246 to 248 of the rulebook. They do not have any additional special rules.

IRISH

Conscription was never introduced into Northern Ireland and Britain couldn't conscript Irishmen from the Irish Free State (Eire)—so the Irish regiments were largely volunteers from all over Ireland.

As well as having the strong esprit de corps typical of volunteer units, the 'Fighting Irish' loved a good brawl. This fighting spirit quickly gained them a reputation as close-in fighters.

Irish forces use all of the British special rules on pages 246 to 248 of the rulebook except the British Bulldog special rule. In addition they have their own Fighting Irish special rule.

FIGHTING IRISH

The Irish love a good fight and don't take the enemy's attempts to hold them at bay well. No matter how heavy the fire, the Irish will follow their motto 'Faugh a Ballagh' (Clear the Way) and find a way to get into the fight.

Irish Platoons do not use the British Bulldog special rule. Instead, any Irish Platoon that is Pinned Down may re-roll failed Motivation tests to rally from being Pinned Down.

SCOTTISH

Scottish regiments no longer wear their kilts on active service, however they still have their bagpipes. Although the use of bagpipes on the field of battle was banned between the wars, numerous pipers ignored orders and piped the attack home often wearing their kilt.

Scottish forces use all of the British special rules on pages 246 to 248 of the rulebook. In addition they have their own Bagpipes special rule.

BAGPIPES

Bagpipers have piped Scottish regiments into battle for centuries. The tales of pipers walking through a hail of fire, pipes wailing, abound. Even the death of the officer they are accompanying will not stop them.

If a 2iC Command team with a Bagpiper is Destroyed by enemy shooting, the enemy rolls to Destroy the 2iC Command team using the Warrior Infantry Team Casualties rule on page 106 of the rulebook. However, instead of requiring a 4+ to Destroy the 2iC Command team, the enemy player needs to roll a 5+ to Destroy the team.

Any hits on the 2iC Command team do not count towards Pinning Down the platoon or making it Fall Back from Defensive Fire.

GUARDS

The five Regiments of Foot Guards are the most prestigious infantry units in the British Army. Their standards are very high in all respects. Their most outstanding quality on the field of battle is their steadiness.

Guards forces use all of the British special rules on pages 246 to 248 of the rulebook. In addition they have their own Unflappable special rule.

UNFLAPPABLE

The Guards are the senior regiments in the British Army. They are well known as being 'unflappable', retaining their discipline when things go wrong. Under circumstances where other units might get themselves in a 'flap' and become unsettled.

Guards Platoons fight to the last and may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.



INDIAN

The Indian Army is a separate entity from the British Army. It has its own officers, ranks, and traditions dating back to the days of 'John Company', the Honourable East India Company, a British company that grew to dominate the Indian subcontinent. Within one hundred years of its creation in the early 1600s, the John Company already had its own army and in the 1740s fought several wars with French troops.

By 1857, the John Company controlled much of India, either directly or through puppet rulers. However, in this year dissatisfaction with British rule boiled over into open war with the Indian Mutiny. In the wake of the Mutiny, Queen Victoria dissolved the Honourable East India Company and assumed direct rule over India. The Company's armed forces became the Indian Army. Although prior to the Mutiny recruiting had been widespread across India's many cultural, religious and ethnic population, the new Indian Army restricted recruiting to groups seen as 'martial races' (and more importantly reliably loyal to the Crown).

The Indian Army provided troops for many of the Empire's colonial wars, acquitting itself well in the process. The best graduates from the Royal Military Academy at Sandhurst vied for positions in the Indian Army where pay was higher and battle more likely.

The Indian Army made a massive contribution in the First World War with over a million men in arms and 115 battalions serving overseas, fighting in every theatre of that war from France to Gallipoli, Palestine, and Persia.

In the Second World War, the Indian contribution was even greater with nearly two million soldiers in arms. 4th and 5th Indian Divisions defeated the Italians in the Western Desert and Somalia in 1940, then fought in Syria, Iran, and Iraq. They returned to the desert in 1942, joining 10th Indian Division as Rommel launched his attack on the Gazala Line. There, abysmal British generalship saw brigade after brigade overrun as they faced Rommel's entire *Afrikkakorps* one at a time.

Under General Montgomery, 4th Indian Division went on to win acclaim at Alamein and in the Tunisian Campaign before handing the torch to 8th Indian Division for the battles in Italy.

GURKHA

The Gurkhas of Nepal have a superb reputation as first-class fighting men. They are recruited from hardy hill tribes in the Himalayan mountains. Their ferociousness when using their heavy-bladed khukuri knives in close combat is legendary. So too is their determination not to abandon their weapon while still alive.

Gurkha platoons are Indian platoons. They use all of the British special rules on pages 246 to 248 of the rulebook and the War Cry and North-west Frontier special rules above. In addition they have their own Khukuri special rule.

Indian forces use all of the British special rules on pages 246 to 248 of the rulebook except the British Bulldog special rule. In addition they have their own War Cry and North-west Frontier special rules.

WAR CRY

Indians always charge shouting war cries to gain the blessings of the gods and intimidate their enemies. Weak-hearted foes hearing this fearsome cry will flee without a fight.

Indian and Gurkha platoons do not use the British Bulldog special rule. Instead, when enemy platoons first test their Motivation Test to Counterattack Indian or Gurkha platoons in assaults, they must re-roll the die and apply the re-rolled result to all platoons that passed on the original roll.

NORTH-WEST FRONTIER

The Indian Army fought continuous wars against rebellious Pathan tribes on the famous (and mountainous) North-west Frontier. At the same time they fought the Naga tribes of the equally mountainous (but less well-known) North-east Frontier. As a result they were specialists at mountain warfare.

All Indian and Gurkha Infantry and Man-packed Gun teams are Mountaineers.

INDIAN PATTERN CARRIER

India lacked a heavy vehicle industry, so when called upon to provide carriers for their infantry, they adopted a wheeled version based on the Ford 15 cwt truck, known appropriately enough as the Indian Pattern Carrier.

KHUKURI

Every Gurkha carries a heavy-bladed recurved knife called a khukuri. They use this for everything from cutting food and wood to chopping off the heads of their foes.

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

BRITISH FIRST ARMY — IN TUNISIA —

"Sir, it is my duty to report that the Tunisian campaign is over. All enemy resistance has ceased. We are masters of the North African shores."

—General Harold Alexander.

The First Army under General Anderson was formed in December 1942 from Eastern Task Force set up for the Operation Torch landings to liberate Algeria and Tunisia.

It was the first army to combine British, American, and French troops under one commander. Unfortunately, few of its divisions or senior officers had any experience in the current war. Worse still, they faced some of Germany's best, and initially suffered accordingly.

Despite this, they learned quickly and by April 1943 had defeated two major German counterattacks and were ready for the final advance on Tunis.

One of the oddities of war was that the First Army, having sailed directly from Britain, was actually better equipped than the Eighth Army and tended to field newer equipment sooner. They had the heavy Churchill tank in place of the lighter Valentine in their infantry tank companies, and received the 17/25 pdr heavy anti-tank gun sooner. In contrast to the scruffy sand-coloured equipment used by Eighth Army, First Army equipment was painted standard regulation dark-green and brown.



FIRST ARMY

The First Army is equipped with the latest equipment from Britain and has trained for two years for their trial by combat in Tunisia. While they expect to face some hard battles, they are ready and eager for battle.

First Army companies use the standard British special rules.

A First Army Rifle Company may have a First Army, Indian, or Gurkha Rifle Platoon as its Rifle Platoon support choice. A First Army Recce Company may have a First Army, or Guards Rifle Platoon as its Rifle Platoon support choice and may take Indian Machine-gun Platoons. All remaining support for First Army companies comes from the First Army.



SCOTTISH

The British 1st, 4th, and 78th (Battleaxe) Divisions, and 4th (Indian) Division all have Scottish battalions fighting with them in Tunisia. Whether from the Argyll and Sutherland Highlanders, the Gordon Highlanders, or the famous Black Watch, the highland regiments maintained their tradition of hard fighting.

You may field a First Army Rifle Company as a Scottish Rifle Company (X) by adding a Bagpiper to your Company HQ (see page 10). In all other ways a Scottish Rifle Company remains a First Army company rated as **Confident Trained**.

A Scottish Rifle Company may have a Scottish, First Army, Indian, or Gurkha Rifle Platoon as its Rifle Platoon support choice and may take Indian Machine-gun Platoons. All remaining support comes from the First Army.

IRISH

38 (Irish) Brigade provided the infantry component of the 6th 'Mailed Fist' Armoured Division for much of the fighting in Tunisia. The 6th Battalion, Royal Inniskilling Fusiliers, 2nd Battalion, The London Irish, and 1st Battalion, The Royal Irish Fusiliers (Princess Victoria's) held off a major German attack in the Medjez Valley at the start of 1943 before going on to drive them back to Tunis three months later under the command of the 78th 'Battleaxe' Division.

You may field a First Army Rifle Company as an Irish Rifle Company (G) at no cost. If you do so, all Headquarters and Combat Platoons become Irish Platoons with the Fighting Irish special rule (see page 10) in addition to the standard British special rules. In all other ways an Irish company remains a First Army company.

GUARDS

Battalions from the Grenadier, Coldstream, Scots, Irish and Welsh Guards all added to their regiments' illustrious histories in the fighting in Tunisia. 1 Guards Brigade fought with distinction in Tunisia with the 78th 'Battleaxe' Division before replacing 38 (Irish) Brigade in the 6th 'Mailed Fist' Armoured Division for the later fighting in Tunisia and Italy. 24 Guards Brigade served alongside them with the 1st Infantry Division.

Guards companies use the Unflappable special rule (see page 10) in addition to the standard British special rules. Guards companies get all of their support from the First Army.

GUARDS	TUNISIA
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

INDIAN


The 4th (Indian) Division transferred from the Eighth Army to the First Army for the final thrust on Tunis, having fought solidly since the First Battle of Alamein. One third of the Indian infantry in this veteran division was made up of Nepalese Gurkhas.

Indian companies use the Warcry and Northwest Frontier special rules (see page 11) in addition to the standard British special rules.

An Indian Rifle Company may have a First Army, Indian, or Gurkha Rifle Platoon as its Rifle Platoon support choice. All Machine-gun Platoons supporting Indian companies are Indian Machine-gun Platoons. All remaining support comes from the First Army.

INDIAN	TUNISIA
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

GURKHA

You may field an Indian Rifle Company as a Gurkha Rifle Company () by making your Rifle Platoons into Gurkha Rifle Platoons (see page 25). Gurkha Rifle Platoons use the Khukuri special rule (see page 11) in addition to the Indian and British special rules. In all other ways a Gurkha company remains an Indian company rated as **Fearless Veteran**.





MAJOR GENERAL GPB 'PIP' ROBERTS

Major-General George Philip (Pip) Bradley Roberts, MC, DSO and Bar, CB, was the British Army's youngest Major-General at 37, and perhaps their best armoured commander.

Roberts joined 3 Royal Tanks as a subaltern at the age of 19, spending 13 years in Egypt apart from a stint instructing at the Tank Driving and Maintenance School. When the war broke out in 1939, he was promoted to Deputy Assistant Quartermaster General (DAQG) to the Desert Rats. As DAQG he was responsible for ensuring that they had enough supplies to fight.

By late 1940, Roberts was the Brigade Major of 4th Armoured Brigade winning the Military Cross against the Italians in Operation Compass. A year later he was Assistant Quartermaster General to 30 Corps for Operation Crusader against Rommel. He then asked his Corps commander for a regiment, and to his delight was given his old regiment, 3 Royal Tanks.

His first task was to develop tactics for the new Grant tanks. Roberts' contacts at HQ meant that he got his new tanks delivered immediately! Roberts won the DSO commanding 3 Royal Tanks at Gazala where he was unhorsed when his tank 'brewed up'.

After recovering from wounds, Roberts was promoted to Brigadier commanding 22nd Armoured Brigade. His brigade was responsible for stopping Rommel at Alam Halfa and then took part in the pursuit after El Alamein winning a bar to his DSO.

Robert's next appointment was CO of 26th Armoured Brigade in Tunisia. He led the Brigade at Fondouk where the Shermans of the 'Death or Glory Boys' made their famous charge.

His crowning achievement was leading the 11th Armoured Division to victory in Europe.

CHARACTERISTICS

Pip Roberts is a Warrior and a Higher Command team. He is rated as **Confident Trained**.

Pip Roberts can join any Armoured Squadron for +155 points. This includes the cost of a Sherman III tank as his mount.

SPECIAL RULES

Professional: Pip Roberts is a no-nonsense professional. He has trained his troops well and fights them hard.

Any Armoured Platoon in his force may re-roll failed Platoon Morale Checks. This rule continues to apply even if Roberts is Destroyed.

Well In Hand: Pip Roberts has the battle well in hand. Even when things seem to be falling apart, he retains control.

Pip Roberts may re-roll failed Company Motivation Checks.

THE BRITISH EMPIRE, 1942

The British Empire is the largest the world has ever seen. It occupies a quarter of all the lands of the Earth and includes a quarter of the planet's population. The sun never sets on the British Empire.

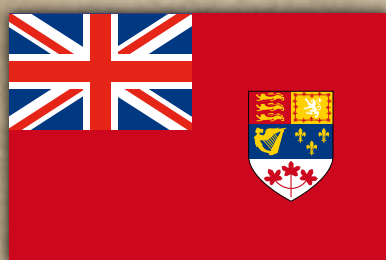
When war broke out volunteers from throughout the Empire flocked to the flag ready to fight. Australians, Burmese, Canadians, Englishmen, Indians, Irishmen, New Foundlanders, New Zealanders, Nigerians, Rhodesians, Scotsmen, South Africans, Ugandans, and Welshmen fought side by side against Hitler's unfounded aggression.

Although all once British colonies, the various countries making up the Empire have very different characters.

All of the armies in the Empire were organised the same way and all had the same basic training and equipment, yet the circumstances of their employment, their fortunes in battle, and perhaps most importantly the backgrounds of their soldiers gave them all a distinct identity and character.

This section attempts to reflect some of this character on the battlefields of *Flames Of War* by providing various rules for you to customise your force as some of the various armies making up the Empire's armed forces.

Of course, you don't have to use these variations if you don't want to. Your Australians, Indians, or South Africans can use the normal rules for British troops instead.



Canada



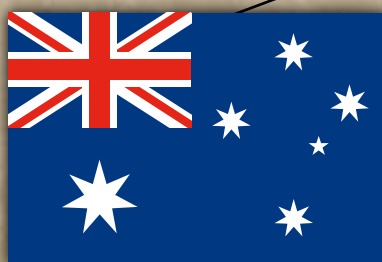
United Kingdom



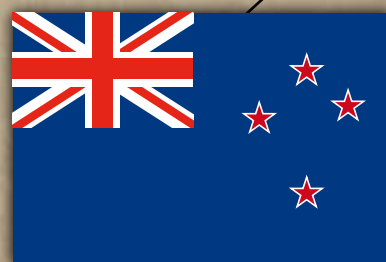
India



South Africa



Australia



New Zealand

DEATH OR GLORY SQUADRON TUNISIA

(TANK COMPANY)

HEADQUARTERS



Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

ARMOUR



Valentine Armoured Platoon

ARMOUR



Valentine Armoured Platoon

ARMOUR



Crusader Armoured Platoon

ARMOUR



Valentine Armoured Platoon




Crusader Armoured Platoon

US ALLIES

British companies have US support options. Remember that these platoons retain their own rules and ratings, and count as Allied Platoons (see page 70 of the rulebook).


SUPPORT PLATOONS

ARMOUR



Tank Platoon


INFANTRY



Motor Platoon


Parachute Platoon

ANTI-TANK



Anti-tank Platoon, Royal Artillery

RECONNAISSANCE



Scout Platoon


Armoured Car Platoon

ARTILLERY



Royal Horse Artillery Battery

AIRCRAFT



Air Support

Light Anti-aircraft Platoon

26 ARMoured BRIGADE

The 6th Armoured Division arrived in Tunisia with a unique mixture of Valentine and Crusader tanks. Its three armoured regiments were the 16th/5th Lancers, the 17th/21st Lancers, and the 2nd Lothian and Border Horse. The Lancers were both old regiments with illustrious histories. The 16th/5th were an amalgamation of the old 16th Lancers and the newer (and therefore less senior and listed second) 5th Lancers. Likewise, the 17th/21st Lancers were an amalgamation of the old 17th and 21st Lancers. The Lothian and Border Horse, on the other hand, were a yeomanry regiment that only dated back to just before the turn of the century.

The cap badge of the 17th/21st Lancers embodies the cavalry spirit of these regiments. It shows a skull and cross bones with the motto 'Or Glory' underneath.

They have earned their nickname 'The Death or Glory Boys' many times over. Perhaps their most famous exploit was to lead the Charge of the Light Brigade at Balaklava in Crimea.

The 6th Armoured Division began landing in North Africa in November 1942. Blade Force, based around 17th/21st Lancers, raced ahead to seize Tunis. They came close to taking their goal, but were forced back by strong German counterattacks. In February 1943, the 6th Armoured Division rushed south to stop the German breakthrough at Kasserine Pass. Here they gallantly pitted their Valentines and Crusaders against German Panzer IV and Tiger tanks.

In March 1943, the armoured regiments re-equipped with Sherman III tanks. Then they joined the armoured divisions of the Eighth Army for the final drive on Tunis.

MOTIVATION AND SKILL

The men of the 26 Armoured Brigade have spent years training for battle, but still lack practical experience. Death or Glory Squadrons are rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

COMPANY HQ

HEADQUARTERS

2 Valentine III and 2 Crusader II CS
2 Valentine III and 1 Crusader II CS
2 Valentine III

 1ST ARMY

210 points

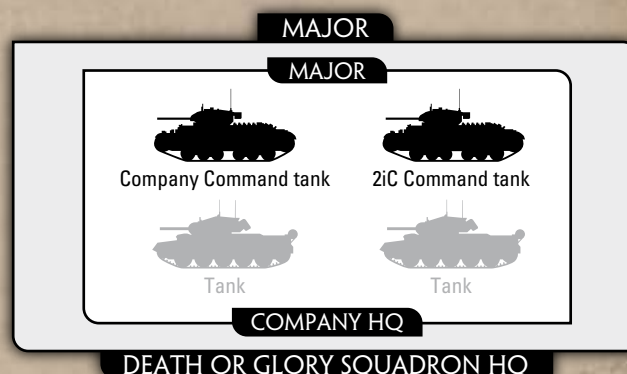
160 points

110 points

3 Grant (Lee turret)

275 points

The British never made a Valentine CS (Close Support) tank, so the 6th Armoured Division made do with Crusader II CS tanks. After the disastrous American retreat from Tebourba, the 6th Armoured Division were able to recover three Abandoned M3 medium tanks and press them into service.



COMBAT PLATOONS

VALENTINE ARMoured PLATOON

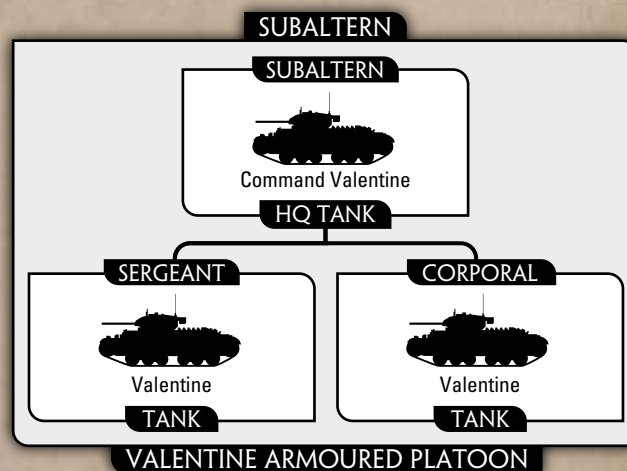
PLATOON

3 Valentine III

 1ST ARMY

170 points

Although the Valentine was originally designed as an infantry support tank, the lack of other tanks has put it in the cruiser tank role. Here its thick armour compensates for its lack of speed. The regiments preferred the Valentines, despite their 2-pounder guns, because of their thicker armour. So, rather than totally re-equipping with the lighter Crusaders, they used the Crusader tanks as heavy gun tanks making up one or two platoons in each squadron.



CRUSADER ARMoured PLATOON

PLATOON

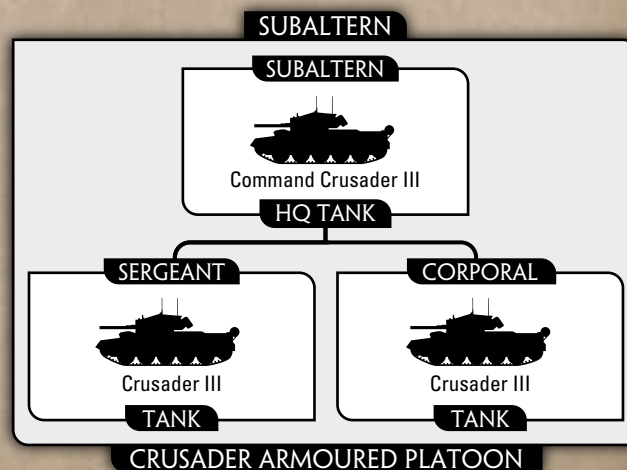
3 Crusader III

 1ST ARMY

155 points

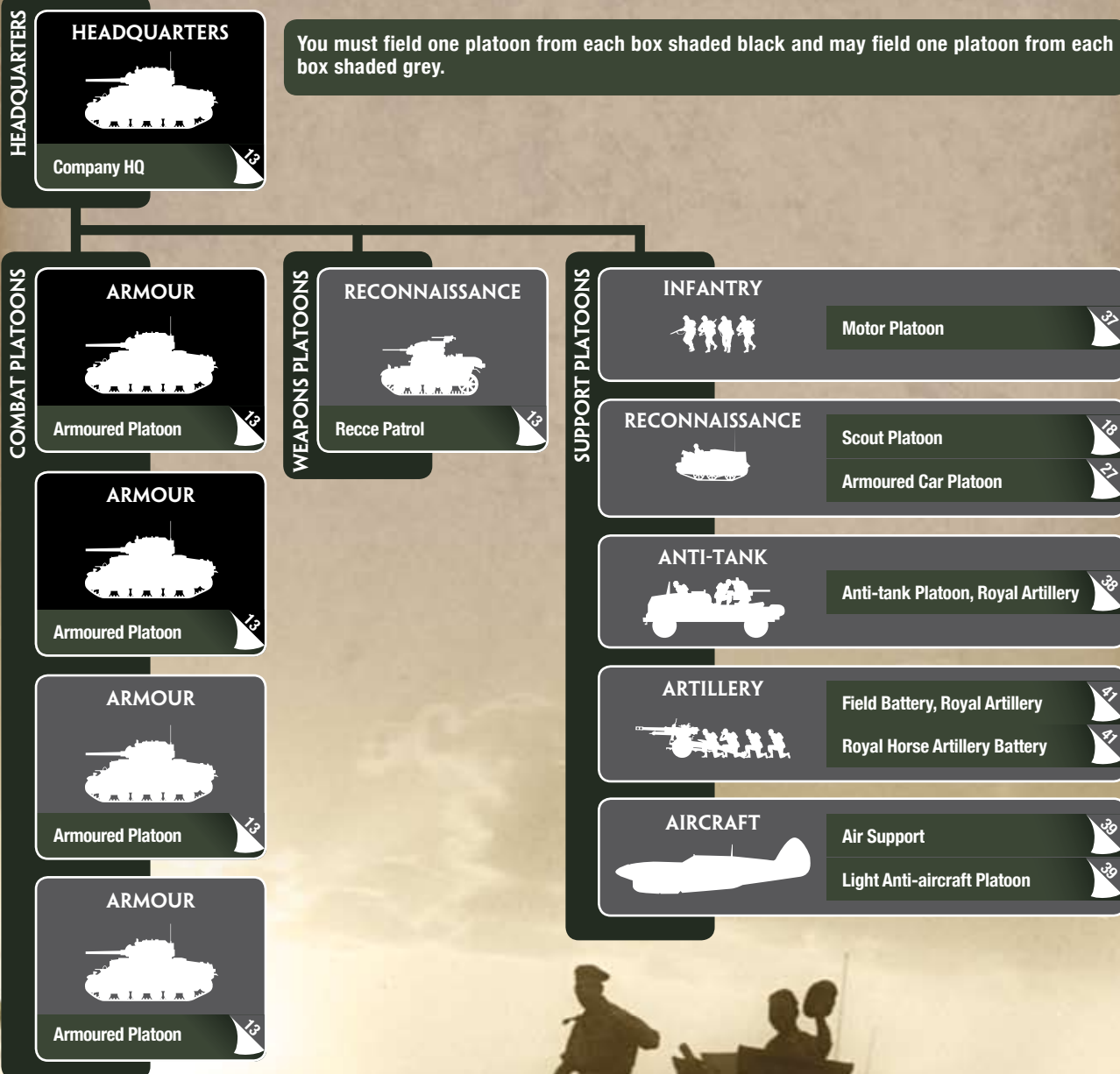
The 6th Armoured Division arrived in Tunisia with mixed squadrons of Valentine and Crusader tanks. This unusual arrangement came about when the Valentine-equipped regiments were offered the new Crusader III tanks armed with 6-pounder guns.

These 6-pounder armed Crusader tanks give the Death or Glory Boys a decent punch against enemy tanks. Their big weakness is their light armour, so use cover and speed to protect them.



ARMoured SQUADRON TUNISIA

(TANK COMPANY)



MOTIVATION AND SKILL

Having traded their Valentine and Crusader tanks for Shermans, 26 Armoured Brigade is ready for battle. An Armoured Squadron is **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

COMPANY HQ

HEADQUARTERS

4 Sherman III

3 Sherman III

2 Sherman III



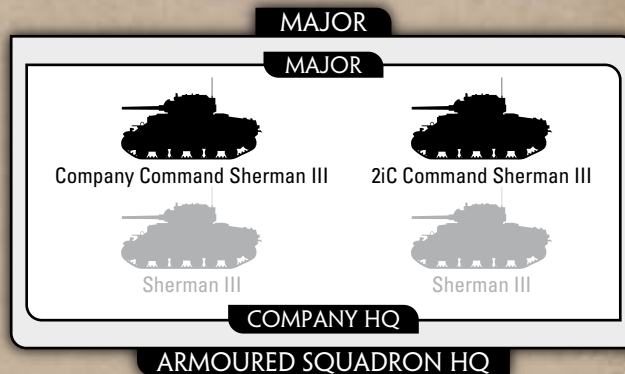
455 points

340 points

225 points

OPTION

- Arm any or all Sherman tanks with a .50 cal AA MG for +5 points per tank.



COMBAT PLATOONS

ARMoured PLATOON

PLATOON

3 Sherman III

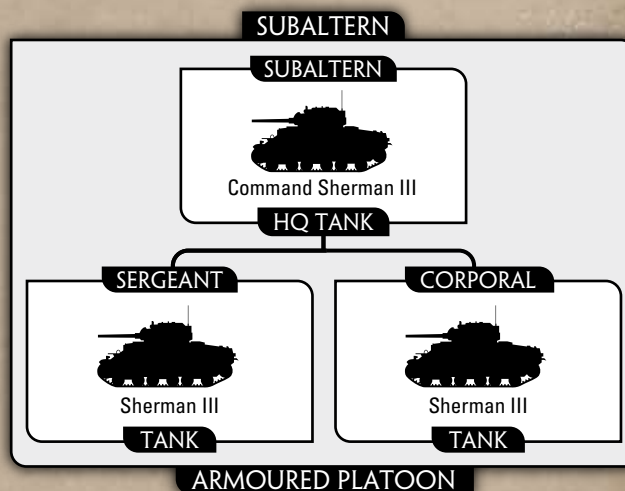


340 points

OPTION

- Arm any or all Sherman tanks with a .50 cal AA MG for +5 points per tank.

26 Armoured Brigade replaced its Valentines and Crusaders after the fighting around Kasserine Pass. This annoyed their allies from the US 1st Armored Division as the tanks had originally been intended to replace the American M3 medium tanks before being diverted to the British! Brigadier 'Pip' Roberts took command of the brigade when the change over was made.



WEAPONS PLATOON

RECCE PATROL

PLATOON

3 'Honey' Stuart III



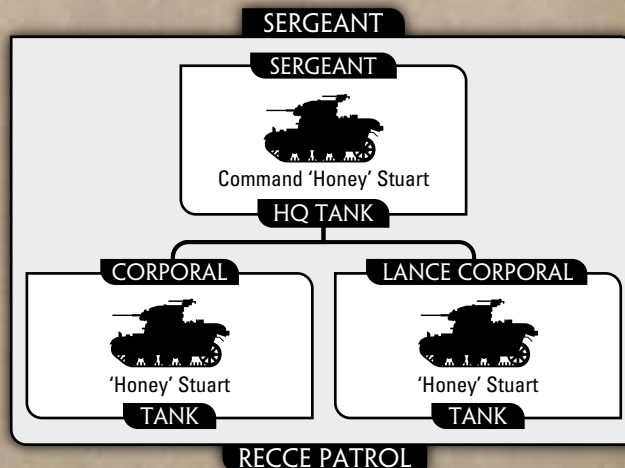
120 points

OPTIONS

- Arm any or all Stuart III tanks with an AA MG for +5 points per tank.
- Modify any or all Stuart III tanks into Stuart III Jalopies for +5 points per tank.

Recce Patrols are Reconnaissance Platoons.

As the Stuart's 37mm gun was ineffective against German tanks, many Stuarts were converted into 'jalopies' by having their turret removed and a .50 cal MG mounted instead.



INFANTRY TANK COMPANY

TUNISIA

(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Company HQ

15

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Support platoons from a Rifle Company must all have the same symbol.

COMBAT PLATOONS

ARMOUR



Infantry Tank Platoon

15

ARMOUR



Infantry Tank Platoon

15

ARMOUR



Infantry Tank Platoon

15

ARMOUR



Infantry Tank Platoon

15

SUPPORT PLATOONS

INFANTRY



Rifle Platoon

21

Commando Company

33

INFANTRY



Rifle Platoon

21

Commando Company

33

RECON



Carrier Platoon

22

ARTILLERY



Field Battery, Royal Artillery

41

AIRCRAFT



Air Support

36

Light Anti-aircraft Platoon

36

MOTIVATION AND SKILL

The tank brigades have trained hard and long in the United Kingdom. Now they are eager for action. Infantry Tank Companies are rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

COMPANY HQ

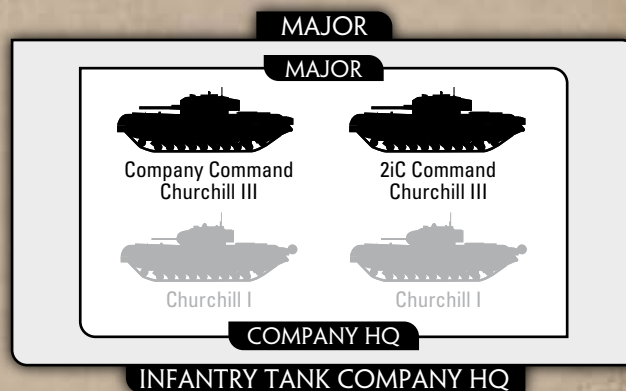
HEADQUARTERS

- 2 Churchill III and 2 Churchill I
- 2 Churchill III and 1 Churchill I
- 2 Churchill III



485 points
380 points
275 points

25 Army Tank Brigade had three regiments of Churchill 'I' tanks in Tunisia. Their capture of Longstop Hill in April 1943 conclusively demonstrated the value of the Churchill tank. They were joined by 21 Tank Brigade of the 4th Mixed Division (an unusual formation with two infantry and one tank brigades) for the final attacks of the campaign. This brigade earned fame at Cactus Farm where the Churchill tanks overran all opposition.

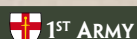


COMBAT PLATOONS

INFANTRY TANK PLATOON

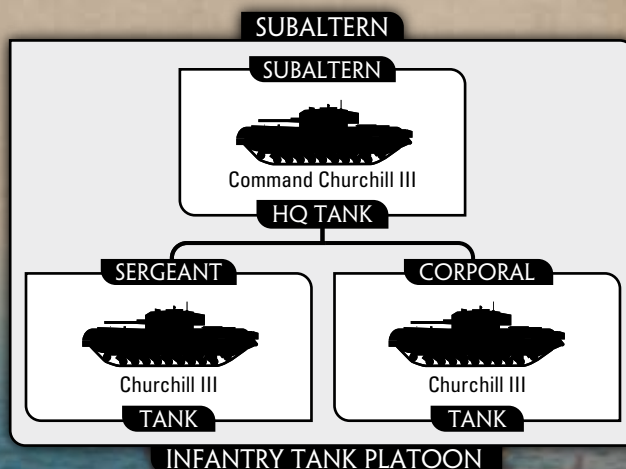
PLATOON

- 3 Churchill III



410 points

The heavy armour of the Churchill tanks means they are virtually impervious to enemy fire. While they are a slow tank, the Churchill tanks are able to clamber up steep slopes the Germans thought were impassable. Their role in battle is to survive enemy defensive fire with their thick armour and crush the enemy defences, a role that they performed admirably.



MOTOR COMPANY TUNISIA

(INFANTRY COMPANY)

HEADQUARTERS



Company HQ 17

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



Motor Platoon 17

INFANTRY



Motor Platoon 17

INFANTRY



Motor Platoon 17

RECON



Scout Platoon 18

WEAPONS PLATOONS

MACHINE-GUNS



Motor Machine-gun Platoon 18

ANTI-TANK



Motor Anti-tank Platoon 19

SUPPORT PLATOONS

ARMOUR



Valentine Armoured Platoon 11

Armoured Platoon 13

Tank Platoon 43

Field Artillery Battery 42

ARMOUR



Crusader Armoured Platoon 11

Armoured Platoon 13

ANTI-TANK



Anti-tank Platoon, Royal Artillery 38

RECONNAISSANCE



Armoured Car Platoon 27

ARTILLERY



Field Battery, Royal Artillery 41

Royal Horse Artillery Battery 41

ANTI-AIRCRAFT



Light Anti-aircraft Platoon 38

AIRCRAFT



Air Support 39

AMERICAN ALLIES

Having secured Algeria, the Anglo-American command sent Blade Force, a combined British and American force to capture Tunisia. This ad hoc brigade was beaten to the punch by German troops arriving from Italy.

British companies have US support options. These platoons retain their own rules and ratings, counting as Allied Platoons (see page 70 of the rulebook).

MOTIVATION AND SKILL

The 10th Rifle Brigade, or the Green Jackets as they called themselves, are well trained, but fresh into battle. A Motor Company is **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

COMPANY HQ

HEADQUARTERS

Company HQ

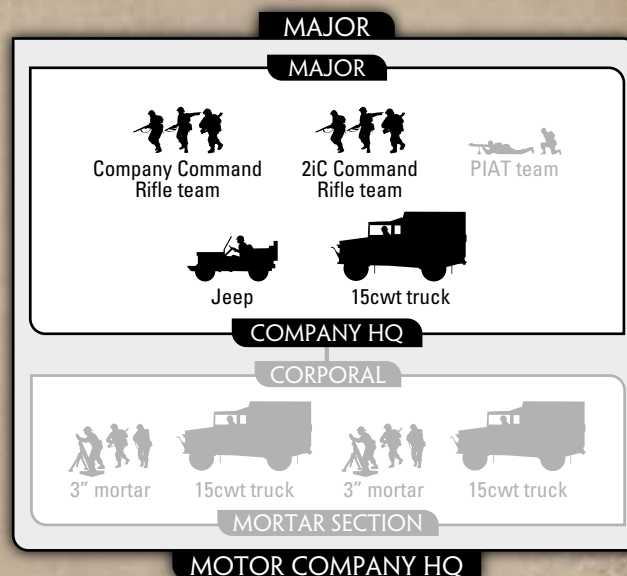


OPTIONS

- Replace either or both the Jeep and 15 cwt truck in the HQ Section with White scout cars for +5 points for the platoon.
- Add a Mortar Section for +20 points per mortar.
- Add PIAT team for +20 points.

If you field the PIAT team you may not field any Anti-tank Rifle teams in your force.

The 10th Battalion, The Rifle Brigade, provides the infantry support for the armoured regiments of 6th Armoured Division. Their task is to hold the ground taken by the tanks while the tanks rearm and prepare for the next advance.



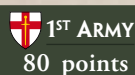
COMBAT PLATOONS

MOTOR PLATOON

PLATOON

HQ Section with:

3 Motor Squads



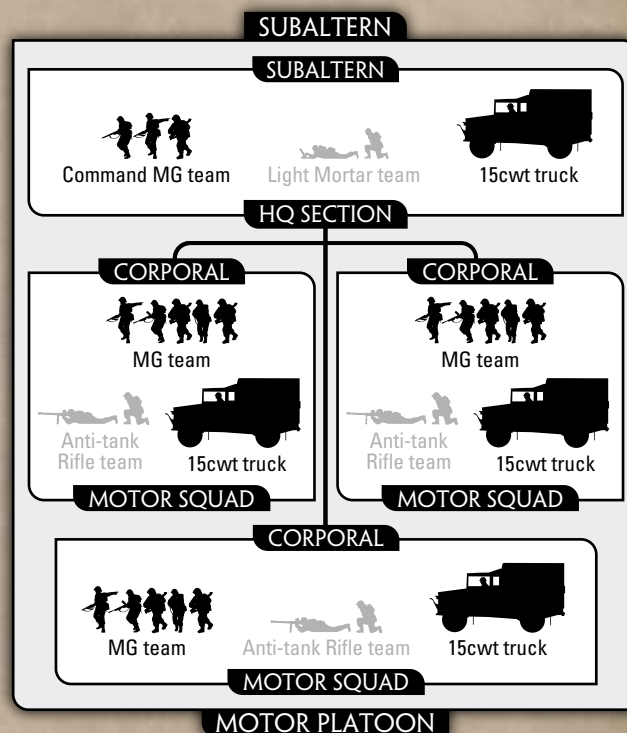
OPTIONS

- Add a Light Mortar team for +15 points.
- Add Anti-tank Rifle teams for +15 points per team.

10th Rifle Brigade was part of Blade Force, the joint British and American force that attempted to take Tunis by coup de main in November 1942. Despite gallant efforts, the force was halted just 19 miles (30km) short of their goal.

Later C Company under Lieutenant Colonel Adrian Gore joined 'Goreforce' along with tanks from the 17th/21st Lancers, anti-tank guns from 93rd Anti-tank Regiment, and artillery from 12 RHA. Goreforce was thrown into battle at Thala to stop the German breakthrough at Kasserine pass.

After losing many of their tanks and guns, things looked grim until the artillery of the US 9th Infantry Division joined them for their final stand. Together they halted the thrust and helped turn the tide in the battle for Tunisia.



SCOUT PLATOON

PLATOON

3 Scout Patrols
2 Scout Patrols
1 Scout Patrols

 **1ST ARMY**
210 points
140 points
70 points

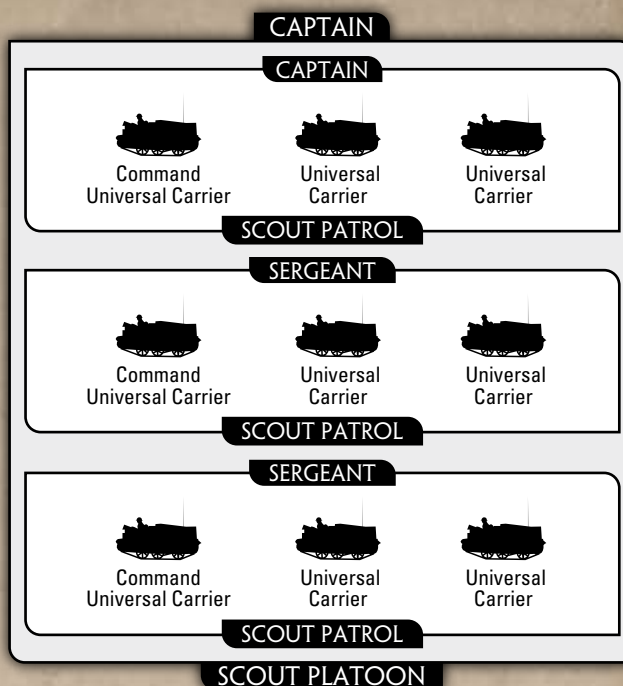
OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier, or .50 cal MG for +15 points per carrier.
- Replace up to one extra hull-mounted MG per Scout Patrol with a Boys anti-tank rifle at no cost.

Scout Patrols operate as separate platoons, each with their own command team.

Scout Patrols are Reconnaissance Platoons.

The motor company's scout platoon advances ahead of the company seeking out the enemy and covering the flanks. In defence they form the mobile reserve.



WEAPONS PLATOONS

MOTOR MACHINE-GUN PLATOON

PLATOON

HQ Section with:

2 Machine-gun Sections

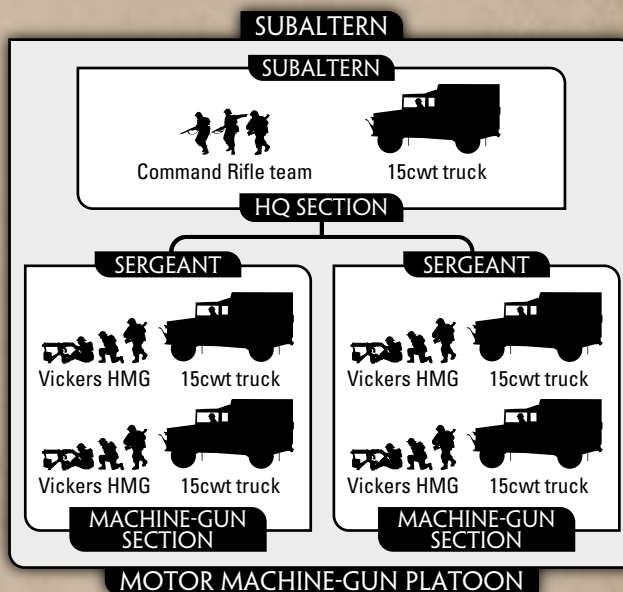
 **1ST ARMY**
110 points

OPTION

- Replace 15 cwt truck in HQ Section with Troop Carrier and all other 15 cwt trucks with MMG Carriers for +30 points for the platoon.

The Vickers medium machine-guns of the machine-gun platoon pin the enemy down while the motor platoons manoeuvre to deliver the knock-out blow. On the defensive, no enemy infantry can approach the Vickers without first weathering a storm of lead.

Vickers HMG teams from Motor Companies are not trained in indirect fire techniques, so they cannot fire Artillery Bombardments.





Dismounted 6 pdr portee.

MOTOR ANTI-TANK PLATOON

PLATOON

HQ Section with:

4 2 pdr portee

4 6 pdr portee

2 6 pdr portee



1ST ARMY

100 points

140 points

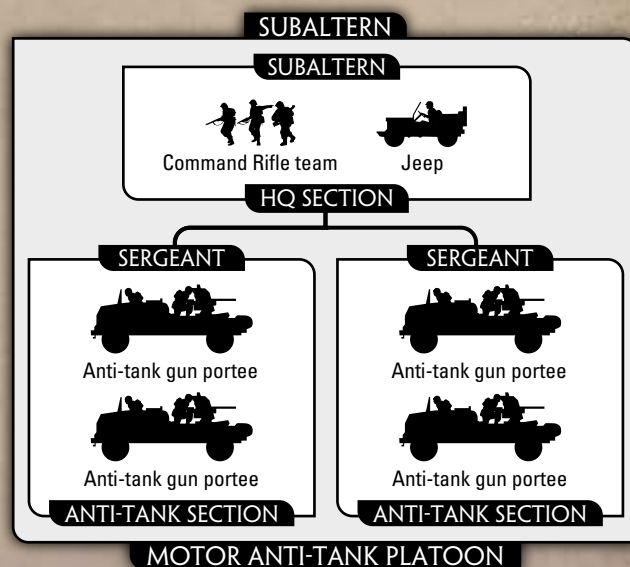
75 points

OPTION

- Replace Jeep with an unarmed Dingo scout car for +5 points. If this is done, the Dingo scout car counts as a Transport team rather than a Tank team.

The anti-tank platoons in the 10th Rifle Brigade arrived in Tunisia equipped with 2-pounder anti-tank guns. These proved next to useless against the heavily-armoured German panzers, so the gunners were relieved when they were replaced with 6-pounder guns after the Kasserine Pass battles in 1943.

Portee anti-tank guns use the Tip and Run special rule on page 246 of the rulebook.



RIFLE COMPANY—TUNISIA

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be either from the First Army (🇬🇧), Guards (🇬🇧), or Indian (🇮🇳). Any platoons with the Guards (🇬🇧) or Indian (🇮🇳) options must have the same symbol as your Company HQ.

COMBAT PLATOONS

INFANTRY



Rifle Platoon

INFANTRY



Rifle Platoon

INFANTRY



Rifle Platoon

WEAPONS PLATOONS

RECONNAISSANCE



Carrier Platoon

ENGINEERS



Pioneer Platoon

ARTILLERY



Mortar Platoon

ANTI-TANK



Anti-tank Platoon

MACHINE-GUNS



Machine-gun Platoon

TRANSPORT



Transport Section

BRIGADE SUPPORT PLATOONS

SUPPORT PLATOONS

ARMOUR



Valentine Armoured Platoon

Infantry Tank Platoon

ARMOUR



Crusader Armoured Platoon

Infantry Tank Platoon

INFANTRY



Rifle Platoon

Commando Company

Parachute Platoon

Rifle Platoon

ANTI-TANK



Anti-tank Platoon, Royal Artillery

RECONNAISSANCE



Recce Platoon

ARTILLERY



Field Battery, Royal Artillery

ARTILLERY



Heavy Mortar Platoon

Field Battery, Royal Artillery

Medium Battery, Royal Artillery

Field Artillery Battery

ANTI-AIRCRAFT



Light Anti-aircraft Platoon

AIRCRAFT



Air Support

US ALLIES

British companies can have US as support options. Remember that these platoons retain their own rules and ratings, and count as Allied Platoons (see page 70 of the rulebook).

MOTIVATION AND SKILL

First Army Rifle Companies are rated as **Confident Trained**.
See pages 12 and 13 for the ratings of other countries' Rifle Companies.

Each nationality has its own
Motivation and Skill rating.
See pages 12 and 13.

HEADQUARTERS

COMPANY HQ

HEADQUARTERS

Company HQ

OPTIONS

☒ Add a Scottish Bagpiper to an First Army 2iC Command team for +10 points.

- Add Jeep or Troop Carrier for +5 points.
- Add PIAT team for +20 points.

If you field the PIAT team you may not field any Anti-tank Rifle teams in your force.



1ST ARMY

25 points



GUARDS

25 points



INDIAN

35 points

MAJOR

MAJOR

Company Command
Rifle team

2iC Command
Rifle team



Troop Carrier

PIAT team

COMPANY HQ

RIFLE COMPANY HQ

COMBAT PLATOONS

RIFLE PLATOON

PLATOON

HQ Section with:

3 Rifle Squads

2 Rifle Squads

Add Light Mortar team

Add Anti-tank Rifle team



1ST ARMY

110 points

80 points

+15 points

+15 points



GUARDS

120 points

90 points

+15 points

+15 points



INDIAN

175 points

125 points

+25 points

+25 points

OPTION

☒ Make all Indian Rifle Platoons into Gurkha Rifle Platoons for +10 points per platoon.

After two years of drill, training, and exercises in the UK, the infantry of First Army are at last going into action. As each fresh division is sent into action, they are subject to a baptism of fire at the hands of the veteran Germans. Each in turn learns its lessons. By April 1943 it is the Germans who are learning how to fight a modern combined-arms battle at the hands of First Army.

SUBALTERN

SUBALTERN

Command
Rifle/MG team

Anti-tank Rifle
team

Light Mortar
team

HQ SECTION

CORPORAL

Rifle/MG team

Rifle/MG team

RIFLE SQUAD

CORPORAL

Rifle/MG team

Rifle/MG team

RIFLE SQUAD

CORPORAL

Rifle/MG team

Rifle/MG team

RIFLE SQUAD

RIFLE PLATOON

WEAPONS PLATOONS

CARRIER PLATOON

PLATOON

- 4 Carrier Patrols
- 3 Carrier Patrols
- 2 Carrier Patrols
- 1 Carrier Patrols



280 points
210 points
140 points
70 points



320 points
240 points
160 points
80 points



400 points
300 points
200 points
100 points

OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier, or .50 cal MG for +15 points per carrier.
- Replace up to one extra hull-mounted MG per Carrier Patrol with a Boys anti-tank rifle at no cost.
- Replace all Indian Universal Carriers with Indian Pattern Carriers at no cost.

Carrier Patrols operate as separate platoons, each with their own command team.

Carrier Patrols are Reconnaissance Platoons.

The carrier platoon is used for scouting ahead of the battalion during mobile warfare. In the static warfare prevailing in the mountains of Tunisia for much of the winter, the carriers were instead used for more mundane tasks such as delivering ammunition and food to the front line.

CAPTAIN

CAPTAIN

Command
Universal Carrier

Universal
Carrier

Universal
Carrier

CARRIER PATROL

SERGEANT

Command
Universal Carrier

Universal
Carrier

Universal
Carrier

CARRIER PATROL

SERGEANT

Command
Universal Carrier

Universal
Carrier

Universal
Carrier

CARRIER PATROL

SERGEANT

Command
Universal Carrier

Universal
Carrier

Universal
Carrier

CARRIER PATROL

CARRIER PLATOON

PIONEER PLATOON

PLATOON

HQ Section with:

- 2 Assault Squads



65 points



75 points



-

SUBALTERN

SUBALTERN

Command Pioneer
Rifle team

Pioneer Rifle team

15cwt truck

HQ SECTION

CORPORAL

Pioneer Rifle team

Jeep with trailer

ASSAULT SQUAD

CORPORAL

Pioneer Rifle team

Jeep with trailer

ASSAULT SQUAD

PIONEER PLATOON

Pioneers were initially the battalion's labourers and in the desert the platoons were disbanded to reinforce the rifle platoons. In Tunisia minefields and fortifications were becoming much more common, so the pioneer platoons took on the role of mine-clearing in assaults and similar work.

MORTAR PLATOON

PLATOON

HQ Section with:

3 Mortar Sections
2 Mortar Sections

1ST ARMY

140 points
95 points



GUARDS

150 points
105 points



INDIAN

205 points
140 points

OPTIONS

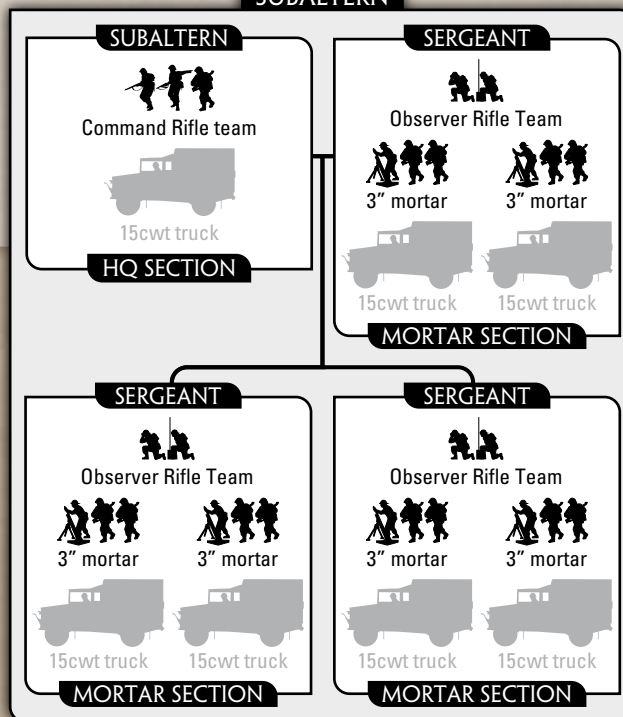
- Add 15 cwt trucks for +5 points for the platoon.
- Replace 15 cwt truck in HQ Section with Troop Carrier and all other 15 cwt trucks with Mortar Carriers for +5 points for the platoon.

Indian and Gurkha Mortar Platoons may not take Mortar Carriers as they did not receive them.

The plunging fire of the battalion 3" mortars is useful in the tangled terrain of Tunisia. For carrying mortars up rocky hills mules are often used.

The British 3" Mortar was a further development of the Stokes Trench Mortar used with great success during WWI. It fired a fin-stabilised bomb by means of a charge in the tail of the projectile. Dropping the bomb down the tube fired it; the primer was struck setting off the charge and propelling the bomb back out.

SUBALTERN



MORTAR PLATOON

ANTI-TANK PLATOON

PLATOON

HQ Section with:

6 2 pdr portee
4 2 pdr portee

6 6 pdr portee
4 6 pdr portee
2 6 pdr portee

1ST ARMY

145 points
100 points



GUARDS

155 points
110 points



INDIAN

-
-



205 points

140 points
75 points



215 points

150 points
85 points



-

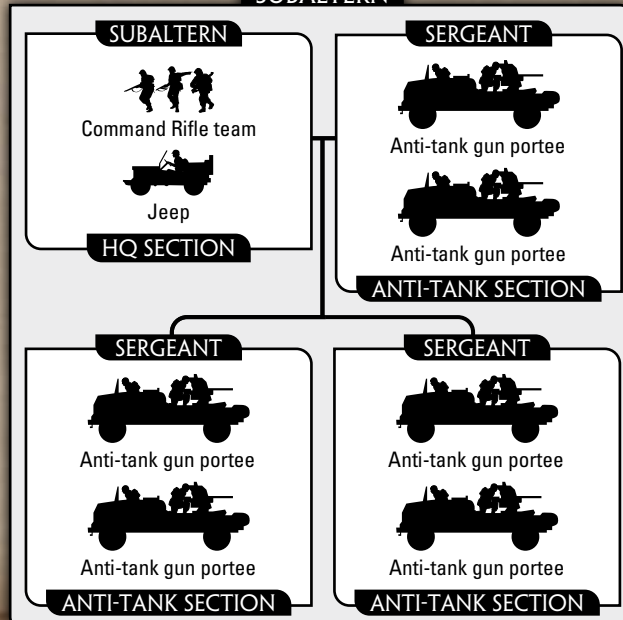
210 points
110 points

Portee anti-tank guns use the Tip and Run special rule on page 246 of the rulebook.

The battalion anti-tank platoon has six 2 pdr anti-tank guns. It is quickly apparent that these are inadequate against the heavily armoured panzers, and in 1943 they are replaced with 6 pdr guns.

The 6 pdr was available as a design before the out-break of the war, but was shelved in 1939 until required. Its arrival on the battlefield was further delayed in 1940 when it was decided to continue producing the 2 pdr anti-tank gun. It was thought that the delay in the change over in production and re-training of crews would hinder the supply of guns when there was already a severe shortage. The first guns were produced in November 1941 after the experiences in the desert proved it was finally required to deal with the increasingly well-armoured German tanks.

SUBALTERN



ANTI-TANK PLATOON

MACHINE-GUN PLATOON

PLATOON

HQ Section with:

2 Machine-gun Sections

1 Machine-gun Sections

 1ST ARMY

120 points

60 points

 GUARDS

130 points

70 points

 INDIAN

175 points

90 points

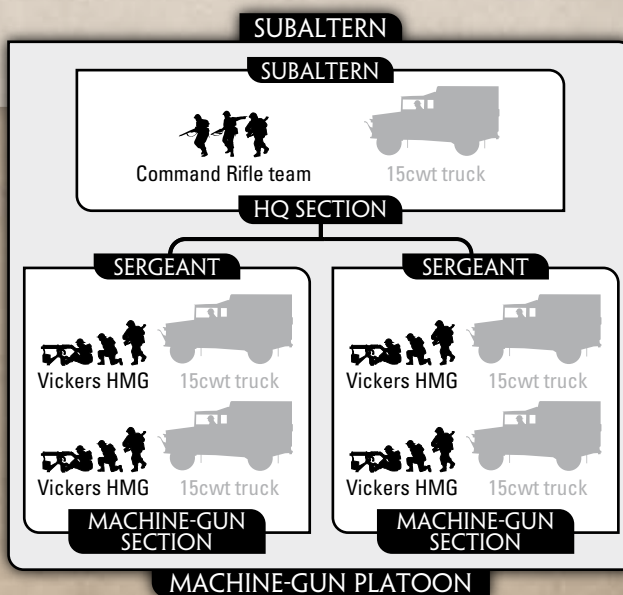
OPTION

- Add 15 cwt trucks for +5 points for the platoon.

Battalions in First Army formed their own machine-gun platoons with four Vickers machine-guns. The Vickers guns provide important fire support for the rifle companies, often using long-range plunging fire to hit targets sheltering behind the crest of a ridge.

In the rugged terrain of Tunisia the guns and their heavy ammunition boxes are often carried by mules.

Machine-gun Platoons in a Rifle Company may fire Artillery Bombardments, as shown in the Arsenal.



BRIGADE SUPPORT PLATOONS

TRANSPORT SECTION

PLATOON

4 Transport Squads

3 Transport Squads

2 Transport Squads

1 Transport Squad

 1ST ARMY

25 points

20 points

15 points

10 points

 GUARDS

-

-

-

-

 INDIAN

-

-

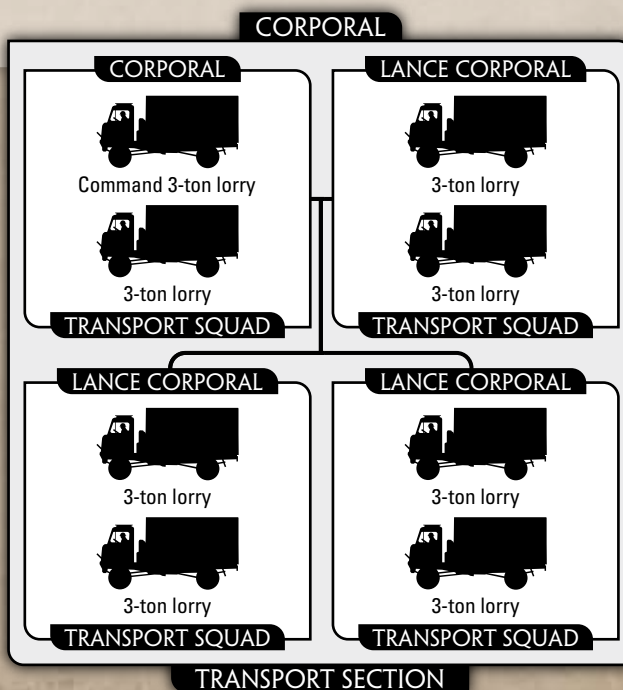
-

-

A Transport Section follows the rules for Transport Platoons in the rulebook.

During the winter there was little need of motorised transport for the infantry. Even if the terrible roads hadn't been reduced to muddy bogs, the static fighting in the mountains meant the infantry could walk anywhere they needed to go.

Once Spring arrived and the German line was broken, the transport companies were called into service to move the infantry forward in bounds for the rapid advance on Tunis.



DIVISIONAL SUPPORT PLATOONS

HEAVY MORTAR PLATOON

PLATOON

HQ Section with:

2 Mortar Sections

1ST ARMY

135 points



GUARDS



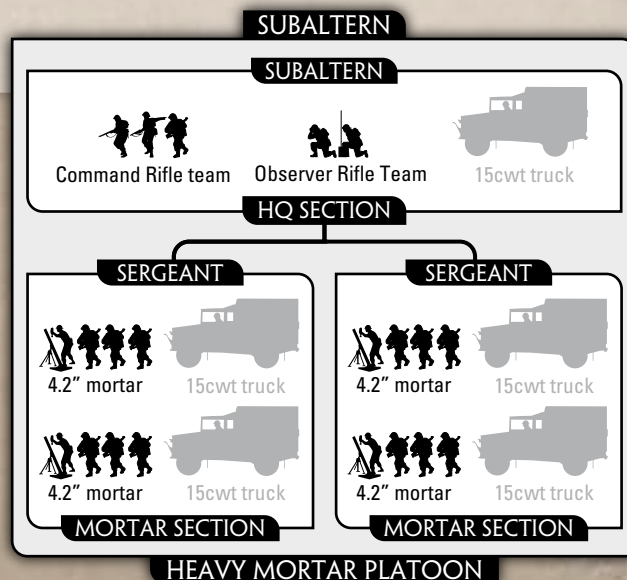
INDIAN

OPTION

- Add 15 cwt trucks for +5 points for the platoon.

Four mortar companies of the Royal Engineers fight in Tunisia. Despite the sappers' complaints that their 4.2" heavy mortars are short-ranged, cumbersome and inaccurate, they deliver a powerful shell and the infantry always welcome the extra fire support.

The 4.2" mortar was introduced in 1942 and it became the standard British heavy mortar of World War II. The 4.2" mortar can be broken into three loads for transport (barrel, tripod, baseplate) and also had a light wheeled carriage available so the mortar could be moved short distances by the crew or towed behind a light vehicle.



ARMoured CAR SQUADRON —TUNISIA—

(MECHANISED COMPANY)

HEADQUARTERS



Company HQ

31

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

RECONNAISSANCE



Armoured Car Platoon

31

RECONNAISSANCE



Armoured Car Platoon

31

RECONNAISSANCE



Armoured Car Platoon

31

RECONNAISSANCE



Armoured Car Platoon

31

RECONNAISSANCE




Armoured Car Platoon

31


SUPPORT PLATOONS

ARMOUR



Valentine Armoured Platoon	15
Crusader Armoured Platoon	15
Armoured Platoon	17
Infantry Tank Platoon	19
Tank Platoon	47


INFANTRY



Motor Platoon

21


INFANTRY



Motor Platoon

21


ANTI-TANK



Anti-tank Platoon, Royal Artillery


42

ARTILLERY



Field Battery, Royal Artillery	45
Royal Horse Artillery Battery	45

AIRCRAFT



Air Support	43
Light Anti-aircraft Platoon	43

★ AMERICAN ALLIES ★

Having secured Algeria, the Anglo-American command sent Blade Force, a combined British and American force to capture Tunisia. This ad hoc brigade was beaten to the punch by German troops arriving from Italy.

British companies have US support options. These platoons retain their own rules and ratings, counting as Allied Platoons (see page 70 of the rulebook).

MOTIVATION AND SKILL

Only soldiers of the highest calibre are chosen for the difficult and dangerous job of intelligence gathering. An Armoured Car Squadron is rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

COMPANY HQ

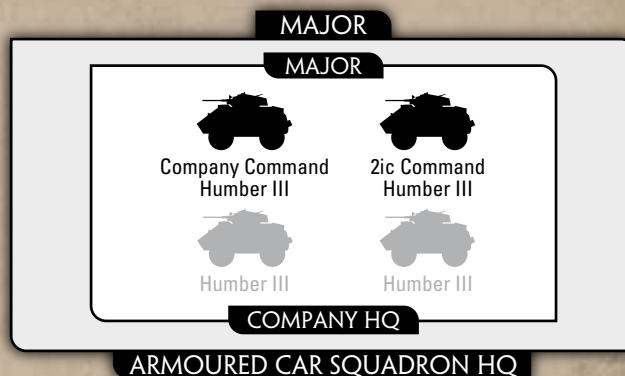
HEADQUARTERS

4 Humber III
3 Humber III
2 Humber III

 **1ST ARMY**
105 points
80 points
55 points

The teams of an Armored Car Squadron HQ are Recce teams.

The 1st Derbyshire Yeomanry provide armoured reconnaissance for the 6th Armoured Division. In the initial advance on Tunis and the final advance they scouted ahead of the division, but most of their work in Tunisia was patrolling. The wide frontages held by the division meant that battalions



were widely separated by gaps of up to 20 miles (30km), and it is the armoured cars which patrolled these wide spaces, making sure the Germans were not infiltrating through.

COMBAT PLATOONS

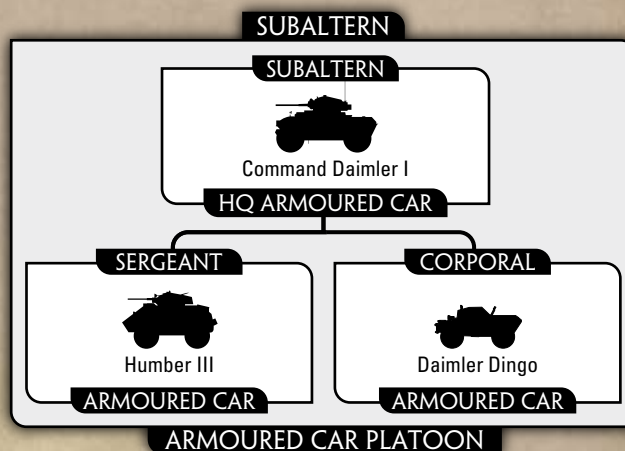
ARMoured CAR PLATOON

PLATOON

Daimler I, Humber III and Dingo

 **1ST ARMY**
85 points

Armoured Car Platoons are Reconnaissance Platoons.



The Derbyshire Yeomanry have a unique organisation—the Dingo scout car usually heads the advance, followed by the Humber, with the Daimler sitting back to provide covering fire when they find the enemy.



RECCE SQUADRON TUNISIA

(MECHANISED COMPANY)

HEADQUARTERS

HEADQUARTERS



Company HQ

38

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Support platoons from a Rifle Company must all have the same symbol.

COMBAT PLATOONS

RECONNAISSANCE



Recce Platoon

RECONNAISSANCE



Recce Platoon

RECONNAISSANCE



Recce Platoon

RECONNAISSANCE



Assault Platoon

30

WEAPONS PLATOONS

ANTI-TANK



Recce Anti-tank Platoon

35

ARTILLERY



Recce Mortar Platoon

35

SUPPORT PLATOONS

ARMOUR



Infantry Tank Platoon

15

INFANTRY



Rifle Platoon

21

ANTI-TANK



Anti-tank Platoon, Royal Artillery

38

ARTILLERY



Field Battery, Royal Artillery

41

Royal Horse Artillery Battery

41

AIRCRAFT



Air Support

39

Light Anti-aircraft Platoon

39

MOTIVATION AND SKILL

The Reconnaissance Corps prides itself in its skill and esprit de corps. Its troopers know their job like the back of their hands. A Recce Squadron is rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

COMPANY HQ

HEADQUARTERS

1 Humber LRC III

 **1ST ARMY**
25 points

The Reconnaissance Corps was established to be the eyes and ears for the infantry divisions. The 56th Reconnaissance Regiment (nicknamed 'Chavasse's Light Horse' after their Colonel) provides reconnaissance for the 78th 'Battleaxe' Division, while the 46th Recce Regiment is with the 46th Division.

The Company HQ of a Reconnaissance Squadron is a Reconnaissance Platoon.

MAJOR

MAJOR



Company Command
armoured car

COMPANY HQ

RECCE SQUADRON HQ

COMBAT PLATOONS

RECCE PLATOON

PLATOON

5 Humber LRC III

3 Humber LRC III

 **1ST ARMY**
130 points
80 points

OPTIONS

- Replace up to half of the Humber LRC recce cars with Humber III armoured cars for +5 points per car.
- Add Carrier Patrols for +70 points per patrol.
- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier, or .50 cal MG for +15 points per carrier.
- Replace up to one extra hull-mounted MG per Carrier Patrol with a Boys anti-tank rifle at no cost.

The LRC Patrol and Carrier Patrols operate as separate platoons, each with their own Command team.

LRC and Carrier Patrols are Reconnaissance Platoons.

SUBALTERN

SUBALTERN



Command
Humber LRC



Light Recce Car



Light Recce Car



Light Recce Car



Light Recce Car

LRC PATROL

SERGEANT



Command
Universal Carrier



Universal
Carrier



Universal
Carrier

CARRIER PATROL

SERGEANT



Command
Universal Carrier



Universal
Carrier



Universal
Carrier

CARRIER PATROL

RECCE PLATOON

ASSAULT PLATOON

PLATOON

HQ Section with:

4 Assault Squads

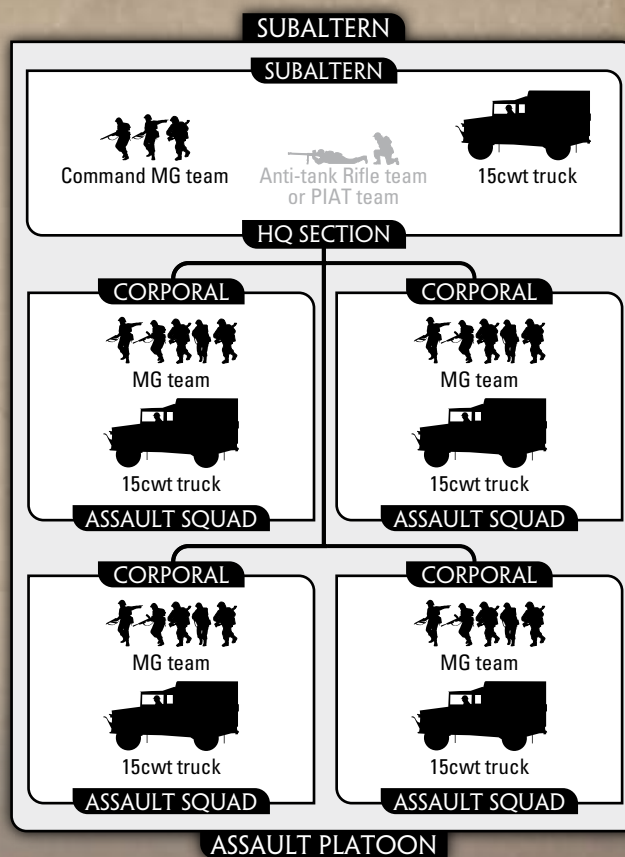
3 Assault Squads

 1ST ARMY
100 points
80 points

OPTION

- Add Anti-tank Rifle team for +15 points, or PIAT team for +20 points.

When enemy positions cannot be bypassed, the Assault Platoon can be called upon to clear them out, allowing the squadron to keep rolling forwards rather than waiting for the Rifle battalions to catch up and do the job.



WEAPONS PLATOONS

RECCE ANTI-TANK PLATOON

PLATOON

HQ Section with:

4 2 pdr portee

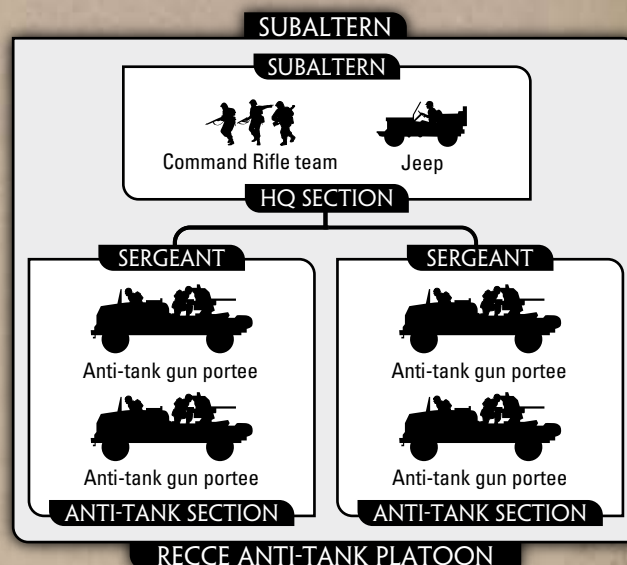
4 6 pdr portee

2 6 pdr portee

1ST ARMY
100 points140 points
75 points

The Recce Squadron needs mobile anti-tank to deal with enemy counter-reconnaissance. The highly mobile 2-pounder Portees troops fulfil this role with skill, whether they are firing from the back of their trucks or dismounted to take advantage of concealing terrain.

Portee anti-tank guns use the Tip and Run special rule on page 246 of the rulebook.



RECCE MORTAR PLATOON

PLATOON

HQ Section with:

3 Mortar Sections

2 Mortar Sections

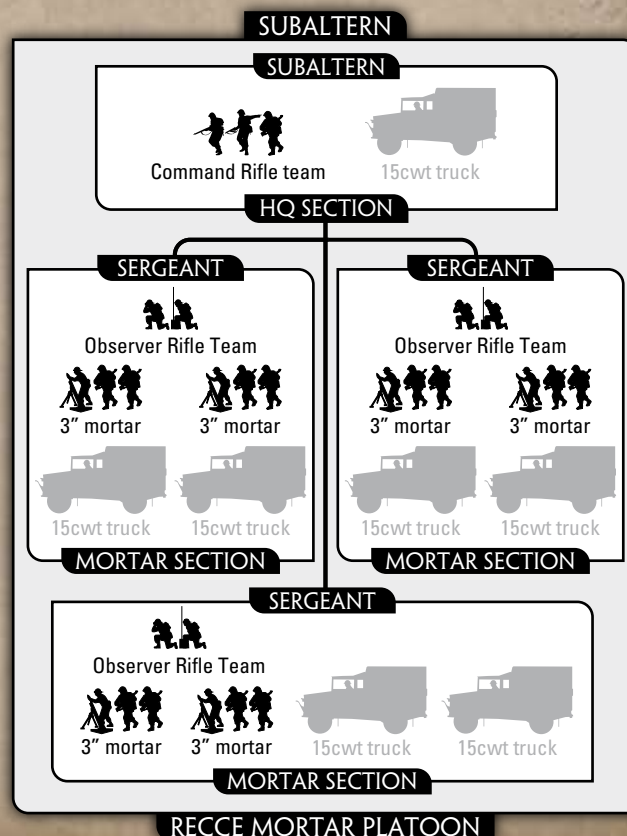
1ST ARMY
140 points
95 points

OPTIONS

- Add 15 cwt trucks for +5 points for the platoon.
- Replace 15 cwt truck in HQ Section with Troop Carrier and all other 15 cwt trucks with Mortar Carriers for +5 points for the platoon.

The mortars of the Recce Squadron are ideal for providing smoke concealment for the reconnaissance troops of the squadron.

When the squadron has done its job and needs to withdraw the mortars can also provide heavier fire against any pursuing enemy. Infantry formations are easily broken up with accurate and well directed mortar barrages.



COMMANDO —TUNISIA—

(INFANTRY COMPANY)

HEADQUARTERS



Commando HQ

33

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Support platoons must be from the First Army (🇬🇧) apart from the Rifle Platoon which must be Guards (🇬🇧).

INFANTRY



Commando Company

33

INFANTRY



Commando Company

33

INFANTRY



Commando Company

33

INFANTRY



Commando Company

33

INFANTRY



Commando Company

33

MACHINE-GUNS



Commando Machine-gun Platoon

24

ARTILLERY



Commando Mortar Platoon

34

TUNISIA

SUPPORT PLATOONS

ARMOUR



Infantry Tank Platoon

15

INFANTRY



Rifle Platoon (Guards)

21

ARTILLERY



Field Battery, Royal Artillery

41



*Fairbairn-Sykes
Fighting Knife*

MOTIVATION AND SKILL

Commandos are highly trained, experienced and motivated volunteers who know that Hitler has ordered them executed if captured. A Commando Troop is rated as **Fearless Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

COMMANDO HQ

HEADQUARTERS

Company HQ



OPTION

- Add up to three Sniper teams for +50 points per team.

LIEUTENANT COLONEL

LIEUTENANT COLONEL



Company
Command Rifle team

COMPANY HQ

COMMANDO HQ

COMBAT COMPANIES

COMMANDO COMPANY

PLATOON

2 Commando Sections

1 Commando Section



At the start of the game before deployment you may make any or all of the following changes to each Commando Section:

- Replace up to two Rifle/MG teams with SMG teams.
- Replace one Rifle/MG team with a Light Mortar team.
- Replace one Rifle/MG team with an Anti-tank Rifle team.

The Platoon Command team may not be replaced with a Light Mortar or Anti-tank Rifle team.

A commando has six small company-sized troops, including the heavy weapons troop. Each commando troop is made up of two platoon-strength commando sections. Commandos are well armed, however it is their daggers and silent-killing techniques which make them such a terrifying force in close assaults.

Commando Sections operate as separate platoons, each with their own command team.

CAPTAIN

CAPTAIN



Command Rifle/MG team

HQ SECTION

LANCE SERGEANT



Rifle/MG team Rifle/MG team



Rifle/MG team

COMMANDO SQUAD

LANCE SERGEANT



Rifle/MG team Rifle/MG team



Rifle/MG team

COMMANDO SQUAD

COMMANDO SECTION

SUBALTERN

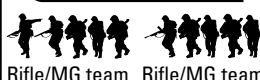
SUBALTERN



Command Rifle/MG team

HQ SECTION

LANCE SERGEANT



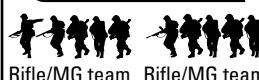
Rifle/MG team Rifle/MG team



Rifle/MG team

COMMANDO SQUAD

LANCE SERGEANT



Rifle/MG team Rifle/MG team



Rifle/MG team

COMMANDO SQUAD

COMMANDO SECTION

COMMANDO COMPANY

COMMANDO MACHINE-GUN PLATOON

HEADQUARTERS

HQ Section with:

3 Machine-gun Sections

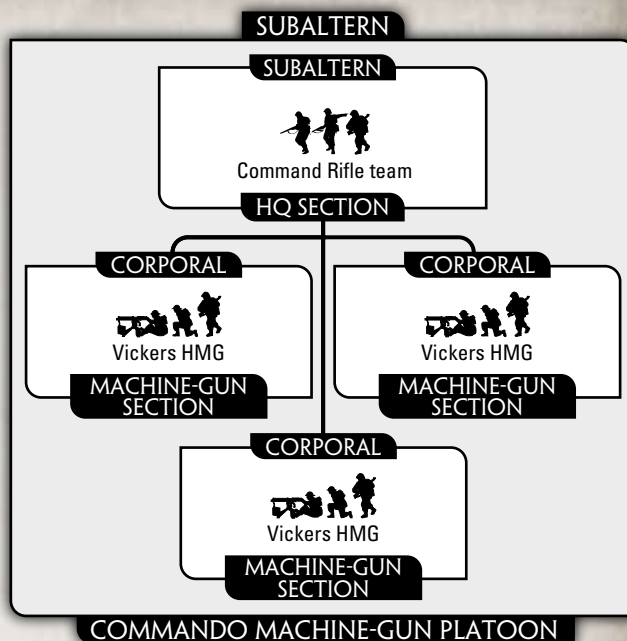
2 Machine-gun Sections

 **COMMANDO**
115 points
85 points

Each commando has a machine-gun platoon that gives their mates heavy fire support to cover them in the last phase of assaults. They also break up enemy counterattacks with their sustained fire.

Commandos were specialists in quick attacks. They neither had the ammunition nor the time for prolonged machine-gun bombardments.

The Vickers HMG teams of a Commando Machine-gun Platoon may not fire Artillery Bombardments.



COMMANDO MORTAR PLATOON

HEADQUARTERS

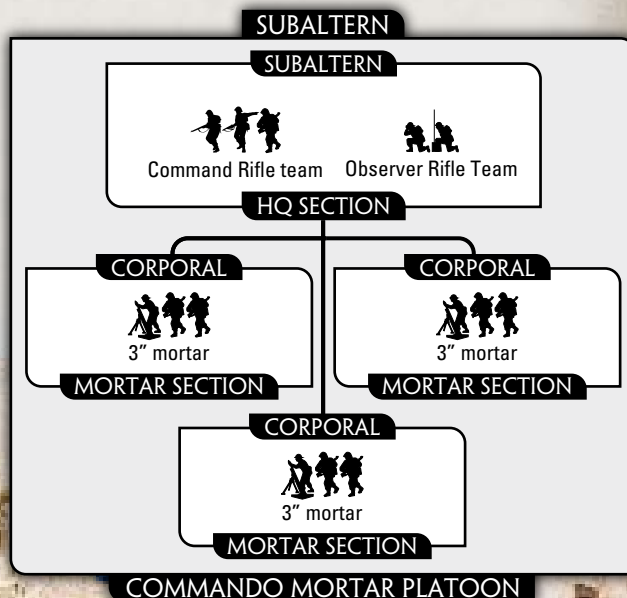
HQ Section with:

3 Mortar Sections

2 Mortar Sections

 **COMMANDO**
105 points
80 points

The commando's heavy weapons troop has a mortar platoon to go with its machine-gun platoon. The mortar platoon gives the commando light artillery support of its own.



COMMANDO SPECIAL RULES

After the withdrawal of all British units from mainland Europe after Dunkirk, Prime Minister Winston Churchill ordered the formation of irregular raiding units or Commandos to take the fight back to the German enemy in occupied Europe with 'butcher and bolt' raids. The Commandos conducted many small raids against the French and Norwegian coasts, but their most successful action was Operation Chariot by No. 2 Commando, which wrecked the dry dock at St. Nazaire, forcing the giant battleship *Tirpitz* to return to Germany for repairs.

The Commandos further distinguished themselves at Dieppe in August 1942, where No. 3 and No. 4 Commandos were the only units to successfully complete their assignments, despite initial setbacks.

Later that year, No. 1 and No. 6 Commandos were in the vanguard of the Operation Torch landings in French North Africa on 8 November, 1942. The Commandos fought their way to within miles of Tunis before being turned back by the newly arrived 10th Panzer Division.

The next big action by the Commandos in the Mediterranean was Operation Husky, the liberation of Sicily on 10 July 1943. There No. 3 Commando, and No. 40 ('forty') and No. 41 ('four-one' not 'forty one') Royal Marine Commandos led the Canadian and British invasion force ashore. No. 3 Commando was then assigned to take the Ponte dei Malati bridge ahead of 50th (Northumbrian) Division who would then go on to relieve 1 Parachute Brigade dropping on Primosole bridge, key to the advance to Catania. The Commandos succeeded, but German counterattacks forced them off the bridge before the delayed 50th Division arrived.

No. 3 and No. 40 (RM) Commandos then took part in Operation Baytown, the Eighth Army's landings on the toe of Italy early in September, 1943. Later, on 9 September, No. 2 and No. 41 (RM) Commandos covered the left flank of the Salerno landings near Naples in Italy. At the start of October, No. 3 Commando was in action again, landing to seize the town of Termoli on the Adriatic coast ahead of 78th 'Battleaxe' Division.

COMMANDO SPECIAL RULES

NO BRITISH BULLDOG

Commandos are fearless, but they are also raiders. Their job is to get in, strike hard, and get out. Prolonged combats simply delay their mission, so the British Bulldog rule does not apply to Commando platoons.

KNOW THE PLAN

Commandos are expected to be independent-minded (if not downright unconventional) sorts and every man is drilled in the plan before an attack. That way if the officers are killed, an NCO, or even a private can take over as needed.

Commando Platoons use the German Mission Tactics special rule on page 242 of the rulebook.

FAIRBAIRN-SYKES

Under Captains W E Fairbairn and A E Sykes, a pair of tough Shanghai policemen, Commandos were trained in every imaginable method of killing and avoiding being killed in close combat. The Fairbairn-Sykes dagger they designed for the Commandos is still in use today.

Commando Infantry Teams hit on a roll of 2+ in an assault.

MIND AND HEART

While in Scotland, the commandos trained in all sorts of difficult terrain, from flooded bogs to sheer cliffs.

All commando Infantry and Man-packed Gun teams are Mountaineers (see page 61 of the rulebook).

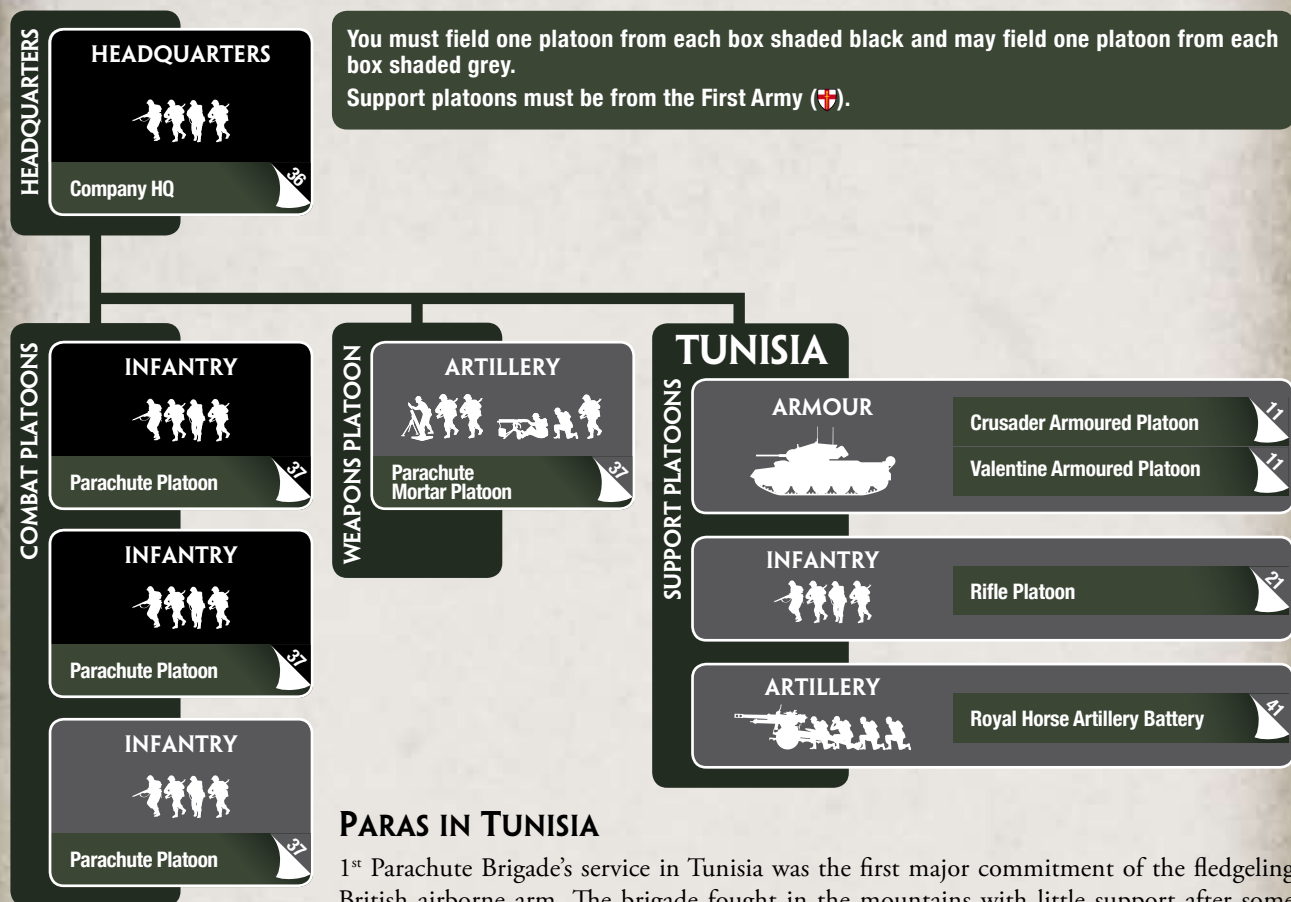
YOU ARE NOT ALONE

Commandos are small, hard-hitting strike forces. As each commando troop has only two small platoons, they must operate together to win. Every commando knows that no matter what happens, they are not alone. Even if their troop runs into insurmountable trouble, another troop will be there to help them out.

Ignore the first Destroyed Commando Section, Commando Machine-gun Platoon, or Commando Mortar Platoon in a Commando when determining if it is necessary to take a Company Morale Check.

PARACHUTE COMPANY — TUNISIA —

(INFANTRY COMPANY)




HEADQUARTERS

COMPANY HQ

HEADQUARTERS

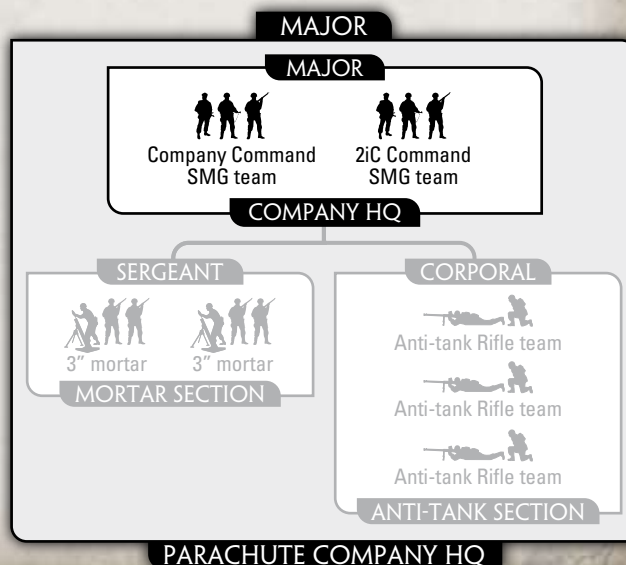
Company HQ

 **PARACHUTE**
65 points

OPTIONS

- Add Anti-tank rifle teams for +25 points per team.
- Add Mortar Section for +60 points.
- Add up to three Sniper teams for +50 points per team.

Para officers are selected to lead their men into battle knowing that they will be isolated, surrounded, and out-numbered. They will fight on until they win or die trying.



MOTIVATION AND SKILL

The paras are all hand-picked volunteers. Years of hard training has made them some of the toughest troops on any battlefield. A Parachute Company is rated **Fearless Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

COMBAT PLATOONS

PARACHUTE PLATOON

PLATOON

HQ Section with:

3 Rifle Squads

2 Rifle Squads

 **PARACHUTE**
210 points
150 points

OPTION

- Replace all Rifle/MG teams in one Rifle Squad with SMG teams at no cost.

GAMMON BOMBS

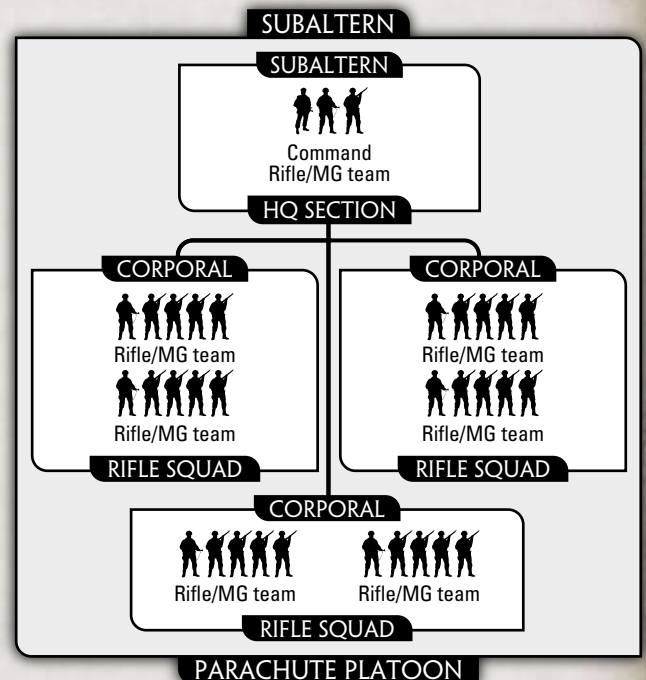
Lieutenant Gammon devised the No. 82 Gammon Grenade. This is just a cloth bag with a fuse. Since every para carries plastic explosives for demolition work, they can make a devastating anti-tank grenade by inserting the explosive, closing the bag, pulling the fuse, and throwing.

All MG, Rifle/MG or SMG teams in a Parachute Company HQ, Parachute Platoon, or Airlanding Recce Platoon carry Gammon Bombs giving them Tank Assault 3.

SECTION MORTARS

The paras carry a 2" mortar in each squad to blind enemy machine-guns that would delay the advance.

Each turn one of a Parachute Platoon's Rifle/MG teams or an Airlanding Recce Platoon's MG teams may fire as a Light Mortar team firing Smoke.



WEAPONS PLATOONS

PARACHUTE MORTAR PLATOON

PLATOON

HQ Section with:

2 Mortar Sections

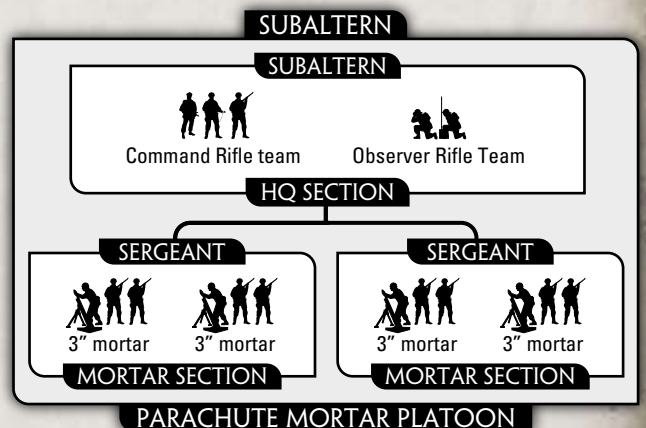
1 Mortar Section

 **PARACHUTE**
160 points
85 points

VICKERS MACHINE-GUNS

At the start of the game before deployment you may remove the Observer Rifle team and replace all 3" mortar teams with Vickers HMG teams.

Vickers HMG teams from Parachute Mortar Platoons do not have enough ammunition for indirect fire techniques, so they cannot fire Artillery Bombardments.



DIVISIONAL SUPPORT TUNISIA

MOTIVATION AND SKILL

All of the divisional support in Tunisia was provided by the British First Army. As such, all Divisional support platoons are rated as **Confident Trained**, unless otherwise noted.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

ANTI-TANK PLATOON, ROYAL ARTILLERY

PLATOON

HQ Section with:

4 2 pdr portee 100 points

4 6 pdr portee 140 points
2 6 pdr portee 75 points

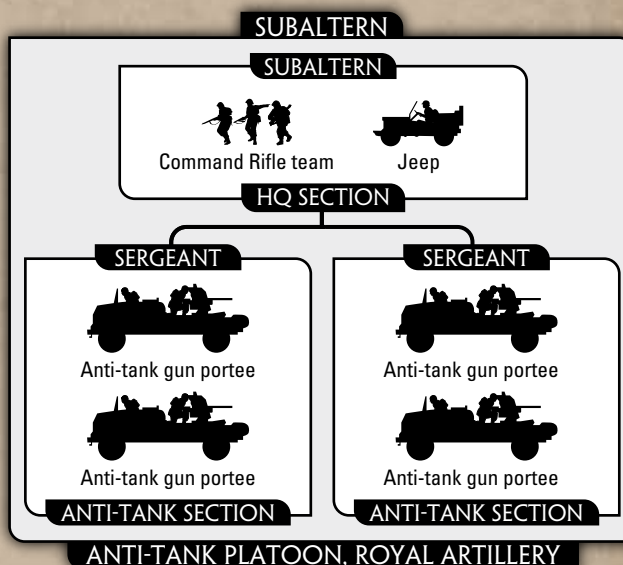
4 17/25 pdr & Quad 170 points
2 17/25 pdr & Quad 90 points

OPTION

- Upgrade any or all 2 pdr portees to 6 pdr portees for +10 points per gun.

17/25 pdr guns are towed by Quad tractors rather than being mounted portee.

Portee anti-tank guns use the Tip and Run special rule on page 246 of the rulebook.



LIGHT ANTI-AIRCRAFT PLATOON


PLATOON

HQ Section with:

6 Bofors 40mm

4 Bofors 40mm

2 Bofors 40mm

 1ST ARMY

150 points

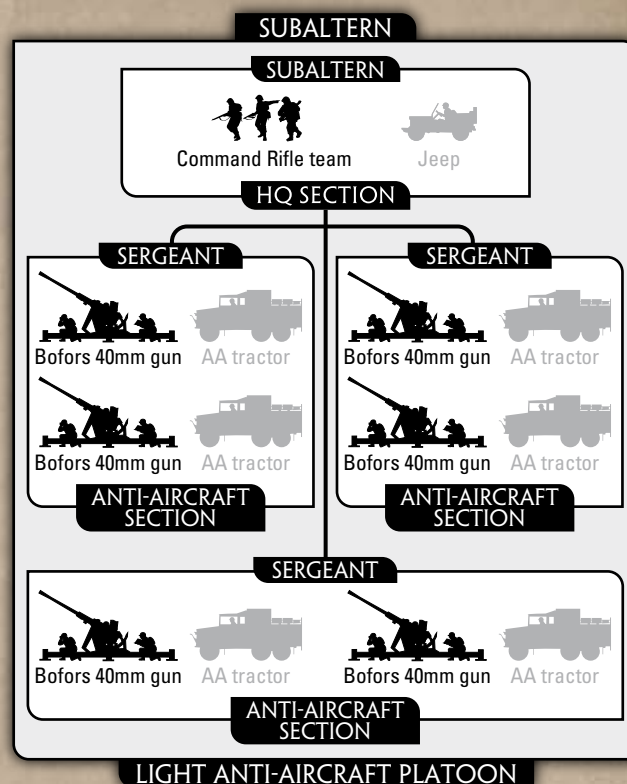
100 points

50 points

OPTION

- Add Jeep and AA tractors for +5 points for the platoon.

The First Army is under frequent air attacks from Stuka dive-bombers or strafing from Messerschmitt fighters. The Bofors guns of the Royal Artillery anti-aircraft platoons provide important air defence.




AIR SUPPORT

LIMITED AIR SUPPORT

Hurricane IIB

Kittyhawk

 1ST ARMY

130 points

130 points

SPORADIC AIR SUPPORT

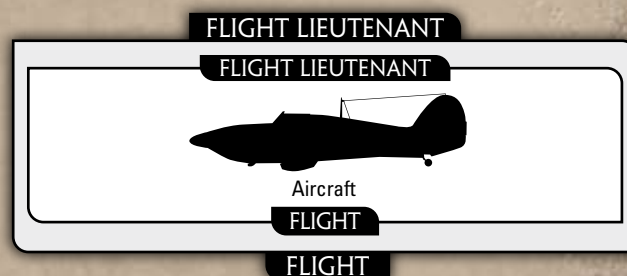
Hurricane IIB

Kittyhawk

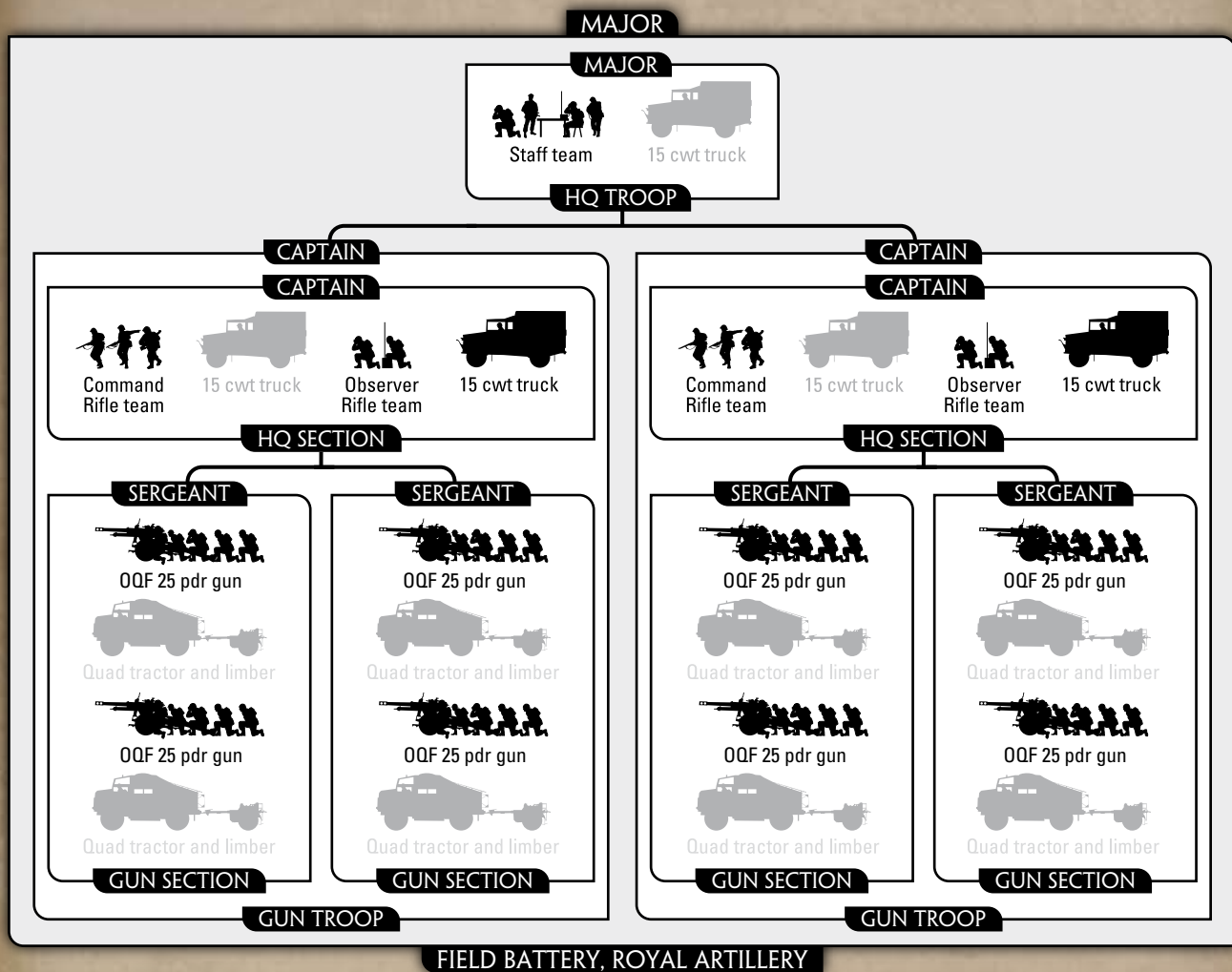
 1ST ARMY

95 points

95 points



ROYAL ARTILLERY



Although a Field Battery, Royal Artillery, Field Battery (SP), Royal Artillery, Royal Horse Artillery Battery, or Medium Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Staff team of the HQ Troop must be attached to a Gun Troop from its own battery at the start of the game before deployment (see the British Artillery special rules on page 248 of the rulebook).

FIELD BATTERY, ROYAL ARTILLERY

PLATOON

HQ Troop and:

2 Gun Troops with:
8 OQF 25 pdr1ST ARMY

280 points



INDIAN

335 points

1 Gun Troop with:
4 OQF 25 pdr

160 points

210 points

1 Gun Troop with:
2 OQF 25 pdr

90 points

120 points

OPTIONS

- Add 15 cwt trucks and Quad tractors for +5 points per Gun Troop.
- Replace any or all 15 cwt trucks with White scout cars, or OP Carriers, for +5 points for the battery.

The 4th Indian Division's artillery was provided by the British Army. After the fighting at El Alamein, they were very good at their trade.

Field Batteries, Royal Artillery supporting the 4th Indian Division in Tunisia are British platoons (as opposed to Indian platoons) and are rated as Confident Veteran.



The gunners of the Royal Artillery continue to live up to the proud traditions of their corps – they fire massive barrages which paved the way for the eventual Allied victory, and at battles such as Sidi Nsir and Tebourba the gunners fight to the last gun. The mainstay of the artillery are the superb 25-pounder field guns. Their firepower is supplemented in Tunisia by new 5.5" medium guns.

ROYAL HORSE ARTILLERY BATTERY

PLATOON

HQ Troop and:

2 Gun Troops with 8 OQF 25 pdr

1ST ARMY

315 points

1 Gun Troop with 4 OQF 25 pdr

180 points

1 Gun Troop with 2 OQF 25 pdr

105 points

OPTIONS

- Add 15 cwt trucks and Quad tractors for +5 points per Gun Troop.
- Replace any or all 15 cwt trucks with White scout cars, or OP Carriers, for +5 points for the battery.

A Royal Horse Artillery Battery is organised the same as a Field Battery, Royal Artillery.

Royal Horse Artillery Batteries are rated as Fearless Trained and are Horse Artillery Platoons (see page 118 of the rulebook).

Royal Horse Artillery Batteries may not use the Combined Bombardment and Mike Target special rules (see page 248 of the rulebook).



MEDIUM BATTERY, ROYAL ARTILLERY

PLATOON

HQ Troop and:

2 Gun Troops with 8 BL 5.5"

1ST ARMY

465 points

1 Gun Troop with 4 BL 5.5"

265 points

1 Gun Troop with 2 BL 5.5"

140 points

OPTIONS

- Add 15 cwt trucks and Matador tractors for +5 points per Gun Troop.
- Replace any or all 15 cwt trucks with White scout cars or OP Carriers, for +5 points for the battery.

A Medium Battery, Royal Artillery replaces each OQF 25 pdr gun and Quad tractor with an BL 5.5" gun and Matador tractor, but is otherwise organised the same as Field Battery, Royal Artillery.

You may not field a Medium Battery, Royal Artillery unless you are also fielding a Field Battery, Royal Artillery with at least as many guns.

US SUPPORT



MOTIVATION AND SKILL

American troops supported the First Army on numerous occasions. US support platoons are rated as **Confident Trained**.

RELUCTANT CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN

FIELD ARTILLERY BATTERY

PLATOON

HQ Section with:

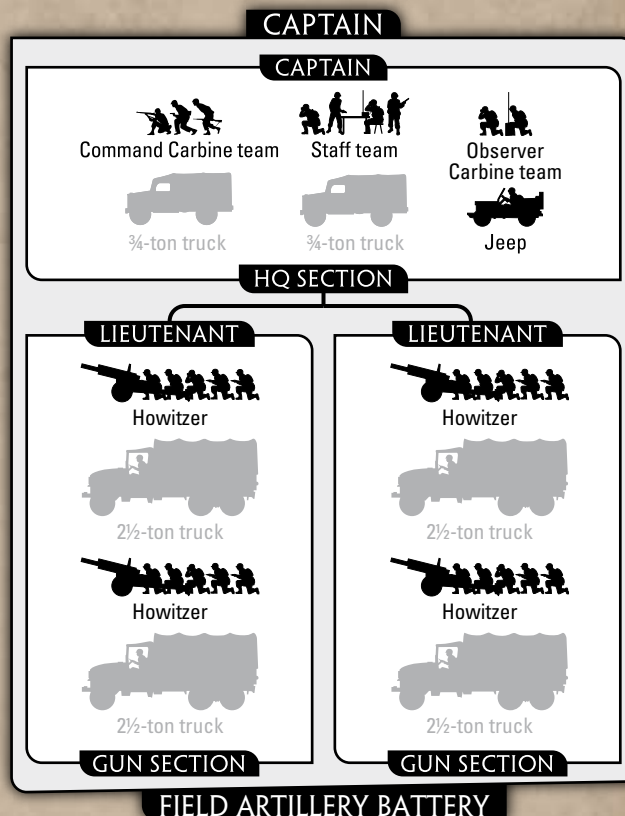
4 M2A1 105mm	165 points
2 M2A1 105mm	90 points
4 M1918 155mm	225 points
2 M1918 155mm	120 points

OPTION

- Add ¾-ton and 2½-ton trucks for +5 points for the platoon.

You may not field a Field Artillery Battery equipped with M1918 155mm howitzers unless you are also fielding a Field Battery, Royal Artillery with at least as many OQF 25 pdr guns.

Cheap and plentiful hard-hitting artillery is easily one of the infantry commander's most powerful tools. When defending, massed artillery bombardments smash the enemy attacks, causing casualties and dislocating their plans. It breaks up concentrated attacks allowing them to be dealt with piecemeal.



RIFLE PLATOON

PLATOON

HQ Section with:

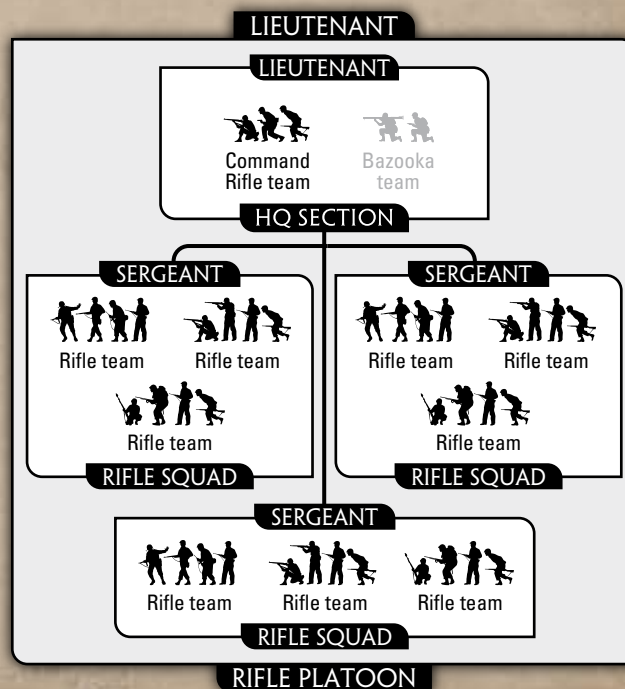
3 Rifle Squads	130 points
2 Rifle Squads	90 points

OPTION

- Add Bazooka team for +20 points.

An American CO has many responsibilities to handle, coordinating support platoons as well as directing his own combat platoons. However, good training and even better communications ensure control over his portion of the battlefield at all times.

The M1 Garand semi-automatic rifle and Browning Automatic Rifle (BAR) allow the Doughboys to put out a steady rate of fire, whether standing still or on the move. When well supported, a rifle platoon is tough in both defensive and offensive operations.



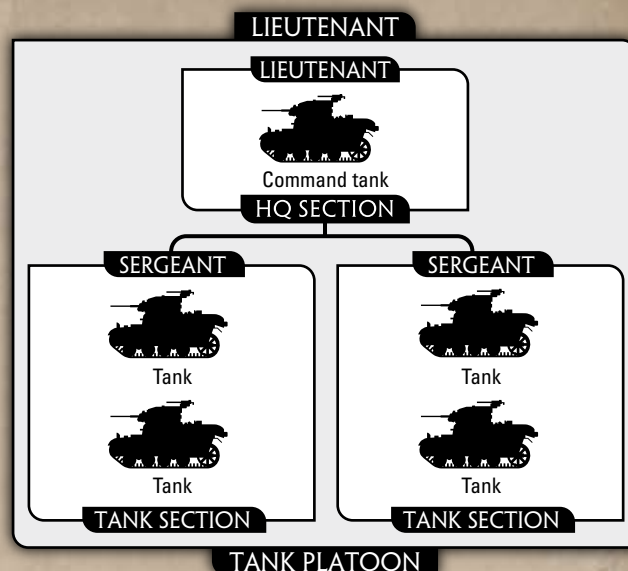
TANK PLATOON

PLATOON

5 M3 or M3A1 Stuart	220 points
4 M3 or M3A1 Stuart	175 points
3 M3 or M3A1 Stuart	130 points

5 M3 Lee	410 points
4 M3 Lee	330 points
3 M3 Lee	250 points

Don't forget that your M3 Lee tanks can fire both their 75mm main gun and the 37mm turret gun at the same time using the Multiple Weapons rule on page 111 of the rulebook.



BRITISH ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
LIGHT TANKS					
'Honey' Stuart I and III M6 37mm gun	Light Tank 24"/60cm	3 2	2 7	1 4+	Co-ax MG, Hull MG.
Stuart III Jalopy	Light Tank	3	2	0	Hull .50 cal MG, Hull MG, Wide tracks.
CRUISER TANKS					
Crusader II CS OQF 3" howitzer Firing bombardments	Standard Tank 24"/60cm 40"/100cm	4 2 -	2 5 3	1 3+ 6	Co-ax MG, Fast tank, Unreliable. Broadside, Smoke, Tally Ho. Smoke bombardment.
Crusader III OQF 6 pdr gun	Standard Tank 24"/60cm	4 2	2 10	1 4+	Co-ax MG, Fast tank, Unreliable. No HE.
Valentine III OQF 2 pdr gun	Slow Tank 24"/60cm	6 3	5 7	1 4+	Co-ax MG. No HE.
HEAVY TANKS					
Grant (Lee turret) M6 37mm gun M2 75mm gun	Standard Tank 24"/60cm 32"/80cm	5 3 2	3 7 9	1 4+ 3+	Co-ax MG, Cupola MG. No HE. Hull mounted, Smoke, Semi-indirect fire.
Sherman II, III, or V M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG. Smoke, Semi-indirect fire.
INFANTRY TANKS					
Churchill I OQF 2 pdr gun OQF 3" howitzer Firing bombardments	Slow Tank 24"/60cm 24"/60cm 40"/100cm	8 3 2 -	7 7 5 3	2 4+ 3+ 6	Co-ax MG, Protected ammo, Wide tracks. No HE. Hull mounted, Smoke. Smoke bombardment.
Churchill III OQF 6 pdr gun	Slow Tank 24"/60cm	8 3	7 10	2 4+	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
SELF-PROPELLED ANTI-TANK					
2 pdr portee OQF 2 pdr gun	Wheeled 24"/60cm	- 3	- 7	- 4+	AA MG, Gun shield, Tip and Run. No HE, Portee.
6 pdr portee OQF 6 pdr gun	Wheeled 24"/60cm	- 3	- 10	- 4+	AA MG, Gun shield, Tip and Run. Rear hull mounted, No HE, Portee.
RECONNAISSANCE					
Universal Carrier With Boys anti-tank rifle With .5" MG	Half-tracked 16"/40cm 16"/40cm	0 2 3	0 4 4	0 5+ 5+	Hull MG, Recce. Hull mounted Hull mounted
Indian Pattern Carrier With Boys anti-tank rifle With .5" MG	Jeep 16"/40cm 16"/40cm	0 2 3	0 4 4	0 5+ 5+	Hull MG, Recce. Hull mounted Hull mounted
Daimler Dingo	Jeep	1	0	0	AA MG, Recce.
Humber LRC III Boys anti-tank rifle	Jeep 16"/40cm	0 2	0 4	0 5+	AA MG, Recce. Hull mounted.
ARMoured CARS					
Humber II or III Besa 15mm gun	Wheeled 16"/40cm	1 3	0 5	0 5+	Co-ax MG, Recce.
Daimler I OQF 2 pdr gun	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG, Recce. No HE.
VEHICLE MACHINE-GUNS					
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.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MACHINE-GUNS						
Vickers HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
Firing bombardments		40"/100cm	-	-	-	
MORTARS						
ML 3" mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing Bombardments		32"/80cm	-	2	6	Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
ANTI-AIRCRAFT GUNS						
Bofors 40mm gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
ANTI-TANK GUNS						
OQF 2 pdr gun	Medium	24"/60cm	3	7	4+	Gun shield, No HE, Turntable.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield, No HE.
OQF 17/25 pdr gun	Immobile	32"/80cm	1	13	3+	Gun shield, No HE.
ARTILLERY						
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
BL 5.5" gun	Immobile	32"/80cm	1	13	1+	Bunker buster.
Firing bombardments		88"/220cm	-	5	2+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
Anti-tank Rifle team	16"/40cm	1	4	5+	Tank assault 3.
PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Gammon Bombs are rated as Tank Assault 3. Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
TRUCKS					
Jeep	Jeep	-	-	-	
CMP 15 cwt and 3-ton truck, Matador tractor	Wheeled	-	-	-	
Quad or Morris AA tractor	Wheeled	-	-	-	
ARMoured CARRIERS					
White scout car	Jeep	1	0	0	
Troop, OP or Mortar Carrier	Half-tracked	0	0	0	
MACHINE-GUN CARRIERS					
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Hurricane IIB	MG	2+	3	5+	
	Bombs	4+	5	2+	
Kittyhawk	MG	3+	6	5+	
	Bombs	4+	5	2+	

US ARSENAL

TANK TEAMS

Name	Mobility	Front	Armour	Top	Equipment and Notes
Weapon	Range	ROF	Side Anti-tank	Firepower	

TANKS

M3 or M3A1 Stuart	Fully-tracked	3	2	1	Co-ax MG, Hull MG, AA MG, Light tank.
M6 37mm gun	24"/60cm	2	7	4+	
M3 Lee	Fully-tracked	5	3	1	Co-ax MG, Cupola MG.
M6 37mm gun	24"/60cm	3	7	4+	
M2 75mm gun	32"/80cm	2	9	3+	Hull-mounted, Smoke.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
M1918 155mm howitzer (155mm C mle 1917S)	Immobile	16"/40cm	1	10	1+	Bunker buster, Gun shield.
Firing bombardments		72"/180cm	-	5	2+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Carbine team	8"/20cm	1	1	6	Automatic rifles.
Rifle team	16"/40cm	1	2	6	Automatic rifles.
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Armour	Side	Top	Equipment and Notes
Dodge ¾-ton or GMC 2½-ton truck	Wheeled	-	-	-	-	