

# Rifle Company (1st Army) (Tunisia)

Confident Trained

Royal West Kent Reserves

British

Mid-War

## Infantry Company

Platoon	Qty	Unit	Points
<b>Headquarters</b>			
Rifle Company HQ (1st Army) (Tunisia) - p.171	2	Cmd Rifle team	25
<b>Combat Platoons</b>			
Rifle Platoon (1st Army) - p.171	1 1 1 4	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team	110
Rifle Platoon (1st Army) - p.171	1 1 1 4	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team	110
Rifle Platoon (1st Army) - p.171	1 1 1 4	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team	110
<b>Weapons Platoon</b>			
Mortar Platoon (1st Army) - p.173	1 2 4	Cmd Rifle team Observer Rifle team ML 3" Mortar	95
Anti-tank Platoon (1st Army) - p.173	1 1 4	Cmd Rifle team Jeep 2 pdr portee	100
Machine-gun Platoon (1st Army) - p.174	1 4 5	Cmd Rifle team Vickers HMG 15 cwt truck	125
<b>Divisional Support</b>			
Valentine Armoured Platoon (1st Army) - p.161	3	Valentine III	170
Crusader Armoured Platoon (1st Army) - p.161	3	Crusader III	155
Recce Platoon (1st Army) - p.179	3 2 6	Humber LRC III Humber III Universal Carrier with .50 cal MG	370
Field Battery, Royal Artillery (1st Army) - p.185	1 1 1 3 4 4	Cmd Rifle team Staff team Observer Rifle team 15 cwt truck QQF 25 pdr gun Quad tractor	170
<b>Company Points:</b>			<b>1540</b>

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Source document: North Africa

**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>	

### Cruiser Tanks

Crusader III	Standard Tank	4	2	1	Co-ax MG, Fast tank, Unreliable.
<i>OQF 6 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>10</i>	<i>4+</i>	<i>No HE.</i>
Valentine III	Slow Tank	6	5	1	Co-ax MG.
<i>OQF 2pdr</i>	<i>24"/60cm</i>	<i>3</i>	<i>7</i>	<i>4+</i>	<i>No HE.</i>

### Self-propelled Anti-tank Guns

2 pdr portee	Wheeled	-	-	-	AA MG, Gun shield, Tip and Run.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>7</i>	<i>4+</i>	<i>No HE, Portee, Gun shield, Turntable.</i>

### Reconnaissance

Universal Carrier with .50 cal MG	Half-tracked	0	0	0	Hull MG, Recce.
<i>With .50 cal MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull mounted.</i>
Humber LRC III	Jeep	0	0	0	AA MG, Recce.
<i>Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted.</i>

### Armoured Cars

Humber II or III	Wheeled	1	0	0	Co-ax MG.
<i>Besa 15mm gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	

## 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" Mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	2	6+	Smoke bombardment.
Vickers HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
Firing bombardments		40"/100cm	-	-	++	

## Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	1	4	5+	Tank Assault 3.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

## Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
CMP, Bedford, or Cut-down 15cwt or 3-ton truck	Wheeled	-	-	-	

### Trucks

Jeep	Jeep	-	-	-	
Morris 15 cwt truck	Wheeled	-	-	-	
Quad tractor	Wheeled	-	-	-	

## Vehicle Machine-guns

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

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Special Rules

**Field Battery, Royal Artillery (1st Army) - p.185**

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).

**Machine-gun Platoon (1st Army) - p.174**

Machine-gun Platoons in a Rifle Company may fire Artillery Bombardments, as shown in the Arsenal on page 224.

**Recce Platoon (1st Army) - p.179**

LRC and Carrier Patrols are Reconnaissance Platoons.

**Rifle Company HQ (1st Army) (Tunisia) - p.171**

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