

COMMONWEALTH RIFLE COMPANY (NEW ZEALAND)

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1900

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Commonwealth Rifle Company HQ (NZ) p.47	2	Cmd Rifle team	5
COMBAT PLATOONS			
Commonwealth Rifle Platoon (NZ) p.47	1 1 1 6 3	Cmd Rifle/MG team PIAT team Light Mortar team Rifle/MG team All Rifle/MG teams equipped with Sticky Bombs Sherman Kangaroo APC with .50 cal AA MG Entire platoon turned into Maori Rifle Platoon	250
Commonwealth Rifle Platoon (NZ) p.47	1 1 1 4	Cmd Rifle/MG team PIAT team Light Mortar team Rifle/MG team All Rifle/MG teams equipped with Sticky Bombs	160
WARRIORS			
Warrior Higher Command Sandy Thomas p.35 FEARLESS VETERAN	1	Warrior Higher Cmd Rifle team Sandy Thomas	85
WEAPONS PLATOONS			
Commonwealth Carrier Platoon (NZ) p.48	2 1 3	Universal Carrier Universal Carrier with PIAT anti-tank projector Wasp Carrier	225
DIVISIONAL SUPPORT			
76mm Armoured Platoon (6AD) p.79	3 1	Sherman IIA (76mm) Firefly IC (late) or VC (late)	490
Anti-tank Platoon (SP), Royal Artillery (NZ) p.93	1 1	M10 3" SP with top armour 1 M10C 17 pdr SP (late) with top armour 1	185
Breaching Group p.100	1 2 2	Sherman V Sherman Crab AVRE	200
Field Battery, Royal Artillery (NZ) p.94	2 1 1 2 1 1 4 4	Cmd Rifle team Jeep Staff team 15 cwt truck Observer Rifle team OP Carrier OQF 25 pdr gun Quad tractor	205
Air Support p.98	3	Sporadic Air Support Kittyhawk	95

Road to Rome - British Late-War

ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
MEDIUM TANKS					
Sherman V	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Firefly IC (late) or VC (late)	Standard Tank	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>15</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>
Sherman IIA (76mm)	Standard Tank	7	4	1	Co-ax MG, Hull MG, Protected ammo, Tow hook.
<i>M1 76mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Semi-indirect fire.</i>
SELF-PROPELLED ANTI-TANK GUNS					
M10 3" SP with top armour 1	Standard Tank	4	2	1	.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) with top armour 1	Standard Tank	4	2	1	.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>
ENGINEERING TANKS					
Churchill AVRE	Slow Tank	8	7	2	Co-ax MG, Hull MG, Protected ammo, Wide-tracked.
<i>Petard Mortar</i>	<i>4"/10cm</i>	<i>1</i>	<i>5</i>	<i>1+</i>	<i>Bunker buster, Demolition mortar, Slow traverse.</i>
Sherman Crab	Standard Tank	6	4	1	Co-ax MG, Overloaded, Mine flail.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
INFANTRY SUPPORT					
Wasp Carrier	Half-tracked	0	0	0	
<i>Wasp flame-gun</i>	<i>4"/10cm</i>	<i>3</i>	<i>-</i>	<i>6+</i>	<i>Hull-mounted, Flame-thrower</i>
RECONNAISSANCE					
Universal Carrier	Half-tracked	0	0	0	Hull MG, Recce.
Universal Carrier with PIAT anti-tank projector	Half-tracked	0	0	0	Hull MG, Recce.
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</i>	<i>5+</i>	<i>Hull mounted.</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.

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.

ADDITIONAL TRAINING AND EQUIPMENT

Sticky Bombs are rated as Improvised Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
Jeep / Jeep and Trailer	Jeep	-	-	-	
CMP, Bedford, or Cut-down 15cwt or 3-ton truck	Wheeled	-	-	-	

TRUCKS

Quad tractor	Wheeled	-	-	-	
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ARMoured PERSONNEL CARRIERS

Sherman Kangaroo APC with .50 cal AA MG	Standard Tank	6	4	0	Hull MG, .50 cal AA MG.
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AIRCRAFT

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

VEHICLE MACHINE-GUNS

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
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

Breaching Group - p.100

A force that includes a Breaching Group Always Attacks and, if it is an Infantry Company, is considered a Mechanised Company for the purpose of the Armoured Reserves rule found on page 269 of the rulebook.

When determining the number of platoons that must be held in Reserves and the number of platoons Deployed on table, treat each Breaching Group as a single platoon. Each Section of a Breaching Group still Deploys and operates as a separate platoon. A Breaching Group may only be held in Reserves in missions with the Mobile Reserves special rule.

Although a Breaching Group is a single Support choice, each Section operates as a separate platoon with its own Command team. The D7 Bulldozer is an Independent Tank team.

An AVRE may attempt to gap an Obstacle. The AVRE must not move in the Movement Step, and must be able to draw a Line of Sight to an Obstacle and be within 4"/10cm of it to attempt to gap it.

Roll a Skill Test for the AVRE in the Shooting Step instead of shooting.

If the test is successful, the Obstacle is removed (unless it is a Street barricade, in which case it is gapped).

Otherwise, it remains intact.

Any Armoured vehicle hit by a Petard mortar uses its Top armour rating for its Armour Saves.

At the beginning of the game before Deployment, you may remove any or all AVRE Sections from Breaching Groups, adding a single Sherman Crab Flail tank to the Group's Flail Section for each AVRE Section removed.

At the start of the game after Fortifications (if any) are placed, but before Deployment, you may elect to mount a Fascine or Assault Bridge on any or all of your AVsRE. An AVRE that has a Fascine or Assault Bridge mounted cannot shoot. In addition, an AVRE that has an Assault Bridge mounted is Overloaded rather than Wide-tracked.

Fascines act as Assault Bridges (see page 226 of the rulebook), but may only be used to bridge ditches and craters.

An AVRE may abandon its Fascine or Assault Bridge instead of shooting, removing the Fascine or Assault Bridge from play.

Sherman Crab Platoons use the rules for Mine Flails and Rollers on page 226 of the rulebook.

Teams from all Sections of a Breaching Group are always Non-assaulting teams when involved in an assault. However, a D7 Bulldozer may assault Bunkers as normal.

The Petard mortar shoots as a normal (although very short-ranged) gun.

Commonwealth Carrier Platoon (NZ) - p.48

Carrier Patrols equipped with Universal Carriers are Reconnaissance Platoons.

Carrier Patrols equipped with Wasp Carriers are not Reconnaissance Platoons.

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

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

Haka (Maori platoons only)

When enemy platoons first test their Motivation to Counterattack Maori platoons in Assaults, they must re-roll the die and apply the re-rolled result to all the platoons that passed the original roll. Platoons entirely equipped with Armoured Tank teams are not affected by the Haka rule and do not re-roll.

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.

Warrior Higher Command Sandy Thomas - p.35

At the start of the game when you would normally deploy Warrior and Independent teams, you may re-deploy one of your Combat or Weapons platoons on the table anywhere within your deployment area.

If Thomas is Destroyed, your opponent must roll a 5+, rather than the normal 4+, when rolling for Warrior Team Casualties (see page 106 of the rulebook).

Lieutenant-Colonel Sandy Thomas is a Warrior Higher Command Rifle team rated Fearless Veteran. Lieutenant Colonel Sandy Thomas may join a New Zealand Commonwealth Rifle Company on page 46 for +85 points.

As a Higher Command team Lieutenant-Colonel Sandy Thomas takes the Motivation Test for a Company Morale Check while on table. However, because of the Thousand Man Limit rule (see page 33) it is only passed on a roll of 5+.

Once each turn you may re-roll one die rolled to receive Reserves for your force.