

CHINDITS AND AUSTRALIANS

ADDITIONAL INFORMATION FOR THE COMMONWEALTH

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 For use with
Disposable Heroes and Coffin for Seven Brothers

The appropriate information on Small Arms, AT values, and Explosives has been repeated here. More information can be found in the Go Forward Together supplement covering the infantry, artillery, vehicles, and aircraft of the Commonwealth.

Commonwealth Infantry Weapons:

Commonwealth Infantry AT:		Penetration:										
Type	DM	1	2	3	4	5	6	7	8	9	10+	
Any Pistol, Any SMG	-3	1	2	3	4	5	6	7	8	9	10	
Any Rifle, Any .303 LMG or HMG	-3	1	3	4	5	7	8	9	10	12	13	
Boyes ATR	-3	3	5	8	10	13	15	18	20	23	25	
PIAT	+0	9	18	27	36	45	54	63	72	81	90	

Note: With the exception of the PIAT, any Small Arms that penetrates and produces a casualty result against a vehicle is considered to have a base AP of 1 against the crew and/or passengers. A PIAT Penetrating Hit has a base AP of 2.

Commonwealth Small Arms:							
Name	Type	Range	ROF	AP	MM	Special	
Webley, Mk I .38, Colt 1911A, or HP35	Pistol	10"	2	6	-	-	
Thompson/Sten/Owen	SMG	15"	3	6	-	-	
Lee Enfield	Rifle	30"	2	8	-	-	
Scoped Enfield	Sniper Rifle	48"	1	8	-2	+2 ACC	
Bren (or Lewis Gun)	LMG	48"	3	8	-2	-	
Vickers .303	HMG	75"	5	8	-3	-	
Boyes	ATR	48"	1	9	-1	-	
HE Rifle Grenade	Rifle Grenade	30"	1	1	-1	Blast	
PIAT	AT	24"	1	(2)	+0	Blast	
Flamethrower	FT	8"	1	6	-3	FT	

Note: See section IX End Notes for some more information on UK Small Arms.

Commonwealth Explosives:		Penetration:										
Type	Range	DM	1	2	3	4	5	6	7	8	9	10+
Satchel Charge	6"	+0	4	8	12	16	20	24	28	32	36	40
Molotov Cocktail	6"	+1	-	-	-	-	-	-	-	-	-	-
Type 68	3"	+1	10	20	30	40	50	60	70	80	90	100
Gammon Bomb	1"	+1	11	22	33	44	55	66	77	88	99	110

Note: As with other Engineer or explosive equipped units, only one of the countable Firing models may Fire an explosive each turn. For example, in a section of 6 models, 3 may Fire. One may Fire an explosive, the other two may Fire their personal weapons as normal, and they may Fire at a different target. Any unit equipped with Explosives is considered to have enough to last the entire battle.

CHINDITS

It's a Rifle Platoon: Essentially the Chindit organization is a Rifle Platoon. The brief note at the end of Red Sun, Red Death refers to the Rifle Platoon. Outside of the platoon, however, it begins to look different. The company structure is eliminated, and a new formation, the column, is created. The column consists of 4 infantry platoons, a heavy weapons platoon, an engineer/sapper platoon, and a reconnaissance platoon. The logistics train of the column was comprised of mule teams (which do not come into regular game play—though putting the models into your platoons would look interesting). Their role was to penetrate behind Japanese lines in Burma. The results were mixed, with some success at disrupting Japanese supply and communications lines. However, there were problems with keeping the Chindit Columns supplied, and in some case wounded men were left behind. After the first expedition (Longcloth) very few men were physically healthy enough to return to duty.

Chindit Platoon: Chindits are Veterans, and may be upgraded to Elite (x 1.1 points).

Platoon Organization: Below is shown the number and type of units included in your platoon.

1 Chindit Platoon Command

2-4 Chindit Squads (May remove 1 or 2 Privates per Squad at -10 points each)

0-1 Sniper Team

0-4 Column Support Sections

(Note: Max 4 ATR, 2 HMG, 2 3" Mortars, 4 Engineer Sections, 4 Recce Sections per Column)

Chindit Platoon Command					
Command Section: Leads the platoon in battle and coordinates the actions of the squads.					
Soldier	ACC	CC	Guts	Weapon	Points: 35
Lieutenant	5	6	10	Webley	
Sergeant	5	6	9	Lee Enfield	
Private (x2)	5	6	6	Lee Enfield	
Upgrade Lieutenant M1 Thompson, or Sten SMG					+10
Upgrade Sergeant to M1 Thompson, or Sten SMG					+5
Add 2" Mortar Team: A 2" Mortar that gives the Platoon light fire support and smokescreen.					
Soldier	ACC	CC	Guts	Weapon	Points: +25
Mortar Gunner	5	6	6	2" Mortar, Lee Enfield	
Assistant	5	6	6	Lee Enfield	
Add Radio Team: A Radio Team from the signaler pool attached to the Platoon Commander.					
Soldier	ACC	CC	Guts	Weapon	Points: +20
Radioman	5	6	7	Radio, Lee Enfield	
Radio Assistant	5	6	6	Lee Enfield	

Chindit Squad					
Bren Section: Provides the squad with a base of fire.					
Soldier	ACC	CC	Guts	Weapon	Points: 120
Corporal	5	6	8	Lee Enfield	
LMG Gunner	5	6	6	Bren LMG	
Loader	5	6	6	Lee Enfield	
Upgrade Corporal to M1 Thompson, or Sten SMG					+5
Rifle Section: The maneuver element of the squad.					
Soldier	ACC	CC	Guts	Weapon	
Lance Corporal	5	6	7	Lee Enfield	
Private (x6)	5	6	6	Lee Enfield	
Upgrade Lance Corporal to M1 Thompson, or Sten SMG					+5
Upgrade 0-1 Private with Rifle Grenade HE.					Free
Equip entire unit with Explosives as listed above					+20

Sniper Team**Sniper:** Independent teams operating along the front to kill officers, NCO's, and weapon crews.

Soldier	ACC	CC	Guts	Weapon	Points: 40
Sniper	5	6	8	Scoped Lee Enfield	
Spotter	5	6	6	Scoped Lee Enfield	

Column Support: Anti-Tank Rifle Section (4 Maximum Per Column)**Boyes ATR:** Provides the platoon with ineffective anti-tank support.

Soldier	ACC	CC	Guts	Weapon	Points: 20
Gunner	5	6	6	Boyes ATR, Webley	
Loader	5	6	6	Lee Enfield	

Upgrade Boyes to PIAT

+13

Column Support: Medium Mortar Section (2 Maximum per Column)**3" Mortar:** Provides the platoon with light indirect fire support.

Soldier	ACC	CC	Guts	Weapon	Points: 35
Corporal	5	6	8	Lee Enfield	
Gunner	5	6	6	3" Mortar, Webley	
Loader	5	6	6	Lee Enfield	

Column Support: HMG Section (2 Maximum per Column)**Vickers HMG:** Provides the platoon with sustained fire support.

Soldier	ACC	CC	Guts	Weapon	Points: 63
Corporal	5	6	8	Lee Enfield, Webley	
HMG Gunner	5	6	6	Vickers HMG, Webley	
Loader	5	6	6	Lee Enfield	
Add Ammunition Bearer	5	6	6	Lee Enfield	+9

Column Support: Engineer Section (4 Maximum per Column)**Engineers:** Provide last ditch Anti Armor options, or Close Assault support.

Soldier	ACC	CC	Guts	Weapon	Points: 30
Sergeant of Engineers	5	6	9	Lee Enfield	
Private (x2)	5	6	6	Lee Enfield	

Add 1 or 2 extra men armed with Lee Enfield

+10 points each

Upgrade any models to Thompson, or Sten SMG

+6 each

Equip unit with Explosives as listed above

+20

Add Flamethrower Team: Providing short range destruction.

Soldier	ACC	CC	Guts	Weapon	+50
Corporal	5	6	8	FT, Mk. I .38	
Private (x2)	5	6	6	Lee Enfield	

Column Support: Recce Section (4 Maximum per Column)**Reconnaissance:** Provide scouting options and improve indirect fire.

Soldier	ACC	CC	Guts	Weapon	Points: 40
Sergeant	5	6	9	Lee Enfield	
Private (x3)	5	6	6	Lee Enfield	

Upgrade any models to Thompson, or Sten SMG

+5 each

AUSTRALIANS

Mostly the Same: For the most part, Australian troops were organized roughly in the same fashion as their British cousins. One of the exceptions would be the Australian Independent Company. A list for fielding these troops is provided here. They were organized and trained to fight a guerilla war on islands captured by the Japanese. As such they have very limited support options, carrying virtually no heavy weapons. They would have used radios to coordinate air strikes and naval gunfire when possible. The AIC included a higher officer to enlisted ratio than most infantry formations.

AIC Platoon: AIC troops are Veterans, and may be upgraded to Elite (x 1.1 points). A number of options are included. It is possible that further models may have been armed with Owens SMGs. If your models display this and your opponent agrees, you may include more SMGs than shown here.

Platoon Organization: Below is shown the number and type of units included in your platoon.

1 Platoon Command

1-3 AIC Squads

0-1 AIC Engineer Squad

AIC Platoon Command					
Command Team: Leads the platoon in battle and coordinates the actions of the squads.					
Soldier	ACC	CC	Guts	Weapon	Points: 25
Captain	5	6	10	Webley	
Sergeant	5	6	9	Lee Enfield	
Private (x1)	5	6	6	Lee Enfield	
Upgrade Captain to Owens or Sten SMG					+10
Upgrade Sergeant to Owens, or Sten SMG					+5
Add Bren LMG Team: A LMG that gives the Platoon light direct fire support.					
Soldier	ACC	CC	Guts	Weapon	Points: +40
Bren Gunner	5	6	6	Bren LMG	
Assistant	5	6	6	Lee Enfield	
Add 2" Mortar Team: A 2" Mortar that gives the Platoon light fire support and smokescreen.					
Soldier	ACC	CC	Guts	Weapon	Points: +25
Mortar Gunner	5	6	6	2" Mortar, Lee Enfield	
Assistant	5	6	6	Lee Enfield	
Add Radio Team: A Radio Team from the signaler pool attached to the Platoon Commander.					
Soldier	ACC	CC	Guts	Weapon	Points: +20
Radioman	5	6	7	Radio, Lee Enfield	
Radio Assistant	5	6	6	Lee Enfield	
Scoped Enfield Sniper Rifle: You may purchase a Scoped Enfield Sniper Rifle for 1 Private in each AIC Squad (but not the AIC Engineer Squad) for +8 points each. The model does not gain the Sniper's camouflage bonus, but does benefit from the Sniper Rifle's stats including range and ACC bonus. You may alternatively <u>remove</u> this model from the AIC Squad for an additional +2 points, in which case the model would operate independently exactly like other Snipers including the camouflage bonus. This decision must be made prior to the start of the game, and the model may not rejoin the squad later. Like other Snipers, these models would not be subject to the "Man Alone" rules.					

AIC Squad**Squad Command Section:** Provides the squad with leadership.

Soldier	ACC	CC	Guts	Weapon	Points: 190
Lieutenant	5	6	9	Lee Enfield	
Privates (x2)	5	6	6	Lee Enfield	

1st Rifle Section: The maneuver element of the squad.

Soldier	ACC	CC	Guts	Weapon
Corporal	5	6	8	Lee Enfield
Private (x7)	5	6	6	Lee Enfield

2nd Rifle Section: The maneuver element of the squad.

Soldier	ACC	CC	Guts	Weapon
Lance Corporal	5	6	7	Lee Enfield
Private (x7)	5	6	6	Lee Enfield

Upgrade Lieutenant to Owens, or Sten SMG	+5
Upgrade Corporals to Owens, or Sten SMG	+5 each
Upgrade 0-2 Privates to Bren LMG	+20 each
Upgrade 0-1 Private with Rifle Grenade HE	Free
Equip 0-2 Privates with additional weapon, Boyes ATR	+5 each
Equip 0-1 Private with additional weapon, PIAT	+18

AIC Engineer Squad**Engineer Command Section:** Provides the squad with leadership.

Soldier	ACC	CC	Guts	Weapon	Points: 200
Lieutenant	5	6	9	Lee Enfield	
Privates (x3)	5	6	6	Lee Enfield	

1st Sapper Section: The maneuver element of the squad.

Soldier	ACC	CC	Guts	Weapon
Engineer	5	6	8	Lee Enfield
Private (x6)	5	6	6	Lee Enfield

2nd Sapper Section: The maneuver element of the squad.

Soldier	ACC	CC	Guts	Weapon
Engineer	5	6	8	Lee Enfield
Private (x6)	5	6	6	Lee Enfield

Entire unit is already equipped with Explosives as shown in the list above.

Upgrade Lieutenant to Owens, or Sten SMG	+5
Upgrade Engineers to Owens, or Sten SMG	+5 each
Upgrade 0-1 Private with Rifle Grenade HE.	Free

Australian Cruiser Tank, the Sentinel: The Australians did venture into producing their own tank. Like the Canadians with their Ram program, the Australians looked to the American M3 for inspiration. Some M3 parts were used, though the overall shape and design is different. Intended to be a Cruiser, the Sentinels are relatively fast, but their armor make them more of a medium tank. Very few of the Mk I, and only prototype Mk IIIs, were produced. None saw combat, and the influx of American armor made the Sentinel program redundant.

Sentinel AC MK I							Points	98			
Medium Tank							Late 1942, Rare	DM: +0			
Speed		Location	D10	Front	D10	Side	D10	Rear			
Slow	5"	Track	1-2	25 AV	1-3	25 AV	1-2	25 AV			
Medium	10"	Lower Hull	3-6	65 AV	4-6	45 AV	3-6	45 AV			
Fast	19"	Upper Hull	7	90 AV	7	50 AV	7	52 AV			
Turret Crew		Turret	8-9	72 AV	8-10	78 AV	8-10	52 AV			
Commander		Mantle	10	78 AV	-	-	Top	25 AV			
Gunner	*Only if model has one, many may not have been equipped with this.										
Loader	Weapon	Location	Range	ROF	AP	MM	DM	Special			
Hull Crew		2 pdr	Main Gun	60"	1	1	-1	-1	-		
Driver	Vickers	Co-axial	48"	4	8	-2	-3	+1 Acq/Fire			
Machinegunner	Vickers	Hull	48"	4	8	-2	-3	-			
-	.303 Bren*	Pintle	48"	4	8	-2	-3	AA: (0.20)			
Features		Main Gun Penetration									
Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	2 pdr	7	14	22	29	36	43	50	58	65	72

Sentinel AC MK III							Points	119			
Medium Tank							Early 1943, Prototype	DM: +0			
Speed		Location	D10	Front	D10	Side	D10	Rear			
Slow	5"	Track	1-2	25 AV	1-3	25 AV	1-2	25 AV			
Medium	9"	Lower Hull	3-6	65 AV	4-6	45 AV	3-6	45 AV			
Fast	18"	Upper Hull	7	90 AV	7	50 AV	7	52 AV			
Turret Crew		Turret	8-9	75 AV	8-10	84 AV	8-10	64 AV			
Commander		Mantle	10	90 AV	-	-	Top	25 AV			
Gunner	*Only if model has one, many may not have been equipped with this.										
Loader	Weapon	Location	Range	ROF	AP	MM	DM	Special			
Hull Crew		25 pdr	Main Gun	60"	1	3	-2	+1	Indirect		
Driver	Vickers	Co-axial	48"	4	8	-2	-3	+1 Acq/Fire			
-	.303 Bren*	Pintle	48"	4	8	-2	-3	AA: (0.20)			
Features		Main Gun Penetration									
Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	25 pdr	9	18	27	36	45	54	63	72	81	90

Note: This 25 pdr mounting does not allow Indirect Fire, it is a Direct Fire weapon only from the AC Mk III.