



SOUTH AFRICAN

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PLATOON LEADER

SECTION LEADER

RIFLEMAN 1940-41



RIFLEMAN 1941-45

PLATOON LEADER



SECTION LEADER

RIFLEMAN 1940-41

RIFLEMAN 1941-45

Morale/Panic
5/6

Morale/Panic
4/5




Morale/Panic
2/3




Morale/Panic
3/4

VETERAN

VETERAN

SECOND LINE

VETERAN

CCV	GM/PIN	LM	0/+1/+2
Pistol	6/1	Pts	48/58/68
SMG	8/4	Pts	51/61/71

CCV	GM/PIN	Points
RIFLE	9/5	45
SMG	7/3	46

CCV	GM/PIN	Points
RIFLE	7/3	10
SMG	5/1	11

CCV	GM/PIN	Points
RIFLE	8/4	15
SMG	6/2	16



Flank Shot: "AP" +1
 Target Acquired: "AP" +1
 # Target Moving: Positive "To Hit"
 AP add positive "To Hit" result,
 minus negative "To Hit" result.
 No moving fire.

RANGE	To Hit	AP
CLOSE	3	5
MEDIUM	4	3
LONG	5	1
EXTREME	6	0

SOUTH AFRICAN

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ANTI-TANK RIFLE

BREN GUN

MMG

GUN CREWMAN

ANTI-TANK RIFLE



Morale/Panic
3/4



Morale/Panic
3/4

CLOSE	MEDIUM	LONG	EXTREME
+3 (+1)	+3 (+1)	+3 (+1)	+3 (+1)



Morale/Panic
2/3



Morale/Panic
3/4

VETERAN

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CCV	GM/PIN	WF/REP	Points
Bren	4/0	-7/1+	46

CCV	GM/PIN	WF/REP	Points
MMG	3/0	-7(-5)/1+	109

CCV	GM/PIN	Points
Rifle	7/3	10

CCV	GM/PIN	MAL/REP	Points
AT Rifle	3/0	-7/2+	14

WF /REP	Points	WF /REP	Points	WF /REP	Points	WF /REP	Points
-5/2+	168	-5/2+	200	-5/2+	160	-5/2+	186

  <p>Dam/Des 5/9</p>	  <p>Dam/Des 5/9</p>	  <p>Dam/Des 5/9</p>	  <p>Dam/Des 5/9</p>
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BOFORs 37mm	3.7" Mountain Howitzer	2pdr AT GUN	6prd AT GUN
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<table border="1"> <tr><td>RANGE</td><td>To Hit</td><td>AP</td><td>HE</td></tr> <tr><td>CLOSE</td><td>0-5</td><td>6</td><td>-1</td></tr> <tr><td>MEDIUM</td><td>0-3</td><td>4</td><td>-1</td></tr> <tr><td>LONG</td><td>0-1</td><td>2</td><td>-1</td></tr> <tr><td>EXTREME</td><td>2</td><td>1</td><td>-1</td></tr> </table>	RANGE	To Hit	AP	HE	CLOSE	0-5	6	-1	MEDIUM	0-3	4	-1	LONG	0-1	2	-1	EXTREME	2	1	-1	<table border="1"> <tr><td>RANGE</td><td>To Hit</td><td>HE</td></tr> <tr><td>CLOSE</td><td>0-5</td><td>2</td></tr> <tr><td>MEDIUM</td><td>0-3</td><td>2</td></tr> <tr><td>LONG</td><td>0-1</td><td>2</td></tr> <tr><td>EXTREME</td><td>1</td><td>2</td></tr> </table>	RANGE	To Hit	HE	CLOSE	0-5	2	MEDIUM	0-3	2	LONG	0-1	2	EXTREME	1	2	<table border="1"> <tr><td>RANGE</td><td>To Hit</td><td>AP</td><td>HE</td></tr> <tr><td>CLOSE</td><td>0-5</td><td>7</td><td>-2</td></tr> <tr><td>MEDIUM</td><td>0-3</td><td>5</td><td>-2</td></tr> <tr><td>LONG</td><td>0-1</td><td>3</td><td>-2</td></tr> <tr><td>EXTREME</td><td>1</td><td>2</td><td>-2</td></tr> </table>	RANGE	To Hit	AP	HE	CLOSE	0-5	7	-2	MEDIUM	0-3	5	-2	LONG	0-1	3	-2	EXTREME	1	2	-2	<table border="1"> <tr><td>RANGE</td><td>To Hit</td><td>AP</td><td>HE</td></tr> <tr><td>CLOSE</td><td>0-5</td><td>8</td><td>-2</td></tr> <tr><td>MEDIUM</td><td>0-3</td><td>6</td><td>-2</td></tr> <tr><td>LONG</td><td>0-1</td><td>4</td><td>-2</td></tr> <tr><td>EXTREME</td><td>1</td><td>3</td><td>-2</td></tr> </table>	RANGE	To Hit	AP	HE	CLOSE	0-5	8	-2	MEDIUM	0-3	6	-2	LONG	0-1	4	-2	EXTREME	1	3	-2
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<p>Add "To Hit" result to HE FV (if To Hit inc "0") Two man crew "To Hit" -1 One man crew "To Hit" -2 Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #</p>	<p>Add "To Hit" result to HE FV (if To Hit inc "0") Two man crew "To Hit" -1 One man crew "To Hit" -2 Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #</p>	<p>Do not add "To Hit" result to HE FV Two man crew "To Hit" -1 One man crew "To Hit" -2 Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #</p>	<p>Do not add "To Hit" result to HE FV Two man crew "To Hit" -1 One man crew "To Hit" -2 Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #</p>
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2" MORTAR

RANGE	To Hit #	crewed/uncrewed	FV
CLOSE	NA	NA	-
MEDIUM	0-2	0	0
LONG	1	2	0
EXTREME	2	3	0

Add "To Hit" result to FV (To Hit must inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 Target in Wood/Jungle/Orchard
 ignore Terrain CV

BREN CARRIER

RANGE	To Hit	AP	CE/Pin	MG
CLOSE	3	5	3/-	
MEDIUM	4	3	2/-	
LONG	5	1	1/-	
EXTREME	6	0	0/-	

F flank Shot: "AP" +1
 Target Acquired: "AP" +1
 Target Moving: Positive "To Hit" #
 AP add positive "To Hit" result,
 minus negative "To Hit" result.



Mk III

RANGE	AP	CE/BU	MG
CLOSE	0/-1	1	4/2
MEDIUM	-1/-2	3	1
LONG	-	2	0
EXTREME	-	2	-1

Do not roll "To Hit"

2" MORTAR

Morale/Panic
3/4

BREN CARRIER

Morale/CE
5/9

FRONT	1	0	0
K/S/L			
SIDE	0	-1	-2

MARMON HARRINGTON

Morale/CE
5/9

FRONT	1	0	0
K/S/L			
SIDE	1	0	-1

CLOSE	MEDIUM	LONG	EXTREME
4/3	4/3	3/2	2/2

Mk III

Morale/CE
5/9

FRONT	1	0	0
K/S/L			
SIDE	1	0	0

VETERAN

CCV	GM/PIN	WF/REP	Points
2" Mortar	3/0	-5(-2)/2+	54

OVR	1	WF/Rep	Points
BOG	9	-7/2+	74

CE/BU

OVR	2/1	WF/Rep	Points
BOG	4/3	-7/2+	195

CE/BU

OVR	1/0	WF/Rep (MG)	Points
BOG	9/8	-7/2+	188

Add "To Hit" result to HE FV (if To Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

HE	AP	To Hit	RANGE
2	9	0-5	CLOSE
2	7	0-3	MEDIUM
2	5	0-1	LONG
2	4	1	EXTREME

25 pdr

25 pdr



Dam/Des

5/9

WF/REP

-5/2+

Points

225