






Anglo-Indian Order of Battle – 6th (Poona) Division

Unit	Composition	Stands	Notes
6th(Poona) Division	Division HQ	1 x Division HQ Stand	CO Lieutenant-General Barrett
Elements of 16th and 18th Indian Infantry Brigades	Brigade HQ	1 x Brigade HQ Stand 2 x MG Stands	Set up in area 'A' marked on map; Regular morale
	104 th Wellesley Rifles	4 x Infantry Stands	
	110 th Mahratta Light Infantry	4 x Infantry Stands	
	2 nd Norfolks	2 x Infantry Stands	
Elements of 18th Indian Infantry Brigade	Brigade HQ	1 x Brigade HQ Stand 2 x MG Stands	Set up in area 'B' marked on map; Regular morale
	7 th Rajputs	4 x Infantry Stands	
	120 th Rajpantana Infantry	4 x Infantry Stands	
	2 nd Norfolks	2 x Infantry Stands	
Division Assets	Elements of 10 th Brigade, RFA	1 x 18pdr Gun Regiment (3)	Can be On or Off Table; if on table, must be attached to the Brigade on the east side of the Tigris. 
	Mountain Artillery Battery	1 x Mountain Gun Stand	
	Division Engineers	3 x Engineer Stands	17 th & 22 nd Coy, 3 rd Sappers and Miners & 48 th Pioneers
	Royal Navy Support	1 x 4" Gun Regiment (AI=4) 1 x 3pdr Gun Regiment (AI=3) 1 x Light Mixed Regiment (AI=4)	Off Table in Naval Gunfire Support   

Notes:

- All Anglo-Indian troops are classed as Regular
- One Brigade sets up in Area 'A', and can start the game in Level 1 trenches
- One Brigade sets up in Area 'B', and is classed as being in cover with regards to spotting until stands move or fire, but has no entrenchments.
- The RFA Regiment and supporting naval gunfire support must be attached to the Brigade that sets up in area A. The Mountain artillery battery may be attached to either Brigade.
- A pontoon bridge can be built by one Engineer stand or two infantry stands in 4 turns, or two Engineer stands in 2 turns. Two turns is the minimum number of turns to build a pontoon bridge even if all three Engineer stands are working on its construction.

The relevant parts of the Naval Gunfire rules are reproduced here for easy reference.

Naval Gunfire Support (NGFS) (New rule) - refers to fire missions provided by naval vessels, including battleships, destroyers and monitors.

- Ships providing NGFS should have a predetermined number of fire missions, usually not more than six.
- Shore-based artillery regiments (either coastal batteries or other artillery) may use counter battery fire on ships and monitors
- Off-table naval gunfire support (NGFS) can be called in or may be used in a pre-planned bombardment. In both cases, NGFS is resolved using template fire:

i) If NGFS is called in, then the General Support column is used on the artillery response chart (GWSH rule 8.4.5). Proceed directly to step ii) if using a pre-planned bombardment.

ii) If the artillery response is achieved or NGFS is used in a pre-planned bombardment, the player chooses his target area and places the 3x3" template

iii) One die is rolled for direction of deviation from target:

- 5,6 - NGFS on target
- 1 - undershoots
- 2 - over shoots
- 3 - too far left
- 4 - too far right

iii) If a deviation is registered, a second die roll is then made for the deviation distance:

- 1,2 = 1" deviation
- 3,4 = 2"
- 5,6 = 3"

Naval units must repeat this process for every turn they fire.

