Introductory Scenario: British Regimental Group

MISSION COMMAND

Regimental Group

Regulars

Group HQ	HQ Jeep
1	
Large command	Transport

Infantry Regiment

Regulars

Battalion HQ	HQ Jeep
1, 2	
large command	transport

Support Company

Company HQ	3” Mortar, x2	PIAT, x2	Univ’l carrier, x5	6 pdr AT gun, x2	Loyd carrier, x2
2	2				
small command	heavy support	light support	transport	anti-tank gun	tow

A, B, C, D Companies (each)

Company HQ	HQ Jeep	2” Mortar	PIAT	LMG	Rifles x2
2					
small command	transport	light support	light support	light support	integrated infantry

Tank Regiment

Regulars

HQ, Sherman	Stuart M5, x2
1, 3, 4	3, 4
tank + cmd	light tank

A, B, C Squadrons (each)

HQ, Sherman	Sherman, x2	Sherman Firefly
4, 5	5	5
tank + cmd	tank	tank

P Battery, Field Artillery Regiment, RA

Regulars

FOO	25 pdr, x2
1, 6	6
FOO, incl cmd	gun/howitzer

G Battery, Field Artillery Regiment, RA

Regulars

FOO, Sherman	Sexton, x2
1, 7	7
FOO + tank + cmd	SP gun/howitzer

Groups

Each line on the Command card forms a separate group, except that there are 4 rifle company groups (A, B, C and D) and 3 tank squadron groups (A, B and C). Total groups: 13.

Radio nets

1. long range, 500cm (10km). Group HQ, Infantry Battalion HQ, Tank Regiment HQ, P and G Batteries command
2. medium range, 150cm (3km). Infantry Battalion HQ, Company HQs, 3” Mortars
3. long range, 500cm (10km). Tank Regiment HQ, Stuarts
4. medium range, 150cm (3km). Tank Regiment HQ, Stuarts, Tank Squadron HQs
5. Short range, 15cm (300m). Separate net each Tank Squadron
6. long range, 500cm (10km). FOO to P Battery guns
7. long range, 500cm (10km). FOO to G Battery guns