



**NORTH AFRICA**  
**(19<sup>th</sup> February 1941 - 12<sup>th</sup> May 1943)**

## **Preface**

Writing a set of rules that includes Italian units is a nightmare for any author. Documentation is confusing and texts are often incomplete. There are many discrepancies regarding unit composition, even at platoon level. A good example is the case of the “Ghost Guns.” During a general re-organisation the Italian army ordered every company and division to return all of their 47mm anti-tank guns which would then be used to create new units. The units pretended to follow their orders but kept some cannons back, saying they were “under repair.” In the general confusion these guns were “lost” on paper only to miraculously reappear during the critical moments of a battle... but that’s not all. The undeniable widespread defeats that characterised the first chapter of the African campaign led to a general opinion that, despite the courage and bravery of some units, most Italian troops were neither capable nor prepared. Only recently has serious research shed some light on the true reasons for their defeat, and the publication of some English language books have helped to restore the image of the Italian army. The reasons are simple: their weapons, equipment and tanks compared very poorly to English standards.

The Second World War was characterised by the *Blitzkrieg* tactic: an armoured spearhead that broke through defensive lines and pierced the heart of the enemy. This method was used to destroy Poland, Holland, France and Belgium. Why should it seem strange that the Italians fled from the Matilda tanks in the front line? Its frontal armour was impenetrable for most of their guns... think for a moment about how the tables were turned when Rommel turned up with a handful of decent tanks and pushed the British back to Egypt...

But no army is made up of heroes alone...

In game terms we were faced by an immediate problem: what Training value should we give to the Italian army? The tenaciousness of the *Folgore Paratroopers* (referred to as “lions” by Churchill), or the incredible courage of the *Ariete Division* (for whom Rommel expressed his admiration many times) were not in doubt, but what about the rest of the army? The solution was simple: allow the gamers to assign the value themselves and provide different costs for maximum flexibility. Do not be shocked. There are tales of both valiant defences and terrible cowardice. We have left the choice to you. Will you choose a few extremely motivated men or a large number of poor quality troops? It’s your choice.

Whilst translating everything into game terms, and while trying to differentiate between the armies after consulting dozens of books and military manuals, we have decided to include a special rule that best represents Italian tactics: the *counter-charge*. If used correctly it is extremely effective. Historically speaking we feel we have done our best to recreate the nature of our army. You decide.

But what about the enemy? After six years of playtesting, the English army has been shown to be the most versatile and – with the rule that allows them to substitute three cards – one of the most deadly. Andrew, my English opponent and close friend, has limited my flights of fantasy in an effort to maintain a balanced and well rounded game. Contrary to popular trends, the latest army published is not the most powerful, and I can assure you that Axis players will not find the Italian army to be the *ultimate army*. The invincible army does not exist – at least not in this game. The points system leaves the game very balanced. In the Appendix we have added rules for weather and new terrain that reflect the African theatre. Now it’s up to you. Have fun.

## **Acknowledgements:**

We would like to thank Fabio Moroni and Massimo Galimberti for their kind assistance. Special thanks also go to Justin Tonna.

# SPECIAL RULES FOR THE ITALIAN ARMY

## Order Cards for Italian Armies

The Italian player has a basic hand of 5 cards + 1 for each *un-panicked* unit he has on the table.

## Italian Army Initiative

When playing cards to decide the Initiative, if the result is tied for two successive cards then the Italian player must draw the third and any consecutive cards directly from the deck rather than from his hand. He continues to draw cards this way until one player wins the initiative. This reflects the fact that, historically, the Italian army's stance tended to be more defensive than aggressive.

## New characteristic: *Counter-Charge*

Units of the Folgore were famous for their ability to lie hidden in ambush, emerging from their positions in a last-second counter-attack. In game terms, units with this *characteristic* may use a lower priority *Assault Order* to *interrupt* an enemy's *Assault Order*. You can interrupt your opponent at any time, even during movement. Using this method you can allow an enemy to approach as close as you dare and then charge forward catching him at point blank range. Remember that in order to use this characteristic your unit must be the target of an enemy *Assault* whose declared destination must be within 15cm of your unit. When using this characteristic you must attack the enemy unit that is assaulting your unit, and you can not use the order to move further away from the enemy, you can only move closer. A version of these tactics was used by armoured units and so this characteristic can also apply to vehicles. Unlike Infantry units, with vehicles it is sufficient to be the declared target to *counter-charge*. If this seems strange, read the battle reports of the Ariete Division to see how realistic this rule is. Due to the quality of the weapons and enemy vehicle armour thicknesses, this method was often the only way to achieve penetrating shots on enemy vehicles. Using this characteristic is optional for the unit, they are not forced to use it.

## Ghost Guns:

This rule has been introduced to simulate the confusion regarding the actual presence of the 47mm anti-tank guns. When preparing the army list you can sacrifice 200 points to roll on the following table. This roll is made after all units are deployed, including those with the *infiltrators* characteristic.

- 1-6: The guns are not present or have no ammunition.
- 7-8: One gun was not returned and can now be assigned to an infantry unit of your choice. The unit become the crew.
- 9-10: Two guns were not returned and one gun can be assigned to each of two different infantry units of your choice. The units become the crew.

## Moschetto Automatico Beretta 38A/42

The model 38A/42 was produced from 1942 onwards. All armies, from 1943 (inclusive) onwards substitute the Moschetto Automatico Beretta 38/A with the 38A/42 and no extra cost.

## Pazzaglia grenades

These grenades were as famous for the anti-tank capabilities as they were for killing the troops who used them. When a model with Pazzaglia grenades assaults an armoured vehicle follow the normal procedure, but the model is killed on a roll of 1, 2 or 3 (it exploded in his hands). Do not consider the burst area for hit with these grenades, the grenades have been placed between the tracks or in the engine compartment. Missed shots do not deviate, but explode without causing any damage.

# SPECIAL RULES FOR THE BRITISH ARMY

To differentiate between all the possible armies in this campaign you can acquire ONE of the following characteristics. Note that some characteristics can only be acquired by a specific type of unit (infantry, vehicles, artillery, etc.), whilst others are more generic. Refer to the specific rules as indicated.

## New Characteristics

### **Royal Guard (Infantry, Artillery):**

The highest ranked leader in your HQ is replaced by a model armed with a Webley Mk.IV pistol and a unit mascot (represented by a riding crop, a Bulldog, a standard, etc.). Whilst this leader is on the table, even if he is *Pinned!*, all units in the platoon (including the HQ) can re-roll one of the following tests once per turn: a Panic Test, a single roll to hit, or a single damage roll. Infantry units must be within 30cm of the HQ to take advantage of this characteristic. If the leader holding the mascot is dead you can not re-roll.

Artillery batteries stemming from a Royal Guard platoon must also acquire this characteristic. In this case the highest ranked leader in the artillery battery must have a unit mascot. Whilst this leader is on the table, even if *Pinned!*, all the guns in the platoon (including the HQ) can re-roll one of the following tests once per turn: a Panic Test, a single roll to hit, or a single damage roll. The guns must be within 30cm of the HQ to take advantage of this characteristic. If the leader holding the mascot is dead you can not re-roll.

Medium tank platoons taken as an option must become Royal Guard.

### **Royal Guard (Vehicles):**

This characteristic can also be bought for Medium Tank platoons. In this case one tank must become an HQ tank that bears a distinguishing standard, a symbol or emblem that is recognizable. Until the HQ tank is destroyed, abandoned or the leader is killed, all vehicles in the platoon may re-roll one of the following tests once per turn: a Panic Test, a single to-hit roll or a single roll for damage. All vehicles in the platoon must be within 50cm of the HQ to benefit from this characteristic.

Infantry platoons taken as options must also become Royal Guard.

### **Scottish (Infantry):**

Substitute an infantryman from the HQ with a model equipped with bagpipes. As long as this model is on the table, even if *Pinned!*, all units in the platoon (including the HQ) have a Training of 3+ but infantry squads must remain within 30cm of the HQ. If the bagpipe-equipped model is killed then the Training returns to 4+.

### **Irish (Infantry):**

All units in the platoon gain a +1 bonus in *close combat*.

### **Australian (Infantry):**

The Training of all units in the platoon becomes 3+. You can not purchase the Medium Tank Platoon or Long Range Desert & SAS options. You can purchase the Infantry Support Tank Platoon option for only 1 option.

### **Ghurkhas (Infantry):**

All units in the platoon are considered to be armed with Kukris (equivalent to a bayonet) and gain the *Trained with the bayonet* characteristic. You cannot purchase the Medium Tank Platoon, Light Tank Platoon, Long Range Desert & SAS, Motorised Engineer Platoon or Infantry Support Tank Platoon options.

### **Indians (Infantry, Armoured cars):**

You can not purchase the Medium Tank Platoon, Light Tank Platoon, Long Range Desert & SAS, Motorised Engineer Platoon or Infantry Support Tank Platoon options. When purchasing the Armoured Car Platoon option you can take a variety of up to three vehicles in the platoon. Indian units may also re-roll a failed Panic Test once per turn.

## NEW EQUIPMENT

### **Grenade N°74, “Sticky Bomb”:**

This is a block of C-4 coated in a sticky substance. In game terms consider the Sticky Bomb as a magnetic mine. Zimmerit has no effect against this type of weapon.

# AFRICAN TERRAIN

The desert terrain in which the conflict took place has some unique characteristics.

The baking sun, the near-total absence of vegetation, the torrid heat, sand that penetrates every piece of machinery and dust columns stirred up by moving vehicles required the creation of some new rules to reflect their effects in the game. The following is an analysis of the new types of terrain:

## **Hammadi:**

This term reflects the typical rocky terrain of North Africa, characterized by small to medium-sized stones. In game terms all wheeled vehicles, when entering, exiting or moving within this terrain, consider it as *Slow+Driving Skill Test*, whilst half-tracked or tracked vehicles consider this as *Slow*. Vehicles with 6/8 wheels or those with the *Low pressure tyres* characteristic consider the Hammadi as *Slow*. If you use burst weapons (with explosive shells) against infantry in this terrain add +1 to the damage roll due to the fragments of stone that fly in all directions.

## **Sand Dunes:**

This term encompasses all typical desert terrain. In game terms when entering, exiting or moving within this terrain, wheeled vehicles consider this as *-5+Driving Skill Test*, whilst half-tracked or tracked vehicles consider this as *Driving Skill Test*. Vehicles with 6/8 wheels or those with the *Low pressure tyres* characteristic consider sand dunes as *Driving Skill Test*. Infantry units treat sand dunes as *-5* for movement. Infantry units in partial cover from the crest of a sand dune are considered to be in medium cover.

## **Wadi:**

This word signifies a *dry riverbed*. Due to the difficult nature of the terrain it can only be accessed at designated *entry points*. All wheeled vehicles consider the *entry point* to be *-5 + Driving Skill Test*, whilst half-tracked and tracked vehicles consider them as *Driving Skill Test*. Vehicles with 6/8 wheels or those with the *Low pressure tyres* characteristic consider the entry point as *Driving Skill Test*. Infantry units treat the *entry point* as normal terrain and can access the Wadi from any other point with a *-5* penalty on their movement. Infantry units in partial cover from the banks of a wadi are considered to be in medium cover.

## **Oasis:**

This terrain type reflects a pool of water with surrounding vegetation and palm trees. In game terms the area is considered to be an *area of cover*, but *line of sight* extends 10cm inside, rather than the usual 5cm. Units inside an oasis gain a +1 to Training. Nobody wants to leave an oasis voluntarily...

## SPECIAL RULES FOR DESERT SCENARIOS

After this quick review of the types of African terrain, we can now turn to other aspects that can influence your game.

### Desert Sand:

Moving vehicles stirred up huge columns of sand that made them easily visible. However, identifying the type of vehicle that was moving was extremely difficult, even with binoculars. To avoid any misunderstandings we would like to underline that even if the vehicle is stationary it is not easy to aim at it; models moving in *sand dunes* or *desert terrain*, for *awareness* purposes, are considered to be in cover.

- ☞ A moving vehicle in the open will be spotted at 150cm, but because of the swirling sand columns it may only be shot at within 100cm. Here you will note that the *awareness* distance does not change if the vehicle is *stationary* (and therefore clearly visible) or in *movement* (in the dust-cloud).

In daylight turns remember to apply the awareness modifications as detailed in the rules for *torrid heat*.

Infantry models that are following vehicles *on foot* and are *temporarily attached* are considered to be in cover for *awareness* purposes if they are in the vehicle's rear arc and are within 10cm.

### Vehicle Decoys:

The Italians, and later all armies, used bunches of shrubs dragged behind cars and trucks to generate dust to simulate the movement of armoured units. In game terms you can sacrifice 10% of the points value of your army (e.g. 300 points for an army of 3,000 points) to use the *vehicle decoys* rule. Write down the name of each vehicle (except motorbikes) that is in your army on small pieces of paper, and prior to deployment place one under each vehicle to show what it really represents. In this way your opponent will not know what each model actually is.

- ☞ Your army contains a Jeep and a Medium tank. Prepare two notes and place one under each vehicle. This way your opponent cannot tell simply by looking at your models where your vehicles really are, and may think he's about to face a jeep when in reality the vehicle is a tank!

Deploy as normal. Armies using the *vehicle decoys* rule may keep the note under each vehicle secret as long as they do not move the vehicle more than 18cm. The note must be revealed when you enter an enemy unit's *awareness*, or when you fire with the vehicle. Once a vehicle is revealed it can move and function normally. Once revealed it cannot become a *decoy* again. If a *decoy* unit is fired upon using a *Suppression Fire* order then it must also be revealed.

### Torrid Heat / Mirages:

The extreme daylight temperatures in the desert create illusions and confuse the senses. At the start of each turn roll 3d10. The total is deducted from all *awareness* distances for that turn. Leave the dice on the table to remind you of the result.

- ☞ At the start of the turn you rolled the dice; a 5, 8 and 10 for a total of 23cm. This turn you will be aware of a moving/stationary vehicle at 77cm ( $100-23=77$ ) rather than the usual 100cm.

This rule does not apply at night.

### **Bombardments on minefields, barbed wire and anti-tank obstacles.**

When the burst template of an indirect shot by a 105mm gun (or bigger) is centred on one of the defensive works above and covers more than half of it, roll 1d10 on the table below. If using indirect fire to target defensive works then the base number to hit is a 7. For *awareness* purposes the defensive works count as immobile vehicles in the open. We are aware that this is a generalisation but it represents the fact that in order to be effective the shot had to have exact co-ordinates.

### **Defensive Works Bombardment Effects Table**

- 1-2: NE. The explosion has no effect.
- 3-5: The defensive work is removed if it is a steel anti-tank obstacle or barbed wire.
- 6-7: The defensive work is removed if it is a steel anti-tank obstacle, a cement anti-tank obstacle or barbed wire.
- 7-8: The defensive work is removed if it is a steel anti-tank obstacle, a cement anti-tank obstacle, barbed wire or an anti-personnel minefield.
- 9-10: Remove the defensive work regardless of its type.

### **Modifiers to the defensive work bombardment effects table:**

- If the firing calibre is between 110mm and 155mm: +1 to the roll
- If the firing calibre is between 156mm and 200mm: +2 to the roll
- If the firing calibre is between 201mm and 320 mm: +3 to the roll

## **FORTIFICATIONS**

Apart from sandbagged positions, in Hammadi it is possible to build a particular type of position: the Sangar.

**Sangar:** this term defines dry walls constructed with variously shaped stones. Since the walls use natural materials the Sangar is automatically considered to have *ambush camouflage*. Whilst a unit occupies this fortification and does not fire, it is considered to be *stationary infantry in cover* for *awareness* purposes. Once the unit has fired it is treated as a *vehicle in cover* and the effects of its order (stationary, fired, moved) apply. Due to the nature of this position, if a burst weapon is used against infantry with HE shells in a Sangar then apply a +1 modifier on the Damage table.

If a vehicle crosses a Sangar then make another *Driving Test*. Once passed, remove the Sangar. Motorbikes consider this terrain *impassable*.

### **Sangar Trenches for infantry**

Cover: Medium.

Modifier that applies to direct fire shots: -1

Base number to hit the open area with indirect fire: 9

Characteristics: *Open position, ambush camouflage.*

Note: Burst weapons that target infantry models inside a Sangar trench apply a +1 on the Damage table.

Sangar trenches for infantry: 20 x 4 cm: 50 points.

### **Sangar Position for infantry, artillery, mortars and anti-aircraft**

Cover: Medium.

Modifier that applies to direct fire shots: -1

Base number to hit the open area with indirect fire: 9

Characteristics: *Open position, ambush camouflage.*

Note: Burst weapons that target infantry models inside a Sangar trench apply a +1 on the Damage table.

Sangar Position for infantry, artillery, mortars and anti-aircraft 10 x 8 cm: 50 points.

## WEATHER

At the start of each turn both players roll 1d10. If the values are the same then a sand storm blows over the battlefield.

### Sand Storm

While a sand storm is blowing over the battlefield reduce all *awareness* distances to *night time* values if playing during the day. If you are playing a nighttime scenario then there are no additional penalties. Infantry models reduce their movement by -5cm, whilst closed vehicles reduce their movement values by -10 cm, and open-topped vehicles by -15cm. Closed vehicles may expose their commander or other crew-member, but only if they succeed in rolling equal to or higher than their Training value on 1d10. The sand storm lasts for the rest of the game, do not roll again. In a scenario that lasts longer than 6 turns the players can begin rolling 1d10 each again after the first six turns, and when the values are the same the sand storm stops.

## BUILDINGS

### Mud buildings

Most African buildings are built with clay. This makes them perfect for living in as they reflect the high temperatures, but they offer little protection to troops. Models inside one of these buildings count as being in light cover rather than medium.

If you are using the optional rule for Demolishing buildings and roofs, apply an additional bonus of +2 to the dice roll due to the fragile nature of the construction.

If you use the *Crashing into Buildings* rule, apply a +1 bonus to the Crashing into Buildings Table due to the fragile nature of the construction.

## GAME TERRAIN

If you are not playing a tournament game or a historical scenario, you'll need a quick system to generate terrain and to choose a scenario.

Divide the table in to 40cm x 40cm squares (a standard size table will give you 12 squares). Roll 1d10 for each square and consult the table below. Take note of each die roll as some results require a re-roll with some terrains. Once you have decided the terrain elements you'll use then place them one at a time in the order they were rolled for. Any free areas are considered normal *desert*. Some terrain elements may indicate an objective for a scenario. If this is not the case then play the scenario called **"The Breakthrough"**.

## TERRAIN GENERATION TABLE

- 1-2 Desert Terrain. No specific rules. This is bare, compact terrain that favours movement and does not contain obstacles.
- 3 Hill. This is a medium sized hill (around 20cm x 20cm). If more than one *Hill* is in the same area then they become a single, larger, terrain element. If two hills are in two adjacent areas you can join them to make a single hill.
- 4 Oasis. There can only be one *Oasis* on the battlefield. Any identical result must be re-rolled. The *oasis* is always the scenario objective. The *Oasis* must be placed across the two central areas. If you have already rolled a *Village* or *Ammunition Depot* then you cannot have an *Oasis*. Re-roll.
- 5 Wadi. See specific rules. Any identical roll must be re-rolled. A *Wadi* must be placed at the middle of the battlefield and must cross it, either horizontally or vertically. If you have already rolled an *Oasis*, *Village*, or *Ammunition Depot*, then the *Wadi* can be placed anywhere, but it must always cross the battlefield either horizontally or vertically.  
Each 60cm of *Wadi* must have an entry-point that allows access to the riverbed from both sides.
- 6 Road. Most battles took place on the main communications routes. Abandoning roads to move inland was often an irresponsible choice. This element is a road that crosses the battlefield either horizontally or vertically. If you roll more than one *Road* join them to make a crossroads. You cannot have more than two roads on the table. If you roll another road then re-roll. Roads can cross other scenery elements; if you use the road then do not apply the other scenery modifiers and do not apply the *Desert Sand* rule.
- 7 Ammunition Depot. There cannot be more than one *Ammunition Depot* on the table. If you get another one then re-roll. If there is an *Oasis* you cannot have an *Ammunition Depot*; re-roll. The defender must place the *Depot* on his long side of the table at least 30cm from the edge and at least 50cm from the table sides. The objective of the scenario will be to capture the *Depot*. This is an attack/defence scenario. If you have already rolled for a *Village* then place it in the deployment area and put the *Depot* inside one building on the ground floor. If there is no *Village* then place a Sangar position to hold the *Ammunition Depot*. The *Ammunition Depot* scenario has priority over the *Village* scenario.
- 8 Village. Use 4 houses and build a little village around 40cm x 40cm in size. There cannot be more than 2 villages on the battlefield. If you roll a third then re-roll.  
If there is a *Road* then the village will be around the *Road* that must be placed in the middle of the table and go horizontally across the table. Houses normally have one floor with a flat roof. If there are two villages make them into a single town measuring around 40cm x 80cm. Some buildings can have two floors.  
If there is an *Ammunition Depot* then the *Village* is placed in the Defender's central areas. The *Ammunition Depot* scenario has precedence. See point 7.  
If you already have an *Oasis* you cannot have a *Village*. Re-roll.
- 9 Sand dunes. See specific rules. If more than one *Sand dune* is rolled for then place them next to each other.
- 10 Hammadi. See specific rules. If more than one *Hammadi* is rolled for then place them next to each other.

## **SCENARIOS**

# The Ammunition Depot

*You have discovered an enemy Ammunition Depot. Your goal is to take it, whatever the cost.*

Date: **1940-1942**

Place: **North Africa**

Table Size: **160cm x 120cm**

Duration: **6 turns**

## **Horizontal deployment:**

Attacker: Within 30cm of the Northern edge

Defender: Within 30cm of the Southern edge

## **Available forces:**

Attacker: 3,000 points, max. 8 units; 1 *Infantry metal detector* to be given to one unit; 1 set of *Wirecutters* to be given to one unit of your choice.

Defender: 2,000 points, max. 5 units; 3 WAIT Actions (see *Waffen Korps* on how to use them). You also get 12 *Anti-personnel minefields*, 6 *Anti-tank minefields* and 18 *Barbed wire sections*. If there is not a *Village* the defender also has 5 camouflaged *Sandbag positions*.

Note: If the battlefield upon which the sandbag positions are located is in a Hammadi then you must make them into Sangars. The positions can only be placed in the defender's deployment area. Place all the positions, even if empty. The minefield and barbed wire can be placed up to 50cm from the defender's table edge. The minefields are visible but you need not say whether they are anti-personnel or anti-tank. Use a small piece of paper under each minefield to remember what sort it is. When a unit tries to cross a minefield the defender must show the enemy what sort it is. You can overlap minefields as normal as long as all are noted down.

## **Special rules:**

As well as choosing which army they want to play with the players must also decide if they want to be the Attacker or the Defender. If they can't agree roll a dice... the player that rolls highest can choose both the army and the role. Before deployment place an *Ammunition Depot* (minimum 25cm from long edge, 50cm from the sides); you could use a group of boxes on a 20mm base to represent it. If there are buildings in the deployment area you can place the *Ammunition Depot* on the ground floor of a house as long as the distances above are respected. If there are no buildings use a camouflaged sandbag infantry position and respect the distances above.

To control the *Ammunition Depot* infantry units must have at least 5 un-panicked models inside the position (or building) of which at least one must be next to the *Ammunition Depot* base without enemy infantry models inside the position (or building) or enemy armoured vehicles (not troop-carriers) within 10cm of the *Ammunition Depot*.

To control the *Ammunition Depot* with armoured vehicles (not troop-carriers) they must be within 10cm of the *Ammunition Depot* without enemy infantry inside the position (or building) or an enemy vehicle (not troop-carriers) within 10cm of the *Ammunition Depot*. Panicked models and destroyed or abandoned vehicles do not count.

If the *Ammunition Depot* is caught in an explosion during the game then roll on the Damage Table as if it were Infantry and apply all modifiers. If you get a "KIA" result then the *Ammunition Depot* explodes with an (A5) burst area; use the *Small Arms Damage Table* for models caught in the explosion, after which remove the *Ammunition Depot*. The game is a draw.

In the first turn use night-time awareness. Day breaks on the second turn.

## **Victory conditions after 6 turns**

Allies/Axis: After 6 turns the player that controls the *Ammunition Depot* has won the game.

## The Oasis

*Water is of fundamental importance in the desert. So capture that Oasis!*

Date: **1940-1942**

Place: **North Africa**

Table Size: **160cm x 120cm**

Duration: **6 turns**

### **Horizontal deployment:**

Player A: Within 30cm of the Northern edge

Player B: Within 30cm of the Southern edge

### **Available forces:**

Player A: 3,000 points, max. 8 units.

Player B: 3,000 points, max. 8 units.

### **Special rules:**

Before deployment place the *Oasis* overlapping the two central areas of the table. Show an area around 40cm x 30cm inside which there will be a pool around 10cm wide (impassable for all).

To control the *Oasis* infantry units must have at least 5 un-panicked models inside the perimeter without enemy infantry models in contact or enemy armoured vehicles (not troop-carriers) within 5cm of the *Oasis* edge.

To control the *Oasis* with armoured vehicles (not troop-carriers) they must be within 5cm of the edge without 5 enemy infantry inside the perimeter or an enemy vehicle (not troop-carrier) within 5cm of the edge. Panicked models and destroyed or abandoned vehicles do not count.

In the first turn use night-time awareness. On the second turn roll 1d10: 6-10 the sun rises, use daytime awareness. If the sun has not risen then from the third turn onwards roll 1d10 but add an extra +1 each turn (third turn +1, fourth turn +2, etc).

### **Victory conditions after 6 turns**

Allies/Axis: After 6 turns the player that controls the *Oasis* has won the game.

## The Village

*The enemy is trying to move their troops into town, and you must regain control immediately. The objective is to take the buildings at all costs.*

Date: **1940-1942**

Place: **North Africa**

Table Size: **160cm x 120cm**

Duration: **6 turns**

### **Horizontal deployment:**

Player A: Within 30cm of the Northern edge

Player B: Within 30cm of the Southern edge

### **Available forces:**

Player A: 3,000 points, max. 8 units.

Player B: 3,000 points, max. 8 units.

### **Special rules:**

Before deployment place the *Village* one building at a time overlapping the two central areas of the table. Show an area around 40cm x 40cm inside which you place the buildings, connecting them with secondary roads. If there are two *Villages* you can extend the area to cover both central areas (80cm x 40cm). To control a house you must have more than double the number of enemy models inside it. Armoured vehicles (not troop-carriers) that are within 5cm from the house are considered to be inside; each crewmember counts double (i.e. a Sherman with full crew of 5 men counts as 10).

Panicked models and destroyed or abandoned vehicles do not count..

In the first turn use night-time awareness. On the second turn roll 1d10: 6-10 the sun rises, use daytime awareness. If the sun has not risen then from the third turn onwards roll 1d10 but add an extra +1 each turn (third turn +1, fourth turn +2, etc).

### **Victory conditions after 6 turns**

Allies/Axis: The player that has the most houses in the central area wins. If the players own the same number of houses it is a draw.

# The Breakthrough

*Both sides are testing the enemy lines to find a gap and, at the same time, defend their own lines.*

Date: **1940-1942**

Place: **North Africa**

Table Size: **160cm x 120cm**

Duration: **6 turns**

## **Horizontal deployment:**

Player A: Within 30cm of the Northern edge

Player B: Within 30cm of the Southern edge

## **Available forces:**

Players A and B: 3,000 points, max. 8 units. They also have 4 *Camouflaged Sandbag positions*; 6 *Anti-personnel Minefields*; 3 *Anti-tank Minefields*; 9 *Barbed Wire Sections*, 1 *Infantry Metal detector* that can be given to a unit of your choice; 1 set of *Wirecutters* to be given to one unit of your choice.

The minefield and barbed wire can be placed up to 50cm from the table edge. The minefields are visible but you need not say whether they are anti-personnel or anti-tank. Use a small piece of paper under each minefield to remember the sort it is. When a unit tries to cross a minefield the defender must show the enemy what sort it is. You can overlap minefields as normal as long as all details are noted down.

Note: If the battlefield upon which the sandbag positions are located is in a Hammadi then you must make them into Sangars.

## **Special rules:**

Before deployment place 4 sandbag positions in each player's deployment zone (one per area). To control a position you must have more than double the number of enemy models inside it. Armoured vehicles (not troop-carriers) that are within 5cm of the position are considered to be inside; each crewmember counts double (i.e. a Sherman with full crew of 5 men counts as 10). Panicked models and destroyed or abandoned vehicles do not count.

As mentioned in the *Terrain Table*, a tank that moves over a position will remove it.

In the first turn use night-time awareness. On the second turn roll 1d10: 6-10 the sun rises, use daytime awareness. If the sun has not risen then from the third turn onwards roll 1d10 but add an extra +1 each turn (third turn +1, fourth turn +2, etc).

## **Victory conditions after 6 turns**

Allies/Axis: The player that occupies the most positions is the winner, but at least one must be in the enemy deployment area. If the players own the same number of positions, or do not own any positions in enemy territory, then it is a draw.

## **GERMAN ARMY**

## THE GERMAN ARMY: A PREMISE

Until 1942 the Germans thought themselves invincible. They took setbacks as preludes to a victorious counter-attack.

The German army until the end of 1942 MUST buy the characteristic: *Invincible*. From 1943 it is optional. From 1944 they lose this ability entirely.

### **Invincible (1940-1942)**

When choosing an *Invincible* army you must sacrifice part of your points to allow all of your units to gain the benefits of the characteristic: *Invincible*.

*Invincible* units may re-roll a failed Test once per turn. They can also use any *Movement* Order as if it were an *Assault* Order keeping the priority number that is printed on the card.

In order for an army to take advantage of this characteristic it must sacrifice a number of points based on the value of the army. For every 500 points in the total value of the army, 80 points must be sacrificed. Note that all vehicles and infantry gain this characteristic when it is selected.

- An army of 500 points must sacrifice 80 points to become *Invincible* (420 points available to purchase units).
- An army of 3,500 points must sacrifice 560 points to become *Invincible* (2,940 points available to purchase units).

# MEDIUM TANK PLATOON (STANDARD)

Consisting of one of the following choices:

- 1-5 Panzer III (only one unit per army; 1941-1943)
- 1-5 Panzer IV (only one unit per army; African Front 1942-1943)

Training: 3+

## 1-5 Sdkfz 141 Panzer III Ausf G,H (Medium tank)

**POINTS: 590 each (RP: 1)**

Main weapon (turret): KwK38 50mm medium gun (L42) with *coaxial* Mg34 light machine-gun.

Secondary weapon (lower hull): Mg34 light machine-gun with *support*.

Crew: 4 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, machine-gunner/radio operator, gunner, assistant, driver.

Characteristics: *Light armour, radio operator, weapon support.*

Variants:

- *Ambush camouflage* can be added for +30 points.
- One tank per platoon can become an HQ adding a *long-range radio* and replacing the sergeant with a lieutenant for +30 points.
- You can replace the *light armour* with *soft skin* for +70 points each (Ausf J).
- You can replace the KwK38 50mm medium gun (L42) with a *long barrelled* KwK39 50mm medium gun (L60) for +50 points each (Sdkfz 141/1 Panzer III Ausf J).
- You can replace the KwK38 50mm medium gun (L42) with a *short barrelled* KwK07 75mm medium gun (L24) and replace the *light armour* with *soft skin* for + 120 points each (1942-1943, Sdkfz 141/2 Ausf N).
- An Mg34 light machine-gun with *anti-aircraft support* can be added for +70 points. Secondary weapon (upper hatch). Additional duty for commander: Anti-aircraft machine-gunner (*exposed*).
- *Vehicle smoke* can be added for +50 points (optional rule).

## 1-5 Sdkfz 161 Panzer IV Ausf F (Medium tank)

**POINTS: 710 each (RP: 1)**

Main weapon (turret): KwK37 75mm medium gun (L24) with *coaxial* Mg34 light machine-gun.

Secondary weapon (hull): Mg34 light machine-gun with *support*.

Crew: 4 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, machine-gunner/radio operator, gunner, assistant, driver.

Characteristics: *Coaxial weapon, soft skin, short barrel (main weapon), radio operator, weapon support.*

Variants:

- *Ambush camouflage* can be added for +30 points.
- One tank per platoon can become an HQ adding a *long-range radio* and replacing the sergeant with a lieutenant for +30 points.
- An Mg34 light machine-gun with *anti-aircraft support* can be added for +70 points. Secondary weapon (upper hatch). Additional duty for commander: Anti-aircraft machine-gunner (*exposed*).
- A *lateral smoke launcher* can be added for +80 points (optional rule).
- You can replace the KwK37 medium gun with a *long barrelled* KwK40 75mm medium gun (L48) and add *medium armour* for +200 points (Sdkfz 161/2 Ausf G, 1942-1943. Sdkfz 161/2 Ausf H, 1943-1945).
- You can replace the KwK37 medium gun with a *long barrelled* KwK40 75mm medium gun (L43) for +100 points (Sdkfz 161/1 Ausf F2, 1942-1943).

## Options for the MEDIUM TANK PLATOON

For each complete tank platoon (1 HQ + 4 tanks) you can buy up to 10 options. For each tank purchased you can buy up to 2 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

# HEAVY TANK PLATOON (STANDARD)

Consisting of 1-4 Sdkfz 181 Tiger Sdkfz 181 (1942-1943)

Training: 2+

## 1-4 Sdkfz 181 Tiger Tanks (Heavy tank)

POINTS: 1,470 each (RP: 1)

Main weapon (turret): KwK36 88mm heavy gun (L56) with *coaxial* Mg34 light machine-gun.

Secondary weapon (lower hull): Mg34 light machine-gun with *support*.

Crew: 4 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, machine-gunner/radio operator, gunner, assistant, driver.

Characteristics: *Coaxial weapon, long barrel* (main weapon), *heavy armour, radio operator, weapon support, slow turret, bogs down easily.*

### Variants:

- *Ambush camouflage* can be added for +30 points.
- One tank per platoon can become an HQ adding a *long-range radio* replacing the sergeant with a lieutenant for +30 points.
- An Mg34 light machine-gun with *anti-aircraft support* can be added for +70 points. Secondary weapon (upper hatch). Additional duty for commander: Anti-aircraft machine-gunner (*exposed*).

## Options for the HEAVY TANK PLATOON

For each complete tank platoon (1 HQ + 3 tanks) you can buy up to 12 options. For each tank purchased you can buy up to 3 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

## Options for the MEDIUM TANK PLATOON and the HEAVY TANK PLATOON

- Armoured Recon Platoon (max 2).
- Assault Gun Platoon (max 1, counts as 2 options).
- Fallshirmjäger Platoon.
- Grenadier Platoon.
- Heavy Tank Platoon (counts as 2 options).
- Light Tank Platoon (max 1, counts as 2 options).
- Medium Tank Platoon (counts as 2 options).
- Motorised Anti-Aircraft Section (max 1).
- Motorised Artillery Battery (max 2, counts as 2 options).
- Motorised Mortar Platoon (max 1, counts as 2 options).
- Recon Platoon (max 2).
- Rocket-launcher Battery (max 1, counts as 2 options).
- Tank Company Headquarters (max 1, counts as 3 options).
- Tank Destroyer Platoon (max 1, counts as 2 options).

# FALLSCHIRMJÄGER PLATOON (STANDARD)

**Comprising: 0-1 Fallschirmjäger Command Group, 2-3 Fallschirmjäger Squads, 0-1 Radio Sections, 0-1 Jäger Sections (1942-1943)**

**Training: 3+**

## **0-1 Fallschirmjäger Command Group (Headquarters)**

**POINTS: 140 (RP: 3)**

1 lieutenant (leader) armed with an MP40 sub machine-gun.  
1 second lieutenant (leader) armed with an MP40 sub machine-gun.  
2 fallschirmjäger armed with Kar98k rifles.  
2 fallschirmjäger armed with Kar98k rifles (runners).  
1 fallschirmjäger armed with Kar98k rifle and a PzB39 anti-tank rifle.  
All fallschirmjäger are armed with Walther P38 Sauer pistols, bayonet and StG39 grenades.  
Characteristics: *Trained with the bayonet.*

## **2-3 Fallschirmjäger Squads**

**POINTS: 210 each (RP: 3)**

1 sergeant (leader) armed with an MP40 sub machine-gun.  
1 corporal (leader) armed with an MP40 sub machine-gun.  
9 fallschirmjägers armed with Kar98k rifles.  
1 fallschirmjäger armed with an Mg34 light machine-gun.  
All fallschirmjäger are armed with Walther P38 Sauer pistols, bayonet and StG39 grenades.  
Characteristics: *Trained with the bayonet.*

## **0-1 Radio Section**

**POINTS: 30 (RP: 1)**

1 fallschirmjäger armed with an MP40 sub machine-gun.  
1 fallschirmjäger armed with a Kar98k rifle or MP40 sub machine-gun (radio operator).  
All fallschirmjäger are armed with bayonet and StG39 grenades.  
Characteristics: *Trained with the bayonet.*  
Note: This section is a *compact group* with the HQ.

## **0-1 Jäger Sections**

**POINTS: 60 (RP: 1)**

1 fallschirmjäger armed with an MP40 sub machine-gun.  
1 fallschirmjäger armed with a Walther P38 pistol Sauer and a PzB39 anti-tank rifle.  
All fallschirmjäger are armed with bayonet and StG39 grenades.  
Characteristics: *Tank hunters, trained with the bayonet.*

### Variants:

- All the Mg34 light machine-guns can be replaced by Mg42 for +10 points.
- One fallschirmjäger per platoon can replace his Kar98k rifle with a PzB39 anti-tank rifle for +20 points. In this case the man and another man from the squad can create an *independent unit* (RP: 1).
- One fallschirmjäger per platoon can replace his Kar98k rifle with a light flamethrower for +50 points.
- Up to three fallschirmjäger per squad can have *magnetic mines* for +10 each.
- All fallschirmjäger can replace their Kar98k rifles with MP40 sub machine-guns at no cost.
- One fallschirmjäger per squad can add *satchel charges* for +50 points each.
- Up to two fallschirmjäger squads can buy a \*Krupp or \*Opel Blitz truck for +30 points each.
- The Fallschirmjäger squads and the HQ can become *tank hunters* for +30 points each.

### **Options for the Fallschirmjäger Platoon**

For each complete Fallschirmjäger Platoon (1 HQ + 3 squads) you can take up to 4 of the following options. If you buy the HQ + 2 squads you get 2 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

#### **Options**

- Anti-Aircraft Section (max 1).
- Anti-Tank Platoon (max 1, counts as 2 options).
- Artillery battery (max 1, counts as 2 options).
- Assault Gun Platoon (max 1, counts as 2 options).
- Engineer platoon (max 1 per army).
- Heavy Tank Platoon (max 1, counts as 2 options).
- Light Tank Platoon (max 1, counts as 2 options).
- Machine-gun Platoon (max 1, counts as 2 options).
- Medium Tank Platoon (max 1, counts as 2 options).
- Mortar Platoon (max 1, counts as 2 options).
- Motorbike Pathfinders Section (max 1).
- Fallschirmjäger Platoon.
- Recon Platoon (max 2).
- Sniper Section (max 1).

# GRENADIER PLATOON (STANDARD)

**Comprising:** 0-1 Grenadier Command Group, 2-4 Grenadier Squads, 0-1 Mortar Squad (1941-1943)

**Training:** 3+

## 0-1 Grenadier Command Group (Headquarters)

**POINTS: 120 (RP: 2)**

- 1 lieutenant (leader) armed with an MP40 sub machine-gun and a Luger pistol.
- 2 grenadiers armed with Kar98k rifles.
- 1 grenadier armed with a Kar98k rifle and a PzB39 anti-tank rifle.
- 2 grenadiers armed with Kar98k rifles (runners).
- All models are equipped with StG39 grenades.

## 2-4 Grenadier Squads

**POINTS: 180 each (RP: 3)**

- 1 sergeant (leader) armed with an MP40 sub machine-gun.
- 1 corporal (leader) armed with an MP40 sub machine-gun.
- 1 grenadier armed with a Walther P38 pistol and an Mg34 light machine-gun.
- 7 grenadiers armed with Kar98k rifles.
- All models are equipped with StG39 grenades.

## 0-1 Mortar Squad

**POINTS: 100 each (RP: 1)**

- 1 grenadier armed with a Walther P38 pistol and a Granatwerfer 36 50mm light mortar.
- 2 grenadiers armed with Kar98k rifles.
- All models are equipped with StG39 grenades.

Characteristics: *Only indirect fire* (minimum range 20cm).

### Variants:

- All the Mg34 light machine-guns can be replaced by Mg42 for +10 points.
- One man per platoon can replace his weapon with a Walther P38 pistol and a PzB39 anti-tank rifle for +20 points. In this case the man and another man from the squad can create an *independent unit* (RP: 1).
- A *tripod* can be added to the Mg34 or 42 machine-guns for +40 points each.
- Up to 2 Grenadier Squads can buy a \*Krupp or Opel Blitz truck for +30 points each.
- One man per squad can have *Handgranate* 43 for +20 points each.
- The Grenadier Squads and the HQ can become *tank hunters* for +30 points each.

### **Options for the Grenadier Platoon**

For each full Grenadier platoon (1 Grenadier HQ + 4 Grenadier squads) you can buy 5 of the following options. If you buy just the HQ + 2 squads you get 2 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

#### **Grenadier Options**

- Anti-Aircraft Section (max 1).
- Anti-Tank Platoon (max 1, counts as 2 options).
- Armoured Recon Platoon (max 2).
- Artillery Battery (max 1, counts as 2 options).
- Assault Gun Platoon (max 1, counts as 2 options).
- Engineer Platoon (max 1).
- Grenadier Platoon.
- Heavy Tank Platoon (max 1, counts as 2 options).
- Light Tank Platoon (max 1, counts as 2 options).
- Machine-gun Platoon (max 1, counts as 2 options).
- Medium Tank Platoon (max 1, counts as 2 options).
- Mortar Platoon (max 1, counts as 2 options).
- Motorbike Pathfinders Section (max 1).
- Motorised Artillery Battery (max 2, counts as 2 options).
- Recon Platoon (max 2).
- Rocket-Launcher Battery (max 1, counts as 2 options).
- Sniper Section (max 1).
- Tank Destroyer Platoon (max 1, counts as 2 options)

# PANZERGRENADIER PLATOON (STANDARD)

**Consisting of: 0-1 Panzergrenadier Command Group, 2-3 Panzergrenadier Squads, 0-1 Sdkfz 251/10 (1941-1943)**

**Training: 3+**

## **0-1 Panzergrenadier Command Group (Headquarters)**

**POINTS: 140 (RP: 3)**

1 lieutenant (leader) armed with an MP40 sub machine-gun and a Luger pistol.

1 second lieutenant (leader) armed with an MP40 sub machine-gun.

1 panzergrenadier armed with a Walther P38 pistol and a PzB39 anti-tank rifle.

2 panzergrenadier armed with Kar98k rifles (runners).

All models are equipped with StG39 grenades.

Note: the unit is onboard a Krupp truck or an Opel Blitz (cost already included).

## **2-3 Panzergrenadier Squads**

**POINTS: 280 each (RP: 4)**

1 sergeant (leader) armed with an MP40 sub machine-gun.

1 corporal (leader) armed with an MP40 sub machine-gun.

2 panzergrenadiers armed with a Walther P38 pistol and an Mg34 light machine-gun.

7 panzergrenadiers armed with Kar98k rifles.

All models are equipped with StG39 grenades.

Note: the unit is onboard a Krupp truck or an Opel Blitz (cost already included).

## **0-1 Radio Sections**

**POINTS: 30 (RP: 1)**

1 panzergrenadier armed with an MP40 sub machine-gun.

1 panzergrenadier armed with a Kar98k rifle or an MP40 sub machine-gun (radio operator).

All models are equipped with bayonets and StG39 grenades.

Characteristics: *Trained with the bayonet.*

Note: You can only buy this if the rest of the platoon is loaded onto \*Krupp or \*Opel Blitz Truck; the unit is a *compact group* with the HQ.

## Variants:

- All the Mg34 light machine-guns can be replaced with Mg42 for +10 points each (1942-1943).
- A *tripod* can be added for Mg34 light machine-guns or Mg42 for +40 points each.
- The \*Krupp or Opel Blitz trucks can be replaced with \*251/1 Half-tracks for +120 points.
- The command group can replace the 251/1 Half-track with a 250/3 Half-track with a *long-range radio* for +10 points.
- Units onboard an 251/1 can detach 2 men to create an *independent unit* with the Half-track (RP: 1). Duties: Driver, machine-gunner (exposed). This must be announced at the start of the game.
- Up to 2 men per Panzergrenadier Squad can have *Handgranate 43* for +20 points each.
- The Panzergrenadier Squads and the HQ can become *tank hunters* for +30 points each.
- One man per platoon may replace the Kar98k rifles with a PzB39 anti-tank rifle for +20 points. In this case the man and another man from the squad can create an *independent unit* (RP: 1).

### **0-1 Sdkfz 251/10 or 250/10 (Half-track, Headquarters, 1941)**

**POINTS: 300 (RP: 1)**

Main weapon (upper hull): PaK35/36 37mm light gun (L45).

Secondary weapon: None.

Crew: 4 men and 1 lieutenant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, assistant, gunner, driver/radio operator.

Characteristics: *Hull mounted weapon, long barrel (main weapon), radio operator, assault half-track, weapon support, open-topped vehicle.*

Note: you can only purchase this if the whole platoon is mounted on \*Half-track.

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- An Mg34 light machine-gun with *anti-aircraft support* can be added for +70 points. Secondary weapon (upper hull, rear). Additional duty: Anti-aircraft machine-gunner (*exposed*).

### **Options for the PANZERGRENADIER PLATOON**

For each complete Panzergrenadier platoon (1HQ + 3 squads) you can take up to 4 of the following options. If you buy the HQ + 2 squads, you get 2 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

#### **Options**

- Anti-tank Platoon (max 1, counts as 2 options).
- Armoured Recon Platoon (max 2).
- Assault Gun Platoon (max 1, counts as 2 options).
- Engineer platoon (max 1)
- Heavy Tank Platoon (max 1, counts as 2 options).
- Light Tank Platoon (max 1, counts as 2 options).
- Medium Tank Platoon (max 1, counts as 2 options).
- Motorbike Pathfinders Section (max 1).
- Motorised Anti-Aircraft Section (max 1).
- Motorised Artillery Battery (max 2, counts as 2 options).
- Motorised Mortar Platoon (max 1).
- Panzergrenadier Platoon.
- Recon Platoon (max 2).
- Rocket-launcher Battery (max 1, counts as 2 options).
- Sniper Section (max 1).
- Tank Destroyer Platoon (max 1, counts as 2 options).

# OPTIONS – GERMAN ARMY

## ANTI-AIRCRAFT SECTION (1941-1943)

Consisting of one of the following choices:

- 1-3 Flak 36
- 1-3 Flak 38

Training: 3+

### 1-3 Flak 36 (Artillery)

**POINTS: 510 each (RP: 3)**

1 sergeant (leader) armed with an MP40 sub machine-gun  
1 man armed with a Walther P38 pistol and Flak 36 88mm heavy gun  
1 man armed with a Walther P38 pistol  
3 men armed with Kar98k rifles  
All men are equipped with StG39 grenades

Characteristics: *Long barrel, anti-aircraft, shield, gun crew.*

#### Variants:

- An Sdkfz 7 can be added to each Flak36 as *towing and transport vehicle* for +50 points each.

### 1-3 Flak 38 (Artillery)

**POINTS: 200 each (RP: 3)**

1 sergeant (leader) armed with an MP40 sub machine-gun  
1 man armed with a Walther P38 pistol and Flak 38 20 mm light gun (L112)  
2 men armed with Walther P38 pistols  
All men are equipped with StG39 grenades

Characteristics: *Long barrel (main weapon), rapid fire, shield, gun crew, anti-aircraft.*

#### Variants:

- The single-barrelled Flak38 can be replaced by a quad version for +600 points.
- An Sdkfz 7 can be added to each Flak38 as *towing and transport vehicle* for +50 points each.
- An Opel Blitz truck can be added to each Flak38 as *towing and transport vehicle* for +30 points each.

## ANTI-TANK PLATOON (1941-1943)

Consisting of:

- 1-3 Jäger Sections
- 1-3 Pak 36

Training: 3+

### 1-3 Jäger Sections

**POINTS: 50 (RP: 1)**

1 man armed with an MP40 sub machine-gun.  
1 man armed with a Walther P38 pistol Sauer and a PzB39 anti-tank rifle.  
All men have bayonets and StG39 grenades.

Characteristics: *Tank hunters.*

#### Variants:

- If they stem from Fallschirmjäger they must buy the characteristic: *Trained with the bayonet* and buy a bayonet for +10 points.

- If you buy more than one Jäger sections you can gather them into a *compact group* for +20 points.

### **1-3 Pak36 Anti-tank gun (Artillery)**

**POINTS: 200 each (RP: 2)**

1 sergeant (leader) armed with an MP40 sub machine-gun.  
 1 man armed with a Walther P38 pistol and a Pak 36 37mm light gun.  
 2 men armed with Kar98k rifles.  
 1 man armed with a Walther P38 pistol.  
 All men have StG39 grenades.

Characteristics: *Long barrel (gun), shield, gun crew.*

#### Variants:

- An Sdkfz10 can be added as *towing and transport vehicle* to each Pak36 for +50 points each; compulsory for units bought as options by the Panzergrenadier.
- If they stem from Fallschirmjäger they must buy the characteristic: *Trained with the bayonet* and buy a bayonet for +10 points.
- One man per platoon can become *radio operator* for +10 points.
- You can replace the Pak36 light gun with a Pak38 50mm *long barrelled* light gun for +50 points.
- You can replace the Pak36 37mm light gun with a Pak40 75mm *long barrelled* medium gun for +150 points. (1942-1943).
- You can buy 1-3 *improved shells* for the Pak36, Pak38 and Pak40 for +50 points each.

## **ARMoured RECON PLATOON (1943)**

**Consisting of: 1-3 Sdkfz 233**

**Training: 3+**

### **1-3 Sdkfz 233 (Armoured Car, 8-wheel)**

**POINTS: 360 (RP: 1)**

Main weapon (upper hull): StuK37 75mm medium gun (L24) with coaxial Mg42 light machine gun on support.  
 Crew: 2 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.  
 Duties: Commander/assistant, gunner, driver/radio operator.

Characteristics: *Highly manoeuvrable, hull mounted weapon, coaxial weapon, short barrel (main weapon), radio operator, open-topped vehicle.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.

## **ARTILLERY BATTERY (1941-1943)**

**Consisting of one of the following choices:**

- **0-1 Sdkfz 250/5 Observation Post (OP), 1-6 IG18 Howitzers**
- **0-1 Sdkfz 121 Panzer II OP, 1-3 sIG33**
- **0-1 Kübelwagen OP or Sdkfz 250/3 OP, 1-6 leFH18 Howitzers**
- **0-1 Kübelwagen OP, 1-6 GebG36 Howitzers**

**Training: 3+**

### **0-1 Sdkfz 250/5 OP or Sdkfz 250/3 OP (Half-track)**

**POINTS: 250 (RP: 1)**

Main weapon (upper hull): Mg34 light machine-gun on *support*.  
 Crew: 3 men and 1 lieutenant (leader), all armed with MP40 sub machine-guns.  
 Duties: Commander/machine-gunner, radio operator, driver, troops.

Characteristics: *Radio operator, long-range radio, weapon support, open-topped vehicle.*

Note: Counts as HQ for indirect fire from its own battery.

### **0-1 Sdkfz 121 Panzer II Command Tank (Headquarters, Light tank)**

**POINTS: 450 (RP: 1)**

Main weapon (turret): KwK30 20mm light gun with coaxial Mg34 light machine-gun.

Secondary weapon (lower hull): None.

Crew: 2 men and 1 lieutenant (leader), all armed with MP40 sub machine-guns.

Duties: Commander/machine-gunner, radio operator, driver.

Characteristics: *Light armour, soft skin, radio operator, long-range radio, weapon support, long barrel and rapid fire (main weapon).*

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- You can remove the *light armour* for + 50 points.
- You can remove the 20mm light gun and the characteristics *long barrel and rapid fire* for –200 points.

### **0-1 Kübelwagen OP (Car)**

**POINTS: 110 (RP: 1)**

Main weapon: None.

Crew: 2 men (runners) and 1 sergeant (driver), all armed with MP40 sub machine-guns and StG39 grenades.

Duties: Driver, troops, radio operator.

Characteristics: *Low profile, open-topped vehicle.*

Note: Counts as HQ for indirect fire from its own battery.

#### Variants:

- An Mg34 light machine-gun with support can be added for +70 points. Main weapon (fixed position). Additional duty: Machine-gunner (exposed).
- A *long-range radio* can be added for +10 points.

### **1-3 GebG36 Howitzers (Artillery)**

**POINTS: 150 each (RP: 3)**

1 sergeant (leader) armed with MP40 sub machine-gun.

1 man armed with a Walther P38 Sauer pistol and a GebG36 75mm medium gun (howitzer).

2 men armed with MP40 sub machine-guns.

1 man armed with a Kar98k rifle.

All fallschirmjäger have StG39 grenades.

Characteristics: *Indirect fire (minimum range 100cm), gun crew, howitzer, trained with the bayonet.*

#### Variants:

- An \*SdKfz 10 can be added to each gun as *towing and transport vehicle* for +50 points each.
- A \*Krupp truck can be added as *towing and transport vehicle* to each gun for +30 points each.
- One man per battery can become a *radio operator* for +10 points.

### **1-6 IG18 Howitzers (Artillery)**

**POINTS: 120 each (RP: 2)**

1 sergeant (leader) armed with a Walther P38 pistol.

1 man armed with a Walther P38 pistol and an IG18 75mm medium gun (howitzer).

2 men armed with Walther P38 pistols.

All men have StG39 grenades.

Characteristics: *Indirect fire (minimum range 100cm), howitzer, shield, gun crew.*

#### Variants:

- Either an \*SdKfz 11 or \*SdKfz 7 can be added to each howitzer as *towing and transport vehicle* for +50 points each.
- One man per battery can become a *radio operator* for +10 points.

### **1-6 leFH18 Howitzers (Artillery)**

**POINTS: 320 (RP: 3)**

1 sergeant (leader) armed with a Walther P38 pistol.

1 man armed with a Walther P38 pistol and an leFH18 105mm heavy gun (howitzer).

2 men armed with Walther P38 pistols.

2 men armed with Kar98k rifles.

All men have StG39 grenades.

Characteristics: *Indirect fire* (minimum range 100cm), *ignores cover (L)*, *howitzer*, *shield*, *gun crew*.

Variants:

- Either an \*SdKfz 11 or \*SdKfz 7 can be added to each howitzer as *towing and transport vehicle* for +50 points each.
- One man per battery can become a *radio operator* for +10 points.

### **1-3 sIG 33 (Artillery)**

**POINTS: 520 (RP: 3)**

1 sergeant (leader) armed with a Walther P38 pistol.

1 man armed with a Walther P38 pistol and sIG33 150mm heavy gun (howitzer).

2 men armed with Walther P38 pistols.

2 men armed with Kar98k rifles.

All men have StG39 grenades.

Characteristics: *Indirect fire* (minimum range 100cm), *ignores cover (L)*, *howitzer*, *shield*, *gun crew*.

Variants:

- Either an \*SdKfz 11 or \*SdKfz 7 can be added to each howitzer as *towing and transport vehicle* for +50 points each
- One man per battery can become a *radio operator* for +10 points.
- A \*Krupp truck can be added as *towing and transport vehicle* to each gun for +30 points each.

## **ASSAULT GUN PLATOON (1942-1943)**

**Consisting of one of the following choices:**

- **1-2 Sdkfz 142 Stug Ausf D**

**Training: 3+**

### **1-4 Sdkfz 142 Stug Auf D (Medium tank)**

**POINTS: 540 each (RP: 1)**

Main weapon (lower hull): Stuk 37 75mm medium gun (L24).

Secondary weapon: None.

Crew: 3 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, gunner, assistant, driver/radio operator.

Characteristics: *Hull mounted weapon*, *low profile*, *soft skin*, *short barrel (main weapon)*, *radio operator*, *self-propelled gun (assault)*, *weapon support*.

Note: Max. 2 per army.

Variants:

- *Ambush camouflage* can be added for +30 points.

## ENGINEER PLATOON (1941-1943)

**Consisting of:** 0-1 Engineer Command Group, 1-3 Engineer Squads

**Training:** 3+

### 0-1 Engineer Command Group (Headquarters)

**POINTS: 100 (RP: 3)**

1 lieutenant (leader) armed with an MP40 sub machine-gun and a Luger pistol.

1 second lieutenant (leader) armed with an MP40 sub machine-gun.

2 men armed with MP40 sub machine-guns.

2 men armed with Kar 98K rifles (runners).

All models are equipped with StG39 grenades.

### 1-3 Engineer Squads

**POINTS: 100 each (RP: 3)**

1 sergeant (leader) armed with an MP40 sub machine-gun.

1 corporal (leader) armed with an MP40 sub machine-gun.

6 men armed with MP40 sub machine-guns.

All models are equipped with StG39 grenades.

#### Variants:

- Up to 3 men per Engineer Squad can add *satchel charges* to their equipment for +50 points each.
- Up to 3 men per squad can add *Handgranate 43* to their equipment for +20 points each.
- Up to 2 men per squad can replace their MP40 sub machine-gun with a light flamethrower for +50 points each.
- You can buy an \*Opel Blitz truck for each Engineer Squad (including the HQ) as *transport vehicle* for +30 points.
- You can buy a \*Sdkfz 251/7 Half-track (1941) for each Engineer Squad (including the HQ) as *transport vehicle* for +150 points. If the Platoon stems from Panzergrenadiers then you *must* buy \*Sdkfz 251/7 for each Engineer Squad including the HQ.
- If they stem from Fallschirmjäger they must buy the characteristic *trained with the bayonet*, and buy a bayonet for +10 points.
- Up to 3 men per squad can add *magnetic mines* to their equipment for +10 each.
- One man per squad may replace his MP40 sub machine-gun with a Mg34 machine gun for +70 points each.

## LIGHT TANK PLATOON

**Consisting of one of the following choices:**

- 1-4 Sdkfz 101 Panzer I (1941-1942)
- 1-4 Sdkfz 121 Panzer II (1941-1943)

**Training:** 3+

### 1-4 Sdkfz 101 Panzer I (Light Tank)

**POINTS: 310 (RP: 1)**

Main weapon (turret): Twin coaxial Mg34 light machine gun.

Secondary weapon: None.

Crew: 1 man and 1 sergeant (leader), both armed with MP40 sub machine-guns.

Duties: Commander/machine-gunner, radio operator/driver.

Characteristics: *Light armour, soft skin, radio operator, weapon support.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.

### **1-4 Sdkfz 121 Panzer II (Light Tank)**

**POINTS: 420 (RP: 1)**

Main weapon (turret): KwK30 20mm light gun with coaxial Mg34 light machine-gun.

Secondary weapon: None.

Crew: 2 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander/machine-gunner, radio operator, driver.

Characteristics: *Coaxial weapon, light armour, soft skin, radio operator, weapon support, long barrel and rapid fire (main weapon).*

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- You can remove the *light armour* for + 50 points.

## **MACHINE-GUN PLATOON (1941-1943)**

**Consisting of: 0-1 Machine-gun Command group, 2-4 Machine-gun sections**

**Training: 3+**

### **0-1 Machine-gun Command Group (Headquarters)**

**POINTS: 70 (RP: 2)**

1 lieutenant (leader) armed with an MP40 sub machine-gun.

2 men armed with Kar98k rifles (runners).

All men are equipped with StG39 grenades.

#### Variants:

- A Command Group stemming from Fallschirmjäger must buy bayonets and the characteristic: *Trained with the bayonet* for +10 points.
- A Command Group stemming from Panzergrenadiers must buy Training: 3+ for +20 points.

### **2-4 Machine-gun sections**

**POINTS: 160 each (RP: 2)**

1 corporal (leader) armed with an MP40 sub machine-gun.

1 man armed with a Walther P38 pistol and an Mg34 medium machine-gun on *tripod*.

2 men armed with Kar98k rifles.

All men are equipped with StG39 grenades.

Characteristics: *Tripod.*

#### Variants:

- The Mg34 can be replaced with an Mg42 for +10 points (1942-1943).
- Sections stemming from Fallschirmjäger must buy a bayonet and the characteristic: *Trained with the bayonet* for +10 points.
- You can attach 2 Machine-gun sections into a *compact group* at no additional cost.

# MORTAR PLATOON (1941-1943)

**Consisting of:** 0-1 Mortar Command Group, 2-6 Mortar Squads

**Training:** 3+

## 0-1 Mortar Command Group (Headquarters)

**POINTS: 80 (RP: 2)**

1 lieutenant (leader) armed with an MP40 sub machine-gun.

1 man armed with a Kar98k rifle (runner).

1 man armed with a Kar98k rifle (radio operator).

All men are equipped with StG39 grenades.

Characteristics: *Radio operator.*

### Variants:

- An HQ stemming from the Fallschirmjäger must buy bayonets and the characteristic: *Trained with the bayonet* for +10 points.
- You can buy a \*Kettenkrad as *transport vehicle* for +20 points.
- You can buy a \*Kübelwagen with *long-range radio* as *transport vehicle* for +50 points.

## 2-6 Mortar Squads

**POINTS: 130 each (RP: 2)**

1 corporal (leader) armed with an MP40 sub machine-gun.

1 man armed with a Walther P38 pistol and GrW36 50mm light mortar.

1 man armed with a Walther P38 pistol.

3 men armed with Kar98k rifles.

All men are equipped with StG39 grenades.

Characteristics: Only *indirect fire* (minimum range 30cm).

### Variants:

- Mortar Squads stemming from Fallschirmjäger must buy bayonets and the characteristic: *Trained with the bayonet* for +10 points.
- An \*Opel Blitz truck can be added as *transport vehicle* for each Mortar Squad for +30 points.
- One man every 2 Mortar Squads can become a radio operator for +10 points.
- You can attach up to 2 Mortar Squads to make a *compact group* at no extra cost.
- You can replace the GrW36 50mm light mortars with GrW34 81mm medium mortars for +50 points each (1941-1943).

# MOTORBIKE PATHFINDERS SECTION (1941-1943)

**Consisting of:** 0-5 BMW Motorbike, 0-3 BMW Sidecar

**Training:** 3+

## 0-5 BMW Motorbike (Motorbike)

**POINTS: 50 each (RP: 1)**

Main weapon: None.

Duties: Driver, Crew.

Crew:

1 man armed with an MP40 sub machine-gun (driver).

1 man armed with a Kar98k rifle.

Characteristics: *Low profile, open-topped vehicle.*

### Variants:

- Motorbikes stemming from Fallschirmjäger must buy bayonets and the characteristic: *Trained with the bayonet* for +10 points.

### **0-3 BMW Sidecar (Motorbike)**

**POINTS: 120 each (RP: 1)**

Main weapon (fixed position): Mg34 light machine-gun with support.

Duties: Driver, machine-gunner.

Crew:

1 man armed with an MP40 sub machine-gun (driver).

1 man armed with a Kar98k rifle (machine-gunner).

Characteristics: *Low profile, open-topped vehicle, weapon support.*

#### Variants:

- Sidecars stemming from Fallschirmjäger must buy bayonets and the characteristic: *Trained with the bayonet* for +10 points.

## **MOTORISED ANTI-AIRCRAFT SECTION (1941-1943)**

**Consisting of: 1-3 Sdkfz 10/4**

**Training: 3+**

### **1-3 Sdkfz 10/4 (Truck)**

**POINTS: 330 each (RP: 1)**

Main weapon (fixed position): Flakvierling 38 20mm light gun (L112), *anti-aircraft*.

Crew: 6 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, 4 assistants, gunner, driver/radio operator.

Characteristics: *Long barrel (main weapon), anti-aircraft, radio operator, rapid fire, open-topped vehicle.*

Note: Moves like a half-track. Consider models on board to be in medium cover.

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- The single-barrelled Flak38 can be replaced by a quad version for +600 points.

## **MOTORISED ARTILLERY BATTERY**

**Consisting of one of the following choices:**

- **0-1Sdkfz 251/3 OP, 1-3 Sdkfz 138/1 Grille/Bison (1943)**
- **0-1 Kübelwagen OP or 0-1SdKfz 143 Panzer III (1943), 1-3 sFH13/1 (1942-1943)**
- **0-1 SdKfz 143 Panzer II, 1-3 sIG 33 Panzerkampfwagen II (1942-1943)**

**Training: 3+**

### **0-1 Sdkfz 250/5 OP or 250/3 OP (Half-track)**

**POINTS: 250 (RP: 1)**

Main weapon (upper hull): Mg34 light machine-gun on *support*.

Crew: 3 men and 1 lieutenant (leader), all armed with MP40 sub machine-guns.

Duties: Commander/machine-gunner, radio operator, driver, troops.

Characteristics: *Radio operator, long-range radio, weapon support, open-topped vehicle.*

Note: Counts as HQ for indirect fire from its own battery.

### **0-1 Sdkfz 121 Panzer II Command Tank (Headquarters, Light tank)**

**POINTS: 450 (RP: 1)**

Main weapon (turret): KwK30 20mm light gun with coaxial Mg34 light machine-gun.

Secondary weapon (lower hull): None.

Crew: 2 men and 1 lieutenant (leader), all armed with MP40 sub machine-guns.

Duties: Commander/machine-gunner, radio operator, driver.

Operation: World War Two – Afrika!

Characteristics: *Light armour, soft skin, radio operator, long-range radio, weapon support, long barrel, rapid fire (main weapon).*

Variants:

- *Ambush camouflage* can be added for +30 points.
- You can remove the *light armour* for + 50 points.
- You can remove the 20mm light gun and the characteristics *long barrel* and *rapid fire* for –200 points.

**0-1 Sdkfz 143 Panzer III Command Tank (Headquarters, Medium tank)**

**POINTS: 380 (RP: 1)**

Main weapon (turret): Dummy gun with Mg34 light machine-gun on support.

Secondary weapon (lower hull): None.

Crew: 4 men and 1 lieutenant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, machine-gunner, 2 radio operators, driver.

Characteristics: *Light armour, radio operator, long-range radio, weapon support.*

Variants:

- *Ambush camouflage* can be added for +30 points.

**1-3 Sdkfz 138/1 Grille/Bison (Light Tank)**

**POINTS: 630 each (RP: 1)**

Main weapon (upper hull): sIG33 150mm heavy gun (howitzer).

Secondary weapon (upper hull): Mg34 light machine-gun with *anti-aircraft* support.

Crew: 3 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander/machine-gunner (exposed), radio operator/assistant, gunner, driver.

Characteristics: *Hull mounted weapon, soft skin, anti-aircraft, light armour, indirect fire (minimum range 100cm), ignores cover (L), howitzer, radio operator, weapon support, slow vehicle, open-topped vehicle.*

Variants:

- *Ambush camouflage* can be added for +30 points.

**1-3 sFH13/1 Lorraine Schlepper (Light Tank)**

**POINTS: 560 each (RP: 1)**

Main weapon (upper hull): sIG33 150mm heavy gun (howitzer).

Secondary weapon: None.

Crew: 3 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander/machine-gunner (exposed), radio operator/assistant, gunner, driver.

Characteristics: *Hull mounted weapon, soft skin, light armour, indirect fire (minimum range 100cm), ignores cover (L), howitzer, radio operator, weapon support, slow vehicle, open-topped vehicle.*

Variants:

- *Ambush camouflage* can be added for +30 points.

**1-3 sIG 33 Panzerkampfwagen II (Light Tank)**

**POINTS: 670 each (RP: 1)**

Main weapon (lower hull): sIG33150mm heavy gun (howitzer).

Secondary weapon (lower hull): Mg34 light machine-gun with *anti-aircraft* support.

Crew: 3 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander/machine-gunner (exposed), gunner (exposed), assistant (exposed), driver/radio operator.

Characteristics: *Hull mounted weapon, low profile, soft skin, indirect fire (minimum range 100cm), ignores cover (L), howitzer, radio operator, weapon support, bogs down easily, open-topped vehicle.*

Note: If shot at from behind consider all crew as *exposed*.

Variants:

- *Ambush camouflage* can be added for +30 points.
- The howitzer can buy *smoke shells* for +50 points (optional rule).

## MOTORISED MORTAR PLATOON (1941-1943)

Consisting of: 0-1 Sdkfz 250/3 OP, 1-6 Sdkfz 251/2 or 250/7

Training: 3+

### 0-1 Sdkfz 250/3 OP (Half-track)

POINTS: 230 (RP: 1)

Main weapon (upper hull): Mg34 light machine-gun on *support*.

Crew: 3 men and 1 lieutenant (leader), all armed with MP40 sub machine-guns.

Duties: Commander/machine-gunner, radio operator, driver, troops.

Characteristics: *Radio operator, long-range radio, weapon support, open-topped vehicle.*

Note: Counts as HQ for indirect fire from it's own Platoon.

### 1-6 Sdkfz 251/2 (Half-track)

POINTS: 280 each (RP: 1)

Main weapon: GrW34 80mm medium mortar (can fire from the vehicle without unloading).

Secondary weapon: None.

Crew: 7 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, radio operator, driver, troops, mortar operator, 2 assistants.

Characteristics: *Indirect fire mortar (minimum range 30cm), radio operator, open-topped vehicle.*

#### Variants:

- An Mg34 light machine-gun with *anti-aircraft* support can be added for +70 points. Secondary weapon (upper rear hull). Additional duty for commander: Anti-aircraft machine-gunner (exposed).

### 1-6 Sdkfz 250/7 (Half-track)

POINTS: 260 each (RP: 1)

Main weapon: GrW34 80mm medium mortar (can fire from the vehicle without unloading).

Secondary weapon: None.

Crew: 4 men and 1 sergeant (leader), all armed with MP40 sub machine-guns

Duties: Commander, radio operator, driver, mortar operator, assistant.

Characteristics: *Indirect fire mortar (minimum range 30cm), radio operator, weapon support, open-topped vehicle.*

#### Variants:

- An Mg34 light machine-gun with *anti-aircraft* support can be added for +70 points. Secondary weapon (upper rear hull). Additional duty for commander: Anti-aircraft machine-gunner (exposed).

## RECON PLATOON (1941-1943)

Consisting of one of the following choices:

- 0-4 Kettenkrad, 0-2 Kübelwagen
- 0-2 Sdkfz 250/5
- 0-2 Sdkfz 260/261, 0-2 Sdkfz 263
- 0-3 Sdkfz 223, 0-3 Sdkfz 222, 0-1 Sdkfz 231
- 0-1 Sdkfz 232, 0-3 Sdkfz 231

Training: 3+

### 0-2 Kübelwagen (Car)

POINTS: 90 each (RP: 1)

Main weapon: None.

Crew: 2 men (runners) and 1 sergeant (driver), all armed with MP40 sub machine-guns and Stg39 grenades.

Duties: Driver, troops, radio operator.

Characteristics: *Low profile, radio operator, open-topped vehicle.*

Variants:

- One man per army can add a Panzerfaust to his equipment for +30 points.
- An Mg34 light machine-gun with support can be added for +70 points. Main weapon (fixed position). Additional duty: Machine-gunner (exposed).
- One Kübelwagen per Platoon can become an HQ by adding a *long-range radio* and replacing the sergeant with a lieutenant for +30 points.
- Kubelwagens stemming from Fallschirmjäger must buy bayonets and the characteristic: *Trained with the bayonet* for +10 points.

**0-4 Kettenkrad Sdkfz 2 (Motorbike)**

**POINTS: 70 each (RP: 1)**

Main weapon: None.

Crew:

1 man armed with an MP40 sub machine-gun and StG39 grenades (driver).

1 man armed with an MP40 sub machine-gun and StG39 grenades (runner).

Duties: Driver, troops.

Characteristics: *Low profile, open-topped vehicle.*

Note: Movement Slow: 25, Assault: 35, Fast: 45.

Variants:

- Kettenkrads stemming from Fallschirmjäger must buy bayonets and the characteristic: *Trained with the bayonet* for +10 points.

**0-2 Sdkfz 250/5 (Half-track)**

**POINTS: 240 each (RP: 1)**

Main weapon (upper hull): Mg34 light machine-gun on *support*.

Crew: 3 men and 1 lieutenant (leader), all armed with MP40 sub machine-guns.

Duties: Commander/machine-gunner, radio operator, driver, troops.

Characteristics: *Radio operator, long-range radio, weapon support, open-topped vehicle.*

Note: Counts as HQ for in direct fire from a battery, platoon or section that is identified at the start of the game.

Variants:

- *Ambush camouflage* can be added for +30 points.
- The Sdkfz 250/5 stemming from Fallschirmjäger must buy bayonets and the characteristic: *Trained with the bayonet* for +10 points.

**0-2 Sdkfz 260/261 (Armoured Car, 4-wheel, Headquarters)**

**POINTS: 150 each (RP: 1)**

Main weapon: None.

Crew: 3 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, driver, 2 radio operators.

Characteristics: *Light armour, radio operator, long-range radio, open-topped vehicle.*

Variants:

- *Ambush camouflage* can be added for +30 points.
- An upper screen can be fixed onto the Sdkfz 260/261 for +50 points. In this case you can no longer throw a grenade inside. Mortars and Howitzers can fire normally as the weight of the shell is enough to penetrate the screen.

**Sdkfz 263 (Armoured Car, 8-wheel, Headquarters)**

**POINTS: 290 each (RP: 1)**

Main weapon (upper hull): Mg34 light machine-gun with support.

Crew: 4 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, machine-gunner, driver, 2 radio operators.

Characteristics: *Highly manoeuvrable, hull mounted weapon, weapon support, radio operator, long-range radio.*

Variants:

- *Ambush camouflage* can be added for +30 points.

### **0-3 Sdkfz 222 (Armoured Car, 4-wheel)**

**POINTS: 370 each (RP: 1)**

Main weapon (turret): KwK30 20mm light gun (L55) with coaxial Mg34 light machine-gun on support.

Crew: 2 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander/assistant, gunner, driver/radio operator.

Characteristics: *Coaxial weapon, long barrel (main weapon), light armour, radio operator, weapon support, rapid fire, open-topped vehicle.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- An upper screen can be fixed onto the Sdkfz 222 for +50 points. In this case you can no longer throw a grenade inside. Mortars and Howitzers can fire normally as the weight of the shell is enough to penetrate the screen.

### **0-3 Sdkfz 223 (Armoured Car, 4-wheel)**

**POINTS: 210 (RP: 1)**

Main weapon (turret): Mg34 light machine-gun with support.

Crew: 2 men and 1 lieutenant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, machine-gunner, driver/radio operator.

Characteristics: *Light armour, radio operator, long-range radio, open-topped vehicle.*

Note: One SdKfz 223 per platoon counts as HQ for in direct fire from a battery, platoon or section that is identified at the start of the game.

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- An upper screen can be fixed onto the Sdkfz 223 for +50 points. In this case you can no longer throw a grenade inside. Mortars and Howitzers can fire normally as the weight of the shell is enough to penetrate the screen.

### **Sdkfz 231 (Armoured Car, 8-wheel)**

**POINTS: 460 each (RP: 1)**

Main weapon (turret): KwK38 20mm light gun (L55) with coaxial Mg34 light machine-gun.

Crew: 3 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, assistant, gunner/machine-gunner, driver/radio operator.

Characteristics: *Highly manoeuvrable, coaxial weapon, long barrel (main weapon), radio operator, weapon support, rapid fire.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.

### **Sdkfz 232 (Armoured Car, 8-wheel)**

**POINTS: 480 each (RP: 1)**

Main weapon (turret): KwK38 20mm light gun (L55) with coaxial Mg34 light machine-gun on support.

Crew: 3 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, assistant, gunner/machine-gunner, driver/radio operator.

Characteristics: *Highly manoeuvrable, coaxial weapon, long barrel (main weapon), radio operator, long-range radio, weapon support, rapid fire.*

Note: One SdKfz 232 per platoon counts as HQ for in direct fire from a battery, platoon or section that is identified at the start of the game.

#### Variants:

- *Ambush camouflage* can be added for +30 points.

# ROCKET-LAUNCHER BATTERY (1943)

Consisting of: 0-1 Kübelwagen OP or 0-1 SdKfz 143 Panzer II, 1-4 Nebelwerfer 41

Training: 3+

## 0-1 Kübelwagen OP (Car)

POINTS: 110 (RP: 1)

Main weapon: None.

Crew: 2 men (runners) and 1 sergeant (driver), all armed with MP40 sub machine-guns and StG39 grenades.

Duties: Driver, troops, radio operator.

Characteristics: *Low profile, open-topped vehicle.*

Note: Counts as HQ for indirect fire from its own battery.

### Variants:

- One man can add a Panzerfaust to his equipment for +30 points.
- An Mg34 light machine-gun with support can be added for +70 points. Main weapon (fixed position). Additional duty: Machine-gunner (exposed).
- A *long-range radio* can be added for +10 points.

## 0-1 Sdkfz 121 Panzer II Command Tank (Headquarters, Light Tank)

POINTS: 450 (RP: 1)

Main weapon (turret): KwK30 20mm light gun with coaxial Mg34 light machine-gun.

Secondary weapon (lower hull): None.

Crew: 2 men and 1 lieutenant (leader), all armed with MP40 sub machine-guns.

Duties: Commander/machine-gunner, radio operator, driver.

Characteristics: *Light armour, soft skin, radio operator, long-range radio, weapon support, long barrel and rapid fire (main weapon).*

### Variants:

- *Ambush camouflage* can be added for +30 points.
- You can remove the *light armour* for + 50 points.
- You can remove the 20mm light gun and the characteristics *long barrel* and *rapid fire* for –200 points.

## 1-4 Nebelwerfer 41 (Artillery)

POINTS: 400 (RP: 2)

1 sergeant (leader) armed with an MP40 sub machine-gun.

1 man armed with a Walther P38 pistol and a 210mm heavy rocket-launcher.

2 men armed with Kar98k rifles.

1 man armed with a Walther P38 pistol.

All men have StG39 grenades.

Characteristics: *Only indirect fire (minimum range 100cm), ignores cover (L), multiple rocket-launcher (3), gun crew.*

Note: The rocket-launcher only has one salvo and cannot be reloaded.

### Variants:

- Either an SdKfz 11 or SdKfz 7 can be added to each Nebelwerfer as *towing and transport vehicle* for +50 points each.
- An \*Opel Blitz truck can be added to each Nebelwerfer as *towing and transport vehicle* for +30 points each
- One man per battery can become a *radio operator* for +10 points.
- The Nebelwerfer can buy *smoke shells* for +50 points (optional rule).

## SNIPER SECTION (1941-1943)

Consisting of one of the following choices:

- 1-3 Sniper Squads
- 1-6 Lone Snipers

Training: 3+

### 1-3 Sniper Squads

**POINTS: 100 each (RP: 1)**

2 men armed with Kar98k rifles and StG39 grenades.

Characteristics: *Sniper team, sight, marksman, accurate shot.*

Note: These men are not subject to rules governing *Solitary models*.

### 1-6 Lone Snipers

**POINTS: 100 each (RP: 1)**

1 man armed with Kar98k rifles and StG39 grenades.

Characteristics: *Sniper, sight, marksman, accurate shot, infiltrator.*

Note: These men are not subject to rules governing *Solitary models*.

## TANK COMPANY HEADQUARTERS (1941-1943)

Consisting of one of the following choices:

- 0-2 Kübelwagen, 0-2 BMW Motorbike, 0-2 Sdkfz 141 Panzer III
- 0-2 Kübelwagen, 0-2 BMW Motorbike, 0-2 Sdkfz 161 Panzer IV

Training: 3+

### 0-2 Kübelwagen (Car, Headquarters)

**POINTS: 120 each (RP: 1)**

Main weapon: None.

Crew: 1 sergeant (leader) and 2 men (runners), all armed with MP40 sub machine-guns and StG39 grenades.

Duties: Driver, troops, radio operator.

Characteristics: *Low profile, radio operator, long-range radio, open-topped vehicle.*

#### Variants:

- An Mg34 light machine-gun with support can be added for +70 points. Main weapon (fixed position). Additional duty: Machine-gunner (exposed).

### 0-2 BMW Motorbike (Motorbike)

**POINTS: 50 each (RP: 1)**

Main weapon: None.

Crew:

1 man armed with an MP40 sub machine-gun.

1 man armed with a Kar98k rifle.

Duties: Driver, troops.

Characteristics: *Low profile, open-topped vehicle.*

### 0-2-Sdkfz 141 Panzer III Ausf G, H (Medium tank, Headquarters)

**POINTS: 620 each (RP: 1)**

Main weapon (turret): KwK38 50mm medium gun (L42) with coaxial Mg34 light machine-gun.

Secondary weapon (lower hull): Mg34 light machine-gun with support.

Crew: 4 men and 1 lieutenant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, machine-gunner/radio operator, gunner, assistant, driver.

Characteristics: *Light armour, radio operator, long-range radio, weapon support.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- You can replace the *light armour* with a *soft skin* for +70 points each (Ausf J).
- You can replace the KwK38 50mm (L42) medium gun with a *long barrelled* KwK39 50mm (L60) medium gun for +50 points each (Sdkfz 141/1 Panzer III Ausf J).
- You can replace the KwK38 50mm (L42) medium gun with a *short barrelled* KwK07 75mm (L24) medium gun and replace the *light armour* with a *soft skin* for +120 points each (1942-1943, Sdkfz 141/2 Ausf N).
- An Mg34 light machine-gun with anti-aircraft support can be added for +70 points. Secondary weapon (upper hatch). Additional duty for commander: Anti-aircraft machine-gunner (exposed).
- *Vehicle smoke* can be added for +50 points (optional rule).

#### **0-2 Sdkfz 161 Panzer IV Ausf F (Medium tank)**

**POINTS: 740 each (RP: 1)**

Main weapon (turret): KwK37 75mm medium gun (L24) with coaxial Mg34 light machine-gun.

Secondary weapon (hull): Mg34 light machine-gun with support.

Crew: 4 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, machine-gunner/radio operator, gunner, assistant, driver.

Characteristics: *Coaxial weapon, soft skin, short barrel (main weapon), radio operator, long-range radio, weapon support.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- An Mg34 light machine-gun with anti-aircraft support can be added for +70 points. Secondary weapon (upper hatch). Additional duty for commander: Anti-aircraft machine-gunner (exposed).
- A *lateral smoke launcher* can be added for +80 points (optional rule).
- You can replace the KwK37 medium gun with a *long barrelled* KwK40 75mm (L48) medium gun and add *medium armour* for +200 points (Sdkfz 161/2 Ausf G, 1942-1943. Sdkfz 161/2 Ausf H, 1943-1945).
- You can replace the KwK37 medium gun with a *long barrelled* KwK40 75mm (L43) medium gun for +100 points (Sdkfz 161/1 Ausf F2, 1942-1943).

## **TANK DESTROYER PLATOON**

Consisting of one of the following choices:

- **1-5 Sdkfz 139 Pz Jag 38 (t) (1942-1943)**
- **1-5 Sdkfz 138 Panzerkampfwagen 38 (t) (1943)**
- **1-5 Panzerkampfwagen I Ausf B (1941-1942)**
- **1-5 Sdkfz 138 Marder III Ausf M (1943)**
- **1-3 FK36 (r) Sdkfz 6 Diana (1942-1943, not available to Fallschirmjäger)**

Training: 3+

#### **1-5 Sdkfz 139 Pz Jag38 (t) (Light Tank)**

**POINTS: 540 each (RP: 1)**

Main weapon (upper hull): Pak 36 (r) 76.2mm medium gun (L51.5).

Secondary weapon (lower hull): Mg34 light machine gun *with support*.

Crew: 3 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, gunner, assistant/machine-gunner, driver/radio operator.

Characteristics: *Hull mounted weapon, soft skin, long barrel (main weapon), radio operator, self-propelled gun (assault), weapon support, open-topped vehicle.*

Note: If shot at from behind consider all crew as *exposed*.

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- You can buy 1-3 *improved shells* for +50 points each.

#### **1-5 Sdkfz 138 Panzerkampfwagen 38 (t) (Light Tank)**

**POINTS: 530 each (RP: 1)**

Main weapon (upper hull): Pak 40/3 (r) 75mm medium gun (L46).

Secondary weapon (lower hull): Mg34 light machine gun *with support*.

Crew: 3 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, gunner, assistant/machine-gunner, driver/radio operator.

Characteristics: *Hull mounted weapon, soft skin, long barrel (main weapon), radio operator, self-propelled gun (assault), slow vehicle, weapon support, open-topped vehicle.*

Note: If shot at from behind consider all crew as *exposed*.

Variants:

- *Ambush camouflage* can be added for +30 points.
- You can buy 1-3 *improved shells* for +50 points each.

**1-5 Panzerkampfwagen I Ausf B (Light Tank)**

**POINTS: 380 each (RP: 1)**

Main weapon (upper hull): Pak (t) 47mm medium gun (L43.4).

Secondary weapon: None.

Crew: 2 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander/assistant, gunner, driver/radio operator.

Characteristics: *Hull mounted weapon, soft skin, long barrel (main weapon), light armour, radio operator, self-propelled gun (assault), open-topped vehicle.*

Note: If shot at from behind consider all crew as *exposed*.

Variants:

- *Ambush camouflage* can be added for +30 points.
- You can buy 1-3 *improved shells* for +50 points each.

**1-5 Sdkfz 138 Marder III Ausf M (Light Tank)**

**POINTS: 490 each (RP: 1)**

Main weapon (upper hull): Pak 40/3 75mm medium gun (L46).

Secondary weapon (upper hull): Mg34 light machine gun *with support*.

Crew: 3 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, gunner, assistant/machine-gunner, driver/radio operator.

Characteristics: *Hull mounted weapon, soft skin, long barrel (main weapon), light armour, radio operator, self-propelled gun (assault), weapon support, open-topped vehicle.*

Variants:

- *Ambush camouflage* can be added for +30 points.
- You can buy 1-3 *improved shells* for +50 points each.

**1-3 FK36 (r) Sdkfz 6 Diana (Half-track)**

**POINTS: 400 each (RP: 1)**

Main weapon (upper hull): FK36 (r) 76.2mm medium gun.

Crew: 4 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, assistant, gunner, driver (exposed), radio operator (exposed).

Characteristics: *Hull mounted weapon, long barrel (main weapon), radio operator, open-topped vehicle.*

Note: Max. 3 per army.

Variants:

- *Ambush camouflage* can be added for +30 points.

## TOWING AND TRANSPORT VEHICLES

### **\*Opel Blitz Truck (Truck)**

Main weapon: None.

Crew: Transported unit.

Duties: Driver, troops.

Characteristics: *Troop carrier (13), open-topped vehicle.*

### **\*Kettenkrad Sdkfz 2 (Motorbike)**

Main weapon: None.

Crew: Transported unit.

Duties: Driver, troops.

Characteristics: *Low profile, troop carrier (3), open-topped vehicle.*

Note: Movement Slow: 25, Assault: 35, Fast: 45.

### **\*Sdkfz 250/3 (Half-track)**

Main weapon (upper hull): Mg34 light machine-gun with support.

Crew: Transported unit.

Duties: Machine-gunner (exposed), driver/radio operator, troops.

Characteristics: *Radio operator, long-range radio, weapon support, troop carrier (6), open-topped vehicle.*

### **\*Sdkfz 251/1 (Half-track)**

Main weapon (upper hull): Mg34 light machine-gun with support.

Crew: Transported unit.

Duties: Machine-gunner (exposed), driver/radio operator, troops.

Characteristics: *Anti-aircraft, radio operator, weapon support, troop carrier (12), open-topped vehicle.*

### **\*Sdkfz 251/7 (Half-track)**

Main weapon (upper hull): Mg34 light machine-gun on support.

Crew: Transported unit.

Duties: Machine-gunner (exposed), driver/radio operator, troops.

Characteristics: *Anti-aircraft, radio operator, weapon support, troop carrier (8), open-topped vehicle.*

### **\*Sdkfz 11 or \*Sdkfz 7 (Truck)**

Main weapon: None.

Crew: Transported unit.

Duties: Driver, troops.

Characteristics: *Troop carrier (see below), open-topped vehicle.*

Note: Moves like a half-track. Consider models on-board as being in medium cover and not light cover.

Note: The Sdkfz 7 is a *troop carrier* (12), while the Sdkfz 11 is a *troop carrier* (9)

**ITALIAN ARMY**  
**(19<sup>th</sup> February 1941 -12<sup>th</sup> May 1943)**

## MEDIUM TANK PLATOON (STANDARD)

Consisting of one of the following choices:

- 1-5 M11/39 Tanks (1941)
- 1-5 M13/40 - M14/41 Tanks (1941-1943)

Training: 3+

### 1-5 M11/39 (Medium Tank)

**POINTS: 330 (RP: 1)**

Main Weapon (lower hull): Vickers-Terni 37mm medium gun (L40).

Secondary weapon (turret): Twin Breda Mod.38 medium machine-guns with *support*.

Crew: 2 men and 1 sergeant (leader), all armed with Moschetto Automatico Beretta 38A sub machine-gun.

Duties: Commander/machine-gunner/assistant, gunner, driver.

Characteristics: *Hull mounted weapon, extra-light armour, weapon support, slow vehicle, soft skin, counter-charge, ronson.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- One tank per Platoon can become an HQ by adding a *long-range radio* and replacing the sergeant with a lieutenant for +30 points. Additional duty for the commander: radio operator.
- A Breda mod. 38 medium machine-gun with *anti-aircraft support* can be added to each tank for +60 points each. Secondary weapon (upper hatch). Additional duty for the commander: Anti-aircraft machine-gunner (*exposed*).
- *Sandbags* can be added to each tank for +30 points each.

### 1-5 M13/40 - M14/41 (Medium Tank)

**POINTS: 550 each (RP: 1)**

Main Weapon (turret): Ansaldo Mod. 39 47mm medium gun (L32) with a *coaxial* Breda Mod.38 medium machine-gun.

Secondary weapon (lower hull): Twin Breda Mod.38 medium machine-gun with *support*.

Crew: 3 men and 1 sergeant (leader), all armed with Moschetto Automatico Beretta 38A sub machine-guns.

Duties: Commander/assistant, machine-gunner/radio operator, gunner, driver.

Characteristics: *Coaxial weapon, light armour, soft skin, radio operator, weapon support, slow vehicle, counter-charge, ronson.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- One tank per Platoon can become an HQ by adding a *long-range radio* and replacing the sergeant with a lieutenant for +30 points. Additional duty for the commander: radio operator.
- A Breda mod. 38 medium machine-gun with *anti-aircraft support* can be added to each tank for +60 points each. Secondary weapon (upper hatch). Additional duty for the commander: Anti-aircraft machine-gunner (*exposed*).
- *Sandbags* can be added to each tank for +30 points each.

### **Options for the Medium Tank Platoon**

For each full Medium Tank platoon (1 HQ + 4 tanks) you can buy up to 10 of the following options. For each tank you buy you get 2 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

### **Options for the Medium Tank Platoon**

- Allied Tank Platoon (max 1, counts as 2 options).
- Armoured Car Platoon (max 2)
- Artillery Battery (max 1, counts as 2 options).
- Bersaglieri Platoon.
- Folgore Paratrooper Platoon.
- Infantry Platoon.
- Light Tank Platoon (counts as 2 options).
- Medium Tank Platoon (counts as 2 options).
- Motorcycle Bersaglieri Platoon (max 1)
- Motorised Anti-Aircraft Section (max 1)
- Motorised Bersaglieri Platoon (max 2).
- Motorised Recon Platoon (max 1, counts as 2 options).
- Self-Propelled Gun Platoon (max 1, counts as 2 options).

# BERSAGLIERI PLATOON (STANDARD)

Consisting of one of the following choices:

- 1-2 Bersaglieri Machine-gun Groups, 1-2 Bersaglieri Rifle Groups, 0-1 Bersaglieri Anti-tank Squad (1940-1943)
- 0-1 Bersaglieri Command Group, 2-3 Bersaglieri Squads, 0-1 Bersaglieri Anti-tank Squad (1941-1943)

Training: 4+

## 1-2 Bersaglieri Machine-gun Groups (Headquarters)

**POINTS: 210 each (RP: 3)**

1 lieutenant (leader) armed with a Beretta 34 pistol and SRCM M35 grenades.  
2 corporals (leader) armed with a Beretta 34 pistol and a Modello 30 Breda light machine-gun.  
7 Bersaglieri armed with Moschetto 91 per Cavalleria carbines.  
All models are equipped with a bayonet and SRCM M35 grenades.  
Characteristics: *Counter-charge, trained with the bayonet.*

## 1-2 Bersaglieri Rifle Groups

**POINTS: 130 each (RP: 3)**

1 sergeant (leader) armed with a Beretta 34 pistol and a Moschetto Automatico 38A Beretta sub machine-gun.  
9 Bersaglieri armed with Modello 1891 rifles.  
All models are equipped with a bayonet and SRCM M35 grenades.  
Characteristics: *Counter-charge, trained with the bayonet.*

## 0-1 Bersaglieri Command Group (Headquarters)

**POINTS: 160 (RP: 3)**

1 lieutenant (leader) armed with a Beretta 34 pistol.  
1 second lieutenant (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.  
1 corporal (leader) armed with a Beretta 34 pistol and a Modello 30 Breda light machine-gun.  
3 Bersaglieri armed with Moschetto 91 per Cavalleria carbines.  
2 Bersaglieri armed with Moschetto 91 per Cavalleria carbines (runners).  
All models are equipped with a bayonet and SRCM M35 grenades.  
Characteristics: *Counter-charge, trained with the bayonet.*

## 2-3 Bersaglieri Squads

**POINTS: 180 each (RP: 3)**

1 sergeant (leader) armed with a Beretta 34 pistol and a Moschetto Automatico 38A Beretta sub machine-gun.  
1 corporal (leader) armed with a Beretta 34 pistol and a Modello 30 Breda light machine-gun.  
8 Bersaglieri armed with Moschetto 91 per Cavalleria carbines.  
All models are equipped with a bayonet and SRCM M35 grenades.  
Characteristics: *Counter-charge, trained with the bayonet.*

## 0-1 Bersaglieri Anti-tank Squad

**POINTS: 70 (RP: 1)**

1 Bersagliere armed with a Moschetto Automatico 38A Beretta sub machine-gun and a Solothurn anti-tank rifle.  
1 Bersagliere armed with a Moschetto 91 per Cavalleria carbine.  
All models are equipped with a bayonet and SRCM M35 grenades.  
Characteristics: *Counter-charge, trained with the bayonet.*

### Variants:

- One model per Bersaglieri Platoon may substitute their Modello 1891 rifle with a Moschetto Automatico 38A Beretta sub machine-gun and a Solothurn anti-tank rifle for +30 points. In this case that model and another from the squad may form an *independent unit* (RP: 1).
- One of the Bersaglieri Squads or Rifle Groups, including the HQ, can become *tank hunters* for +30 points each.
- Up to 2 men per Bersaglieri Squad or Rifle Groups can be equipped with Molotov Cocktails for +30 points each.
- Up to 2 men per Bersaglieri Squad or Rifle Group can be equipped with Pazzaglia grenades for +10 points each.
- For each Bersaglieri Platoon you can buy up to 2 \*Dovunque SPA trucks for +30 points each.

### **Options for the Bersaglieri Platoon**

For each complete Bersaglieri Platoon (2 Rifle Groups + 2 Machine-gun Groups or 1 Command Group + 3 Squads) you can buy up to 4 of the following options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

#### **Options**

- Anti-Tank Platoon (max 1, counts as 2 options).
- Armoured Car Platoon (max 2).
- Artillery Battery (max 1, counts as 2 options).
- Bersaglieri Platoon.
- Engineer Platoon (max 1, counts as 2 options).
- Light Tank Platoon (max 1, counts as 2 options).
- Machine-gun Platoon (max 1, counts as 2 options).
- Medium Tank Platoon (max 1, counts as 2 options).
- Mortar Platoon (max 1, counts as 2 options).
- Motorcycle Bersaglieri Platoon (max 1)
- Motorised Anti-Aircraft Section (max 1).
- Self-propelled Gun Platoon (max 1, counts as 2 options).

# MOTORISED BERSAGLIERI PLATOON (STANDARD)

**Consisting of:** 0-1 Motorised Bersaglieri Command Group, 2-3 Motorised Bersaglieri Squads (1941-1943)

**Training:** 3+

## 0-1 Motorised Bersaglieri Command Group (Headquarters)

**POINTS: 210 (RP: 3)**

1 lieutenant (leader) armed with a Beretta 34 pistol.

1 second lieutenant (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.

1 corporal (leader) armed with a Beretta 34 pistol and a Modello 30 Breda light machine-gun.

3 Bersaglieri armed with Moschetto 91 per Cavalleria carbines.

2 Bersaglieri armed with Moschetto Automatico 38A Beretta sub machine-guns (runners).

All models are equipped with a bayonet and SRCM M35 grenades.

Characteristics: *Counter-charge, trained with the bayonet.*

Note: the unit is onboard a \*Dovunque SPA truck (cost included).

## 2-3 Motorised Bersaglieri Squads

**POINTS: 210 each (RP: 3)**

1 sergeant (leader) armed with a Beretta 34 pistol and a Moschetto Automatico 38A Beretta sub machine-gun.

1 corporal (leader) armed with a Beretta 34 pistol and a Modello 30 Breda light machine-gun.

4 Bersaglieri armed with Moschetto Automatico 38A Beretta sub machine-guns.

4 Bersaglieri armed with Moschetto 91 per Cavalleria carbines.

All models are equipped with a bayonet and SRCM M35 grenades.

Characteristics: *Counter-charge, trained with the bayonet.*

Note: the unit is onboard a \*Dovunque SPA truck (cost included).

### Variants:

- One model per Bersaglieri Platoon may substitute their Modello 1891 rifle with a Moschetto Automatico 38A Beretta sub machine-gun and a Solothurn anti-tank rifle for +30 points. In this case that model and another from the squad may form an *independent unit* (RP: 1).
- One of the Bersaglieri Squads, including the HQ, can become *tank hunters* for +30 points each.
- Up to 2 men per Bersaglieri Squad can be equipped with Molotov Cocktails for +30 points each.
- Up to 2 men per Bersaglieri Squad can be equipped with Pazzaglia grenades for +10 points each.

### **Options for the Motorised Bersaglieri Platoon**

For each complete Motorised Bersaglieri Platoon (1 Command Group + 3 Squads) you can buy up to 4 of the following options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

#### **Options**

- Anti-Tank Platoon (max 1, counts as 2 options).
- Armoured Car Platoon (max 2).
- Engineer Platoon (max 1, counts as 2 options).
- Light Tank Platoon (max 1, counts as 2 options).
- Medium Tank Platoon (max 1, counts as 2 options).
- Motorcycle Bersaglieri Platoon (max 1).
- Motorised Anti-Aircraft Section (max 1).
- Motorised Recon Platoon (max 1, counts as 2 options).
- Self-propelled Gun Platoon (max 1, counts as 2 options).

# MOTORCYCLE BERSAGLIERI PLATOON (STANDARD)

**Consisting of: 1-4 Motorcycle Bersaglieri Squads (1940-1943) each comprising: 5-10 Motorcycle Bersaglieri**  
**Training: 3+**

**1-4 Motorcycle Bersaglieri Squads each comprising**

**5-10 Motorcycle Bersaglieri (Motorbike)**

**POINTS: 30 each (RP: 3)**

Main weapon: None.

Duties: Driver.

Crew: 1 Bersagliere armed with a Moschetto Automatico 38A Beretta sub machine-gun.

All models are equipped with a bayonet and SRCM M35 grenades.

Characteristics: *Counter-charge, trained with the bayonet, low profile, open-topped vehicle.*

Note: Motorbikes are attached to form a *squad*.

## Variants:

- Up to 2 men per Squad can be equipped with Molotov Cocktails for +30 points each.
- Up to 2 men per Squad can be equipped with Pazzaglia grenades for +10 points each.
- Each motorbike can add an additional crewman for +10 points each, but the Squad cannot exceed the maximum of 10 men. Additional duty: troops.
- One motorbike per Squad may mount a Modello 30 Breda light machine-gun on the handle bars for +30 points each. Additional duty for the driver: Machine-gunner. As the weapon is controlled by the driver it can only be fired if the vehicle does not move.

## **Options for the Motorcycle Bersaglieri Platoon**

For each complete Motorcycle Bersaglieri Platoon (4 Motorcycle Bersaglieri Squads) you can buy up to 4 of the following options. If you buy 3 Motorcycle Bersaglieri Squads you can take up to 2 Options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items

## **Options**

- Armoured Car Platoon (max 2).
- Bersaglieri Platoon.
- Engineer Platoon (max 1, counts as 2 options).
- Light Tank Platoon (max 1, counts as 2 options).
- Medium Tank Platoon (max 1, counts as 2 options).
- Motorcycle Bersaglieri Platoon.
- Motorised Anti-Aircraft Section (max 1).
- Self-propelled Gun Platoon (max 1, counts as 2 options).

# FOLGORE PARATROOPER PLATOON (STANDARD)

Consisting of: 0-1 Folgore Paratrooper Command Group, 1-2 Folgore Paratrooper Squads, 1 Folgore Paratrooper Assault Squad (1940-1943)

Training: 3+

## 0-1 Folgore Paratrooper Command Group (Headquarters)

**POINTS: 130 (RP: 2)**

1 lieutenant (leader) armed with a Beretta 34 pistol and a Moschetto Automatico 38A Beretta sub machine-gun.

1 second lieutenant (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.

1 sergeant (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.

2 paratroopers armed with Modello 1891 rifles (runners).

1 paratrooper armed with a Modello 1891 rifle.

All paratroopers are equipped with bayonets and SRCM M35 grenades.

Characteristics: *Counter-charge, trained with the bayonet.*

## 1-2 Folgore Paratrooper Squads

**POINTS: 180 each (RP: 3)**

1 sergeant (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.

1 corporal (leader) armed with a Beretta 34 pistol and a Modello 30 Breda light machine-gun.

8 paratroopers armed with Modello 1891 rifles.

All paratroopers are equipped with bayonets and SRCM M35 grenades.

Characteristics: *Counter-charge, trained with the bayonet.*

## 1 Folgore Paratrooper Assault Squad

**POINTS: 180 (RP: 3)**

1 sergeant (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.

1 corporal (leader) armed with a Beretta 34 pistol and Modello 30 Breda Light Machine-gun.

8 paratroopers armed with Moschetto Automatico 38A Beretta sub machine-guns.

All paratroopers are equipped with bayonets and SRCM M35 grenades.

Characteristics: *Counter-charge, trained with the bayonet.*

### Variants:

- Up to 2 men per Squad can be equipped with Molotov Cocktails for +30 points each.
- Up to 2 men per Squad can be equipped with Pazzaglia grenades for +10 points each.
- For each Folgore Paratrooper Platoon you can buy up to 2 \*Dovunque SPA trucks for +30 points each (only if already landed).
- One or more Squads, including the HQ, can become *tank hunters* for +30 points each.
- One model per Assault Squad may substitute their Modello 1891 rifle with a Moschetto Automatico 38A Beretta sub machine-gun and a Solothurn anti-tank rifle for +30 points. In this case that model and another from the squad may form an *independent unit* (RP: 1).
- All models armed with Modello 1891 rifles, if they are to be air-dropped, may substitute their weapon for a Moschetto 91 per Cavalleria carbines at no cost.

### **Options for the Folgore Paratrooper Platoon**

For each complete Folgore Paratrooper Platoon (1 HQ + 2 Squads + 1 Assault Squad) you can buy up to 4 of the following options. If you only take 1 HQ + 2 Squads you can buy up to 2 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items

#### **Options**

- Anti-Aircraft Platoon (max 1, only if already landed)
- Anti-Tank Platoon (max 1, counts as 2 options).
- Artillery Battery (max 1, counts as 2 options, only if already landed).
- Folgore Paratrooper Platoon.
- Light Tank Platoon (max 1, counts as 2 options, only if already landed)
- Machine-gun Platoon (max 1, counts as 2 options).
- Medium Tank Platoon (max 1, counts as 2 options, only if already landed)
- Mortar Platoon (max 1, counts as 2 options).
- Paratrooper Engineer Platoon (max 1, counts as 2 options).
- Self-propelled Gun Platoon (max 1, counts as 2 options, only if already landed).

# RIFLE PLATOON (STANDARD)

**Consisting of: 1-2 Machine-gun Groups, 1-2 Rifle Groups, 0-1 Anti-Tank Squad (1940-1943)**

**Training: 4+**

## **1-2 Machine-gun Group (Headquarters)**

**POINTS: 180 each (RP: 3)**

1 lieutenant (leader) armed with a Beretta 34 pistol and SRCM M35 grenades.

2 corporals (leader) armed with Beretta 34 pistol and Modello 30 Breda light machine-guns.

7 men armed with Modello 1891 rifles.

All models are equipped with SRCM M35 grenades.

## **1-2 Rifle Groups**

**POINTS: 100 each (RP: 3)**

1 sergeant (leader) armed with a Beretta 34 pistol and a Moschetto Automatico 38A Beretta sub machine-gun.

9 men armed with Modello 1891 rifles.

All models are equipped with SRCM M35 grenades.

## **0-1 Anti-Tank Squad**

**POINTS: 60 (RP: 1)**

1 corporal (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.

1 man armed with a Moschetto Automatico 38A Beretta sub machine-gun and a Solothurn anti-tank rifle.

1 man armed with Moschetto 91 per Cavalleria carbine.

All models are equipped with a bayonet and SRCM M35 grenades.

### Variants:

- One model per Rifle Group may substitute a Modello 1891 rifle with a Moschetto Automatico 38A Beretta sub machine-gun and a Solothurn anti-tank rifle for +30 points. In this case that model and another from the squad may form an *independent unit* (RP: 1).
- One or more Rifle Groups, including the HQ, can become *tank hunters* for +30 points each.
- One model per Rifle Group can be equipped with Molotov Cocktails for +30 points.
- Up to 2 men per Rifle Group can be equipped with Pazzaglia grenades for +10 points each.
- You can reduce the Training to 5+ and acquire the *militia* characteristic for each unit for -30 points each. If you chose this variant the whole Platoon and any infantry units acquired through options must have this characteristic.
- You can increase the Training to 3+ and gain the *counter-charge* characteristic for each unit for +40 points each. If you chose this variant the whole Platoon and any infantry units acquired through options must have this characteristic.

### **Options for the Rifle Platoon**

For each complete Rifle Platoon (2 Machine-gun Groups + 2 Rifle Groups) you can buy up to 4 of the following options. If you buy 1 Rifle Group + 1 Machine-gun Group you can take up to 2 Options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

### **Options**

- Anti-Aircraft Platoon (max 1).
- Anti-Tank Platoon (max 1, counts as 2 options).
- Armoured Car Platoon (max 2).
- Artillery Battery (max 1, counts as 2 options).
- Engineer Platoon (max 1, counts as 2 options).
- Machine-gun Platoon (max 1, counts as 2 options).
- Medium Tank Platoon (max 1, counts as 2 options).
- Mortar Platoon (max 1, counts as 2 options).
- Motorised Recon Platoon (max 1 counts as 2 options).
- Self-propelled Gun Platoon (max 1, counts as 2 options).

# OPTIONS

## ALLIED TANK PLATOON

Consisting of one of the following choices:

- 1-5 Panzer III (only one unit per army; 1941-1943)
- 1-5 Panzer IV (only one unit per army; African Front 1942-1943)

Training: 3+

### 1-5 Sdkfz 141 Panzer III Ausf G, H (Medium Tank)

POINTS: 590 each (RP: 1)

Main Weapon (turret): KwK38 50mm medium gun (L42) with *coaxial* Mg34 light machine-gun.

Secondary weapon (lower hull): Mg34 light machine-gun with *support*.

Crew: 4 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, machine-gunner/radio operator, gunner, assistant, driver.

Characteristics: *Light armour, radio operator, weapon support.*

#### Variants:

- *Ambush camouflage* can be purchased for +30 points.
- One tank per Platoon can become an HQ by replacing the sergeant with a lieutenant and adding a *long-range radio* for +30 points.
- You can replace the *light armour* with *soft skin* for +70 points each (Ausf J).
- You can replace the KwK38 50mm medium gun (L42) with a *long-barrelled* KwK39 50mm medium gun (L60) for +50 points each (Sdkfz 141/1 Panzer III Ausf J).
- You can replace the KwK38 50mm medium gun (L42) with a *short-barrelled* KwK07 75mm medium gun (L24) and replace the *light armour* with *soft skin* for + 120 points each (1942-1943, Sdkfz 141/2 Ausf N).
- An Mg34 light machine-gun with an *anti-aircraft support* can be added for +70 points. Secondary weapon (upper hatch). Additional duty for commander: *Anti-aircraft machine-gunner (exposed)*.
- *Vehicle smoke* can be added for +50 points (optional rule).

### 1-5 Sdkfz 161 Panzer IV Ausf F Tanks (Medium Tank)

POINTS: 710 each (RP: 1)

Main Weapon (turret): KwK37 75mm medium gun (L24) with *coaxial* Mg34 light machine-gun.

Secondary weapon (hull): Mg34 light machine-gun with *support*.

Crew: 4 men and 1 sergeant (leader), all armed with MP40 sub machine-guns.

Duties: Commander, machine-gunner/radio operator, gunner, assistant, driver.

Characteristics: *Coaxial weapon, soft skin, short barrel (main weapon), radio operator, weapon support.*

#### Variants:

- *Ambush camouflage* can be purchased for +30 points.
- One tank per Platoon can become an HQ by replacing the sergeant with a lieutenant and adding a *long-range radio* for +30 points.
- An Mg34 light machine-gun with an *anti-aircraft support* can be added for +70 points. Secondary weapon (upper hatch). Additional duty for commander: *Anti-aircraft machine-gunner (exposed)*.
- A *lateral smoke-launcher* can be added for +80 points (optional rule).
- You can replace the KwK37 medium gun with a *long-barrelled* KwK40 75mm medium gun (L48) and add *medium armour* for +200 points (Sdkfz 161/2 Ausf G, 1942-1943. Sdkfz 161/2 Ausf H, 1943).
- You can replace the KwK37 medium gun with a *long-barrelled* KwK40 75mm medium gun (L43) for +100 points (Sdkfz 161/1 Ausf F2, 1942-1943).

## ANTI-AIRCRAFT PLATOON (1941-1943)

Consisting of one of the following choices:

- 1-4 Breda Modello 35 Anti-Aircraft Gun (1941-1943)
- 1-4 Ansaldo 90/53 Anti-Aircraft Gun (1942-1943)

Training: 4+

### 1-4 Breda Modello 35 Anti-Aircraft Gun (Artillery)

**POINTS: 170 each (RP: 2)**

1 sergeant (leader) armed with a Beretta 34 pistol.  
1 man armed with a Beretta 34 pistol and a 20mm Breda light gun (L65).  
2 men armed with Beretta 34 pistols.  
All of the men are equipped with SRCM M35 grenades.

Characteristics: *Long barrel, rapid fire, gun crew, anti-aircraft.*

### 1-4 Ansaldo 90/53 Anti-Aircraft Gun (Artillery)

**POINTS: 490 each (RP: 3)**

1 sergeant (leader) armed with a Beretta 34 pistol.  
1 man armed with a Beretta 34 pistol and an Ansaldo 90mm heavy gun (L53).  
4 men armed with Moschetto 91 per Cavalleria carbines.  
All of the men are equipped with SRCM M35 grenades.

Characteristics: *Long barrel, anti-aircraft, gun crew.*

## ANTI-TANK PLATOON (1941-1943)

Consisting of one of the following choices:

- 1-4 “Elemenno” Anti-Tank Guns
- 1-4 Transported guns (only available for Motorised Bersaglieri and Motorcycle Bersaglieri)

Training: 4+

### 1-4 “Elemenno” Anti-Tank Guns (Artillery)

**POINTS: 160 each (RP: 2)**

1 sergeant (leader) armed with a Beretta 34 pistol.  
1 man armed with a Beretta 34 pistol and an Ansaldo 47mm medium gun (L32).  
2 men armed with Moschetto 91 per Cavalleria carbines.  
All men are equipped with SRCM M35 grenades.

Characteristics: *Gun crew.*

### 1-4 Transported guns (Truck)

**POINTS: 270 (RP: 1)**

Main Weapon (fixed position): Ansaldo 47mm medium gun (L32).  
Crew: 3 men and 1 sergeant (leader), all armed with Moschetto 91 per Cavalleria carbines.  
Duties: Commander, assistant, driver, gunner, troops.

Characteristics: *Open-topped vehicle.*

### Variants:

- Platoons stemming from Motorised Bersaglieri, Motorcycle Bersaglieri and from Folgore must buy a bayonet, a Training: 3+ and the characteristic *trained with the bayonet* for +30 points.
- A \*Dovunque SPA truck can be purchased as a *towing and transport vehicle* for each “Elemenno” gun for +30 points each.

## ARMoured CAR PLATOON (1941-1943)

Consisting of one of the following choices:

- 1-4 AB 40
- 1-4 AB 41

Training: 4+

### 1-4 AB 40 (Armoured Car)

POINTS: 370 each (RP: 1)

Main Weapon (turret): Twin Breda Mod. 38 medium machine-gun with *support*.

Secondary weapon (lower rear hull): Breda Mod. 38 medium machine-gun with *support*.

Crew: 3 men and 1 lieutenant (leader) all armed with Moschetto Automatico 38A Beretta sub machine-guns.

Duties: Commander/turret machine-gunner, machine-gunner/radio operator, 2 drivers.

Characteristics: *Weapon support, radio operator, high manoeuvrability, soft skin, counter-charge, low pressure tyres.*

Note: It can re-roll a failed *Driving Test* once per turn.

#### Variants:

- *Ambush camouflage* can be purchased for +30 points.
- Platoons stemming from Motorised Bersaglieri and Motorcycle Bersaglieri must also purchase Training: 3+ for +20 points.

### 1-4 AB 41 (Armoured Car)

POINTS: 460 each (RP: 1)

Main Weapon (turret): Breda Mod. 35 20mm light gun with *coaxial* Breda Mod. 38 medium machine-gun.

Secondary weapon (lower rear hull): Breda Mod. 38 medium machine-gun with *support*.

Crew: 3 men and 1 lieutenant (leader) all armed with Moschetto Automatico 38A Beretta sub machine-guns.

Duties: Commander/gunner, machine-gunner, radio operator/driver, driver/assistant.

Characteristics: *Weapon support, soft skin, radio operator, highly manoeuvrable, counter-charge, long barrel (main weapon), rapid fire, low pressure tyres.*

Note: It can re-roll a failed *Driving Test* once per turn.

#### Variants:

- *Ambush camouflage* can be purchased for +30 points.
- Platoons stemming from Motorised Bersaglieri and Motorcycle Bersaglieri must also buy Training: 3+ for +20 points.
- One Armoured Car per Platoon can become an HQ by replacing the sergeant with a lieutenant and adding a *long-range radio* for +30 points.

## ARTILLERY BATTERY (1941-1943)

Consisting of one of the following choices:

- 0-1 Observation Post, 1-4 65/17 Howitzers
- 0-1 Observation Post, 1-4 75/27 Guns
- 0-1 Observation Post, 1-4 100/17 Howitzers

Training: 4+

### 0-1 Observation Post (Headquarters)

POINTS: 70 (RP: 2)

1 lieutenant (leader) armed with a Beretta 34 pistol.

1 sergeant (leader) armed with a Beretta 34 pistol and a Moschetto Automatico 38A Beretta sub machine-gun.

1 man armed with a Moschetto 91 per Cavalleria carbine (radio operator).

1 man armed with a Moschetto 91 per Cavalleria carbine.

All models are equipped with SRCM M35 grenades.

Characteristics: *Radio operator.*

#### **1-4 65/17 Howitzer (Artillery)**

**POINTS: 120 each (RP: 2)**

1 sergeant (leader) armed with a Beretta 34 pistol.

1 man armed with a Beretta 34 pistol and a 65mm medium gun (howitzer).

3 men armed with Beretta 34 pistols.

All of the men are equipped with SRCM M35 grenades.

Characteristics: *Indirect fire* (minimum distance 100cm), *howitzer*, *gun crew*.

#### Variants:

- You can buy a \*Dovunque SPA truck as a *towing and transport vehicle* for each howitzer for +30 points each.
- One man per battery can become a *radio operator* for +10 points.
- A howitzer can be equipped with *smoke* for +50 points per shot (optional rule).
- A howitzer can be equipped with a *shield* for +20 points.

#### **1-4 75/27 Guns (Artillery)**

**POINTS: 240 each (RP: 2)**

1 sergeant (leader) armed with a Beretta 34 pistol.

1 man armed with a Beretta 34 pistol and a 75mm medium gun.

3 men armed with Beretta 34 pistols.

All of the men are equipped with SRCM M35 grenades.

Characteristics: *Indirect fire* (minimum distance 100cm), *gun crew*, *short barrel*, *shield*.

#### Variants:

- You can buy a \*Dovunque SPA truck as a *towing and transport vehicle* for each howitzer for +30 points each.
- One man per battery can become a *radio operator* for +10 points.
- A howitzer can be equipped with *smoke* for +50 points per shot (optional rule).

#### **1-4 100/17 Howitzer (Artillery)**

**POINTS: 320 each (RP: 3)**

1 sergeant (leader) armed with a Beretta 34 pistol.

1 man armed with a Beretta 34 pistol and a 100mm heavy gun (howitzer).

2 men armed with Beretta 34 pistols.

2 men armed with Moschetto 91 per Cavalleria carbines.

All of the men are equipped with SRCM M35 grenades.

Characteristics: *Indirect fire* (minimum distance 100cm), *ignores cover (L)*, *howitzer*, *gun crew*, *shield*.

#### Variants:

- You can buy a \*Dovunque SPA truck as a *towing and transport vehicle* for each howitzer for +30 points each.
- One man per battery can become a *radio operator* for +10 points.
- A howitzer can be equipped with *smoke* for +50 points (optional rule).

## **ENGINEER PLATOON (1941-1943)**

**Consisting of: 1-4 Engineer Squads**

**Training: 4+**

#### **1-4 Engineer Squads**

**POINTS: 190 each (RP: 3)**

1 sergeant (leader) armed with a Beretta 34 pistol and a Moschetto Automatico 38A Beretta sub machine-gun.

2 corporals (leader) armed with Beretta 34 pistol and Modello 30 Breda light machine-guns.

8 men armed with Modello 1891 rifles.

All models are equipped with SRCM M35 grenades.

Characteristics: *Counter-charge*.

### Variants:

- Up to 3 men can be equipped with *Satchel charges* for +50 points each.
- Up to 2 men can be equipped with a *light flame-thrower* for +50 points each.
- One or more Squads can become *tank hunters* for +30 points each.
- Up to 2 men per Squad can be equipped with Molotov Cocktails for +30 points each.
- Up to 3 men per Squad can be equipped with Pazzaglia grenades for +10 points each.
- Platoons stemming from Motorised Bersaglieri or from Motorcycle Bersaglieri must purchase a bayonet, Training: 3+, and the characteristic *trained with the bayonet* and a \*Dovunque SPA truck as a *transport vehicle* for +60 points.

## LIGHT TANK PLATOON

### Consisting of one of the following choices:

- 1-4 Ansaldo L3/35 (1941)
- 1-4 Ansaldo L3/35 If (1941)
- 1-5 Fiat Ansaldo L6/40 (1942-1943)

**Training:** 4+

#### **1-4 Ansaldo L3/35 (Light Tank)**

**POINTS: 270 each (RP: 1)**

Main Weapon (lower hull): Twin Breda Mod. 38 medium machine-gun with *support*.

Secondary weapon: None.

Crew: 1 man and 1 sergeant (leader), both armed with Moschetto Automatico 38A Beretta sub machine-guns.

Duties: Commander/machine-gunner, driver.

Characteristics: *Weapon support, counter-charge, light armour, soft skin, low profile.*

### Variants:

- *Ambush camouflage* can be purchased for +30 points.
- One tank per Platoon can become an HQ by adding a *radio* and replacing the sergeant with a lieutenant for +30 points. Additional duty for driver: radio operator.
- One tank per Platoon may replace one of the Breda Mod. 38 machine-guns with a Solothurn anti-tank rifle for -30 points (1941-1942). When you fire with the anti-tank rifle you can not fire with the Breda medium machine-gun.
- You can increase the Training to 3+ for +20 points each unit. If you chose this option you must apply it to the whole Platoon.

#### **1-4 Ansaldo L3/35 If (Light Tank)**

**POINTS: 370 each (RP: 1)**

Main Weapon (lower hull): Heavy flame-thrower with *coaxial* Breda Mod. 38 medium machine-gun.

Secondary weapon: None.

Crew: 1 man and 1 sergeant (leader), both armed with Moschetto Automatico 38A Beretta sub machine-guns.

Duties: Commander/machine-gunner/flame-thrower, driver.

Characteristics: *Weapon support, counter-charge, light armour, soft skin, petrol, ignores cover (L,M,H), low profile.*

### Variants:

- *Ambush camouflage* can be added for +30 points.
- You can increase the Training to 3+ for +20 points each unit. If you chose this option you must apply it to the whole Platoon.

#### **1-5 Fiat Ansaldo L6/40 (Light Tank)**

**POINTS: 420 each (RP: 1)**

Main Weapon (turret): Breda Mod. 35 20mm light gun with *coaxial* Breda Mod. 38 medium machine-gun.

Secondary weapon: None.

Crew: 1 man and 1 sergeant (leader), both armed with Moschetto Automatico 38A Beretta sub machine-guns.

Duties: Commander/assistant/gunner, driver/radio operator.

Characteristics: *Coaxial weapon, radio operator, soft skin, weapon support, rapid fire, long barrel (main weapon), counter-charge.*

Variants:

- *Ambush camouflage* can be added for +30 points.
- One tank per Platoon can become an in HQ by adding a *long-range radio* and replacing the sergeant with a lieutenant for +30 points.
- *Sandbags* can be added for +30 points each.
- You can increase the Training to 3+ for +20 points each unit. If you chose this option you must apply it to the whole Platoon.

## MACHINE-GUN PLATOON

**Consisting of: 0-1 Command Group, 1-4 Machine-gun Sections (1941-1943)**

**Training: 4+**

**0-1 Machine-gun Command Group (Headquarters)**

**POINTS: 60 (RP: 2)**

1 lieutenant (leader) armed with a Beretta 34 pistol.

1 second lieutenant (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.

2 men armed with Moschetto 91 per Cavalleria carbines (runners).

All models are equipped with SRCM M35 grenades.

Variants:

- Platoons stemming from Motorised Bersaglieri, Motorcycle Bersaglieri and Folgore Paratroopers must purchase a bayonet, Training: 3+, and the characteristic *trained with the bayonet* for +30 points each.

**1-4 Machine-gun Sections**

**POINTS: 130 each (RP: 2)**

1 sergeant (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.

1 man armed with a Beretta 34 pistol and a Breda Mod.37 medium machine-gun with *tripod*.

2 men armed with 1891 rifles.

All of the men are equipped with SRCM M35 grenades.

Characteristics: *Tripod*.

Variants:

- Platoons stemming from Motorised Bersaglieri, Motorcycle Bersaglieri and Folgore Paratroopers must purchase a bayonet, Training: 3+, and the characteristic *trained with the bayonet* for +30 points each.
- You can attach 2 Machine-gun Sections together as a *compact group* at no extra cost.

## MORTAR PLATOON (1941-1943)

**Consisting of: 0-1 Mortar Command Group, 1-3 Mortar Squads**

**Training: 4+**

**0-1 Mortar Command Group (Headquarters)**

**POINTS: 60 (RP: 2)**

1 lieutenant (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.

1 second lieutenant (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.

2 men armed with Moschetto 91 per Cavalleria carbines (runners).

All models are equipped with SRCM M35 grenades.

Variants:

- Command Groups stemming from Motorised Bersaglieri, Motorcycle Bersaglieri and Folgore Paratroopers, must purchase a bayonet, Training: 3+ and the characteristic: *Trained with the bayonet* for +30 points.
- You can replace one runner per Platoon with a *radio operator* for +10 points.

### **1-3 Mortar Squads**

**POINTS: 160 each (RP: 2)**

1 corporal (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.

1 man armed with a Beretta 34 pistol and an 81mm medium mortar.

1 man armed with a Beretta 34 pistol.

3 men armed with Moschetto 91 per Cavalleria carbines.

All of the men are equipped with SRCM M35 grenades.

Characteristics: *Indirect fire* only (minimum distance 30cm).

#### Variants:

- One man per Platoon can become a *radio operator* for +10 points.
- Mortar Squads stemming from Motorised Bersaglieri, Motorcycle Bersaglieri and Folgore Paratroopers, must purchase a bayonet, Training: 3+ and the characteristic: *Trained with the bayonet* for +30 points.
- Each 81mm medium mortar can be replaced by 2 Brixia 45mm light mortars (*indirect fire, minimum distance 20 cm*) and the characteristic: *Rapid fire* for +100 points. The whole platoon must have the same type of mortar.
- You can attach 3 Mortar Squads into a *compact group* at no extra cost.

## **MOTORISED ANTI-AIRCRAFT SECTION (1941-1943)**

Consisting of one of the following choices:

- **1-2 Breda Modello 35**
- **1-2 Lancia R3 RO**

**Training: 4+**

### **1-2 Breda Mod. 35 (Truck)**

**POINTS: 300 each (RP: 2)**

Main Weapon (fixed position): Breda Modello 35 20mm light gun.

Crew: 3 men and 1 sergeant (leader), all armed with Moschetto 91 per Cavalleria carbines.

Duties: Commander, assistant, driver, gunner.

Characteristics: *Long barrel (main weapon), anti-aircraft, rapid fire, open-topped vehicle, counter-charge.*

#### Variants:

- Platoons stemming from Motorised Bersaglieri or Motorcycle Bersaglieri must buy Training of 3+ for +20 points.

### **1-2 Lancia 3RO (Truck)**

**POINTS: 540 each (RP: 2)**

Main Weapon (fixed position): Ansaldo 90mm heavy gun.

Crew: 5 men and 1 sergeant (leader), all armed with Moschetto 91 per Cavalleria carbines.

Duties: Commander, 3 assistants, driver, gunner.

Characteristics: *Long barrel (main weapon), anti-aircraft, open-topped vehicle, slow vehicle.*

Note: you can not move and fire on the same turn. The unit is considered to be artillery when fired. As a result of the vehicle's large stabilizing legs and gun shield all the crew is considered to be in *medium cover*. If the vehicle is hit by small arms fire whilst moving (truck), treat the results *Main Weapon* and *Secondary weapon* as NE on the Damage Table.

# MOTORISED RECON PLATOON (“TRUCKETTIST”)

Consisting of one of the following choices:

- 1-5 AS42 (1942-1943)
- 1-5 AS43 (1943)

Training: 4+

## 1-5 AS 42 “Sahariana” (Truck)

**POINTS: 300 each (RP: 1)**

Main Weapon (fixed position): Breda Modello 35 20mm light gun.

Crew: 3 men and 1 sergeant (leader), all armed with Moschetto Automatico 38A Beretta sub machine-guns.

Duties: Commander, assistant, driver, gunner.

Characteristics: *Long barrel (main weapon), anti-aircraft, rapid fire, open-topped vehicle, counter-charge, fast vehicle, low pressure tyres.*

Note: May repeat a failed *Driving Test* once per turn.

### Variants:

- One Truck per Platoon can become an HQ by purchasing a *long-range radio*, replacing the sergeant with a lieutenant and replacing the light gun with a Breda 37 medium machine-gun with *support* for -110 points. Additional duty for commander: *radio operator*.
- A Breda 37 medium machine-gun with *support* can be added for +60 points. Secondary weapon (fixed position). Additional duty for driver: *Machine-gunner*.
- A second Breda 37 medium machine-gun with *support* can be added for +60 points. Secondary weapon (fixed position). Additional duty for commander: *Machine-gunner*.
- One Truck per Platoon may replace the Breda mod. 35 light gun with a 47mm medium gun (L32) at no extra cost.
- Up to 2 Trucks may replace the Breda mod. 35 light gun with a Solothurn anti-tank rifle for -170 points each.

## 1-5 AS 43 (Truck)

**POINTS: 300 each (RP: 1)**

Main Weapon (fixed position): Breda Modello 35 20mm light gun

Crew: 3 men and 1 sergeant (leader), all armed with Moschetto 91 per Cavalleria carbines

Duties: Commander, assistant, driver, gunner.

Characteristics: *Long barrel (main weapon), anti-aircraft, rapid fire, open-topped vehicle, counter-charge, low pressure tyres.*

Note: May re-roll one failed *Driving Test* per turn. Models on board are considered to be in medium cover rather than light cover.

### Variants:

- One Truck per Platoon can become an HQ by adding a *long-range radio*, replacing the sergeant with a lieutenant and replacing the light gun with a Breda 37 medium machine-gun with *support* for -110 points. Additional duty for commander: *radio operator*.
- A Breda 37 medium machine-gun with *support* can be added for +60 points. Secondary weapon (fixed position). Additional duty for driver: *Machine-gunner*.
- A second Breda 37 medium machine-gun with *support* can be for +60 points. Secondary weapon (fixed position). Additional duty for commander: *Machine-gunner*.
- Up to 2 Trucks may replace the Breda mod. 35 light gun with a 47mm (L32) medium gun at no cost.

## PARATROOPER ENGINEER PLATOON (1941-1943)

Consisting of: 1-3 Paratrooper Engineer Squads

Training: 3+

### 1-3 Paratrooper Engineer Squads

POINTS: 170 each (RP: 3)

1 sergeant (leader) armed with a Moschetto Automatico 38A Beretta sub machine-gun.

1 corporal (leader) armed with a Beretta 34 pistol and a Modello 30 Breda light machine-gun.

7 paratroopers armed with Moschetto Automatico 38A Beretta sub machine-guns.

All the paratroopers are equipped with SRCM M35 grenades.

Characteristics: *Counter-charge, trained with the bayonet.*

#### Variants:

- Up to 3 men can be equipped with *Satchel charges* for +50 points each.
- Up to 2 men can be equipped with a *light flame-thrower* for +50 points each.
- One or more Squads can become *tank hunters* for +30 points each.
- Up to 2 men per Squad can be equipped with Molotov for +30 points each.
- Up to 3 men per Squad can be equipped with Pazzaglia grenades for +10 points each.

## SELF-PROPELLED GUN PLATOON (1942-1943)

Consisting of one of the following choices:

- O-1 L40 Command Tank HQ, 1-3 L40
- O-1 M40/M41 Command Tank HQ, 1-4 M40/M41
- O-1 M40/M41 Command Tank HQ, 1-4 M42

Training: 4+

### 0-1 L40 Command Tank (Headquarters, Light Tank)

POINTS: 210 (RP: 1)

Main Weapon (lower hull): Breda Mod. 38 medium machine-gun with *support*.

Secondary weapon: None.

Crew: 2 men and 1 lieutenant (leader) all armed with Moschetto Automatico 38A Beretta sub machine-guns.

Duties: Commander, radio operator, driver.

Characteristics: *Hull mounted weapon, radio operator, self-propelled gun (assault), low profile, open-topped vehicle, counter-charge, soft skin.*

Note: The machine gun is mounted in a dummy gun mount and thus has limited traverse.

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- *Sandbags* can be added for +30 points each.
- You can raise the Training to 3+ for +20 points each. If you chose this variant all units in the Platoon must take it.

### 1-3 L 40 (Light Tank)

POINTS: 320 each (RP: 1)

Main Weapon (lower hull): 47mm medium gun (L32).

Secondary weapon: None.

Crew: 2 men and 1 sergeant (leader) armed with Moschetto Automatico 38A Beretta sub machine-guns.

Duties: Commander/gunner, assistant, driver.

Characteristics: *Hull mounted weapon, self-propelled gun (assault), low profile, open-topped vehicle, counter-charge, soft skin.*

Variants:

- *Ambush camouflage* can be added for +30 points.
- *Sandbags* can be added for +30 points each.
- A Breda mod. 38 medium machine-gun with *anti-aircraft support* can be added for +60 points. Secondary weapon (upper hatch). Additional duty for commander: *Anti-aircraft machine-gunner (exposed)*.
- You can raise the Training to 3+ for +20 points each. If you chose this variant all units in the Platoon must take it.

**0-1 M40/M41 Command Tank (Headquarters, Medium Tank)**

**POINTS: 350 (RP: 1)**

Main Weapon (lower hull): Breda Mod. 31 heavy machine-gun with *support*.

Secondary weapon: None.

Crew: 2 men and 1 lieutenant (leader) armed with Moschetto Automatico 38A Beretta sub machine-guns.

Duties: Commander, radio operator/machine-gunner, driver.

Characteristics: *Low profile, counter-charge, slow vehicle, light armour, soft skin.*

Variants:

- *Ambush camouflage* can be added for +30 points.
- *Sandbags* can be added for +30 points each.
- You can remove the characteristics *slow vehicle* and *soft skin* for +40 points (M42 version).
- A Breda 38 medium machine-gun with *anti-aircraft support* can be added for +60 points. Secondary weapon (upper hatch). Additional duty for commander: *Anti-aircraft machine-gunner (exposed)*.
- You can raise the Training to 3+ for +20 points each. If you chose this variant all units in the Platoon must take it.
- You can replace the Breda Mod. 31 heavy machine-gun with a twin Breda Mod.38 medium machine-gun for +30 points each.

**1-4 M 40/M41 (Medium Tank)**

**POINTS: 420 each (RP: 1)**

Main Weapon (lower hull): 75mm medium gun (L18).

Secondary weapon: None.

Crew: 2 men and 1 sergeant (leader) armed with Moschetto Automatico 38A Beretta sub machine-guns.

Duties: Commander/gunner, assistant, driver.

Characteristics: *Hull mounted weapon, self-propelled gun (assault), low profile, indirect fire (minimum distance 100 cm), counter-charge, slow vehicle, light armour, soft skin, short barrel (main weapon).*

Variants:

- *Ambush camouflage* can be added for +30 points.
- *Sandbags* can be added for +30 points each.
- You can raise the Training to 3+ for +20 points each. If you chose this variant all units in the Platoon must take it.
- A Breda 38 medium machine-gun with *anti-aircraft support* can be added for +60 points. Secondary weapon (upper hatch). Additional duty for commander: *Anti-aircraft machine-gunner (exposed)*.

**1-4 M 42 (Medium Tank)**

**POINTS: 460 each (RP: 1)**

Main Weapon (lower hull): 75mm medium gun (L18).

Secondary weapon: None.

Crew: 2 men and 1 sergeant (leader) armed with Moschetto Automatico 38A Beretta sub machine-guns.

Duties: Commander/gunner, assistant, driver.

Characteristics: *Hull mounted weapon, self-propelled gun (assault), low profile, indirect fire (minimum distance 100 cm), counter-charge, light armour, short barrel (main weapon).*

Variants:

- *Ambush camouflage* can be added for +30 points.
- *Sandbags* can be added for +30 points each.
- You can raise the Training to 3+ for +20 points each. If you chose this variant all units in the Platoon must take it.
- A Breda 38 medium machine-gun with *anti-aircraft support* can be added for +60 points. Secondary weapon (upper hatch). Additional duty for commander: *Anti-aircraft machine-gunner (exposed)*.

## TOWING AND TRANSPORT VEHICLES

**\*Dovunque SPA 6 wheel truck (Truck)**

Main weapon: None.

Crew: Transported unit.

Duties: Driver, troops (*exposed*).

Characteristics: *Troop transport (12), open-topped vehicle.*

**BRITISH ARMY**

## MEDIUM TANK TROOP (STANDARD)

Consisting of one of the following choices:

- 1-3 Mk I Cruiser. One tank per troop can become a CS (1941).
- 1-3 Mk IV Cruiser II. One tank per troop can become a CS (1941).
- 1-3 Mk VI Crusader II. One tank per troop can become a CS (1941- 1943).
- 1-3 Mk VI Crusader III (1942-1943)
- 1-3 Grant or Lee (1942-1943)
- 1-3 Sherman (1942-1943)

Training: 3+

### 1-3 Mk I Cruiser (Medium Tank)

**POINTS: 500 each (RP: 1)**

Main weapon (turret): 2pdr 40mm light gun (L50) with *coaxial* Vickers medium machine gun.

Secondary Weapon (right lower hull): Vickers medium machine gun with *support*.

Secondary Weapon (left lower hull): Vickers medium machine gun with *support*.

Crew: 5 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, 2 machine-gunners, assistant, driver/radio operator, gunner.

Characteristics: *Coaxial weapon, radio operator, unprotected ammunition, weapon support, bogs down easily, extra-light armour, long barrel (main weapon), soft skin, fast vehicle.*

Note: Does not have explosive shells.

### 0-1 Mk I Cruiser CS (Medium Tank)

**POINTS: 500 (RP: 1)**

Main weapon (turret): 3" 76mm medium gun (howitzer) with *coaxial* Vickers medium machine gun.

Secondary Weapon (right lower hull): Vickers medium machine gun with *support*.

Secondary Weapon (left lower hull): Vickers medium machine gun with *support*.

Crew: 5 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, 2 machine-gunners, assistant, driver/radio operator, gunner.

Characteristics: *Coaxial weapon, soft skin, howitzer, radio operator, unprotected ammunition, weapon support, bogs down easily, extra-light armour, indirect fire (minimum range 100cm), fast vehicle.*

### 1-3 Mk IV Cruiser II (Medium Tank)

**POINTS: 420 each (RP: 1)**

Main weapon (turret): 2pdr 40mm light gun (L50) with *coaxial* Besa 7.92mm medium machine gun.

Secondary Weapon: None.

Crew: 3 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, assistant, driver/radio operator, gunner.

Characteristics: *Coaxial weapon, long barrel (main weapon), light armour, soft skin, fast vehicle, radio operator, unprotected ammunition.*

Note: Does not have explosive shells.

### 0-1 Mk IV CS Cruiser II (Medium Tank)

**POINTS: 470 (RP: 1)**

Main weapon (turret): 3.7" 94mm heavy gun (howitzer) with *coaxial* Besa 7.92mm medium machine gun.

Secondary Weapon: None.

Crew: 3 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, assistant, driver/radio operator, gunner.

Characteristics: *Coaxial weapon, light armour, soft skin, fast vehicle, radio operator, indirect fire (minimum range 100cm), unprotected ammunition.*

### **1-3 Mk VI Crusader II (Medium Tank)**

**POINTS: 460 each (RP: 1)**

Main weapon (turret): 2pdr 40mm light gun (L50) with *coaxial* Besa 7.92mm medium machine gun.

Secondary Weapon: None.

Crew: 3 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, assistant, driver/radio operator, gunner.

Characteristics: *Coaxial weapon, long barrel (main weapon), light armour, fast vehicle, radio operator.*

Note: Does not have explosive shells.

### **0-1 MK VI CS Crusader II (Medium Tank)**

**POINTS: 410 (RP: 1)**

Main weapon (turret): 3" 76mm medium gun (howitzer) with *coaxial* Besa 7.92mm medium machine gun.

Secondary Weapon (lower hull): Besa 7.92mm medium machine gun with *support*.

Crew: 4 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, assistant, driver, gunner, machine-gunner/radio operator.

Characteristics: *Indirect fire (minimum range 100cm), coaxial weapon, light armour, radio operator, fast vehicle, howitzer.*

### **1-3 MkVI Crusader III (Medium Tank)**

**POINTS: 600 each (RP: 1)**

Main weapon (turret): 6pdr 57mm medium gun (L43) with *coaxial* Besa 7.92mm medium machine gun.

Secondary Weapon: None.

Crew: 2 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander/assistant, driver/radio operator, gunner.

Characteristics: *Coaxial weapon, radio operator, long barrel (main weapon), light armour, fast vehicle.*

### **1-3 Lee (Medium Tank)**

**POINTS: 820 each (RP: 1)**

Main weapon (lower hull): M2 75mm medium gun.

Secondary Weapon (turret): M5 37mm light gun with *coaxial* M1919A4 .30 cal. medium machine gun.

Secondary Weapon (upper turret): M1919A4.30 cal. medium machine gun with *support*.

Crew: 6 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander/machine-gunner, 2 assistants, driver, radio operator, 2 gunners.

Characteristics: *Coaxial weapon, radio operator, ronson, weapon support, bogs down easily, hull-mounted weapon (main weapon), light armour, extra-long barrel (secondary 37 mm weapon).*

### **1-3 Grant (Medium Tank)**

**POINTS: 750 each (RP: 1)**

Main weapon (lower hull): M2 75mm medium gun.

Secondary Weapon (turret): M5 37mm light gun with *coaxial* M1919A4 .30 cal. medium machine gun.

Crew: 5 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander/radio operator, 2 assistants, driver, 2 gunners.

Characteristics: *Coaxial weapon, radio operator, ronson, weapon support, bogs down easily, hull-mounted weapon (main weapon), light armour, extra-long barrel (secondary weapon 37 mm).*

### **1-3 Sherman (Medium Tank)**

**POINTS: 750 each (RP: 1)**

Main weapon (turret): M3 75mm medium gun with *coaxial* M1919A4 .30 cal. medium machine gun.

Secondary Weapon (lower hull): M1919A4 .30 cal. medium machine gun with *support*.

Crew: 4 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, assistant, driver, gunner, machine-gunner/radio operator.

Characteristics: *Coaxial weapon, radio operator, ronson, weapon support, bogs down easily.*

### Variants:

- *Sandbags* can be added to each tank for +30 points each.
- *Ambush camouflage* can be added to each tank for +30 points each.
- One tank per troop can become the HQ by replacing the sergeant with a lieutenant for +20 points.
- A *gyrostabiliser* can be added to each Sherman for +30 points each and to each Grant and Lee for +60 points each.
- *Vehicle smoke* can be added to the Cruiser for +50 points (optional rule).
- A *smoke-screen mortar* can be added to each Crusader, Sherman, Lee or Grant for +60 points each (optional rule).
- A twin Bren light machine gun with *support* can be added to each tank for +80 points each. Secondary Weapon (upper hatch). Additional duty for the Commander: Machine-gunner *anti-aircraft* (exposed).
- The Crusader II Mk.VI can add a crew member (the machine-gunner) and a Besa 7.92mm medium machine gun with *support* for +70 points each. Additional duty: Machine-gunner. Secondary Weapon (turret hull).
- You can buy the *Royal Guard* characteristic for each tank for +100 points each. If you choose this option all tanks in the troop must buy it.

### **Options for the Medium Tank Troop**

For each tank you can buy 2 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

### **Options**

- Anti-Aircraft Platoon (max 1).
- Armoured Car Platoon (max 2).
- Commando Platoon.
- Infantry Platoon.
- Light Tank Troop (max 1, counts as 2 options).
- Long Range Desert Group & Special Air Service (max 1, counts as 3 options).
- Medium Tank Troop (counts as 3 options).
- Motorised Artillery Battery (max 1, counts as 2 options).
- Motorised Engineer Section (max 1).
- Motorised Recon Platoon (max 1).

# COMMANDO PLATOON (STANDARD, 1941-1943)

**Consisting of:** 0-1 Commando Command Group, 2 Commando Sections, 0-2 Support Sections

**Training:** +3

## **0-1 Command Group (Headquarters)**

**POINTS: 120 (RP: 3)**

1 captain (leader) armed with a Webley Mk. IV pistol.  
1 lieutenant (leader) armed with a Thompson sub-machine gun.  
1 sergeant armed with a Thompson sub-machine gun.  
2 men armed with N°4 Mk.1 rifles (runners).  
All men have bayonets and N°36 Mills Bomb grenades.

Characteristics: *Trained with the bayonet, stealthy.*

## **2 Commando Sections**

**POINTS: 180 (RP: 4)**

1 sergeant (leader) armed with a Thompson sub-machine gun.  
1 corporal (leader) armed with a Thompson sub-machine gun.  
1 man armed with a Bren light machine gun.  
7 men armed with N°4 Mk.1 rifles.  
All men have bayonets and N°36 Mills Bomb grenades.

Characteristics: *Trained with the bayonet, stealthy.*

## **0-2 Support Sections**

**POINTS: 140 (RP: 2)**

1 corporal (leader) armed with a Thompson sub-machine gun.  
1 man armed with a N°4 Mk.1 rifle and a 2" (50.8mm) Mk.VIII light mortar.  
2 men armed with N°4 Mk.1 rifles.  
All men have bayonets and N°36 Mills Bomb grenades.

Characteristics: *Trained with the bayonet, stealthy.*

## Variants:

- One man per Command Group can add a Boys Anti-tank rifle to his equipment for +20 points. In this case the man and another man from the squad can create an *independent unit (RP: 1)*.
- A runner from the HQ can become a *radio operator* for +10 points.
- The men in the Commando Section armed with N°4 Mk.1 rifles can become *marksman* for +20 per Section.
- You can add *smoke shells* to the mortar for +50 points each (optional rule).
- One or more Commando Sections and the HQ can become *tank hunters* for +30 points each.
- Up to 2 men per Assault Section can add *Sticky Bombs* to their equipment for +10 points each. The unit gains the characteristic: *Magnetic mines*.

### **Options for the Commando Platoon**

For each full Commando Platoon (1 HQ + 2 Commando Sections + 2 Support Sections) you can buy up to 4 of the following options. If you only buy the HQ + 2 Commando Sections you get 2 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

### **Options**

- Anti-Aircraft Platoon (max 1).
- Anti-Tank Platoon (max 1, counts as 2 options).
- Armoured Car Platoon (max 2).
- Artillery Battery (max 1, counts as 2 options).
- Commando Platoon.
- Engineer platoon (max 1).
- Infantry Platoon.
- Infantry Support Tank Troop (max 1, counts as 2 options).
- Light Tank Troop (max 1, counts as 2 options).
- Long Range Desert Group & Special Air Service (max 1, counts as 2 options).
- Machine-gun Platoon (max 1, counts as 2 options).
- Mortar Platoon (max 1, counts as 2 options).
- Motorised Recon Platoon (max 1).

# INFANTRY PLATOON (STANDARD, 1941-1943)

Consisting of 0-1 Infantry Command Group, 2-3 Infantry Squads

Training: 4+

## 0-1 Infantry Command Group (Headquarters)

POINTS: 90 (RP: 3)

- 1 lieutenant (leader) armed with a Webley Mk.IV pistol.
- 1 sergeant (leader) armed with a Thompson sub-machine gun.
- 2 men armed with N°4 Mk.1 rifles (runners).
- 3 men armed with N°4 Mk.1 rifles.
- All men have N°36 Mills Bomb grenades.

## 2-3 Infantry Squads

POINTS: 130 each (RP: 3)

- 1 sergeant (leader) armed with a Thompson sub-machine gun.
- 1 corporal (leader) armed with a N°4 Mk.1 rifle.
- 1 man armed with a Bren light machine gun.
- 7 men armed with N°4 Mk.1 rifles.
- All men have N°36 Mills Bomb grenades.

### Variants:

- The corporals in the Infantry Squads can replace their N°4 Mk.1 rifles with Thompson sub-machine guns at no extra cost.
- One man per Command Group can add a Boys Anti-tank rifle to his equipment for +20 points. In this case the man and another man from the squad can create an *independent unit* (RP: 1).
- One man per Command Group can add a 2" (50.8mm) Mk.VIII light mortar to his equipment for +50 points. In this case the man and another man from the squad can create an *independent unit* (RP: 1). Additional characteristics for the mortar: *Only indirect fire* (minimum range 20cm).
- The men armed with N°4 Mk.1 rifles can become marksman for +20 per squad.
- You can add *smoke shells* to the mortar for +50 points each (optional rule).
- A runner can become a *radio operator* for +10 points.
- You can buy the characteristic *Royal Guard* for the Infantry Command Group for +50 points.
- You can buy the characteristic *Australians* for the Infantry Command Group for +60 points.
- You can buy the characteristic *Irish* for the Infantry Command Group for +30 points.
- You can buy the characteristic *Scottish* for the Infantry Command Group for +40 points.
- You can buy the characteristic *Ghurkha* for the Infantry Command Group for +40 points.
- You can buy the characteristic *Indian* for the Infantry Command Group for +60 points.
- Up to 2 men per Assault Section can add *Sticky Bombs* to their equipment for +10 points each. The unit gains the characteristic: *Magnetic mines*.

### **Options for the Infantry Platoon**

For each full Infantry Platoon (1 HQ + 3 squads) you can buy up to 4 of the following options. If you only buy the HQ + 2 squads you get 2 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

#### **Options**

- Anti-Aircraft Platoon (max 1).
- Anti-Tank Platoon (max 1, counts as 2 options).
- Armoured Car Platoon (max 2).
- Artillery Battery (max 1, counts as 2 options).
- Engineer Platoon (max 1).
- Infantry Platoon.
- Infantry Support Tank Troop (max 1, counts as 2 options).
- Light Tank Troop (max 1, counts as 2 options).
- Long Range Desert Group & Special Air Service (max 1, counts as 3 options).
- Machine-gun Platoon (max 1, counts as 2 options).
- Medium Tank Troop (max 1, counts as 2 options).
- Mortar Platoon (max 1, counts as 2 options).
- Motorised Artillery Battery (max 1, counts as 2 options).
- Motorised Recon Platoon (max 1).
- Sniper Section (max 1).

# LONG RANGE DESERT GROUP & SPECIAL AIR SERVICE PLATOON (STANDARD, 1941–1943)

Consisting of one of the following choices:

- 1-10 Chevrolet WB Trucks
- 0-1 SAS Command Jeep, 1-9 SAS Jeeps

Training: 3+

## 1-10 Chevrolet WB (Truck)

**POINTS: 150 each** (RP: 1)

Main weapon (fixed position): Vickers medium machine gun.

Crew: 2 men and 1 sergeant (leader), all armed with N°4 Mk.1 rifles, bayonet and N°36 Mills Bomb grenades.

Duties: Commander, machine-gunner, driver.

Characteristics: *Anti-aircraft, anti-aircraft weapon support, open-topped vehicle, fast vehicle, trained with the bayonet, low pressure tyres.*

Note: You can re-roll ONCE EACH every failed Driving Test.

### Variants:

- One Truck per platoon can become an HQ by adding a *long-range radio*, and replacing the sergeant with a lieutenant for +40 points. Additional duty: radio operator.
- A Vickers medium machine gun with *support* can be added for +60 points. Secondary Weapon (fixed position). Additional duty for the Commander: Machine-gunner.
- A twin Vickers medium machine gun with *support* can be added for +110 points. Secondary Weapon (fixed position). Additional duty for the Commander: Machine-gunner.
- A second Vickers medium machine gun with *support* can be added for +60 points. Secondary Weapon (fixed position). Additional duty for the driver: Machines-gunner.
- You can replace a Vickers medium machine gun with a Boys Anti-tank rifle for -40 points each.
- Up to 3 Trucks can replace the Vickers medium machine gun (fixed position) with a Bofors 37mm light anti-tank gun for +140 points each. Additional characteristic: *Long barrel (main weapon)*. Duties: Commander/assistant, gunner, driver.
- *Ambush camouflage* can be added to each Truck for +30 points each.

## 0-1 SAS Command Jeep (Car, Headquarters)

**POINTS: 200** (RP: 1)

Main weapon (fixed position): Vickers .50 cal. heavy machine gun.

Crew: 2 men and 1 lieutenant (leader), all armed with Thompson sub-machine guns.

All men have bayonets and N°36 Mills Bomb grenades.

Duties: Driver, machine-gunner, radio operator.

Characteristics: *Low profile, radio operator, long-range radio, open-topped vehicle, weapon support, trained with the bayonet.*

### Variants:

- A jeep can be fitted with Vickers medium machine gun K on a weapon support for +60 points each. Secondary Weapon (fixed position). Additional duty for the radio operator: Machine-gunner (exposed).
- A jeep can be fitted with twin Vickers medium machine gun K on a weapon support for +110 points each. Secondary Weapon (fixed position). Additional duty for the radio operator: Machine-gunner (exposed).
- *Ambush camouflage* can be added to each jeep for +30 points each.

## 1-9 SAS Jeep (Car)

**POINTS: 170 each** (RP: 1)

Main weapon (fixed position): Vickers .50 cal. heavy machine gun.

Crew: 2 men and 1 sergeant (leader), all armed with Thompson sub-machine guns.

All men have bayonets and N°36 Mills Bomb grenades.

Duties: Driver, machine-gunner, troops.

Characteristics: *Low profile, open-topped vehicle, weapon support, trained with the bayonet.*

### Variants:

- A jeep can be fitted with Vickers medium machine gun K on a weapon support for +60 points each. Secondary Weapon (fixed position). Additional duty for the radio operator: Machine-gunner (exposed).
- A jeep can be fitted with twin Vickers medium machine gun K on a weapon support for +110 points each. Secondary Weapon (fixed position). Additional duty for the radio operator: Machine-gunner (exposed).
- *Ambush camouflage* can be added to each jeep for +30 points each.
- Up to 2 men can add *Sticky Bombs* to their equipment for +10 points each. The unit gains the characteristic: *Magnetic mines*.

### **Options for the Long Range Desert Group & Special Air Service Platoons**

For each full *Long Range Desert Group Platoon* (10 Chevrolet WB trucks) you can buy up to 10 of the following options. For every 2 Trucks you buy you get 2 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

For each full *SAS Platoon* (1 HQ, 9 Jeeps) you can buy up to 10 of the following options. For every 2 jeeps you buy you get 2 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

### **Options**

- Anti-Aircraft Platoon (max 1).
- Anti-Tank Platoon (max 1, counts as 2 options).
- Armoured Car Platoon (max 2).
- Artillery Battery (max 1, counts as 2 options).
- Commando Platoon.
- Light Tank Troop (max 1, counts as 2 options).
- Long Range Desert Group & Special Air Service.
- Motorised Engineer Section (max 1).
- Motorised Infantry Platoon.
- Motorised Recon Platoon (max 1).

# MOTORISED INFANTRY PLATOON (STANDARD, 1941-1943)

**Consisting of:** 0-1 Motorised Infantry Command Group, 2-3 Motorised Infantry Squads

**Training:** 4+

## 0-1 Motorised Infantry Command Group (Headquarters)

**POINTS: 170 (RP: 3)**

- 1 lieutenant (leader) armed with a Webley Mk. IV pistol.
- 1 sergeant (leader) armed with a Thompson sub-machine gun.
- 1 man armed with a 2" (50.8mm) Mk.VIII light mortar and a Colt 1911A1 pistol.
- 2 men armed with N°4 Mk.1 rifles.
- 2 men armed with N°4 Mk.1 rifles (runners).
- All men have N°36 Mills Bomb grenades.

Characteristics: *Mortar only indirect fire* (minimum range 20cm).

Note: The unit is onboard a \*Bedford 3 ton truck (cost included, see description below).

## 2-3 Motorised Infantry Squads

**POINTS: 160 each (RP: 3)**

- 1 sergeant (leader) armed with a Thompson sub-machine gun.
  - 1 corporal (leader) armed with a N°4 Mk.1 rifle.
  - 1 man armed with a Bren light machine gun.
  - 7 men armed with N°4 Mk.1 rifles.
  - All men have N°36 Mills Bomb grenades.
- Note: The unit is onboard a \*Bedford 3 ton truck (cost included, see description below).

### Variants:

- The corporals in the Infantry Squads can replace their N°4 Mk.1 rifles with Thompson sub-machine guns at no extra cost.
- One man per platoon can replace his N°4 Mk.1 rifle with a Boys Anti-tank rifle for +20 points. In this case the man and another man from the squad can create an *independent unit* (RP: 1).
- The men armed with N°4 Mk.1 rifles can become *marksman* for +20 points per squad.
- You can add *smoke shells* to the mortar for +50 points each (optional rule).
- A runner can become *radio operator* for +10 points.

## Options for the Motorised Infantry Platoon

For each full Motorised Infantry Platoon (1 HQ + 3 squads) you can buy up to 4 of the following options. If you only buy the HQ + 2 squads you get 2 options. Each option can be bought more than once up to the maximum amount allowed (max). For the cost of each option refer to the single items.

### Options

- Anti-Aircraft Platoon (max 1).
- Anti-Tank Platoon (max 1, counts as 2 options).
- Armoured Car Platoon (max 2).
- Engineer Platoon (max 1).
- Light Tank Troop (max 1, counts as 2 options).
- Long-range Desert Group & Special Air Service (max 1, counts as 3 options).
- Machine-gun Platoon (max 1, counts as 2 options).
- Medium Tank Troop (max 1, counts as 2 options).
- Mortar Platoon (max 1, counts as 2 options).
- Motorised Artillery Battery (max 1, counts as 2 options).
- Motorised Engineer Section (max 1).
- Motorised Infantry Platoon.
- Motorised Recon Platoon (max 1).
- Sniper Section (max 1).

# OPTIONS

## ANTI-AIRCRAFT PLATOON

Consisting of one of the following choices:

- 1-6 Anti-aircraft Sections (1941)
- 1-6 Bofors Guns (1941-1943)
- 1-3 Mk VIB AA (1942-1943)

Training: 4+

### 1-6 Anti-Aircraft Sections (Truck)

**POINTS: 230 each** (RP: 1)

Main weapon (fixed position): Quad Bren light machine gun on support.

Crew: 3 men and 1 sergeant (leader), all armed with N°4 Mk.1 rifles.

Duties: Commander, driver, machine-gunner, troops.

Characteristics: *Open-topped vehicle, anti-aircraft weapon support.*

#### Variants:

- *Ambush camouflage* can be added to each Truck for +30 points each.

### 1-6 Bofors Guns (Artillery)

**POINTS: 180 each** (RP: 3)

1 sergeant (leader) armed with a Mk.IV revolver.

1 man armed with a Colt 1911A1 pistol and Bofors 40mm light gun.

4 men armed with N°4 Mk.1 rifles.

All men have N°36 Mills Bomb grenades.

Characteristics: *Long barrel, anti-aircraft, gun crew.*

#### Variants:

- You can buy a \*Quad Morris Commercial C-8 as *towing and transport vehicle* for each gun for +30 points each.

### 1-3 Mk VIB AA (Light Tank)

**POINTS: 370 each** (RP: 1)

Main weapon (turret): Quad Besa Medium machine gun on *support*.

Secondary Weapon: None.

Crew: 2 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, machine-gunner, driver/radio operator.

Characteristics: *Light armour, weapon support, soft skin, anti-aircraft, radio operator.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- *Sandbags* can be added to each tank for + 30 points each.

# ANTI-TANK PLATOON

Consisting of one of the following choices:

- 0-1 Command Jeep, 1-4 2 pdr Anti-Tank Guns (1941 -1943)
- 0-1 Command Jeep, 1-4 Morris C8 "Portee" (1941 -1943)
- 0-1 Command Jeep, 1-4 17/25 pdr. Anti-Tank Guns (1943)

Training: 4+

## 0-1 Command Jeep (Car, Headquarters)

POINTS: 100 (RP: 1)

Main weapon: None.

Crew: 2 men (runners) and 1 lieutenant, all armed with Sten sub-machine guns.

All men have N°36 Mills Bomb grenades.

Duties: Driver, radio operator, troops.

Characteristics: *Low profile, radio operator, long-range radio, open-topped vehicle.*

## 1-4 2 pdr. Anti-Tank guns (Artillery)

POINTS: 120 each (RP: 2)

1 sergeant (leader) armed with a Mk.IV revolver.

1 man armed with a Colt 1911A1 pistol and 2 pdr. 40mm light gun.

2 men armed with N°4 Mk.1 rifles.

All men have N°36 Mills Bomb grenades.

Characteristics: *Long barrel, shield, gun crew.*

Note: Does not have high-explosive shells.

### Variants:

- You can buy a \*Universal Carrier as *towing and transport vehicle* for each gun for +110 points each.
- One man per platoon can become *radio operator* for +10 points.
- You can replace the 2pdr light gun with a 6pdr 57mm medium gun with long barrel and eliminate the characteristic: *Does not have high-explosive shells* for 150+ points each. The entire platoon must have the same type of gun.

## 1-4 Morris C8 "Portee" (Truck)

POINTS: 270 (RP: 1)

Main weapon (fixed position): 2 pdr. 40mm light gun.

Crew: 3 men and 1 sergeant (leader), all armed with N°4 Mk.1 rifles.

Duties: Commander, assistant, driver, gunner.

Characteristics: *Open-topped vehicle, long barrel (main weapon).*

### Variants:

- One Truck per platoon can add a *radio*, for + 10 points. Additional duty: radio operator.
- *Ambush camouflage* can be added to each Truck for +30 points each
- You can replace the 2pdr light gun with a 6pdr 57mm medium gun with long barrel and eliminate the characteristic: *Does not have high-explosive shells* for 150+ points each. The entire platoon must have the same type of gun.

## 1-4 17/25 pdr. Anti-Tank Guns (Artillery)

POINTS: 430 each (RP: 2)

1 sergeant (leader) armed with a Mk.IV revolver.

1 man armed with a Colt 1911A1 pistol and 17/25 pdr. 76mm medium gun.

3 men armed with N°4 Mk.1 rifles.

All men have N°36 Mills Bomb grenades.

Characteristics: *Extra-long barrel, shield, gun crew.*

### Variants:

- One man per platoon can become *radio operator* for +10 points.
- You can buy a \*Quad Morris Commercial C-8 as *towing and transport vehicle* for each gun for +30 points each.

# ARMoured CAR PLATOON

Consisting of one of the following choices:

- **Morris C9, 0-2 Rolls Royce (1941)**
- **Morris C9 (1941)**
- **Marmon Herrington Mk I, II, III (1941-1942)**
- **Daimler Dingo (1941-1943)**
- **Daimler Dingo, 0-3 Daimler Armoured (1942-1943)**
- **Humber Mk II, IV (1941-1943)**
- **AEC Mk I (1942-1943)**

**Training:** 4+

## **Rolls Royce (Armoured Car)**

**POINTS: 190 each (RP: 1)**

Main weapon (turret): Vickers medium machine gun with support

Crew: 2 men and 1 corporal (leader), all armed with Sten sub-machine guns

Duties: Commander, driver/radio operator, machine-gunner

Characteristics: *Light armour, soft skin, radio operator, weapon support.*

### Variants:

- *Ambush camouflage* can be added for +30 points.
- *Vehicle smoke* can be added for +50 points (optional rule).
- You can replace the Vickers medium machine gun with a Boys Anti-tank rifle for -40 points each.
- You can add the *Indian* characteristic to the Armoured Cars for +50 points each.

## **Morris C9 (Armoured Car)**

**POINTS: 210 each (RP: 1)**

Main weapon (turret): Boys Anti-tank rifle with *coaxial* Vickers medium machine gun.

Crew: 3 men and 1 corporal (leader), all armed with Sten sub-machine guns.

Duties: Commander, driver, radio operator, gunner/machine-gunner.

Characteristics: *Light armour, coaxial weapon, soft skin, radio operator, weapon support, highly manoeuvrable.*

### Variants:

- *Ambush camouflage* can be added for +30 points.
- *Vehicle smoke* can be added for +50 points (optional rule).
- You can add the *Indian* characteristic to the Armoured Cars for +50 points each.

## **Marmon Herrington Mk I Armoured Car)**

**POINTS: 280 each (RP: 1)**

Main weapon (turret): Vickers medium machine gun on support.

Secondary Weapon (lower hull): Bren light machine gun.

Crew: 3 men and 1 corporal (leader), all armed with Sten sub-machine guns.

Duties: Commander, turret machine-gunner, hull machine-gunner, driver/radio operator.

Characteristics: *Light armour, radio operator, weapon support, highly manoeuvrable.*

### Variants:

- *Ambush camouflage* can be added for +30 points.
- *Vehicle smoke* can be added for +50 points (optional rule).
- You can replace the Marmon Herrington Mk.I with a Mk.II by removing the hull machine gun and replacing the Vickers in the turret with a Boys Anti-tank rifle with *coaxial* Vickers medium machine gun for -20 points each. Duties: Commander, machine-gunner/gunner, driver, radio operator. (1941-1942).
- You can replace the Marmon Herrington Mk.I with a Mk.II variant I by removing the hull machine gun and replacing the Vickers in the turret with a 20mm light gun and a *coaxial* Vickers medium machine gun +120 points each. Additional characteristics: *Coaxial weapon, long barrel, rapid fire.* Duties: Commander, machine-gunner/gunner, driver/radio operator, assistant. (1941-1943).

- You can replace the Marmon Herrington Mk.I with a Mk.III variant I by removing the hull machine gun and replacing the Vickers in the turret with a 2pdr 40mm light gun and a coaxial Besa 7.92mm medium machine gun for +80 points each. Additional characteristics: *Coaxial weapon, long barrel, does not have high-explosive shells*. Duties: Commander, machine-gunner/gunner, driver/radio operator, assistant. (1941-1943).
- A Vickers medium machine gun with *support* can be added to each tank for +60 points each. Secondary Weapon (upper hatch). Additional duty for the Commander: *Anti-aircraft* machine-gunner (*exposed*).
- You can add the *Indian* characteristic to the Armoured Cars for +50 points each.

### **Daimler “Dingo” Scout Car (Armoured Car)**

**POINTS: 200 each (RP: 1)**

Main weapon: None

Crew: 1 sergeant (leader) and 1 man, both armed with Sten sub-machine guns.

Duties: Commander/radio operator, driver.

All men have N°36 Mills Bomb grenades.

Characteristics: *Low profile, medium armour, radio operator, open-topped vehicle.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- A Bren light machine gun with *support* can be added for +40 points each. Main weapon (lower hull). Additional duty for the Commander: Machine-gunner.
- *Vehicle smoke* can be added for +50 points (optional rule).
- One Armoured Car per platoon can become an HQ by adding a *long-range radio* and replacing the sergeant with a lieutenant for +30 points.
- You can add the *Indian* characteristic to the Armoured Cars for +50 points each.

### **Daimler Armoured (Armoured Car)**

**POINTS: 420 each (RP: 1)**

Main weapon (turret): 2 pdr. 40mm light gun with *coaxial* Besa 7.92mm medium machine gun.

Crew: 2 men and 1 corporal (leader), all armed with Sten sub-machine guns.

Duties: Commander/assistant, driver/radio operator, gunner.

Characteristics: *Coaxial weapon, long barrel (main weapon), radio operator, weapon support.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- *Vehicle smoke* can be added for +50 points (optional rule).
- You can add the *Indian* characteristic to the Armoured Cars for +50 points each.

### **Humber Mk II (Armoured Car)**

**POINTS: 230 each (RP: 1)**

Main weapon (turret): Boys Anti-tank rifle with Besa 7.92mm medium machine gun.

Crew: 1 corporal (leader) and 2 men, all armed with Sten sub-machine guns.

Duties: Commander, driver/radio operator, gunner/machine-gunner.

Characteristics: *Coaxial weapon, soft skin, radio operator, weapon support.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- The Armoured Car can be fitted with a Bren light machine gun with *support* for +40 points. Secondary Weapon (upper hatch). Additional duty for the Commander: Machine-gunner.
- You can replace the Humber Mk.II with Mk.IVs by replacing the turret weapon with a 37mm light gun with coaxial Besa 7.92mm medium machine gun for +210 points each. Additional characteristics: *Extra-long barrel*. Duties: Commander/assistant, gunner, driver/radio operator.
- You can add the *Indian* characteristic to the Armoured Cars for +50 points each.

### **AEC Mk I (Armoured Car)**

**POINTS: 530 each (RP: 1)**

Main weapon (turret): 2pdr 40mm light gun with *coaxial* Besa 7.92mm medium machine gun.

Crew: 2 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, assistant, driver/radio operator, gunner.

Characteristics: *Highly manoeuvrable, coaxial weapon, heavy armour, radio operator, weapon support, long barrel (main weapon).*

Note: Does not have high-explosive shells.

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- A *smoke-screen mortar* can be added for +60 points (optional rule).
- You can add the *Indian* characteristic to the Armoured Cars for +50 points each.

## **ARTILLERY BATTERY (1941-1943)**

**Consisting of: 1-2 Sections, each consisting of: 0-1 Universal Carrier OP, 1-4 Field Guns**

**Training: 4+**

### **0-1 Universal Carrier OP (Light Tank)**

**POINTS: 180 (RP: 1)**

Main weapon (lower hull): Bren light machine gun on *support*.

Crew: 2 men and 1 lieutenant (leader), all armed with Sten sub-machine guns.

Duties: Commander/radio operator, driver, machine-gunner.

Characteristics: *Low profile, extra-light armour, radio operator, long-range radio, weapon support, open-topped vehicle.*

Note: Counts as HQ for indirect fire from its own battery.

#### Variants:

- *Ambush camouflage* can be added for +30 points.

### **1-4 Field Guns (Artillery)**

**POINTS: 390 each (RP: 2)**

1 sergeant (leader) armed with a Webley Mk.IV revolver.

1 man armed with a Colt 1911A1 pistol and a 25pdr. 87.6mm heavy gun.

2 men armed with N°4 Mk.1 rifles.

2 men armed with Webley Mk.IV revolvers.

All men have N°36 Mills Bomb grenades.

Characteristics: *Indirect fire (minimum range 100cm), shield, gun crew.*

Note: These 25pdr guns can rotate up to 90° (45° right, 45° left) to *aim* at the target.

#### Variants:

- One man per Section can become *radio operator* for +10 points.
- You can buy a Quad Morris Commercial C-8 as *towing and transport vehicle* for each gun for +30 points each.
- If they stem from a Royal Guard Platoon you can buy the characteristic *Royal Guard* for each gun for +100 points each.

## ENGINEER PLATOON (1941-1943)

**Consisting of: 1-4 Engineer squads**

**Training: 3+**

### 1-4 Engineer squads

**POINTS: 150 (RP: 3)**

1 sergeant (leader) armed with a Thompson sub-machine gun.

1 corporal (leader) armed with a N°4 Mk.1 rifle.

7 men armed with N°4 Mk.1 rifles.

1 man armed with a Bren light machine gun.

All men have N°36 Mills Bomb grenades.

### Variants:

- Up to 5 men per Engineer Squad can add *satchel charges* to their equipment for +50 points each.
- Up to 2 men per Engineer Squad can replace their N°4 Mk.1 rifles with light flamethrowers for +50 points each.
- Up to 2 men per Engineer Squad can add *Sticky Bombs* to their equipment for +10 points each. The unit gains the characteristic: *Magnetic mines*.
- Up to 3 men per Engineer Squad can add *N°82 Gammon Grenades* to their equipment for +30 points each.
- One or more Engineer Squads can become *tank hunters* for +30 points each.
- The corporal in the Engineer squads can replace his N°4 Mk.1 rifle with a Thompson sub-machine gun at no extra cost.
- Each Engineer Squad can buy a \*Bedford Truck as *transport vehicle* for + 30 points each.

## INFANTRY SUPPORT TANK TROOP

**Consisting of one of the following choices:**

- **1-3 Churchill (1942-1943)**
- **1-3 Matilda II (1941-1943)**
- **1-3 Valentine (1941-1943)**

**Training: 4+**

### 1-3 Mk.IV Churchill A22 Mk.I (Heavy Tank)

**POINTS: 890 each (RP: 1)**

Main weapon (turret): 2pdr 40mm light gun with *coaxial* Besa 7.92mm medium machine gun.

Secondary Weapon (hull): 3 inch 76 mm howitzer.

Crew: 4 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, assistant, driver/radio operator, turret gunner, hull gunner /assistant.

Characteristics: *Radio operator, weapon support, howitzer (secondary weapon), long barrel (main weapon).*

Note: Main weapon does not have high-explosive shells.

### Variants:

- *Ambush camouflage* can be added for +30 points.
- You can replace the Churchill A22 Mk.I with an A22 Mk.II by replacing the howitzer with a Besa 7.92mm medium machine gun for -70 points each Duties: Commander, assistant, driver, gunner, machine-gunner/radio operator.
- You can replace the Churchill A22 Mk.I with an A22 Mk.III by replacing the howitzer with a Besa 7.92mm medium machine gun, the 2pdr light gun with a *long barrelled* 6pdr 57mm medium gun and eliminating the characteristic: *does not have high-explosive shells* for +80 points each.
- *Vehicle smoke* can be added for +50 points (optional rule).
- Australian tanks must buy Training: 3+ for +20 points each.

### **1-3 Matilda II (Medium Tank)**

**POINTS: 620 each (RP: 1)**

Main weapon (turret): 2pdr 40mm light gun with *coaxial* Besa 7.92mm medium machine gun.

Crew: 3 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, assistant, driver/radio operator, gunner.

Characteristics: *Coaxial weapon, radio operator, slow vehicle, medium armour, long barrel (main weapon).*

Note: Does not have high-explosive shells.

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- You can replace the Matilda II with a Matilda IICS by replacing the 2pdr light gun with a 76mm howitzer at no extra cost. Eliminate the characteristics: *long barrel* and *does not have high-explosive shells* and add the characteristic: *howitzer (1941-1945)*.
- *Vehicle smoke* can be added for +50 points (optional rule).
- Australian tanks must buy Training: 3+ for +20 points each.

### **1-3 Valentine II - IV (Medium Tank)**

**POINTS: 480 each (RP: 1)**

Main weapon (turret): 2pdr 40mm light gun with *coaxial* Besa 7.92mm medium machine gun.

Crew: 2 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander/gunner, assistant, driver/radio operator.

Characteristics: *Coaxial weapon, radio operator, slow vehicle, soft skin, long barrel (main weapon).*

Note: Does not have high-explosive shells.

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- You can replace the Valentine II with a Valentine III/V by adding a crew member. Duties: Commander, gunner, assistant, driver/radio operator for + 10 points each.
- You can replace the Valentine II with a Valentine VIII/X by replacing the 2pdr light gun with a 6pdr 57mm long barrelled medium gun for + 150 points each. Eliminate the characteristic: *Does not have high-explosive shells*.
- *Vehicle smoke* can be added for +50 points (optional rule).
- Australian tanks must buy Training: 3+ for +20 points each.

## **LIGHT TANK TROOP**

**Consisting of one of the following choices:**

- **1-5 Mk.VIB Light Tank (1941-1942)**
- **1-5 Stuart I M3 (1941-1943)**

**Training: 4+**

### **1-5 Mk VIB (Light Tank)**

**POINTS: 230 each (RP: 1)**

Main weapon (turret): Vickers .50 cal. Heavy machine gun with *coaxial* Vickers medium machine gun.

Crew: 2 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, driver/radio operator, machine-gunner.

Characteristics: *Coaxial weapon, radio operator, weapon support, soft skin, bogs down easily, light armour.*

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- One tank per platoon can become the HQ by adding a *long-range radio* and replacing the sergeant with a lieutenant for +30 points.
- *Vehicle smoke* can be added for +50 points (optional rule).
- You can replace the Mk.VIB with Mk.VICs by replacing the Vickers heavy machine gun in the turret with a Besa 15mm gun for +50 points each (1940-1943). Duties: Commander, gunner, driver/radio operator. The gun does not need an assistant.
- Australian tanks must buy Training: 3+ for +20 points each.

### **1-5 Stuart I M3 (Light Tank)**

**POINTS: 510 each (RP: 1)**

Main weapon (turret): M6 37mm light gun with *coaxial* M1919A4 .30 cal. medium machine gun.

Secondary Weapon (lower hull): M1919A4 .30 cal. medium machine gun with *support*.

Crew: 3 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander/assistant, driver, gunner, machine-gunner/radio operator.

Characteristics: *Coaxial weapon, extra-long barrel (main weapon), radio operator, weapon support, soft skin*

Note: Does not have high-explosive shells.

#### Variants:

- *Ambush camouflage* can be added for +30 points.
- A *gyrostabiliser* can be added for +30 points.
- A M1919A4 .30 cal. medium machine gun with *anti-aircraft support* can be added for +60 points. Secondary Weapon (upper hatch). Additional duty for the Commander: Machine-gunner *anti-aircraft* (exposed).
- One tank per platoon can become the HQ by adding a *long-range radio* and replacing the sergeant with a lieutenant for +30 points.
- *Vehicle smoke* can be added for +50 points (optional rule).
- A *bulldozer* can be added to one tank per platoon for +50 points.
- You can replace the Stuart I M3 with Stuart III M3A1 by eliminating the characteristic: *soft skin* for + 30 points each (1942-1945).
- You can replace the Stuart I M3 with Stuart VI M5 by eliminating the characteristics: *soft skin* and *does not have high-explosive shells* for + 80 points each (1943-1945).
- Australian tanks must buy Training: 3+ for +20 points each.

## **MACHINE-GUN PLATOON (1941-1943)**

**Consisting of: 0-1 Machine-gun Command Group, 1-2 Medium Machine-gun sections**

**Training: 4+**

### **0-1 Machine-gun Command Group (Headquarters)**

**POINTS: 60 (RP: 2)**

1 second lieutenant (leader) armed with Webley Mk.IV revolver.

1 sergeant (leader) armed with a Thompson sub-machine gun.

2 men armed with N°4 Mk.1 rifles.

All men have N°36 Mills Bomb grenades.

#### Variants:

- An HQ stemming from Commandos must buy a bayonet, Training: 3+ and the characteristics: *Trained with the bayonet, stealthy* for +50 points.
- An Australian Command Group must buy Training: 3+ for +20 points.

### **1-2 Medium Machine-gun sections**

**POINTS: 290 each (RP: 3)**

1 corporal (leader) armed with a Webley Mk.IV revolver.

2 men armed with Colt 1911A1 pistols and Vickers medium machine guns with *tripods*.

6 men armed with N°4 Mk.1 rifles.

All men have bayonets and N°36 Mills Bomb grenades.

Characteristics: *Tripod*.

#### Variants:

- Sections stemming from Commandos must buy a bayonet, Training: 3+ and the characteristics: *Trained with the bayonet, stealthy* for +50 points.
- You can replace the Vickers medium machine gun with a Vickers 0.50 cal. heavy machine gun for +20 points each. If you choose this option the whole platoon must have the same type of gun.
- Australian Sections must buy Training: 3+ for +20 points.

## MORTAR PLATOON (1941-1943)

**Consisting of: 0-1 Mortar OP, 1-3 Sections.**

**Training: 4+**

### **0-1 Mortar OP (Headquarters)**

**POINTS: 60 (RP: 2)**

1 second lieutenant (leader) armed with a Thompson sub-machine gun.

1 man armed with a N°4 Mk.1 rifle.

1 man armed with a N°4 Mk.1 rifle (radio operator).

All men have N°36 Mills Bomb grenades.

Characteristics: *Radio operator.*

#### Variants:

- An OP stemming from Commandos must buy a bayonet, Training: 3+ and the characteristics: *Trained with the bayonet, stealthy* for +50 points.
- Australian OPs must buy Training: 3+ for +20 points each.
- You can buy a \*Universal Carrier as *transport vehicle* for +110 points.

### **1-3 Mortar Sections**

**POINTS: 290 (RP: 3)**

1 sergeant (leader) armed with a Webley Mk.IV revolver.

2 men armed with Colt 1911A1 pistols and 3" 76.2mm medium mortars.

6 men armed with N°4 Mk.1 rifles.

All men have N°36 Mills Bomb grenades.

Characteristics: *Mortar indirect fire* (minimum range 30cm).

#### Variants:

- Sections stemming from Commandos must buy a bayonet, Training: 3+ and the characteristics: *Trained with the bayonet, stealthy* for +50 points.
- You can buy a \*Universal Carrier as *transport vehicle* for +110 points.
- You can replace the 3" 76.2mm medium mortars with 4.2" 106.7mm heavy mortars for +230 points per section. Add the characteristic: *Ignores cover (L)*.
- One man per section can become a *radio operator* for + 10 points.
- Australian Squads must buy Training: 3+ for +20 points each.

# MOTORISED ARTILLERY BATTERY (1942-1943)

Consisting of:

1-2 Sections each consisting of one of the following choices:

- 0-1 Universal Carrier OP, 1-4 M7 Priest HMC
- 0-1 Universal Carrier OP, 1-4 Valentine SP “Bishop”

Training: 4+

## 0-1 Universal Carrier OP (Light Tank)

**POINTS: 180 (RP: 1)**

Main weapon (lower hull): Bren light machine gun on *support*.

Crew: 2 men and 1 lieutenant (leader), all armed with Sten sub-machine guns.

Duties: Commander/radio operator, driver, machine-gunner.

Characteristics: *Low profile, extra-light armour, radio operator, long-range radio, weapon support, open-topped vehicle.*

Note: Counts as HQ for indirect fire from its own battery.

Variants:

- *Ambush camouflage* can be added for +30 points.

## 1-4 Valentine SP “Bishop” (Medium Tank)

**POINTS: 530 each (RP: 1)**

Main weapon (upper hull): 25 pdr. 87.6mm heavy gun.

Secondary Weapon: None.

Crew: 3 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, assistant, driver/radio operator, gunner.

Characteristics: *Hull mounted weapon, indirect fire (minimum range 100cm), ignores cover (L), radio operator, soft skin, unprotected ammunition, slow vehicle, light armour.*

Variants:

- *Ambush camouflage* can be added to each tank for +30 points each.
- Each gun can be given *smoke shells* for +50 points each. (optional rule).

## 1-4 M7 Priest HMC (Medium Tank)

**POINTS: 520 each (RP: 1)**

Main weapon (hull): 105mm heavy gun (howitzer)

Secondary Weapon (pulpit): M2HMG .50 cal. heavy machine gun with *anti-aircraft weapon support*.

Crew: 6 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, 2 assistants, driver, gunner, machine-gunner (*exposed*), radio operator.

Characteristics: *Hull mounted weapon, light armour, indirect fire (minimum range 100cm), ignores cover (L), unprotected ammunition, howitzer, radio operator, anti-aircraft weapon support, bogs down easily, open-topped vehicle.*

Variants:

- *Ambush camouflage* can be added to each tank for +30 points each.
- *Sandbags* can be added to each tank for +30 points each.
- Each gun can be given *smoke shells* for +50 points each (optional rule).

# MOTORISED ENGINEER SECTION

Consisting of one of the following choices:

- 1-3 Matilda Skorpion (1942-1943)
- 1-3 Valentine Skorpion (1943)

Training: 3+

## 1-3 Matilda Skorpion (Medium Tank)

**POINTS: 730 (RP: 1)**

Main weapon (turret): 2pdr 40mm light gun with *coaxial* Besa 7.92mm medium machine gun.

Crew: 4 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, assistant, driver/radio operator, gunner, mine-clearer.

Characteristics: *Mine-clearer, coaxial weapon, radio operator, slow vehicle, medium armour, long barrel (main weapon).*

Note: Can only move *slowly*. Does not have high-explosive shells.

## 1-3 Valentine Skorpion (Medium Tank, Mine-clearer)

**POINTS: 420 (RP: 1)**

Main weapon (turret): None.

Crew: 2 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander, mine-clearer, driver/radio operator.

Characteristics: *Radio operator, slow vehicle, soft skin.*

Note: Can only move *slowly*.

# MOTORISED RECON PLATOON (1941-1943)

Consisting of: 0-1 Command Group (HQ), 1-3 sections each consisting of: 1-3 Universal Carrier

Training: 4+

## 0-1 Universal Carrier Command Group (Light Tank, Headquarters)

**POINTS: 140 (RP: 1)**

Main weapon (hull): None.

Crew: 2 men and 1 lieutenant (leader), all armed with Sten sub-machine guns.

Duties: Commander, radio operator, driver.

Characteristics: *Low profile, extra-light armour, radio operator, weapon support, open-topped vehicle, long-range radio.*

Variants:

- *Ambush camouflage* can be added for +30 points.
- Australian tanks must buy Training: 3+ for +20 points each.

## 1-3 Universal Carrier (Light Tank)

**POINTS: 150 (RP: 1)**

Main weapon (lower hull): Bren light machine gun on *support*.

Crew: 2 men and 1 sergeant (leader), all armed with Sten sub-machine guns.

Duties: Commander/radio operator, driver, machine-gunner.

Characteristics: *Low profile, extra-light armour, radio operator, weapon support, open-topped vehicle.*

Variants:

- *Ambush camouflage* can be added for +30 points.
- You can replace the Bren light machine gun with a Vickers medium machine gun for +20 points.
- Universal Carriers stemming from Paratroopers must buy Training: 3+ for +20 points.
- One man per section can add a Boys Anti-Tank rifle to his equipment for +20 points. Secondary Weapon (fixed position). Duties: Commander/radio operator, machine-gunner/anti-tank man, driver.
- For one Universal Carrier per section you can add a 2" 50.8mm light mortar for +50 points. Secondary Weapon (fixed position). Duties: Commander/radio operator/assistant, machine-gunner/mortar crew, driver. If you decide not to mount it on the vehicle you can transport it and use it on the ground.
- You can add *smoke* to the mortar for 50 points (optional rule).
- Australian tanks must buy Training: 3+ for +20 points each.

## SNIPER SECTION (1941-1943)

Consisting of one of the following choices:

- **1-3 Sniper Squads**
- **1-6 Lone Snipers**

Training: 3+

### 1-3 Sniper Squads

**POINTS: 100 each (RP: 1)**

2 men armed with N°4 Mk.1 rifles and N°36 Mills Bomb grenades.

Characteristics: *Sniper team, sight, marksman, accurate shot.*

Note: These men are not subject to rules governing *Solitary models*.

### 1-6 Lone Snipers

**POINTS: 100 each (RP: 1)**

1 man armed with a N°4 Mk.1 rifle and N°36 Mills Bomb grenades.

Characteristics: *Sniper, sight, marksman, accurate shot, infiltrator.*

Note: These men are not subject to rules governing *Solitary models*.

## TOWING AND TRANSPORT VEHICLES

### **\*BEDFORD TRUCK (Truck)**

Main weapon: None.

Crew: Transported unit.

Duties: Driver, troops.

Characteristics: *Troop carrier (13), open-topped vehicle.*

### **\*JEEP (Car)**

Main weapon: None.

Crew: Transported unit.

Duties: Driver, troops.

Characteristics: *Troop carrier (4), open-topped vehicle, low profile.*

### **\*QUAD MORRIS COMMERCIAL C-8 (Truck)**

Main weapon: None.

Crew: Transported unit.

Duties: Driver, troops.

Characteristics: *Open-topped vehicle, troop carrier (6).*

### **\*UNIVERSAL CARRIER (Light Tank)**

Main weapon (hull): Bren light machine gun on *support*.

Crew: Transported unit.

Duties: Commander, driver, machine-gunner.

Characteristics: *Extra-light armour, low profile, weapon support, troop carrier (4), open-topped vehicle.*