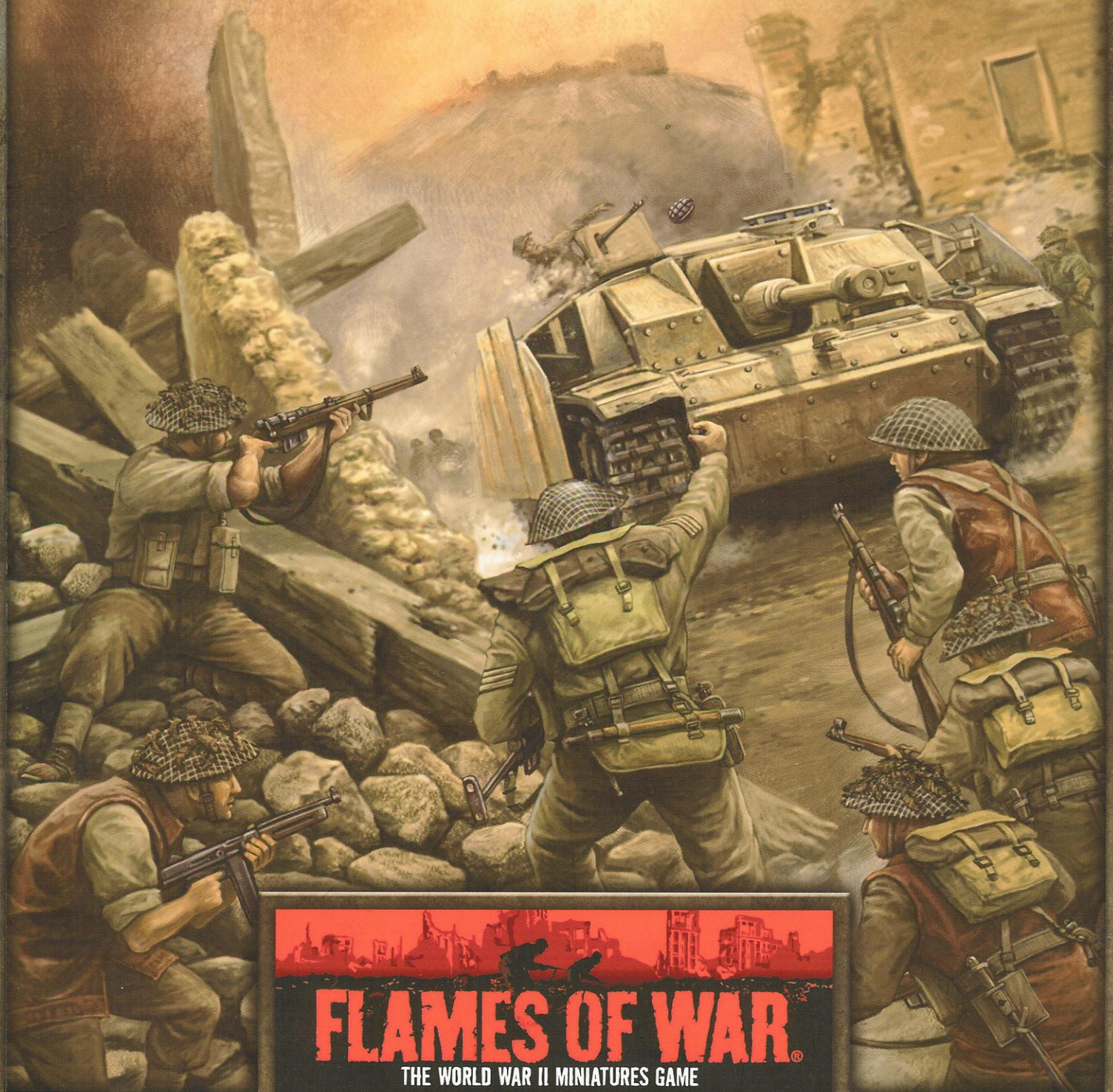


FESTUNG EUROPA

THE INTELLIGENCE HANDBOOK FOR
JANUARY - AUGUST 1944



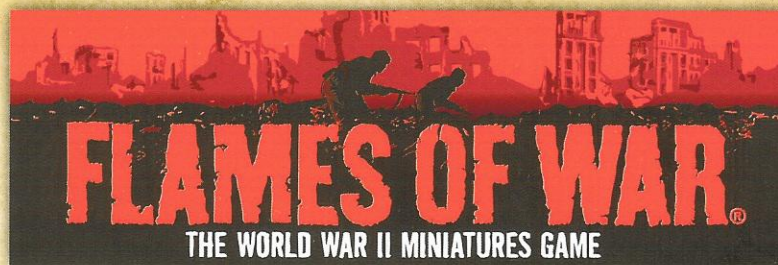
FLAMES OF WAR®

THE WORLD WAR II MINIATURES GAME

SHOWCASE



Diorama by: Jeremy Painter



FESTUNG EUROPA

THE INTELLIGENCE HANDBOOK FOR

JANUARY - AUGUST 1944

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This is a supplement for *Flames Of War*, the World War II miniatures game.

A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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THE WESTERN FRONT

After conquering Sicily in July and August 1943, the victorious Allies turned their attention to the Italian mainland, dubbed 'the soft underbelly of Europe' by British Prime Minister Winston Churchill.

AN OCCUPYING FORCE

Following secret negotiations the new Italian government of Marshal Badoglio signed an armistice with the Allies. Any hopes of a peaceful resolution to the conflict in the Mediterranean were dashed when German troops occupied Rome within hours of this being announced, and began to disarm or imprison much of the Italian Army. Their response was so fast that it pre-empted Operation Giant, the planned seizure of Rome by Allied airborne troops. Germany's *Wehrmacht*, their armed forces, assumed the role of an army of occupation and speedily set about fortifying the Italian Peninsula. The scene was set for a long and bitterly fought campaign.

OPERATION BAYTOWN

Sicily provided the springboard for the first Allied landings in Southern Italy. On 3 September, in Operation Baytown, the British Eighth Army under General Montgomery, landed on the poorly-defended Calabrian coast near Reggio. Harassed by Italian paratroopers from the *184^o Reggimento Paracadutisti 'Nembo'* (which had remained loyal to the Axis) and *29. Panzergrenadierdivision*, the British advance was further slowed by extensive demolitions that were to

become a familiar feature of the Italian campaign.

On 9 September more Eighth Army units came ashore at Taranto in Operation Slapstick. Occupying the Puglia region the British again encountered demolitions and were harassed by re-treating parachute units, this time German.

SURPRISE AT SALERNO

That same day US Fifth Army, including the British X Corps, under command of Lieutenant General Mark W Clark, landed at Salerno in Operation Avalanche. Unlike the Reggio and Taranto landings, the Allied troops met with stiff opposition from the German defenders. This was particularly devastating in the US sector where the defenders were ready and waiting when the troops attempted a surprise landing without the usual preparatory bombardment. German counterattacks by *16. Panzerdivision* almost broke through to the beaches, only to be thrown back by Allied naval gunfire support. The situation became so precarious that Allied commanders considered evacuating the beachhead, but the hard-pressed troops held on.

RESCUING THE FIFTH ARMY

On 14 and 15 September paratroopers from the US 82nd Airborne Division dropped as reinforcements inside the beachhead. Their arrival boosted the morale of the beleaguered troops. On 20 September, after 12 days of intense fighting, the Allies finally broke out

from their beachhead. Pounded by heavy Allied naval and air bombardments the German defenders withdrew in an orderly fashion.

British and US troops pushed north capturing Naples on 30 September. The invaders had gained their foothold, but the rugged terrain, so different from the deserts of North Africa, and the resolute defence had made it clear that the road to Rome would be long and hard. Perhaps Churchill should have paid more attention to Napoleon who was reputed to have said, 'Italy is a boot and should be entered from the top.'

THE GERMAN FORTIFICATIONS

The Germans had wasted no time in organising strong defensive lines that took advantage of the natural defences afforded them. In the wake of the Salerno landings reinforcements had poured south. The German strategy centred on defensive lines of strongly fortified positions. The strongest of these was the Gustav Line, stretching from coast to coast across Italy's narrow middle. The mountainous spine of the Italian Peninsula effectively channelled Allied advances into the teeth of these positions, rendering them impossible to bypass by land. Additionally, the terrain forced the Allied armies to advance separately—Montgomery's Eighth Army up the eastern side of the peninsula and Clark's Fifth Army on the western side.



ALONG THE ADRIATIC COAST

On the eastern flank along the Adriatic Sea, the Eighth Army pressed on up the coast. On 3 October an amphibious assault by Commandos at Termoli bypassed German defenders on the river Biferno. The river was crossed after a bitter struggle and Canadian troops entered Campo Basso on 14 October. Following hard fighting by the British 78th Division and 8th Indian Division in particular, and hampered as ever by demolitions, the Allies reached the river Sangro, part of the Gustav Line, by 9 November. Met with fierce resistance the Eighth Army troops finally forced a crossing over the Sangro on 30 November.

Canadian troops then captured Ortona after a bitter struggle with German paratroopers, but deteriorating weather and tough German defences were slowing the advance along the Adriatic coast. By January 1944 Allied attention was becoming focused on Monte Cassino.

THE WESTERN ADVANCE

Meanwhile in the west, the British 7th Armoured Division, the 'Desert Rats', forced a crossing of the Volturno River and by the beginning of November, Fifth Army had arrived before the preliminary Bernhard Line. An assault by the British 56th (London) Division breached the line, but the German defenders fell back to the still more formidable Gustav Line defences. As the weary troops of Fifth Army resumed their advance, Mount La Difesa was captured by the Canadian-American 1st Special Service Force, and the US 36th 'Texas' Division took Mounts Maggiore and Lungo bringing them to the Rapido River.

CASSINO

The key to the Gustav Line was the imposing monastery-capped mountain of Monte Cassino, which dominated the town of Cassino on the road to Rome. In the first battle of Cassino the Allies attacked the Gustav positions on a broad front, with the newly-arrived French Expeditionary Corps attacking the mountainous right flank, the US 2nd Corps aiming for the Rapido in the centre, and the British X Corps crossing the Garigliano on the coast.

On 4 and 5 January the French fought their way through the hills to Aqua-

fondata, threatening the German defenders of Cassino. In the centre of the advance, the US 6th Armored Infantry Regiment eventually captured Mount Porchia, before being relieved by the 141st Infantry Regiment, who together with 135th Infantry Regiment took Mount Trocchio on 15 January, reaching the Rapido River. The US 36th Division then attempted to cross the river but were thrown back. Meanwhile the British X Corps crossed the Garigliano River. A second American assault forced a crossing of the Rapido and the US 36th Division reached the outskirts of Cassino town in early February, but their assault was spent.

Fresh troops were needed, so the American troops were replaced by the New Zealand Corps. The Corps launched a major offensive on 15 February, following the controversial destruction of the monastery by Allied bombing. German defenders quickly occupied the ruins, movement became difficult for the attackers through the rubble. The attack withered before the fierce defence.

A fresh attack was scheduled for 24 February, directly up Monastery Hill, but was postponed because of abysmal weather. In the interim the Germans replaced 15. *Panzergranadierdivision* with the tough paratroopers of 1. *Fallschirmjägerdivision*. On 15 March the assault by New Zealand and Indian infantry finally went in, but the battle raged for days with little result. Constant observation from the high ground of the monastery made attacking exceedingly difficult, but a breakthrough on the Gustav Line was now imperative because of fresh events further north.

THE ANZIO BEACHHEAD

In an effort to circumvent the German defences of the Gustav Line, the Allies had launched Operation Shingle, an amphibious landing at Anzio. This landing on 22 January was intended to outflank the Gustav Line, forcing the defenders to retreat. Major General John P Lucas commanded the landing by both US and British divisions. Although the landings had caught the Germans by surprise Lucas was cautious in expanding his beachhead, gifting the German commanders precious time to rush reinforcements to the perimeter. After the initial Allied

advances inland were stalled the Germans counterattacked ferociously and almost succeeding in driving the invaders back into the sea. With the help of naval gunfire support the Allies held on, but subsequent attempts to breakout from the beachhead came at a terrible cost, including the annihilation of the US 1st and 3rd Ranger Battalions. As the Allies poured in further reinforcements the bitter fighting descended to a bloody stalemate, compounded by atrocious weather that rendered the misery of the common soldier complete.

CASSINO CAPTURED

The Allied commanders now realised that, perversely, a breakthrough at Cassino was now essential to relieve the Allied force trapped at Anzio. On 11 May the Eighth Army's newly arrived Polish 2nd Corps made the fourth major attack against the monastery. The initial assault failed, but a new assault on 16 March at last knocked out the German strongpoints one by one. Even now the redoubtable defenders made an orderly withdrawal. By 25 May the bloody battles for Cassino were over, and the Gustav Line collapsed. Resuming the advance, French units in the mountainous centre bypassed the Hitler Line before it could be occupied. At the same time the Canadians advanced on the Adriatic flank, completing the destruction of the Gustav Line.

THE FALL OF ROME

On 22 May the Anzio troops at last broke out from their beachhead and three days later joined up with advancing Fifth Army troops near Borgo Grappa as British forces struck north towards Rome. The Fifth Army then struck north for Rome ahead of the British advance.

At 9am on 4 June 1944, US reconnaissance units entered Rome. The great city was the first Axis capital to be captured, but at a heavy cost to the Allies. More controversially, the German army defending Cassino got away. Fifth Army had been ordered to cut them off, but Clark aimed for Rome instead. The battered Allied troops in Italy still had many months of bitter fighting ahead of them in Italy. Even then the glory of taking Rome was stolen less than 48 hours later by the D-Day landings.

EUROPE—JANUARY, 1944.

KEY



ALLIES



AXIS



NEUTRAL



GERMAN FRONT



BATTLEGROUND OF THE SECOND WORLD WAR

- 1 ST. LO
- 2 NORMANDY
- 3 CAEN
- 4 DIEPPE
- 5 DUNKIRK
- 6 ARDENNES
- 7 LAKE LADOGA
- 8 LENINGRAD
- 9 RZHEV
- 10 SMOLENSK
- 11 MINSK
- 12 YELNYA
- 13 BRYANSK
- 14 OREL
- 15 KURSK
- 16 PROKHOROVKA
- 17 BELGOROD
- 18 KIEV
- 19 KHARKOV
- 20 STALINGRAD
- 21 ROSTOV
- 22 CAUCASUS
- 23 CRIMEA
- 24 SEVASTOPOL
- 25 DNEPR RIVER
- 26 TERMOLI
- 27 ANZIO
- 28 CASSINO
- 29 SALERNO
- 30 TARANTO
- 31 REGGIO DI CALABRIA
- 32 MALTA
- 33 CRETE
- 34 EL ALAMEIN
- 35 TOBRUK
- 36 TRIPOLI
- 37 KASSERINE PASS
- 38 TUNIS
- 39 ALGIERS
- 40 GIBRALTAR

THE EASTERN FRONT

Hitler's desperate gamble for a morale-boosting victory, the Battle of Kursk in July 1943, ended in a defeat that marked the beginning of the end for the *Wehrmacht* on the Eastern Front. Both sides suffered huge losses in men and machines. However, they were losses the Soviets could make good, but from which the Germans would never fully recover. In August 1943 the Red Army began a series of massive counteroffensives that gathered in momentum, driving the invaders before them.

THE SOVIET COUNTEROFFENSIVES

Even as Operation *Zitadelle* foundered at Kursk, the Red Army launched an attack to reduce the Orel salient immediately to the north. General Popov's Bryansk Front recaptured the key road and rail junction at Orel on 6 August and continued to drive westwards.

To the south of Kursk the Soviet counteroffensive, Operation *Polkovodets Rumyantsev*, drove an armoured wedge into the German lines around the city of Belgorod. The overwhelming strength of the Soviet Steppe and Voronezh Fronts thwarted the efforts of two *Panzerkorps*, weakened by the Kursk fighting, to crush the attack between their armoured jaws. On 6 August a massive bombardment from over 3000 Red Army artillery pieces obliterated the German defences, and Soviet troops swept in to recapture the city. This triumph cleared the way for a drive on Kharkov.

RECAPTURING KHARKOV

The massed might of the two Soviet Fronts descended on the city on the morning of 21 August. The bloody onslaught left few German survivors and by midday the city was back in Soviet hands. For the final time, control of Kharkov had been wrested from the invaders, providing the *RKKA* with a launching pad to unleash their armies on the Eastern Ukraine and drive the German forces from the area once and for all.

THE APPROACHES TO MOSCOW

Meanwhile, the Red Army had launched an offensive to liberate the region around Smolensk, on the approaches to Moscow. The region had been under the control of *Wehrmacht* forces since 1941 and in some places the German defensive lines were up to 100km in depth. The Russian weather that had so recently been the Soviet's saviour, now proved itself answerable to no master and the offensive ground to a halt in thick mud. Infuriated with the delays *Stavka*, the Soviet High Command, threw the 4th *Tankovaya Armiya* and 8th *Artilleriya Korpus* from Bryansk in to reinforce the attack. Wave after wave crashed against the German defences until they finally broke under the onslaught. The Soviet advance crept onwards once again.

German divisions rushed to the region to stem the tide, but due to the dwindling level of reserves many of these troops had to come from other front-line positions to the south, around the

Dnepr River. To exploit this the Russians launched a second offensive striking across the Dnepr and driving a wedge between *Generalfeldmarshall* von Kluge's Army Group Centre and *Generalfeldmarshall* von Manstein's Army Group South.

The push in the Smolensk region reached the city of Yelnya, which was mercilessly pounded by massed artillery. As the smoke from the final barrage lifted, the ground troops attacked, weakening the softened German defences. 2nd *Gvardeyskaya Tankovaya Armiya* joined the assault and the defence finally collapsed. In disarray the defenders abandoned the city on 30 August.

The Soviet advances came at a significant cost. Most Red Army divisions were reduced to half strength, a state they remained in for the rest of the war. As the Soviets paused to catch their breath, the hard-pressed German forces scrambled to re-establish their defences.

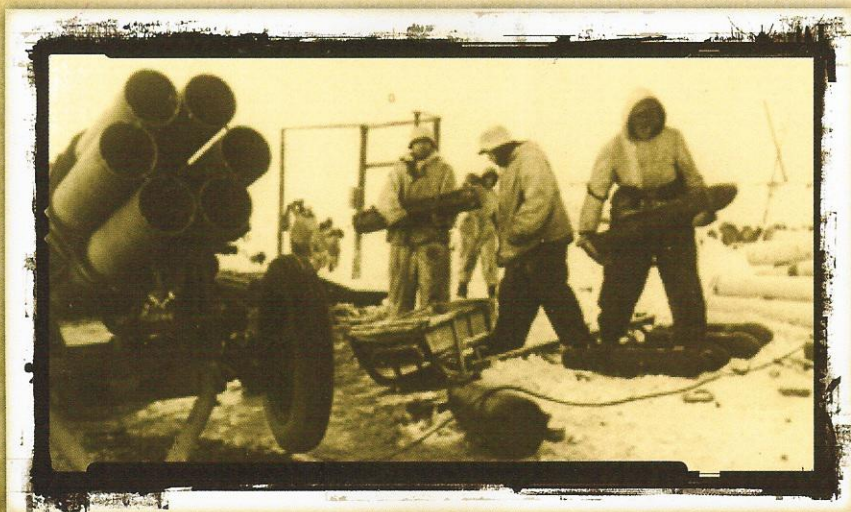
SMOLENSK

Reinforced and reinvigorated the Soviet juggernaut rolled on once more, overrunning the battered German defences around Smolensk and enveloping the city. Soviet troops forced beachheads across the Dnepr and Desna rivers and carried the fight into the streets of Smolensk. Fierce house-to-house fighting throughout the night of 25 September finally liberated the city from the Nazi yoke. The German threat had at last been removed from the approaches to Moscow, and the Soviet capital was able to breathe easy for the first time in two years.

Now the German Army Groups Centre and South were separated by the impassable Pripet marshes. Isolated and unable to quickly shift troops and supplies between them in response to Soviet advances, the defenders dug in and braced themselves for the inevitable onslaught.

ASSAULT ACROSS THE DNEPR

The central section of the German front quietened as Soviet focus shifted south where von Manstein's battered Army Group South had retreated



across the Dnepr to lick its wounds. Hard on their heels came the Soviet troops, employing a mobile Cavalry-Mechanised Group in the vanguard. Advance units seized small bridgeheads across the Dnepr north and south of Kiev. An excellent defensive position and inhospitable terrain allowed 24. *Panzerdivision* to control the southern bridgehead at Bukrin, keeping the Soviets boxed in. On 24 September a disastrous airborne assault by 4575 Red Army paratroopers failed to secure a breakout.

Thwarted in the south the Soviet commander General Vatutin switched attention to the northern bridgehead at Lyutsh. The attacking force, spearheaded by the formidable 3rd *Gvardeyskaya Tankovaya Armiya*, assembled under the cover of darkness. On 4 November a massive artillery bombardment shattered the still of dawn. Units of 4. *Panzerarmee* screening the bridgehead were smashed into submission and Soviet armour was soon rolling through the streets of Kiev. The third largest city in the Soviet Union had been liberated.

Manstein scrambled to plug the holes, pleading for reinforcements for his battered Army Group South. Reluctantly, Hitler released 48. *Panzerkorps* to reinforce the crumbling German lines. The arrival of the elite 1. *SS-Panzerdivision* and 1. and 7. *Panzerdivisionen* allowed the beleaguered Germans to hold on until the autumn rains created a quagmire, halting Soviet attacks.

COUNTERATTACK AT ZHITOMIR

In December the bitter cold of the harsh Russian winter had frozen the mud solid. In a bold move that caught the Soviets by surprise, 4. *Panzerarmee* attacked north of Zhitomir. The Soviet forces reeled before the ferocity of the assault and Red Army reserves were rushed west to bolster the lines. Army Group South recaptured Korosten and bought itself a little time to regroup.

THE KORSUN-CHERKASSY POCKET

On Christmas Eve Vatutin's 1st Ukrainian Front resumed the attack. Most of Army Group South fell back to the *Panther-Wotan* line but by early January large numbers of German troops still remained in exposed posi-



tions. Manstein sought to pull the exposed troops back to safety but Hitler, reluctant to take another backward step, ordered them to hold fast. The Soviet 1st and the 2nd Ukrainian Fronts quickly enveloped the Germans, trapping 56,000 men from six divisions in the Korsun-Cherkassy pocket.

A relief force was hastily assembled to rescue the trapped divisions, but seeing the chance to seize the initiative, Hitler again intervened, ordering the rescue to become a full-scale counterattack to encircle the Soviets. Terrible weather conditions and strong resistance from Soviet armour ground the attack to a halt.

Belatedly, Hitler authorised a withdrawal from the pocket. Russian artillery shells and rockets pounded the retreating German columns mercilessly. The retreat became a rout and the troops abandoned almost all of their equipment. Many Germans that did breakthrough the Soviet stranglehold perished beneath the icy waters of the Gniloy Tikich River, swollen by the melting snows of spring.

RELIEVING LENINGRAD

Even as Army Group South suffered defeat after defeat in the Ukraine, far to the north troops from the Soviet Leningrad and Volkhov Fronts of General Govorov and Meretsov attacked the fortified lines south of Lake Ladoga. The offensive surprised the German Eighteenth Army besieging Leningrad, and they were steadily driven back from the approaches to the city by wave after wave of assaulting infantry. On 18 January Red Army troops finally broke the siege that had lasted nearly 900 days.

DISASTER IN THE CRIMEA

Back in the south the Red Army maintained its momentum, troops of the 3rd Ukrainian Front of General Malinovsky swept across the Southern Ukraine reaching the borders of Rumania by 12 May. The Soviet advance had cut off the German and Rumanian troops under General Janecke in the Crimean peninsula.

On 8 April troops from the 4th Ukrainian Front supported by the Black Sea Fleet and the Azov Flotilla attacked and quickly overwhelmed the Axis defences. On 9 May the German garrison in Sevastopol surrendered. As the remnants of the shattered German Seventeenth Army attempted to evacuate to Rumania by air or sea the Soviet air and naval forces massacred them. The recapture of the Crimea had dealt the Axis forces a massive blow—losing 110,000 troops killed, wounded or captured.

By May the Red Army had recaptured large areas of the motherland from the invaders—Crimea and the Ukraine were back in Soviet hands and the Germans had been driven back from the approaches to Moscow and Leningrad—yet still large swathes of Byelorussia remained under German control. Hitler reacted to the reversals by sacking several of his generals but the momentum on the Eastern Front had now swung, irrevocably, in the Soviet's favour. The Red Army had transformed itself from a leviathan to a juggernaut and now stood poised to drive the numerically inferior Wehrmacht forces from the soil of the motherland once and for all.

HOW TO USE THIS BOOK

The information contained within this book will enable you to create *Flames Of War* forces that accurately represent the armies that fought in Italy, Normandy, and on the Eastern Front in the first half of 1944 as the Allies struggled to come to grips with and destroy Hitler's *Festung Europa*—Fortress Europe.

To make the information more accessible we've split the book into several sections.

WESTERN FRONT HISTORY

PAGE 2

From the first Allied landings in Sicily in 1943 to the capture of Rome in June 1944, the hard-fought Italian campaign was the focus of combat operations for the US and British armies in Europe. This section contains a complete history of the battles that carried the Allies up the Italian Peninsula to Rome and the tough German defenders that made the battle a hard slog. The next step for the western Allies would be D-Day, the invasion of France!

EASTERN FRONT HISTORY

PAGE 6

The Battle of Kursk in the middle of 1943 marked the turning point in the war in the East. From there until the middle of 1944 the Red Army made a series of advances that carried them to the borders of Russia. As their allies prepared

for D-Day, they prepared for their Operation Bagration that would clear the last German invaders from mother Russia.

CHOOSING A FORCE

PAGE 9

This section will help you choose a force with which to take the field of battle. It provides an outline of how each country's army fits into the *Flames Of War* game and how they perform on the battlefield.

INTELLIGENCE BRIEFINGS

PAGE 16

The main part of this book is dedicated to the Intelligence Briefings of each country involved in the conflict, Germany, Great Britain, the United States and the Soviet Union. The Briefings detail the structure of each army and how to field it in *Flames Of War*.

At the end of each country's Intelligence Briefing you'll find the Arsenal. The game ratings for every weapon and vehicle in the Intelligence Briefing are listed here for ease of reference when planning your *Flames Of War* force.

Be sure to study the Intelligence Briefings on your opponent too. Learn their organisation and combat methods. Study their arsenals to evaluate the performance of your opponent's weapons so that you are ready to counter them on the battlefield.



CHOOSING A FORCE

Your first step when building a *Flames Of War* army is deciding what country your troops will be from. You have four choices: Germany, Great Britain, the United States and the Soviet Union. Each has their own unique equipment and style of tactical play. Next choose the type of company you want to lead. Each country has one or more types of tank companies, mechanised companies and infantry companies. Having picked your company select the individual platoons that will make up your company from the appropriate section, until you have reached your points limit, then wage war!

Before fighting a battle, you need to choose your force. To make sure that you and your opponent choose forces that will give a fair fight and an interesting game, every unit has a points value. Agree with your opponent on the maximum points value that you may spend on your armies. The limit for a typical game is 1500 points.



GERMANY

PAGE 11

First Tunisia and then Sicily fell to the western Allies. Now, with growing confidence, they have invaded the mainland of Germany's former ally Italy. Any day now, it seems, the Allied forces gathering in Great Britain will launch an invasion of Western Europe.

In the East the Soviet counterattacks are gaining in momentum, gradually pushing the overstretched German forces back from the approaches to Moscow, Leningrad and Stalingrad—cities which had so nearly fallen to the glorious advances of the *Wehrmacht* in 1941-1942.

In spite of this ever-growing opposition, the German soldier is still the best soldier of any nation and, armed with Hitler's many new secret weapons, will fight on ferociously against the resurgent Allies. With new heavy Panzers, anti-tank guns and deadly new aircraft Allied forces will be made to pay dearly for any encroachment into Hitler's *Festung Europa*.



GREAT BRITAIN

PAGE 12

The bloody tug-of-war that raged across the breadth of North Africa is over, and British prestige in the region has been restored by their morale-boosting victory. Now assisted by their erstwhile American allies the hardened veterans of the desert are slogging their way up the Italian Peninsula.

The German forces occupying the country have constructed an imposing array of defences, and are mounting an impressive resistance. But if there is one thing the British Soldier has in spades it's tenacity. This, coupled with new and upgraded weaponry designed to counter the dastardly Nazi heavy tanks, means that slowly but surely the tide is turning in the Allies favour.

Soon the British, alongside the Americans, will be ready to launch the long-awaited cross channel invasion and take the fight to the Nazi's very doorstep.



UNITED STATES

PAGE 13

The assistance rendered by the United States to their allies has been decisive. American industry has helped rapidly re-equip not only the United States Army but also those of Great Britain and the Soviet Union. Backed by this technology, the redoubtable American soldier, so green in his first exchanges with the Germans, is emerging as a resourceful and reliable fighting man.

Even as American forces battle their way towards Rome, a massive buildup of men and material is taking place in Britain. Soon the long-awaited invasion of Western Europe will take place. As elsewhere, at the forefront of the fighting will be the United States Army, bringing freedom to the oppressed peoples under the Nazi heel.



SOVIET UNION

PAGE 14

By a monumental national effort the huge losses suffered by the Red Army in the first years of the Great Patriotic War have been recovered. Now new weapons are rolling off the production lines in ever increasing numbers supplemented by the lend-lease vehicles shipped in from the Western Allies. Men and women from all parts of the vast Socialist Republic have been drafted in to swell the numbers of the Red Army.

With overwhelming force, and increasingly sophisticated strategy, the mighty Red Army is driving the Nazi invaders back, reclaiming the lost territory of the Motherland city by city.

The Germans fight on with consummate tactical skill but their cause is hopeless. The Red Army will not stop until they have liberated all of Eastern Europe from the barbarous rule of the Hitlerites.

CHOOSE A COMPANY TYPE

TANK COMPANY

The tank company is the pinnacle of mobility and firepower in the Second World War, and is frequently employed to spearhead an offensive. Utilizing bold, fast-moving attacks the tank company seeks to smash through enemy lines. With little in the way of support, the tank company must rely heavily upon their armoured mounts to carry the day.

MECHANISED COMPANY

A mechanised company adds extra mobility to the versatile infantry company. With armoured cars and riflemen in half-tracks and on motorcycles or even tanks, mechanised

companies move quickly to critical points on the battlefield, getting there in time to make a difference. As well-supported as their comrades on foot, with artillery weapons and tanks, the mechanised company is often used to follow-up and consolidate after an armoured breakthrough.

INFANTRY COMPANY

An infantry company is the 'Queen of the Battlefield'. In World War II they are frequently tasked with holding critical front line positions against enemy counterattacks. To perform this difficult task the hard-fighting infantrymen can count upon support from well-sited machine-guns, anti-tank guns and the big guns of the artillery.



A typical German Panzergrenadierkompanie (mechanised infantry company), made up of a number of platoons.

CHOOSE PLATOONS

The organisation charts describe each platoon in the following parts:

Unit Name: The title of the platoon and the number you can have in each company.

Organisation Diagram: Showing the composition and internal organisation of the platoon.

Platoon: A list of the basic platoon choices available and the points cost of each.

Options: Some platoons are shown with part of the diagram in grey indicating additional options. These are not part of the basic price for the platoon, but must be paid for separately if you wish to include them in your platoon.

Restrictions: In some cases there are additional restrictions on the availability of weapons and how many platoons of the same type your force may have.



German Panzergrenadier (mechanised infantry) platoons are the core of a Panzergrenadierkompanie.



The German Army



The German Wehrmacht, or armed forces, are a powerful war machine. As a Wehrmacht commander you will lead superbly trained soldiers armed with some of the most advanced weapons of any nation. Your force will frequently snatch victory in the face of overwhelming odds.



PAZERKOMPANIE

PAGE 20

The Panzers, tanks, of the Panzerkompanie have undergone a constant evolution throughout the war and are heavier, better armed and more mobile than those of your enemies. Manned by highly experienced tank crews and heroic tank 'aces' these powerful weapons strike terror into the hearts of your enemies.

PAZERGRENADEKOMPANIE

PAGE 23

The Panzergrenadierkompanie, or Panzergrenadier company, uses motorised transport to bring its well-trained soldiers to the battlefield where they dismount and fight on foot. Well-supported by Panzers, assault guns and mobile artillery their usual role is to attack fortified defences to create a breakthrough for the Panzers, or to hold the ground they take with the Panzers as a counterattack reserve.

GEPAZERTE PAZERGRENADEKOMPANIE

PAGE 27

The soldiers of the Gepanzerte Panzergrenadierkompanie, or armoured Panzergrenadier company, are the elite of the mechanised infantry. Instead of vulnerable trucks they are equipped with armoured Sd Kfz 251 half-tracks giving them the mobility and armour to accompany the tanks into the thickest fighting.

PAZERPIONIERKOMPANIE

PAGE 30

The combat engineers of the Panzerpionierkompanie are heavily-armed assault specialists. They have more firepower per man than any other infantry force, meaning that besides clearing the battlefield of obstacles they will lead the way in close-quarters fighting.

To assist them in this latter role you can equip your Panzerpioniers with armoured half-tracks to form a Gepanzerte Panzerpionierkompanie. With the extra armour to protect them they are even more likely to win the assault.

AUFKLÄRUNGSSCHWADRON

PAGE 31

For those who don't want to tackle the enemy head on, but prefer the indirect approach, the Aufklärungsschwadron, or reconnaissance company, gives you armoured cars for scouting and a strong infantry component for fighting.

GRENADEKOMPANIE

PAGE 33

A Grenadierkompanie is the finest infantry force you can command. The troops are all experienced veterans and their equipment is as good as it gets. Of course, you'll always be outnumbered, but there's nothing like the satisfaction of facing an overwhelming horde... and winning! Backed by the best weapons that the German army can provide, from StuG assault guns to the feared Tiger, your Grenadierkompanie will never be out-gunned.

PIONIERKOMPANIE

PAGE 38

The Pionierkompanie is composed of tough well-trained combat engineers ready to do two things: undertake dangerous engineering assignments while under fire, and storm enemy positions by close assault.

WAFFEN-SS

PAGE 39

The soldiers of the Waffen-SS are fanatically devoted to the Third Reich and have forged for themselves a ferocious reputation on the battlefields of the Eastern Front. Hitler ensured that they only receive the best equipment available. You can choose to field a Waffen-SS company. It will be smaller than a regular company, but fearless in battle.

FALLSCHIRMJÄGERKOMPANIE

PAGE 40

The Fallschirmjäger are Germany's paratroops. Like all paratroopers, these men are tough and independent. They know how to fight. With the poor strategic situation, they no longer make air assaults. Instead they are Germany's finest light infantry.





THE BRITISH ARMY



As a British Army commander you can rely upon the most resolute infantry in the history of the warfare, and with more and more excellent American equipment to supplement the best of British, victory is inevitable.



ARMoured SQUADRON

PAGE 60

At the core of your armoured squadron are the sturdy American Sherman tanks. The versatile 75mm-armed model is now being supplemented by the Firefly, a British-modified Sherman armed with the powerful 17 pdr gun to counter the *Wehrmacht's* new heavy panzers like the Tiger and the Panther. This combination of firepower and reliability should prove more than enough to deal with anything the enemy care to throw at it.

ARMoured RECCE SQUADRON

PAGE 62

Intended as a reconnaissance unit to pave the way for the armoured squadrons, the armoured recce squadron is too heavily armed with Sherman or Cromwell tanks to be truly useful for recce work. It is still, however, a powerful formation on the battlefield where its firepower can be quickly brought to bear on any enemy troops it uncovers.

MOTOR COMPANY

PAGE 63

The riflemen of the motor companies support the armoured squadrons admirably. Riding into battle aboard their American-made M5 half-tracks, the resolute riflemen will consolidate the gains made by the tanks or even, if terrain is restricting the movement of tanks, lead the way into the enemy positions.

ARMoured CAR SQUADRON

PAGE 66

Armoured car squadrons replace the light cavalry of the past. They scout ahead of the main force to probe for weaknesses in the enemy's defence. The squadrons are almost entirely equipped with armoured cars making them mobile and hard-hitting if they have to fight. Throw in a little heavier back-up from the likes of an armoured squadron and you have a highly versatile force capable of exploiting any soft points in the enemy lines.

RIFLE COMPANY

PAGE 68

Solid and enduring in defence and implacable in the attack, the stout riflemen of the rifle company are the foundation for all other arms of the British Army. Well supported by artillery or tanks, it is the infantrymen that will storm the enemy positions at the point of a bayonet.

RECCE SQUADRON

PAGE 72

On the other hand, if you prefer sneaking around to head-to-head conflict, the recce squadron's light armoured cars and scout carriers may be just the thing. The Recce Corps is the eyes and ears of the infantry. They scout ahead in advances and probe the enemy lines for weaknesses. They also fight, and fight hard, when they have to with their own infantry and anti-tank guns, and heavier support from divisional resources.

COMMANDO TROOP

PAGE 74

The lightly-equipped raiders of a Commando troop are some of the nastiest and toughest infantry around. They are deadly at close quarters where their extensive training in killing quickly and quietly pays off. They can go anywhere, climbing impossible cliffs and swimming unfordable rivers. At heart though, they are still infantry. They still take their place in the line of battle and beat the foe toe-to-toe.

BRITISH EMPIRE

PAGE 80

When war broke out volunteers from the many far-flung parts of the British Empire flocked to the flag ready to fight. Australians, Burmese, Canadians, Englishmen, Indians, Irishmen, New Foundlanders, New Zealanders, Nigerians, Rhodesians, Scotsmen, South Africans, Ugandans, and Welshmen fought side by side against Hitler's unfounded aggression.

You can bring this diverse character to the battlefields of *Flames Of War* by using these rules to customise your force as one of the Empire's many and varied armies.





THE US ARMY



The US Army is probably the best equipped in the world. As a US Army commander you will have a wealth of tanks, transport, aircraft, and guns of every calibre, to carry the fight to the enemy on European soil.



TANK COMPANY

PAGE 90

Tank companies represent the mobile component of the US Army. Their task is turning a breakthrough into a total defeat for the enemy. Striking with the full power of their guns and armour, the tanks smash through the enemy lines before wreaking havoc in the enemy's vulnerable rear areas, destroying artillery and command centres.

ARMORED RIFLE COMPANY

PAGE 93

The GI's of the armored rifle company are some of the best-equipped infantry in the world. They have machine-guns, mortars, anti-tank guns, and bazookas aplenty. Everything they need to see off any foe. Combined with the unmatched mobility of their half-tracks they are outstanding both in attack and defence.

RIFLE COMPANY

PAGE 96

The humble foot-slogger is the foundation of the US Army. Without the rifle companies slogging their way forward, step by step, all the way to Berlin, the war will never be won. They lack the glamour of the tankers and special forces, but you'll have to go far to find a force that can hold captured territory more resolutely.

A Rifle Company can mass the greatest concentration of firepower of almost any force anywhere. Their artillery is plentiful and effective and they have no shortage of support from tanks as good as any in their class anywhere.

CAVALRY RECON TROOP

PAGE 101

If tanks or infantry aren't your thing, you can always take the cavalry! The cavalry recon troop allows you to field part of a cavalry reconnaissance squadron. These are the eyes and ears of the army, although they are often called upon to fight for information or simply to hold a vulnerable flank.

RANGER COMPANY

PAGE 103

Rangers are light infantry raiders. They are all volunteers eager to take the fight to the enemy anywhere, any time. As lightly-equipped raiders, they are used to taking on the enemy with only what they can carry on their backs. Their aggression combined with speed and mobility in the worst of terrain make them outstanding infantry capable of beating any force when properly employed.



US M1 Garand Rifle

The US Army was the only army to equip all of its riflemen with semi-automatic weapons.





THE SOVIET ARMY



As a Red Army commander, you will never be outnumbered by your foes. You will swamp the enemy in an unstoppable wave of men and machines, all for the glory of workers and peasants of the wondrous Socialist Republic.



TANKOVY BATALON

PAGE 116

For sheer brute force, nothing beats a tankovy batalon or tank battalion. This is really a heavy-metal force with twenty or even thirty good tanks. Of course, when fielding such a large force coordination is difficult, so you have to keep your tactics simple. Keep the enemy in sight and blow them away with massed firepower or overwhelm them in close-range combat!

MOTOSTRELKOVIY BATALON

PAGE 121

For those who like a little more subtlety, the motostrelkovy batalon or motor-rifle battalion may be your pick. With a core of well-equipped infantry backed up with every imaginable form of support weaponry and plenty of room for lots of tanks too, this is the ultimate combined-arms force.

ROTA RAZVEDKI

PAGE 127

The *razvedchiki* of your rota razvedki, reconnaissance company, are well-trained and mounted in armoured transporters making them fast and deadly. With armoured cars and tanks for mobile fire support and heavy anti-tank guns for protection, they can take on anything and win.

KAZACHYA SOTNYA

PAGE 128

A Cossack squadron or kazachya sotnya is a great choice for those with a bit of flair! With it you have to be careful—your force is small and can be vulnerable when mis-

handled. Against this, it is one of the most mobile forces available in woods and swamps and is as lethal as a sabre.

STRELKOVIY BATALON

PAGE 132

The basic building block of the Red Army is still the strelkovy batalon, the rifle battalion. The essence of this type of force is masses of infantry, far more infantry than any other army will ever field. The infantry are well supported by a complete range of support weapons: machine-guns, mortars, anti-tank guns, tanks, artillery, anti-aircraft guns, and pioneers.

GVARDEYSKIY TANKOVY BATALON

PAGE 143

Earning the *Gvardeyskiy* or Guards title for achievements in battle, these tankers display more than even the prescribed boldness as they lead the attack.

GVARDEYSKIY MOTOSTRELKOVIY BATALON

PAGE 143

Like the Guards *tankniki*, the Guards motostrelkovy batalon has earned its title. Now they stride ever more boldly into the fray.

GVARDEYSKIY STRELKOVIY BATALON

PAGE 144

If you want a force composed of only the best soldiers in the Red Army you can field a Gvardeyskiy strelkovy batalon, a Guards rifle battalion. These brave comrades have learnt that fearlessness on the battlefield brings victory.



Soviet Mosin Nagant Model 1930G Rifle

The old Tsarist 3-line Mosin Nagant rifle was revised by Soviet engineers to make it simpler to produce, becoming the standard infantry weapon of the Red Army.







German Forces, 1944



Guten Tag Herren. The *Führer* has summoned you here for a briefing on his wonderful new secret weapons and the ingenious plans he has formulated to win the war. It is with great pleasure that I will lay to rest the untruths of the defeatists and cowards who doubt the strength of our Thousand Year Reich. The stupid Bolsheviks in the East and their foolish Western allies shall both blunder into the trap we are preparing for them.

Ein Moment bitte. Wo ist Friedrich? His presence was requested also. Gentlemen excuse me please while I see what is delaying him... Oh, I see. No, I wasn't informed! Thank you Hans. Well gentlemen, I'm afraid Friedrich's plane is... ah... delayed. Let us proceed.

Everything in this room, all that I say shall be held in strictest secrecy. The folder before you contains plans so secret, that if they were to fall into enemy hands it could spell doom for millions of brave German soldiers! The *Führer* will not be lenient with anyone whose carelessness causes this. Gentlemen, you have been warned.

Try as they might, the Allies have been unsuccessful with their bomber offensive in smashing our industries. Indeed every night in the skies over the Reich, that very same offensive is being cut to pieces. *Reichsmarschall* Göring assures me that we are winning the war in the air. On the ground, our factories and plants have survived largely unscathed.

More than that, under the new programs of rationalization being introduced by Minister of Armaments Speer, production is actually on the rise for all armaments! Of course, the *Führer* wants only the best equipment for our soldiers and so that is what they shall get! If you each will now open your folder you will see what our brilliant German scientists have created—the weapons that will help win the war for the Fatherland.

It is well known, especially by our enemies, that our Panzers are the greatest tanks of any nation. The new models detailed in these plans are greater still. Our dreaded Tiger tank has been redesigned and upgraded to produce the *Königstiger*. This incredible machine is armed with the new overlong 8.8cm gun capable of penetrating even the new heavy tanks the Bolsheviks are rushing into the field. With 18cm of armouring the enemy's shells will simply bounce off its thick hide. The new program of productive rationalization means that these tanks will be reaching you in greater numbers than ever before. The first battalion of these machines will soon be in service in the West, and should the Allied *Schweinhunde* pluck up enough courage to invade *Festung Europa*, the *Königstiger* will be waiting to pounce!

Turn the page, gentlemen, and you will see our new tank-hunters. We know that Stalin has been designing ever heavier tanks, therefore we are putting guns of greater





power in all of our tank-hunters. The *Jagdpanzer IV* you see here is a prototype mounting the same gun as the Panther. However, this will not be available for some time. The model being sent to our Panzer divisions now still has the older gun from the *StuG* assault gun. Yet even this combined with the *Jagdpanzer* tank-hunter's extremely low silhouette is sufficient to stop enemy tank attacks.

The previous heavy tank-hunters either lacked armour or were too-heavily armoured and unreliable. The new heavy *Jagdpanther* balances the mobility and protection of the Panther tank with the same formidable overlong 8.8cm gun as the previous heavy tank-hunters and the new *Königstiger* tank. Since January of this year, the *Jagdpanther* has been in production. Therefore the first battalions are being trained and deployed at this moment.

To ensure the final destruction of the Red tank swarm, the same gun is now available on a field-mount, the 8.8cm PaK43. The new PaK43 will receive a low-slung silhouette only slightly taller than the current 7.5cm gun carriage with all-round traverse. This mounting is just entering full production, but many divisions already have received their 8.8cm guns on interim taller PaK43/41 mountings. Never let it be said that our *Führer* does not listen to the advice of his generals! In response to your demands he has ordered a yet more powerful 12.8cm gun. You can see initial design drawings on the next page. No matter how heavy Stalin makes his tanks, we will stop them.

Also soon the infantry will be a terrors for the enemy tanks. With their new 8.8cm RPzB43 *Panzerschreck* anti-tank rockets they will hunt tanks for themselves. To protect themselves in their final positions, they have the *Panzerfaust* hand-held anti-tank round capable of destroying any tank at 30 metres. Truly a wonder weapon.

With the enemy tanks handled, our renewed *Panzerwaffe* will be protected from *Jabo* fighter-bombers by the *Flakpanzer* anti-aircraft tanks you see here. Already we have the interim *Flakpanzer 38(t)* and *Möbelwagen* designs in service. Final models now are being perfected. The *Wirbelwind* coming in autumn will truly be a *Jaboschreck*!

Yet, for last we have the best. The V1 artillery weapon is almost ready. These aircraft fly themselves to their target carrying nearly a tonne of explosive. With their ram-jet engines, they are too fast to be intercepted. London will be destroyed by a barrage of thousands of these weapons in revenge for the terror raids on our cities, destroying the will of the British to follow the warmonger Churchill.

In the skies, the glorious *Luftwaffe* will be strengthened by thousands of jet and rocket-powered fighters, faster and more heavily armed than anything our enemies possess. The master race will once again wrest air superiority from the suddenly obsolete air forces of our enemies! And at sea the mighty *Kriegsmarine* is being reborn with amazing new electro-submarines, so advanced that they need never surface. The island of Britain will be reduced to a starving mass of humanity within months!

Against such incredible weapons the pathetic alliance of corrupt nations cannot hope to prevail. Yet even now our enemies plan their own demise—the joke is upon them, as the Americans say! On the West Front the British swine and their American toadies prepare for the invasion of France. Ha! The fools! Little do they realize that their plans are known to us thanks to our *Abwehr* agents in Britain. We will not be distracted by diversions and raids elsewhere.

When General Patton and his First Army attempt to land at Calais we will be waiting for him. Then, with the Invasion defeated, we will turn and crush Stalin once and for all!





Encirclement Battles



The Panzergrenadier attack wades into the flanks of the Red Army.



Moving quickly, the Panzers surprise and overrun the Red artillery.





Heavy Elephant assault guns quickly destroy Soviet counterattacks.



The Grenadiers enter the enemy positions crushing all remaining resistance.





Panzerkompanie



(TANK COMPANY)

A force based around a Panzerkompanie must contain:

- 1 Company HQ, and
- 2 to 4 Panzer Platoons.

Weapons Platoons available to a Panzerkompanie are:

- 0 to 1 Pioneer Platoon,
- 0 to 1 Motorised Scout Platoon,
- 0 to 1 Anti-aircraft Gun Platoon, and
- 0 to 1 Flame-tank Platoon.

Support Platoons for a Panzerkompanie can be:

- 0 to 1 Panzergrenadier Platoon (p. 24), Armoured Panzergrenadier Platoon (p. 27), Aufklärungs or Armoured Aufklärungs Platoon (p. 31), or Fallschirmjäger Platoon (p. 46),
- 0 to 1 Panzerpionier or Armoured Panzerpionier Platoon (p. 30),
- 0 to 1 Armoured Car Patrol (p. 32),

- 0 to 1 Heavy Tank Platoon (p. 45) or Radio-control Tank Platoon (p. 45),
- 0 to 1 Assault Gun Platoon (p. 46), Tank-hunter Platoon (p. 41), or Anti-tank Gun Platoon (p. 47),
- 0 to 1 Anti-aircraft Gun Platoon (p. 47),
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 47), and
- 0 to 1 Motorised Artillery Battery (p. 48), or Armoured Artillery Battery (p. 49),
- 0 to 1 Rocket Launcher Battery (p. 49),

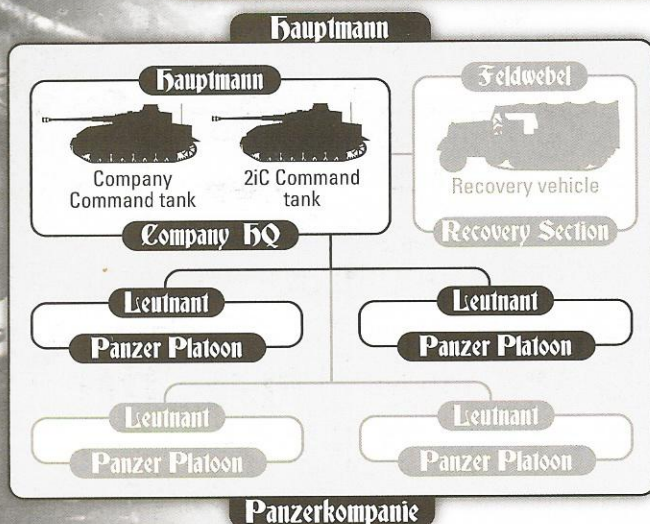
You may have up to **one** Support Platoon attached to your company for each Panzer Platoon you are fielding.

MOTIVATION AND SKILL

The *Panzertruppen* have years of combat behind them and are confident of their ability to utilise their superior tactics and equipment to defeat their enemies. A Panzerkompanie is rated as **Confident Veteran**.

HEADQUARTERS

1 COMPANY HQ



You must field at least one Panzer Platoons entirely equipped with the same model of tank as the Company HQ.

HEADQUARTERS

Company HQ with

2 Panzer IV H	190 points
2 StuG G or StuG IV	190 points
2 Panther D, A, or G	375 points

OPTION

- Add an Sd Kfz 9 (18t) recovery half-track for +5 points, a Bergepanzer III recovery vehicle for +10 points, or a Bergepanther recovery vehicle for +15 points.

German doctrine requires tanks to be used as a concentrated strike force at the decisive point. Massed tanks attacking across good ground are almost impossible to stop. As a tank commander, you must be decisive. Choose your objective, then overwhelm it with everything you have. Do not take unnecessary risks, but by the same token, do not give the enemy time to counter your plan.



COMBAT PLATOONS

2 TO 4 PANZER PLATOONS

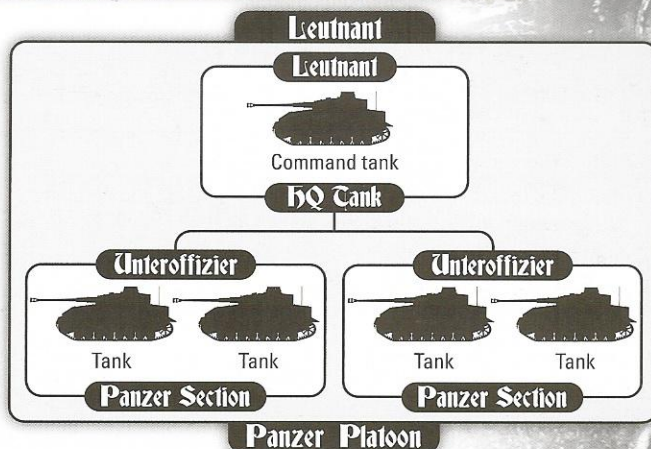
PLATOON

5 Panzer IV H	475 points
4 Panzer IV H	380 points
3 Panzer IV H	285 points

- Replace up to half of the Panzer IV H tanks with Panzer III M tanks for -25 points per tank or Panzer III N tanks for -30 points per tank.

5 StuG G or StuG IV	475 points
4 StuG G or StuG IV	380 points
3 StuG G or StuG IV	285 points

5 Panther D, A, or G	940 points
4 Panther D, A, or G	750 points
3 Panther D, A, or G	560 points



Your tanks are among the best in the world. Strike hard against weak targets and avoid protracted battles with stronger foes. Manoeuvre from cover to cover when advancing and use the long range of your guns to strike hard and early. Watch out for your vulnerable flanks.

WEAPONS PLATOONS

0 TO 1 PIONEER PLATOON

PLATOON

HQ Section with:

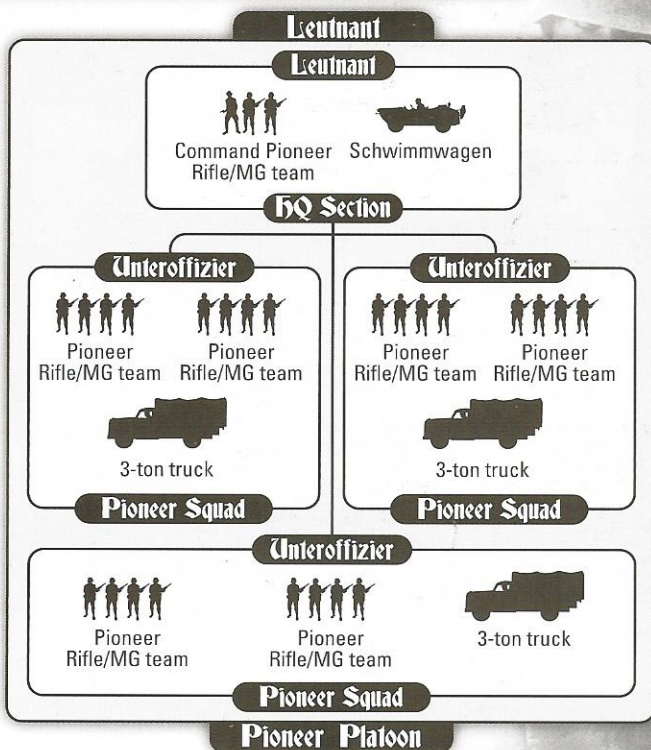
3 Pioneer Squads	200 points
2 Pioneer Squads	145 points
1 Pioneer Squad	90 points

OPTIONS

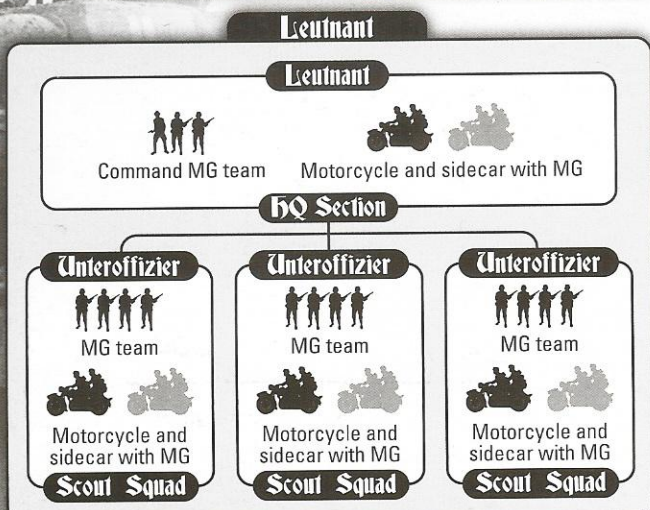
- Replace all 3-ton trucks with Maultier half-tracks for +5 points for the platoon.
- Reduce each Pioneer Squad to one Pioneer Rifle/MG team and replace all 3-ton trucks with Sd Kfz 251/7 half-tracks at no cost.

A tank's most powerful weapon is its engine. It stands to reason then, that its worst enemy is anything that limits its manoeuvre. The pioneer platoon's role is to clear obstacles from the path of the tanks so that they are free to manoeuvre.

Some pioneer platoons are equipped with a small number of armoured half-tracks to allow a detachment to keep pace with the tanks.



0 TO 1 MOTORISED SCOUT PLATOON



Motorised Scout Platoon

Motorised Scout Platoons are Reconnaissance Platoons

PLATOON

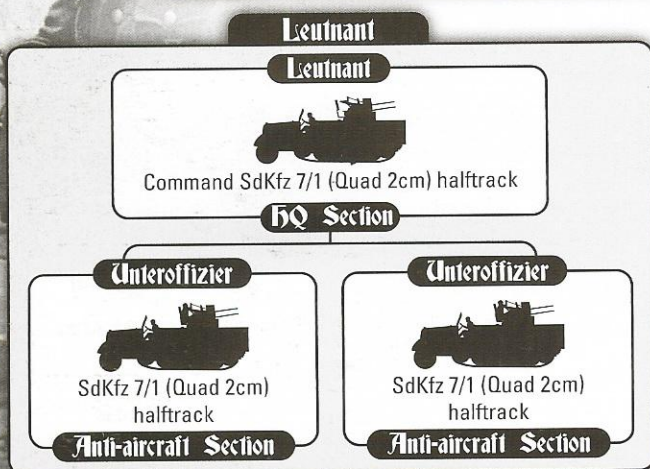
HQ Section with:

3 Scout Squads	160 points
2 Scout Squads	120 points

OPTIONS

- Replace any or all motorcycles and sidecars with two solo motorcycles based together, a Kettenkrad half-tracked motorcycle, or a Kübelwagen jeep per motorcycle and sidecar at no cost.
- Replace all motorcycles and sidecars with Schwimmwagen amphibious jeeps for +5 points for the platoon.
- Replace all MG teams with Assault Rifle teams for +5 points per team.

0 TO 1 ANTI-AIRCRAFT GUN PLATOON



Anti-aircraft Gun Platoon

PLATOON

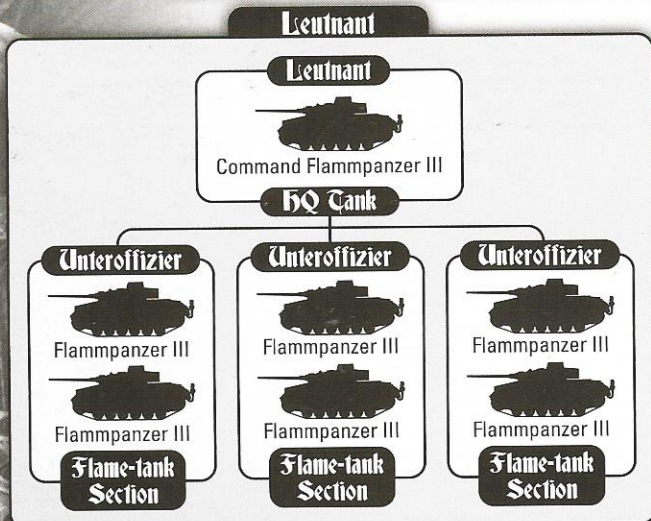
3 Sd Kfz 7/1 (Quad 2cm)	135 points
2 Sd Kfz 7/1 (Quad 2cm)	90 points

- Upgrade to armoured half-tracks with Front, Side and Top armour rating of 0 for +10 points per half-track.

3 Flakpanzer 38(t)	120 points
2 Flakpanzer 38(t)	80 points

3 Möbelwagen (3.7cm)	180 points
2 Möbelwagen (3.7cm)	120 points

0 TO 1 FLAME-TANK PLATOON



Flame-tank Platoon

PLATOON

7 Flammpanzer III	415 points
6 Flammpanzer III	370 points
5 Flammpanzer III	320 points
4 Flammpanzer III	255 points
3 Flammpanzer III	190 points

The flame-tank platoons were first used at Kursk. They proved their worth on the Eastern Front and later in Italy where they fought against the Allied landings at Salerno and Anzio. None were left in combat units by the time of the D-Day landings in Normandy.

Flame-tank Platoons may not launch assaults.



Panzergrenadierkompanie



(INFANTRY COMPANY)

A force based around a Panzergrenadierkompanie must contain:

- 1 Company HQ, and
- 2 or 3 Panzergrenadier Platoons.

Weapons Platoons available to a Panzergrenadierkompanie are:

- 0 to 1 Heavy Platoon,
- 0 to 1 Mortar Platoon,
- 0 to 1 Light Infantry Gun Platoon,
- 0 to 1 Light Anti-aircraft Gun Platoon, and
- 0 to 1 Light Anti-tank Gun Platoon.

Support Platoons for a Panzergrenadierkompanie can be:

- 0 to 1 Heavy or Self-propelled Infantry Gun Platoon (p. 26),
- 0 to 1 Motorised Scout Platoon (p. 22),
- 0 to 1 Armoured Flame-thrower Platoon (p. 29),
- 0 to 1 Armoured Panzergrenadier Platoon (p. 27), Aufklärungs or Armoured Aufklärungs Platoon (p. 31), or Fallschirmjäger platoon (p. 41),

- 0 to 1 Panzerpionier or Armoured Panzerpionier Platoon (p. 30),
- 0 to 1 Armoured Car Patrol (p. 32),
- 0 to 1 Panzer Platoon (p. 21), Heavy Tank Platoon (p. 45) or Radio-control Tank Platoon (p. 45),
- 0 to 1 Assault Gun Platoon (p. 46), Tank-hunter Platoon (p. 46), or Anti-tank Gun Platoon (p. 47),
- 0 to 1 Anti-aircraft Gun Platoon (p. 47),
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 47),
- 0 to 1 Motorised Artillery Battery (p. 48), or Armoured Artillery Battery (p. 49), and
- 0 to 1 Rocket Launcher Battery (p. 49).

You may have up to **two** Support Platoons attached to your company for each Panzergrenadier Platoon you are fielding.

MOTIVATION AND SKILL

The Panzergrenadiers have been fighting and winning since the war began. A Panzergrenadierkompanie is rated as **Confident Veteran**.

HEADQUARTERS PLATOON

1 COMPANY HQ

HEADQUARTERS

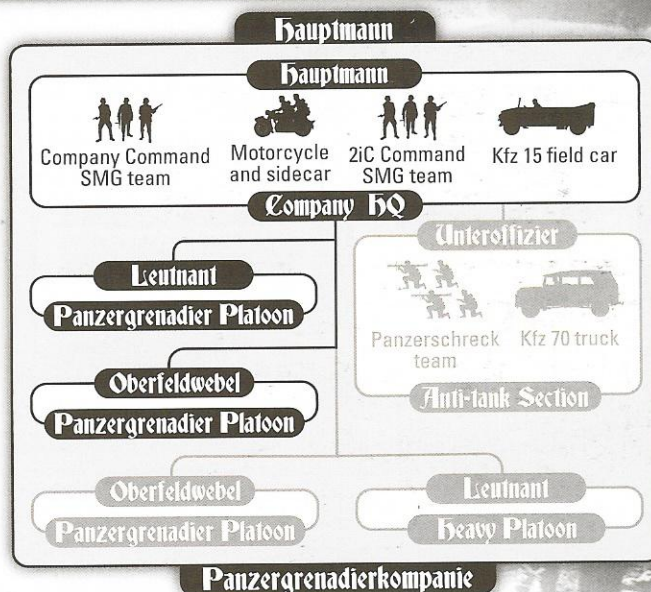
Company HQ 45 points

OPTIONS

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points per team or Command Panzerfaust SMG teams for +10 points per team.
- Add Anti-tank Section for +25 points.
- Replace Panzerschreck team with a 8.8cm RW43 Püppchen rocket launcher at no cost.
- Add up to three Sniper teams for +50 points per team.

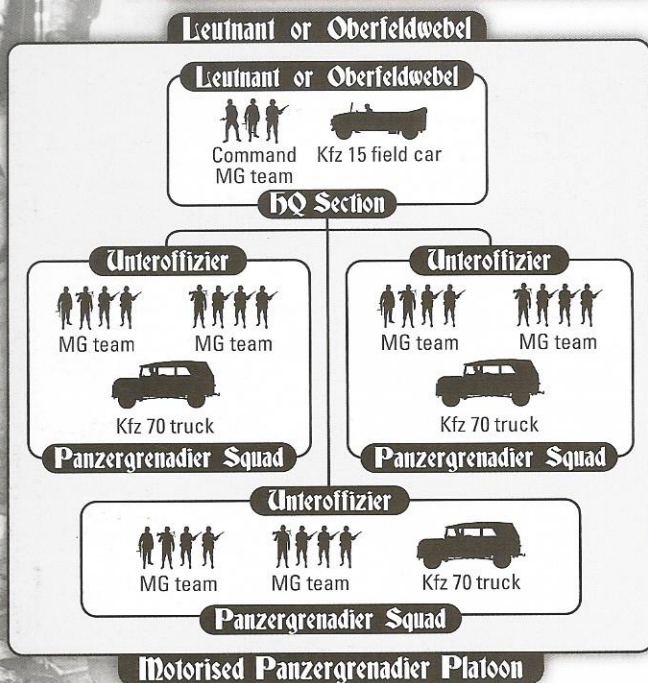
Despite their name, most Panzergrenadier companies are motorised in trucks rather than mounted in armoured vehicles. None-the-less, they are still the core of the Panzer and Panzergrenadier divisions.

Panzergrenadiers have a large amount of close fire support. Use this in attacks to knock out enemy machine-gun nests and infantry guns as your soldiers advance. Move quickly and decisively from cover to cover until you reach your assault positions. Then under covering fire from your machine-guns, storm the objective.



COMBAT PLATOONS

2 OR 3 PANZERGRENADIER PLATOONS



PLATOON

HQ Section with

- 3 Panzergrenadier Squads 205 points
- 2 Panzergrenadier Squads 145 points

OPTIONS

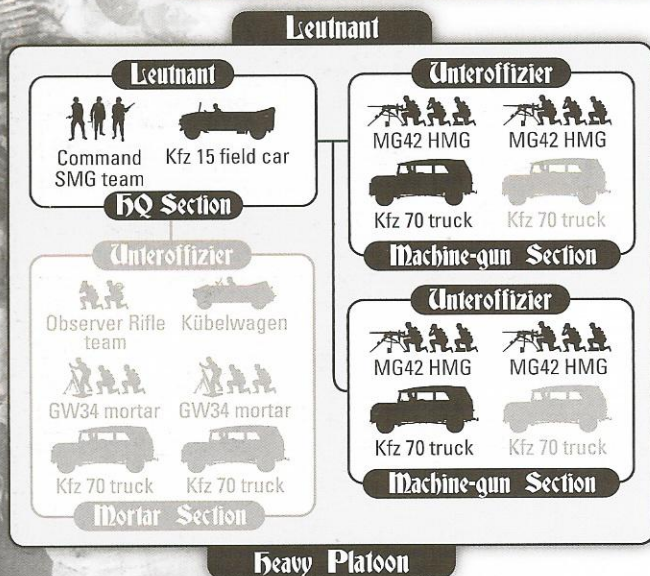
- Replace the Command MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.
- Remove Kfz 15 field car and replace all Kfz 70 trucks with 3-ton trucks at no cost.

Do not attempt to fight from your trucks. They should be used to move your troops up to the fighting zone. Dismount under cover and send them to the rear before assaulting on foot.

While the Panzer divisions have individual trucks for each Panzergrenadier section and a car for the platoon leader, Panzergrenadier divisions have fewer bigger trucks with the leader riding with the troops.

WEAPONS PLATOONS

0 TO 1 HEAVY PLATOON



PLATOON

HQ Section with:

- 2 Machine-gun Sections 145 points
- 1 Machine-gun Section 85 points
- No Machine-gun Sections 25 points

OPTIONS

- Add a Mortar Section for +65 points.
- Add a second Kfz 70 truck per Machine-gun Section at no cost.

A Heavy Platoon must have a Mortar Section if it has no Machine-gun Sections.

Your heavy platoon must operate well forward in an attack. The mortars engage distant targets while the machine-guns hammer the target to keep the enemy pinned down as the Panzergrenadiers assault. Make sure you use all available cover to protect your vulnerable heavy weapons as they get into firing positions.

Motorised Heavy Platoons may make Combat Attachments to Combat Platoons.



0 TO 1 MORTAR PLATOON

PLATOON

HQ Section with:

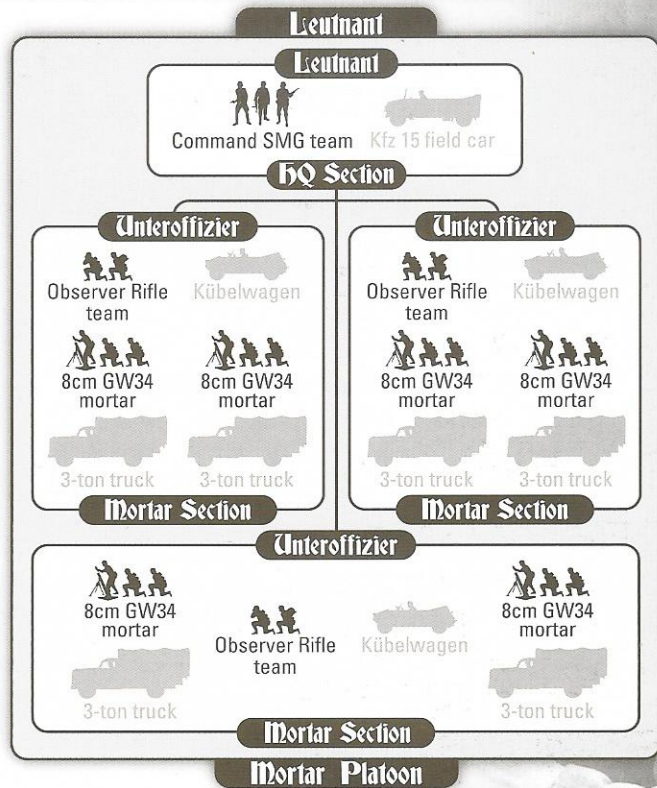
3 Mortar Sections	215 points
2 Mortar Sections	150 points
1 Mortar Section	85 points

OPTIONS

- Add Kfz 15 field car, Kübelwagen jeeps, and 3-ton trucks to the platoon at no cost.
- Upgrade the 8cm GW34 mortars to 12cm sGW43 mortars for +35 points per Mortar Section.

A Mortar Platoon upgraded to 12cm sGW43 mortars may not have more than two Mortar Sections.

Mortar platoons are supposed to be equipped with 12cm heavy mortars. Unfortunately these are in very short supply and many units must make do with greater number of 8cm mortars instead. Use your mortars to engage enemy heavy weapons to protect your Panzergrenadiers as they advance.



0 TO 1 LIGHT INFANTRY GUN PLATOON

PLATOON

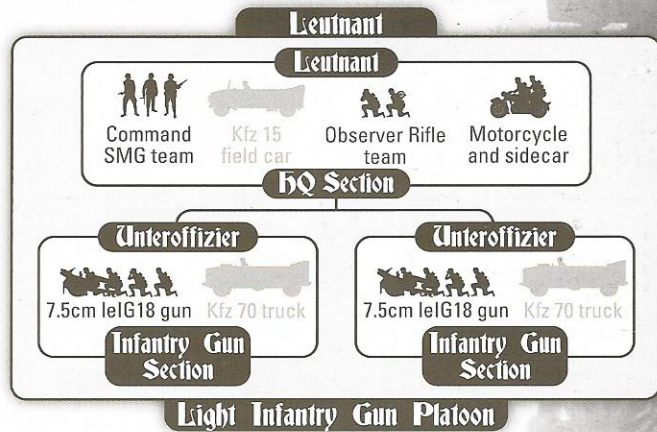
HQ Section with:

2 Infantry Gun Sections	85 points
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OPTION

- Add Kfz 15 field car and Kfz 70 trucks to the platoon at no cost.

Although many expected the infantry gun to become obsolete, it is still as valuable as ever. New anti-tank ammunition makes them useful anti-tank weapons and they are just as deadly as ever against machine-gun nests.



0 TO 1 LIGHT ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Sd Kfz 10/5 (2cm)	90 points
2 Sd Kfz 10/5 (2cm)	60 points

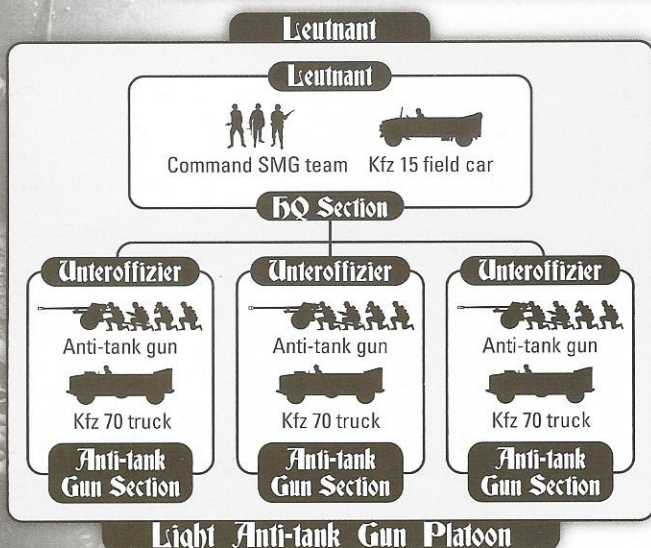
OPTION

- Upgrade to armoured half-tracks with Front, Side and Top armour rating of 0 for +10 points per half-track.

Ground troops need to be self-sufficient in their anti-aircraft protection. These mobile anti-aircraft guns allow the Panzergrenadiers to manoeuvre even if an enemy Jabo attempts to interfere.



0 TO 1 LIGHT ANTI-TANK GUN PLATOON



PLATOON

HQ Section with:

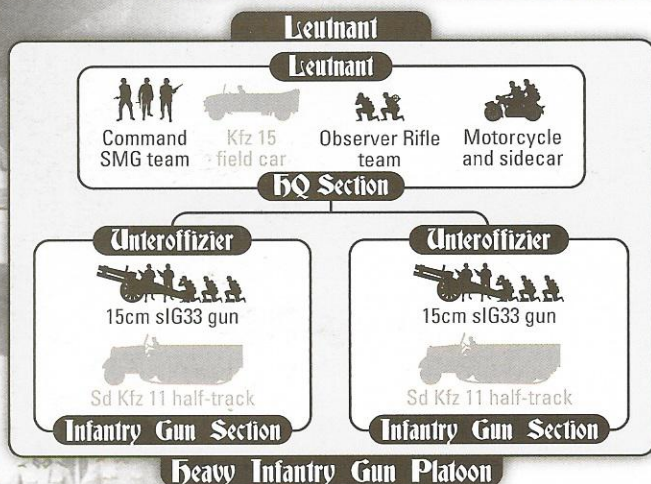
3 5cm PaK38	115 points
2 5cm PaK38	85 points
3 7.5cm PaK40	170 points
2 7.5cm PaK40	120 points

The Panzers can't be everywhere, so the *Panzergrenadiers* have their light anti-tank guns to protect them against marauding enemy tanks.

Each *Panzergrenadier* battalion has a light anti-tank gun platoon armed with either light 5cm PaK38 anti-tank guns or the more powerful 7.5cm PaK40 anti-tank guns.

SUPPORT PLATOONS

0 TO 1 HEAVY INFANTRY GUN PLATOON



PLATOON

HQ Section with:

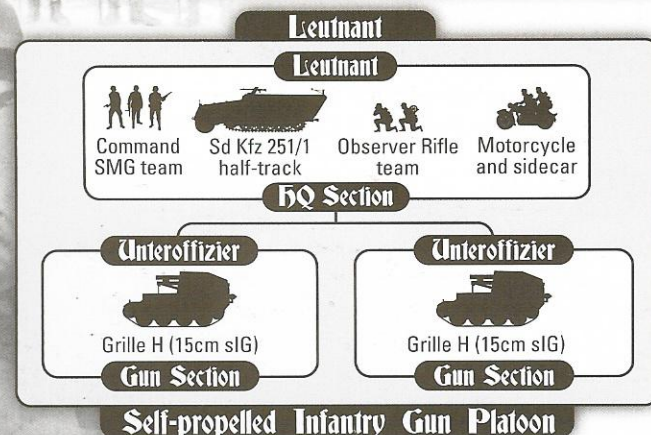
2 Gun Sections	160 points
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OPTION

- Add Kfz 15 field car and Sd Kfz 11 half-tracks to the platoon at no cost.

Heavy infantry guns can and will destroy any enemy resistance nest. Even bunkers are not immune. Use them to reinforce the centre of gravity of your attacks to quickly eliminate enemy weapons that are holding up the *Panzergrenadiers*. Do not be afraid of using them over open sights to finish off particularly stubborn resistance.

0 TO 1 SELF-PROPELLED INFANTRY GUN PLATOON



PLATOON

HQ Section with:

2 Gun Sections	200 points
----------------	------------

OPTION

- Replace all Grille H (15cm sIG) self-propelled guns with Grille K (15cm sIG) self-propelled guns for -10 points for the platoon.

Self-propelled infantry guns are far more flexible than the towed models. They can still operate as artillery, but when needed can drive forward, using the protection of their armour, to bring the enemy under direct fire for faster results.





Gepanzerte Panzergrenadierkompanie



(MECHANISED COMPANY)

A force based around a Gepanzerte Panzergrenadierkompanie must contain:

- 1 Company HQ,
- 2 or 3 Armoured Panzergrenadier Platoons.

Weapons Platoons available to a Gepanzerte Panzergrenadierkompanie are:

- 0 to 1 Armoured Heavy Platoon,
- 0 to 1 Armoured Cannon Platoon,
- 0 to 1 Armoured Heavy Mortar Platoon,
- 0 to 1 Armoured Light Infantry Gun Platoon,
- 0 to 1 Armoured Light Anti-tank Gun Platoon,
- 0 to 1 Armoured Light Anti-aircraft Gun Platoon, and
- 0 to 1 Armoured Pioneer Platoon.

Support Platoons for a Gepanzerte Panzergrenadierkompanie are the same as a Panzergrenadierkompanie, except that you must take Panzergrenadier Platoons as Support choices instead of Armoured Panzergrenadier Platoons.

You may have up to **two** Support Platoons attached to your company for each Armoured Panzergrenadier Platoon you are fielding.

MOTIVATION AND SKILL

The Panzergrenadiers have been fighting and winning since the war began. A Gepanzerte Panzergrenadierkompanie is rated as **Confident Veteran**.

HEADQUARTERS PLATOON

1 COMPANY HQ

The Company HQ of a Gepanzerte Panzergrenadierkompanie is organised the same as a Panzergrenadierkompanie, however you must replace the Kfz 15 field car and the Anti-tank

Section's Kfz 70 truck with Sd Kfz 251/1 half-tracks for +15 points per half-track. You may also replace the motorcycle and sidecar with a Sd Kfz 251/1 half-track for +15 points.

2 OR 3 ARMoured PANZERGRenADIER PLATOONS

PLATOON

HQ Section with

3 Panzergrenadier Squads 275 points

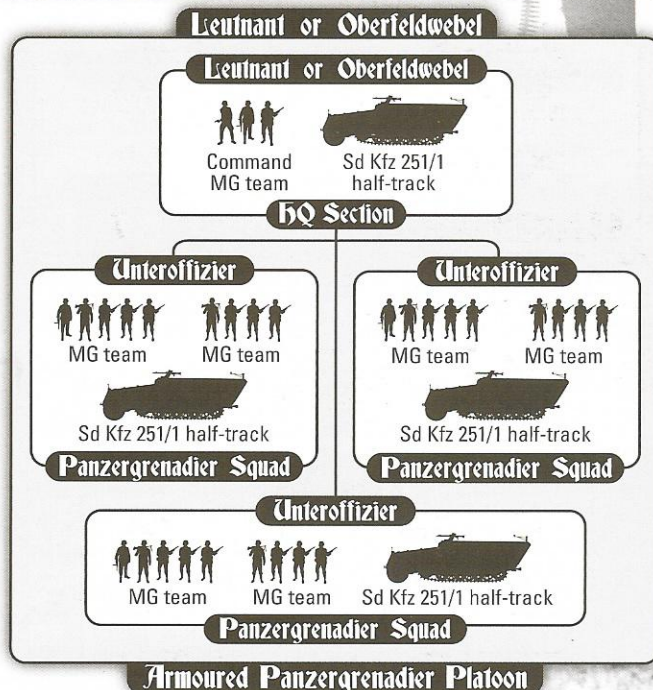
2 Panzergrenadier Squads 200 points

OPTIONS

- Replace the Command MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.
- Replace Sd Kfz 251/1 half-track in HQ Section with a Sd Kfz 251/10 (3.7cm) half-track at no cost.

Armoured Panzergrenadier Platoons may use the Mounted Assault special rule

A Panzer division's *gepanzerte*, or armoured, Panzergrenadier battalion has armoured half-tracks to allow it to keep pace with the tanks in an attack. Speed and decisiveness are essential in its operations. While half-tracks are armoured, they cannot withstand concentrated fire for long and must either quickly close with the enemy or break off and seek a better approach.

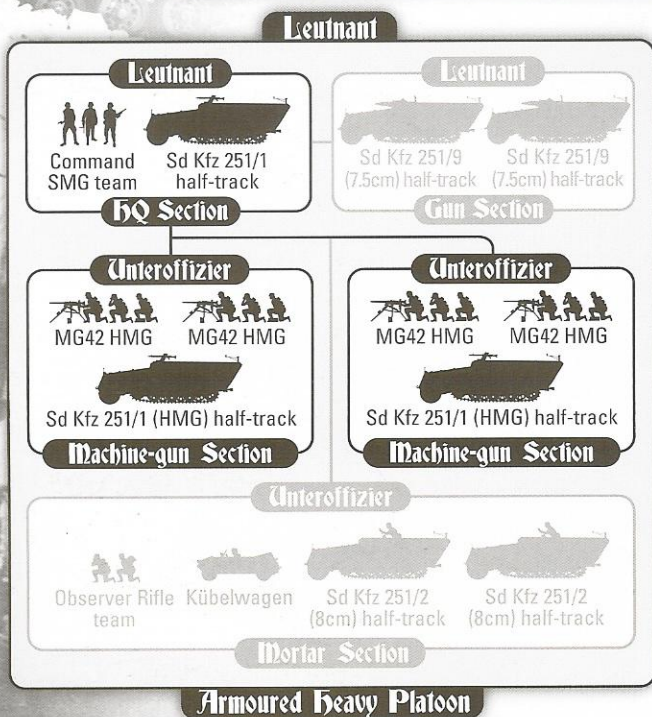


Against light opposition the Panzergrenadiers fight mounted in their half-tracks to maintain the forward momentum of the attack. Against tougher opposition they need to dismount and conduct a conventional infantry assault.



WEAPONS PLATOONS

0 TO 1 ARMoured HEAVY PLATOON



PLATOON

HQ Section with:

2 Machine-gun Sections	200 points
1 Machine-gun Section	120 points
No Machine-gun Sections	40 points

OPTIONS

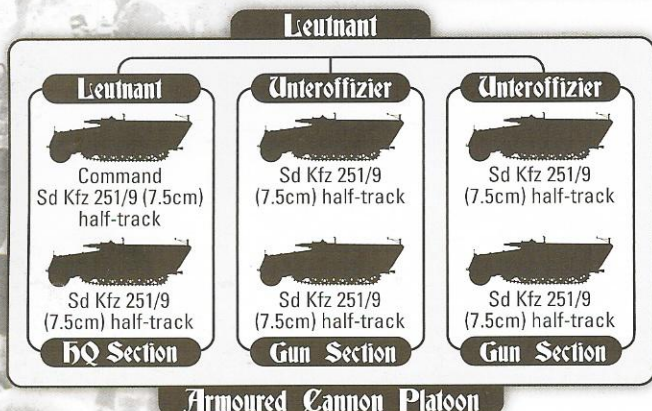
- Add a Gun Section for +90 points.
- Add a Mortar Section for +90 points.

An Armoured Heavy Platoon must have a Gun or Mortar Section if it has no Machine-gun Sections.

Armoured Heavy Platoons may make Combat Attachments to Combat Platoons.

Like their Panzergrenadier platoon, an armoured heavy platoon can fight from their half-tracks. This gives the company the firepower to assault most targets without slowing the pace of the advance.

0 TO 1 ARMoured CANNON PLATOON



PLATOON

3 Gun Sections	270 points
2 Gun Sections	180 points
1 Gun Section	90 points

The cannon platoon gives the Panzergrenadiers their own assault guns. This platoon will neutralise a machine-gun nest of light anti-tank gun in a few shots. Do not expect them to fight tanks, as their light armour will lead them to a quick grave.

0 TO 1 ARMoured MORTAR PLATOON

Armoured Mortar Platoons are organised like the Mortar Platoon on page 25, except that they must replace the Kfz 15 field car with a Sd Kfz 251/1 half-track for +20 points and either:

- Remove all 3-ton trucks and replace each 8cm GW34 mortar with a Sd Kfz 251/2 (8cm) half-track for +25 points per Mortar Section, or
- Replace the 8cm GW34 mortars with 12cm GW34 mortars and replace all 3-ton trucks with a Sd Kfz 251/1 half-track per mortar for +50 points per Mortar Section.

0 TO 1 ARMoured LIGHT INFANTRY GUN PLATOON

Armoured Light Infantry Gun Platoons are organised like the Light Infantry Gun Platoon on page 25, but must replace the field car and trucks with Sd Kfz 251/1 half-tracks for +30 points for the platoon.

0 TO 1 ARMoured LIGHT ANTI-TANK GUN PLATOON

Armoured Light Anti-tank Gun Platoons are organised like the Light Anti-tank Gun Platoon on page 26, but must replace the Kfz 15 field car and Kfz 70 trucks with Sd Kfz 251/1 half-tracks for +30 points for the platoon.



0 TO 1 ARMoured LIGHT ANTI-AIRCRAFT GUN PLATOON

Armoured Light Anti-aircraft Gun Platoons are organised like the Light Anti-tank Aircraft Platoon on page 25. They must upgrade all half-tracks to armoured half-tracks.

0 TO 1 ARMoured PIONEER PLATOON

PLATOON

HQ Section with:

3 Pioneer Squads 375 points

2 Pioneer Squads 265 points

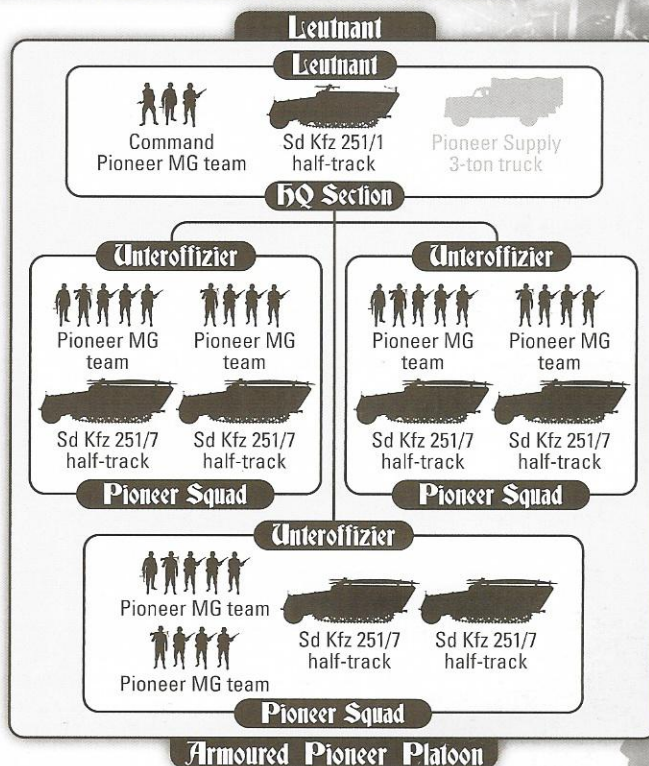
OPTIONS

- Replace the Command MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.
- Add Pioneer Supply 3-ton truck for +25 points or Pioneer Supply Maultier for +30 points.

Like the tanks, armoured Panzergrenadiers need to manoeuvre to survive. For this reason they have their own assault pioneers to clear obstacles from their path. The engineers also make an excellent combat reserve using their flame-throwers to destroy particularly difficult pockets of resistance.

Armoured Pioneer Platoons have the Mounted Assault special rule.

You may replace up to one Pioneer MG team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.



SUPPORT PLATOONS

0 TO 1 ARMoured FLAME-THROWER PLATOON

PLATOON

3 Flame Sections 405 points

2 Flame Sections 270 points

1 Flame Section 135 points

Armoured Flame-thrower Platoons may not launch assaults.

The Sd Kfz 251/16 mounts one flame-thrower on each side of the body. These can both fire at the same time, but must fire at the same enemy platoon. Each flame-thrower can fire at any target on its side of the half-track, from straight ahead to straight behind.



The Sd Kfz 251/16 Flammpanzerwagen armoured flame-thrower half-track is a terrifying weapon. Make use of it to shock the enemy into inactivity just as your Panzergrenadiers slam into their lines.





Panzerpionierkompanie



(INFANTRY COMPANY)

You may field a Panzerpionierkompanie, containing:

- 1 Company HQ, and
- 2 or 3 Panzerpionier Platoons.

Weapons Platoons available to a Panzerpionierkompanie are:

- 0 to 1 Heavy Platoon (p. 24) (max one MG Section).

Support Platoons for a Panzerpionierkompanie can be:

- 0 to 1 Armoured Car Patrol (p. 32),
- 0 to 1 Panzer Platoon (p. 21), Heavy Tank Platoon (p. 45), or Radio-control Tank Platoon (p. 45),
- 0 to 1 Assault Gun Platoon (p. 46), Tank-hunter

Platoon (p. 46), or Anti-tank Gun Platoon (p. 47),

- 0 to 1 Anti-aircraft Gun Platoon (p. 47),
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 47),
- 0 to 1 Motorised Artillery battery (p. 48) or Armoured Artillery Battery (p. 49), and
- 0 to 1 Rocket Launcher Battery (p. 49),

A Panzerpionierkompanie may have up to **two** support platoons for each Panzer Pioneer Platoon in the force.

MOTIVATION AND SKILL

The Panzerpionierkompanie is **Confident Veteran**.

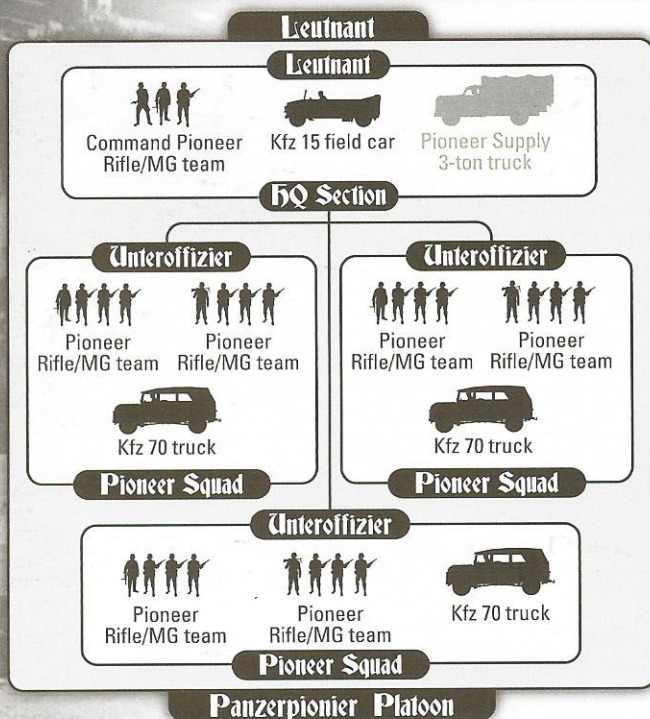
HEADQUARTERS

1 COMPANY HQ

The Company HQ is organised like the Panzergrenadierkompanie shown on page 23.

COMBAT PLATOONS

2 OR 3 PANZERPIONIER PLATOONS



PLATOON

HQ Section with:

3 Pioneer Squads	195 points
2 Pioneer Squads	140 points

OPTIONS

- Replace the Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.
- Equip one Pioneer Rifle/MG team with a Goliath demolition carrier in addition to its normal weapons for +30 points.
- Add Pioneer Supply 3-ton truck for +25 points or Pioneer Supply Maultier for +30 points.

You may replace up to one Pioneer Rifle/MG team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.

GEPAENZERTE PANZERPIONIERKOMPANIE

A Gepanzerte Panzerpionierkompanie is organised like a Panzerpionierkompanie. It is a Mechanised Company. The Company HQ is organised like a Gepanzerte Panzergrenadierkompanie (page 27).

At least half of the Panzerpionier Platoons must be replaced with Armoured Panzerpionier Platoons organised as an Armoured Pioneer Platoon (page 29) with a Sd Kfz

251/1 (2.8cm) half-track replacing the Sd Kfz 251/1 half-track for +5 points and the option to add a Goliath demolition carrier to one Pioneer MG team for +30 points. You may replace any or all Sd Kfz 251/7 half-tracks in one platoon with Sd Kfz 251/1 (Stuka) half-tracks for +35 points per half-track.

The Heavy Platoon is organised like an Armoured Heavy Platoon (page 28), with no Gun Section and only one Machine-gun Section.





Aufklärungsschwadron



(RECONNAISSANCE MECHANISED COMPANY)

GERMAN



You may field an Aufklärungsschwadron, or Scout Squadron, containing:

- 1 Company HQ, and
- 2 or 3 Aufklärungs Platoons.

Weapons Platoons for an Aufklärungsschwadron are:

- 0 to 1 Heavy Platoon,
- 0 to 1 Light Anti-tank Gun Platoon,
- 0 to 1 Light Infantry Gun Platoon,
- 0 to 1 Pioneer Platoon,
- 0 to 6 Armoured Car Patrols, and
- 0 to 1 Heavy Armoured Car Platoon.

Support Platoons for an Aufklärungsschwadron can be:

- 0 to 1 Panzerpionier or Armoured Panzerpionier Platoon (p. 30),

- 0 to 1 Panzer Platoon (p. 21), Heavy Tank Platoon (p. 45), or Radio-control Tank Platoon (p. 45),
- 0 to 1 Assault Gun Platoon (p. 46), Tank-hunter Platoon (p. 46), or Anti-tank Gun Platoon (p. 47),
- 0 to 1 Anti-aircraft Gun Platoon (p. 47),
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 47),
- 0 to 1 Motorised Artillery Battery (p. 48) or Armoured Artillery Battery (p. 49), and
- 0 to 1 Rocket Launcher Battery (p. 49),

You may have up to **two** Support Platoons attached to your company for each Aufklärungs Platoon you field.

MOTIVATION AND SKILL

An Aufklärungsschwadron is **Confident Veteran**.

HEADQUARTERS

1 COMPANY HQ

The Company HQ of an Aufklärungsschwadron is organised the same as a Panzergrenadierkompanie (page 24). If the company has any armoured half-tracks, you must replace the Kfz 15 field car and the Anti-tank Section's Kfz 70

truck with Sd Kfz 250 half-tracks for +15 points per half-track, and may also replace the motorcycle and sidecar with a Sd Kfz 250 half-track for +15 points.

COMBAT PLATOONS

2 OR 3 AUFKLÄRUNGS PLATOONS

Aufklärungs Platoons are organised like the Panzergrenadier Platoons (page 24) or Armoured Panzergrenadier Platoons (page 27).

Panzergrenadier Platoons must replace each Kfz 70 truck with two Jeep teams for +5 points for the platoon. Each Jeep team has one or two motorcycles and sidecars or Kübelwagen jeeps mounted on the same base. They retain their Kfz 15 field car in the HQ Section.

The HQ Section of an Armoured panzergrenadier Platoon must replace its Sd Kfz 251/1 with an Sd Kfz 250 at no cost. If it has an Sd Kfz 251/10 (3.7cm) it must replace it with an Sd Kfz 250/10 (3.7cm) or Sd Kfz 250/11 (2.8cm) at no cost. Each Panzergrenadier Squad must replace its Sd Kfz 251/1 half-track with two Sd Kfz 250 half-tracks for +20 points per Panzergrenadier Squad.

WEAPONS PLATOONS

0 TO 1 HEAVY PLATOON

The Heavy Platoon is organised like the Heavy Platoon (page 24) or Armoured Heavy Platoon (page 28).

Heavy Platoons must replace all Kfz 70 trucks in the Machine-gun Sections with a Jeep team for each MG42 HMG team for +5 points for the platoon. Each Jeep team has one or two motorcycles and sidecars or Kübelwagen jeeps mounted on the same base. Each team is armed with a passenger-fired MG. They retain their Kfz 15 field car and the Kfz 70 trucks in the Mortar Section.

The HQ Section of an Armoured Heavy Platoon must replace the Sd Kfz 251/1 half-track with an Sd Kfz 250 half-track at no cost. Replace all Sd Kfz 251/2 (8cm) half-tracks with Sd Kfz 250/7 (8cm) half-tracks and all Sd Kfz 251/9 (7.5cm) half-tracks with Sd Kfz 250/8 (7.5cm) half-tracks. Replace the Sd Kfz 251/1 (HMG) half-track in each Machine-gun Section with two Sd Kfz 250 (HMG) half-tracks for +20 points per Machine-gun Section. Replace the Kübelwagen in the Mortar Section with an Sd Kfz 250 half-track for +5 points.



0 TO 1 LIGHT ANTI-TANK GUN PLATOON

The Light Anti-tank Gun Platoon is organised like that of a Panzergrenadierkompanie (page 26). If the company has any armoured half-tracks, you must replace the Kfz 15 field car and Kfz 70 trucks with Sd Kfz 251/1 half-tracks for +30 points for the platoon.

0 TO 1 LIGHT INFANTRY GUN PLATOON

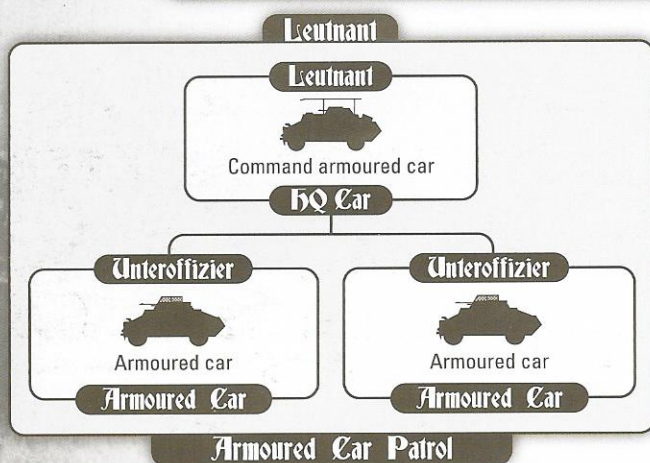
The Light Infantry Gun Platoon is organised like that of a Panzergrenadierkompanie (page 25). If the company has any armoured half-tracks, you must replace the Kfz 15 field car and Kfz 70 trucks with Sd Kfz 251/1 half-tracks for +30 points for the platoon. You may instead replace the whole platoon with an Armoured Cannon Platoon (see page 28).

0 TO 1 PIONEER PLATOON

The Pioneer Platoon is organised like that of a Gepanzerte Panzergrenadierkompanie (page 29).

Note: The above platoons are not reconnaissance platoons. Their role is to clear the way for the Armoured Car Platoons which are reconnaissance platoons.

0 TO 6 ARMoured CAR PATROLS



A Command Sd Kfz 250 half-track counts as a Tank team in an Armoured Car Patrol and may fire its rear AA MG even though it doesn't carry any passengers.

PLATOON

2 Sd Kfz 231 (8-rad) 80 points

3 Panzer II L Luchs 145 points

Sd Kfz 223 (radio) with:

2 Sd Kfz 222 (2cm) 110 points

1 Sd Kfz 222 (2cm) 70 points

• Replace any or all Sd Kfz 222 (2cm) with Sd Kfz 221 (2.8cm) at no cost.

Sd Kfz 250 with:

2 Sd Kfz 250/9 (2cm) 115 points

1 Sd Kfz 250/9 (2cm) 75 points

Armoured Car Patrols are Reconnaissance Platoons

0 TO 1 HEAVY ARMoured CAR PLATOON



PLATOON

3 Sd Kfz 233 (7.5cm) 145 points

2 Sd Kfz 233 (7.5cm) 95 points

Heavy armoured cars give their lighter brethren support against enemy road blocks. Their 7.5cm guns are excellent against entrenched infantry.

Heavy Armoured Car Platoons are not reconnaissance platoons.

An Aufklärungsschwadron may replace the Kfz 15 field car and Jeep teams of any or all platoons with Schwimmwagen amphibious jeeps for +5 points per platoon.





Grenadierkompanie



(INFANTRY COMPANY)

A force based around a Grenadierkompanie must contain:

- 1 Company HQ, and
- 2 or 3 Grenadier Platoons.

Weapons Platoons available to a Grenadierkompanie are:

- 0 to 2 Machine-gun Platoons,
- 0 to 1 Mortar Platoon.

Support Platoons available to a Grenadierkompanie are:

- 0 to 1 Infantry Gun Platoon (p. 35),
- 0 to 1 Looted Panzer Platoon (p. 35),
- 0 to 1 Scout Platoon (p. 36),
- 0 to 1 Light Anti-tank Gun Platoon (p. 36),
- 0 to 1 Light Anti-aircraft Gun Platoon (p. 37),
- 0 to 1 Pioneer Platoon (p. 38),
- 0 to 1 Fallschirmjäger Platoon (p. 41),
- 0 to 1 Panzer Platoon equipped with Panzer III, Panzer IV or StuG G (p. 21), Heavy Tank Platoon (p. 45) or Radio-control Tank Platoon (p. 45),

- 0 to 1 Assault Gun Platoon (p. 46), Tank-hunter Platoon (p. 46), or Anti-tank Gun Platoon (p. 47),
- 0 to 1 Anti-aircraft Gun Platoon (p. 47),
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 47),
- 0 to 1 Artillery Battery (p. 48), and
- 0 to 1 Rocket Launcher Battery (p. 49),

You may have **two** Support Platoons for each Grenadier Platoon you field.

MOTIVATION AND SKILL

The German Army is well trained and has many victorious campaigns behind it. The soldiers are confident that victory lies in the near future. A Grenadierkompanie is rated as **Confident Veteran**.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ

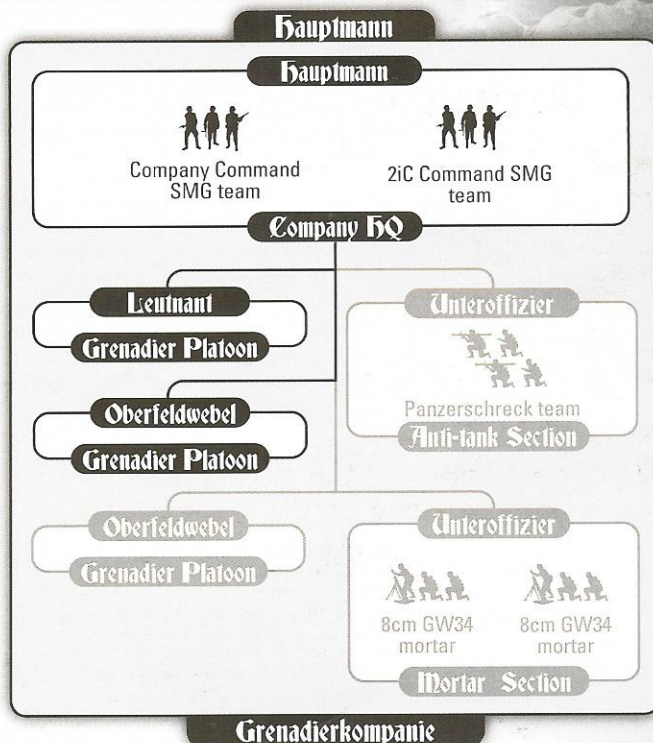
40 points

OPTIONS

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points per team or Command Panzerfaust SMG teams for +10 points per team.
- Add Anti-tank Section for +25 points.
- Replace Panzerschreck team with a 8.8cm RW43 Püppchen rocket launcher at no cost.
- Add Mortar Section for +55 points.
- Add up to three Sniper teams for +50 points per team.

While the Panzergrenadiers undertake most mobile operations, the Grenadiers usually defend along the remainder of the front line. Unlike the motorised Panzergrenadiers, the Grenadiers have almost no motor transport and often-insufficient horses to move all of their weapons at the same time.

With a lack of mobility, you must plan your defence carefully. Use your machine-guns supported by mortars and artillery as a forward screen to break up the enemy attack.

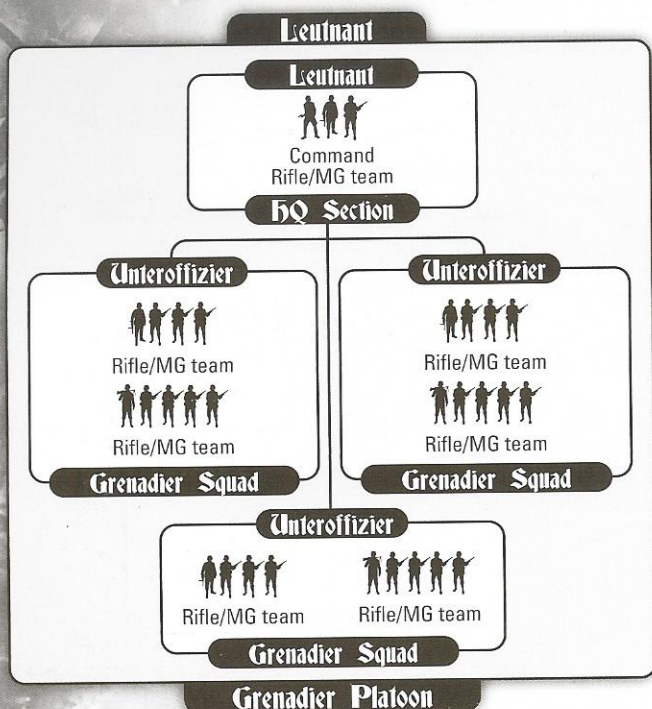


Keep your Grenadiers back as a reserve force to counterattack and regain any lost positions. You do not have the manpower to rely on numbers, so you must make maximum use of your firepower.



COMBAT PLATOONS

2 OR 3 GRENADIER PLATOONS



PLATOON

HQ Section with:

3 Grenadier Squads	155 points
2 Grenadier Squads	110 points

OPTION

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or Command Panzerfaust SMG team for +10 points.

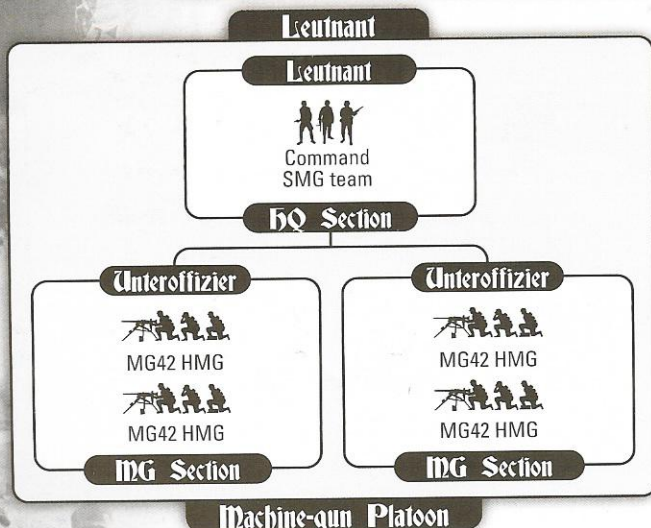
Attach machine-guns and anti-tank guns to Grenadier platoons forming strongpoints to anchor your defensive position. Keep other Grenadier platoons in reserve as a counterattack force to recover any strongpoints lost to the enemy.

The *Infanterieregiment* has considerable engineering capability of its own and each battalion forms a pioneer platoon from its Grenadiers as needed. These infantry pioneers are called 'white' pioneers because they wear the white piping of infantry rather than the black piping of engineers.

If your Grenadierkompanie has three Grenadier Platoons, you may upgrade the smallest Grenadier Platoon to a Grenadier Pioneer Platoon for +15 points per squad. This converts the Command team and every Rifle/MG team into Pioneer teams with the same armament. The Grenadier Pioneer Platoon may have a horse-drawn Pioneer Supply Wagon for an additional +20 points.

WEAPONS PLATOONS

0 TO 2 MACHINE-GUN PLATOONS



PLATOON

HQ Section with:

2 MG Sections	140 points
1 MG Section	80 points

OPTION

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.

The machine-gun platoons are essential in both attack and defence. When attacking they use their speed and initiative to find covered positions from which they can engage the defences and pin them for the Grenadier attack. In defence they form the front line using their range and firepower to keep the enemy at bay.

Machine-gun Platoons may make Combat Attachments to Combat Platoons.



0 TO 1 MORTAR PLATOON

PLATOON

HQ Section with:

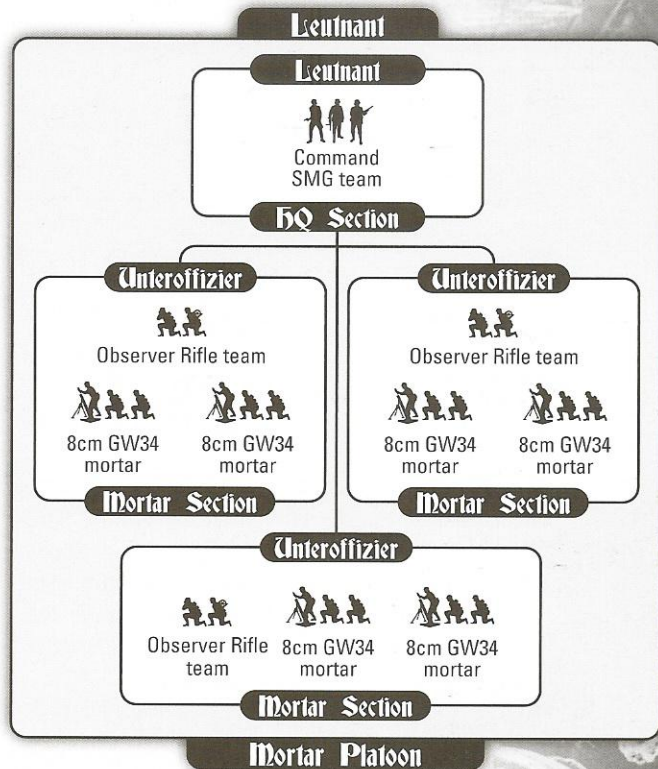
3 Mortar Sections	210 points
2 Mortar Sections	145 points
1 Mortar Section	80 points

OPTIONS

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.
- Replace all 8cm GW34 mortars with 12cm sGW43 mortars towed by a 3-ton truck or RSO tractor for +35 points per Mortar Section.

You must upgrade the Mortar Platoon to 12cm sGW43 mortars if you have 8cm GW34 mortars in the Company HQ.

A Mortar Platoon upgraded to 12cm sGW43 mortars may not have more than two Mortar Sections.



Mortar platoons provide instant artillery support for breaking up enemy concentrations and pinning down their supporting weapons. As the heavy 12cm mortars became available, the

lighter 8cm models were assigned out to the company headquarters for close support work.

SUPPORT PLATOONS

0 TO 1 INFANTRY GUN PLATOON

PLATOON

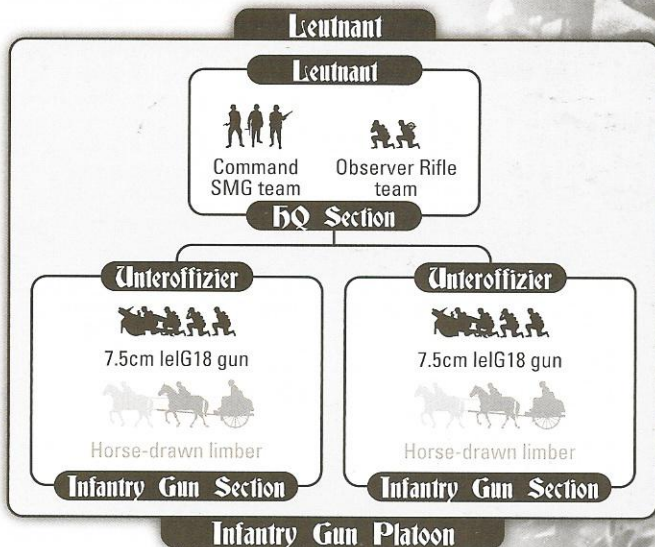
HQ Section with:

2 Infantry Gun Sections	80 points
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OPTIONS

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.
- Replace both 7.5cm leIG18 guns with 15cm sIG33 guns for +70 points.
- Add horse-drawn limbers at no cost.
- Replace both horse-drawn limbers with 3-ton trucks or RSO tractors for +5 points.

Infantry gun platoons provide the Grenadierkompanie with close-support artillery, taking out targets such as gun positions and bunkers with direct fire. The light 7.5cm guns are useful in the forward areas firing over open sights at enemy machine gun nests. The heavy 15cm



guns are more suited to sitting back and firing as heavy artillery.

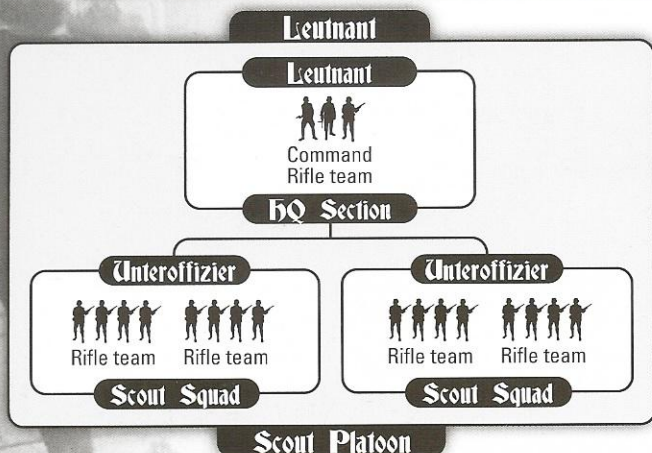
0 TO 1 LOOTED PANZER PLATOON

You may field a single tank listed in the Soviet Tankovy Batalon HQ for the points shown (page 116) as a Looted Panzer Platoon.

All captured tanks in a Looted Tank Platoon are rated as Confident Trained and are Unreliable.



0 TO 1 SCOUT PLATOON



The regimental scouts are the only reconnaissance troops left in the Grenadier divisions. Their main role is scouting the flanks of an advance to prevent the Grenadiers from being ambushed. They are also a useful combat reserve for last-ditch counterattacks to regain lost positions.

PLATOON

HQ Section with:

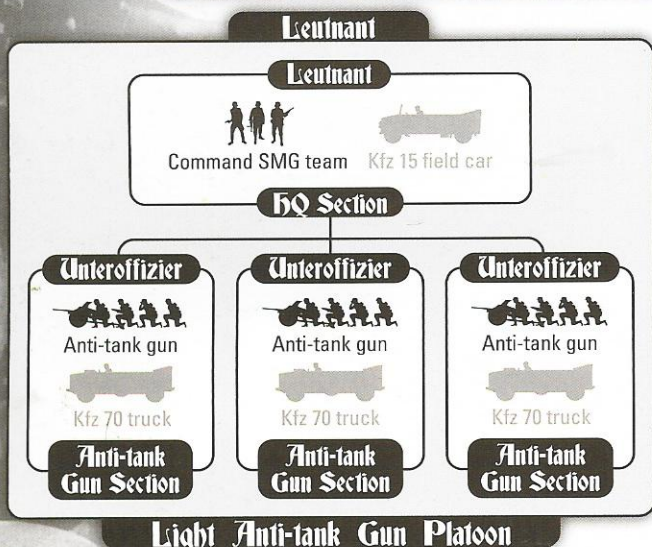
2 Scout Squads	115 points
1 Scout Squad	70 points

OPTIONS

- Replace Command Rifle team with a Command Panzerknacker SMG team for +15 points.
- Replace all Rifle teams with Assault Rifle teams for +15 points per team.
- Replace Command Assault Rifle team with Command Panzerknacker Assault Rifle team for +5 points.

Scout Platoons are Reconnaissance Platoons.

0 TO 1 LIGHT ANTI-TANK GUN PLATOON



The Grenadier's regimental anti-tank guns are few and far between, but often the only thing they have to keep enemy tanks at bay. Even the older models can provide good service if carefully positioned so that they cannot be seen until the enemy is at point-blank range.

PLATOON

HQ Section with:

3 3.7cm PaK36	95 points
2 3.7cm PaK36	70 points

- All 3.7cm PaK36 guns are equipped with Stielgranate ammunition at no cost.

3 5cm PaK38	110 points
2 5cm PaK38	80 points

3 7.5cm PaK97/38	110 points
2 7.5cm PaK97/38	80 points

3 7.62cm PaK36(r)	150 points
2 7.62cm PaK36(r)	105 points

3 7.5cm PaK40	165 points
2 7.5cm PaK40	115 points

OPTIONS

- Add Kfz 15 field car and either Kfz 70 trucks in platoons equipped with 3.7cm PaK36, 5cm PaK38, or 7.5cm PaK97/38 guns or 3-ton trucks in platoons equipped with 7.62cm PaK36(r) or 7.5cm PaK40 guns for +5 points for the platoon.
- Replace all trucks with RSO tractors at no cost.



0 TO 1 LIGHT ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:

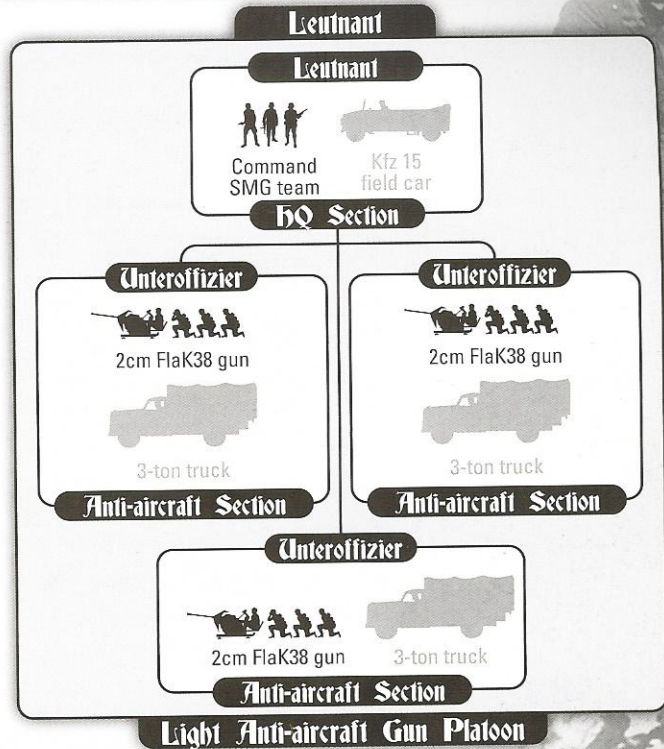
3 Anti-aircraft Sections 85 points

2 Anti-aircraft Sections 55 points

OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.
- Replace all trucks with RSO tractors at no cost.
- Mount 2cm FlaK38 guns on 3-ton trucks as Portees at no cost.

The Grenadiers have very little in the way of anti-aircraft guns, just one company in the anti-tank battalion. Fortunately, as infantry they can hide from aircraft much better than the tanks and half-tracks of the armoured divisions.





Pionierkompanie



(INFANTRY COMPANY)

You may field a Pionierkompanie, containing:

- 1 Company HQ, and
- 2 or 3 Pionier Platoons.

There are no Weapons Platoons available to a Pionierkompanie.

Support Platoons for a Pionierkompanie can be:

- 0 to 1 Grenadier Platoon (p. 34),
- 0 to 1 Heavy Tank Platoon (p. 45) or Radio-control Tank Platoon (p. 45),
- 0 to 1 Assault Gun Platoon (p. 46), Tank-hunter Platoon (p. 46), or Anti-tank Gun Platoon (p. 47),

- 0 to 1 Anti-aircraft Gun Platoon (p. 47),
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 47), and
- 0 to 1 Artillery Battery (p. 48),
- 0 to 1 Rocket Launcher Battery (p. 49).

A Pionierkompanie may have up to **two** support platoons for each Pioneer Platoon in the force.

MOTIVATION AND SKILL

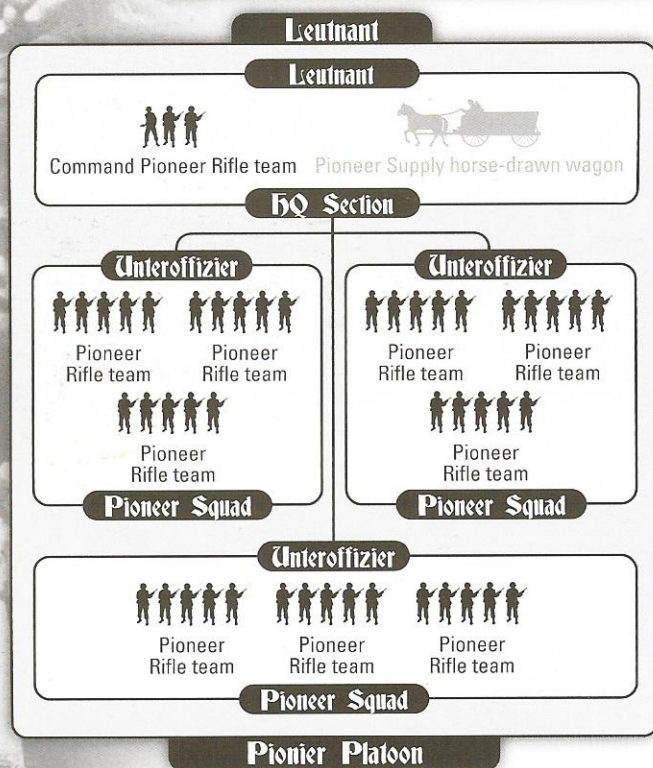
The Pionierkompanie is extremely well trained and confident of its abilities. It is rated as **Confident Veteran**.

HEADQUARTERS

1 COMPANY HQ

The Company HQ is organised like the Grenadierkompanie (page 33), but may add a Machine-gun Section of two MG42 HMG teams for +60 points.

2 TO 3 PIONIER PLATOONS



PLATOON

HQ Section with:

3 Pioneer Squads	220 points
2 Pioneer Squads	155 points
1 Pioneer Squad	90 points

OPTIONS

- Replace Command Rifle team with Command Panzerknacker SMG team for +5 points or Command Panzerfaust SMG team for +10 points.
- Equip one Pioneer Rifle team with a Goliath demolition carrier in addition to its normal weapons for +30 points.
- Add Pioneer Supply horse-drawn wagon for +20 points, or Pioneer Supply RSO tractor for +25 points.

The 'black' pioneers of the Grenadier division perform all the specialist engineering tasks. They lay minefields, prepare bunkers, and create other defensive positions.

When the Grenadiers counterattack to regain lost positions, the pioneers lead the way with their flame-throwers.

You may replace up to one Pioneer Rifle team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.





Waffen SS



During the 1930's the SS (*Schütz Staffel* or Protection Squad) became the main paramilitary arm of the German Nazi Party. As time went on, the *Waffen-SS* (Armed SS) was formed as the combat arm of the SS. The *Waffen-SS* effectively formed a fourth arm of the military alongside the *Heer* (Army), *Luftwaffe* (Air Force) and *Kriegsmarine* (Navy).

At the outbreak of war in 1939, the *Waffen-SS* fought alongside the regular army, much to the distrust of many military officers whom did not feel that a political organisation had a role in battlefield operations. However, as the combat experience of *Waffen-SS* units grew, acceptance of their role as battle-proven units increased.

By the middle of 1944 the German armed forces included eighteen *Waffen-SS* divisions either combat ready or in the last stages of forming. In battle they achieved a remarkable reputation for aggression and stamina in combat, but at a high cost in casualties as they were thrown into the most critical battles time and again. The *Waffen-SS* divisions fighting on the main fronts are mostly Panzer or Panzergrenadier divisions. Although their authorised strength was greater than the *Heer* divisions, the need to keep them in battle often reduced them to a shadow of their former selves.

You can field a *Panzerkompanie*, *Panzergrenadierkompanie*, *Gepanzerte Panzergrenadierkompanie*, *Aufklärungsschwadron*, *Panzerpionierkompanie*, or *Gepanzerte Panzerpionierkompanie* as a *Waffen SS* force.

Waffen-SS troops were renowned for their aggressive approach to battle, so a *Waffen-SS* force and its supporting troops are rated as **Fearless Veteran** rather than **Confident**. If you do this the number of points you have available to spend on your force decreases as follows:

Normal Force	Waffen SS Force
1000 points	835 points
1500 points	1250 points
2000 points	1670 points

In addition a *Waffen-SS* force may not include the following:

- Fallschirmjäger Platoons
- Flame-tank Platoons.
- Radio-control Tank Platoons.
- Assault Gun Platoons equipped with *Brumbär* assault guns.
- Tank-hunter Platoons equipped with *Hornisse*, *Jagdpanther*, or *Elefant* tank-hunters.

The following supporting troops decrease in cost as their ratings do not change.

- Snipers cost +40 points per team.

Aircraft	Limited Air Support	Sporadic Air support
Ju 87D Stuka	115 points	85 points
Ju 87G Stuka	115 points	85 points
Hs 129B	130 points	95 points
Bf 109E/FW 190F	125 points	90 points





Fallschirmjägerkompanie



(INFANTRY COMPANY)

A force based around a Fallschirmjägerkompanie must contain:

- 1 Company HQ, and
- 2 or 3 Fallschirmjäger Platoons.

Weapons Platoons available to a Fallschirmjägerkompanie are:

- 0 to 2 Machine-gun Platoons,
- 0 to 1 Mortar Platoon, and
- 0 to 1 Light Gun Platoon.

Support Platoons for a Fallschirmjägerkompanie can be:

- 0 to 1 Parachute Heavy Mortar Platoon (p. 42),
- 0 to 1 Parachute Anti-tank Gun Platoon (p. 43),
- 0 to 1 Parachute Anti-aircraft Gun Platoon (p. 44) or Anti-aircraft Gun Platoon (p. 47),
- 0 to 1 Panzer Platoon equipped with Panzer III, Panzer IV or StuG G (p. 21), Heavy Tank Platoon (p. 45) or Radio-control Tank Platoon (p. 45),
- 0 to 1 Parachute Tank-hunter Platoon (p. 42), Assault Gun Platoon (p. 46), Tank-hunter Platoon (p. 46), or

Anti-tank Gun Platoon (p. 47),

- 0 to 1 Light Artillery Battery (p. 43), Artillery Battery (p. 48), or Motorised Artillery Battery (p. 48),
- 0 to 1 Parachute Pioneer Platoon (p. 44),
- 0 to 1 Panzergrenadier Platoon (p. 24) or Grenadier Platoon (p. 34),
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 47), and
- 0 to 1 Rocket Launcher Battery (p. 49),

You may have up to **two** Support Platoons attached to your company for each Fallschirmjäger Platoon in it.

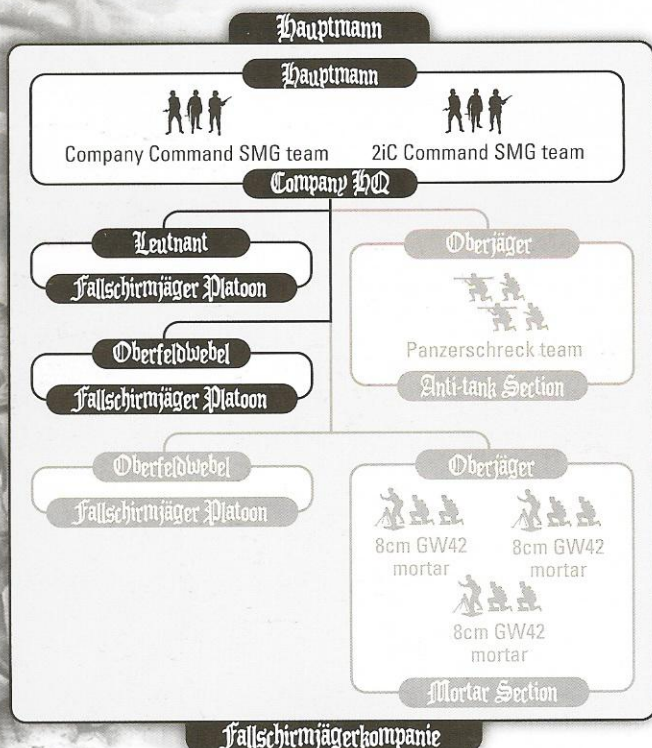
MOTIVATION AND SKILL

All *Fallschirmjäger* are volunteers. They are put through rigorous selection examinations and hard training before they win their wings. A Fallschirmjägerkompanie is rated as **Fearless Veteran**.

Support platoons from the regular army (such as a Panzer Platoon or Artillery Battery) retain their own Motivation and Skill ratings of **Confident Veteran**.

HEADQUARTERS

1 COMPANY HQ



HEADQUARTERS

Company HQ

55 points

OPTIONS

- Replace Command SMG teams with Command Panzerknacker SMG teams for +5 points or Command Panzerfaust SMG teams for +15 points.
- Add Anti-tank Section for +30 points.
- Replace Panzerschreck team with 8.8cm RW43 (Püppchen) launcher at no cost.
- Add a Mortar Section of up to three 8cm GW42 (Stummelwerfer) mortars for +30 points per mortar.
- Add up to three Sniper teams for +50 points per team.

The *Fallschirmjäger* are Germany's elite paratroops. They fall under the operational control of the army, but are part of the *Luftwaffe* or air force. As such they wear air force uniforms and rank insignia, and of course, consider themselves far better than the army!

While most of the *Fallschirmjäger* are trained for parachute operations, they have not conducted large-scale parachute operations in three years. Instead they fight as elite light infantry wherever the army needs assistance.



COMBAT PLATOONS

2 OR 3 FALLSCHIRMJÄGER PLATOONS

PLATOON

HQ Section with

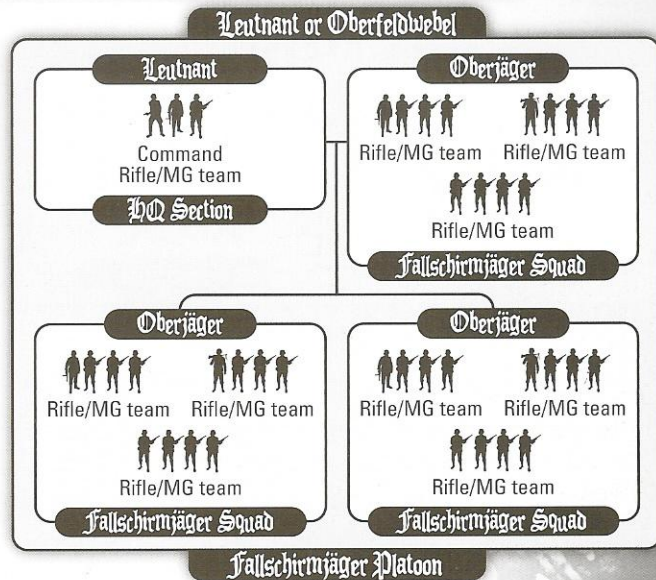
3 Fallschirmjäger Squads 250 points

2 Fallschirmjäger Squads 175 points

OPTION

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or with a Command Panzerfaust team for +15 points.

Fallschirmjäger platoons were made larger than normal rifle platoons to allow them to continue to function after the expected parachuting casualties on landing. This also gives them greater resilience in prolonged ground operations, helping them retain their reputation for holding at all costs.



WEAPONS PLATOONS

0 TO 2 MACHINE-GUN PLATOONS

PLATOON

HQ Section with

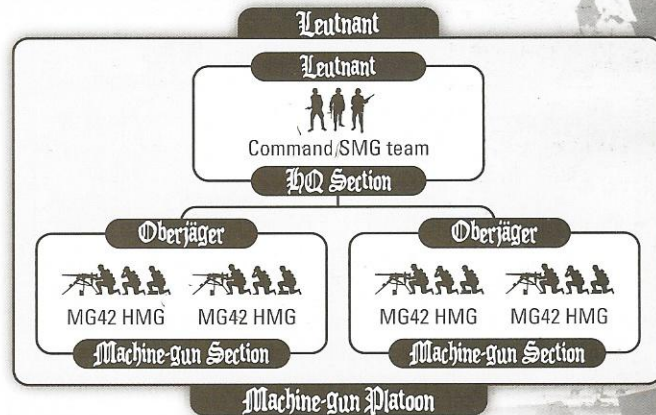
2 Machine-gun Sections 170 points

1 Machine-gun Section 100 points

OPTION

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.

Machine-gun Platoons may make Combat Attachments to Combat Platoons.



0 TO 1 MORTAR PLATOON

PLATOON

HQ Section with

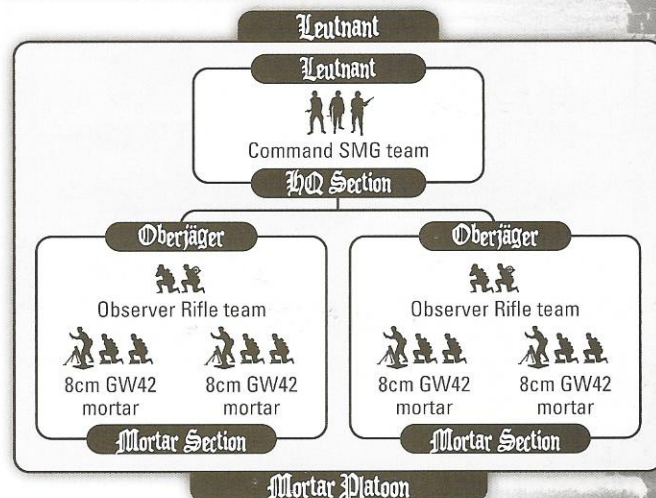
2 Mortar Sections 170 points

1 Mortar Section 100 points

OPTION

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.

The *Fallschirmjäger* use light 8cm GW42 mortars. These are nicknamed *Stummelwerfer* or 'Stump mortar' for their short barrels. Between the mortars in the company HQ and the mortar platoon, they have plenty of firepower to break up enemy assaults.



0 TO 1 LIGHT GUN PLATOON



PLATOON

HQ Section with

2 Light Gun Sections **70 points**

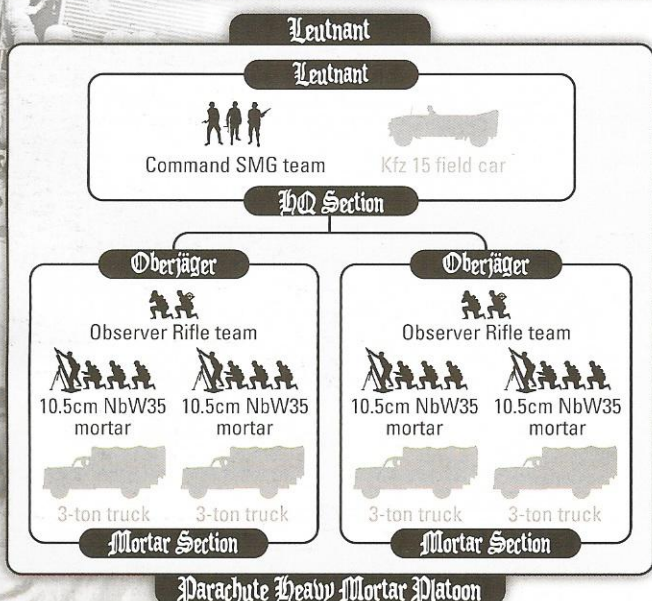
OPTION

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.

The 7.5cm light guns combine the role of a light anti-tank weapon and an infantry gun. They are small, mobile, and deadly at short range.

SUPPORT PLATOONS

0 TO 1 PARACHUTE HEAVY MORTAR PLATOON



PLATOON

HQ Section with

2 Mortar Sections **220 points**

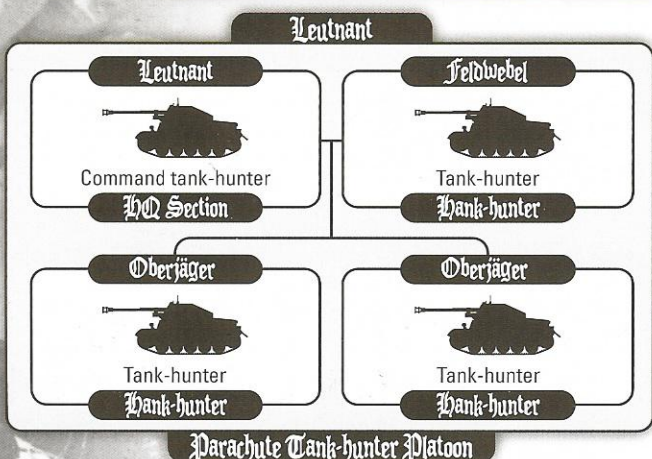
1 Mortar Section **120 points**

OPTIONS

- Add Kfz 15 field car and 3-ton trucks to the platoon for +5 points.
- Replace 10.5cm NbW35 mortars with 12cm sGW43 mortars for +20 points per Mortar Section.

The *Fallschirmjäger* recognised the need for heavier fire support early, however the only weapons they were able to secure were old 10.5cm NbW35 *Nebelwerfer* chemical mortars that had been made redundant by the new rocket launchers issued to the chemical troops.

0 TO 1 PARACHUTE TANK-HUNTER PLATOON



PLATOON

4 Marder II **355 points**

3 Marder II **265 points**

2 Marder II **175 points**

4 StuG G **440 points**

3 StuG G **330 points**

2 StuG G **220 points**

The *Fallschirmjäger* in Italy were well-supported with anti-tank assets having a full anti-tank battalion equipped with Marder tanks in the division. In Normandy, the *Fallschirmjäger* were not so well equipped, but the StuG assault guns of *II Fallschirmkorps* filled the gap.



0 TO 1 PARACHUTE ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

4 3.7cm PaK36	145 points
3 3.7cm PaK36	115 points
2 3.7cm PaK36	85 points

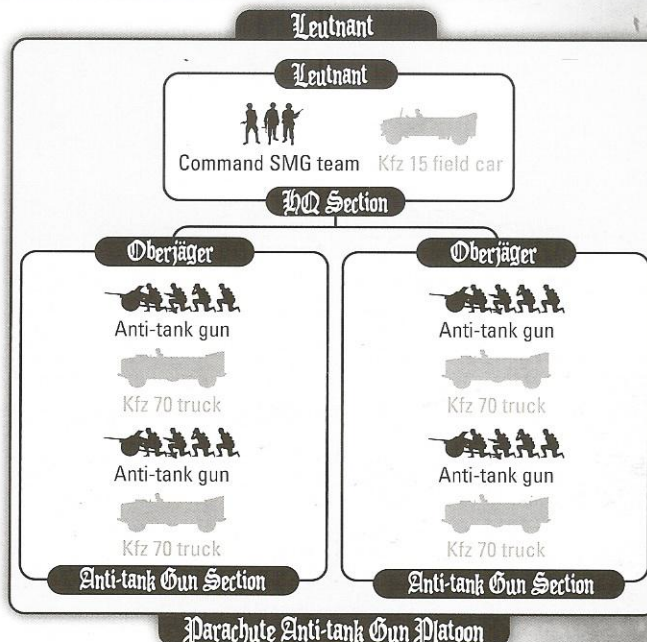
- All 3.7cm PaK36 guns are equipped with Stielgranate ammunition at no cost.

4 5cm PaK38	165 points
3 5cm PaK38	130 points
2 5cm PaK38	95 points

4 7.5cm PaK40	250 points
3 7.5cm PaK40	195 points
2 7.5cm PaK40	135 points

OPTION

- Add Kfz 15 field car and either Kfz 70 trucks in platoons equipped with 3.7cm PaK36 or 5cm PaK38, or 3-ton trucks in platoons equipped with 7.5cm PaK40 guns for +5 points for the platoon.



While they had few tank-hunters, the *Fallschirmjäger* could always rely on their regimental and divisional anti-tank guns to protect them.

0 TO 1 LIGHT ARTILLERY BATTERY

PLATOON

HQ Section with

2 Gun Sections	260 points
1 Gun Section	150 points

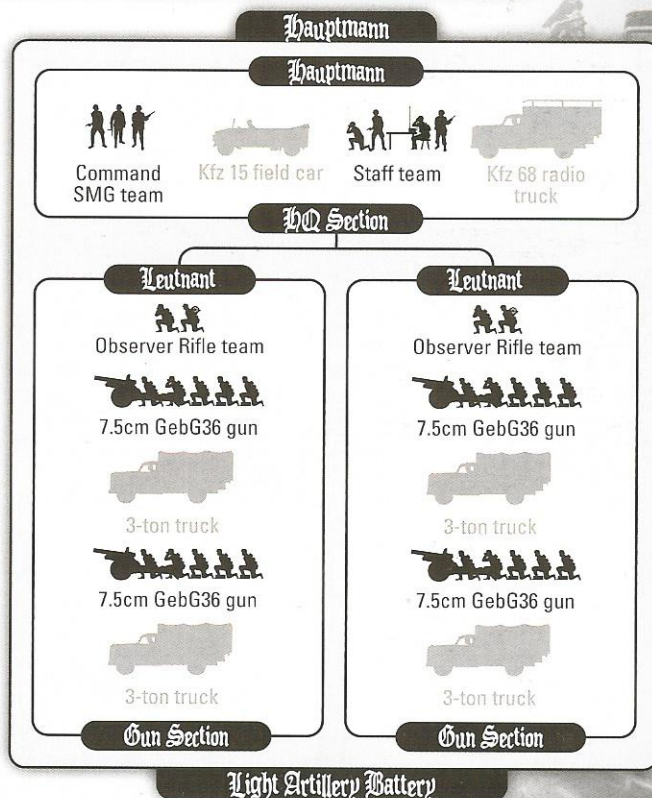
OPTIONS

- Replace all 7.5cm GebG36 guns with 10.5cm leFH18 howitzers at no cost.
- Add Kfz 15 field car, Kfz 68 radio truck and 3-ton trucks for +5 points.

Unusually, the crews of the light artillery batteries are equipped with two different artillery pieces. They have both a conventional 7.5cm mountain gun and one of the newly-developed 10.5cm recoilless guns. Before each operation the *Fallschirmjäger* commander selects the most appropriate weapon for the mission.

With the end of airborne operations, many formations have replaced their light 7.5cm guns with heavier 10.5cm leFH18 howitzers. They retain their light 10.5cm recoilless guns for any airborne operations that might eventuate.

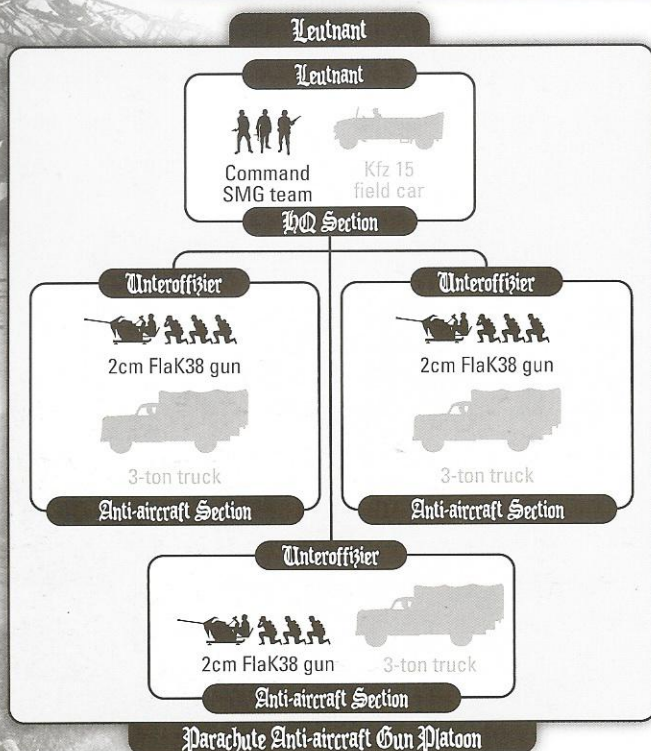
You may replace all 7.5cm GebG36 guns or 10.5cm leFH18 howitzers with 10.5cm LG40 recoilless guns at the start of any game before deployment.



GERMAN



0 TO 1 PARACHUTE ANTI-AIRCRAFT GUN PLATOON



PLATOON

HQ Section with:

3 Anti-aircraft Sections	105 points
2 Anti-aircraft Sections	65 points

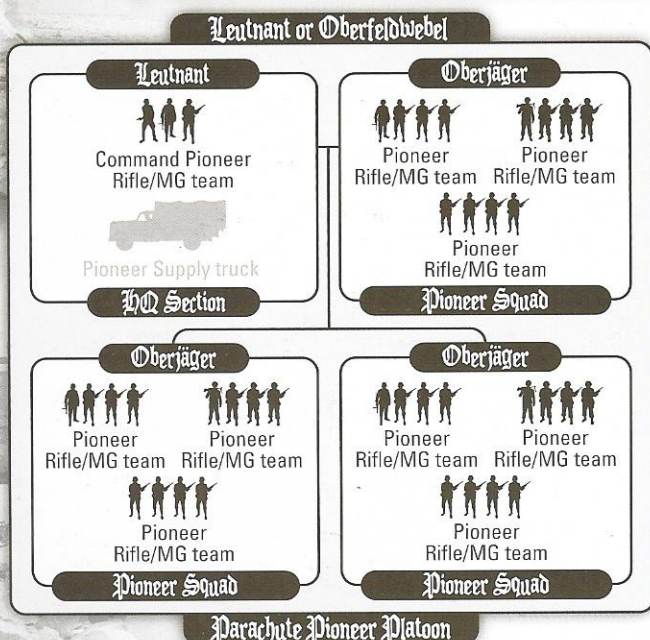
OPTIONS

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.
- Mount 2cm FlaK38 guns on 3-ton trucks as Portees at no cost.

Being part of the air force, the *Fallschirmjäger* have always been aware of the need for good anti-aircraft protection. As well as attached *Luftwaffe* heavy anti-aircraft units, they have their own light anti-aircraft guns.



0 TO 1 PARACHUTE PIONEER PLATOON



PLATOON

HQ Section with

3 Pioneer Squads	330 points
2 Pioneer Squads	230 points
1 Pioneer Squad	130 points

OPTION

- Add a Pioneer Supply truck for +25 points.

You may replace up to one Pioneer Rifle/MG team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.

The *Fallschirmpionier* have a history as long and illustrious as the *Fallschirmjäger*. Their role is both field engineering, laying and clearing minefields and other defences, and leading attacks as assault engineers.





Divisional Support Platoons



German companies may have the following Support Platoons:

- Heavy Tank Platoons,
- Assault Gun Platoons,
- Tank-hunter Platoons,
- Anti-tank Gun Platoons,
- Anti-aircraft Gun Platoons,
- Heavy Anti-aircraft Gun Platoons,
- Artillery Batteries,
- Motorised Artillery Batteries,
- Armoured Artillery Batteries, and
- Rocket Launcher Batteries.

MOTIVATION AND SKILL

Like the troops they support, the divisional support platoons are experienced troops. Divisional support platoons are rated as **Confident Veteran**.

AIR SUPPORT

Aircraft	Limited Air Support	Sporadic Air support
Ju 87D Stuka	135 points	100 points
Ju 87G Stuka	135 points	100 points
Hs 129B	155 points	115 points
Bf 109E or FW 190F	150 points	110 points

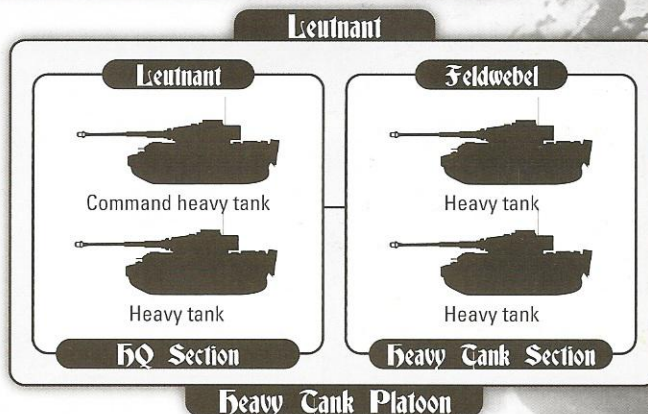
0 TO 1 HEAVY TANK PLATOON

PLATOON

4 Königstiger (Porsche)	1360 points
3 Königstiger (Porsche)	1020 points
2 Königstiger (Porsche)	680 points
1 Königstiger (Porsche)	340 points

4 Tiger I E	860 points
3 Tiger I E	645 points
2 Tiger I E	430 points
1 Tiger I E	215 points

Remember to roll for your Tiger Ace Skills before each game.



The heavy tiger tanks dominate the battlefield. Few guns can penetrate their thick hides and even fewer tanks can withstand their big guns.

0 TO 1 RADIO-CONTROL TANK PLATOON

PLATOON

HQ Section with:

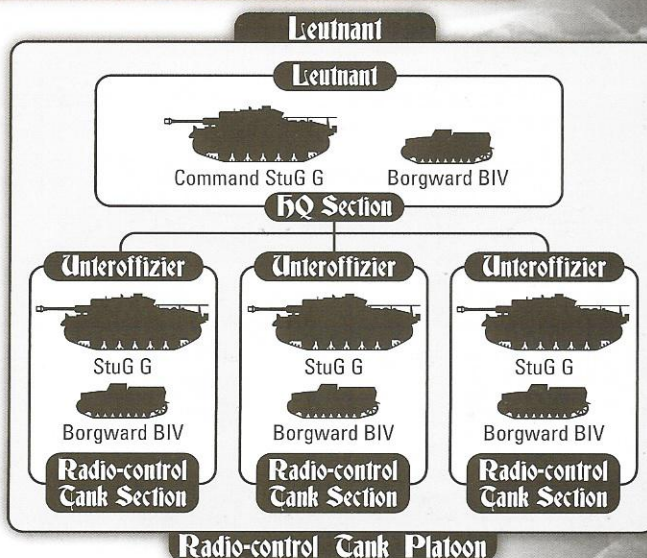
3 Radio-control Sections	460 points
2 Radio-control Sections	345 points
1 Radio-control Section	230 points

OPTION

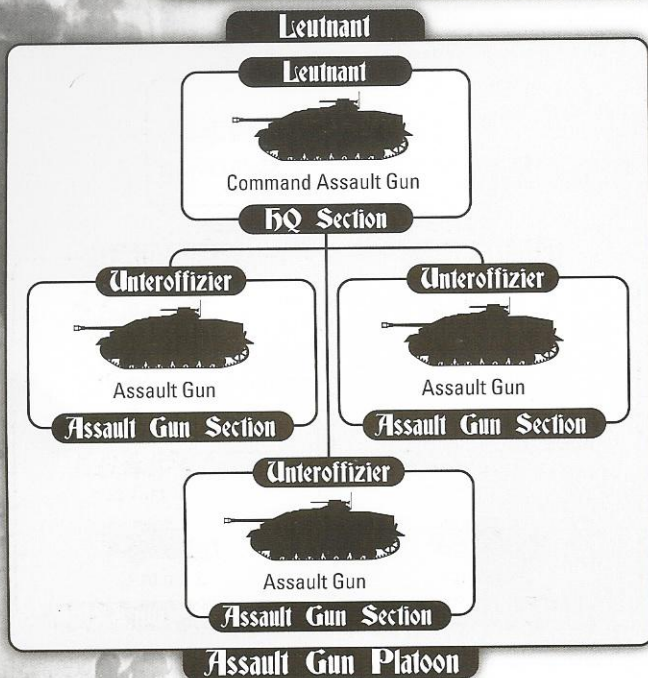
- Replace all StuG G assault guns with Tiger I E tanks for +120 points per tank.

No gun in existence can deliver half a ton of explosives with the unerring accuracy of a Borgward BIV demolition carrier.

Radio-control Tank Platoons equipped with Tiger tanks do not have Tiger Ace skills.



0 TO 1 ASSAULT GUN PLATOON



PLATOON

4 StuG G or StuG IV	380 points
3 StuG G or StuG IV	285 points
2 StuG G or StuG IV	190 points

- Replace one or all StuG G assault guns with StuH42 assault guns for +5 points per assault gun.

4 Brummbär	280 points
3 Brummbär	210 points
2 Brummbär	140 points

As production capacity is stretched to the limit, assault guns of all types assume an increasingly important role taking the place of expensive tanks. Most infantry attacks can count on the support of an assault gun unit and almost every division has some assault guns in their anti-tank battalion.

0 TO 1 TANK-HUNTER PLATOON



Self-propelled anti-tank guns are an even cheaper way of giving anti-tank support to the infantry. The heavier tank-hunters mount the overlong 8.8cm PaK43, a weapon capable of knocking out any tank in existence.

PLATOON

4 Marder II	300 points
3 Marder II	225 points
2 Marder II	150 points

4 Marder III H	300 points
3 Marder III H	225 points
2 Marder III H	150 points

4 Marder III M	280 points
3 Marder III M	210 points
2 Marder III M	140 points

4 Jagdpanzer IV	380 points
3 Jagdpanzer IV	285 points
2 Jagdpanzer IV	190 points

4 Hornisse	620 points
3 Hornisse	465 points
2 Hornisse	310 points

4 Jagdpanther	1060 points
3 Jagdpanther	795 points
2 Jagdpanther	530 points

4 Elefant	1240 points
3 Elefant	930 points
2 Elefant	620 points



0 TO 1 ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

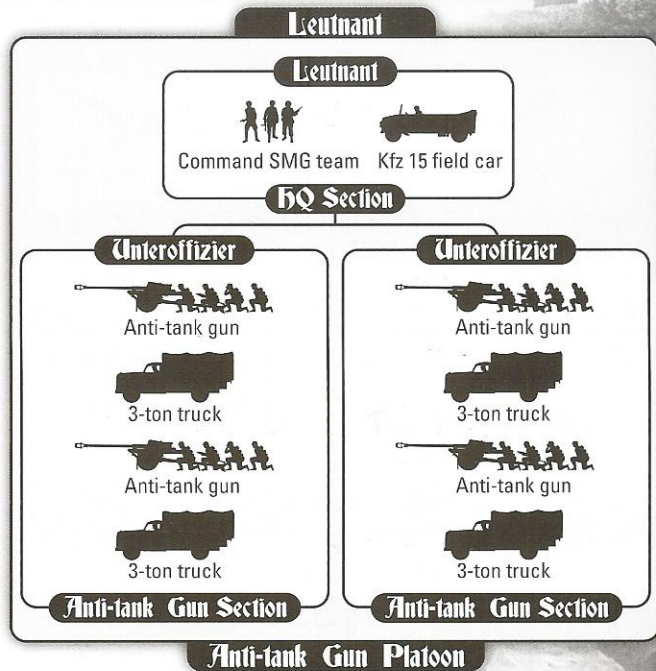
4 7.5cm PaK40	220 points
3 7.5cm PaK40	170 points
2 7.5cm PaK40	120 points

4 7.62cm PaK36(r)	200 points
3 7.62cm PaK36(r)	155 points
2 7.62cm PaK36(r)	110 points

4 8.8cm PaK43/41	545 points
3 8.8cm PaK43/41	415 points
2 8.8cm PaK43/41	285 points

OPTION

- Replace all 3-ton trucks with RSO tractors at no cost or Sd Kfz 7 and 11 half-tracks for +5 points for the platoon.



0 TO 1 ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:

3 Sd Kfz 10/5 (2cm)	90 points
2 Sd Kfz 10/5 (2cm)	60 points

OPTIONS

- Replace all Sd Kfz 10/5 (2cm) half-tracks with Sd Kfz 7/1 (Quad 2cm) half-tracks for +15 points each, or Sd Kfz 7/2 (3.7cm) half-tracks for +20 points per half-track.
- Upgrade to armoured half-tracks with Front, Side and Top armour rating of 0 for +10 points per half-track.



0 TO 1 HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

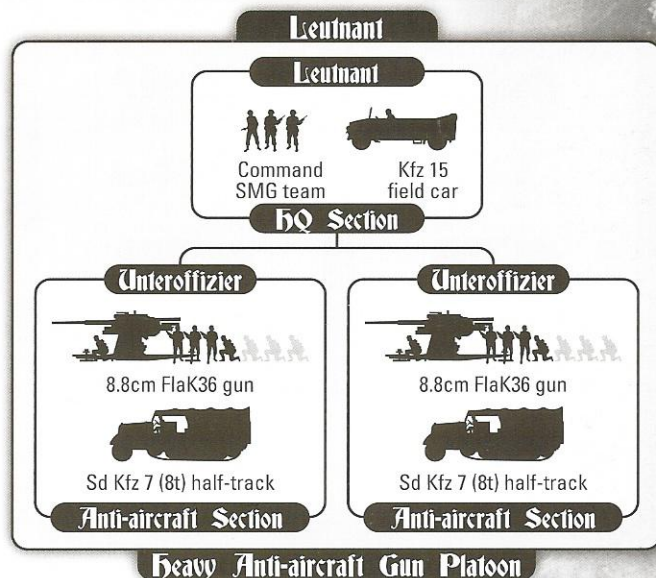
HQ Section with:

2 Anti-aircraft Sections	205 points
1 Anti-aircraft Section	115 points

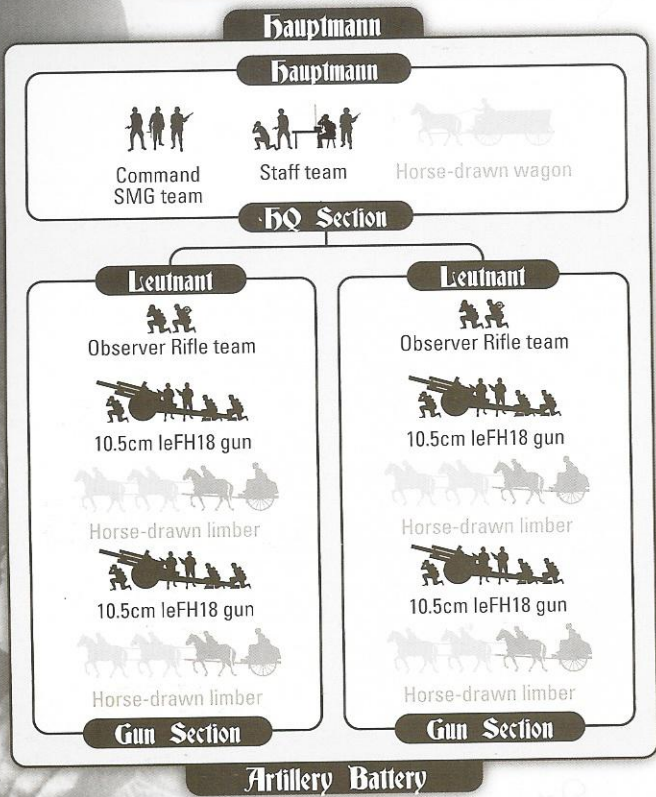
OPTION

- Model 8.8cm FlaK36 guns with eight or more crew and increase their ROF to 3 for +10 points per gun.

The dual purpose 8.8cm FlaK36, or *Acht-Acht*, anti-aircraft/anti-tank gun is the same gun as is mounted in the Tiger heavy tank. Few tanks can withstand its deadly fire and no aircraft can get out of its reach. One hit on either is usually enough to finish the job.



0 TO 1 ARTILLERY BATTERY



0 TO 1 ARMoured ARTILLERY BATTERY

PLATOON

HQ Section with:

2 Gun Sections 490 points

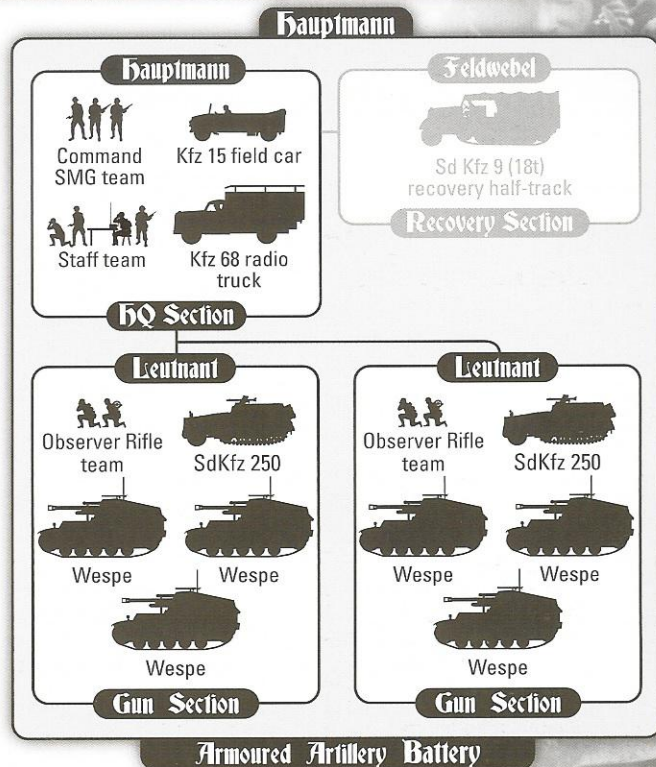
1 Gun Section 260 points

OPTIONS

- Replace all Wespe self-propelled guns with Hummel self-propelled guns for +70 points per Gun Section.
- Replace any or all Observer Rifle teams and their Sd Kfz 250 with Observer Panzer III OP tanks for +5 points per tank.
- Add an Sd Kfz 9 (18t) recovery half-track for +5 points.

Armoured Artillery Batteries move quickly cross-country and are ready to fire at a moment's notice. When they fire, their heavy guns wreak havoc among the enemy.

Observer Panzer III OP tanks cannot launch assaults.



0 TO 1 ROCKET LAUNCHER BATTERY

PLATOON

HQ Section with:

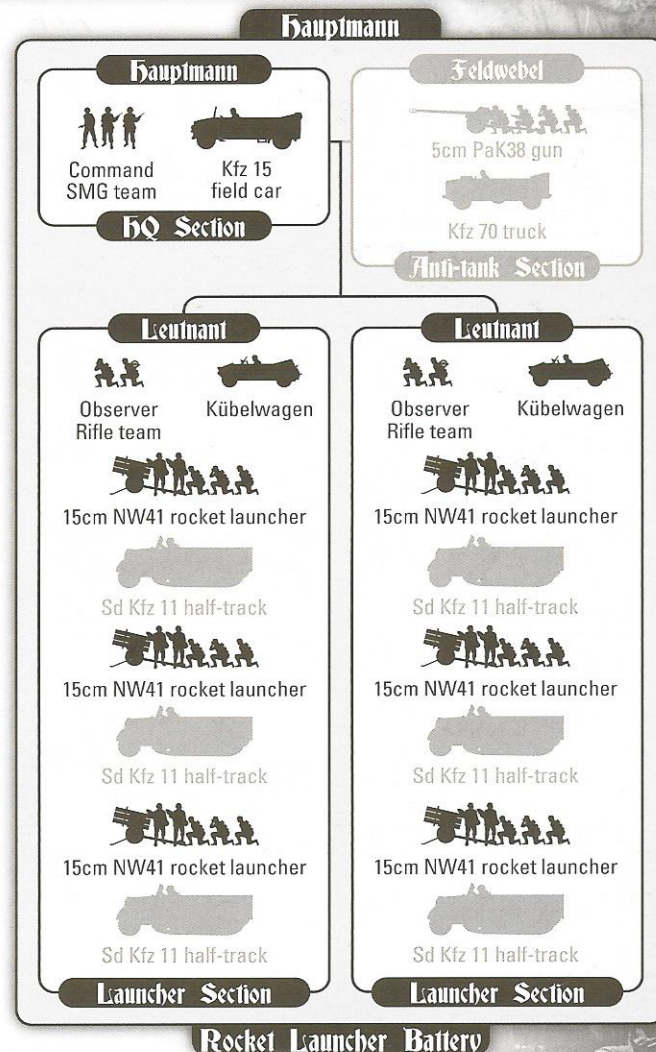
2 Launcher Sections 235 points

1 Launcher Section 130 points

OPTIONS

- Replace three 15cm NW41 rocket launchers and Sd Kfz 11 half-tracks in each section with four Panzerwerfer 42 (Maultier) rocket launchers for +115 points per Launcher Section.
- Add Anti-tank Section for +30 points.
- Replace 5cm PaK38 gun with 7.5cm PaK40 gun for +20 points.
- Replace Kfz 70 truck from the Anti-tank Section with an Sd Kfz 11 half-track for +5 points.

Rocket launcher batteries can deliver crushing firepower at a moment's notice. However they are vulnerable to tank attack and are easily identified for counterbattery fire by the smoke trails they leave in the air.





German Arsenal



TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
TANKS					
Panzer III M 5cm KwK39 gun	Fully-tracked 24"/60cm	6 3	3 9	1 4+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Panzer III N 7.5cm KwK37 gun	Fully-tracked 24"/60cm	6 2	3 9	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Panzer IV H 7.5cm KwK40 gun	Fully-tracked 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen.
Panther D, A, or G 7.5cm KwK42 gun	Fully-tracked 32"/80cm	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks.
Tiger I E 8.8cm KwK36 gun	Fully-tracked 40"/100cm	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Wide tracks. Slow traverse.
Königtiger (Porsche) 8.8cm KwK43 gun	Fully-tracked 40"/100cm	14 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded, Protected ammo, Slow tank. Slow traverse.
Flammpanzer III 1.4cm Flammenwerfer	Fully-tracked 4"/10cm	6 4	3 -	1 5+	Co-ax MG, Hull MG. Flame-thrower.

ASSAULT GUNS

StuG G 7.5cm StuK40 gun	Fully-tracked 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
StuH42 10.5cm StuH42 gun	Fully-tracked 32"/80cm	7 2	3 10	1 2+	Hull MG, Protected ammo, Schürzen. Hull mounted, Smoke.
StuG IV 7.5cm StuK40 gun	Fully-tracked 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
Brummbär 15cm StuH43 gun	Fully-tracked 16"/40cm	9 1	5 13	1 1+	Hull MG, Overloaded, Slow tank, Schürzen. Bunker buster; Hull mounted.

INFANTRY GUNS (SP)

Sd Kfz 250/7 (8cm) 8cm GW34 mortar	Half-tracked 40"/100cm	1 -	0 2	0 6	AA MG. Hull mounted, Portee, Smoke bombardment.
Sd Kfz 250/8 (7.5cm) 7.5cm KwK37 gun	Half-tracked 24"/60cm	1 2	0 9	0 3+	AA MG. Hull mounted.
Sd Kfz 251/2 (8cm) 8cm GW34 mortar	Half-tracked 40"/100cm	1 -	0 2	0 6	AA MG. Hull mounted, Portee, Smoke bombardment.
Sd Kfz 251/9 (7.5cm) 7.5cm KwK37 gun	Half-tracked 24"/60cm	1 2	0 9	0 3+	AA MG. Hull mounted.
Grille (15cm sIG) H 15cm sIG33 gun Firing bombardments	Fully-tracked 16"/40cm 56"/140cm	2 1 -	1 13 4	0 1+ 2+	AA MG. Bunker buster; Hull mounted.
Grille (15cm sIG) K 15cm sIG33 gun Firing bombardments	Fully-tracked 16"/40cm 56"/140cm	0 1 -	0 13 4	0 1+ 2+	AA MG. Bunker buster; Hull mounted.
Sd Kfz 251/16 (Flamm) Two 1.4cm Flammenwerfer	Half-tracked 4"/10cm	1 3 (each)	0 -	0 6	Hull MG. Side mounted, Flame-thrower.



German Karabiner 98K Carbine

The German Army still used the bolt-action Kar 98K, based on an 1898 design, as its standard rifle right through to the end of the war.



Name Weapon	Mobility Range	Armour Front ROF	Side Anti-tank	Top Firepower	Equipment and Notes
TANK-HUNTERS					
Marder II	Fully-tracked	1	0	0	AA MG.
7.5cm PaK40 gun	32"/80cm	2	12	3+	Hull mounted.
Marder III H	Fully-tracked	1	0	0	Hull MG.
7.5cm PaK40 gun	32"/80cm	2	12	3+	Hull mounted.
Marder III M	Fully-tracked	0	0	0	AA MG.
7.5cm PaK40 gun	32"/80cm	2	12	3+	Hull mounted.
Jagdpanzer IV	Fully-tracked	7	3	1	Hull MG, Protected ammo, Schürzen.
7.5cm Stuk40 gun	32"/80cm	2	11	3+	Hull mounted.
Hornisse	Fully-tracked	1	1	0	AA MG, Protected ammo.
8.8cm PaK43 gun	40"/100cm	2	16	3+	Hull mounted.
Jagdpanther	Fully-tracked	10	5	1	Hull MG.
8.8cm PaK43 gun	40"/100cm	2	16	3+	Hull mounted.
Elefant	Fully-tracked	15	8	2	Hull MG, Overloaded, Slow tank, Unreliable.
8.8cm PaK43 gun	40"/100cm	2	16	3+	Hull mounted.

ARTILLERY (SP)

Wespe	Fully-tracked	1	1	0	AA MG, Protected ammo.
10.5cm leFH18M howitzer	24"/60cm	1	10	2+	Hull mounted, Smoke.
Firing bombardments	72"/180cm	-	4	4+	Smoke bombardment.
Hummel	Fully-tracked	1	1	0	AA MG, Protected ammo.
15cm sFH18 howitzer	24"/60cm	1	13	1+	Bunker buster; Hull mounted, Smoke.
Firing bombardments	80"/200cm	-	5	2+	Smoke bombardment.
Panzerwerfer 42 (Maultier)	Half-tracked	0	0	0	AA MG, Armoured rocket launcher.
15cm RW42 rocket launcher	64"/160cm	-	3	4+	Smoke bombardment.
Panzer II	Fully-tracked	3	1	1	Co-ax MG, Protected ammo.
2cm KwK38 gun	16"/40cm	3	5	5+	
Panzer III OP	Fully-tracked	5	3	1	Hull MG.

ANTI-AIRCRAFT (SP)

Sd Kfz 10/5 (2cm)	Half-tracked	-	-	-	
2cm FlaK38 gun	16"/40cm	4	5	5+	Anti-aircraft.
Sd Kfz 7/1 (Quad 2cm)	Half-tracked	-	-	-	
2cm FlaK38 (V) gun	16"/40cm	6	5	5+	Anti-aircraft.
Sd Kfz 7/2 (3.7cm)	Half-tracked	-	-	-	
3.7cm FlaK43 gun	24"/60cm	4	6	4+	Anti-aircraft.
Flakpanzer 38(t) (2cm)	Fully-tracked	0	0	0	
2cm FlaK38 gun	16"/40cm	4	5	5+	Anti-aircraft.
Möbelwagen (3.7cm)	Fully-tracked	0	0	0	
3.7cm FlaK43 gun	24"/60cm	4	6	4+	Anti-aircraft.

ARMoured CARS

Sd Kfz 221 (2.8cm)	Wheeled	0	0	0	
2.8cm sPzB41 anti-tank rifle	16"/40cm	2	7	5+	Hull mounted, No HE.
Sd Kfz 222 (2cm)	Wheeled	1	0	0	Co-ax MG.
2cm KwK38 gun	16"/40cm	3	5	5+	Self-defence anti-aircraft.
Sd Kfz 223 (radio)	Wheeled	1	0	0	AA MG.
Sd Kfz 231 (8-rad)	Jeep	2	0	0	Co-ax MG.
2cm KwK38 gun	16"/40cm	3	5	5+	
Sd Kfz 250/9 (2cm)	Half-tracked	1	0	0	Co-ax MG.
2cm KwK38 gun	16"/40cm	3	5	5+	Self-defence anti-aircraft.
Panzer II L Luchs	Fully-tracked	3	1	1	Co-ax MG, Light tank.
2cm KwK38 gun	16"/40cm	3	5	5+	
Sd Kfz 233 (7.5cm)	Jeep	2	0	0	Hull MG.
7.5cm KwK37 gun	24"/60cm	2	9	3+	Hull mounted.

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
7.5cm LG40 recoilless gun	Man-packed	16"/40cm	2	9	3+	Recoilless.
8.8cm RW43 (Püppchen) launcher	Man-packed	16"/40cm	1	11	5+	
8cm GW42 (Stummelwerfer) mortar	Man-packed	32"/80cm	-	2	6	Smoke bombardment.
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
10.5cm NbW35 mortar	Man-packed	40"/100cm	-	3	4+	Smoke bombardment.
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	
7.5cm leIG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
2cm FlaK38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
Firing Stielgranate		8"/20cm	1	12	5+	
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK97/38 gun	Medium	24"/60cm	2	10	3+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
7.62cm PaK36(r) gun	Heavy	32"/80cm	2	11	3+	Gun shield.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
8.8cm PaK43/41 gun	Immobile	40"/100cm	2	16	3+	Gun shield.
7.5cm GebG36 gun	Heavy	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	3	6	Smoke bombardment.
10.5cm LG40 recoilless gun	Light	24"/60cm	1	10	2+	Gun shield, Recoilless, Smoke.
Firing bombardments		64"/160cm	-	4	4+	
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Smoke bombardment.



INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Assault Rifle team	8"/20cm	3	1	6	Full ROF when moving.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	cannot shoot				Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Panzerknacker teams are rated as Tank Assault 5. Pioneer teams are rated as Tank Assault 4.



TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	

TRUCKS

BMW motorcycle & sidecar or Kübelwagen jeep	Jeep	-	-	-	Optional Passenger-fired Hull MG.
Schwimmwagen	Jeep	-	-	-	Amphibious, Passenger-fired MG.
Kettenkrad half-track or Horch Kfz 15 car	Jeep	-	-	-	
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Maultier	Half-tracked	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
RSO	Fully-tracked	-	-	-	Slow tank.
Horse-drawn wagon	Wagon	-	-	-	

TRACTORS

Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
Horse-drawn limber	Wagon	-	-	-	

ARMoured PERSONNEL CARRIERS

Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 250 (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG.
Sd Kfz 250/10 (3.7cm) 3.7cm PaK36	Half-tracked 16"/40cm	1 2	0 6	0 4+	Passenger-fired AA MG. Hull mounted
Sd Kfz 250/11 (2.8cm) half-track 2.8cm sPzB41	Half-tracked 16"/40cm	1 2	0 7	0 5+	Passenger-fired AA MG. Hull mounted, No HE.
Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG.
Sd Kfz 251/1 (2.8cm) half-track 2.8cm sPzB41	Half-tracked 16"/40cm	1 2	0 7	0 5+	Passenger-fired AA MG. Hull mounted, No HE.
Sd Kfz 251/10 (3.7cm) half-track 3.7cm PaK36	Half-tracked 16"/40cm	1 2	0 6	0 4+	Passenger-fired AA MG. Hull mounted
Sd Kfz 251/7 (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.
Sd Kfz 251/1 (Stuka) half-track 28cm sW40 rocket launcher	Half-tracked 40"/100cm	1 -	0 3	0 1+	Hull MG, Passenger-fired AA MG. Hull mounted, Stuka zu Fuss.

RECOVERY VEHICLES

Sd Kfz 9 (18t) half-track	Half-tracked	-	-	-	Recovery vehicle.
Bergepanzer III recovery vehicle	Fully-tracked	5	3	0	AA MG, Recovery vehicle.
Bergepanther recovery vehicle	Fully-tracked	10	5	0	AA MG, Wide tracks, Recovery vehicle.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4+	5	1+	
Ju 87G Stuka	Cannon	3+	11	4+	
Hs 129B	Cannon	2+	9	4+	Flying Tank
Bf 109E or FW 190F	Cannon	3+	7	5+	
	Bombs	4+	5	1+	





BRITISH FORCES, 1944



Top Secret – Your Eyes Only

Situation Report: May 1944

HQ Combined Operations to Office of Prime Minister

New Armaments and Operational Projections

Compiled by Major Thomas Barrell

Right Honourable Sir,

As you are no doubt aware our forces have been undertaking a period of reorganisation and rearmament in the wake of our North African successes and in anticipation of a widening of the European theatre of conflict. Hard fighting on the Gustav line, South of Rome, looks to be producing positive results at last. Pressure around the Anzio beachhead has prevented German reinforcements reaching the line around Monte Cassino.

We have seen in Operation Shingle and the ongoing conflict around Anzio a demonstration of our previous weaknesses. Insufficient landing strength, lack of operational drive and a dearth of new equipment has turned that opportunity into a contest of attrition. However General Alexander has submitted his strategic plans which offer the opportunity to eliminate the German forces in Italy at a stroke. We look forward with anticipation to the breakthrough which will allow him to put this plan into action.

I am happy to report that we have a number of new weapons which will allow us to take the fight to the Hun in the

aggressive fashion which has been advocated by this office. Our armoured reconnaissance regiments are nearly fully equipped with the new Cromwell fast cruiser tanks. These entirely British vehicles will lead the way in our upcoming offensives. We expect the 7th Armoured Division to be fully equipped with these for the exploitation role by the time it lands in France.

The need to counter the new German Panther tanks encountered at Anzio, along with increasing numbers of Tiger heavy tanks, has made the 17 pdr-armed Challenger tank (based on the Cromwell) a high priority. Technical issues have delayed its introduction. Fortunately British industry and ingenuity have been put to good use to squeeze the 17 pdr gun into the standard Sherman tanks provided by our American friends. Plans are in place to issue these at a rate of one per troop in time for the invasion of France.

Work on the detuned 17 pdr for use as the main armament of the successor to the Cromwell is also progressing well.

The armoured regiments have all received an allocation of Crusader A/A tanks as well. These have taken time to get operational, but look set to keep the *Luftwaffe* in its place after the landings. The motor battalions supporting the armoured regiments have all been issued International half-tracks. These will provide greater protection during the manoeuvre phase, and their superb cross-country performance should do sterling service in the breakout.

The gunners have also mounted 17 pdr guns in some of the American M10 SP guns we are now using to equip the self-propelled batteries of the anti-tank regiments. Plans to





switch entirely from the 3" gun to the more effective 17 pdr gun are progressing well. Production delays mean this is unlikely to be completed before the end of summer.

The Armour Piercing Discarding Sabot (APDS) ammunition mentioned in the last report is coming along nicely. This ammunition penetrates well over 200mm of armour in tests. Problems with the separation of the sabot may delay its introduction into the field until late summer or autumn.

Of particular interest to you will be the first issues of the new Churchill Mk VII infantry tanks to the Army tank Brigades. The new 75mm gun has given these tanks the ability to engage infantry and gun targets with greater success than their predecessors. These vehicles are also armoured to a new standard, proof against all known German A/T guns including the '88'. Uparmouring programs to bring previous models up to the new standards are now under way.

The first battalion of the flame-thrower-armed Crocodile variant has just finished working up and should be ready to land on D-Day. I have seen a demonstration of these in action and they are very impressive. A big improvement on the experimental models you saw last year.

On a similar vein, Hobo's 79th Armoured Division is showing considerable promise. In the same demonstration Crab flail tanks and AVRE demolition mortars breached a fortified line with scarcely a pause. The Crab flail tanks make extensive minefields obsolete as they can reliably clear them without delaying the advance.

The AVRE demolition mortars live up to their name as Armoured Vehicles, Royal Engineers. They carry an astonishing variety of specialist equipment for bridging,

gapping, crossing, and clearing obstacles. They will undoubtedly save many lives in the coming fighting. General Hobart is to be commended for his outstanding leadership, bringing our finest minds together to produce some military marvels. These 'Funnies' will prevent another Dieppe!

Artillery plans for Operation Overlord are focusing on the principle of unity of supply, with the American M7 105mm SP howitzer being phased out of the armoured divisions. These weapon systems are to be replaced with a similar Canadian design, the Sexton, with a 25 pdr gun. In the short term the excess 105mm SP's will be assigned to the assault infantry divisions for the landings before being returned to our Allies.

On that matter, the number of fire support landing craft available is now sufficient for the extent of the landings proposed. Also, as mentioned previously, the Royal Marine Armoured Support Groups have begun training to use their Centaur tanks for close-support operations after landing, as well as the original plan to use them as fire support from the landing craft during the first stages of the landings.

All forces assigned to participate in Operation Overlord have completed their training and are ready to move to their loading areas. We have every confidence in Field Marshall Montgomery's operational outlines. The officers and men are in fine mood. All are looking forward to sticking one to the Boche in France again!

Your Humble Servant,

Thomas Barrell

Maj. T Barrell





LIRI VALLEY



StuG G assault guns counterattack the advancing infantry.

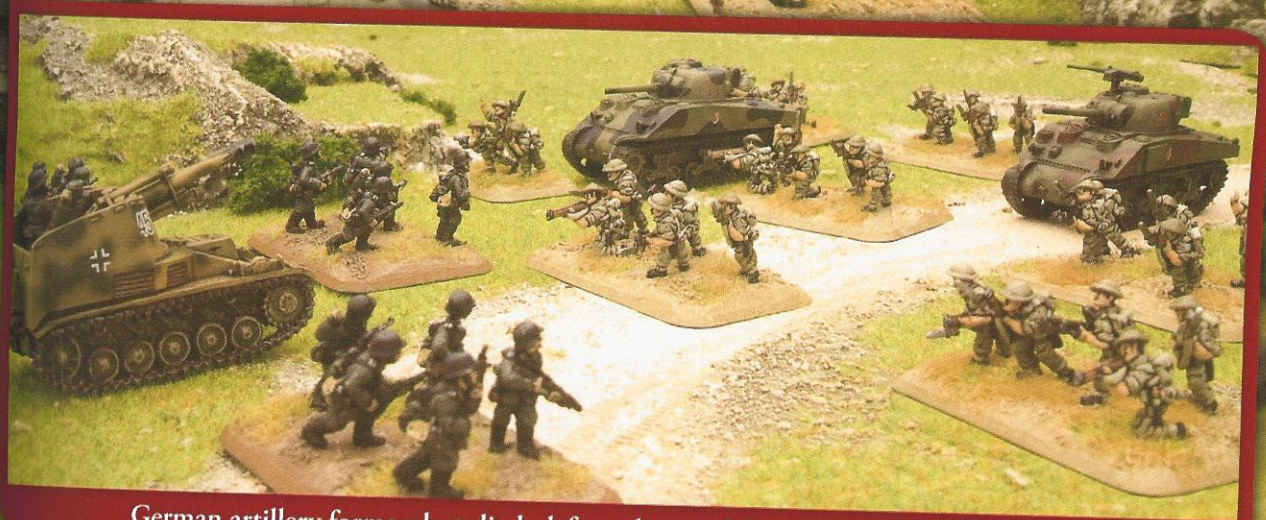


Staghound armoured cars lead a column of Sherman tanks outflanking the defences.





17 pdr anti-tank guns prepare to repulse the counterattack.



German artillery forms a last-ditch defence line to delay the British breakthrough.



ARMoured SQUADRON

(TANK COMPANY)

A force based around an Armoured Squadron must contain:

- 1 Company HQ, and
- 2 to 4 Armoured Platoons.

Weapons Platoons available to an Armoured Squadron can be:

- 0 to 1 Recce Patrol.

Support Platoons for an Armoured Squadron can be:

- 0 to 1 Motor Platoon (p. 62) or Rifle Platoon (p. 67),
- 0 to 1 Scout Patrol (p. 62),
- 0 to 1 Armoured Car Platoon (p. 65),
- 0 to 1 Field Platoon, Royal Engineers (p. 75),
- 0 to 1 Field Battery, Royal Artillery (p. 76),

- 0 to 1 Anti-tank Platoon (SP), Royal Artillery (p. 77), and
- 0 to 1 Light Anti-aircraft Platoon (p. 78).

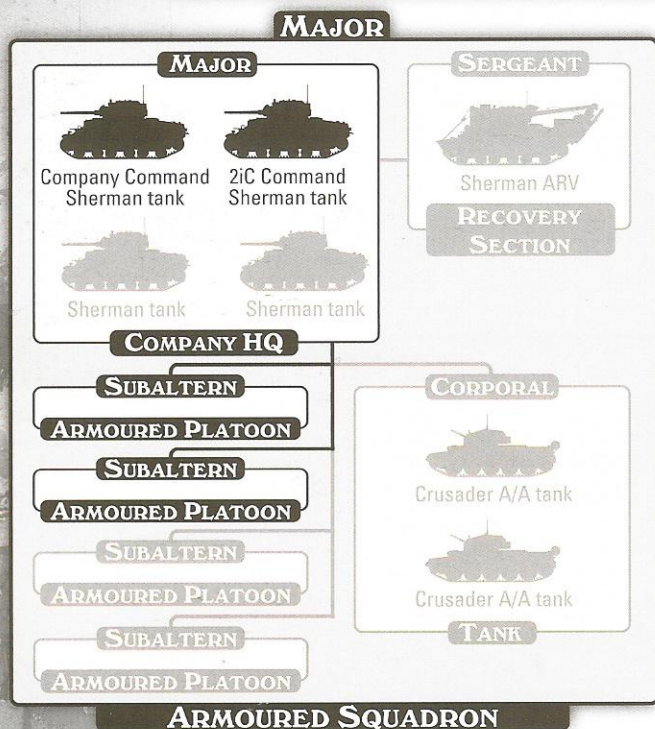
You may have up to **one** Support Platoon attached to your company for each Armoured Platoon that you are fielding.

MOTIVATION AND SKILL

Between years of training and experienced officers rotating back from the desert, British armoured regiments are well prepared to meet Hitler's Panzers head on. An Armoured Squadron is **Confident Trained**.

HEADQUARTERS

1 COMPANY HQ



HEADQUARTERS

Company HQ with:

2 Sherman I, II, III, or V 135 points

OPTIONS

- Add up to two additional Sherman I, II, III, or V tanks for +65 points per tank.
- Arm any or all Sherman tanks with a 0.5 cal AA MG for +5 points per tank.
- Add Crusader A/A tanks for +40 points per tank.
- Add a Sherman ARV recovery vehicle for +10 points.

The tough experiences of the war in the desert shaped the Armoured Regiments into a formidable fighting force. Armed with the reliable American Sherman tank they fought their way up the boot of Italy and crossed with the troops on D-Day to fight in the green fields of France once more.



COMBAT PLATOONS

2 TO 4 ARMoured PLATOONS

PLATOON

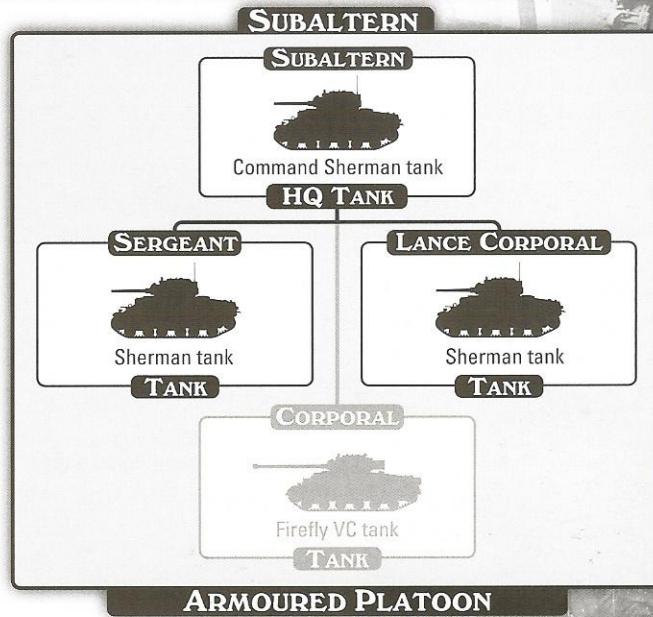
3 Sherman I, II, III, or V 200 points

OPTIONS

- Add Firefly VC tank for +80 points.
- Arm any or all Sherman or Firefly tanks with a 0.5 cal AA MG for +5 points per tank.

The 75mm-armed Sherman proved a dangerous foe for Jerry in the desert. Unfortunately, the Germans are fielding increasing numbers of heavy Tiger and Panther tanks, requiring a dedicated tank killer in each troop. The new Firefly mounts the outstanding 17 pdr anti-tank gun in the standard American Sherman tank. Just the sort of front-foot offence an Armoured Troop needs on a sticky wicket!

If your Armoured Squadron has exactly three Firefly VC tanks, you may group them into a separate Armoured Platoon with one of the Firefly VC tanks becoming the Platoon Command team. You must do this when creating the force and may not change between battles.



WEAPONS PLATOONS

0 TO 1 RECCE PATROL

PLATOON

3 'Honey' Stuart III 140 points

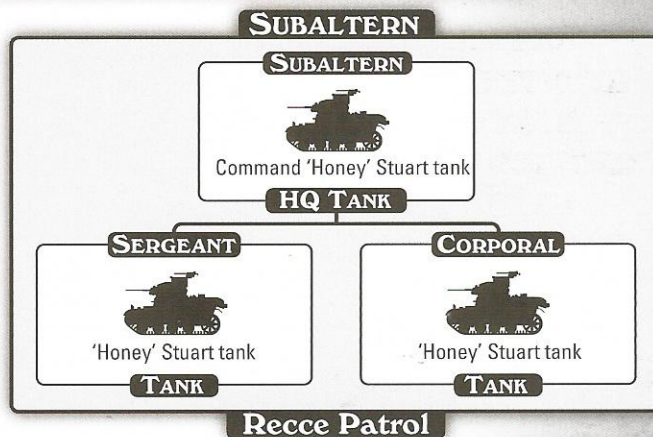
OPTIONS

- Replace all 'Honey' Stuart III tanks with Stuart V or VI tanks for +5 points for the platoon.
- Arm any or all Stuart tanks with an AA MG for +5 points per tank.
- Modify any or all Stuart tanks into Stuart Jalopies for -5 points per tank.

Recce Patrols are Reconnaissance Platoons.

While regiments fighting as part of an armoured division in Normandy were issued with the latest Stuart V (M3A3) and Stuart VI (M5) light tanks, the regiments in independent armoured brigades and those in Italy had to make do with the old Stuart III (M3A1).

As the Stuart's 37mm gun was ineffective against German tanks, many Stuarts were converted into 'jalopies' by having their turret removed and a .50 cal MG mounted in its place.



ARMoured RECCE SQUADRON

The British Army did not expect armoured cars to be as useful on the mainland of Europe as they had been in the desert, so they replaced the armoured car regiment in each armoured division with an armoured recce regiment equipped with tanks. As it turned out the armoured cars (now exiled to corps troops) continued to perform well, while the armoured recce regiments turned out to be too cumbersome for reconnaissance work and usually operated as normal armoured regiments with unusual equipment.

There are two types of Armoured Recce Squadrons in service. The older pattern in Italy has mixed platoons of Sherman and Stuart tanks, while the newer pattern in France has fast Cromwell Cruiser tanks.

ITALY

An Armoured Recce Squadron in Italy is organised the same as an Armoured Squadron with the following changes.

- Each Armoured Platoon has a Command Sherman tank, a Sherman tank, and two Stuart V tanks for 220 points. You may convert any or all Stuart V tanks to Stuart V Jalopies for -5 points per tank.
- Armoured Platoons count as Reconnaissance Platoons, but only the Stuart V tanks are Recce teams.
- You may not field any Firefly VC tanks.

NORMANDY

An Armoured Recce Squadron in Normandy is organised like an Armoured Squadron with the following changes.

- Replace all Sherman tanks in the Company HQ with Cromwell IV tanks for +20 points for the platoon.
- The Company HQ cannot have additional Sherman tanks, instead the Company HQ may have up to two Cromwell VI CS tanks for +65 points per tank
- Replace all Sherman tanks in Armoured Platoons with Cromwell IV tanks for +30 points for the platoon. You may not add Firefly VC tanks.
- You may field up to five Armoured Platoons.
- Armoured Platoons are not Recce Platoons.





MOTOR COMPANY



(INFANTRY COMPANY)

A force based around a Motor Company must contain:

- 1 Company HQ, and
- 2 or 3 Motor Platoons.

Weapons Platoons available to a Motor Company are:

- 0 to 3 Scout Patrols,
- 0 to 1 Motor Machine-gun Platoon, and
- 0 to 2 Anti-tank Platoons.

Support Platoons for a Motor Company can be:

- 0 to 1 Armoured Platoon (p. 59, 60).
- 0 to 1 Armoured Car Platoon (p. 65),
- 0 to 1 Field Platoon, Royal Engineers (p. 75),
- 0 to 1 Field Battery, Royal Artillery (p. 76),

- 0 to 1 Anti-tank Platoon (SP), Royal Artillery (p. 77), and
- 0 to 1 Light Anti-aircraft Platoon (p. 77).

You may have up to **one** Support Platoon attached to your company for each Motor Platoon that you are fielding.

Although it is an Infantry Company, a Motor Company may not field Sniper teams.

MOTIVATION AND SKILL

Training in close cooperation with their armoured regiments has made the motor battalions confident in their ability to tackle any situation. A Motor Company is **Confident Trained**.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

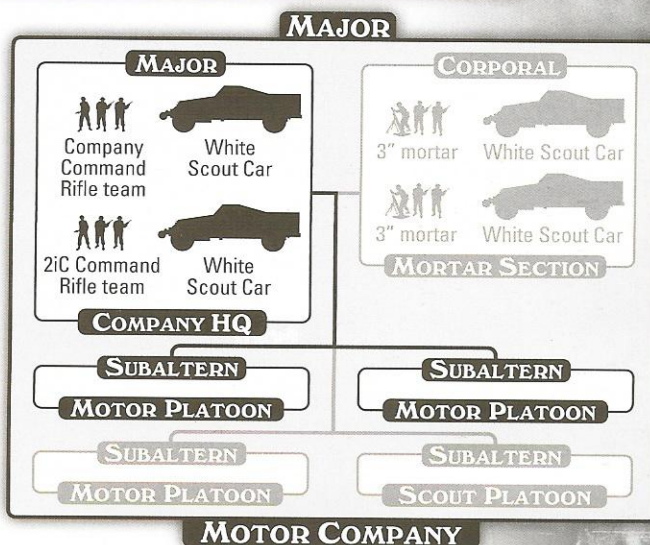
Company HQ **30 points**

OPTION

- Add a Mortar Section for +45 points.

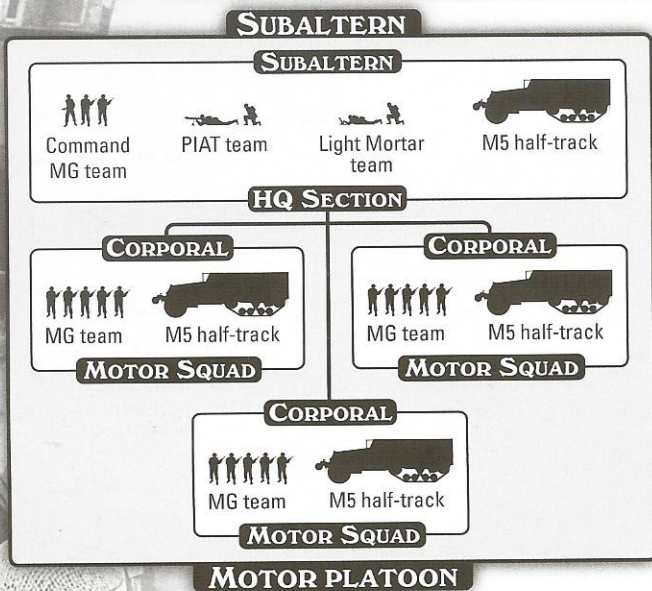
The famous British Rifles were the obvious choice for the role of daring motorised infantry. They have proved invaluable during the mobile battles of the desert, and now the last hurdle is Hitler's grip on Europe. Their mobility becomes even more important as the British Army go about finally putting Jerry back in his place.

New lend-lease equipment has provided armoured protection, allowing the Riflemen to carry the fight to the enemy more readily.



COMBAT PLATOONS

2 TO 3 MOTOR PLATOONS



PLATOON

HQ Section with:

3 Motor Squads	120 points
2 Motor Squads	95 points

The riflemen's new transport is the lend-lease M5 half-track made by International Harvester in the States. This provides them with protection from Jerry small arms fire.

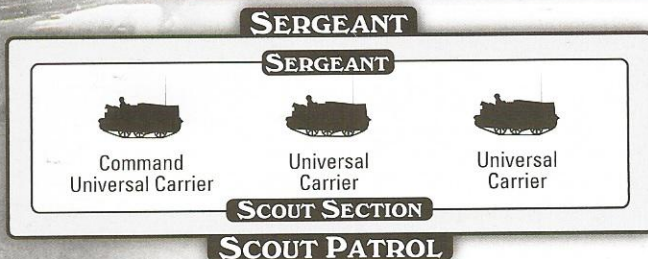
They don't have the vehicle-mounted machine-guns of their American counter-parts—the war ministry has found other uses for those—however the riflemen are furnished with ample Bren light machine-guns. This gives them remarkable firepower for such a small unit.

PIAT—PROJECTOR INFANTRY ANTI-TANK

The PIAT is the British equivalent of the Bazooka. Whereas the Bazooka is a rocket launcher, the PIAT is an ingenious shoulder-fired, inside-out, flat-trajectory mortar. With the PIAT, a tube on the back of the bomb acts as the barrel. A large spring flings a rod or spigot up the tube detonating the charge which launches the bomb at the enemy tank and re-cocks the spring (not to mention bruising the operator's shoulder!)

WEAPONS PLATOONS

0 TO 3 SCOUT PATROLS



PLATOON

3 Universal Carrier 70 points

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or 0.5" MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG with a Boys anti-tank rifle or PIAT anti-tank projector at no cost.

3 Wasp Carrier 95 points

Although purchased as separate platoons, all of your Scout Patrols deploy as a single platoon at the same time. For example, this means that you treat all Scout Patrols as a single platoon when calculating the number of platoons held in Ambush or Reserve.

In the close terrain of southern and western Europe the scout patrols are proving vital. In countryside where Jerry could be waiting around any corner, they find the enemy and spring his ambushes.

Lately some of the carriers have been modified as Wasp flame-throwers. These support infantry assaults rather than scouting for the enemy.

Scout Patrols equipped with Universal Carriers are Reconnaissance Platoons.

Scout Platoons equipped with Wasp Carriers are not Reconnaissance Platoons and may not launch assaults.

No more than two Scout Patrols may be equipped with Wasp Carriers.



0 TO 1 MOTOR MACHINE-GUN PLATOON

PLATOON

HQ Section with:

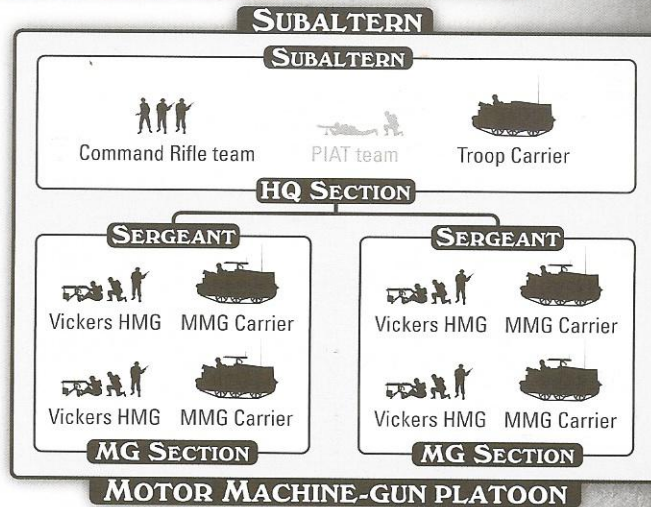
2 Machine-gun Sections	110 points
1 Machine-gun Section	65 points

OPTION

- Add PIAT team for +15 points.

Vickers HMG teams from Motor Companies are not trained in indirect fire techniques, so they cannot fire Artillery Bombardments.

The tracked MMG Carriers allow the machine-gun platoon to keep pace with the motor platoon chaps, ready to offer devastating supporting fire at any time. The carriers have the Vickers MMG mounted on the engine deck, so the crews can fire them from their vehicles.



BRITISH



0 TO 2 ANTI-TANK PLATOONS

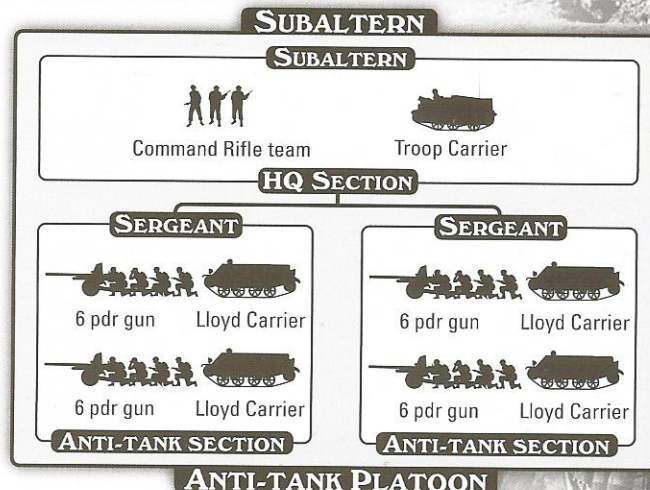
PLATOON

HQ Section with:

2 Anti-tank Sections	120 points
1 Anti-tank Section	65 points

Even in 1944, two years after its first battles in the Desert, the 6 pdr is still a potent anti-tank gun. It can take out most of Jerry's tanks. Only the Tiger and Panther cause it problems, and these fall prey to flank shots anyway.

The anti-tank gunners have the new tracked Lloyd Carrier to tow the gun into battle, giving it a cracking pace cross-country.





ARMoured CAR SQUADRON



(RECONNAISSANCE MECHANISED COMPANY)

A force from an Armoured Car Squadron must contain:

- 1 Company HQ, and
- 2 to 5 Armoured Car Platoons.

Weapons platoons available to an Armoured Car Squadron are:

- 0 to 1 Heavy Platoon, and
- 0 to 1 Support Platoon.

Support platoons available to an Armoured Car Squadron are:

- 0 to 1 Armoured Platoon (p. 59, 60),
- 0 to 1 Motor Platoon (p. 62),

- 0 to 1 Light Anti-aircraft Platoon (p. 75),
- 0 to 1 Field Battery, Royal Artillery (p. 76), and
- 0 to 1 Anti-tank Platoon (SP), Royal Artillery (p. 77).

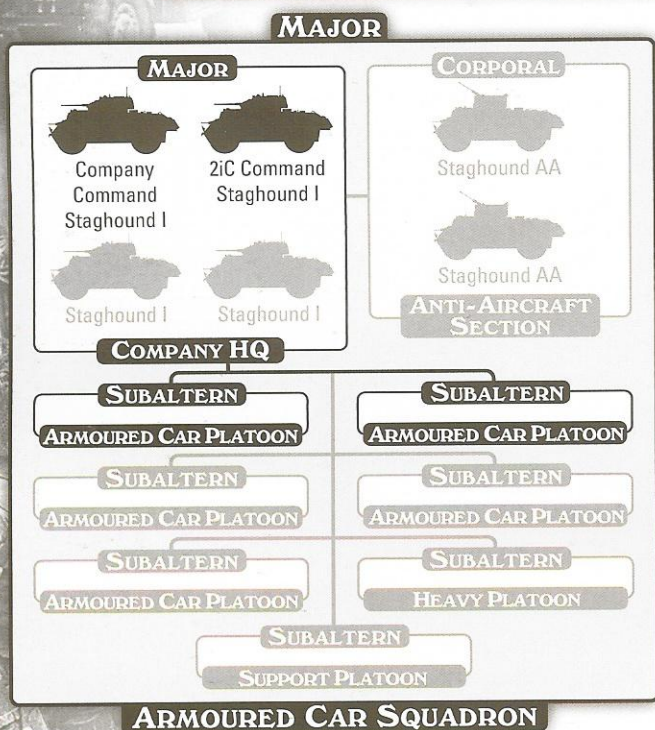
You may only have **one** Support Platoon attached to your company for each Armoured Car Platoon in your force.

MOTIVATION AND SKILL

Only soldiers of the highest calibre are chosen for the difficult and dangerous job of intelligence gathering. An Armoured Car Squadron is rated as **Confident Trained**.

HEADQUARTERS

1 COMPANY HQ



HEADQUARTERS

Company HQ with:

2 Staghound I **75 points**

- Add up to two Staghound I armoured cars for +35 points per armoured car.

OPTION

- Add an Anti-aircraft Section for +70 points.

Festooned with heavily armed armoured cars an Armoured Car Squadron has little trouble keeping German reconnaissance forces at bay. With a compliment of infantry to flush out troublesome ambushes, even the cluttered country-side of Europe proves little trouble to the squadron.

The teams of the Company HQ of an Armoured Car Squadron are Recce teams.



COMBAT PLATOONS

2 TO 5 ARMoured CAR PLATOONS

PLATOON

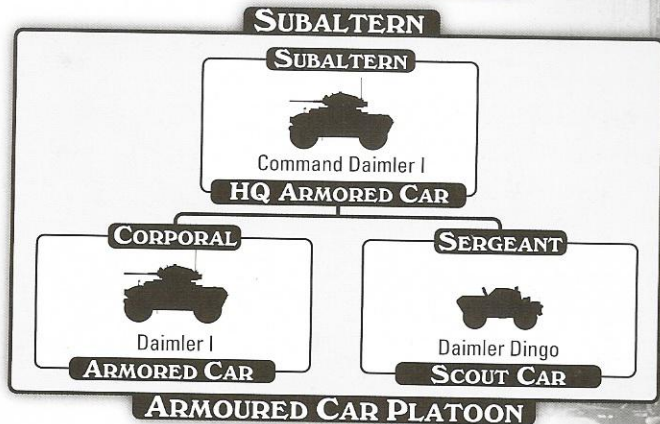
2 Daimler I and 1 Dingo 90 points

OPTIONS

- Fit Littlejohn adaptor to one Daimler I armoured car at no cost.
- Replace AA MG on the Daimler Dingo scout car with 0.5" AA MG for +5 points.

Armoured Car Platoons are Reconnaissance Platoons.

These dashing troopers mounted in their Daimlers probe forward ready to report back to HQ on Jerry's positions and movements.



WEAPONS PLATOONS

0 TO 1 SUPPORT PLATOON

PLATOON

HQ Section with:

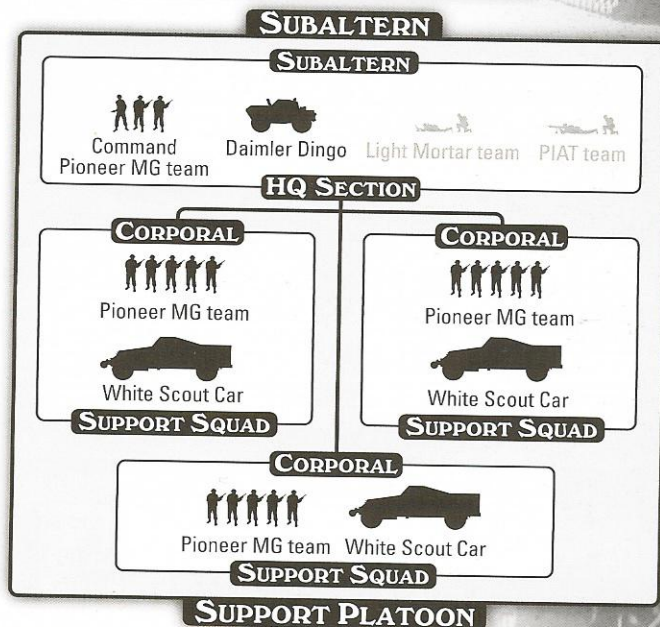
3 Support Squads 110 points

2 Support Squads 85 points

OPTIONS

- Add Light Mortar team for +15 points.
- Add PIAT team for +15 points.
- You must replace the Daimler Dingo with a White Scout Car if the platoon has any Light Mortar or PIAT teams.
- Replace all White Scout Cars with M5 half-tracks at no cost.

The Daimler Dingo counts as a Transport team in the Support Platoon.



0 TO 1 HEAVY PLATOON

PLATOON

HQ Section with:

2 Autocar 75mm SP 85 points

2 AEC III 120 points

Sometimes the squadron will get itself into a bit of a tight spot. Then they call on the heavy platoon to lay down some fire while they extract themselves from the sticky situation. The smoke from the 75mm guns is also just the thing for blinding a dangerous enemy platoon while the armoured cars manoeuvre onto its flank.



RIFLE COMPANY

(INFANTRY COMPANY)

A force based around a Rifle Company must contain:

- 1 Company HQ, and
- 2 or 3 Rifle Platoons.

Weapons Platoons available to a Rifle Company are:

- 0 to 4 Carrier Patrols,
- 0 to 1 Mortar Platoon,
- 0 to 1 Anti-tank Platoon,
- 0 to 1 Pioneer Platoon, and
- 0 to 1 additional Rifle Platoon.

Support Platoons for a Rifle Company can be:

- 0 to 2 Machine-gun Platoons (p. 68),
- 0 to 1 Heavy Mortar Platoon (p. 69),
- 0 to 1 Tank Platoon (p. 69) or Armoured Platoon (p. 59, 60),
- 0 to 2 Transport Sections (p. 69),

- 0 to 1 Recce Platoon (p. 71),
- 0 to 1 Commando Platoon (p. 74),
- 0 to 1 Field Platoon, Royal Engineers (p. 75),
- 0 to 2 Field Batteries, Royal Artillery (p. 76),
- 0 to 1 Anti-tank Platoon, Royal Artillery (p. 77), or Anti-tank Platoon (SP), Royal Artillery (p. 77), and
- 0 to 1 Light Anti-aircraft Platoon (p. 77).

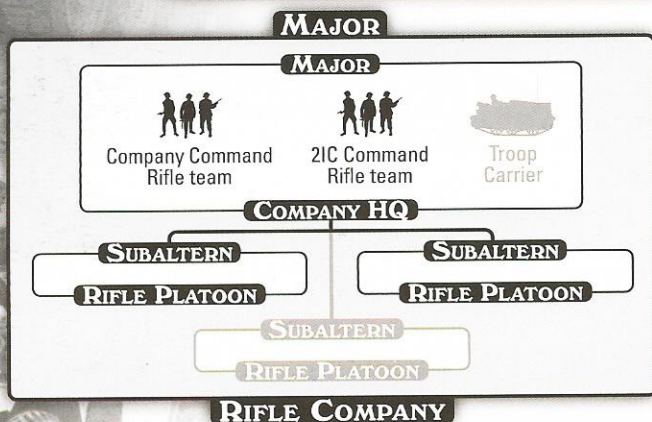
You may have up to **two** Support Platoons attached to your company for each Rifle Platoon you field.

MOTIVATION AND SKILL

The British Army has been fighting for three years now. Early mistakes have been corrected and new tactics introduced. A Rifle Company is rated as **Confident Trained**.

HEADQUARTERS

1 COMPANY HQ



The PBI ('Poor Bloody Infantry') are the solid bricks of the army. The infanteers can always be relied on to get the job done. Even when the armoured troops stall, the infantry push on, clearing the way ahead.

Rifle companies are not glamorous. Their job is unpleasant and deadly, but the riflemen can be counted on to do their job, and do it well, no matter how much they complain about their lot.

Commanded by their Major, they can call on all manner of supporting arms, from machine-guns and mortars to artillery and infantry tanks.

HEADQUARTERS

Company HQ

25 points

OPTIONS

- Add Jeep or Troop Carrier for +5 points
- Add up to three Sniper teams for +50 points per team.

TROOP CARRIER

The British Army developed a wide range of light tracked carriers. The most common was the Universal Carrier, so called because it replaced the earlier Scout and Bren Carriers and added a whole slew of new roles as well.

The basic Universal Carrier is modified for different roles. As the troop carrier it lacks armament as its role of commander's runabout makes weapons unnecessary. As the mortar carrier, it has fittings for stowing the mortar on the rear and ammunition inside. As the MMG carrier, it has fittings for the Vickers MMG on the engine deck. As the OP carrier, it has reels for cable and a ladder. In the basic scouting role it carries a Bren light machine-gun and in many cases a Boys anti-tank rifle as well.



COMBAT PLATOONS

2 OR 3 RIFLE PLATOONS

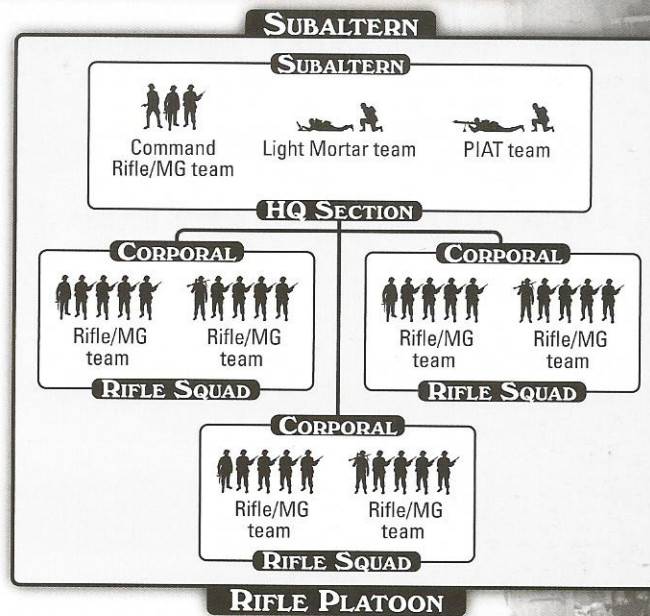
PLATOON

HQ Section with:

3 Rifle Squads	135 points
2 Rifle Squads	105 points

The veterans of the desert have returned to Old Blighty to pass on their experience to the divisions preparing for the invasion of France. These old hands ensure the lads are boned up on all the latest gen on fighting the Hun. Along with the new fighting techniques the clever chaps at Sandhurst have come up with, the infantry are more than ready to take on the Germans.

One of the new tricks is the PIAT anti-tank projector that has replaced the old Boys anti-tank rifle. This gives the riflemen a little more anti-tank punch to keep Jerry's Panzers at bay.



WEAPONS PLATOONS

0 TO 4 CARRIER PATROLS

A Rifle Company's Carrier Patrols are organised like the Scout Patrols of a Motor Company, see page 62. The limit of two Carrier Patrols equipped with Wasp Carriers remains.

0 TO 1 MORTAR PLATOON

PLATOON

HQ Section with:

3 Mortar Sections	165 points
2 Mortar Sections	115 points
1 Mortar Section	65 points

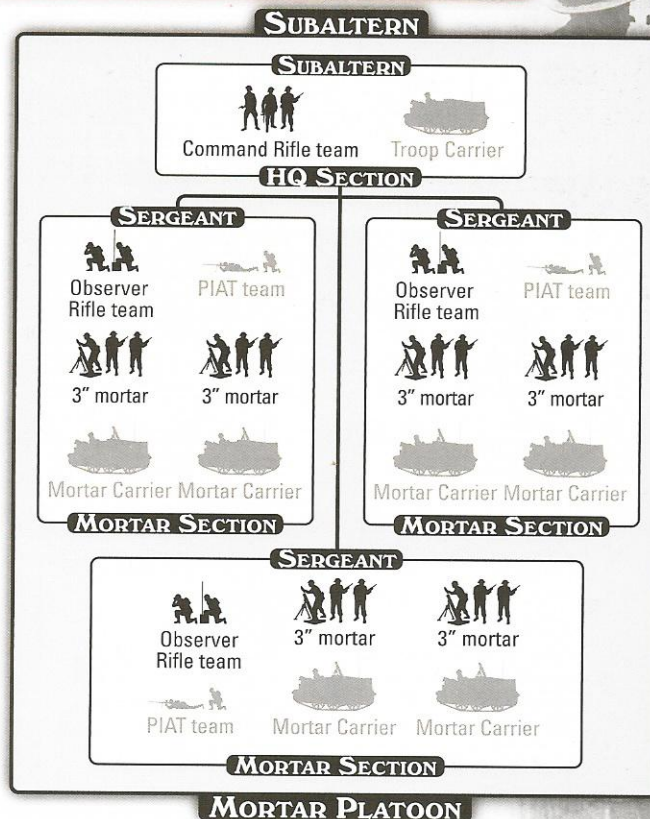
OPTIONS

- Add PIAT teams for +15 points per team.
- Add Troop and Mortar Carriers to the platoon at no cost.

The new ML 3" Mark II mortar is a big improvement over the old Mark I. Its increased range allows it to match the German weapons and cover a greater area. Added to the new mortar carriers, the mortar platoons are set to give the infantry immediate support, wherever and whenever needed.

0 TO 1 ANTI-TANK PLATOON

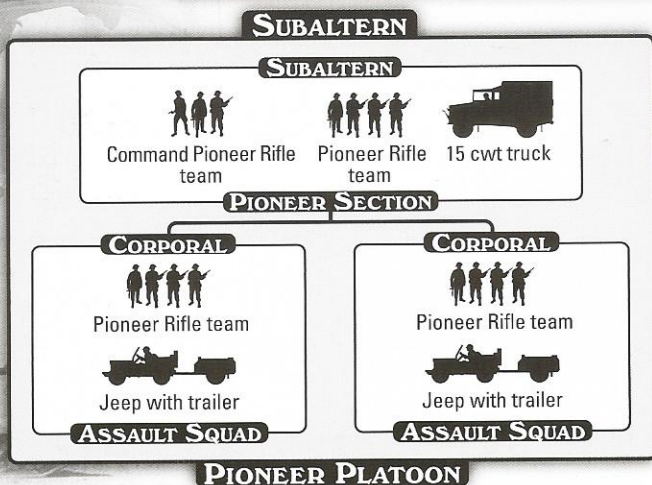
A Rifle Company's Anti-tank Platoon is organised like those of a Motor Company, see page 63.



BRITISH



0 TO 1 PIONEER PLATOON



PLATOON

Pioneer Section with:

2 Assault Squads	70 points
1 Assault Squad	55 points

OPTION

- Replace 15 cwt truck with an M5 half-track for +5 points.

A rifle battalion has its own platoon of pioneers of tradesmen and sappers. The pioneers receive additional training in the specialist areas of field fortifications and obstacles. They have proven their worth time and time again in Normandy and Italy, clearing the way for infantry assaults against the German's defences.

You may replace up to one Pioneer Rifle team with a Flame-thrower team at the start of the game before deployment.

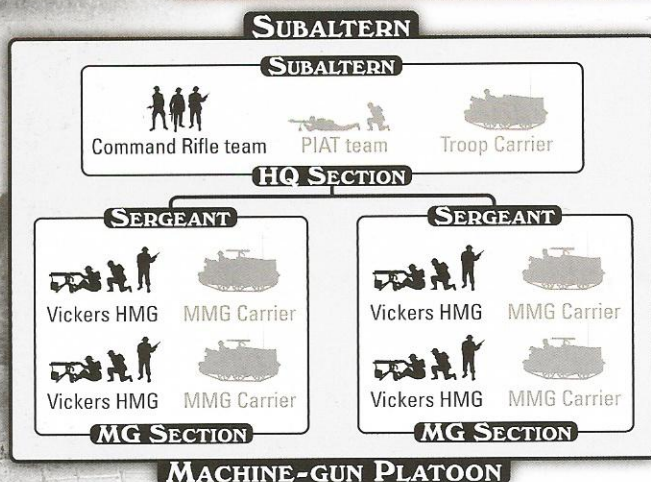
0 TO 1 RIFLE PLATOON

The British Army recognised the importance of strong rifle companies and kept their infantry up to strength as much as possible. With a fourth rifle company in each battalion, they were in a good position to reinforce attacks if necessary.

An additional Rifle Platoon is organised exactly like those on the previous page.

SUPPORT PLATOONS

0 TO 2 MACHINE-GUN PLATOONS



PLATOON

HQ Section with:

2 Machine-gun Sections	120 points
1 Machine-gun Section	65 points

OPTIONS

- Add PIAT team for +15 points.
- Add Troop Carrier and MMG Carriers for +5 points for the platoon.

The highly-trained machine-gunners of the machine-gun battalions give specialist support to the rifle companies. Not only are they trained in the more traditional direct-fire role, they also employ the sophisticated indirect-fire techniques developed during the First World War. They fire machine-gun barrages over the heads of the infantry to pin the enemy down ahead of the riflemen's assault.



0 TO 1 HEAVY MORTAR PLATOON

PLATOON

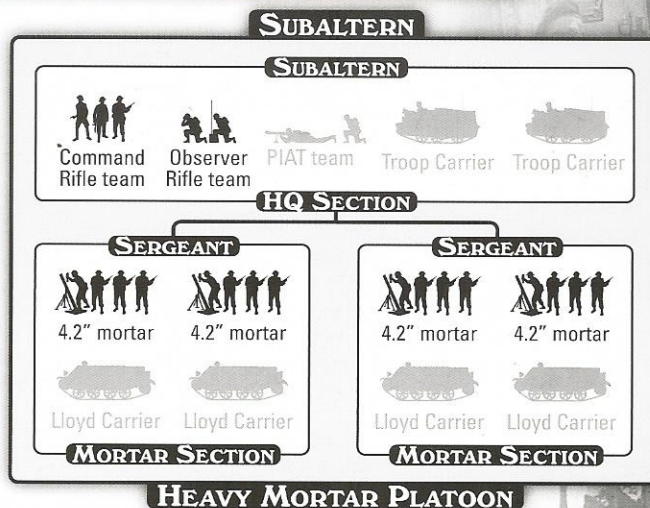
HQ Section with:

2 Mortar Sections	140 points
1 Mortar Section	80 points

OPTIONS

- Add PIAT team for +15 points.
- Add Troop Carriers and Lloyd Carriers to the platoon at no cost.

In the middle of 1943 the divisional machine-gun battalions converted one machine-gun company to man heavy 4.2" mortars. Although each brigade only has a single platoon in support, the mortars perform sterling work knocking out machine-gun nests on the flanks of the attack.



0 TO 1 TANK PLATOON

PLATOON

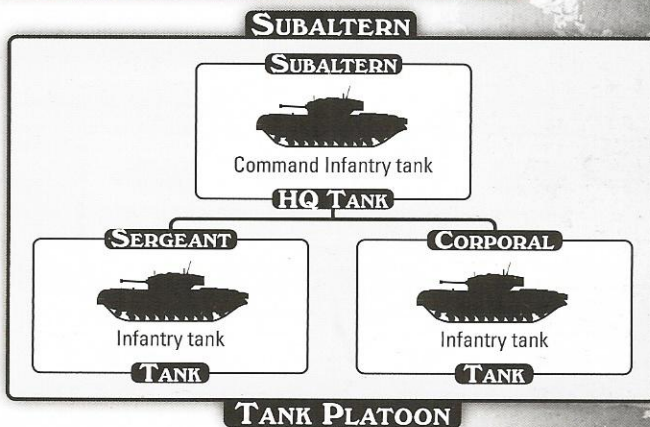
3 Churchill III or IV 180 points

- Replace any or all tanks with Churchill VI tanks for +15 points per tank.
- Upgrade any or all tanks with applique armour increasing the Front armour rating to 9 for +10 points per tank.
- Replace Command Churchill tank with a Command Churchill VII tank for +55 points.

3 Churchill Crocodile 390 points

The tank battalions are equipped with Churchill infantry tanks. The heavily-armoured 'I' tanks are designed to shoot the infantry onto the objective, then keep them there. Once they are on the objective, they protect the infantry from enemy tank counterattacks until the anti-tank guns are brought forward to relieve them.

The new Crocodile flame-tanks tanks are vastly more effective. With 1800 litres (nearly 500 gallons) of fuel, it can burn out any opposition.



FUEL TRAILER

The biggest weakness of flame-tanks is their fuel tanks which make them prone to burning if hit. The Churchill Crocodile solved this problem by putting the fuel in an armoured trailer.

Churchill Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers. In addition, Tank Platoons equipped with Churchill Crocodile tanks may not launch assaults.

0 TO 2 TRANSPORT SECTIONS

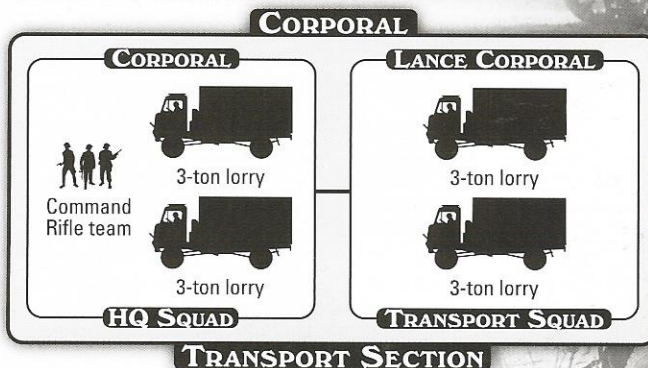
PLATOON

HQ Squad with:

1 Transport Squad	15 points
No Transport Squad	10 points

The lorries of the Royal Army Service Corps (RASC) are used to move the riflemen forward to keep up with the tanks in mobile operations.

A Transport Section is a Transport Platoon.





RECCE SQUADRON



(RECONNAISSANCE MECHANISED COMPANY)

A force based around a Recce Squadron must contain:

- 1 Company HQ, and
- 2 or 3 Recce Platoons.

Weapons Platoons available to a Recce Squadron are:

- 0 to 1 Assault Platoon,
- 0 to 1 Mortar Platoon, and
- 0 to 1 Anti-tank Platoon.

Support Platoons for a Recce Squadron can be:

- 0 to 1 Armoured Platoon (p. 59, 60),
- 0 to 1 Rifle Platoon (p. 67),
- 0 to 2 Machine-gun Platoons (p. 68),
- 0 to 1 Heavy Mortar Platoon (p. 69),

- 0 to 1 Field Battery, Royal Artillery (p. 76),
- 0 to 1 Anti-tank Platoon (SP), Royal Artillery (p. 77), and
- 0 to 1 Light Anti-aircraft Platoon (p. 77).

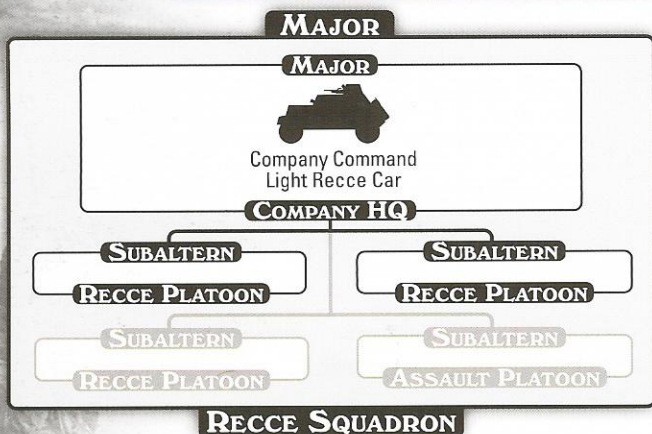
You may have up to **one** Support Platoon attached to your company for each Recce Platoon that you field.

MOTIVATION AND SKILL

The Reconnaissance Corps prides itself in its skill and esprit de corps. Its troopers are well-trained and know their job like the back of their hands. A Recce Squadron is rated as **Confident Trained**.

HEADQUARTERS

1 COMPANY HQ



HEADQUARTERS

Company HQ

25 points

The infantry division's recce regiment leads the way, scouting ahead and locating the enemy's weaknesses and strengths, probing for the soft spots. This intelligence is gathered and reported back in preparation for an attack on the enemy that have been identified.

The platoons operate on a wide and scattered front as they probe forwards. They must be careful not to be drawn into a sustained fight, a fight they can't win. They leave the hard fighting to the division's riflemen.

The Company Command team of a Reconnaissance Squadron is a Recce Team.



COMBAT PLATOONS

2 OR 3 RECCE PLATOONS

PLATOON

HQ Armoured Car with:

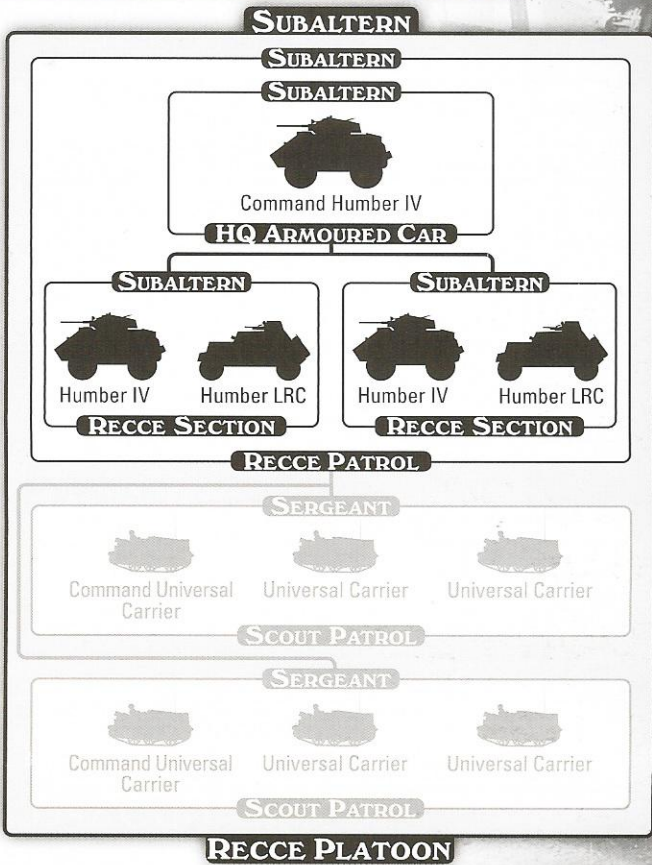
2 Recce Sections	145 points
1 Recce Section	90 points

OPTIONS

- Add Scout Patrols for +75 points per patrol.
- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or 0.5" MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG with a Boys anti-tank rifle or PIAT anti-tank projector at no cost.

The Recce Patrol and Scout Patrols operate as separate platoons, each with their own Command team. Although its sections count as separate platoons for all other purposes, a Recce Platoon deploys all at the same time as a single platoon. For example, this means that you treat the entire Recce Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve.

Recce and Scout Patrols are Reconnaissance Platoons.



WEAPONS PLATOONS

0 TO 1 ASSAULT PLATOON

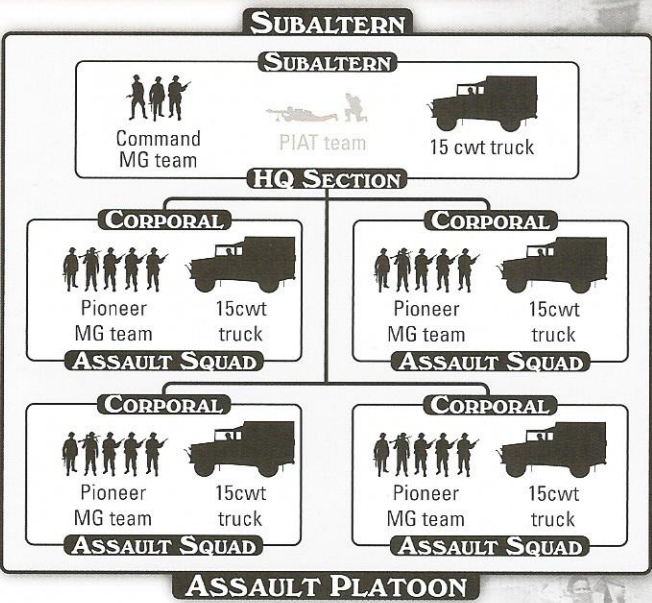
PLATOON

HQ Section with:

4 Assault Squads	135 points
3 Assault Squads	110 points
2 Assault Squads	85 points

OPTIONS

- Add PIAT team for +15 points.
- Replace all 15 cwt trucks with White Scout Cars or M5 half-tracks for +5 points for the platoon.



0 TO 1 MORTAR PLATOON

The Mortar Platoon is shown on page 67.

0 TO 1 ANTI-TANK PLATOON

The Anti-tank Platoon is shown on page 63.





COMMANDOS



COMMANDO SPECIAL RULES

KNOW THE PLAN

Commandos are expected to be independent-minded (if not downright unconventional) sorts and every man is drilled in the plan before an attack. That way if the officers are killed, an NCO, or even a private can take over as needed.

Commando Platoons use the German Mission Tactics special rule.

FAIRBAIRN-SYKES

Under Captains W E Fairbairn and A E Sykes, a pair of tough Shanghai policemen, Commandos were trained in every imaginable method of killing and avoiding being killed in close combat. The Fairbairn-Sykes dagger they designed for the Commandos is still in use today.

Commando Infantry teams hit on a roll of 2+ in assault combat.

MIND AND HEART

The men trained at the Commando Basic Training Centre at Achnacarry, Scotland, never forgot their instructors' chant of 'It's all in the mind and the heart' as they scaled impossible cliffs and swam rivers in full kit.

All Commando Infantry and Man-packed Gun teams are Mountaineers

NO BRITISH BULLDOG

Commandos are fearless, but they are also raiders. Their job is to get in, strike hard, and get out. Prolonged combats simply delay their mission, so the British Bulldog rule does not apply to Commando platoons.

YOU ARE NOT ALONE

Commandos are small, hard-hitting strike forces. As each commando troop has only two small platoons, they must operate together to win. Every commando knows that no matter what happens, they are not alone. Even if their troop runs into insurmountable trouble, another troop will be there to help them out.

A Commando Troop never has to take a Company Morale Check for being below half strength. They still take Platoon Morale Checks as normal though.

However, if the total number of destroyed Commando Platoons (the Combat platoons) from all troops exceeds the number still on the table, the Commando player must roll a die at the start of each turn. On a roll of 3+ the force fights on, heedless of its losses. On any other roll the remaining commandos withdraw to conserve their remaining strength and the game ends. If there are no remaining Commando Company Command teams then this roll is automatically failed.





COMMANDO TROOP



(INFANTRY COMPANY)

A force based around a Commando Troop must contain:

- 1 Company HQ and
- 1 or 2 Commando Platoons.

Weapons Platoons available to a Commando Troop are:

- 0 to 1 Commando Mortar Platoon, and
- 0 to 1 Commando Machine-gun Platoon.

Support Platoons for a Commando Troop can be:

- 0 to 1 Armoured Platoon (p. 61, 62),
- 0 to 1 Rifle Platoon (p. 69),
- 0 to 1 Machine-gun Platoon (p. 70),
- 0 to 1 Heavy Mortar Platoon (p. 71),
- 0 to 1 Recce Platoon (p. 73),
- 0 to 1 Field Battery, Royal Artillery (p. 78),

- 0 to 1 Anti-tank Platoon, Royal Artillery (p. 79), or Anti-tank Platoon (SP), Royal Artillery (p. 79), and
- 0 to 1 Light Anti-aircraft Platoon (p. 79).

You may attach up to **one** Support Platoon to your Commando Troop for each Commando Platoon you field. You may not field more than one Support Platoon of each type, even if you field more than one Commando Troop.

MOTIVATION AND SKILL

Commandos are highly trained, experienced and motivated volunteers who know that Hitler has ordered them executed if captured alive. A Commando Troop is rated as **Fearless Veteran**.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ **20 points**

OPTIONS

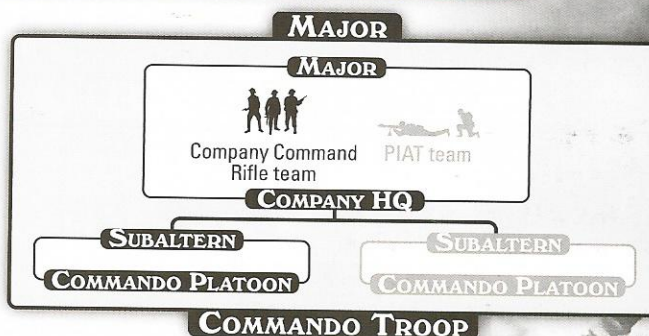
- Add PIAT team for +20 points.
- Add up to three Sniper teams for +50 points per team.

The skill and tenacity shown by the men of the Army and Royal Marine Commandos during their daring raids in Europe and Africa has made them Britain's most feared troops. Now that the battle for Europe has begun in earnest, their value as assault troops is coming to the fore.

They land on the flanks of amphibious assaults, tackling the coastal artillery and moving swiftly to link up the entire beachhead. Once the landing is securely ashore, they clean up pockets of resistance in their usual deadly manner.

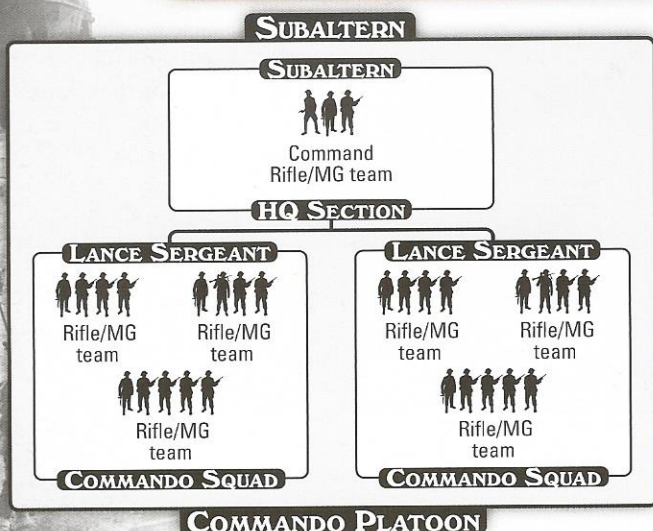
Only one of your Commando Troops may have a single Commando Platoon. All others must have two Commando Platoons.

In *Flames Of War* you can field multiple companies in the same force. This is particularly useful with the commandos as a Commando troop is quite small and they usually operate in groups of up to a full five-troop Commando. Two or three Commando troops of two Commando Platoons each with a little divisional support make for a very tough force.



COMBAT PLATOONS

1 OR 2 COMMANDO PLATOONS



PLATOON

HQ Section with:

2 Commando Squads 220 points

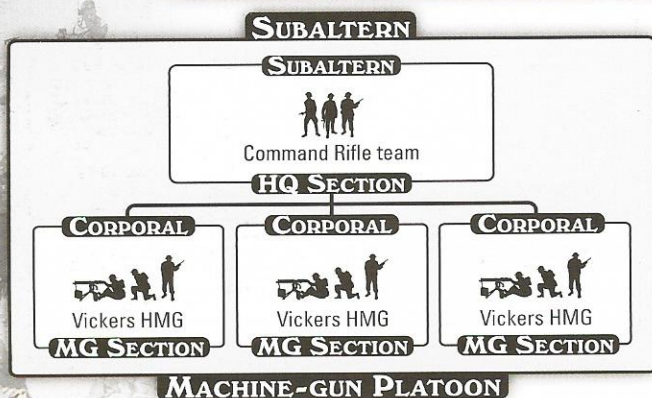
OPTIONS

- Replace one Rifle/MG team with a Light Mortar team at no cost.
- Replace one Rifle/MG team with a PIAT team at no cost.
- Upgrade up to two Rifle/MG teams to SMG teams at no cost.

Each Commando Troop contains two Commando 'sections' or platoons. These hard-as-nails raiders are trained for all manner of combat situations, from the tropical heat of Africa to the near arctic conditions of the Norwegian winter.

WEAPONS PLATOONS

0 TO 1 COMMANDO MACHINE-GUN PLATOON



PLATOON

HQ Section with:

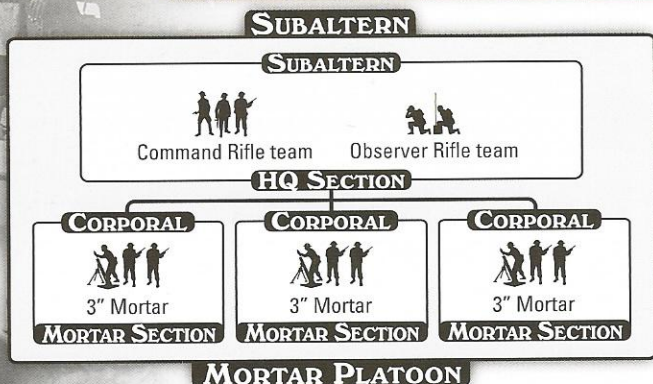
3 Machine-gun Sections 125 points
2 Machine-gun Sections 90 points

A force may not have more than one Commando Machine-gun Platoon.

The Commandos are supported by their own machine-gun platoon. This added fire support is on-hand to give support in the last stages of an assault, when the surprise is sprung and enemy open fire.

Commandos were specialists in quick attacks. They neither had the ammunition nor the time for prolonged machine-gun bombardments. The Vickers HMG teams of a Commando Machine-gun Platoon may not fire Artillery Bombardments.

0 TO 1 COMMANDO MORTAR PLATOON



PLATOON

HQ Section with:

3 Mortar Sections 125 points
2 Mortar Sections 95 points

A force may not have more than one Commando Mortar Platoon.

The Commando mortars are their artillery. They can go anywhere the riflemen can, and still deliver deadly bombardments no matter what the situation.





DIVISIONAL SUPPORT



Your force may have the following support platoons:

- Field Platoons, Royal Engineers,
- Artillery Batteries,
- Anti-tank Platoons, Royal Artillery, and
- Light Anti-aircraft Platoons.

MOTIVATION AND SKILL

The divisional troops supporting the tanks and riflemen are all old hands who long ago 'got their knees brown' from the harsh desert sun. All Divisional Support Platoons are rated as **Confident Trained** unless otherwise noted.

AIR SUPPORT

Aircraft	Priority Air Support	Limited Air support
Typhoon	220 points	170 points
Hurricane II C	165 points	140 points
Kittyhawk	160 points	130 points

0 TO 1 FIELD PLATOON, ROYAL ENGINEERS

PLATOON

HQ Section with:

4 Field Squads	120 points
3 Field Squads	95 points
2 Field Squads	70 points

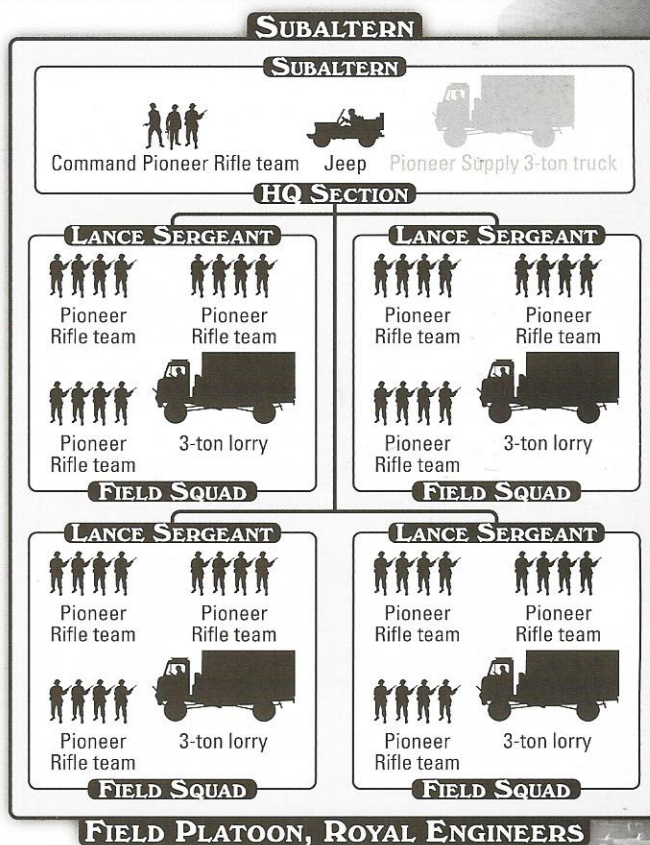
OPTION

- Add Pioneer Supply truck for +25 points.

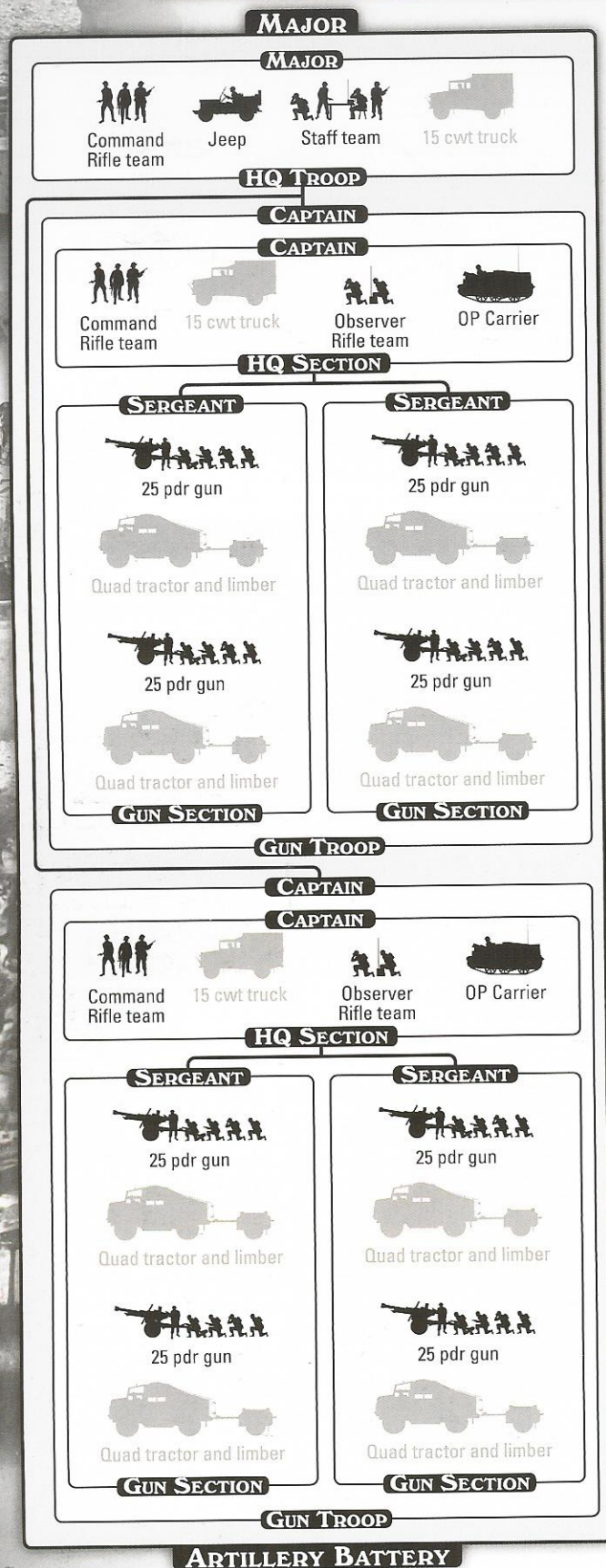
When you deploy your force at the start of a game you may elect to replace a Field Platoon, Royal Engineers with a Rifle or Motor Platoon of the same or lower points value.

With Jerry on the defensive, the role of the Royal Engineers has become more critical. They lay and clear mines and obstacles, and construct and repair bridges. Because of their specialist role they know their own value and will often withdraw rather than fight if attacked.

Field Platoons, Royal Engineers may not launch assaults, nor may they Counterattack if assaulted. Field Platoons, Royal Engineers will always attempt to Break Off at the earliest opportunity.



0 TO 2 FIELD BATTERIES, ROYAL ARTILLERY



PLATOON

HQ Troop with:

Two Gun Troops with a total of:

4 Gun Sections 275 points

One Gun Troop with:

2 Gun Sections 165 points

1 Gun Section 100 points

OPTIONS

- Add 15 cwt trucks and Quad tractors at no cost
- Replace the HQ Troop jeep with a White scout car for +5 points.
- Replace any or all Observer Rifle teams and their OP Carriers with Observer Sherman OP tanks for +10 points per tank.
- Replace all 25 pdr guns and their Quad tractors with Priest self-propelled guns for +30 points per section, or with Sexton self-propelled guns for +20 points per section. If you do this, you must replace the OP Carriers with Sherman OP tanks.

The highly trained men of the Royal Artillery always ensure a devastating barrage is just a field telephone call away. With eight guns at their disposal, and further batteries from the division ready to support, any enemy troops caught under the gaze of a forward observer better start digging. Though once the barrage lifts the PBI won't be far behind!

Although a Field Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The HQ Troop Command team and Staff team are Independent teams. If the HQ Troop Command team joins a Gun troop, it becomes the Platoon Command Team.

Although they count as separate platoons for all other purposes, an Artillery Battery deploys as a single platoon, all at the same time. For example, both Gun Troops are treated as a single platoon when calculating the number of platoons held in Ambush or Reserve.

Observer Sherman OP tanks cannot launch assaults.



0 TO 1 ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

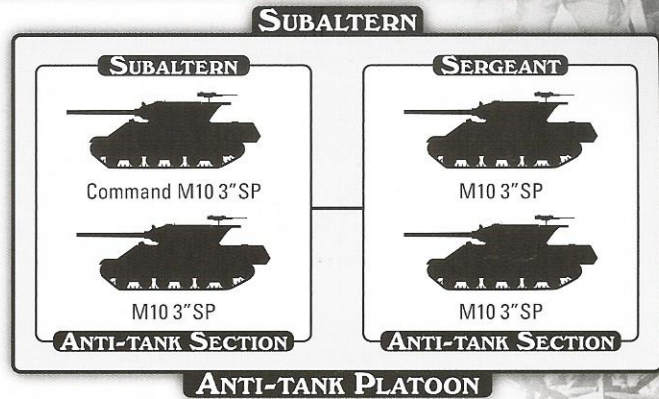
PLATOON

2 Anti-tank Sections	240 points
1 Anti-tank Section	120 points

OPTION

- Replace all M10 3" SP self-propelled guns with M10C 17 pdr SP self-propelled guns for +10 points per Anti-tank Section.

The lend-lease program was in full swing. Among the various equipment supplied by the Americans is the M10 3" SP gun (nicknamed the 'Wolverine' by the Canadians) that equips all of the self-propelled anti-tank batteries.



0 TO 1 ANTI-TANK PLATOON, ROYAL ARTILLERY

PLATOON

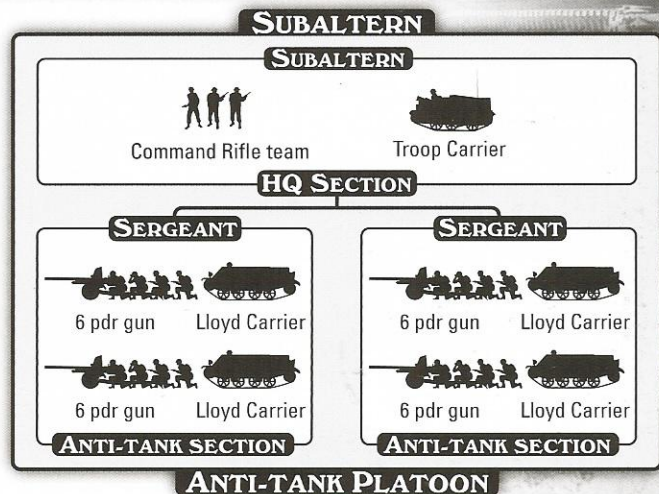
HQ Section with:

2 Anti-tank Sections	120 points
1 Anti-tank Section	65 points

OPTION

- Replace all 6 pdr guns and Lloyd Carriers with 17 pdr guns and M5 half-tracks for +40 points per Anti-tank Section.

The infantry have their own anti-tank guns, but the Royal Artillery backs them up with more and bigger guns when needed. They have a mix of light, easily hidden 6 pdr guns backed up with heavy 17 pdr guns for the big Jerry tanks.



0 TO 1 LIGHT ANTI-AIRCRAFT PLATOON

PLATOON

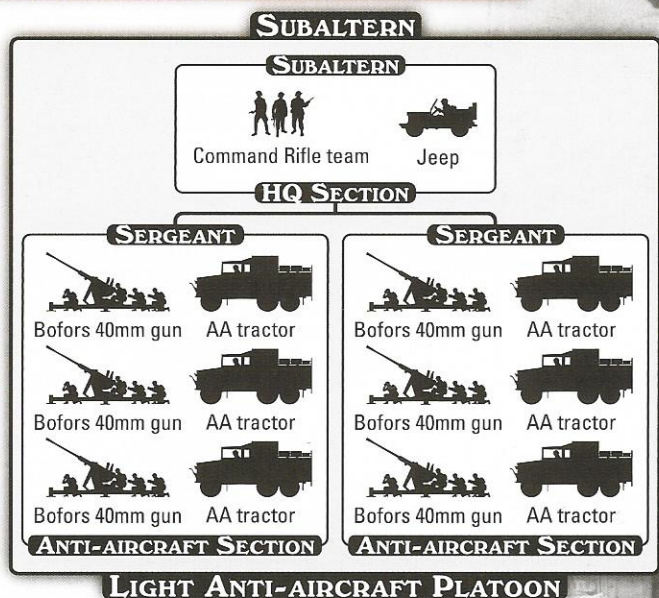
HQ Section with:

2 Gun Sections	125 points
1 Gun Section	70 points

OPTION

- Replace all Bofors 40mm guns and AA tractors with Oerlikon 20mm SP at no cost, or with Bofors 40mm SP for +30 points per Anti-aircraft Section.

The Royal Air Force and the US Army Air Force now dominate the sky, but on occasion the odd daring Hun penetrates the screen and attacks the troops on the ground. Fortunately the divisional light anti-aircraft regiment is there to protect both the front and rear troops from air attacks. The 40mm Bofors guns put up an impenetrable wall of automatic fire that even the most determined Jerry pilot finds difficult to breach.





THE BRITISH EMPIRE



The British Empire is the largest the world has ever seen. It occupies a quarter of all the lands of the Earth and includes a quarter of the planet's population. The sun never sets on the British Empire.

When war broke out volunteers from throughout the Empire flocked to the flag ready to fight. Australians, Burmese, Canadians, Englishmen, Indians, Irishmen, New Foundlanders, New Zealanders, Nigerians, Rhodesians, Scotsmen, South Africans, Ugandans, and Welshmen fought side by side against Hitler's unfounded aggression.

Although all once British colonies, the various countries making up the Empire have very different characters. All of the armies in the Empire were organised the same way and all had the same basic training and equipment, yet the circumstances of their employment, their fortunes in battle, and perhaps most importantly the backgrounds of their soldiers gave them all a distinct identity and character.

This section attempts to reflect some of this character on the battlefields of *Flames Of War* by providing various rules for you to customise your force as some of the various armies making up the Empire's armed forces.

Of course, you don't have to use these variations if you don't want to. Your Australians, Indians, or South Africans can use the normal rules for British troops instead.



SCOTS REGIMENTS

Scots regiments no-longer wear their kilts on active service, however they still have their bagpipes. Although the use of bagpipes on the field of battle was banned between the wars, numerous pipers ignored orders and piped the attack home often wearing their kilt.

You may field a Scots Rifle Company. If you do, add a bagpiper to the company's 2iC Command team for +10 points.

BAGPIPES

Some think the bagpipes are a terror weapon, designed to break the enemy's morale, but the Scots find them inspiring.

If the 2iC Command team is Destroyed by enemy shooting, roll a die. On a roll of 4+, the piper's music inspires the surviving team members to keep going and the team is returned to play immediately. On any other roll, the piper and his officer meet a heroic end.

Any hits on the 2iC Command team do not count towards Pinning Down the platoon.

IRISH REGIMENTS

Conscription was never introduced into Northern Ireland and Britain couldn't conscript Irishmen from the Irish Free State (Eire)—so the Irish regiments were largely volunteers from all over Ireland.

As well as having the strong esprit de corps typical of volunteer units, the 'Fighting Irish' loved a good brawl. This fighting spirit quickly gained them a reputation as close-in fighters.

You may field an Irish Rifle Company. If you do, your Company HQ and all of your Combat and Weapons Platoons are Irish Platoons.

FIGHTING IRISH

The Irish love a good fight and don't take the enemy's attempts to hold them at bay well. No matter how heavy the fire, the Irish will follow their motto 'Faugh a Ballagh' (Clear the Way) and find a way to get into the fight.

Irish Platoons do not use the British bulldog special rule. Instead, any Irish Platoon that is Pinned Down may re-roll failed Motivation tests to rally from being Pinned Down.



GUARDS REGIMENTS

The five Regiments of Foot Guards are the most prestigious infantry units in the British Army. Their standards are very high in all respects. Their most outstanding quality on the field of battle is their steadiness.

You may field a Guards Armoured Squadron or Rifle Company. If you do, your Company HQ and all of your Combat and Weapons Platoons are Guards Platoons at an additional cost of +25 points per platoon.

UNFLAPPABLE

When all around them are in a 'flap', the Guards will still be following orders immaculately.

Guards Platoons fight to the last and may re-roll any failed Platoon Morale Checks. If you are fielding a Guards Rifle Company, your Company Command team may re-roll Company Morale Checks.



ITALY VETERANS

Between the fall of France in 1940 and D-Day in 1944, the Mediterranean Theatre was the focus of the British Army. Its famous Eighth Army had beaten Rommel in the Desert in 1942 and invaded Italy in 1943 alongside the US Fifth Army (which contained many British formations).

In the winter of 1943 and spring of 1944 the British Army and its Imperial and allied contingents battered and finally broke through the German defences at Monte Cassino and around the Anzio beachhead, pushing the Germans back to the Gothic Line north of Rome.

Between them 1, 4, 5, 6 Armoured, 46, 56, and 78 Divisions and the Commando 2 Special Services Brigade had a wealth of experience. Almost all had fought in Tunisia before invading Sicily and the Italian mainland.

You may field an Armoured Squadron, an Armoured Recce Squadron, a Motor Company, an Armoured Car Squadron, a Rifle Company (including a Scots, Irish, or Guards Rifle Company), or a Recce Squadron as Italy Veterans by making the following changes.

Your company and its supporting troops are rated as Veteran rather than Trained. However, the number of points you have available to spend on your force decreases as follows:

Normal Force	Italian Force
1000 points	775 points
1500 points	1165 points
2000 points	1550 points

A force of Italy Veterans may not field Cromwell, Firefly VC, or Churchill Crocodile tanks, Wasp Carriers, or Crusader A/A, Sexton or M10 17 pdr SP self-propelled guns. It must replace all Churchill VI tanks with Churchill IV (NA75) tanks at no cost and may not add applique armour to any Churchill tanks.

Italy Veterans may replace any or all 6 pdr anti-tank guns with 2 pdr anti-tank guns for -5 points per gun.

The following supporting troops decrease in cost as their ratings do not change.

- Commando Platoons cost 170 points.
- Snipers cost +40 points per team.

Aircraft	Priority Air Support	Limited Air support
Typhoon	170 points	130 points
Hurricane II C	125 points	105 points
Kittyhawk	120 points	100 points





CANADIAN ARMY



Canadian soldiers established an outstanding record in the First World War where the Canadian Corps was used as an elite assault unit. When the Second World War began, thousands volunteered for a new Canadian Corps.

By the middle of 1942, three Canadian Infantry Divisions, a Canadian Armoured Division, and a Canadian Army Tank Brigade were all training in Britain. The 2nd Canadian Infantry Division conducted the one-day raid on the port of Dieppe in August 1942, suffering heavy losses before returning to training.

It wasn't until July 1943 in the Sicily landings that the Canadians finally reached the main battlefields. 1st Canadian Infantry Division landed in the first wave and went on to

fight throughout the rest of the campaign with the support of the Sherman tanks of the 1st Canadian Armoured Brigade. The Canadians then transferred to the eastern coast of Italy where they fought a bloody Christmas battle at Ortona. The 5th Canadian Armoured Division joined them at this time.

The remainder of the Canadian Army fought in Normandy with the 3rd Canadian Infantry Division landing on D-Day, joined soon after by the 2nd Canadian Infantry Division and the 4th Canadian Armoured Division.

The Canadians fought on throughout 1944 and 1945. Their contribution to Allied victory in Europe enhanced the reputation of the Canadian soldier even further.

You may field your Armoured or Armoured Recce Squadron, Motor Company, Armoured Car Squadron, Rifle Company, or Recce Squadron as Canadians. If you do so, all of your force becomes Canadians and you must add +10 points for each Canadian patrol, platoon, or battery. In addition:

- *There are no Armoured Recce Squadrons in Normandy. The Armoured Recce Regiment of 4th Canadian Armoured Division was organised like a normal Armoured Regiment, but without any Firefly tanks.*
- *Infantry Tank Platoons in your force are not Canadians.*
- *Armoured Car Platoons are equipped with Staghound I armoured cars in place of Daimler I armoured cars at a cost of +5 points per armoured car. You may add an AA MG to any or all Staghound I armoured cars for +5 points per armoured car.*
- *Recce Platoons are equipped with Otter LRC I recce cars in place of Humber LRC III recce cars at no cost.*

You may field a Canadian Rifle Company or Recce Squadron as Italian Veterans (see previous page) with their bonuses and restrictions.

ASSAULT TROOPS

The Canadians have maintained their enviable reputation as aggressive assault troops.

Canadian Platoons do not use the British Bulldog special rule. Instead any Canadian Platoon that is Pinned Down may re-roll failed Motivation tests to rally from being Pinned Down or remount vehicles after being Bailed Out.

WOODSMEN

Although Canada has been settled for centuries, it was not until the Nineteenth Century that its population underwent significant growth and it remains a largely rural country.

Canadian Platoons use the German Mission Tactics special rule.



SOUTH AFRICAN ARMY



South Africa found itself in a difficult position at the start of the war. The Union of South Africa was founded after the end of the Boer War (1899 to 1902). The new country combined the British Cape colonies with the recently conquered Boer (Afrikaans) Transvaal and Orange Free State. Since Germany had helped the Boers against the British, many Afrikaans felt more loyalty to them than Britain. As a result, South Africa fielded a relatively small volunteer army in the Second World War, keeping the dissenting soldiers in South Africa for home defence.

After a successful campaign against the Italians in East Africa in 1940 and 1941, the South African divisions were sent to Libya to face Rommel. Here they met with disaster after disaster, losing first a brigade, then a division to Rommel's *Afrikkakorps* when poor British generalship left them in the lurch. Despite this the 1st South African Division was instrumental in winning the battles on the El Alamein

Line in mid and late 1942, before being returned home and replaced with the 6th South African Armoured Division.

This new division entered battle in the pursuit following Operation Diadem, the capture of Monte Cassino, alongside the British 6th Armoured Division taking Florence in August 1944. They fought on until the end of the war in Italy.

You may field your Armoured or Armoured Recce Squadron, Motor Company, Armoured Car Squadron, or Rifle Company as South Africans. If you do so:

- *You may not field Firefly VC or Cromwell tanks, Wasp Carriers, or Crusader A/A, Sexton or M10 17 pdr SP self-propelled guns.*
- *You may not field Infantry Tank or Recce Platoons, nor Commando Platoons.*

The 6th South African Armoured Division is the only one in Italy not to use the Italy veterans special rules.





NEW ZEALAND ARMY



When New Zealand went to war alongside Britain, it raised its Second New Zealand Expeditionary Force (2 NZEF). The first NZEF had served with distinction in Gallipoli and with the ANZAC Corps in France in the First World War. The new division became the 2nd New Zealand Division and the battalions were numbered 18 to 28 following on from those of the territorial divisions defending New Zealand.

The New Zealand Division fought in Greece and Crete, before relieving Tobruk in late 1941. In 1942 it took a major role in the First Battle of El Alamein. The Division received its own armoured brigade, and made the breakout in the Second Battle of Alamein. It pursued Rommel the breadth

of Libya in a series of battles, then outflanked his main defensive line at Mareth, before closing in for the kill in Tunisia. The Division went on to Italy at the end of 1943 where they crossed the Sangro River and cleared Orsogna. The division then switched to the western flank fighting in the bloody battles at Monte Cassino before pursuing the Germans to Florence. They later crossed the Po River and ended the war in Trieste on the Yugoslav border.

The New Zealand Division was one of the most experienced divisions in the Eight Army in Italy and until the bloodbaths of the Second and Third Battles of Monte Cassino, were at their peak.

You may field your Armoured Squadron, Armoured Car Squadron, or Rifle Company as New Zealanders. If you do so, all of your force becomes New Zealanders and you must add +10 points for each New Zealand patrol, platoon, or battery and are Italy Veterans (see page 79) with their bonuses and restrictions. In addition:

- Armoured Platoons must have three Sherman III tanks and may not have Firefly VC tanks.
- Armoured Car Squadrons may not field any Weapons platoon choices. They may take Rifle Platoons rather than Motor Platoons as Support choices.
- Armoured Car Platoons are equipped with a Command Staghound II CS armoured car and two Staghound I armoured cars at a cost of 125 points for the platoon, except for one platoon that may be equipped with three Canadian-built Daimler Dingo scout cars at a cost of

80 points for the platoon (including the +10 points for being a New Zealand Platoon in both cases). You may add an AA MG to any or all Staghound armoured cars for +5 points per armoured car.

- You may not field Motor, Infantry Tank or Recce Platoons, nor Commando Platoons.
- Field Artillery Batteries may not be equipped with Priest self-propelled guns.

4 BY 2 AND NO. 8 WIRE

New Zealand is a small remote country and its soldiers had to learn to make do or do without while they were growing up. As they say in New Zealand, they could make anything with a bit of 4 by 2 timber and some No. 8 fencing wire! This independence carried over to their military operations.

New Zealand Platoons use the German Mission Tactics special rule

28TH MAORI BATTALION

When the war began the Maori (indigenous population) of New Zealand asked to be allowed to form their own battalion. This was formed with regional companies. A Company was from the Far North and gained the nickname Nga Kiri Kapia (nah kee-ree kah-pee-ah), 'the Gumdiggers'. B Company came from the central North Island (famous for the Rotorua Lakes, a tourist destination) and was known as Nga Rukukapa (nah roo-koo-kah-pah), 'the Penny Divers'. C Company from the East Coast became Nga Kaupoi (nah kow-poy), 'the Cowboys'. D Company came from a mixture of South Island tribes and was called 'Ngati Walkabout'.

The Maori Battalion was an extra battalion in the New Zealand Division, not part of any brigade, and tended to be assigned where it was most needed. The Battalion is famous for its many daring assaults and its rather casual attitude to weapons and equipment acquired from the enemy.

You may field a Maori Rifle Platoon as the additional Rifle Platoon in a New Zealand Rifle Company, or a full Maori Rifle Company. If you field a full Maori Rifle Company, your Company HQ and all of your Combat Platoons are Maori Platoons as well as New Zealand Platoons.

The Maori were brave and daring soldiers, however their eagerness for battle often overtook the caution of their training. Maori Platoons are rated as **Fearless Trained** instead of the usual Confident Veteran, and must make a Breakthrough Assault if they are able to.

HAKA

The Maori often performed a haka or war dance within earshot of the enemy before an attack. This, combined with their fearsome reputation, had their foes quaking in their boots. Maori often swapped their issue rifles for German submachine-guns. To their way of thinking the old bolt-action Lee Enfield didn't make enough noise, and the more noise the better when launching a charge!

Any platoon that is attempting to fire Defensive Fire against a Maori Platoon must take a Motivation test before doing so.

- If they pass the Motivation Test, they conduct Defensive Fire as normal.
- If they fail, the soldiers quail in fear and must re-roll all successful rolls to hit from the Defensive Fire assigned to Infantry teams.





INDIAN ARMY



A *jawan*, or soldier, is recruited from the so-called 'martial races', chosen because of their loyalty and military qualities. Soldiering is an honourable profession in India and there is no shortage of volunteers. Most are recruited from the Punjab and noted for their personal honour and strong faith.

Indian Army soldiers have no particular hatred of their enemies, and they aren't fighting for democracy or any other ideology. What motivates them is pride in their regiment, their sense of honour as professional soldiers, and an unquestioning trust of their officers. A *jawan* who abandons his post or his weapon or turns his back on the enemy is shunned for life as a *bhagoda* or coward.

Indian soldiers had to learn many new things to fight in a foreign war against modern technology. When combined with their considerable combat experience on the North-west Frontier between the wars, the result is that Indian soldiers have earned a reputation for being tough, reliable soldiers during fighting in Italy and Africa.

If you field Indian Army troops your force must be Italy Veterans (see page 79). You may field an Indian Rifle Platoon as the additional Rifle Platoon in a standard British Rifle Company, or you may field a full Indian Rifle Company or Recce Squadron. If you field a full Indian company, your

Company HQ and all of your Combat and Weapons Platoons are Indian Platoons. Your Machine-gun Platoons may also be Indian Platoons if you wish.

*Although Indian soldiers are brave and well trained, Indian Platoons are rated as **Fearless Trained** instead of the usual **Confident Veteran**.*

If you field an Indian company:

- *Instead of additional Indian Rifle Platoons, you may field additional British Rifle Platoons.*
- *Armoured Platoons must have the basic organisation of three Sherman III tanks, and may not have Firefly VC tanks.*
- *You may not field Infantry Tank Platoons nor Commando Platoons.*
- *You may not field Wasp Carriers, Sexton, Priest, M10 3" SP, or M10 17 pdr SP self-propelled guns.*
- *You may replace all Humber LRC III and Universal Carriers with Indian Pattern Carriers at no cost. You may replace all Troop, Mortar and OP Carriers with Indian Pattern Troop Carriers at no cost.*
- *A Recce Squadron may not have an Assault Platoon.*

GURKHA REGIMENTS

The Gurkhas of Nepal have a superb reputation as first-class fighting men. They are recruited from hardy hill tribes in the Himalayan mountains. Their ferociousness using their heavy-bladed *khukuri* knives in close combat is legendary. So is their determination not to abandon their weapon while still alive.

You may field a Gurkha Rifle Platoon as the additional Rifle Platoon in a standard British or Indian Rifle Company, or you may field a full Gurkha Rifle Company.

If you field a full Gurkha Rifle Company, your Company HQ and all of your Combat and Weapons Platoons are

Gurkha Platoons. Your Machine-gun Platoons may be either British or Indian Platoons.

*Gurkha Platoons are Indian Platoons with addition of the **Khukuri** special rule for +20 points per patrol or platoon.*

KHUKURI

Every Gurkha carries a heavy-bladed recurved knife called a *khukuri*. They use this for everything from cutting food and wood to chopping off the heads of their foes.

Gurkha Platoons re-roll failed To Hit rolls in assault combat against Infantry, Gun, or Transport teams.

INDIAN ARMY SPECIAL RULES

Indian Platoons do not use the British Bulldog special rule. Instead they have two special rules of their own.

NORTH-WEST FRONTIER

The Indian Army fought continuous wars against rebellious Pathan tribes on the famous (and mountainous) North-west Frontier. At the same time they fought the Naga tribes of the equally mountainous (but less well-known) North-east Frontier. As a result they were specialists at mountain warfare.

Indian Infantry and Man-packed Gun teams are Mountaineers.

WAR CRY

Indian soldiers always charge shouting war cries to gain the blessings of the gods and intimidate their enemies. Weak-hearted foes hearing this fearsome cry will flee before a shot is fired.

Any platoon that is attempting to fire Defensive Fire against an Indian Platoon must take a Motivation Test before doing so.

- If they pass the Motivation test, they conduct Defensive Fire as normal.
- If they fail, the soldiers quail in fear and must re-roll all successful rolls to hit from the Defensive Fire assigned to Infantry teams.





BRITISH ARSENAL



TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
LIGHT TANKS					
'Honey' Stuart III <i>M5 37mm gun</i>	Fully-tracked <i>24"/60cm</i>	3 <i>2</i>	2 <i>7</i>	1 <i>4+</i>	Co-ax MG, Hull MG, Light tank.
Stuart III Jalopy	Fully-tracked	3	2	1	Hull .50 cal MG, Hull MG, Light tank.
Stuart V or VI <i>M5 37mm gun</i>	Fully-tracked <i>24"/60cm</i>	4 <i>2</i>	2 <i>7</i>	1 <i>4+</i>	Co-ax MG, Hull MG, Light tank.
Stuart V or VI Jalopy	Fully-tracked	4	2	1	Hull .50 cal MG, Hull MG, Light tank.

MEDIUM TANKS

Cromwell IV <i>OQF 75mm gun</i>	Fully-tracked 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, Light tank, Protected ammo, Tow hook. <i>Semi-indirect fire, Smoke.</i>
Cromwell VI CS <i>OQF 95mm CS howitzer</i> <i>Firing bombardments</i>	Fully-tracked 24"/60cm 48"/120cm	6 2 -	4 7 4	1 3+ 5+	Co-ax MG, Hull MG, Light tank, Protected ammo, Tow hook. <i>Smoke.</i> <i>Smoke bombardment.</i>
Sherman I, II, III, or V <i>M3 75mm gun</i>	Fully-tracked 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, Tow hook. <i>Semi-indirect fire, Smoke.</i>
Firefly VC <i>OQF 17 pdr gun</i>	Fully-tracked 32"/80cm	6 2	4 13	1 3+	Co-ax MG, Tow hook. <i>No HE, Semi-indirect fire.</i>

INFANTRY TANKS

Churchill III or IV <i>OQF 6 pdr</i>	Fully-tracked 24"/60cm	8 3	7 10	2 4+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Tow hook, Wide tracks.
Churchill IV (NA75) <i>M3 75mm gun</i>	Fully-tracked 32"/80cm	8 2	7 10	2 3+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Tow hook, Wide tracks. <i>Semi-indirect fire, Smoke.</i>
Churchill VI <i>OQF 75mm gun</i>	Fully-tracked 32"/80cm	8 2	7 10	2 3+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Tow hook, Wide tracks. <i>Semi-indirect fire, Smoke.</i>
Churchill VII <i>OQF 75mm gun</i>	Fully-tracked 32"/80cm	13 2	8 10	2 3+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Tow hook, Wide tracks. <i>Semi-indirect fire, Slow traverse, Smoke.</i>
Churchill Crocodile <i>OQF 75mm gun</i> <i>Crocodile flame-gun</i>	Fully-tracked 32"/80cm 4"/10cm	13 2 5	7 10 -	1 3+ 5+	Co-ax MG, Protected ammo, Slow tank, Wide tracks. <i>Semi-indirect fire, Slow traverse, Smoke.</i> <i>Hull-mounted, Flame-thrower, Fuel trailer.</i>

INFANTRY SUPPORT

Wasp Carrier <i>Wasp flame-gun</i>	Half-tracked 4"/10cm	0 3	0 -	0 6	Hull MG. <i>Hull-mounted, Flame-thrower.</i>
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SELF-PROPELLED ANTI-AIRCRAFT GUNS

Oerlikon 20mm SP <i>Oerlikon 20mm gun</i>	Wheeled 16"/40cm	- 4	- 5	- 5+	<i>Anti-aircraft.</i>
Bofors 40mm SP <i>Bofors 40mm gun</i>	Wheeled 24"/60cm	- 4	- 6	- 4+	Awkward layout. <i>Anti-aircraft.</i>
Crusader A/A <i>Twin 20mm gun</i>	Fully-tracked 16"/40cm	2 5	2 5	1 5+	Fast tank, Unreliable. <i>Anti-aircraft.</i>

SELF-PROPELLED ANTI-TANK GUNS

M10 3" SP <i>M7 3" gun</i>	Fully-tracked 32"/80cm	4 2	2 12	0 3+	.50 cal AA MG. <i>Slow traverse.</i>
M10C 17 pdr SP <i>OQF 17 pdr gun</i>	Fully-tracked 32"/80cm	4 2	2 13	0 3+	.50 cal AA MG. <i>No HE, Slow traverse.</i>



Name Weapon	Mobility Range	Front ROF	Armour		Equipment and Notes
			Side Anti-tank	Top Firepower	

SELF-PROPELLED GUNS

Sexton	Fully-tracked	1	0	0	AA MG.
OQF 25 pdr gun	24"/60cm	2	9	3+	Hull mounted, Smoke.
Firing bombardments	80"/200cm	-	4	5+	Smoke bombardment.
Priest	Fully-tracked	1	0	0	.50 cal AA MG.
M2A1 105mm howitzer	24"/60cm	1	9	2+	Hull mounted, Smoke.
Firing bombardments	72"/180cm	-	4	4+	Smoke bombardment.
Sherman OP	Fully-tracked	6	4	1	Hull MG.

RECONNAISSANCE

Universal Carrier	Half-tracked	0	0	0	Hull MG.
With Boys anti-tank rifle	16"/40cm	2	4	5+	Hull-mounted
With PIAT anti-tank projector	8"/20cm	1	10	5+	Hull-mounted
With .5" MG	16"/40cm	3	4	5+	Hull-mounted
Indian Pattern Carrier	Jeep	0	0	0	Hull MG.
With Boys anti-tank rifle	16"/40cm	2	4	5+	Hull-mounted
With PIAT anti-tank projector	8"/20cm	1	10	5+	Hull-mounted
With .5" MG	16"/40cm	3	4	5+	Hull-mounted
Daimler Dingo	Jeep	1	0	0	AA MG.
Humber LRC III	Jeep	0	0	0	Turret Front MG.
Boys anti-tank rifle	16"/40cm	2	4	5+	
Otter LRC I	Jeep	0	0	0	Turret Front MG.
Boys anti-tank rifle	16"/40cm	2	4	5+	

ARMoured CARS

Humber IV	Wheeled	1	0	0	Co-ax MG.
M5 37mm gun	24"/60cm	2	7	4+	
Daimler I	Wheeled	1	0	0	Co-ax MG.
OQF 2 pdr gun	24"/60cm	2	7	4+	
With Littlejohn adaptor	24"/60cm	2	9	5+	No HE.
Staghound I	Wheeled	3	1	0	Co-ax MG.
M5 37mm gun	24"/60cm	2	7	4+	
Staghound II CS	Wheeled	3	1	0	Co-ax MG.
OQF 3" howitzer	24"/60cm	2	5	3+	Smoke.
Firing bombardments	40"/100cm	-	3	6	Smoke bombardment.
Staghound AA	Wheeled	3	1	0	Hull MG.
Twin .50 cal gun	16"/40cm	5	4	5+	Anti-aircraft.
AEC III	Wheeled	4	2	0	Co-ax MG, Overloaded, Slow.
M3 75mm gun	32"/80cm	2	10	3+	Smoke.
Autocar 75mm SP	Half-tracked	1	0	0	
M1897 75mm gun	24"/60cm	2	9	3+	Hull mounted, Smoke.
Firing bombardments	64"/160cm	-	3	6	Smoke bombardment.

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
Firing bombardments		40"/100cm	-	-	-	
ML 3" Mk II mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
Bofors 40mm gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
OQF 2 pdr gun	Medium	24"/60cm	3	7	4+	Gun shield, Turntable.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.
OQF 17 pdr gun	Immobile	32"/80cm	2	13	3+	Gun shield, No HE.
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.



INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.
Staff team		cannot shoot			Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep	Jeep	-	-	-	
CMP 15 cwt or 3-ton truck	Wheeled	-	-	-	
Quad or Morris AA tractor	Wheeled	-	-	-	
White scout car	Jeep	1	0	0	
M5 half-track	Half-tracked	1	0	0	
Troop, OP, Mortar, or Lloyd Carrier	Half-tracked	0	0	0	
Indian Pattern Troop Carrier	Jeep	0	0	0	
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.
Sherman ARV	Fully-tracked	6	4	1	Recovery vehicle.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Typhoon	Cannon	3+	8	5+	
	Rockets	3+	6	3+	
Hurricane IIC	Cannon	3+	8	5+	
	Bombs	4+	5	2+	
Kittyhawk	MG	3+	6	5+	
	Bombs	4+	5	2+	





US FORCES, 1944



Good afternoon Gentlemen, and welcome to Aberdeen Proving Ground. I'm Colonel Todd, head of Ordnance Section 12, and I will be your guide today. I'm sure I don't need to remind everyone that this is a classified briefing. I'll be running a Q&A session at the end of your tour but please feel free to ask questions at any time. If you'll step this way please, gentlemen, we'll get under way.

With the North African and Sicily campaigns at an end, and planning for the European invasion already started, we undertook several studies to get some questions answered. The American soldier has shown time and again that given the tools to do the job, they can accomplish anything. Yet as well equipped as he is, reviews have shown that those tools could be better. We've had our top brains working on getting the best equipment for the boys.

First up today is the M4 series of tanks. It is the backbone of our tank forces, and while it performed well in the Med, we've realized it does have some shortcomings.

The first is protection. I don't know about you, but 'Ronson' is not a nickname I am particularly fond of. Fact of the matter is, though, it is sometimes more than appropriate. Given that on paper the M4 is equal to or better than the standard Mark III and Mark IV series the Germans use, we investigated how and why our tanks were being destroyed on a more regular basis than the German tanks they were

encountering. German tanks captured in the desert gave us the opportunity to examine their vehicles in detail.

What we found is that even after a German tank is hit, more often than not it doesn't burn. With the M4, the opposite appears to be the case. Why? The short answer Sirs, is 'Ammunition Protection'. In many of their tanks the Germans store their ammunition in armoured lockers to prevent red-hot splinters from igniting the ammunition when the tank is hit.

We taken this idea a step further with special compartments filled with a glycerin-based fluid that not only protects the rounds if the tank is hit, but also prevents them from heating up and 'cooking off' if the tank burns anyway. This 'Wet Stowage' system gives an additional 20 to 30 seconds protection to the crew, time they can use to get out of the vehicle before the ammunition explodes. If you'd like to climb up on the platform and look in this here M4, you can see this system for yourselves. Mind your step there, Sir!

The second shortcoming is firepower. German tanks, especially the Tiger and Panther series, are better armed than we are. While an excellent gun for infantry support with an outstanding HE round, our standard 75mm M3 series gun lacks the velocity and hitting power to really mix it with the new breed of German heavy tanks. With that in mind, we have installed the 76mm cannon as you can see





here. This weapon can penetrate 4 inches of armour plate at 1000 yards, and I should note that this version also has the 'Wet Stowage' system installed as well.

Step this way, gentlemen, and you'll see the final M4 series variant we've come up with. This 105mm howitzer-armed assault gun is designed specifically for close support work and will replace the M8 series HMC currently in use. You'll notice the different turret layout, and that pintle on the back is for towing an ammunition trailer.

Over here we have the M18 GMC designed by the boys at Tank Destroyer Command. Buick, the manufacturer, has christened it their 'Hellcat'. It is the first designed-from-scratch tank destroyer we've had. You'll notice it has the same 76mm cannon as the new M4, and a low silhouette. One of the drawbacks we found with the M10 GMC we are currently using, is its high profile makes it easy for the enemy to spot. The lower profile of the M18 makes it much easier to hide until its ready to pounce. Then it moves at high speed to get onto the Krauts' flanks! Due to its light weight and the 400 hp Continental engine they've installed, the M18 can go in excess of 45 miles per hour on paved roads, and 20 cross country. Yes Sir, you heard me right, 45 miles per hour. And with its torsion bar suspension, the ride is as smooth as a Caddie.

Now, if you'll follow me gentlemen, we've got one last vehicle on the tour today. One of our primary concerns when we finally get our boys across into Europe, is air cover. Until we've secured airfields on the continent to fly out of, our aircraft will be staging out of England. This

means less time over the battlefield due to fuel constraints. That may mean our soldiers will be left to fend for themselves against Kraut air attacks, at least for a time, so they're going to need a solid AA platform and here it is—the M16 Gun Motor carriage. Based on the old twin-gun M13 MGMC, the M16 MGMC has four 50 calibers mounted in a Maxon turret and can fire 2000 rounds per minute. If there's no air, they make great anti-infantry platforms.

Well, that just about wraps this part of the briefing up. I'm sure you'll agree these new vehicles are pretty impressive. Why, thank you Sir! I'll be sure to pass on your compliments to the design teams. Any questions gentlemen?

Yes Sir, I'm confident these vehicles will perform well under European conditions—when we finally get this little sideshow the Brits have cooked up for us in the Mediterranean out of the way! I know all our boys training so hard there in Britain have been really itching to get at the darned Krauts sitting across the channel!

Yes Sir, I can confirm the 'wet stowage' M4's will be ready in time for the invasion as will the 105. The M4A1 76mm tanks are shipping already. They'll be in England by the end of April.

Well, please feel free to look around Sirs, in about 20 minutes the crews will have these vehicles up and running and you will see them put through their paces. If I can answer any more questions, please don't hesitate to ask. Now if you'll excuse me, I'll go and chase us all up some coffee and doughnuts from the gals at the USO booth.



THE RACE FOR ROME



A cavalry recon platoon outflanks a battery of German heavy anti-tank guns.



Only to be outflanked in turn by the tank destroyers.

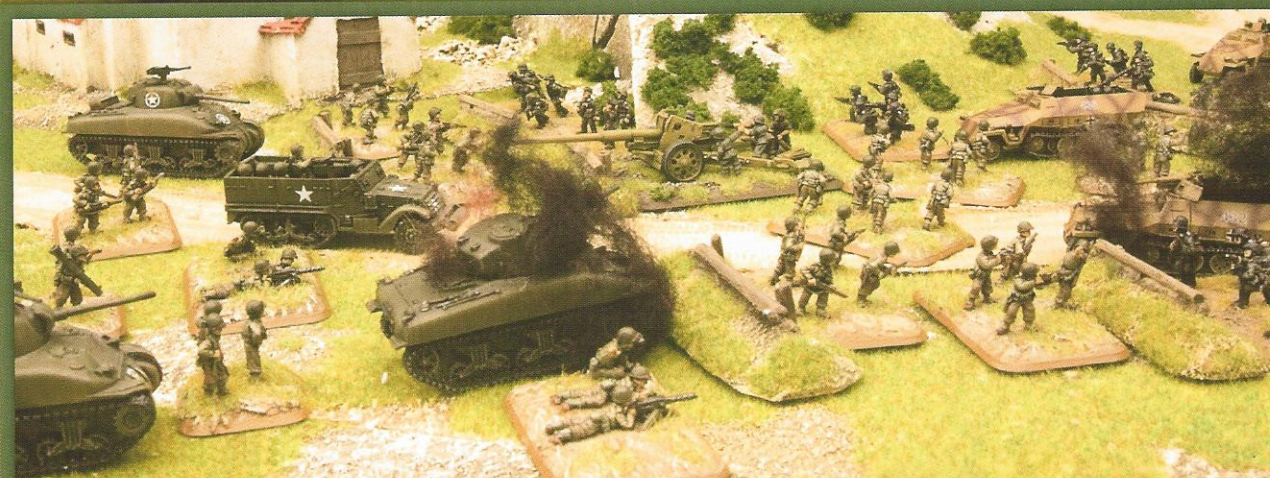




Until outflanked themselves by a Tiger tank.



UNITED STATES



With the guns and Tiger destroyed, the riflemen overrun the German trenches.





TANK COMPANY



(TANK COMPANY)

A force based around a Tank Company must contain:

- 1 Company HQ, and
- 2 or 3 Tank Platoons.

Weapons Platoons available to a Tank Company are:

- 0 to 2 Light Tank Platoons,
- 0 to 1 Armored Mortar Platoon,
- 0 to 1 Recon Platoon, and
- 0 to 1 Assault Gun Platoon.

Support Platoons for a Tank Company can be:

- 0 to 1 Armored Rifle Platoon (p. 94),
- 0 to 1 Cavalry Recon Platoon (p. 101),
- 0 to 1 Anti-aircraft Artillery (Self-propelled) Platoon (p. 105),

- 0 to 2 Armored Field Artillery Batteries (p. 107),
- 0 to 1 Tank Destroyer Platoon (p. 106), and
- 0 to 1 Engineer Combat or Armored Engineer Platoon (p. 109).

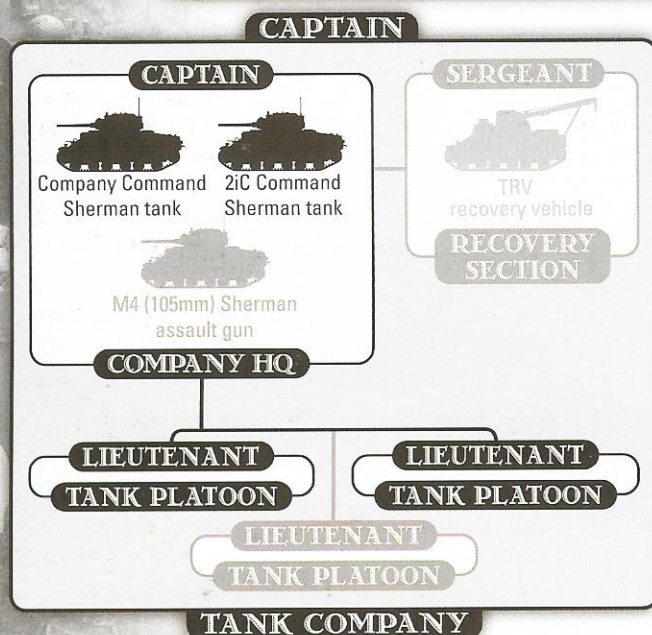
You may have up to **two** Support Platoons attached to your company for each Tank Platoon that you are fielding.

MOTIVATION AND SKILL

US tankers have been training for years, waiting for their chance to fight. Finally that chance has come. A Tank Company is **Confident Trained**.

HEADQUARTERS

1 COMPANY HQ



HEADQUARTERS

Company HQ with:

**2 M4, M4A1, or
M4A3 Sherman**

140 points

OPTIONS

- Add an M4 (105mm) Sherman assault gun for +70 points.
- Equip one Sherman tank with a dozer blade making it a Bulldozer for +5 points.
- Add an M31 TRV recovery vehicle for +10 points or an M32 TRV recovery vehicle for +15 points.

US tank companies were designed for mobile warfare. Once the infantry had broken through the enemy defences, its fast and reliable tanks would rush through the gap. Once in the enemy rear they would create havoc as they raced for their objectives.

TANK DESIGNATIONS

The US Army used a simple system to designate its equipment. The first type of a piece of equipment (say a medium tank) was designated M1. If a new design replaced the old one, it would be called M2, and a third design M3, and so on. If changes were made to a design, it gained a suffix, so the M4A1 Medium Tank was the first variant of the fourth design.

However, despite its apparent simplicity, this system caused considerable confusion in war-time since there was an M3 Light Tank, an M3 Medium Tank, an M3 GMC, and an M3 Submachine-gun. To resolve this, numbers were later skipped to avoid duplication and the British codenames were used unofficially.



COMBAT PLATOONS

2 OR 3 TANK PLATOONS

PLATOON

5 M4, M4A1, or M4A3 Sherman 345 points

4 M4, M4A1, or M4A3 Sherman 275 points

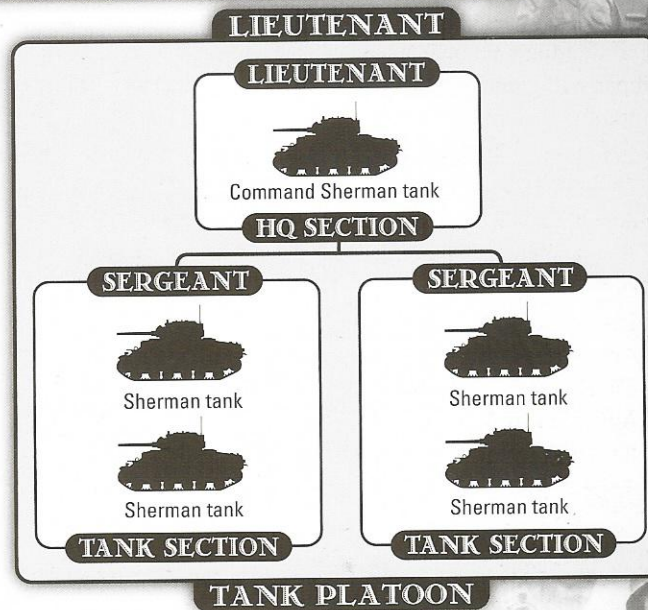
3 M4, M4A1, or M4A3 Sherman 205 points

OPTION

- Replace all Sherman tanks with M4A1 (76mm) Sherman tanks for +20 points per tank.

A Tank Company may only have one Tank Platoon equipped with M4A1 (76mm) Sherman tanks. Other types of company (e.g. Armored Rifle Company) may not have any.

The USA provides its tankers with some of the best and most reliable tanks in the world. The M4 Sherman tanks outmanoeuvre any enemy that they don't out-gun.



M4A1 (76MM) SHERMAN

The US Army landed on D-Day convinced that their M4 Sherman tanks were the only medium tanks they needed. The Sherman tank's 75mm gun had an excellent HE shell and was able to penetrate the German Panzer IV tank at any combat range. Any heavy tanks, they thought, could be tackled by the tank destroyers. They had new M4A1 (76mm) Sherman tanks in Britain, but didn't want to field them until new battalions could be trained in their use. Like any plan of war, this one never lasted beyond first contact with the enemy. When it turned out that the Germans rated the Panther as a medium tank and fielded them in half of their tank battalions, the Brass had to change its thinking. M4A1 (76mm) Sherman tanks were urgently shipped to Normandy and issued to the tank battalions of the 2nd and 3rd Armored Divisions. Each Tank Company was issued a platoon of five 76mm tanks in late July in time for the breakout battles in August.

Around the same time 'Old Ironsides', the 1st Armored Division, fighting in Italy received its first 76mm-armed Sherman tanks as it approached the Gothic Line north of Florence.

WEAPONS PLATOONS

0 TO 2 LIGHT TANK PLATOONS

PLATOON

5 M5A1 Stuart 235 points

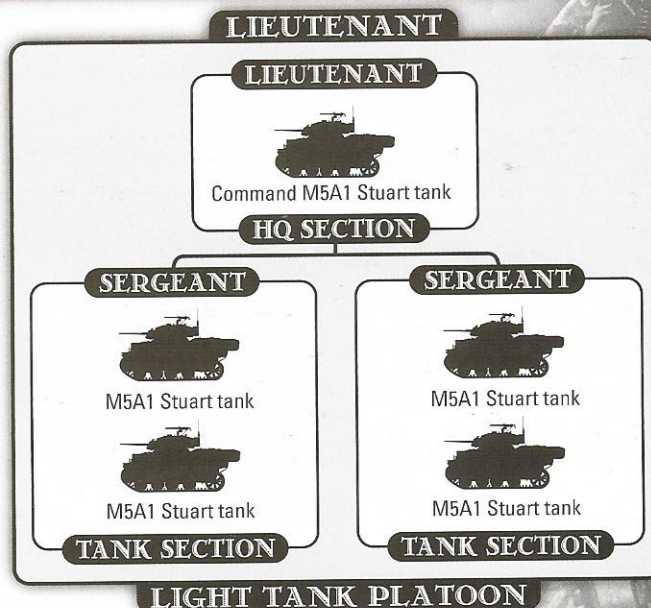
4 M5A1 Stuart 190 points

3 M5A1 Stuart 145 points

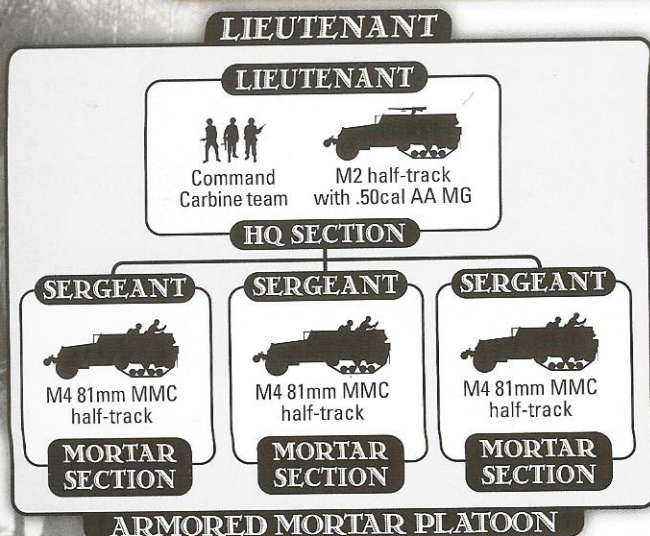
Although their allies had ceased to use Stuart light tanks in frontline roles by 1944, the US Army still had a quarter of its tank companies equipped with M5A1 Stuart light tanks.

Each tank battalion had its fourth company (D Company) as a light tank company, and two infantry-support tank battalions were even entirely equipped with light tanks!

Since these were unsuited to main combat roles, they were used for infantry support and flank protection roles rather than being committed to battle as independent forces.



0 TO 1 ARMORED MORTAR PLATOON



PLATOON

HQ Section with

3 Mortar Sections 105 points

2 Mortar Sections 75 points

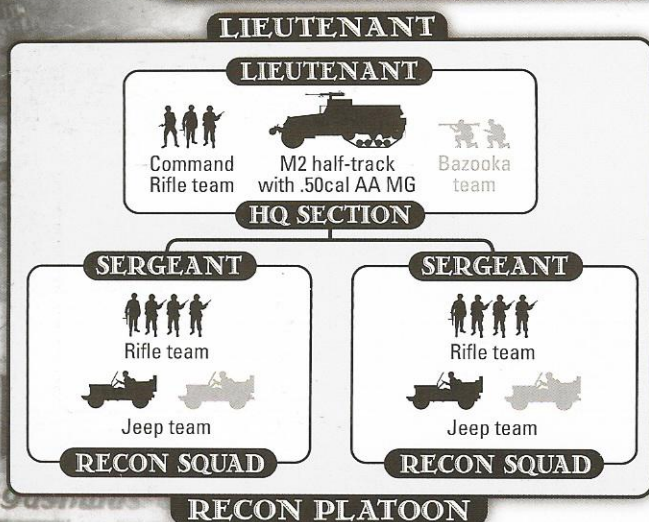
OPTION

- Arm any or all M4 81mm MMC half-tracks with a .50 cal AA MG for +5 points per half-track.

The tank battalion's mortars take on anti-tank guns that are holding up the tanks. They bombard them or use smoke to render them ineffective, allowing the tanks to get going again.

Their M4 MMC half-tracks are unusual in having their hull-mounted mortars facing to the rear, although some units changed them to fire forwards.

0 TO 1 RECON PLATOON



PLATOON

HQ Section with

2 Recon Squads 70 points

1 Recon Squad 50 points

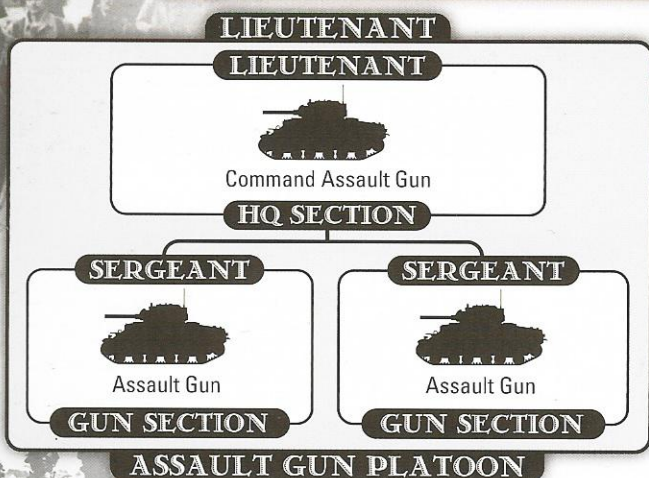
OPTIONS

- Add a Bazooka team for +15 points.
- Arm any or all Jeep teams with an AA MG for +5 points per Jeep team.

The battalion recon platoon isn't there to fight. Their job is to find enemy before they can ambush the tanks and probe for undefended routes of advance.

Recon Platoons are Reconnaissance Platoons.

0 TO 1 ASSAULT GUN PLATOON



PLATOON

3 M8 Scott HMC 120 points

2 M8 Scott HMC 80 points

3 M7 Priest HMC 140 points

2 M7 Priest HMC 95 points

3 M4 (105mm) Sherman 215 points

2 M4 (105mm) Sherman 145 points

In early 1944 most assault gun platoons replaced their old half-tracks with light M8 Scott HMC assault guns. By Normandy, most tank units had replaced these with open-topped M7 Priest HMC or fully-armoured M4 (105mm) Sherman assault guns.





ARMORED RIFLE COMPANY



(MECHANISED COMPANY)

A force based around an Armored Rifle Company must contain:

- 1 Company HQ, and
- 2 or 3 Armored Rifle Platoons.

Weapons Platoons available to an Armored Rifle Company are:

- 0 to 1 Armored Mortar Platoon,
- 0 to 1 Recon Platoon,
- 0 to 1 Assault Gun Platoon,
- 0 to 1 Armored Anti-tank Platoon, and
- 0 to 1 Armored Machine-gun Platoon.

Support Platoons for an Armored Rifle Company can be:

- 0 to 1 Tank or Light Tank Platoons (p. 91),
- 0 to 1 Cavalry Recon Platoon (p. 101),
- 0 to 1 Anti-aircraft Artillery (Self-propelled) Platoon (p. 105),

- 0 to 1 Tank Destroyer Platoon (p. 106),
- 0 to 2 Armored Field Artillery Batteries (p. 107), and
- 0 to 1 Engineer Combat or Armored Engineer Platoon (p. 109).

You may have up to **two** Support Platoons attached to your company for each Armored Rifle Platoon that you are fielding.

MOTIVATION AND SKILL

While they are well trained, the armored riflemen of the US Army lack combat experience. This doesn't stop them from fighting hard and they are learning fast. An Armored Rifle Company is **Confident Trained**.

HEADQUARTERS

1 COMPANY HQ

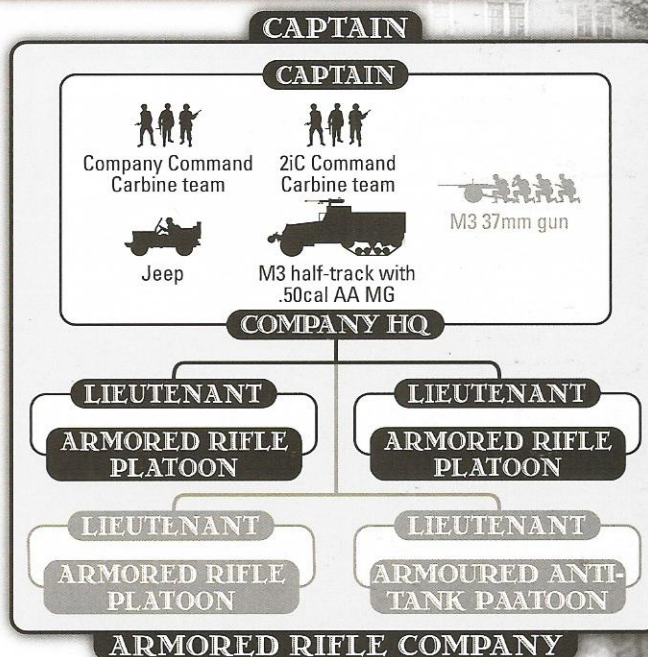
HEADQUARTERS

Company HQ **25 points**

OPTIONS

- Add an M3 37mm gun for +15 points.
- Replace M3 37mm gun with a Bazooka team at no cost.
- Arm the Jeep with an AA MG for +5 points.

The armoured rifle companies follow close behind the tanks. If the tanks get held up by opposition they can't bull through, the armoured riflemen dismount and clear the way. Often their mobility allows them to pick their fights and outflank the enemy.



UNITED STATES



COMBAT PLATOONS

2 OR 3 ARMORED RIFLE PLATOONS

LIEUTENANT

LIEUTENANT



HQ SECTION

SERGEANT



RIFLE SQUAD

SERGEANT



RIFLE SQUAD

SERGEANT



60MM MORTAR SQUAD

SERGEANT



LIGHT MACHINE-GUN SQUAD

ARMORED RIFLE PLATOON

PLATOON

HQ Section with

Light Machine-gun Squad,
60mm Mortar Squad, and

2 Rifle Squads **240 points**

1 Rifle Squad **190 points**

OPTION

- Replace M3 37mm gun with a Bazooka team at no cost.

An armoured rifle platoon is a self-contained force with its own infantry, machine-guns, artillery and anti-tank weapons. Its flexibility is the biggest challenge to new lieutenants, as every weapon needs to be coordinated for maximum effect. In attacks the trick is to dismount in cover close to the enemy, set up a base of fire with your machine-guns and mortar, then assault with your riflemen.

Once you have captured the objective, dig in and send your vulnerable half-tracks to the rear. Form a defensive screen with your riflemen with your machine-guns and mortars in the centre where they can cover the front lines. Take care to place your bazookas to cover the areas most vulnerable to tank attacks.



WEAPONS PLATOONS

0 TO 1 ARMORED MORTAR PLATOONS

Each armored infantry battalion also fields an Armored Mortar Platoon identical to that of a tank battalion. The organisation is shown on page 92.



0 TO 1 RECON PLATOON

Armored infantry Recon Platoons are organised the same as those of the tank battalions. The organisation is shown on page 92.

0 TO 1 ASSAULT GUN PLATOON

The Assault Gun Platoons are also the same as those of the tank battalions, except that they may only be equipped with M8 Scott HMC assault guns. The organisation is shown on page 92.

0 TO 1 ARMoured ANTI-TANK PLATOON

PLATOON

HQ Section with

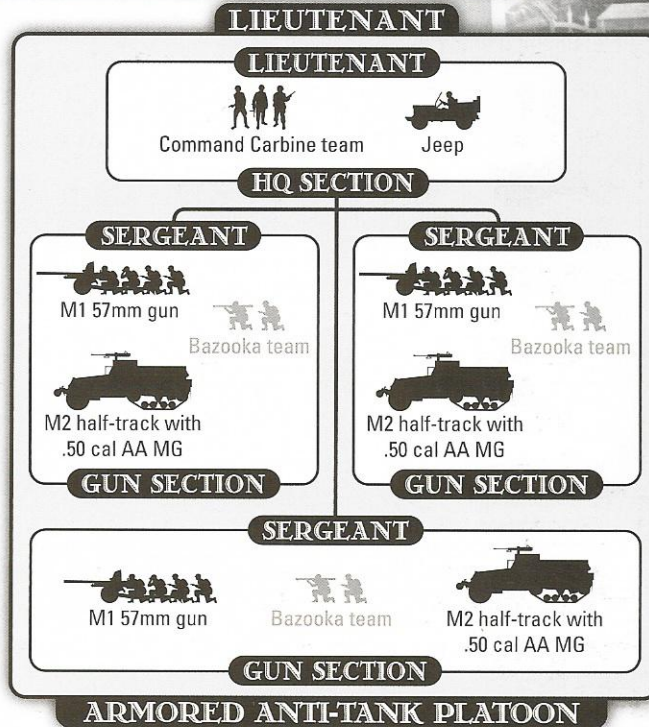
3 Gun Sections 90 points

2 Gun Sections 65 points

OPTION

- Add up to one Bazooka team per gun for +15 points per team.

The M1 57mm guns of the anti-tank platoon back up the rifle platoons' bazookas. A well-sighted anti-tank platoon will catch the enemy tanks in the flank as they prepare to attack the infantry. Don't put your guns out where the enemy can see them and knock them out before they get within range of the guns.



0 TO 1 ARMORED MACHINE-GUN PLATOON

PLATOON

HQ Section with

2 Machine-gun Sections 120 points

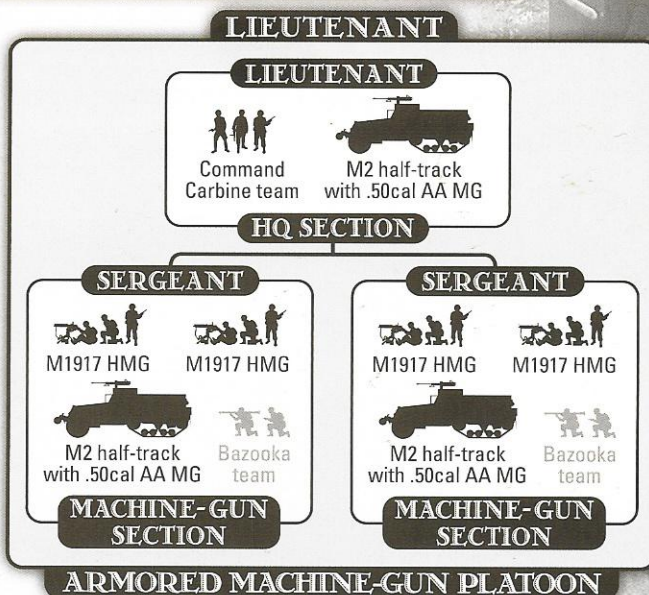
1 Machine-gun Section 70 points

OPTION

- Add Bazooka teams for +15 points per team.

Even though each armoured rifle platoon has two light machine-guns of its own, sometimes they need more firepower. The machine-gun platoon can provide this with its long-range heavy machine-guns. These are ideal as a base of fire for your infantry attacks or as a solid bastion in your defensive line.

Armored Machine-gun Platoons may make Combat Attachments to Combat Platoons.





RIFLE COMPANY



(INFANTRY COMPANY)

A force based around a Rifle Company must contain:

- 1 Company HQ, and
- 2 or 3 Rifle Platoons.

Weapons Platoons available to a Rifle Company are:

- 0 to 1 Weapons Platoon,
- 0 to 2 Machine-gun Platoons,
- 0 to 1 Mortar Platoon, and
- 0 to 2 Anti-tank Platoons,
- 0 to 1 Ammunition & Pioneer Platoon.

Support Platoons for a Rifle Company can be:

- 0 to 1 Intelligence and Recon Platoon (p. 100),
- 0 to 1 Cannon Platoon (p. 100),
- 0 to 1 Tank Platoon or Light Tank Platoon (p. 91),
- 0 to 1 Cavalry Recon Platoon (p. 102),
- 0 to 1 Ranger Platoon (p. 104),

- 0 to 1 Anti-aircraft Artillery or Anti-aircraft Artillery (Self-propelled) Platoon (p. 105),
- 0 to 1 Tank Destroyer or Towed Tank Destroyer Platoon (p. 106),
- 0 to 2 Field Artillery Batteries (p. 107),
- 0 to 1 Chemical Mortar Platoon (p. 107), and
- 0 to 1 Engineer Combat Platoon (p. 109).

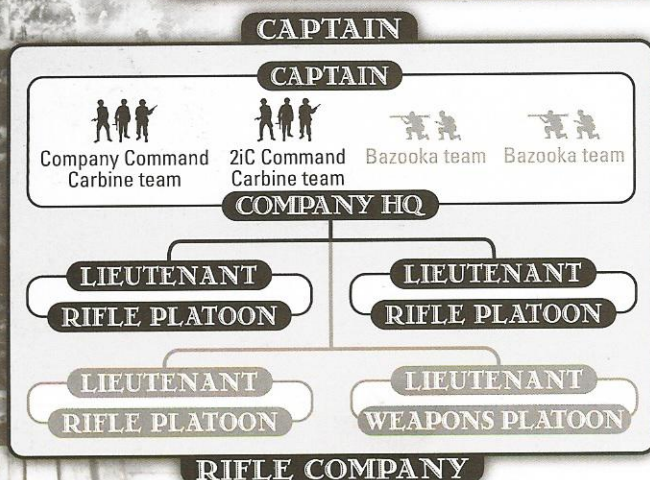
You may attach up to **two** Support Platoons to your company for each Rifle Platoon you field.

MOTIVATION AND SKILL

Although GI's are citizen soldiers new to battle, their training is thorough and they perform well. A Rifle Company is rated as **Confident Trained**.

HEADQUARTERS

1 COMPANY HQ



HEADQUARTERS

Company HQ

15 points

OPTION

- Add Bazooka teams for +15 points per team.
- Add up to three Sniper teams for +50 points per team.

The GI's of the rifle companies are at the bottom of the military pecking order, but in the end it is they who do the most fighting and win the most battles. Without the humble GI, the war would have been lost a long time ago.



COMBAT PLATOONS

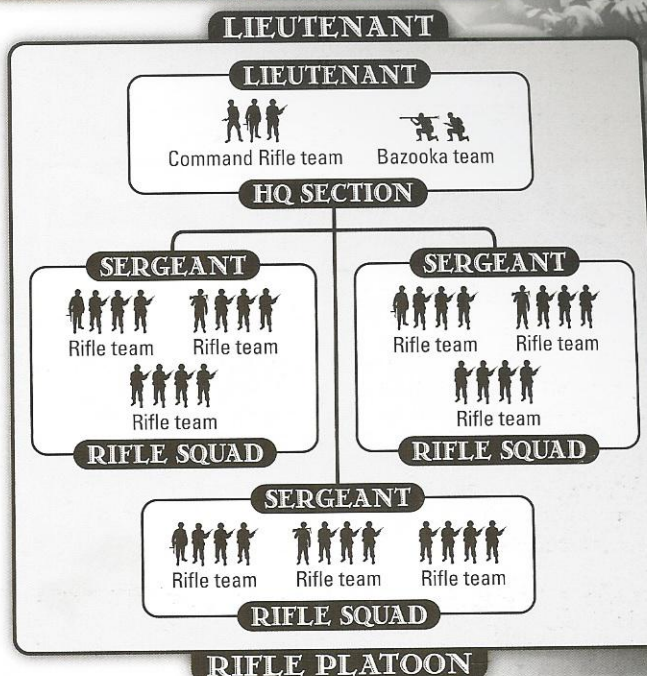
2 OR 3 RIFLE PLATOONS

PLATOON

HQ Section with:

3 Rifle Squads	155 points
2 Rifle Squads	110 points

The core of the rifle platoon is the GI armed with an M1 Garand Semi-automatic rifle, backed up by the Browning Automatic Rifle (BAR). Their automatic weapons allow them to put down an immense volume of fire, especially at short ranges, making them particularly adept at fire and manoeuvre.



WEAPONS PLATOONS

0 TO 1 WEAPONS PLATOON

PLATOON

HQ Section with Mortar Section and:

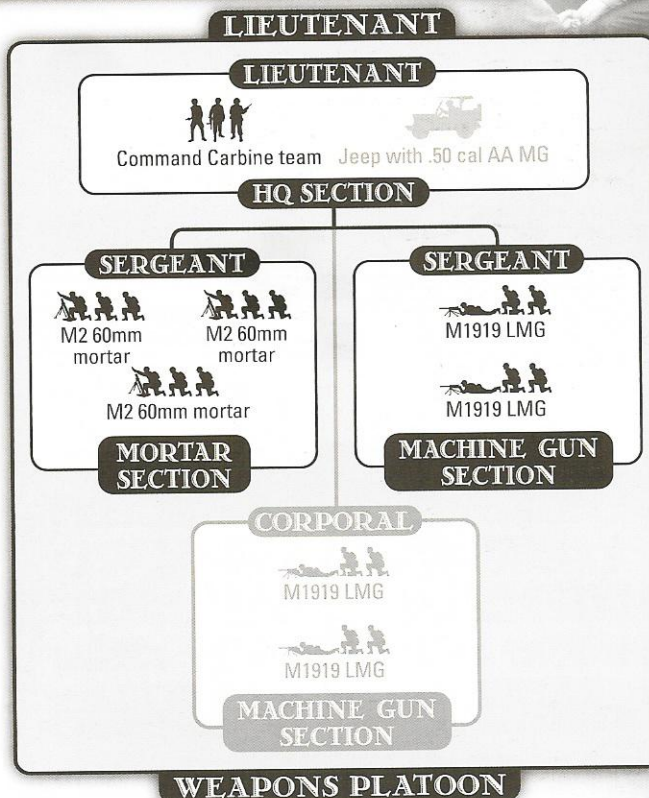
2 Machine-gun Sections	125 points
1 Machine-gun Section	95 points

OPTION

- Add Jeep with .50cal AA MG for +5 points.

The weapons platoon gives you a handy reserve of firepower. It can either form a base of fire when attacking or be handed out to the rifle platoons to strengthen their positions when defending. While weapons platoons were only authorised two machine-guns, many 'lost' them and requisitioned 'replacements' to increase their firepower.

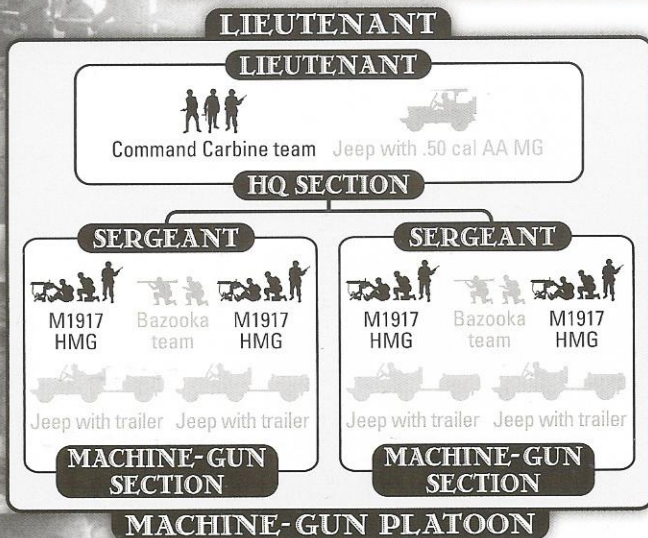
Weapons Platoons may make Combat Attachments to Combat Platoons.



UNITED STATES



0 TO 2 MACHINE-GUN PLATOONS



PLATOON

HQ Section with:

2 Machine-gun Sections	100 points
1 Machine-gun Section	55 points

OPTIONS

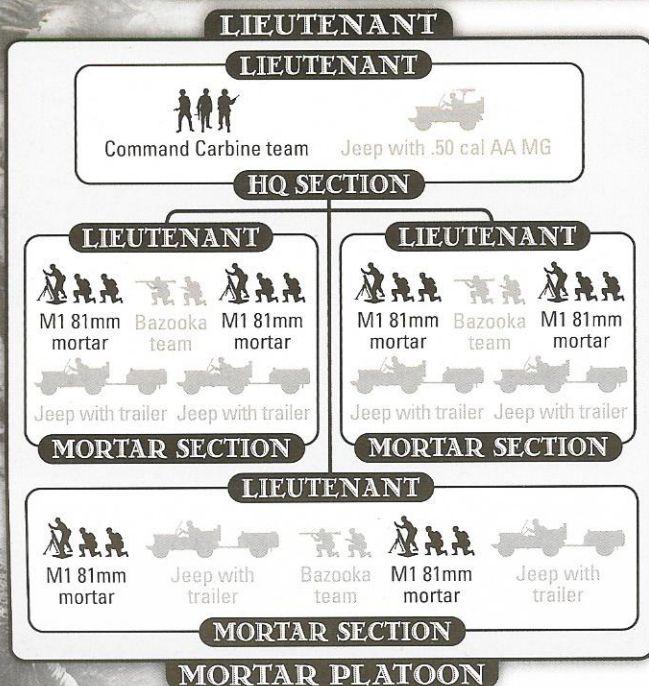
- Add Bazooka teams for +15 points per team.
- Add Jeep with .50 cal AA MG for +5 points.
- Add Jeeps with trailers at no cost.

Although a battalion only officially had two machine-gun platoons, many collected 'replacement' weapons to double their strength so they could cover the entire front line.

Machine-gun Platoons may make Combat Attachments to Combat Platoons.



0 TO 1 MORTAR PLATOON



PLATOON

HQ Section with

3 Mortar Sections	140 points
2 Mortar Sections	95 points
1 Mortar Section	50 points

OPTIONS

- Add Bazooka teams for +15 points per team.
- Add Jeep with .50 cal AA MG for +5 points.
- Add Jeeps with trailers at no cost.

The field artillery is powerful, but often it's too far back to respond quickly when the GI's need firepower 'right now'. The mortar platoon keeps right up with the riflemen to deliver artillery support the instant it is needed.



0 TO 2 ANTI-TANK PLATOONS

PLATOON

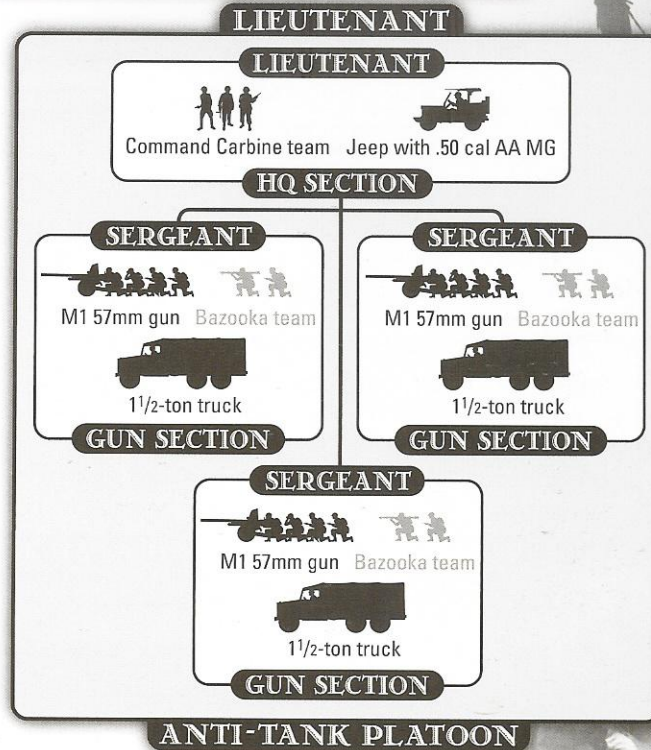
HQ Section with

3 Gun Sections	80 points
2 Gun Sections	60 points

OPTION

- Add up to one Bazooka team per gun for +15 points per team.

The riflemen are vulnerable to enemy tanks, so they bring up their anti-tank platoon as soon as they dig in. The anti-tank guns take up positions in defilade where the tanks can't see them until the last moment. Between their 57mm guns and the infantry bazookas, they can handle most tank attacks.



0 TO 1 AMMUNITION & PIONEER PLATOON

PLATOON

HQ Section with

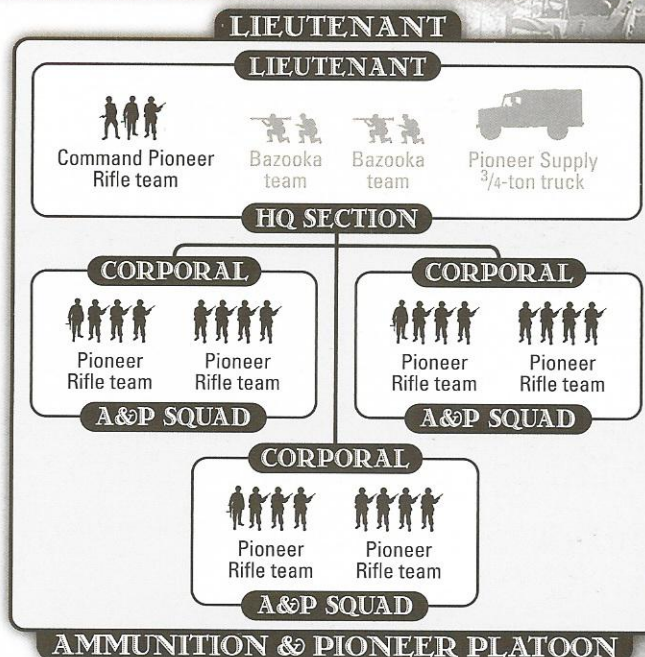
3 A&P Squads	135 points
2 A&P Squads	95 points

OPTIONS

- Add Bazooka teams for +15 points per team.
- Add Pioneer Supply truck for +25 points.

Every rifle battalion had an Ammunition and Pioneer (A & P) Platoon whose job was to keep the front line troops supplied with ammunition and help them prepare fortifications when they took up defensive positions.

In attacks they had the unpleasant task of clearing mines and booby traps so that the supporting arms could catch up with the riflemen.



UNITED STATES



SUPPORT PLATOONS

0 TO 1 INTELLIGENCE & RECON PLATOON



PLATOON

HQ Section with

3 I&R Squads 85 points

2 I&R Squads 65 points

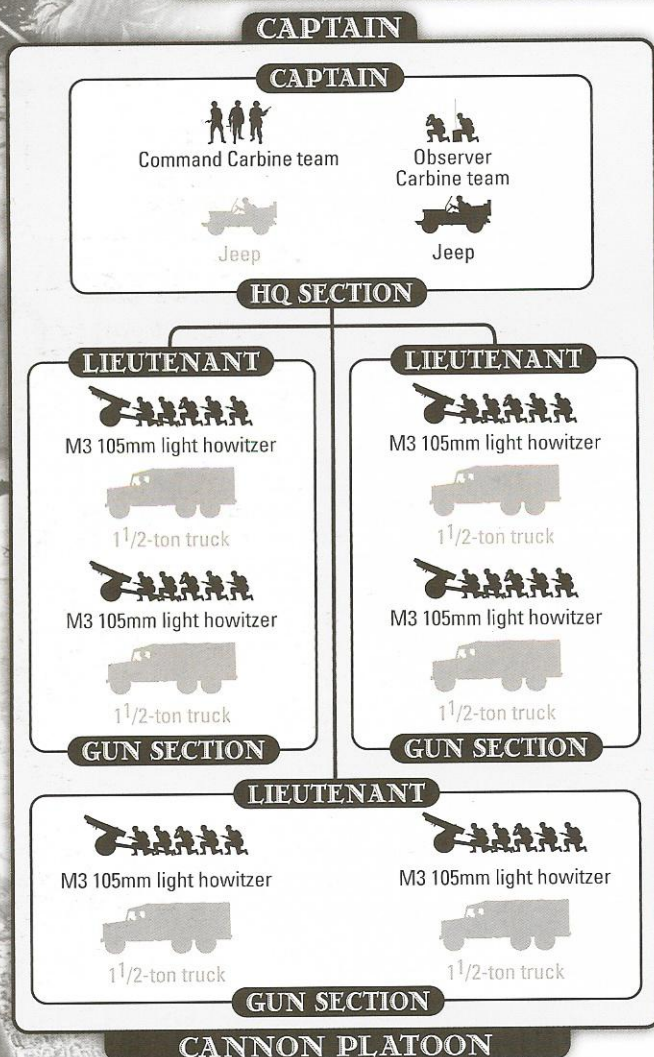
OPTION

- Arm any or all unarmed Jeep teams with an AA MG for +5 points per Jeep team.

The infantry regiment's Intelligence and Recon (I & R) Platoon's task was to find the enemy, take prisoners, and bring them back.

Intelligence & Recon Platoons are Reconnaissance Platoons.

0 TO 1 CANNON PLATOON



PLATOON

HQ Section with:

3 Gun Sections 160 points

2 Gun Sections 110 points

1 Gun Section 60 points

OPTION

- Add Jeep and 1 1/2-ton trucks at no cost.

The regimental cannon platoon fills the gap between the battalion mortars and the divisional artillery.

The M3 105mm howitzer is designed as a smaller and lighter weapon than the divisional M2A1 105mm howitzers to allow it to get closer to the action. Unfortunately, the light howitzer lacks a gun shield making it dangerous to use as an infantry gun in the direct fire role.

As a result, the cannon platoon is usually used as just another artillery battery equipped with shorter ranged guns than normal.





CAVALRY RECON TROOP



(RECONNAISSANCE MECHANISED COMPANY)

A force from a Cavalry Recon Troop must contain:

- 1 Company HQ, and
- 2 or 3 Cavalry Recon Platoons.

Weapons Platoons available to a Cavalry Recon Troop are:

- 0 to 1 Assault Gun Platoon, and
- 0 to 2 Light Tank Platoons.

Support Platoons for a Cavalry Recon Troop can be:

- 0 to 1 Tank or Light Tank Platoons (p. 93),
- 0 to 1 Armored Rifle Platoon (p. 96),
- 0 to 1 Anti-aircraft Artillery (Self-propelled) Platoon (p. 107),

- 0 to 1 Tank Destroyer Platoon (p. 108),
- 0 to 2 Armored Field Artillery Batteries (p. 109), and
- 0 to 1 Engineer Combat or Armored Engineer Platoon (p. 111).

You may only have **one** Support Platoon attached to your company for each Cavalry Recon Platoon in your force.

MOTIVATION AND SKILL

The cadre of experienced cavalry troopers around which Cavalry Recon Companies are formed are well-trained and proud of their history. A Cavalry Recon Troop is rated as **Confident Trained**.

HEADQUARTERS

1 COMPANY HQ

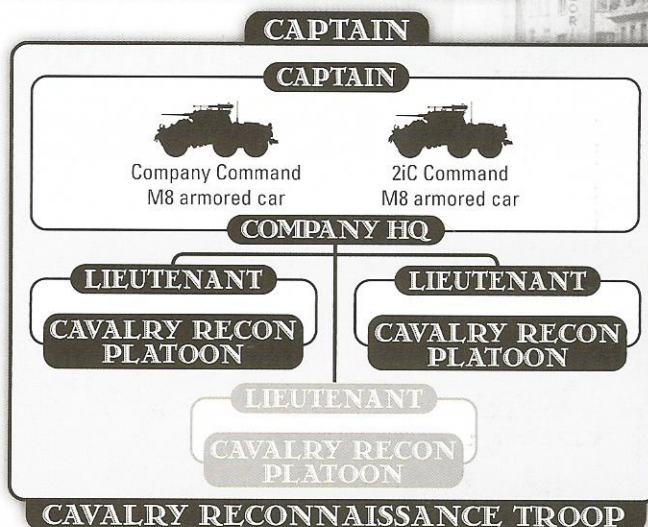
HEADQUARTERS

Company HQ

70 points

Cavalry recon troops lead the way in advances, finding the enemy and bypassing them while reporting their location to the combat troops following behind. They aren't heavily armed, so they generally cover the flanks or act as a reserve when the division is holding ground while preparing for the next advance.

The teams of the Company HQ of a Cavalry Recon Troop are Recce teams.



M2 .50 CAL HEAVY MACHINE-GUN (.50 CAL MG)

Initially designed as an anti-tank weapon after the First World War, the Browning '.50 cal' found its niche as an anti-aircraft machine-gun in the Second World War, and is still in use today.

The M2 .50 cal heavy machine-gun is one of the most powerful machine-guns in the world. 5'4" (165cm) long and weighing in at 84lb (38kg) without its 44lb (20kg) tripod, its rounds are nearly 5.5" (14cm) long and weigh over a quarter of a pound (116gm) each! A complete 110 round belt weighs over 28lb (13kg).



M1919A3 .30 CAL MACHINE-GUN (LMG OR AA MG)

The M1919 .30 cal light machine-gun is a lightened, air-cooled version of the First World War M1917 Browning heavy machine-gun.

The M1919 was much handier than the heavy M2 being only 3'5" (104cm) long and weighing only 41lb (18.5kg) complete with tripod. The rounds are also handier and lighter being only 3.15" (8cm) long. A 250 round belt weighs in at 14lb (6.4kg).



UNITED STATES



COMBAT PLATOONS

2 TO 3 CAVALRY RECON PLATOONS

LIEUTENANT

LIEUTENANT



CAVALRY RECON PATROL

SERGEANT

Jeep team with
AA MG

CAVALRY RECON PATROL

SERGEANT

Jeep team with
AA MG

CAVALRY RECON PATROL

CAVALRY RECON PLATOON

Cavalry recon platoons don't usually act as a single body. They normally split into three mutually supporting patrols so that they can cover as much ground as possible.

PLATOON

3 Cavalry Recon Patrols	175 points
2 Cavalry Recon Patrols	115 points
1 Cavalry Recon Patrol	60 points

OPTION

- Mount M2 60mm mortars in Jeep teams as Portees at no cost.

Cavalry Recon Patrols operate as separate platoons, each with their own Command team. Although its sections count as separate platoons for all other purposes, a Cavalry Recon Platoon deploys all at the same time as a single platoon. For example, the entire Cavalry Recon Platoon is treated as a single platoon when calculating the number of platoons held in Ambush or Reserve.

Cavalry Recon Patrols are Reconnaissance Platoons.



WEAPONS PLATOONS

0 TO 2 ASSAULT GUN PLATOONS

Assault Gun Platoons are organised like the one in the Tank Company on page 92, but must be equipped with M8 Scott HMC assault guns.

0 TO 2 LIGHT TANK PLATOONS

Light Tank Platoons are organised like those of the Tank Company on page 91.





RANGER COMPANY



(INFANTRY COMPANY)

We are Rangers, specially-trained light infantry raiders. We are America's answer to the famous British Commandos. Us Rangers are a very flexible force. We get the most dangerous missions. High Command sees us as elite infantry, so when there's no raiding to be done, we lead the way for the regular Joes.

—Sergeant Benjamin Walters, Texas

A force based around a Ranger Company must contain:

- 1 Company HQ, and
- 1 or 2 Ranger Platoons.

Weapons Platoons available to a Ranger Company are:

- 0 to 1 Ranger Mortar Platoon.

Support Platoons for a Ranger Company can be:

- 0 to 1 Tank or Light Tank Platoons (p. 91),
- 0 to 1 Rifle Platoon (p. 97),
- 0 to 1 Anti-aircraft Artillery (Self-propelled) Platoon (p. 105),
- 0 to 1 Tank Destroyer Platoon (p. 106),
- 0 to 1 Armored Field Artillery Battery (p. 107), or Field Artillery Battery (p. 108),

- 0 to 1 Chemical Mortar Platoon (p. 108), and
- 0 to 1 Engineer Combat Platoon (p. 109).

You may attach up to **one** Support Platoon to your company for each Ranger Platoon you field. You may not field more than one Support Platoon of each type, even if you field more than one Ranger Company.

MOTIVATION AND SKILL

Rangers are well motivated, tough volunteers, but heavy casualties, rapid expansion, and the shorter training time of the newer members has diluted the combat experience of the older survivors. A Ranger Company is **Fearless Trained**.

HEADQUARTERS

1 COMPANY HQ

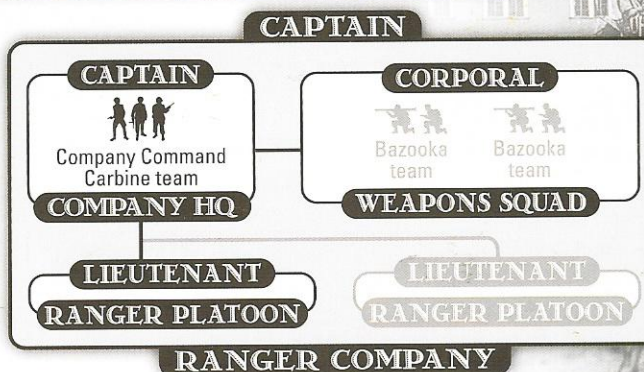
HEADQUARTERS

Company HQ 10 points

OPTION

- Upgrade Command Carbine team to a Command SMG team for +10 points.
- Add Bazooka teams for +15 points per team.
- Add up to three Sniper teams for +50 points per team.

Only one of your Ranger Companies may have a single Ranger Platoon. All others must have two Ranger Platoons.



While originally conceived as commando-style raiders, they have been used as combat troops on the flanks of major operations instead.

In *Flames Of War* you can field multiple companies in the same force. This is particularly useful with the rangers as a ranger company is quite small and they usually operate in groups of up to five ranger companies. You should be thinking in terms of fielding multiple ranger companies in your force. Two or three ranger companies of two platoons each with some mortars and a little divisional support make for a very tough force.

I SHALL NEVER FAIL MY COMRADES

Ranger units are close-knit organisations. In order to fit into landing craft for raiding operations, each company has only two small platoons. These companies are too weak for independent operations, but the rangers' comradeship allows them to work closely together.

A Ranger Company never has to take a Company Morale Check for being below half strength. They still take Platoon Morale Checks as normal though.

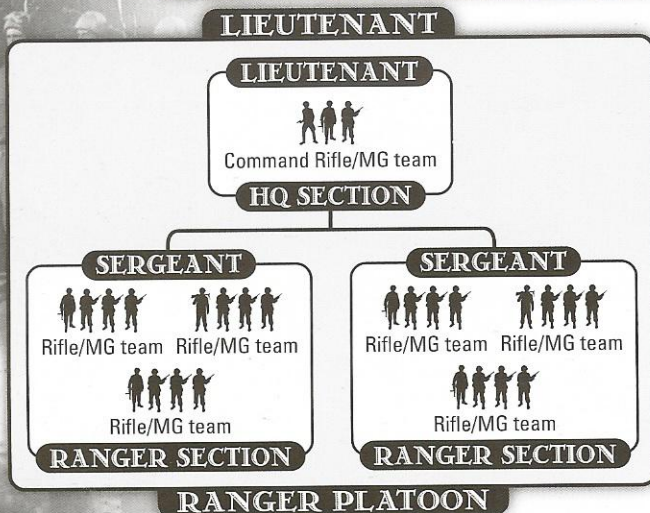
However, if the total number of destroyed Ranger Platoons (the Combat platoons) exceeds the number still on the table, the Ranger player must roll a die at the start of each turn. On a roll of 3+ the force fights on, heedless of its losses. On any other roll the remaining rangers withdraw to conserve their remaining strength and the game ends. If there are no remaining Ranger Company Command teams then this roll is automatically failed.

UNITED STATES



COMBAT PLATOONS

1 OR 2 RANGER PLATOONS



PLATOON

HQ Section with:

2 Ranger Sections **125 points**

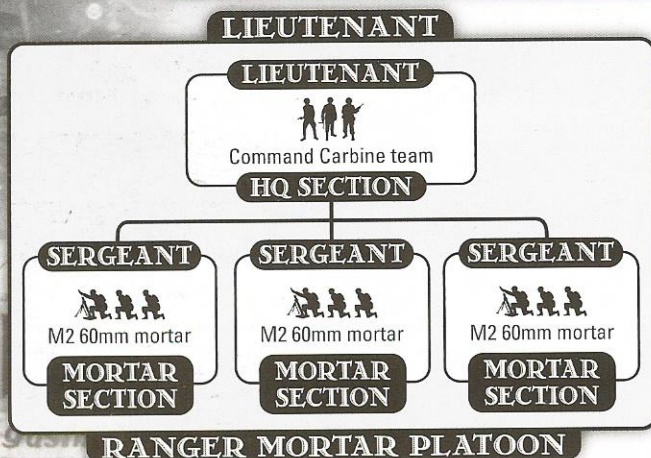
OPTIONS

- Upgrade the Command Rifle/MG team to a Command SMG team at no cost.

Darby was an artilleryman and wanted his Rangers to have plenty of firepower, so every squad has its own light machine-gun! This gives them a considerable punch for a light infantry force.

WEAPONS PLATOONS

0 TO 1 RANGER MORTAR PLATOON



PLATOON

HQ Section with:

3 Mortar Sections **80 points**

2 Mortar Sections **55 points**

OPTIONS

- Upgrade Command Carbine team to Command SMG team for +10 points.

Ranger Mortar Platoons used either light or medium mortars depending on the situation.

You may replace all Ranger M2 60mm mortars with M1 81mm mortars at the start of any game before deployment.



RANGER SPECIAL RULES

RANGERS LEAD THE WAY

While the infantry practised speed marching, the rangers took it a step further. They speed marched through the toughest terrain they could find!

Ranger Infantry teams may move At the Double (using the Truscott Trot) through Difficult Going.

No Obstacle Too Tough

Rangers are trained in climbing cliffs and other seemingly impassable obstacles allowing them to go anywhere.

Ranger Infantry and Man-packed Gun teams are Mountaineers.





DIVISIONAL SUPPORT PLATOONS



US Companies may have the following Support Platoons:

- Anti-aircraft Artillery (Self propelled) Platoons,
- Anti-aircraft Artillery Platoons,
- Tank Destroyer Platoons,
- Towed Tank Destroyer Platoons,
- Armored Field Artillery Batteries,
- Field Artillery Batteries,
- Chemical Mortar Platoons,

- Engineer Combat Platoons,
- Armoured Engineer Platoons, and
- Truck Sections.

MOTIVATION AND SKILL

The psychological profiling of new recruits makes sure that the specialists are as good as the front-line troops. Divisional Support Platoons are classed as **Confident Trained** unless otherwise noted.

AIR SUPPORT

Aircraft	Priority Air Support	Limited Air support
P38 Lightning	190 points	150 points
P47 Thunderbolt	190 points	150 points

0 TO 1 ANTI-AIRCRAFT ARTILLERY (SELF-PROPELLED) PLATOON

PLATOON

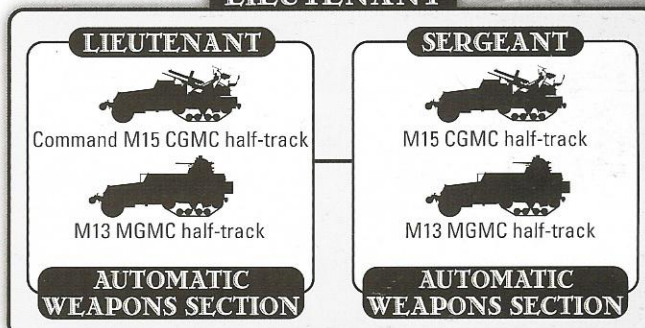
- 2 Auto Weapons Sections 150 points
- 1 Auto Weapons Section 75 points

OPTION

- Replace all M13 MGMC with M16 MGMC for +5 points per vehicle.

The AAA (SP) accompany mobile operations keeping the few *Luftwaffe* aircraft still flying from harassing the advancing columns. In the absence of aircraft, they are deadly against enemy infantry as well.

LIEUTENANT



ANTI-AIRCRAFT ARTILLERY (SELF PROPELLED) PLATOON

0 TO 1 ANTI-AIRCRAFT ARTILLERY PLATOON

PLATOON

HQ Section with

- 2 Auto Weapons Sections 95 points
- 1 Auto Weapons Section 50 points

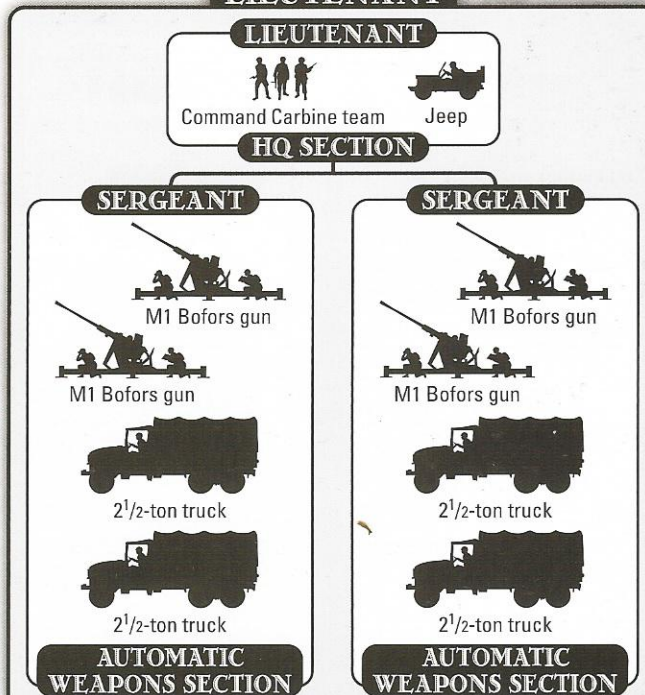
OPTION

- Replace one M1 Bofors gun per section with an M2 .50 cal AA gun for -10 points per Automatic Weapons Section or an M49 quad .50 cal AA gun at no cost.

M2 .50 cal AA guns are carried Portee on their trucks counting as a Tank team.

The mobile AAA platoons are more suited to defending the rear areas, keeping *Luftwaffe* raiders off the artillery and headquarters. Carefully deployed in dug-in positions, they can stop anything but the most determined raid.

LIEUTENANT

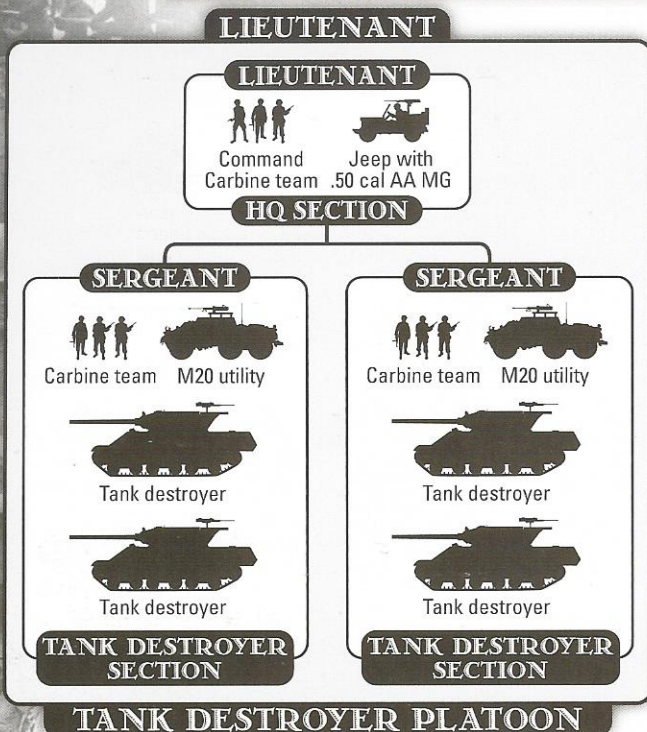


ANTI AIRCRAFT ARTILLERY PLATOON

UNITED STATES



0 TO 1 TANK DESTROYER PLATOON



PLATOON

With M10 3in GMC:

2 Tank Destroyer Sections 335 points

1 Tank Destroyer Section 175 points

With M18 Hellcat GMC:

2 Tank Destroyer Sections 335 points

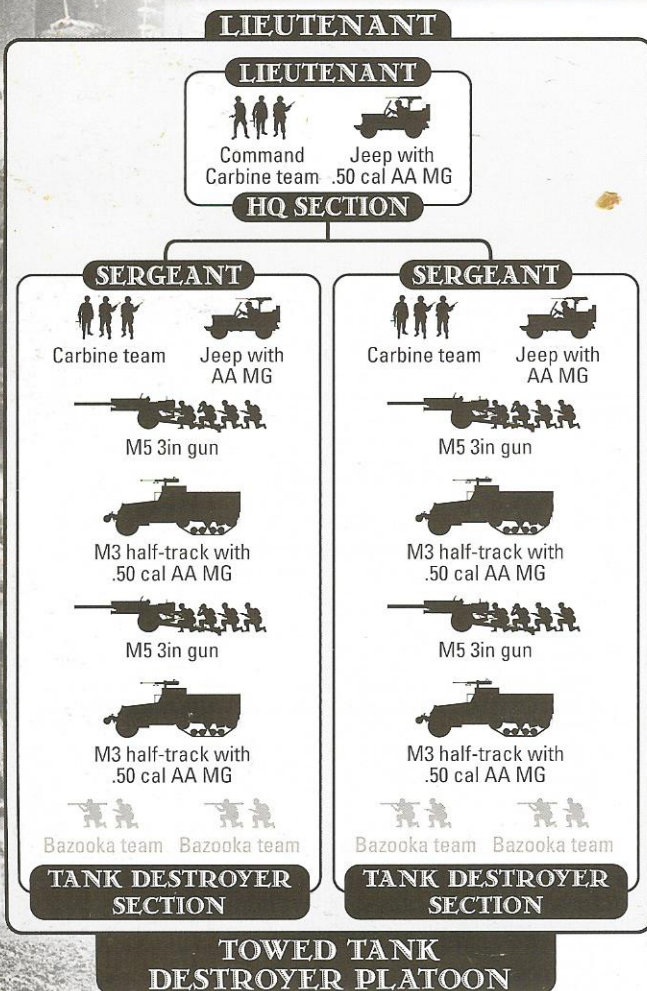
1 Tank Destroyer Section 175 points

The tank destroyer platoons have the new M20 armoured utility for their scout teams. These allow the scouts to seek out enemy tanks in greater safety. Once they find the tanks, the tank destroyers move up along carefully reconnoitred paths to ambush the enemy.

The M18 Hellcat GMC is the latest addition to the tank destroyer arsenal. It is incredibly fast allowing it to scoot onto the flank of heavy Panther and Tiger tanks to get killing shots.

Tank Destroyer Platoons use the US Tank Destroyer special rules.

0 TO 1 TOWED TANK DESTROYER PLATOON



PLATOON

2 Tank Destroyer Sections 210 points

1 Tank Destroyer Section 115 points

OPTION

- Add up to one Bazooka team per gun for +15 points per team.

Tank Destroyer Command has determined that the self-propelled tank destroyers are difficult to conceal in many cases and that their mobility is often wasted. As a result half of the tank destroyer battalions have been converted to towed guns.

The M5 3in gun is the same weapon as in the self-propelled mountings, but is much lower and easier to conceal making it more suitable for infantry operations.

The towed tank destroyer platoons use similar tactics to the self-propelled units. They send their scouts out to watch the tanks and keep the guns informed of the enemy progress so they can take up the best position to stop them.

Towed Tank Destroyer Platoons use the US Tank Destroyer special rules.

0 TO 2 ARMORED FIELD ARTILLERY BATTERIES

PLATOON

HQ Section with:

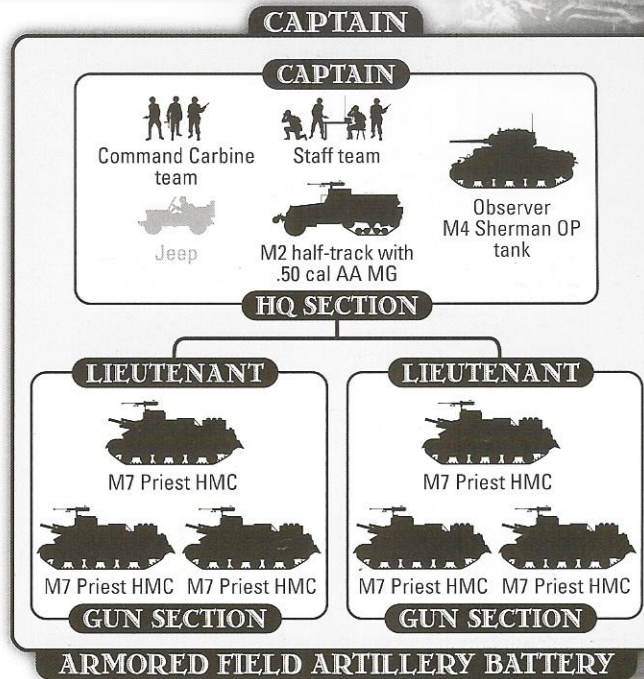
2 Gun Sections	325 points
1 Gun Section	185 points

OPTIONS

- Add Jeep for Command team at no cost.
- Replace Jeep with an unarmed M2 half-track for +5 points.
- Arm unarmed Jeep or M2 half-track with an AA MG for +5 points.

The US Army is the only force in the world that can field entirely mechanised armoured divisions. Even the artillery is fully equipped with M7 Priest HMC self-propelled guns. The armoured artillery have the mobility to keep up with the tanks and, with their armour, don't have to dig in so they get into battle faster.

Observer Sherman OP tanks cannot launch assaults.



ITALY VETERANS

While the bulk of the US Army trained in Britain and prepared for D-Day, the Fifth Army fought in Italy. The 1st Armored Division and the 3rd, 34th, 36th, and 45th Infantry Divisions fought at Monte Cassino and Anzio cutting their way through the Hitler Line before breaking through to capture Rome and push on to the Gothic Line.

In month after month of heavy fighting through the Italian winter following the campaigns in Tunisia, Sicily and Naples, these divisions honed their skills becoming hardened veterans in the process.

You may field a Tank Company, Armored Rifle Company, Cavalry Recon Troop, or Rifle Company as Italian Veterans by making the following changes.

*Your company and its supporting troops are rated as **Veteran** rather than **Trained**. However, the number of points you have available to spend on your force decreases as follows:*

Normal Force	Italian Force
1000 points	775 points
1500 points	1165 points
2000 points	1550 points

A force of Italian Veterans may not field M4 (105mm) Sherman assault guns or M4A1 (76mm) Sherman tanks.

The following supporting troops decrease in cost as their ratings do not change.

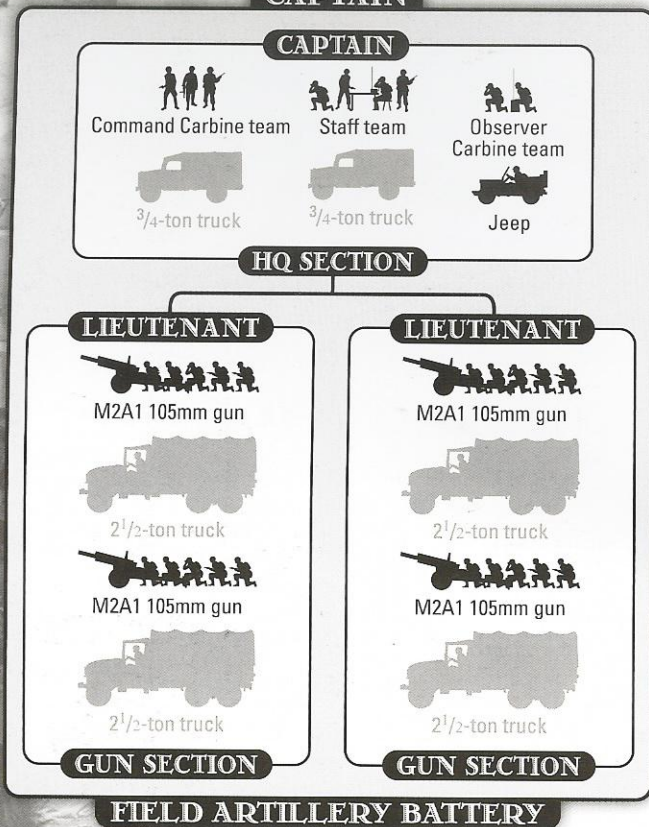
- Snipers cost +40 points per team.

Aircraft	Priority Air Support	Limited Air support
P38 Lightning	145 points	115 points
P47 Thunderbolt	145 points	115 points



0 TO 2 FIELD ARTILLERY BATTERIES

CAPTAIN



PLATOON

HQ Section with:

2 Gun Sections	145 points
1 Gun Section	80 points

OPTION

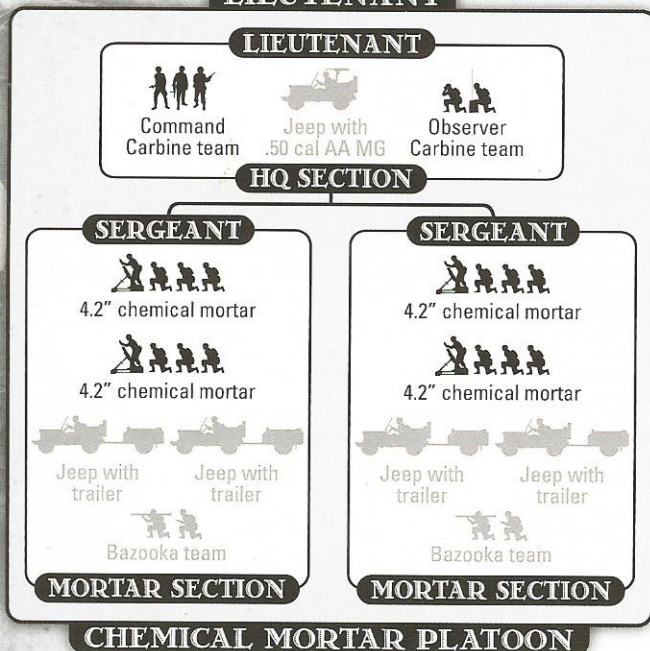
- Add 3/4-ton and 2 1/2-ton trucks at no cost.

The field artillery supporting the infantry use the same 105mm gun as the armoured artillery giving them the same firepower without the complexity of an armoured mounting.

Their massed firepower makes the US Army one of the most powerful in the world. Their shells smash counterattacks before they even get started and destroy enemy defensive positions ahead of infantry attacks.

0 TO 1 CHEMICAL MORTAR PLATOON

LIUENTENANT



PLATOON

HQ Section with:

2 Mortar Sections	135 points
1 Mortar Section	75 points

OPTIONS

- Add Bazooka teams for +15 points per team.
- Add Jeep with .50 cal AA MG for +5 points.
- Add Jeeps with trailers at no cost.

The chemical mortars were designed for firing gas shells, but are just as good with the high explosive shells they actually use.

Their lightweight mobility and quick response times make them a favourite with the infantry.



0 TO 1 ENGINEER COMBAT PLATOON

PLATOON

HQ Section with
Weapons Squad and

2 Operating Squads	155 points
1 Operating Squad	115 points
No Operating Squads	75 points

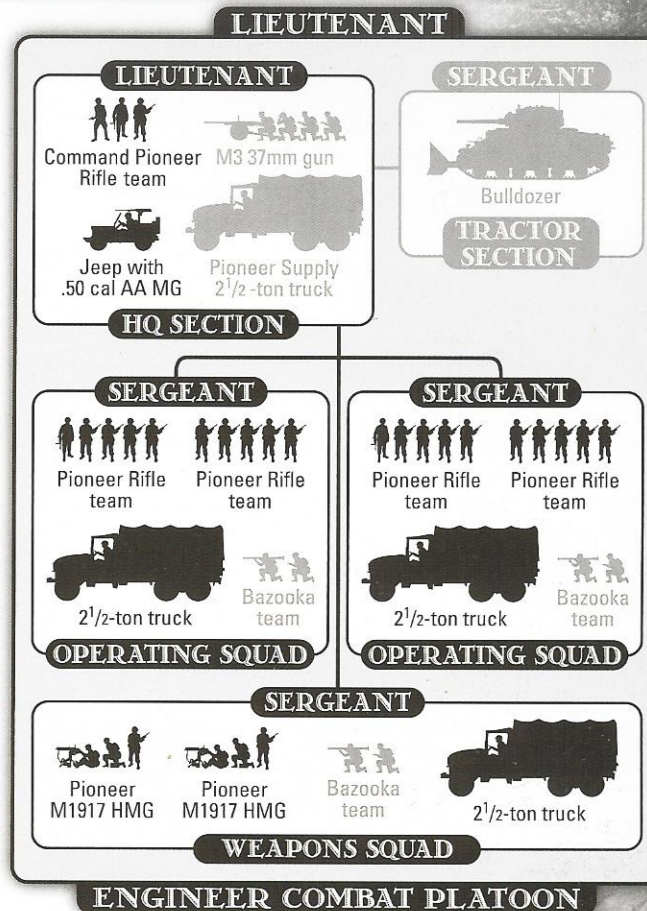
OPTIONS

- Add M3 37mm gun for +15 points.
- Replace the M3 37mm gun with a Bazooka team at no cost.
- Add Bazooka teams for +15 points per team.
- Add Pioneer Supply 2½-ton truck for +25 points.
- Add a Bulldozer for +5 points, a turretless M4 Sherman dozer for +10 points, or an M4 Sherman tank fitted with a dozer blade for +75 points.

You may replace all Pioneer HMG teams with Pioneer Rifle teams at the start of the game before deployment.

Engineer Combat Platoons clear and lay mines, barbed wire and other obstacles. To do this with a minimum of interference, they have machine-guns and anti-tank guns to keep the enemy's heads down.

Although the engineers' trucks looked like normal cargo carriers, they were actually dump trucks fitted with a tipping load bed.



0 TO 1 ARMORED ENGINEER PLATOON

Armored divisions had an armored engineer battalion instead of the infantry's engineer combat battalion. Despite the new name, the only difference was that one platoon in each company was mounted in armoured half-tracks instead of dump trucks.

You may field an Armored Engineer Platoon to support your Tank or Armored Rifle Company or Cavalry Recon Troop by replacing the 2½-ton trucks with M3 half-tracks for +10 points per half-track. All half-tracks have an AA MG.

0 TO 3 TRUCK SECTIONS

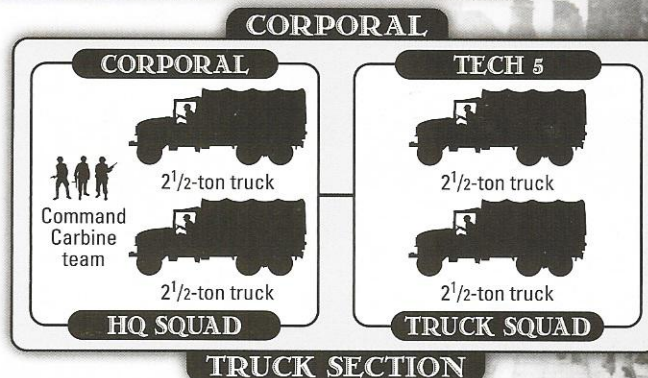
PLATOON

HQ Squad with:

1 Truck Squad	15 points
No Truck Squad	10 points

The Quartermasters Company provided trucks to carry the infantry on road marches.

A Truck Section is a Transport Platoon.



UNITED STATES





US ARSENAL



TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
TANKS					
M5A1 Stuart M6 37mm gun	Fully-tracked 24"/60cm	4 2	2 7	1 4+	Co-ax MG, Hull MG, AA MG, Light tank. Stabiliser.
M4, M4A1, or M4A3 Sherman M3 75mm gun	Fully-tracked 32"/80cm	7 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG. Smoke, Stabiliser.
M4A1 (76mm) Sherman M1 76mm gun	Fully-tracked 32"/80cm	7 2	4 12	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo. Stabiliser.

SUPPORT WEAPONS

M4 81mm MMC M1 81mm mortar	Half-tracked 40"/100cm	1 -	0 2	0 6	Hull mounted, Portee, Smoke bombardment.
M8 Scott HMC M1A1 75mm howitzer Firing bombardments	Fully-tracked 16"/40cm 64"/160cm	3 2 -	2 6 3	0 3+ 6	.50 cal AA MG, Light tank. Smoke. Smoke bombardment.
M4 (105mm) Sherman M4 105mm howitzer Firing bombardments	Fully-tracked 24"/60cm 48"/120cm	7 1 -	4 9 4	1 2+ 4+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo. Slow traverse, Smoke.

TANK DESTROYERS

M10 3in GMC M7 3in gun	Fully-tracked 32"/80cm	4 2	2 12	0 3+	.50 cal AA MG. Slow traverse.
M18 Hellcat GMC M1 76mm gun	Fully-tracked 32"/80cm	2 2	0 12	0 3+	.50 cal AA MG, Light tank.

ARTILLERY

M7 Priest HMC M2A1 105mm howitzer Firing bombardments	Fully-tracked 24"/60cm 72"/180cm	1 1 -	0 9 4	0 2+ 4+	.50 cal AA MG. Hull mounted, Smoke. Smoke bombardment.
M4, M4A1, M4A3 Sherman OP M3 75mm gun	Fully-tracked 32"/80cm	6 1	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG. Smoke.

ANTI-AIRCRAFT

M13 MGMC (twin .50 cal) M33 twin .50 cal MG	Half-tracked 16"/40cm	1 5	0 4	0 5+	Awkward layout. Anti-aircraft.
M16 MGMC (quad .50 cal) M45 quad .50 cal MG	Half-tracked 16"/40cm	1 6	0 4	0 5+	Awkward layout. Anti-aircraft.
M15 CGMC (37mm) M15 37mm combination mount	Wheeled 24"/60cm	1 4	0 5	0 4+	Awkward layout. Anti-aircraft.

ARMoured CARS

M8 armored car M6 37mm gun	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG, .50 cal AA MG.
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VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
P38 Lightning	Cannon	3+	7	5+	
	Bombs	4+	5	1+	
P47 Thunderbolt	MG	2+	6	5+	
	Bombs	4+	5	1+	



GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2 .50 cal MG	Man-packed	16"/40cm	3	4	5+	
M1919 LMG team	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down.
M1917 HMG team	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Can fire over friendly troops.
Firing bombardments		32"/80cm	-	1	6	
M1 81mm mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
4.2in Chemical mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
M2 .50 cal AA gun	Heavy	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
M49 quad .50 cal AA gun	Heavy	16"/40cm	6	4	5+	Anti-aircraft, Turntable.
M1 Bofors gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
M3 37mm gun	Light	24"/60cm	3	7	4+	Gun shield.
M1 57mm gun	Medium	24"/60cm	3	10	4+	Gun shield, No HE.
M5 3in gun	Immobile	32"/80cm	2	12	3+	Gun shield.
M3 105mm light howitzer	Heavy	16"/40cm	1	7	2+	Smoke.
Firing bombardments		56"/140cm	-	4	4+	Smoke bombardment.
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.

ADDITIONAL SPECIAL RULES

M1919 LMG teams and M2 60mm mortar teams may use the US special rule Truscott Trot as if they were Infantry teams.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
TRUCKS					
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
Dodge 3/4-ton or GMC 2 1/2-ton truck	Wheeled	-	-	-	

ARMoured PERSONNEL CARRIERS

M2 or M3 half-track	Half-tracked	1	0	0	Optional Passenger-fired AA MG or .50 cal AA MG.
M20 utility	Jeep	1	0	0	Passenger-fired .50 cal AA MG.

RECOVERY AND ENGINEER VEHICLES

M31 TRV recovery vehicle	Fully-tracked	5	3	0	Recovery vehicle.
M32 TRV recovery vehicle	Fully-tracked	6	4	0	.50 cal AA MG, Recovery vehicle.
Bulldozer	Fully-tracked	-	-	-	Bulldozer, Very Slow.
Turretless M4 Sherman dozer	Fully-tracked	6	4	0	Bulldozer.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Carbine team	8"/20cm	1	1	6	Automatic rifles.
Rifle team	16"/40cm	1	2	6	Automatic rifles.
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Staff team			cannot shoot		Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.





SOVIET FORCES, 1944



Comrades, comrades, I shall not keep you long from your labours. I am well aware of how precious your time is at this critical point of our Great Patriotic War. Comrade Stalin himself has requested I give you a briefing on our plans for the coming months. Of course, I do not need to remind you all that anything you see and hear today must be kept in the utmost secrecy. We all know what happens to traitors—remember the unpleasant business involving that loose-lipped fool Georgi and the Hungarian ‘actress’? Bah, that was a bad business. Be on your guard, comrades!

Even as our brave comrades in arms spill their blood in defence of the Motherland, and others toil in the factories and foundries every hour of every day, our loyal socialist scientists have not been idle. Plans have been put in place, powerful new means of warfare are even now rolling off our production lines and will soon be unleashed upon the vile invaders. *Leytenant* Pavlovich, if you will start the projector, I shall begin.

First you see our production lines for the well-known PPSH-41 submachine-gun. The important thing is volume. Getting enough weapons for the fighting soldiers was always the biggest problem in the first two years of the war. Now we have the numbers. Now we have enough

submachine-guns so that many and in some cases most of our *shтурмовики* are now equipped with this simple but effective weapon.

Here you see our new T-34 in trials outside Tankograd. As you can see it has all of the speed of our superior 76mm model but with even more frontal armour to repel the enemy’s shells. Wait until you see this next test!

Our brilliant Soviet engineers have incorporated a new 85mm gun that—ahh yes, watch this comrades... Hah! You see the way the way the new gun smashed through the armour of that captured Panzer! It is a sight that many a *shvab* soldier will witness in the coming months. Even as we speak, tireless comrades are constructing thousands of these wondrous machines. But there is something more for the Fascists to fear...

Yes comrades, behold our mighty new heavy tank the Iosef Stalin. This behemoth has more armour, and more firepower than any of the Fascist Panzers, and it will crush them as though they were children’s toys, pah! Watch this firing test. That’s one of their much-vaunted Panthers... Ha! You see the way our 122mm gun with its powerful armour-piercing ammunition smashed straight through the front armour? The cowardly fascists will flee crying back to their





womenfolk at the very sight. They stand no chance against it. And is it any coincidence that it is named after our beloved leader?

Next I show you our fearsome new self-propelled guns, codenamed ISU-122 and ISU-152. If you check the schematics that Pavlovich handed out earlier, you will see several photographs from the Uralmesh works detailing the background and planning of these beasts. Our brilliant engineers have taken the chassis of the mighty Josef Stalin tank and added powerful hull-mounted guns. The ISU-122 is a fearsome tank-destroyer. Its anti-tank round is so powerful that even if it doesn't pierce the armour the very shock of the impact will disable the vehicle. The ISU-152 is a mighty assault gun. Its high explosive shells contain almost 6kg of TNT and can even destroy the Hitlerites as they cower within their thick-walled bunkers. Watch the following demonstration, comrades, and you will see... Ha-ha-ha...nothing but rubble and dust left! Ha-ha-ha...

Leytenant, if you will change the reel, we shall continue.

Eh, what's the problem, Pavlovich? Bah! The projector is German-made, comrades, prone to breaking down. Ha!

My apologies for the delay. Now, of course we do not stand alone against the Hitlerites, the British and American workers are also toiling hard to help the Soviet cause. While our industry has devoted its energies to the means to break the Germans in battle, our allies have provided light tanks,

SU's, and armoured and unarmoured trucks for our *razvedki* to lead the pursuit of the beaten foe.

The latest Lend-lease vehicles are the new Mark III Valentine and SU-57 self-propelled anti-tank gun seen here being offloaded from the ships at Murmansk. Both have 57mm guns, an excellent weapon for a light tank. Look at that, comrades, rows upon rows of them!

Pavlovich—the lights. So there we are comrades, the mighty new weapons with which we shall crush the invaders. In the West, our allies are preparing to launch their far-too-long delayed invasion of Northwest Europe now that we have fatally weakened the Fascist Beast. For obvious security reasons, all we know is that it will take place somewhere along the French coast.

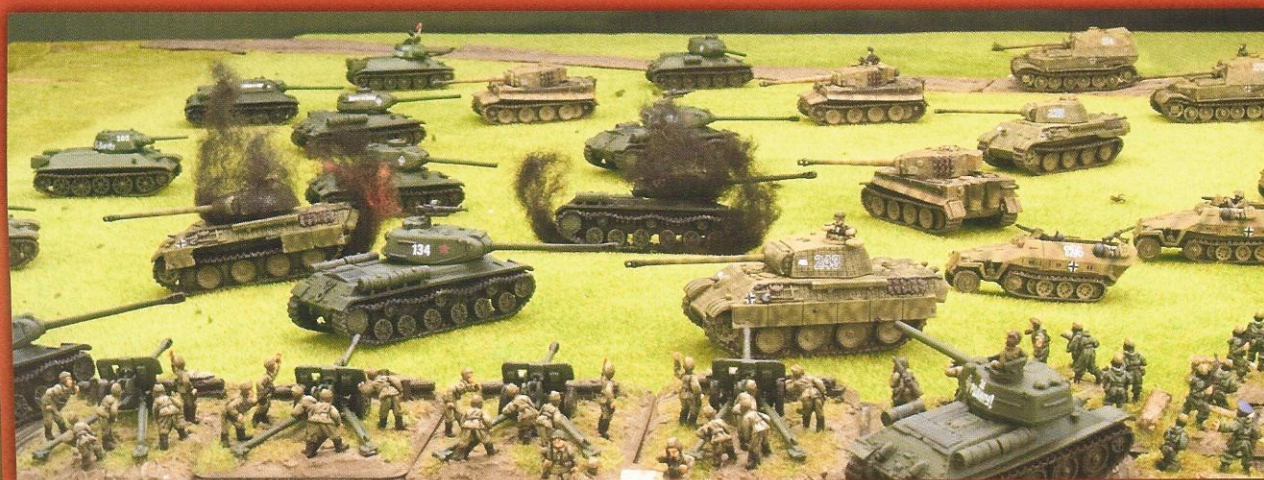
This will be our moment! The fascists will be thrown into a panic—they will be forced to withdraw numerous divisions to face this new threat from the west, and then we shall strike! We shall smash through their weakened front, encircle them, destroy them, and drive them from the soil of the Rodina! With our new weapons in the vanguard soon we will be in Berlin comrades, and the Nazi dogs will be brought to heel.



WORKERS AND PEASANTS RED ARMY



The tanks of the glorious Soviet Union smash a German counterattack.



Anti-tank guns work with the tanks to finish off the invaders.





Close-range fighting favours the Red Army's nimble tanks over the massive German Tigers.



New IS-2 heavy tanks roll over the trenches of the Hitlerite dogs.





TANKOVY BATALON



(TANK COMPANY)

A force based around a Tankovy Batalon must contain:

- 1 Company HQ, and
- 2 or 3 Light or Medium Tankovy Companies.

Weapons Companies available to a Tankovy Batalon are:

- 0 to 1 Heavy Anti-tank Company,
- 0 to 1 Tank Rider Company, and
- 0 to 1 Motorised Mortar Company.

Support Companies for a Tankovy Batalon can be:

- 0 to 1 Heavy Mortar Company (p. 120),
- 0 to 1 Motostrelkovy Company (p. 122),
- 0 to 1 Light Armoured Car Platoons (p. 126),
- 0 to 1 Armoured Transporter Platoons (p. 126),
- 0 to 1 Kazachya Sotnya (p. 128),
- 0 to 1 Anti-aircraft Company (p. 139),

- 0 to 1 Guards Heavy Tank Company (p. 141),
- 0 to 1 Guards Heavy Assault Gun Company (p. 141),
- 0 to 2 Assault Gun Companies (p. 141),
- 0 to 1 Guards Rocket Mortar Battery (p. 141),
- 0 to 1 Sapper Company (p. 142), and
- 0 to 2 Tank Destruction Companies (p. 142).

You may have up to **one** Support Company attached to your battalion for each Tankovy Company you field.

MOTIVATION AND SKILL

After a successful year Soviet tank crews are much more skilled, although more cautious than before. A Tankovy Batalon is rated as **Confident Trained**.

HEADQUARTERS

1 BATTALION HQ

КОМАНДИР

КОМАНДИР

Company Command tank

БАТТАЛИОН HQ

КАПИТАН

МЕДИУМ ТАНКОВУ СЪМРАНИ

КАПИТАН

ТАНКОВУ СЪМРАНИ

КАПИТАН

ТАНКОВУ СЪМРАНИ

КАПИТАН

ТАНК РАЙДЕРА СЪМРАНИ

ЛЕУТЕНАНТ

DShK AA MG on truck

DShK AA MG on truck

DShK AA MG on truck

АНТИ-АВИАЦИОН ПЛАТОН

КАПИТАН

НЕЯТА СЪМРАНИ

КАПИТАН

НЕВУ АНТИ-ТАНК СЪМРАНИ

ТАНКОВУ БАТАЛОН

Oh valiant front-line *tankovy* commanders! Great is the glory you have won for the Red Army. You have won great victories over the invading Fascists, using their own tactics of breakthrough and encirclement against them.

Now you must continue to press the enemy hard, you must give them no rest, for there is still much fighting before Mother Russia is free!

HEADQUARTERS

LIGHT TANKS

T-70 obr 1943 35 points

Mark III (Valentine II) 35 points

- Replace Mark III (Valentine II) tank with Mark VIII (Valentine VIII) tank for +5 points.

M3I (M3A1 Stuart) 35 points

- Arm M3I tank with AA MG for +5 points.

MEDIUM TANKS

T-34 obr 1942 60 points

T-34/85 obr 1943 70 points

- Upgrade T-34 obr 1942 or T-34/85 obr 1943 tank to have a cupola for +5 points.

Mark II (Matilda II) 45 points

Mark II 76mm (Matilda II CS) 45 points

M3s (M3 Lee) 60 points

M4 (M4A2 Sherman) 60 points

- Arm M4 tank with .50 cal AA MG for +5 points.

OPTIONS

- Mount a Tankodesantniki SMG team on a medium tank for +15 points.
- Add Anti-aircraft Platoon equipped with DShK AA MG on trucks for +55 points, or with ZSU M17 MGMC self-propelled guns for +120 points.

A Tankovy Batalon must contain at least one Tankovy Company equipped with the same type of tank as the Battalion HQ.



COMBAT PLATOONS

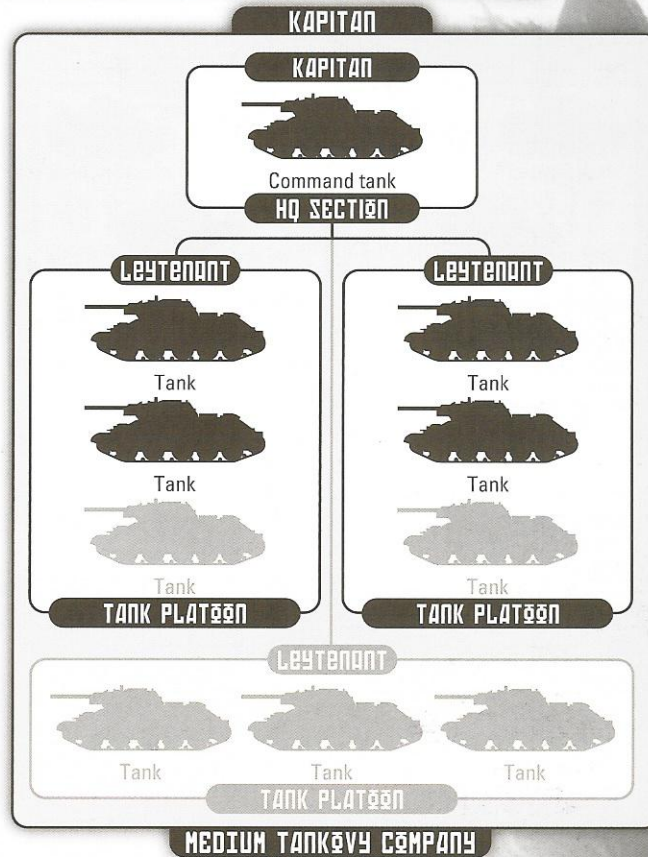
A Tankovy Batalon must have two or three Tankovy Companies. At least one of the companies must be a Medium Tankovy Company and at least one of the companies must be equipped with the same type of tank as the Battalion HQ Platoon.

1 OR 2 MEDIUM TANKOVY COMPANIES

While the T-34 medium tank remains the mainstay of the tank forces and older lend-lease tanks still play an important role, two new tanks are starting to make their mark.

The new T-34/85 that entered production at the end of 1943 is joining existing battalions. They are a major improvement on the earlier T-34/76 having a new turret with thicker armour mounting a long 85mm gun. This new tank is more than a match for the fascist Mark IV tanks, and approaches the massive Panther tank in its killing power.

Along with this, the lend-lease M4 tank, is proving to be well-armed and reliable and an excellent supplement to the T-34.



COMPANY

	10	9	8	7	6	5	
T-34 obr 1942	480	450	420	380	340	295	points
<ul style="list-style-type: none"> Replace up to five T-34 obr 1942 tanks with T-34/85 obr 1943 tanks for +10 points per tank. Upgrade all T-34 obr 1942 and T-34/85 obr 1943 tanks to have Cupolas for +10 points per platoon. 							
Mark II (Matilda II)	350	325	300	275	250	215	points
<ul style="list-style-type: none"> Replace any or all Mark II (Matilda II) tanks with Mark II 76mm (Matilda II CS) tanks at no cost. 							
M3s (M3 Lee)	480	450	420	380	340	295	points
M4 (M4A2 Sherman)	480	450	420	380	340	295	points
<ul style="list-style-type: none"> Arm any or all M4 tanks with .50 cal AA MG for +5 points per tank. 							

OPTION

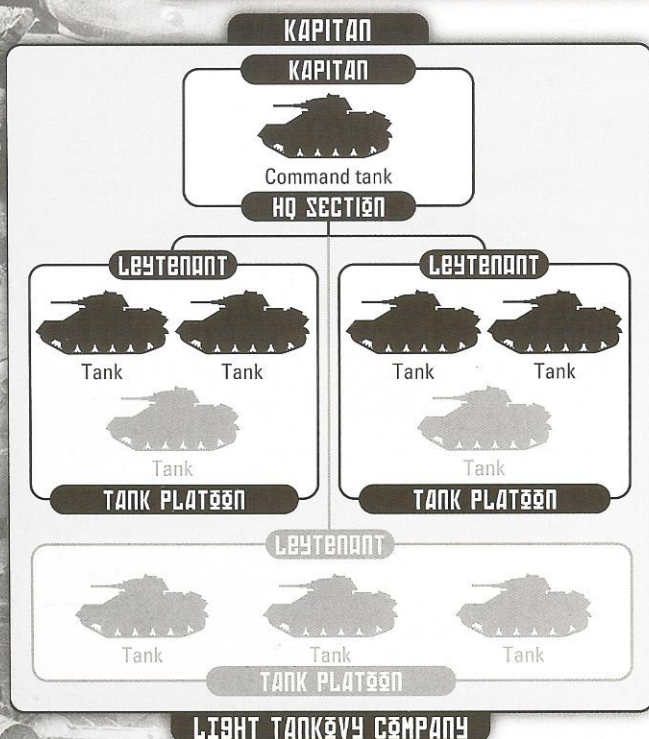
- Mount Tankodesantniki SMG teams on all tanks for +15 points per team.

While the new T-34/85 is a massive improvement on the older T-34/76 in terms of armament, the initial design is flawed in still having a two-man turret that limits its ability to keep track of the battlefield situation while still engaging the enemy.

Some units have disbanded their anti-tank rifle companies to resolve this problem. The anti-tank riflemen act as gunners in the new tanks, thereby allowing the old commander/gunner to cram in behind them and operate as a dedicated vehicle commander.



0 TO 2 LIGHT TANKOVY COMPANIES



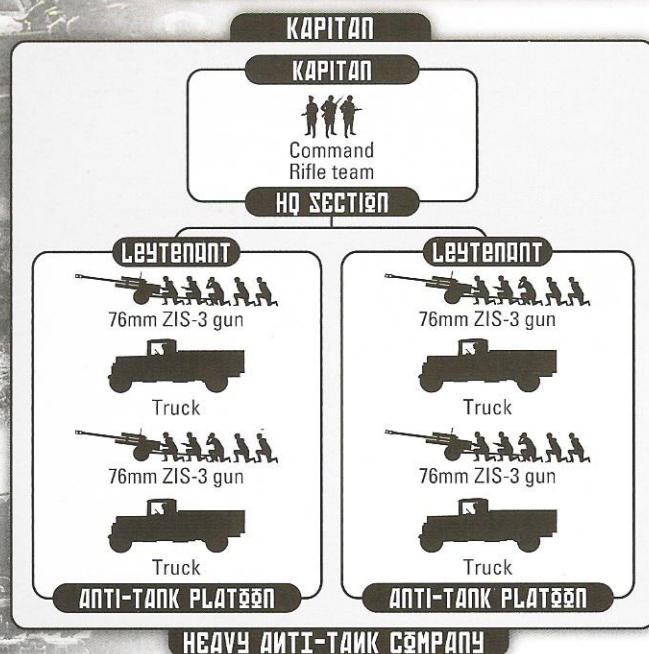
While light tanks are no longer issued to new combat units, many older units still field them. The older types are no longer useful against enemy tanks, but are just as good as ever as infantry support tanks. The newest Mark VIII Valentine tanks mounting a 57mm gun, however, are excellent light tanks and are likely to continue to serve in supporting roles for some time.

COMPANY

	10	9	8	7	6	5	
T-70 obr 1943	265	250	235	215	190	160	points
Mark III (Valentine II)	285	270	250	225	200	175	points
• Replace any or all Mark III (Valentine II) tanks with Mark VIII (Valentine VIII) tanks for +5 points per tank.							
M31 (M3A1 Stuart)	295	275	255	230	205	180	points
• Arm any or all M31 tanks with AA MG for +5 points per tank.							

WEAPONS PLATOONS

0 TO 1 HEAVY ANTI-TANK COMPANY



COMPANY

HQ Section with:

2 Anti-tank Platoons	125 points
1 Anti-tank Platoon	65 points

On defence, the guns of the heavy anti-tank company are best used to create a fire trap into which the enemy are lured by our tanks. Then, at the critical moment, the guns fire a devastating volley into the enemy's flanks, crushing their attack. When attacking, the motorised mobility of the guns allows them to come into action on the flanks of our bold tanks, keeping enemy counterattacks at bay, before limbering up to exploit their victory.

The 76mm ZIS-3 guns of a Heavy Anti-tank Company cannot fire Artillery Bombardments.

HQ Section with:

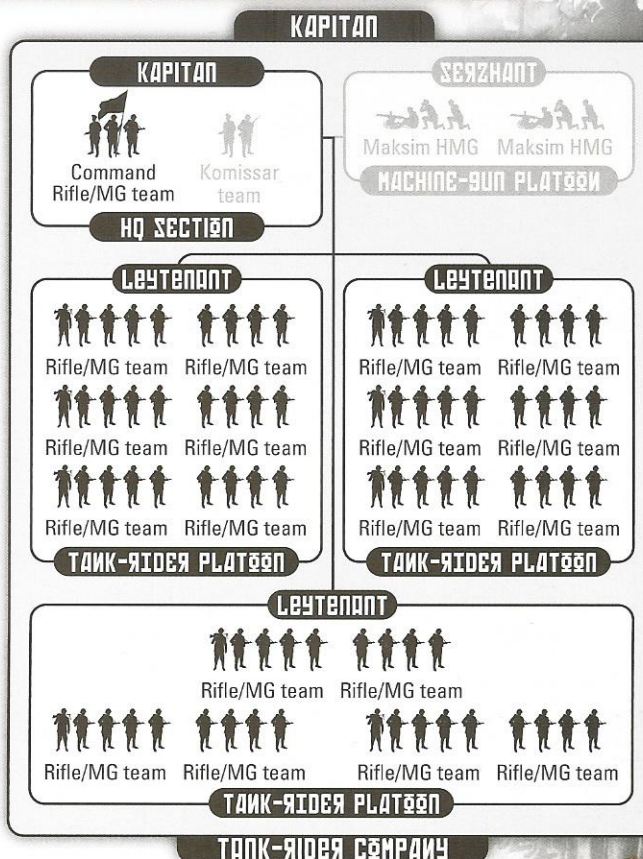
3 Tank-rider Platoons	275 points
2 Tank-rider Platoons	185 points
1 Tank-rider Platoon	95 points

- Add Komissar team for +15 points.
- Add Maksim HMG teams for +25 points per team.

Tanks are the masters of the vast steppes of central Russia, but there will always be a need for infantry to work closely with the tanks when they encounter forests and towns. The tank riders are always at the forefront of battle ready to dismount and clear obstacles so the tanks can continue their advance.

British Rifle, Boys, Anti-tank, Mark I

The British sent 3200 Boys anti-tank rifles to the Red Army under the lend-lease agreement.



0 TO 1 MOTORIZED MORTAR COMPANY

HQ Section with:

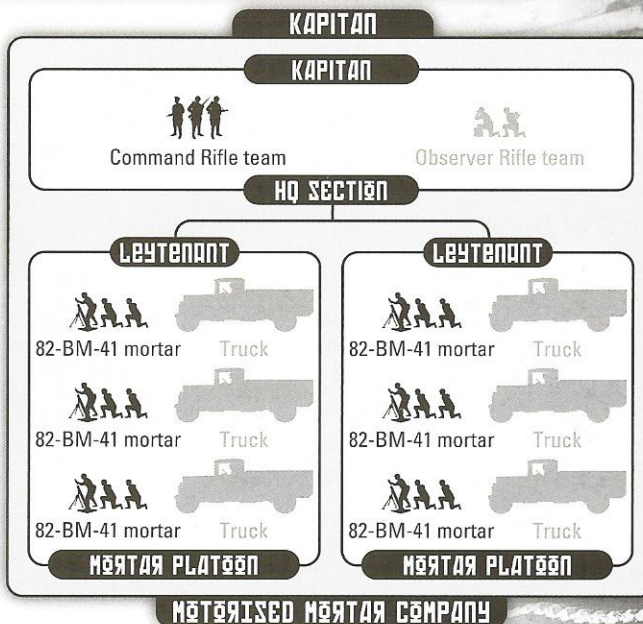
2 Mortar Platoons	135 points
1 Mortar Platoon	75 points

OPTIONS

- Add Trucks to the platoon at no cost.
- Add Observer Rifle team for +15 points.

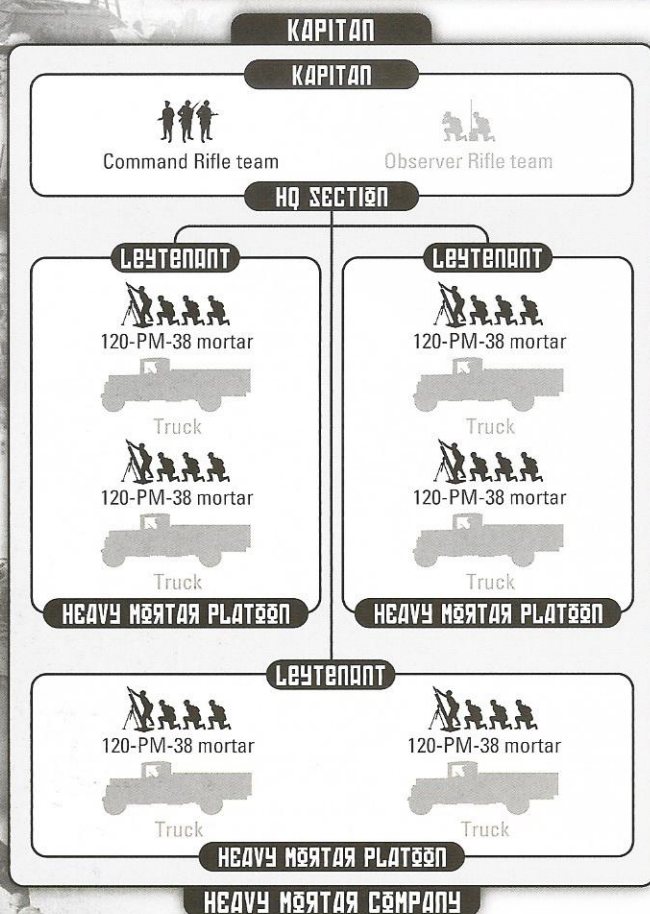
It is not just forests and towns that delay our tanks, but also nests of anti-tank guns and machine-guns. These the tanks cannot fight nor the infantry easily assault. That is where the mortar company comes in.

Once the fascist anti-tank guns have been found by our heroic tank crews, the mortars can quickly bring down such overwhelming fire that no German can work under it. Then the tanks and infantry charge in to wipe them out.



SUPPORT PLATOONS

0 TO 1 HEAVY MORTAR COMPANY



COMPANY

HQ Section with:

3 Heavy Mortar Platoons	215 points
2 Heavy Mortar Platoons	145 points
1 Heavy Mortar Platoon	75 points

OPTIONS

- Add Trucks to the platoon at no cost.
- Add Observer Rifle team for +15 points.

Artillery is too slow and heavy for the fast-moving tanks. They need instant fire support rather than prolonged bombardments and the heavy mortars fill this role. By landing rounds on a target quickly, the heavy mortars pin the enemy down and allow the tanks to manoeuvre.

Their heavy bombs are downright deadly. They have enough explosive to easily blow apart hastily-constructed defences and even work well against half-tracks and tank hunters.

In fact our heavy mortars are so good that the Fascists have copied the design of our socialist engineers and use it themselves!





МОТОСТРЕЛКОВЫ БАТАЛОН



(MECHANISED COMPANY)

A force based around a Motostrelkovy Batalon must contain:

- 1 Company HQ, and
- 2 or 3 Motostrelkovy Companies.

Weapons Companies available to a Motostrelkovy Batalon are:

- 0 to 1 Machine-gun Company,
- 0 to 1 Motorised Anti-tank Rifle Company,
- 0 to 2 Motorised Mortar Companies,
- 0 to 1 Motorised Anti-tank Company,
- 0 to 1 Submachine-gun Company,
- 0 to 1 Transporter Platoon Section,
- 0 to 1 Motorised Artillery Battalion,
- 0 to 1 Light or Medium Tankovy Company,
- 0 to 1 Light Armoured Car Platoon, and
- 0 to 1 Armoured Transporter Platoon.

Support Companies for a Motostrelkovy Batalon can be:

- 0 to 1 Light Tankovy Company (p. 117), or Medium Tankovy Company (p. 118),
- 0 to 1 Heavy Mortar Company (p. 120),
- 0 to 1 Kazachya Sotnya (p. 128),
- 0 to 1 Anti-aircraft Company (p. 139),
- 0 to 1 Guards Heavy Tank Company (p. 142),
- 0 to 1 Guards Heavy Assault Gun Company (p. 142),
- 0 to 2 Assault Gun Companies (p. 143),
- 0 to 1 Guards Rocket Mortar Battery (p. 143),
- 0 to 1 Sapper Company (p. 144), and
- 0 to 2 Tank Destruction Companies (p. 144).

You may have up to **one** Support Company attached to your battalion for each Motostrelkovy Company you field.

MOTIVATION AND SKILL

The greatest benefit of victory is that your troops survive long enough to learn the art of war. 1943 had been a year of victory for the Soviet Union. A Motostrelkovy Batalon is rated as **Confident Trained**.

HEADQUARTERS

1 BATTALION HQ

HEADQUARTERS

Battalion HQ

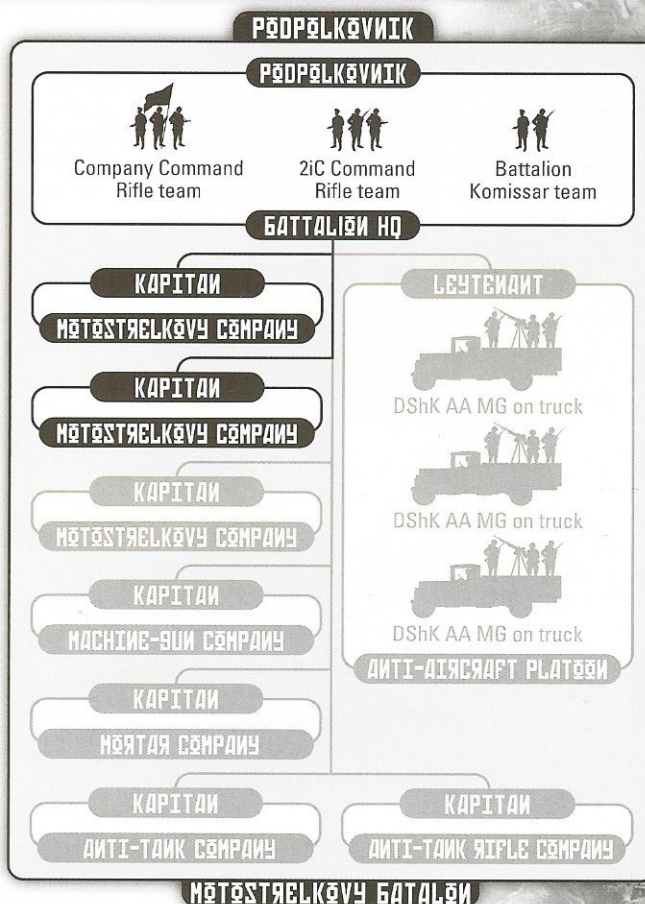
25 points

OPTION

- Add Anti-aircraft Platoon equipped with DShK AA MG on trucks for +55 points, or with ZSU M17 MGMC self-propelled guns for +120 points.

The life of a motor rifleman is hard. They follow the tanks in advances, marching hundreds of miles, pausing only to clear pockets of enemy bypassed by the tanks. When the tanks can go no further, the riflemen dig in to hold their gains until the rest of the army catches up.

They have plenty of submachine-guns and supporting heavy weapons to smash through any resistance quickly, fighting off counterattacks on the way if necessary. The *motostrelkovy* have a tank company to carry the vanguard and their supporting weapons are motorised, allowing them to keep up the tempo of the advance.

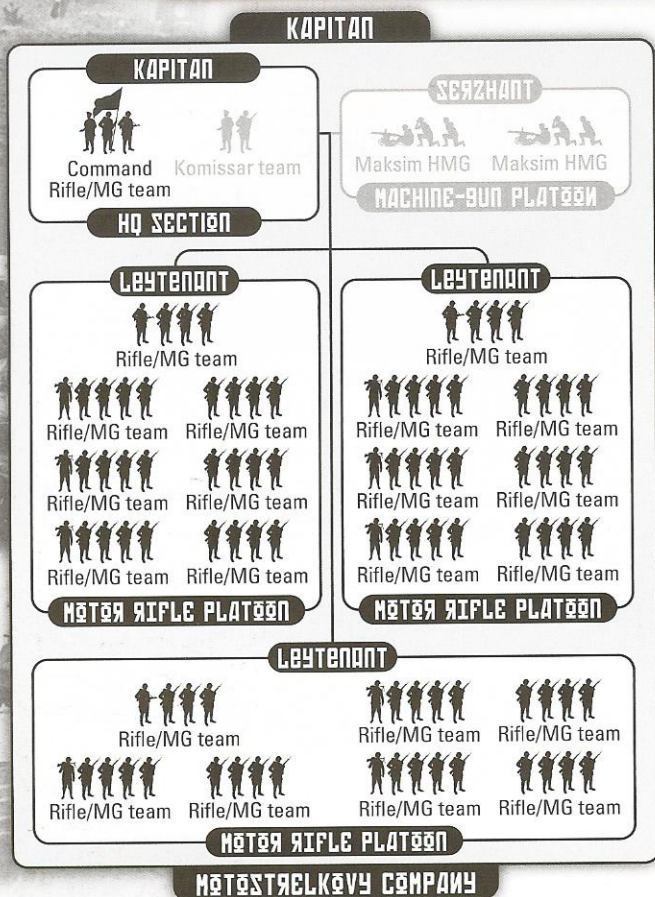


SOVIET



COMBAT COMPANIES

2 OR 3 MOTOSTRELKOVY COMPANIES



COMPANY

HQ Section with:

3 Motor Rifle Platoons	320 points
2 Motor Rifle Platoons	215 points
1 Motor Rifle Platoon	110 points

OPTIONS

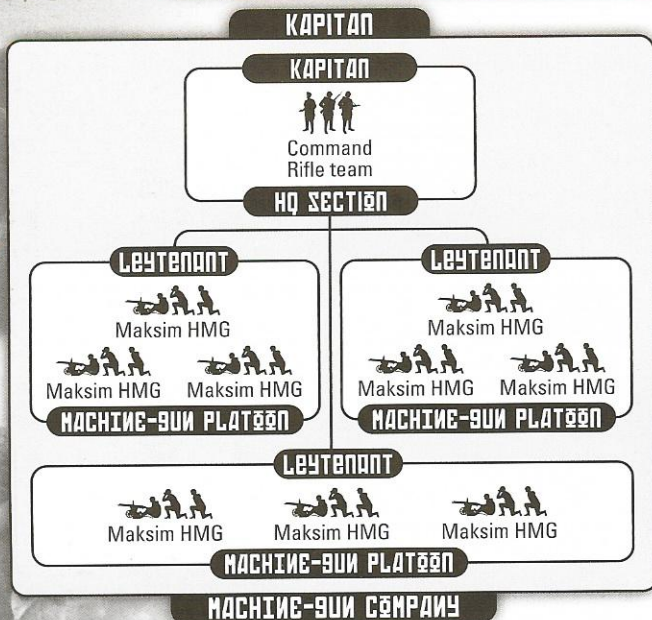
- Add Komissar team for +15 points.
- Add Maksim HMG teams for +25 points per team.

The *motostrelkovy* have plenty of firepower and the sheer numbers to storm almost any position on their own. The cost however will be high.

A more successful strategy is to cover their advance with plenty of fire support to keep the enemy quiet. Then launch your *motostrelkovy* in an assault, washing the enemy like and unstoppable storm.

WEAPONS COMPANIES

0 TO 1 MACHINE-GUN COMPANY



COMPANY

HQ Section with:

3 Machine-gun Platoons	220 points
2 Machine-gun Platoons	150 points
1 Machine-gun Platoon	80 points

The elderly *Maksim* is still a vital tool in our arsenal. There is nothing better for stopping infantry counterattacks than a few machine-guns along the line. Their high rate of fire will stop the attack in its tracks.

Don't forget to use them for supporting fire in attacks as well. Move them into range of the enemy defences and open fire. They won't kill many fascists, but they will keep their heads down until the *avtomatchiki* reach grenade range.



0 TO 1 MOTORISED ANTI-TANK RIFLE COMPANY

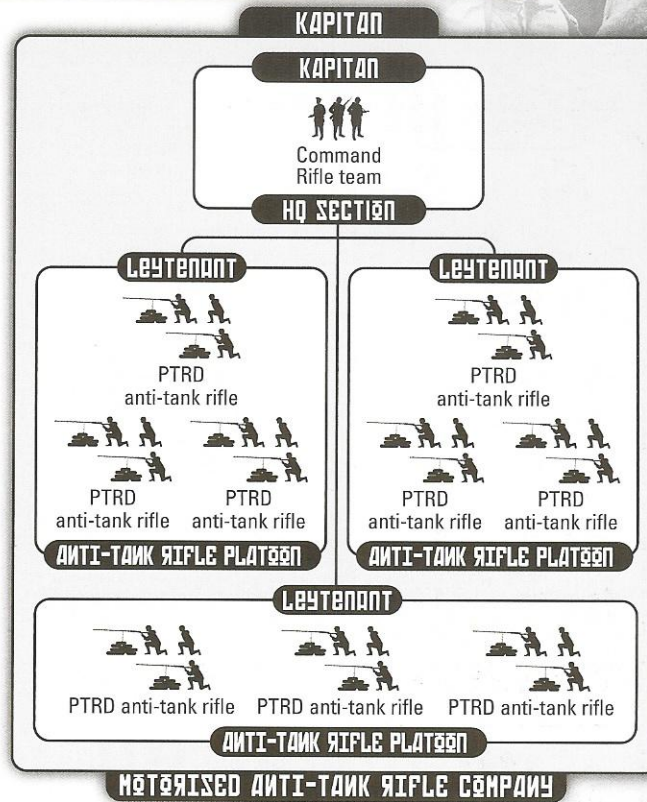
COMPANY

HQ Section with:

3 Anti-tank Rifle Platoons	105 points
2 Anti-tank Rifle Platoons	75 points
1 Anti-tank Rifle Platoon	45 points

The PTRD-41 anti-tank rifle may be a little outdated, but it can still penetrate 25mm of armour at 500m. Split them up amongst your rifle companies to give the infantry long-range punch against armoured transporters and short-range protection against the Hitlerite Panzers.

A Motorised Anti-tank Rifle Company may make Combat Attachments to Combat Platoons.



0 TO 2 MOTORISED MORTAR COMPANIES

The Motorised Mortar Companies of a Motostrelkovy Batalon are organised like those on page 119. You may replace one Motorised Mortar Company with a Heavy Mortar Company from page 120.

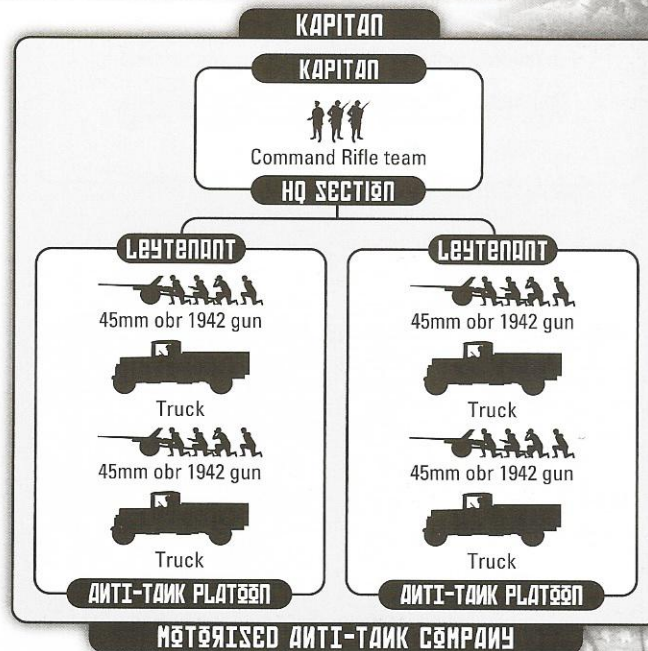
0 TO 1 MOTORISED ANTI-TANK COMPANY

COMPANY

HQ Section with:

2 Anti-tank Platoons	100 points
1 Anti-tank Platoon	55 points

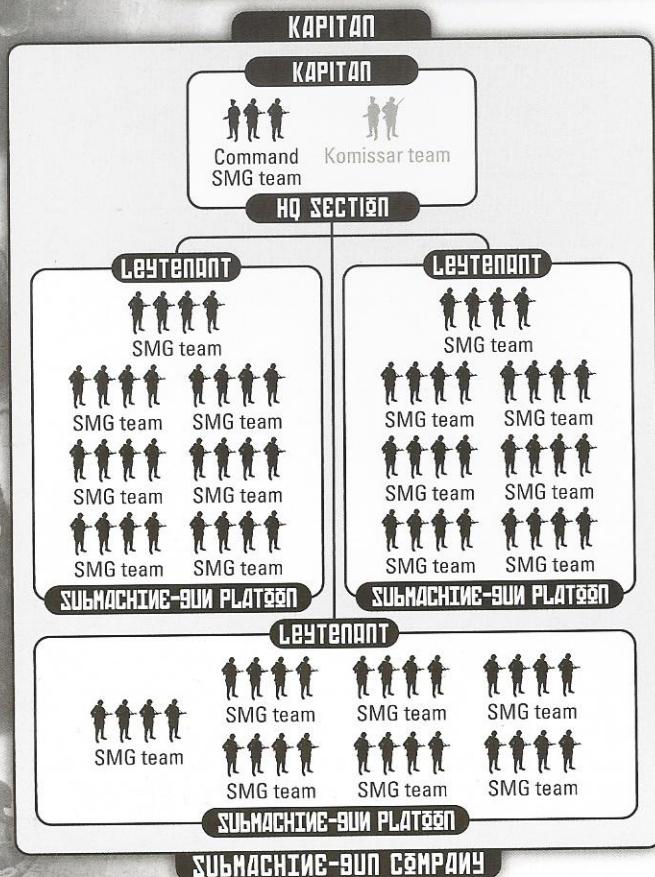
The 45mm anti-tank gun is an old design, but it has been given a new lease of life with a longer barrel giving it the punch to stop any medium tank. Placed amongst the infantry they keep enemy tanks at bay and provide a useful weapon to roll up to enemy trenches and knock out their machine-guns.



SOVIET



0 TO 1 SUBMACHINE-GUN COMPANY



COMPANY

HQ Section with:

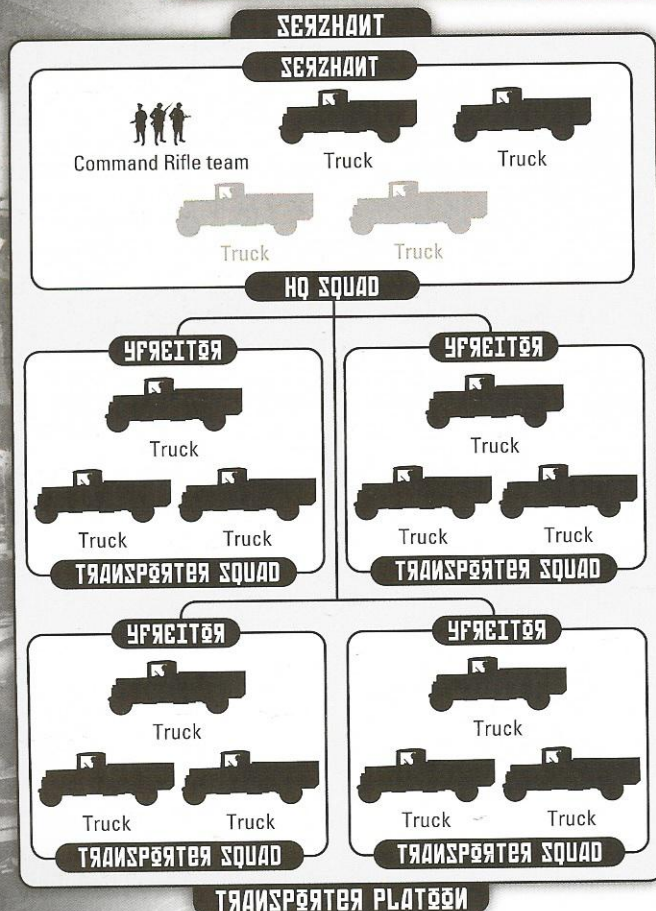
3 Submachine-gun Platoons	340 points
2 Submachine-gun Platoons	230 points
1 Submachine-gun Platoon	120 points

OPTION

- Add Komissar team for +15 points.

At the forefront of most charges are the *avtomatchiki*, the submachine-gunners. Having a large number of infantry with high rate of fire weapons is a great help keeping those Hitlerites' heads down for the final assault. The submachine-gun company should always be in the thick of the fighting!

0 TO 1 TRANSPORTER PLATOON



PLATOON

HQ Squad with:

4 Truck Squads	35 points
3 Truck Squads	30 points
2 Truck Squads	25 points
1 Truck Squad	20 points

OPTION

- Add trucks to HQ Squad for +5 points per truck.

A Transporter Platoon is rated as a Transport Platoon.

The scarcity of transport in the Red Army means that trucks are highly prized. Without them the *motostrelkovy* could not keep pace with the Red tide sweeping the Fascists from the Motherland.

Trucks

The most common trucks in the Red Army at the start of the war were the four-wheeled ZIS-5 truck, a Soviet copy of the American Autocar truck, and the ZIS-6, a six-wheeled version. The need for more tanks curtailed truck production, so US-supplied Dodge and 'Studebaker' trucks became the backbone of the Red Army from 1943.



0 TO 1 MOTORISED ARTILLERY BATTALION

COMPANY

HQ Section with:

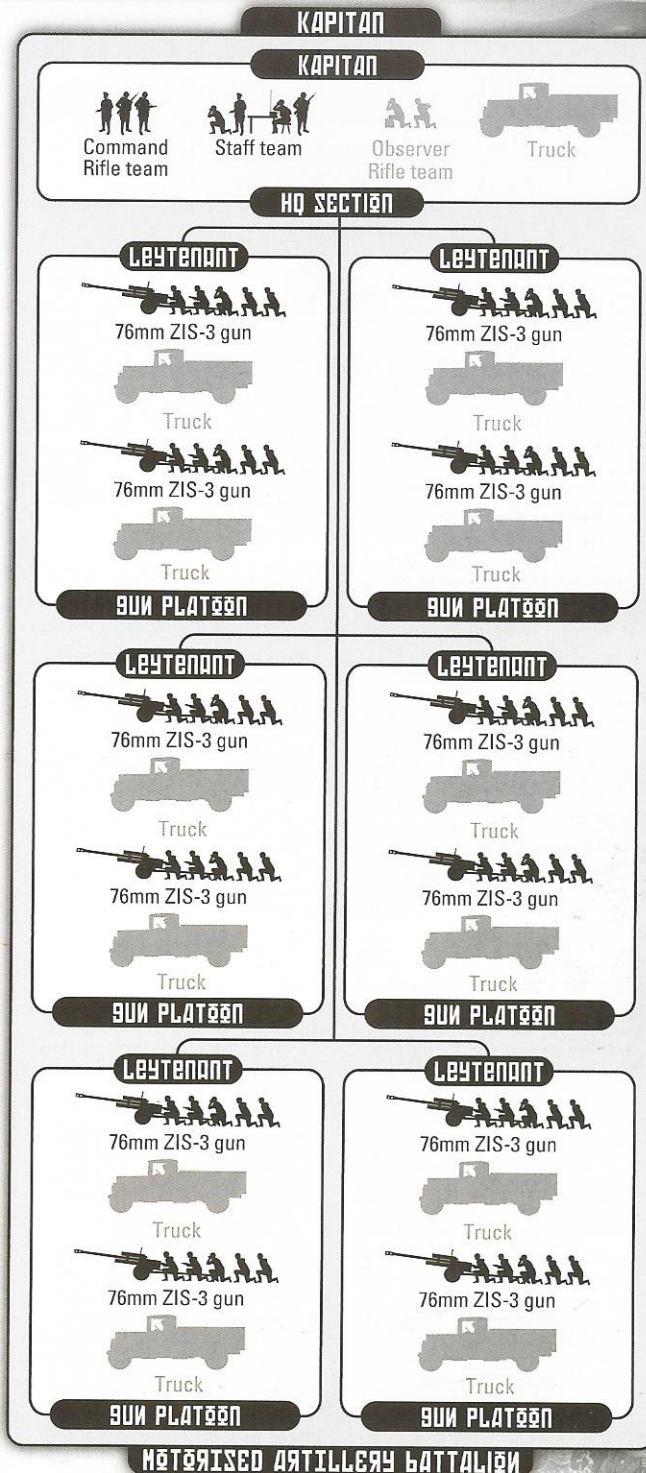
6 Gun Platoons	295 points
4 Gun Platoons	235 points
2 Gun Platoons	140 points
1 Gun Platoon	70 points

OPTIONS

- Add Observer team for +15 points.
- Add trucks at no cost.

Artillery is the hammer of the Red Army. With thousands upon thousands of 76mm ZIS-3 guns at their disposal. From Finland to the Black Sea, they pound the Fascists' positions mercilessly.

Every motor rifle brigade has an artillery battalion to clear the way in attacks against stubborn foes. The guns can either sit back and bombard the enemy to keep their heads down, or more effectively, they can roll up to where they can see the enemy and blast them from their trenches. Not many positions can withstand the firepower of a dozen guns at point blank range!



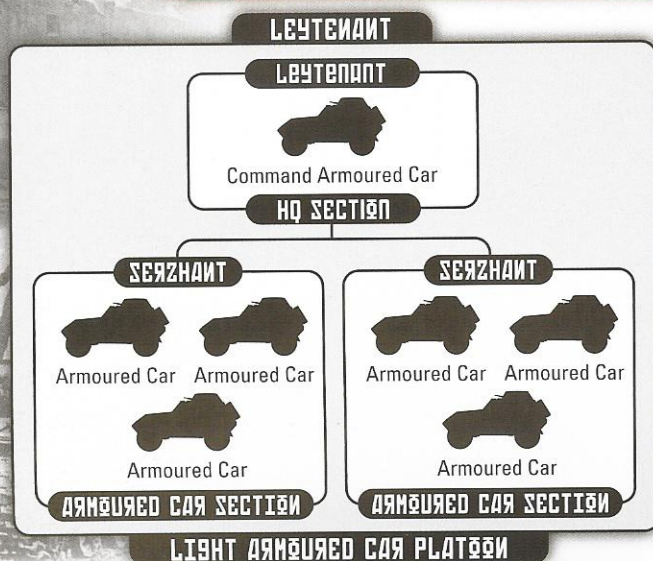
SOVIET



0 TO 1 LIGHT OR MEDIUM TANKOVY COMPANY

A Motostrelkovy Batalon may have one Medium Tankovy Company from page 117 or one Light Tankovy Company from page 118 as a Weapons Platoon.

0 TO 1 LIGHT ARMoured CAR PLATOON



PLATOON

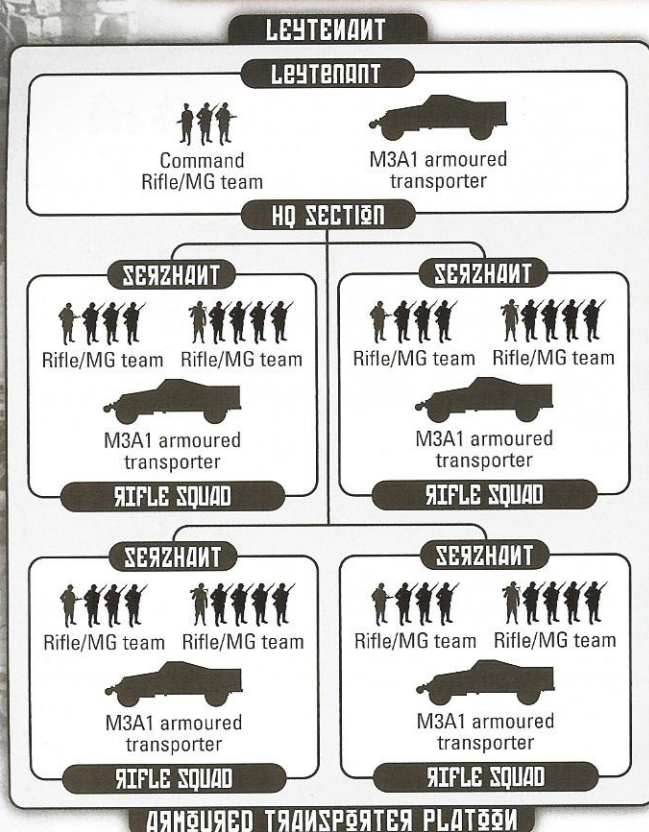
HQ Section with:

7 BA-64	170 points
6 BA-64	150 points
5 BA-64	130 points
4 BA-64	110 points
3 BA-64	85 points

- Replace the AA MG on up to two armoured cars with a hull-mounted PTRD-41 anti-tank rifle at no cost.

A Light Armoured Car Platoon is a Reconnaissance Platoon.

0 TO 1 ARMoured TRANSPORTER PLATOON



PLATOON

HQ Section with:

4 Rifle Squads	230 points
3 Rifle Squads	180 points
2 Rifle Squads	130 points

OPTIONS

- Replace all Rifle/MG teams with SMG teams at no cost.
- Replace AA MG on any or all M3A1 armoured transporters with 0.5" AA MG's for +5 points per vehicle.
- Replace all M3A1 armoured transporters with BA-10M or captured Sd Kfz 251 armoured transporters at no cost.
- Replace all M3A1 armoured transporters with one Universal Carrier armoured transporter per Rifle/MG team for +5 points per Rifle Squad.
- Replace all M3A1 armoured transporters with one Motorcycle or Jeep team per Rifle/MG team at no cost.

You may replace up to one Rifle/MG team with a Flame-thrower team at the start of the game before deployment.

Light Armoured Car Platoons and Armoured Transporter Platoons are rated as **Fearless Trained** and operate independently from the rest of their company. They are not subject to the Centralised Control special rule.







COMBAT PLATOONS

2 TO 4 KAZACHYA PLATOONS

PLATOON

HQ Section with:

2 Kazachya Squads 120 points

Even in the Second World War there is a need for light, mobile infantry to fight through some of the roughest terrain of the war. The vast Pripet Marshes and the endless forests of western Russia are impenetrable to mechanised forces, but allow cavalry free reign to outmanoeuvre their foes.

The Cossacks, the horse warriors of old, fitted this role perfectly, leading the advance along side their supporting tanks.



WEAPONS PLATOONS

0 TO 1 TACHANKA PLATOON

PLATOON

HQ Section with:

2 Machine-gun Sections 120 points

1 Machine-gun Section 70 points

OPTION

- Allow Maxim HMG to fire as a Self-defence Anti-aircraft weapon for +5 points per Tachanka.



THE TACHANKA

The *tachanka* machine-gun cart was invented by the Ukrainian Anarchist forces during the Russian Civil War of 1918 to 1922 and quickly adopted by their Red Army opponents. The concept was simple and uniquely suited to the circumstances—a marriage of the deadly Maksim heavy machine-gun with the fast *tachanka* cart common in the area.

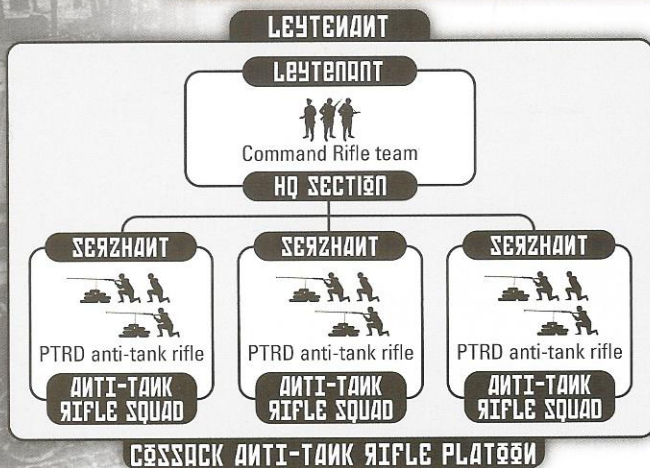
This combination used four horses abreast, chariot-style, to give the *tachanka* the speed to keep up with the light cavalry that formed the strike forces of both sides and provide them with the fire support they desperately needed.

With Russian battlefields lacking the impenetrable barbed wire entanglements of the Western Front, cavalry were a powerful force limited only by the enemy machine-guns' ability to stop them. With the *tachanka* carts racing into position, wheeling around and firing their own machine-guns back, the cavalry could pin down the enemy machine-guns, then charge and rout their infantry.

With the Civil War long over and a new enemy threatening, the Soviet Cossacks find their *tachanka* carts as useful as ever. While they dismount to assault well-prepared positions, the combination of speed and *firepower* their partnership produces allows them to overrun less prepared foes with ease.



0 TO 1 COSSACK ANTI-TANK RIFLE PLATOON



PLATOON

HQ Section with:

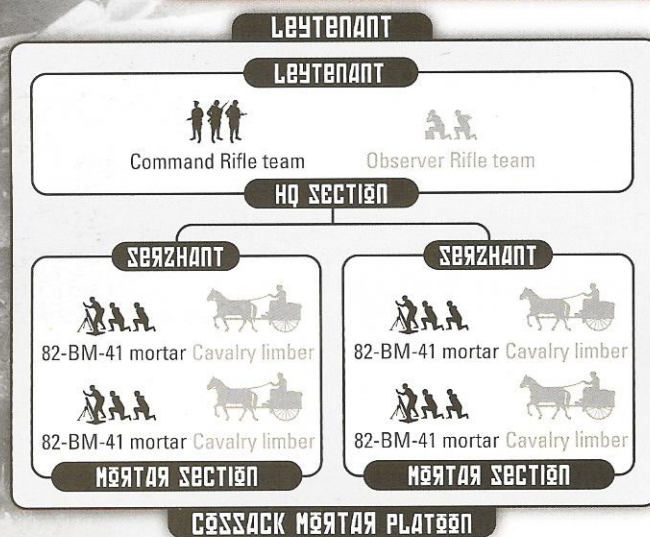
3 Anti-tank Rifle Squads	55 points
2 Anti-tank Rifle Squads	40 points

OPTION

- Mount all teams as Cavalry teams for +5 points per team. PTRD anti-tank rifles cannot fire while mounted.

The anti-tank rifle platoon provides anti-tank support close to the Cossack squadrons. The PTRD is light and mobile, but hard-hitting enough to make the Panzers think twice before getting too close.

0 TO 1 COSSACK MORTAR PLATOON



COMPANY

HQ Section with:

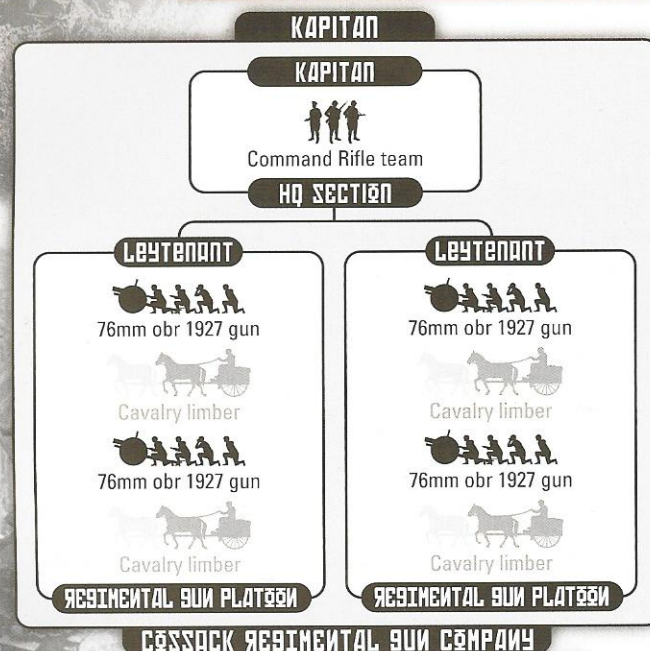
2 Mortar Sections	110 points
1 Mortar Section	55 points

OPTIONS

- Add Observer Rifle team for +20 points.
- Mount Command Rifle team and Observer Rifle team as Cavalry teams at no cost.
- Add Cavalry limbers at no cost.

The light 82mm mortar is ideal for fast-moving cossack formations. Any enemy caught in the open by the fire of the mortar platoon is in quite a bit of trouble, while even dug-in troops will keep their heads down under its fire.

0 TO 1 COSSACK REGIMENTAL GUN COMPANY



COMPANY

HQ Section with:

2 Regimental Gun Platoons	125 points
1 Regimental Gun Platoon	65 points

OPTIONS

- Replace all 76mm obr 1927 guns with 45mm obr 1942 guns at no cost.
- Mount Command Rifle team as a Cavalry team at no cost.
- Add Cavalry limbers at no cost.

The artillery of the Cossacks is renowned for being as fast-moving as the horsemen themselves. Its main role is direct fire to knock out machine-guns that would otherwise prevent the cavalry from advancing, although they aren't averse to knocking out the odd tank as well!

SUPPORT PLATOON

0 TO 1 HORSE ARTILLERY BATTERY

COMPANY

HQ Section with:

2 Gun Platoons	170 points
1 Gun Platoon	95 points

OPTIONS

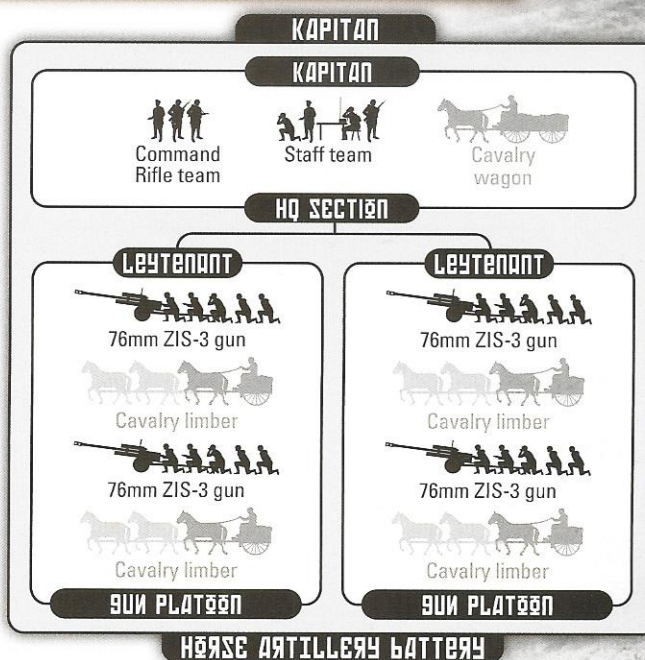
- Mount Command Rifle team as a Cavalry team at no cost.
- Add cavalry wagon to carry the Staff team at no cost.
- Add cavalry limbers at no cost.

The design of the 76mm ZIS-3 gun is light and sturdy. It is an ideal weapon for the cavalry, adding heavier firepower which they otherwise lack. Whether knocking out Hitler's tanks or silencing his artillery, these guns are vital to the Cossacks' success.

CRASH ACTION

The Cossack artillery has a long tradition of close support for their countrymen. They endlessly practice getting their guns into action as fast as possible to protect their brothers with their fire.

Cossack Regimental Gun Companies and Horse Artillery Batteries use the Horse Artillery movement special rule.



SOVIET

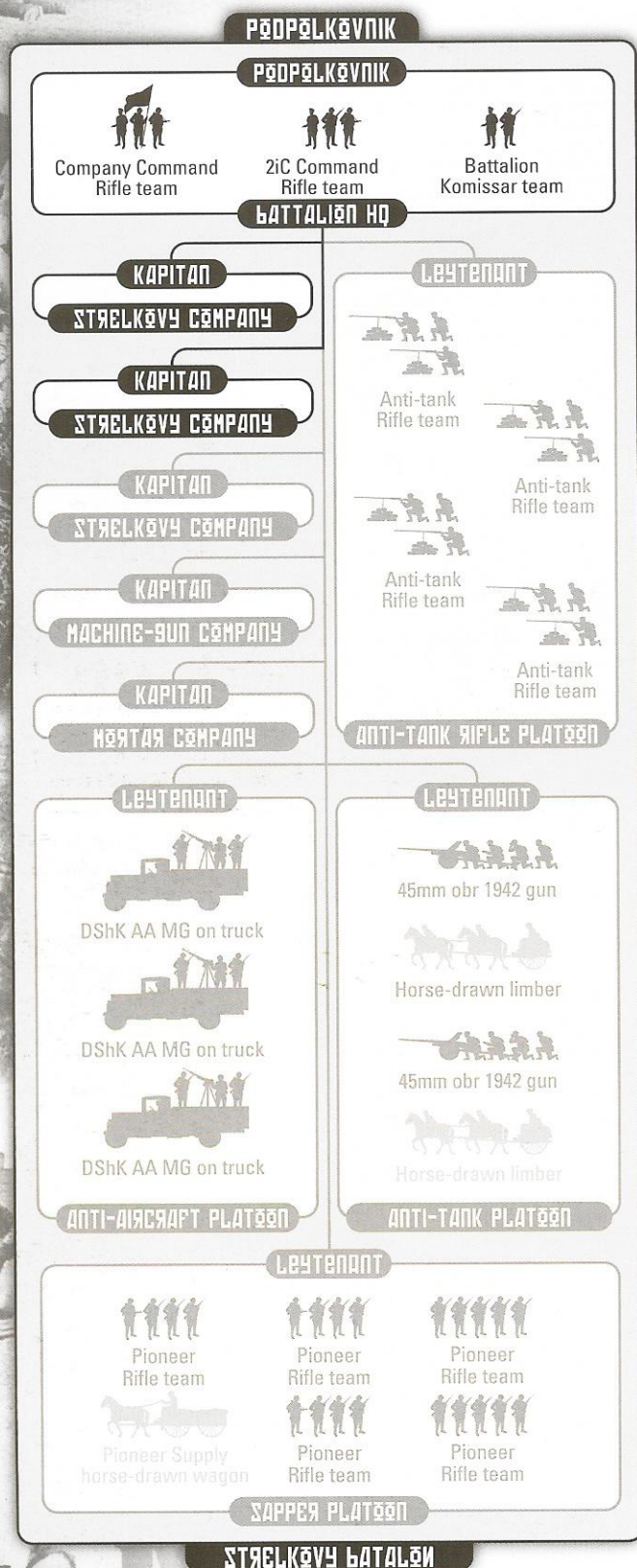




СТРЕЛКОВЫ БАТАЛОН



(INFANTRY COMPANY)



The *strelkovy* form the bulk of the *RKKA*, the Red Army. Their role is to break through enemy defences for the mechanised troops to exploit and to follow them to hold their gains.

A force based around a Strelkovy Batalon must contain:

- 1 Battalion HQ, and
- 2 or 3 Strelkovy Companies.

Weapons Companies available are:

- 0 to 1 Scout Platoon,
- 0 to 1 Machine-gun Company,
- 0 to 1 Submachine-gun Company,
- 0 to 1 Mortar Company,
- 0 to 1 Heavy Mortar Company,
- 0 to 1 Anti-tank Rifle Company,
- 0 to 1 Anti-tank Company, and
- 0 to 1 Regimental Gun Company.

Support Companies can be:

- 0 to 1 Kazachya Sotnya (p. 128),
- 0 to 1 Shtraf Company (p. 133),
- 0 to 1 Flame-thrower Platoon (p. 136),
- 0 to 1 Flame-tank Platoon (p. 137), Light or Medium Tankovy Company (p. 117, 118) or Guards Heavy Tank Company (p. 140),
- 0 to 1 Artillery Battalion (p. 138),
- 0 to 1 Anti-aircraft Company (p. 139),
- 0 to 1 Guards Hvy Assault Gun Coy (p. 140),
- 0 to 2 Assault Gun Companies (p. 141),
- 0 to 1 Guards Rocket Mortar Battery (p. 141),
- 0 to 1 Sapper Company (p. 142), and
- 0 to 2 Tank Destruction Companies (p. 142).

You may have up to **one** Support Company attached to your battalion for each Strelkovy Company you are fielding.

MOTIVATION AND SKILL

Years of hard fighting have left the Red Army much wiser and less willing to throw away the lives of their increasingly scarce soldiers.

A Strelkovy Batalon is **Confident Trained**.

HEADQUARTERS

1 BATTALION HQ

HEADQUARTERS

Battalion HQ

25 points

OPTIONS

- Add Anti-tank Rifle Platoon for +45 points.
- Add Anti-tank Platoon for +40 points.
- Add Anti-aircraft Platoon for +55 points.
- Add Sapper Platoon for +80 points.
- Equip Sapper Platoon with a Pioneer Supply wagon for +20 points.
- Add up to three Sniper teams for +50 points per team.



COMBAT COMPANIES

2 OR 3 STRELKOVY COMPANIES

COMPANY

HQ Section with:

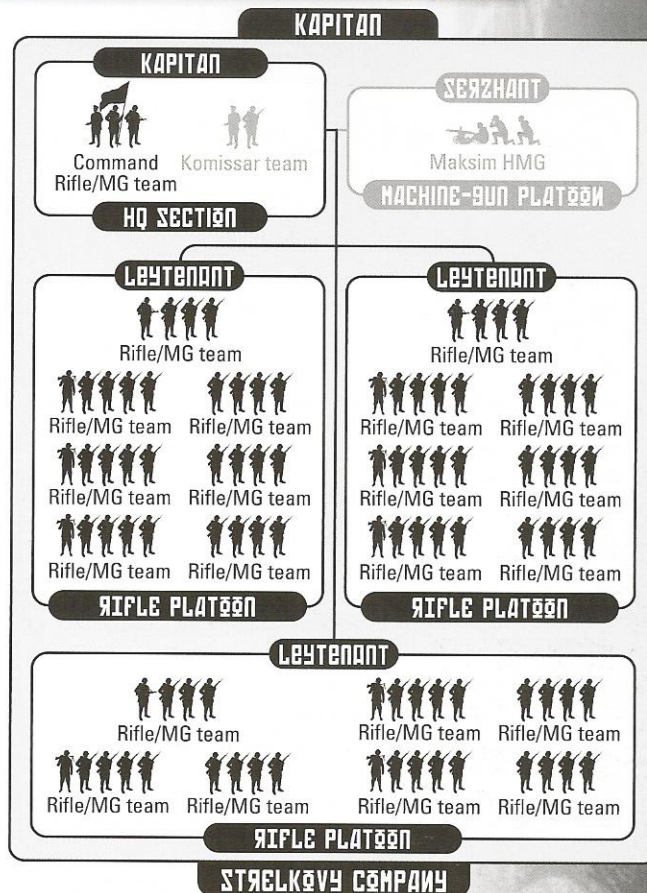
3 Rifle Platoons	320 points
2 Rifle Platoons	215 points
1 Rifle Platoon	110 points

OPTIONS

- Replace all Rifle/MG teams in one Rifle Platoon with SMG teams at no cost.
- Add Komissar team for +15 points.
- Add Maksim HMG team for +25 points.

The Great Patriotic War has taken the lives of millions of dedicated socialist soldiers. While the Soviet Union is vast, even with the full support of its people it cannot replace losses on this scale.

The valiant soviet *frontovik* is too valuable to waste with blunt tactics and is not to be thrown away meaninglessly as in early years. You must use your soldiers wisely. Pound the enemy with your artillery, hammer the fascists time and again, then attack where the cracks appear. Do not stop until the Motherland has been liberated of those fascist dogs!



Soviet PPSH-41 Submachine-gun

As the war progressed the Red Army issued the PPSH in ever increasing numbers.

SHTRAF COMPANY

Stalin's infamous Order 227—Not One Step Back—formed *Shtrafniye Roti* or Penal Companies in each Army. These were used as assault troops and for risky tasks like mine-clearing under fire where they could redeem themselves with their blood.

You may take a Shtraf Company as a Support Platoon. It is organised like a normal Submachine-gun Company (page 124), but it must have a Komissar team. Your Shtraf Company may not have more platoons than your smallest Strelkovy Company and costs an additional +25 points per platoon.

Because it is expected to die, the Shtraf Company does not add to the number of

operational platoons when taking a Company Morale Check, nor does it count as Destroyed if it suffers that fate. It is totally ignored for morale purposes.

For the same reason, its loss is of little military significance. Do not count it as a lost platoon when calculating Victory Points.

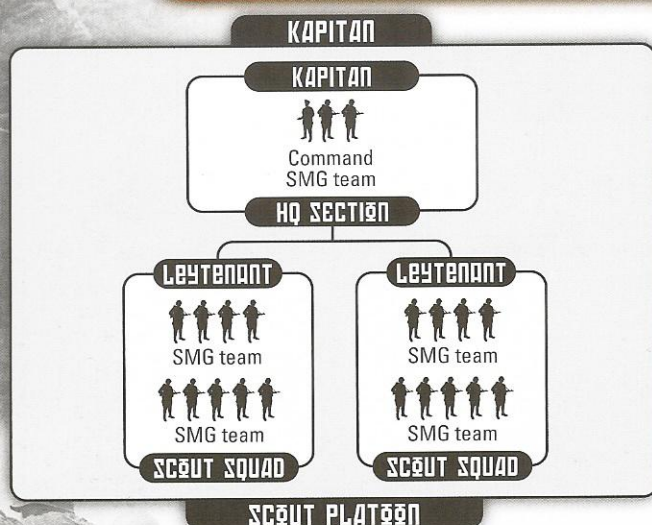
Since the soldiers of the Shtraf Company can only gain pardon for their crimes (such as spreading defeatist propaganda, failing to report defeatist talk, failing to shoot traitors attempting to desert or surrender, etc.) with their blood, they tend to be hard to stop.

A Shtraf Company always passes a Motivation Test on a roll of 2+.



WEAPON COMPANIES

0 TO 1 SCOUT PLATOON



The *razvedki* scouts are outstanding individuals chosen from throughout the regiment. Equipped with submachine-guns, camouflage smocks, and even skis in winter, they are used to gather

PLATOON

HQ Section with:

2 Scout Squads 165 points

1 Scout Squad 100 points

Your force may not contain more than one Scout Platoon, even it has more than one Strelkovy Batalon.

A Scout Platoon is rated as **Fearless Veteran**.

Scout Platoons are Reconnaissance Platoons

Scout Platoons are an exception to the Centralised Control special rule. They operate as a normal platoon.

'tongues' before attacks, then either infiltrate behind enemy lines or reconnoitre routes along which they lead troops forward to launch a surprise attack.

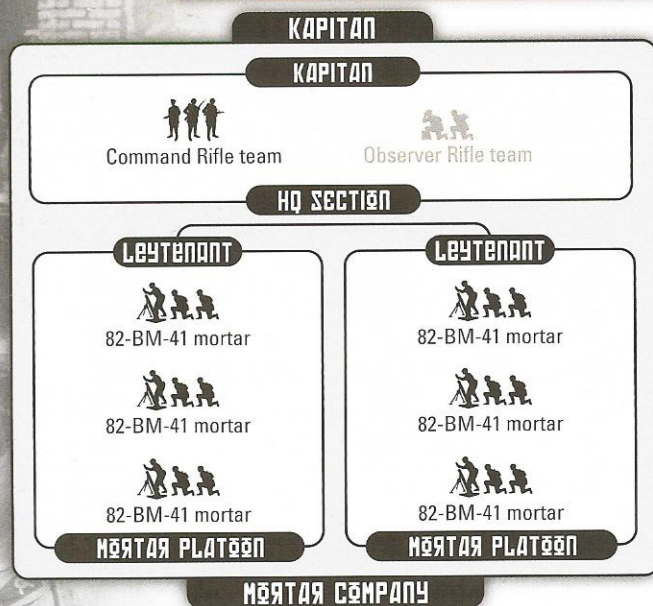
0 TO 1 MACHINE-GUN COMPANY

The Machine-gun Company of a Strelkovy Batalon is organised like that on page 122, except that they are limited to a maximum of two Machine-gun Platoons in each company.

0 TO 1 SUBMACHINE-GUN COMPANY

The Submachine-gun Company of a Strelkovy Batalon is organised like that on page 124.

0 TO 1 MORTAR COMPANY



COMPANY

HQ Section with:

2 Mortar Platoons 130 points

1 Mortar Platoon 70 points

OPTION

- Add Observer Rifle team for +15 points.

Every battalion in a rifle division had its own mortar company to rain down fire upon the enemy right across the entire front.

While mortar companies sometimes have extra communications equipment allowing them to operate out of sight of the enemy, the Russian preference for simplicity means that many units deploy where they can see the enemy.

0 TO 1 HEAVY MORTAR COMPANY

The Heavy Mortar Company of a Strelkovy Batalon are organised like those on page 120.



0 TO 1 ANTI-TANK RIFLE COMPANY

COMPANY

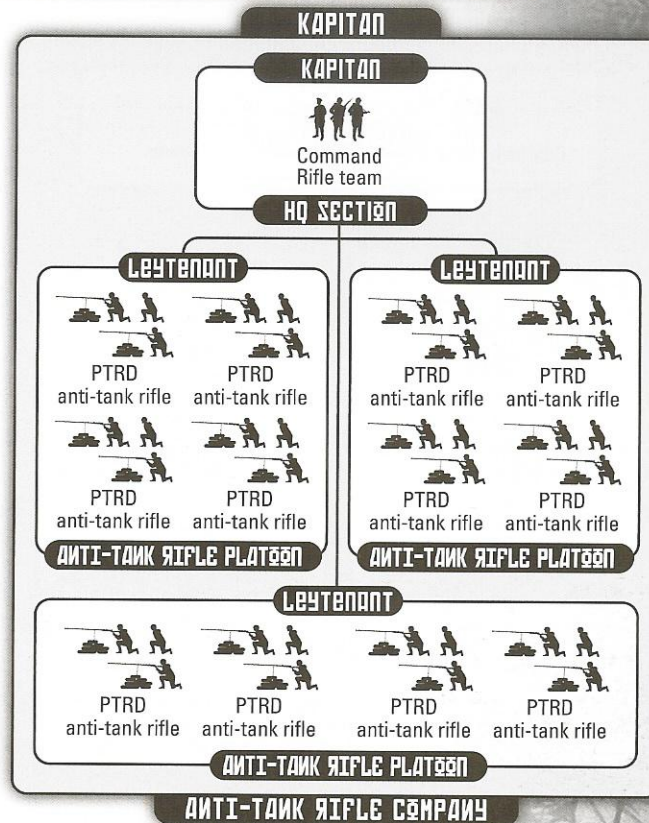
HQ Section with:

3 Anti-tank Rifle Platoons	165 points
2 Anti-tank Rifle Platoons	115 points
1 Anti-tank Rifle Platoon	65 points

An Anti-tank Rifle Company may make Combat Attachments to Combat Platoons.

The Hitlerite Panzers sometimes make the mistake of thinking that because we have no tanks, we are defenceless. They don't get to make that mistake twice.

Fielded en masse, the PTRD-41 anti tank rifle can stop any but the heaviest of tanks, waiting until they reach point-blank range, then shooting them in their vulnerable sides and rear. The infantry then mop up the survivors.



0 TO 1 ANTI-TANK COMPANY

COMPANY

HQ Section with:

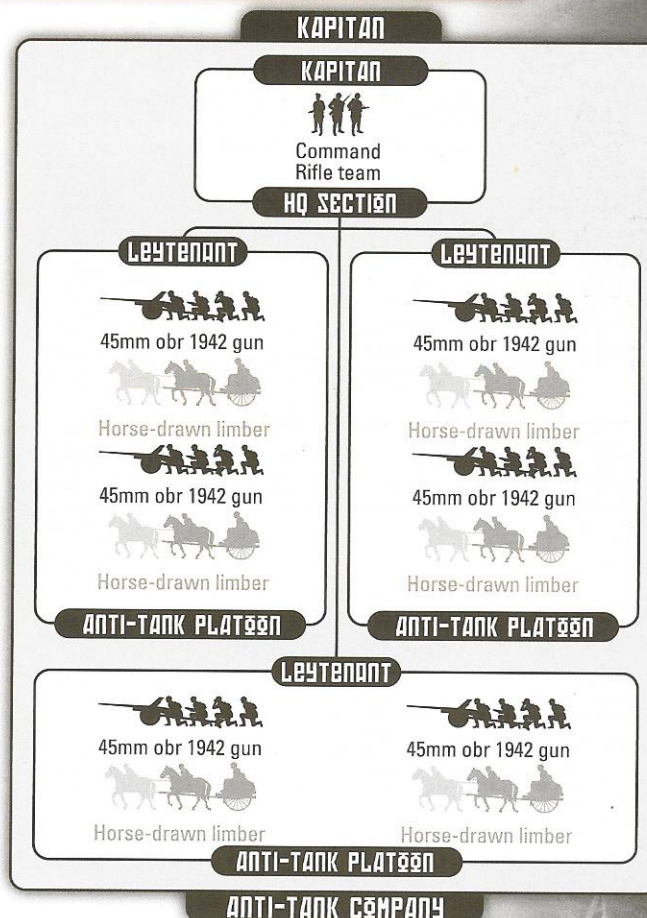
3 Anti-tank Platoons	140 points
2 Anti-tank Platoons	95 points
1 Anti-tank Platoon	50 points

OPTIONS

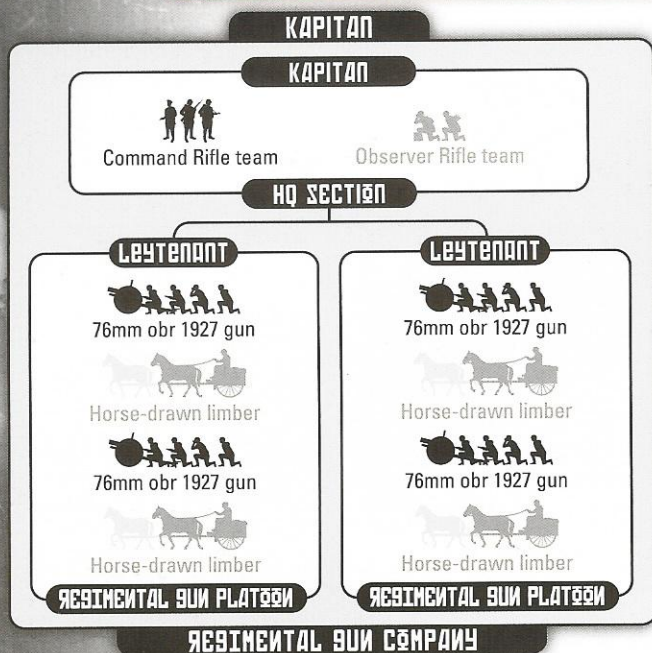
- Add horse-drawn limbers at no cost.

With increasing production, there is no shortage of anti-tank guns in the Red Army. The long-barrelled 45mm obr 1942 is available in large numbers.

The trick is using them well. The guns are small and light, being easily concealed. Keep them concealed amongst your infantry, holding fire until the enemy come close enough to be destroyed.



0 TO 1 REGIMENTAL GUN COMPANY



COMPANY

HQ Section with:

2 Regimental Gun Platoons	95 points
1 Regimental Gun Platoon	50 points

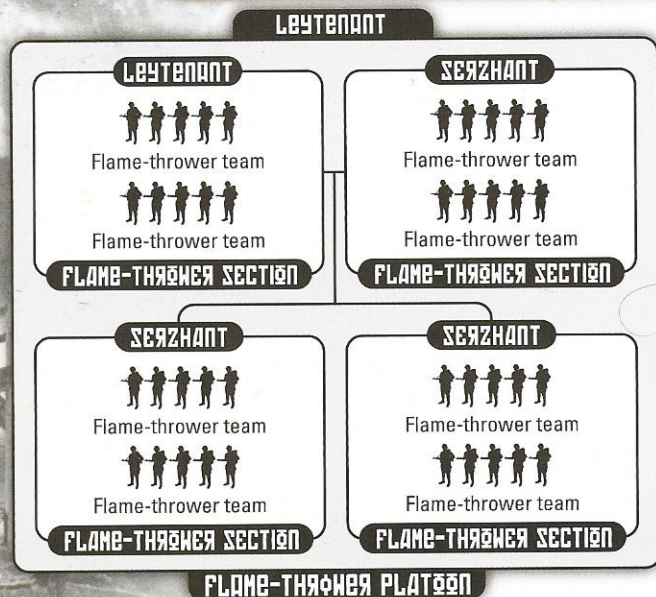
OPTIONS

- Add Observer Rifle team for +15 points.
- Add horse-drawn limbers at no cost

Infantry guns can fire bombardments when needed, but are best used over open sights to destroy enemy machine-guns so the infantry can assault the enemy.

SUPPORT PLATOONS

0 TO 1 FLAME-THROWER PLATOON



PLATOON

4 Flame-thrower Sections	360 points
3 Flame-thrower Sections	270 points
2 Flame-thrower Sections	180 points
1 Flame-thrower Section	90 points

Attacking rifle divisions have whole companies of flame-throwers attached for major operations. These specialists lead the way, burning out bunkers and trenches as the infantry advance behind them.

Flame-thrower Platoons must make Combat Attachments to Strelkovy Companies and SMG Companies with all of their sections.



0 TO 1 FLAME-TANK COMPANY

COMPANY

T-34 command tank with:

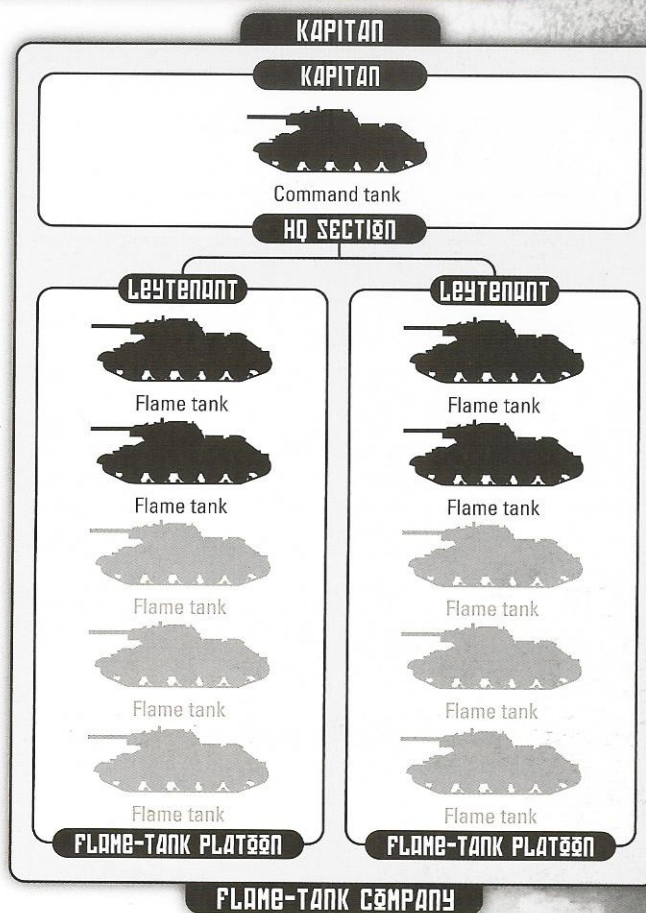
10 OT-34	460 points
9 OT-34	440 points
8 OT-34	410 points
7 OT-34	380 points
6 OT-34	350 points
5 OT-34	310 points
4 OT-34	270 points

- Upgrade any or all T-34 or OT-34 tanks with Cupolas for +5 points per tank.

KV-8s command tank with:

4 KV-8s	300 points
3 KV-8s	240 points
2 KV-8s	180 points

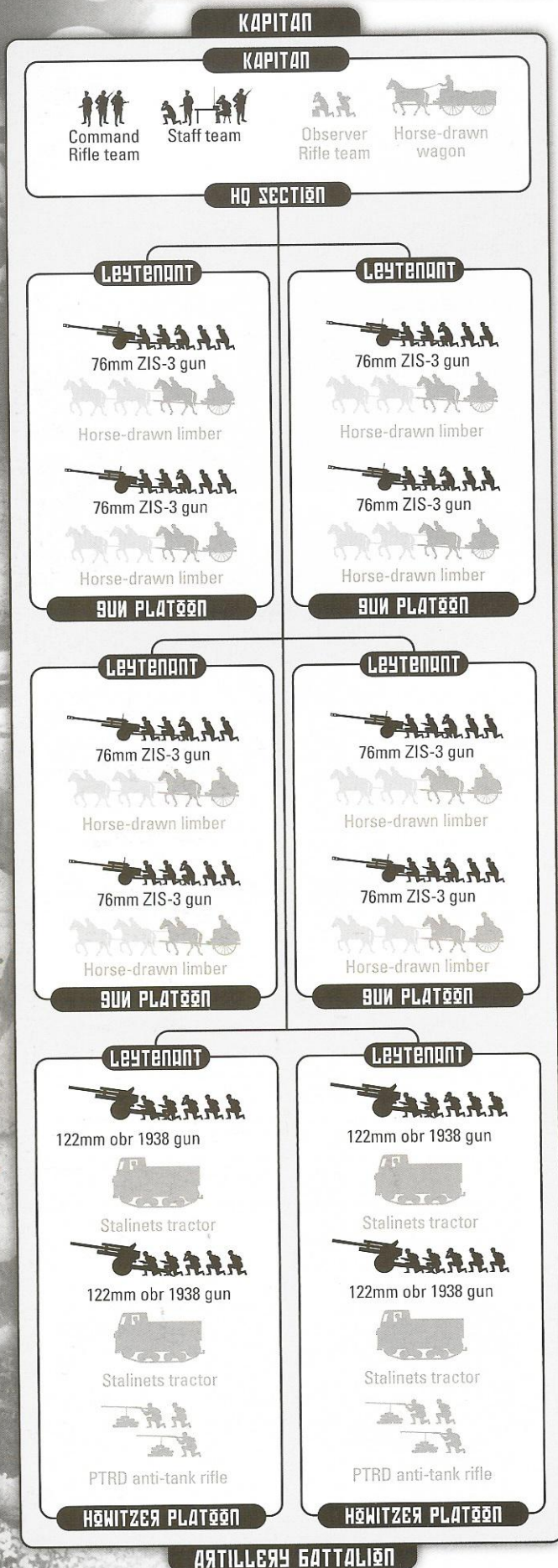
OT-34 and the KV-8s flame tanks advance on bunker and trench lines, spewing fire, panicking the enemy into fleeing their defences, then machine gunning them down and crushing them beneath their cold steel tracks.



SOVIET



0 TO 1 ARTILLERY BATTALION



COMPANY

HQ Section with:

4 Gun Platoons **235 points**

- Add two Howitzer Platoons for +70 points for both platoons.

HQ Section with:

2 Gun Platoons **140 points**

- Add two Howitzer Platoons for +110 points for both platoons.

HQ Section with:

1 Gun Platoon **80 points**

1 Howitzer Platoon **85 points**

OPTIONS

- Add Observer Rifle team for +15 points.
- Add PTRD anti-tank rifle teams to Howitzer Platoons for +10 points per team.
- Add horse-drawn wagon to carry the Staff team at no cost.
- Add horse-drawn limbers at no cost.
- Add Stalinets tractors at no cost.

Like many things in the Red Army, the artillery lacks subtlety. On the other side of the equation, the 'Red God Of War' makes up for this in sheer weight of fire.

With an entire artillery battalion firing on a target, the effect is usually predictable—the rapid cessation of hostile activity and the quivering survivors wait to be mopped up by the infantry.

The lightweight and mobile 76mm ZIS-3 gun forms the mainstay of the artillery, with the heavier 122mm obr 1938 giving its bombardments truly destructive force.





КОРПС СУППОРТ



Your force may have the following support companies:

- Anti-aircraft Company,
- Guards Heavy Tankovy Company,
- Guards Heavy Assault Gun Company,
- Assault Gun Company,
- Guards Rocket Mortar Battery,

- Sapper Company,
- Tank Destruction Company.

MOTIVATION AND SKILL

With victory bringing fewer casualties, the Red Army is learning combined-arms tactics with a vengeance. All Corps Support companies are **Confident Trained** unless otherwise noted.

AIR SUPPORT

Aircraft	Priority Air Support	Limited Air Support
И-2 Shturmovik	270 points	200 points
И-2М Тип 3М Shturmovik	290 points	225 points
Р-39 Кобра	160 points	130 points

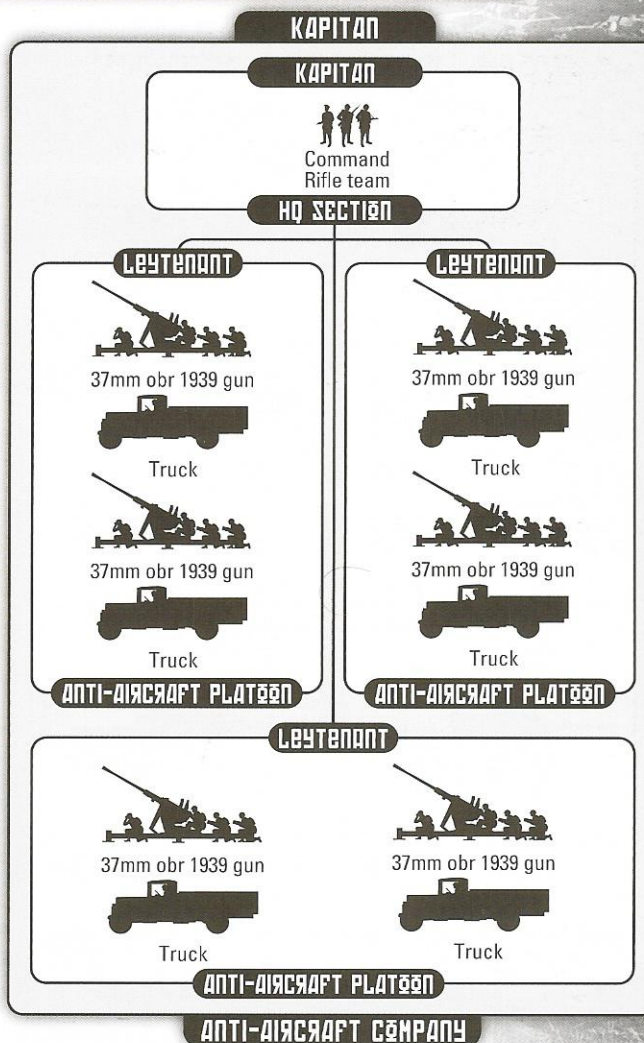
0 TO 1 ANTI-AIRCRAFT COMPANY

COMPANY

HQ Section with:

3 Anti-aircraft Platoons	145 points
2 Anti-aircraft Platoons	100 points
1 Anti-aircraft Platoon	55 points

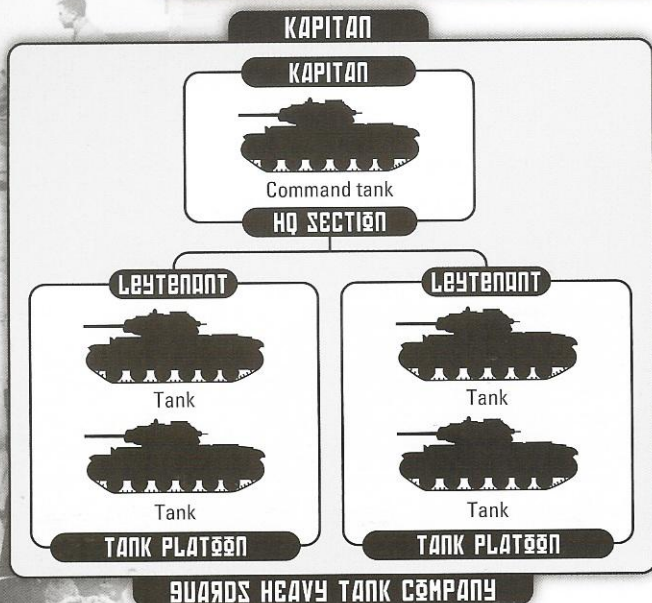
The hard work of the crews of the 37mm obr 1939 gun in their defence of the skies of the Motherland goes a long way towards victory. They keep the *Luftwaffe* at bay, allowing the troops on the ground to focus on winning the battle without the worry of being bombed.



SOVIET



0 TO 1 GUARDS HEAVY TANK COMPANY



With such a high proportion of officers in the company, Guards Heavy Tank Companies use more sophisticated tactics than most Soviet troops. They are not affected by the Hen and Chicks special rule.

As one would expect Guards Heavy Tank Companies are Guards troops. As such they are always rated **Fearless Trained**.

COMPANY

5 IS-2	825 points
4 IS-2	660 points
3 IS-2	495 points

- Arm any or all IS-2 tanks with .50 cal AA MG for +5 points per tank.

5 KV-85	525 points
4 KV-85	420 points
3 KV-85	315 points

5 KV-1s	435 points
4 KV-1s	350 points
3 KV-1s	265 points

5 Mark IV (Churchill III or IV)	370 points
4 Mark IV (Churchill III or IV)	295 points
3 Mark IV (Churchill III or IV)	220 points

OPTION

- Mount Tankodesantniki SMG teams on all tanks for +15 points per team.

Only the best are selected to crew the heavy tanks. Every tank has two officers in its crew, when normally a platoon has just one in total!

0 TO 1 GUARDS HEAVY ASSAULT GUN COMPANY



Guards Heavy Assault Gun Companies use more sophisticated tactics than most Soviet troops. They are not affected by the Hen and Chicks special rule.

COMPANY

3 SU-152	290 points
2 SU-152	190 points

5 ISU-122	630 points
4 ISU-122	505 points
3 ISU-122	380 points

5 ISU-152	630 points
4 ISU-152	505 points
3 ISU-152	380 points

OPTIONS

- Arm any or all ISU-122 or ISU-152 assault guns with .50 cal AA MG for +5 points per assault gun.
- Mount Tankodesantniki SMG teams on all assault guns for +15 points per team.

As one would expect Guards Heavy Assault Gun Companies are Guards troops. As such they are always rated **Fearless Trained**.



0 TO 2 ASSAULT GUN COMPANIES

COMPANY

5 SU-57	170 points
4 SU-57	135 points
3 SU-57	100 points

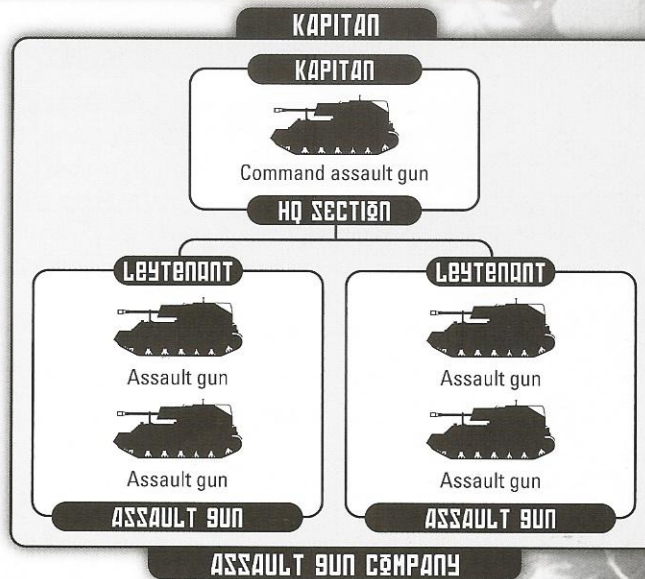
5 SU-76M	225 points
4 SU-76M	180 points
3 SU-76M	135 points

4 SU-122	165 points
3 SU-122	125 points

5 SU-85	295 points
4 SU-85	235 points
3 SU-85	175 points

OPTION

- Mount Tankodesantniki SMG teams on all assault guns for +15 points per team.



Assault guns have taken over many of the fire support roles previously assigned to the artillery. They are cheaper than tanks and more mobile and better protected than towed guns.

0 TO 1 GUARDS ROCKET MORTAR BATTERY

COMPANY

HQ Section with:

2 Rocket Mortar Platoons	125 points
1 Rocket Mortar Platoon	75 points

OPTIONS

- Add Loading crews and trucks to all platoons for +40 points per platoon.
- Add Anti-aircraft Section for +45 points.
- Replace all DShK AA MG with towed 37mm obr 1939 guns at no cost.

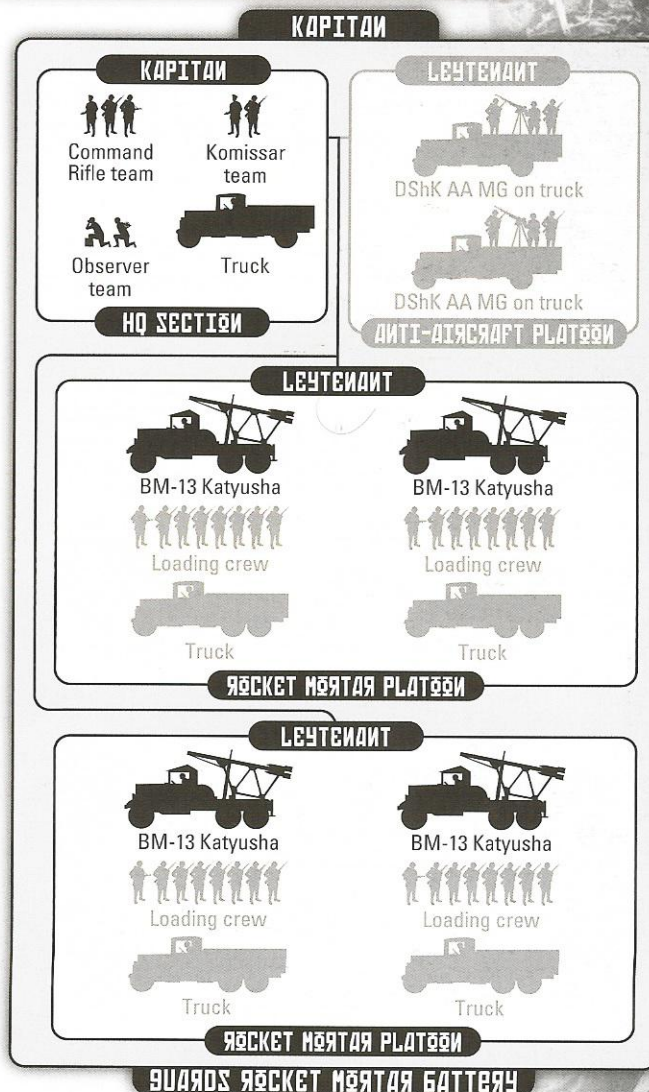
LOADING CREWS

It takes a lot of manpower to keep a Katyusha battery operational due to the vast amounts of ammunition that is fired with each salvo.

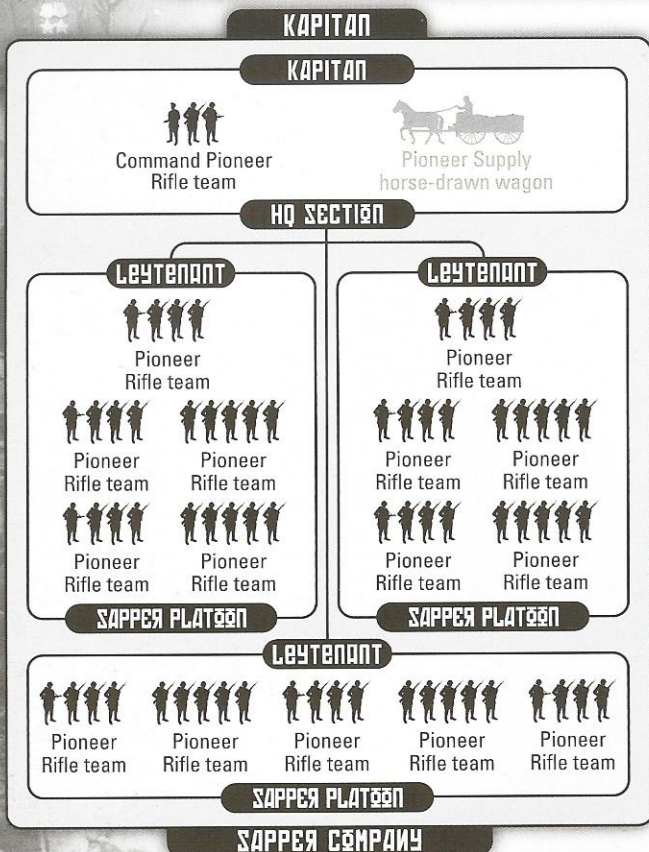
A BM-13 Katyusha rocket launcher with a Loading Crew adjacent to it counts as two weapons firing in a bombardment. A Loading Crew cannot fire as part of a bombardment in its own right. Loading Crews are Gun teams, but have no weapons.

Like little Katy, the *Katyusha* of the popular song, our rockets wail as they scream their way to the enemy. The Fascists call the Katyusha 'Stalin's Organ' for its long launch rails and its dreadful music.

A Guards Rocket Mortar Battery is rated as **Fearless Trained**.



0 TO 1 SAPPER COMPANY



COMPANY

HQ Section with:

3 Sapper Platoons 255 points

2 Sapper Platoons 175 points

1 Sapper Platoon 95 points

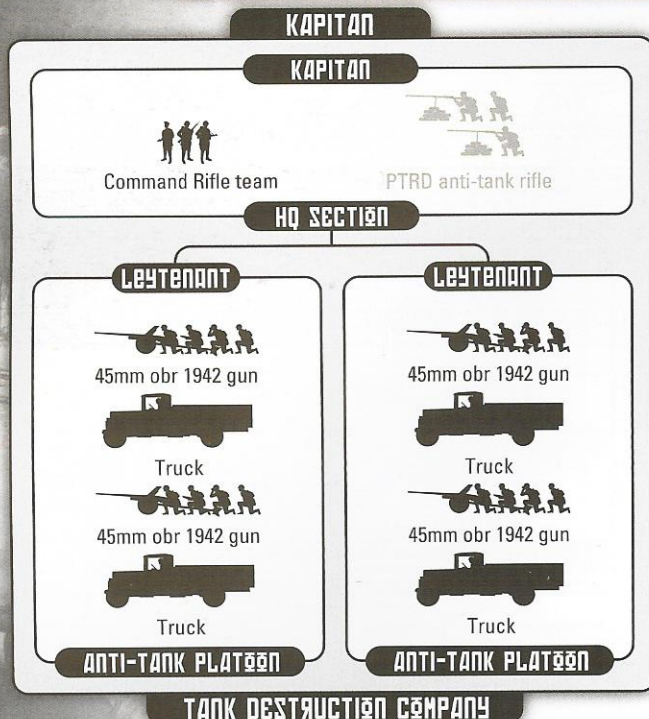
OPTIONS

- Add Pioneer Supply horse-drawn wagon for +20 points.
- Replace Pioneer Supply horse-drawn wagon with Pioneer Supply truck for +5 points.

The sapper companies prepare fortifications for the infantry, digging trenches, laying mines and erecting barbed wire entanglements.

When called on to assault the enemy, they clear minefields under fire, and use their demolition charges to destroy bunkers and tanks.

0 TO 2 TANK DESTRUCTION COMPANIES



COMPANY

HQ Section with:

2 Anti-tank Platoons 100 points

1 Anti-tank Platoon 55 points

OPTIONS

- Add PTRD anti-tank rifle team for +10 points.
- Replace all 45mm obr 1942 guns with 57mm ZIS-2 guns for +30 points per platoon, or 76mm ZIS-3 guns for +15 points per platoon.

Tank destruction companies from the reserve are sent forward to form anti-tank nests when the army goes on the defensive. When emplaced with infantry and machine-guns they form an immovable block to the enemy's progress.

The 76mm ZIS-3 guns of a Tank Destruction Company cannot fire Artillery Bombardments.





ГВАРДЕЙСКИЙ ТАНКОВЫ БАТАЛОН



(GUARDS TANK BATTALION)

The Great Patriotic War has demanded great sacrifices from every Soviet citizen. While many have made as great a sacrifice, few have made as great a contribution to victory as the soldiers of the *Gvardeyskiy Tankovy Batalon*. These tank battalions have been awarded the Guards title in recognition of their outstanding achievements in battle.

The 1st Guards Tank Brigade was the old 4th Tank Brigade, awarded the title for its heroism in the defence of Moscow in 1941. Since then a further fifty-eight Guards Tank Brigades have been formed, all renown for their heroic fighting against the Fascists.

You may upgrade your Tankovy Batalon to Guards status making the Motivation rating of the entire battalion and its supporting troops **Fearless** rather than **Confident**. If you do this the number of points you have available to spend on your force decreases as follows:

Normal Force	Guards Force
1000 points	835 points
1500 points	1250 points
2000 points	1670 points

A *Gvardeyskiy Tankovy Batalon* is organised and equipped the same as a normal Tankovy Batalon, except that the following supporting troops decrease in cost as they are already **Fearless**.

- **Light Armoured Car Platoons** with:
7 BA-64 (140 points), 6 BA-64 (125 points),
5 BA-64 (110 points), 4 BA-64 (90 points),
3 BA-64 (70 points).
- **Armoured Transporter Platoons** with:
4 Rifle Squads (190 points), 3 Rifle Squads
(150 points), 2 Rifle Squads (110 points).
- **Kazachya Sotnya** with: 1 platoon (100 points),
2 amalgamated platoons (230 points). Add Tachanka
Platoon with 2 Machine-gun Sections for
+100 points or 1 Machine-gun Section for

+60 points. Allow Maxim HMG to fire as a Self-defence Anti-aircraft weapon for +5 points per Tachanka.

- **Guards Heavy Tank Companies** with:
5 IS-2 (690 points), 4 IS-2 (550 points),
3 IS-2 (410 points), 5 KV-85 (440 points),
4 KV-85 (350 points), 3 KV-85 (260 points),
5 KV-Is (365 points), 4 KV-Is (290 points),
3 KV-Is (220 points), 5 Mark IV (310 points),
4 Mark IV (245 points), 3 Mark IV (180 points). Add
Tankodesantniki SMG teams for +10 points per team.
- **Guards Heavy Assault Gun Companies** with:
3 SU-152 (240 points), 2 SU-152 (160 points),
5 ISU-122 (525 points), 4 ISU-122 (420 points),
3 ISU-122 (315 points), 5 ISU-152 (525 points),
4 ISU-152 (420 points), 3 ISU-152 (315 points). Add
Tankodesantniki SMG teams for +10 points per team.
- **Guards Rocket Mortar Batteries** with: 2 Rocket
Mortar Platoons (100 points), 1 Rocket Mortar
Platoon (60 points). Add loading crews and trucks
for +35 points per platoon. Add Anti-aircraft Section
for +40 points. Replace all DShK AA MG with towed
37mm obr 1939 guns at no cost.

Aircraft	Priority Air Support	Limited Air support
Il-2 Shturmovik	270 points	200 points
Il-2M Tip 3M	290 points	225 points
P-39 Kobra	160 points	130 points



ГВАРДЕЙСКИЙ МОТОСТРЕЛКОВЫ БАТАЛОН

(GUARDS MOTOR RIFLE BATTALION)

The mechanised corps have had plenty of opportunity to earn the honour of being named as Guards, as they lead almost every advance to liberate the Motherland. To date only the famed 1st Red Banner Mechanised Corps and the most recently formed 7th, 8th and 9th Mechanised Corps do not hold the coveted Guards title.

A Gvardeyskiy Motostrelkovy Batalon is equipped and organised the same as a Motostrelkovy Batalon, but with the changes shown above for a Gvardeyskiy Tankovy Batalon to change their Motivation rating to **Fearless**.

ГВАРДЕЙСКИЙ СТРЕЛКОВЫ БАТАЛОН

(GUARDS RIFLE BATTALION)

The Great Patriotic War has demanded great sacrifices from every Soviet citizen. While many have made as great a sacrifice, few have made as great a contribution to victory as the soldiers of the Gvardeyskiy Tankovy Batalon. These tank battalions have been awarded the Guards title in recognition of their outstanding achievements in battle.

The 1st Guards Tank Brigade was the old 4th Tank Brigade, awarded the title for its heroism in the defence of Moscow in 1941. Since then a further fifty-eight Guards Tank Brigades have been formed, all renown for their heroic fighting against the Fascists.

You may upgrade your Strelkovy Batalon to Guards status making the Motivation rating of the entire battalion and its supporting troops **Fearless** rather than **Confident**. If you do this the number of points you have available to spend on your force decreases as follows:

Normal Force	Guards Force
1000 points	835 points
1500 points	1250 points
2000 points	1670 points

A Gvardeyskiy Strelkovy Batalon is organised and equipped the same as a normal Strelkovy Batalon with the following changes:

- The Battalion HQ may have up to two Anti-tank Rifle Platoons.
- A Strelkovy Company may have up to two Maksim HMG teams.
- The Machine-gun Company has four, rather than three, Maksim HMG teams in each platoon at a cost of +25 points per platoon.
- You may field up to two Submachine-gun Companies as Weapons Platoon choices.
- The Heavy Mortar Company may add a fourth platoon for +60 points.
- Do not pay the additional +25 points per platoon when fielding a Shtraf Company.
- The Anti-tank Company may replace all 45mm obr 1942 guns with 57mm ZIS-2 guns for +35 points per platoon. It may also replace all horse-drawn limbers with trucks for +5 points for the platoon.

In addition, the following supporting troops decrease in cost as they are already **Fearless**.

- Snipers cost +40 points per team.
- Scout Platoon with: 2 Scout Squads (140 points), 1 Scout Squad (85 points).
- Kazachya Sotnya with: 1 platoon (100 points), 2 amalgamated platoons (230 points). Add Tachanka Platoon with 2 Machine-gun Sections for +100 points or 1 Machine-gun Section for +60 points. Allow Maxim HMG to be a Self-defence Anti-aircraft weapon for +5 points per Tachanka.
- Guards Heavy Tank Companies with: 5 IS-2 (690 points), 4 IS-2 (550 points), 3 IS-2 (410 points), 5 KV-85 (440 points), 4 KV-85 (350 points), 3 KV-85 (260 points), 5 KV-Is (365 points), 4 KV-Is (290 points), 3 KV-Is (220 points), 5 Mark IV (310 points), 4 Mark IV (245 points), 3 Mark IV (180 points). Add Tankodesantniki SMG teams for +10 points per team.
- Guards Heavy Assault Gun Companies with: 3 SU-152 (240 points), 2 SU-152 (160 points), 5 ISU-122 (525 points), 4 ISU-122 (420 points), 3 ISU-122 (315 points), 5 ISU-152 (525 points), 4 ISU-152 (420 points), 3 ISU-152 (315 points). Add Tankodesantniki SMG teams for +10 points per team.
- Guards Rocket Mortar Batteries with: 2 Rocket Mortar Platoons (100 points), 1 Rocket Mortar Platoon (60 points). Add loading crews and trucks for +35 points per platoon. Add Anti-aircraft Section for +40 points. Replace all DShK AA MG with towed 37mm obr 1939 guns at no cost.

Aircraft	Priority Air Support	Limited Air support
Il-2 Shturmovik	270 points	200 points
Il-2M Tip 3M	290 points	225 points
P-39 Kobra	160 points	130 points





SOVIET ARSENAL



TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour		Equipment and Notes
			Side Anti-tank	Top Firepower	
LIGHT TANKS					
T-70 obr 1943 45mm obr 1938 gun	Fully-tracked 24"/60cm	4 2	2 7	1 4+	Co-ax MG, Limited vision, Wide-tracks.
Mark III (Valentine II) QQF 2 pdr gun	Fully-tracked 24"/60cm	6 2	5 7	1 4+	Co-ax MG, Slow tank.
Mark VIII (Valentine VIII) QQF 6 pdr gun	Fully-tracked 24"/60cm	6 2	4 10	1 4+	Protected ammo, Slow tank.
M31 (M3A1 Stuart) M5 37mm gun	Fully-tracked 24"/60cm	3 2	2 7	1 4+	Co-ax MG, Hull MG, Light tank.
MEDIUM TANKS					
T-34 obr 1942 76mm F-34 gun	Fully-tracked 32"/80cm	6 2	5 9	1 3+	Co-ax MG, Hull MG, Fast tank, Limited vision, Wide-tracks.
T-34/85 obr 1943 85mm D-5T gun	Fully-tracked 32"/80cm	7 2	5 12	1 3+	Co-ax MG, Hull MG, Limited vision.
Mark II (Matilda II) QQF 2 pdr gun	Fully-tracked 24"/60cm	7 3	6 7	2 4+	Co-ax MG, Slow tank, Unreliable.
Mark II 76mm (Matilda II CS) QQF 3" gun	Fully-tracked 24"/60cm	7 2	6 5	2 3+	Co-ax MG, Slow tank, Unreliable.
M3s (M3 Lee) M3 37mm gun M3 75mm gun	Fully-tracked 24"/60cm 32"/80cm	5 3 2	3 7 10	1 4+ 3+	Co-ax MG, Cupola MG. Hull mounted
M4 (M4A2 Sherman) M3 75mm gun	Fully-tracked 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG.
HEAVY TANKS					
KV-1s 76mm F-34 gun	Fully-tracked 32"/80cm	8 2	6 9	2 3+	Co-ax MG, Hull MG, Turret-rear MG, Wide-tracks.
KV-85 85mm D-5T gun	Fully-tracked 32"/80cm	9 2	7 12	2 3+	Co-ax MG, Turret-rear MG, Slow tank.
IS-2 122mm D-25T	Fully-tracked 32"/80cm	10 1	8 15	2 2+	Co-ax MG, Turret-rear MG, Slow tank.
Mark IV (Churchill III or IV) QQF 6 pdr gun	Fully-tracked 24"/60cm	8 3	7 10	2 4+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Wide tracks.
FLAME TANKS					
OT-34 76mm F-34 gun ATO-42 flame-thrower	Fully-tracked 32"/80cm 4"/10cm	6 1 2	5 9 -	1 3+ 6	Co-ax MG, Fast tank, Limited vision, Wide-tracks. Flame-thrower, Hull mounted.
KV-8s ATO-42 flame-thrower 45mm obr 1938 gun	Fully-tracked 4"/10cm 24"/60cm	8 3 2	6 - 7	2 5+ 4+	Hull MG, Turret-rear MG, Wide-tracks. Flame-thrower.



Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
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ASSAULT GUNS

SU-57 M1 57mm	Half-tracked 24"/60cm	1 3	0 10	0 4+	Hull mounted.
SU-76M 76mm ZIS-3	Fully-tracked 32"/80cm	3 2	1 9	0 3+	Wide-tracks. Hull mounted.
SU-85 85mm D-5S	Fully-tracked 32"/80cm	5 2	5 12	1 3+	Hull mounted.
SU-122 122mm obr 1938	Fully-tracked 24"/60cm	5 2	5 10	1 2+	Hull mounted.
SU-152 152mm ML-20S	Fully-tracked 32"/80cm	7 1	6 13	2 1+	Slow tank. Bunker buster; Hull mounted.
ISU-122 122mm D-25S	Fully-tracked 32"/80cm	9 1	7 15	2 2+	Slow tank. Hull mounted.
ISU-152 152mm ML-20S	Fully-tracked 32"/80cm	9 1	7 13	2 1+	Slow tank. Bunker buster; Hull mounted.

ARMoured CARS

BA-64 With PTRD anti-tank rifle	Jeep 16"/40cm	0 2	0 5	0 5+	AA MG.
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ROCKET LAUNCHERS

BM-13 Katyusha BM-13-16 rocket launcher	Wheeled 64"/160cm	- -	- 2	- 4+	
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ANTI-AIRCRAFT MACHINE-GUNS

DShK AA MG on truck DShK AA MG	Wheeled 16"/40cm	- 4	- 4	- 5+	Awkward layout. Anti-aircraft, Portee.
ZSU M17 MGMC (quad .50 cal) M45 quad .50 cal MG	Half-tracked 16"/40cm	1 6	0 4	0 5+	Awkward layout. Anti-aircraft.

CAVALRY MACHINE-GUN CARTS

Tachanka Maksim HMG	Cavalry Wagon 24"/60cm	- 6	- 2	- 6	HMG Carrier.
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VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank Assault 3.
Maksim HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
82-BM-41 mortar	Man-packed	40"/100cm	-	2	6	
120-PM-38 mortar	Light	56"/140cm	-	3	3+	
76mm obr 1927 gun Firing bombardments	Light	16"/40cm 64"/160cm	2 -	5 3	3+ 6	Gun shield.
DShK AA MG	Man-packed	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
37mm obr 1939 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
45mm obr 1942 gun	Light	24"/60cm	3	8	4+	Gun shield.
57mm ZIS-2 gun	Heavy	32"/80cm	3	11	4+	Gun shield.
76mm ZIS-3 gun Firing bombardments	Heavy	32"/80cm 80"/200cm	2 -	9 3	3+ 6	Gun shield.
122mm obr 1938 howitzer Firing bombardments	Immobile	24"/60cm 80"/200cm	1 -	7 4	2+ 3+	Gun shield.



INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Flame-thrower team	4"/10cm	4	-	6	Flame-thrower.
Komissar team	4"/10cm	1	1	6	
Staff team			cannot shoot		Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are Tank Assault 4.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Armour Side	Top	Equipment and Notes
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TRUCKS

M-72 motorcycle and sidecar	Jeep	-	-	-	Passenger-fired MG.
ZIS-5 3-ton, ZIS-6 4-ton, Dodge 3/4-ton, or Studebaker 2 1/2-ton truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	
Cavalry wagon	Cavalry Wagon	-	-	-	

TRACTORS

Stalinets	Fully-tracked	-	-	-	Slow tank.
Horse-drawn limber	Wagon	-	-	-	
Cavalry limber	Cavalry Wagon	-	-	-	

ARMoured TRANSPORTERS

M3A1 armoured transporter	Jeep	1	0	0	Passenger-fired AA MG.
BA-10M converted transporter	Jeep	1	0	0	Passenger-fired MG.
Captured Sd Kfz 251 half-track	Half-tracked	1	0	0	Passenger-fired MG.
Universal Carrier	Half-tracked	0	0	0	Passenger-fired MG.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Il-2 Shturmovik	Cannon	3+	9	5+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	
Il-2M Tip 3M Shturmovik	Cannon	3+	12	4+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	
P-39 Kobra	MG	3+	6	5+	
	Cannon	4+	9	4+	
	Bombs	4+	5	2+	





German Catalogue



GE132 Elefant



GE045 Panzer IV G



GE530 PaK43/41



GE071 Tiger I E



GE061 Panther A



BRITISH CATALOGUE



BR121 Sherman VC Firefly



BR120 Sherman V



BR350 Staghound



BR574 25 pdr gun



BR521 17 pdr gun



BR073 Churchill VI



U.S. CATALOGUE



US042 M4A1 Sherman



US143 M7 Priest HMC



US301 M8 armoured car



US106 M18 Hellcat GMC



US102 M10 3in GMC



SOVIET CATALOGUE



SU055 T-34/85 obr 1944



SU091 IS-2



SU103 SU-57



SU102 SU-85



SU083 KV-1s



SU053 T-34 obr 1942



This is a supplement for *Flames Of War the World War II Miniatures Game*.
A copy of the rule book for *Flames Of War* is necessary to fully use the contents of this book.



FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

FESTUNG EUROPA

THE WESTERN FRONT

As 1944 began, the British and American forces in Great Britain were preparing for their return to France in the D-Day landings. At the same time the Fifth and Eighth Armies in Italy looked towards Rome, planning the battles that would capture the first Axis capital to fall in the war.

Festung Europa contains Intelligence Briefings on the German, British, and US forces involved in these dramatic campaigns to liberate Europe. These give you everything you need to field these forces in a *Flames Of War* game, including the up-gunned M4A1 Sherman (76mm) and Firefly VC tanks, the speedy M18 Hellcat GMC tank-destroyer and Cromwell tank, the deadly Churchill Crocodile flame-tank, and the M16 MGMC with its quadruple .50 cal machine-guns.

THE EASTERN FRONT

While the western Allies planned, the Red Army was fighting the brutal battles that would take them from Leningrad in the north and the Dnepr River in the south, to the borders of Poland and Romania, clearing the Motherland of the Fascist invaders.

Festung Europa contains Intelligence Briefings on the Soviet and German forces fighting the epic battles for the Ukraine and Western Russia. These give you everything you need to field these forces in a *Flames Of War* game. In these battles the Red Army fielded the up-gunned T-34/85 medium tank and the powerful IS-2 heavy tank with its 122mm gun capable of penetrating any German tank, even the new Königstiger! On the other side, all of the German equipment that appeared at Kursk is now in full production and available in quantity.

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Flames Of War discussion forum: <http://fow.FlamesOfWar.com>

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