FORCE ON FORCE
PRIMER

A COLLECTION OF INTRODUCTORY SCENARIOS
FOR FORCE ON FORCE

Notices: While every effort has been made to prepare an accurate, thorough and error-free document, your comments and suggestions regarding improvements to this user's manual are appreciated. Please forward suggestions and requests for clarification to ambushalley@gmail.com

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Ambush Alley Games

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SCENARIOS

This **Force on Force Primer** contains a selection of scenarios designed to be played with appropriate forces in any period. Our goal is to give players a set of useful generic games that can be played with their existing figure collections.

Each scenario will be set out in the following manner:

Introduction
A short narrative that sets the scene and provides a basic overview of the scenario.

Terrain
Any applicable notes on terrain for the game and its effects.

Red Force
The objectives for Red Force and its OOB.

Blue Force
The Objectives for Blue Force and its OOB.

Victory Points
A breakdown of the victory points for the two sides.

Scenario Notes
Any applicable notes and suggested forces that players may want to try using in the game.

The scenarios are presented in a generic format and the OOBs will not list period specific weapons. Players should use the general platoon and squad organization for their chosen periods. Many of these are easy to find on the internet or other wargaming resources. In the future, Ambush Alley Games will release a series of theatre packs concentrating on specific periods to game.

SCENARIO 1 - A MEETING ENCOUNTER

INTRODUCTION

Red Force has recently invaded the Blue nation and is driving hard for their objectives. In response Blue Force has dispatched a number of units to meet the advance head-on and slow the enemy advance.

This scenario recreates a meeting engagement between two similar sized forces. The game will last for 8 turns on a 4 x 4 table and should be increased by two turns for each extra foot of board depth.

TERRAIN

Basically, anything goes here. We suggest that the main features be comprised of one or two roads that run from one opposing board edge to the other. Red Force is using these roads for their main advance.

RED FORCE

Your objective is to push ahead of the main army and open the way forward. Your troops must exit from the opposing table edge to represent the desire to push the advance on as quickly as possible.

Red Force receives one Asset Card at the start of the game.

Red Force OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
3 x Rifle Squads – 8-10 figures (with Light Support Weapons) and truck.
Support Section – 2 x MMG Teams in a truck.
Tank Support – 2 x Light Tanks
Armored Car Support – 2 x Light Armored Cars

BLUE FORCE

Your force has been dispatched to halt the enemy advance. By chance you have met a similar sized enemy force heading your way. You must halt the enemy advance and make them pay for invading Blue territory.

Blue Force OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
3 x Rifle Squads – 8-10 figures (with Light Support Weapons) and truck.
Support Section – 2 x MMG Teams in a truck.
Anti-Tank Support – 2 x Anti-Tank Guns or similar Weapons Teams with trucks.
Armored Car Support – 2 x Light Armored Cars

VICTORY POINTS

Red Force
- Each Unit exiting opposite board edge: + 5 points
- Each enemy figure KIA/WIA/POW: + 1 point

Blue Force
- Each enemy vehicle/gun destroyed: +5 points
- Each enemy figure KIA/WIA/POW: + 1 point

Scenario Notes

This game can be set in any period and makes for a nice, easy to set up scenario for a quick battle. This would make for an interesting early war battle set in France during the 1940 German invasion or it could be set in the first Gulf War with a battle between Iraqi and Saudi troops or even pit the Iraqis against Kuwaiti forces. For those wanting to do something more modern, the scenario could be moved to Georgia with the Russians invading - or even set during Operation Iraqi Freedom.

As with all these scenarios, players will have to use a bit of commonsense in what forces they allocate. A bit of trial and error will soon show

up any imbalances, however. Below are the Force lists with suggested troop types for two of the example periods:

France, 1940

Germans (Red Force) OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
3 x Rifle Squads – 10 figures (two fire-teams with MG34 in one) and truck.
Support Section – 2 x sMG34 Teams in a truck.
Tank Support – 2 x Panzer II Ausf C
Armored Car Support – 2 x Sdkfz 222

French (Blue Force) OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
3 x Rifle Squads – 9 figures (two fire-teams with FM-24 in one) and truck.
Support Section – 2 x Hotchkiss MMG Teams in a truck.
Anti-Tank Support – 2 x 25mm Anti-Tank Guns with trucks.
Armored Car Support – 2 x Panhard 178 Armored Cars.

Gulf War One

Iraqi (Red Force) OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
3 x Rifle Squads – 8 figures (two fire-teams one with PKM and one with RPG) and truck.
Support Section – 2 x DsHKK Teams in a truck.
Tank Support – 2 x T-55
Armored Car Support – 2 x ERC-90 Armored Cars

Saudi (Blue Force) OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
3 x Rifle Squads – 8 figures (two fire-teams one with SAW and one with LAWs) and truck.
Support Section – 2 x MMG Teams in a truck.

Anti-Tank Support – 2 x Dragon ATGW Weapons Teams with truck.
Armored Car Support – 2 x Panhard AML-90 Armored Cars

SCENARIO 2 – THE AMBUSH

INTRODUCTION

Red Force is driving hard through enemy territory in a drive to capture a key bridge. A small unit from Blue Force lies in ambush along their route.

The game will last for 10 turns on a 6 x 4 board and should be played with Red Force advancing down the longest length of the table.

TERRAIN

Use whatever terrain you have handy, but you will need a road that winds its way through fairly close terrain. The Red Force should be made to feel suitably claustrophobic on its advance.

RED FORCE

Your objective is to advance down the road and exit the table. You will score Victory Points for each unit you exit off the opposite board edge.

Remember: Speed is of the essence! You must keep up the tempo of the armies advance.

Red Force receives one Asset Card at the start of the game.

Red Force OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
3 x Rifle Squads – 8-10 figures (with Light Support Weapons) and truck, one squad may be in an APC.
Support Section – 2 x MMG Teams in a truck.
Tank Support – 2 x Medium Tank
Recce Group – 2 x Light Armored Cars, 1 x truck or light APC carrying a four man recce team (with Light Support Weapon).

BLUE FORCE

Your force has been dispatched to ambush enemy units heading towards a vital river crossing. You must destroy as many enemy

units as possible before withdrawing from the area. You must try to conserve losses among your own men.

You may exit units from any board edge other than the Red Force starting edge. All troops start 'hidden'.

Blue Force receives one Asset Card at the start of the game.

Blue Force OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures with attached medic.
2 x Rifle Squads – 8-10 figures (with Light Support Weapons).
Support Section – 1 x MMG Teams and 1 x Anti-Tank Weapons Team.
Anti-Tank Support – 1 x Anti-Tank Guns or similar Weapons Teams with truck.

VICTORY POINTS

Red Force
- Each Unit over 50% strength exiting opposite board edge + 10 points
- Each enemy figure KIA/WIA/POW + 1 point

Blue Force
- Each enemy vehicle destroyed +5 points
- Each enemy figure KIA/WIA/POW + 1 point
- Each unit over 50% strength exited off table +5 points

Scenario Notes

Again, this game can be set in any period and is an easy to set up scenario for a quick battle. This would make an interesting encounter set in the Hurtgen Forest with German troops ambushing US forces or even an encounter between Germans and Soviet forces in the forests of Russia. For a more modern game it could be set during the war in Indo-China with the Viet Minh forces ambushing a French mobile column or it could recreate an American advance during the Second Gulf War coming under attack from Iraqi regulars. Below are

Force lists with suggested troop types for two of the example periods:

Somewhere in Russia, 1941

Germans (Red Force) OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
3 x Rifle Squads – 10 figures (two fire-teams with MG34 in one) and truck.
Support Section – 2 x sMG34 Teams in a truck.
Tank Support – 2 x Panzer III with short 50mm gun.
Armored Car Support – 2 x Sdkfz 222, 1 x Horch car with four man infantry unit (with MG34).

Soviets (Blue Force) OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures with attached medic.
2 x Rifle Squads – 12 figures (two teams of six, all rifle but one team has a DP-LMG).
Support Section – 1 x Maxim MMG Team and 1 x Anti-Tank Rifle Team.
Anti-Tank Support – 1 x 45mm M1937 Anti-Tank Gun with truck.

Second Gulf War – The Road to Baghdad

US Army (Red Force) OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
3 x Rifle Squads – 8 figures (two fire-teams both with SAW & UGL) and four HUMMVEE **and** one Bradley APC.
Support Section – 2 x MMG Teams in M113 APC.
Tank Support – 2 x M1A1 Abrams
Recce Group – 1 x Bradley with four man dismount recce team (with SAW and UGL)

Iraqi Army (Blue Force) OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures with attached medic.
2 x Rifle Squads – 10 figures (two teams of five, one with SAW and one with RPG-7).

Support Section – 1 x Dshkk HMG Team and 1 x AT-3 Sagger Team.
Anti-Tank Support – 1 x T-72.

SCENARIO 3 - A RIVER CROSSING

INTRODUCTION

Red Force has pushed through the defenses of the Blue Army and is driving hard for a bridge over a major river. Both sides realize the importance of this crossing point and Blue force has deployed troops to defend the vital objective. Realizing this, Red Force has allocated extra troops for the assault on the crossing point.

The game will last for 10 turns on a 4 x 4 table and should be increased by two turns for each extra foot of board depth.

TERRAIN

You'll need a river and a bridge. The river should run along the longest edge of the table and be located nearer to Blue's base edge. On a 6 x 4 table the river should be around 12" from the Blue table edge. The bridge should then be placed in the centre of the river. If you want to make it a little harder for Red Force, add a couple of buildings near the bridge for Blue troops to fortify and defend.

RED FORCE

Your objective is to capture the bridge, before it is demolished by the enemy!

Red Force receives one Asset Card at the start of the game.

Red Force OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
4 x Rifle Squads – 8-10 figures (with Light Support Weapons) and truck.
Combat Engineer Squad – 8 figures (armed with two Flamethrowers) and truck.
Support Section – 1 x MMG Team, 1 x Light Mortar Team in a truck.
Tank Support – 2 x Medium Tanks
Armored Car Support – 2 x Light Armored Cars

BLUE FORCE

Your force has dug-in around the vital bridge and must hold it for ten turns until the engineers can destroy it before it falls into enemy hands.

Blue Force OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
Forward Observer Team – 2 figures with light car, able to direct 'Heavy Mortars' as per asset card.
2 x Rifle Squads – 8-10 figures (with Light Support Weapons) and truck.
Support Section – 2 x MMG Teams in a truck.
Anti-Tank Support – 2 x Anti-Tank Guns or similar Weapons Teams with trucks.

The force may also deploy in trenches giving 'fortified' bonus to defense dice.

VICTORY POINTS

Red Force
Capture the Bridge +100 points

Blue Force
Bridge destroyed before capture +100 points

In order for the bridge to be destroyed on turn 10, Blue force must have a unit of infantry within optimum range of the bridge at the end of the turn. The unit must not be pinned.

Scenario Notes

This game can be set in several periods as, given their strategic value, the capture of bridges has been a vital mission in all wars. The game could be set in any WWII theatre or any modern setting. If players want to vary the game they could have Red Force deploy two of their squads by glider or helicopter assault.

Below are Force lists with suggested troop types for two example periods;

France 1944

US Army (Red Force) OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
4 x Rifle Squads – 12 figures (two fire-teams with BAR in one and a Bazooka in the other) and M3 Half-Track.
Combat Engineer Squad – 8 figures (armed with two Flamethrowers) and M3 Half-Track.
Support Section – 1 x .30 Cal. MMG Team, 1 x 60mm Mortar Team in a truck.
Tank Support – 2 x M4A3 Sherman tanks with 75mm guns.
Armored Car Support – 2 x M8 Greyhounds

German (Blue Force) OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures in Horch Heavy Car with attached medic.
Forward Observer Team – 2 figures with Kubelwagen Radio Car, able to direct 'Heavy Mortars' as per asset card.
2 x Rifle Squads – 10 figures (two fire-teams with MG42 in one) and Sdkfz 251 'Neu'.
Support Section – 2 x sMg42 MMG Teams in Opel Blitz.
Anti-Tank Support – 1 x 75mm Pak 40 Anti-Tank Guns with tow and a two-man Panzerschrek team.

East Pakistan, Indo-Pakistan War 1971

Indian Army (Red Force) OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
4 x Rifle Squads – 10 figures (two fire-teams with Bren-Gun in one) and truck.
Combat Engineer Squad – 8 figures (armed with two Flamethrowers) and truck.
Support Section – 1 x Vickers MMG Team, 1 x 2" Mortar Team in a truck.
Tank Support – 2 x T-55 tanks.
Armored Car Support – 2 x PT-76 tanks (amphibious – may cross river at half patrol speed).

Pakistani Army (Blue Force) OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures in jeep with attached medic.
Forward Observer Team – 2 figures with jeep, able to direct 'Heavy Mortars' as per asset card.
2 x Rifle Squads – 10 figures (two fire-teams with Bren-Gun in one and Bazooka in the other).
Support Section – 2 x Vickers MMG Teams.
Anti-Tank Support – 2 x 6-Pounder Anti-Tank Guns with tow.

Scenario 4 – The Counter-attack

Introduction

Red Force has just made a bridgehead deep in Blue territory. Blue forces have been ordered to launch a counter-attack to destroy the enemy forces before they can be reinforced.

The game will last for 8 turns on a 6 x 4 table and should be increased by two turns for each extra foot of board depth.

Terrain

For this game, use a similar set-up to the river crossing or just count Red's table edge as the river.

Red Force

Your objective is to hold the enemy force until relieved. If over 40% of your force remains at the end of turn 8, Red Force is declared the winner. If less than 40% remains, High Command will elect to withdraw your men rather than reinforce a failing position, making Blue the victor.

All infantry and weapons team maybe dug-in.

Red Force gains one Asset card at the start of the game.

Red Force OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
2 x Rifle Squads – 8-10 figures (with Light Support Weapons).
Support Section – 2 x MMG Team, 1 x Light Mortar Team.
Tank Support – 2 x Medium Tanks.

Blue Force

Your force has been dispatched to destroy the enemy bridgehead. If you destroy over 60% of the enemy force by the end of the game, the enemy is forced to withdraw and the bridgehead is crushed. If you fail to do so, the enemy will be successfully reinforced and Red is the victor.

Blue Force gains one Asset card at the start of the game.

Blue Force OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
4 x Rifle Squads – 8-10 figures (with Light Support Weapons) and truck.
Support Section – 1 x MMG Team and 1 x Light Mortar Team in a truck.
Tank Support – 2 x Medium Tank and 1 x 'Heavy' Tank.

Victory Points

Red Force
- 40% strength at end of game = Victory!

Blue Force
- Over 60% enemy army casualties = Victory!

Scenario Notes

As with all the scenarios, this one can be set in any period and makes for a great follow-on game from the 'River Crossing'. Hopefully players will be able to fit both games in over the course of a single evening. Below are Force lists with suggested troop types for two example periods:

Normandy 1944

US Airborne (Red Force) OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
2 x Rifle Squads – 10 figures (in two teams, one with Browning LMG and the other with a bazooka).
Support Section – 2 x .30 cal Browning MMG Teams, 1 x 60mm Mortar Team.
Tank Support – 2 x M4A3 Sherman Tanks with 75mm guns.

Waffen-SS (Blue Force) OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures in a Kubelwagen with attached medic.
4 x Rifle Squads – 8 figures (in two teams, one with MG42 the other with Panzerfaust) and truck.
Support Section – 1 x sMG42 MMG Team and 1 x 50mm Mortar Team in a truck.
Tank Support – 2 x Panzer IV J and 1 x Tiger I.

Fao Peninsula, Iran-Iraq War

Iraqi (Red Force) OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures with attached medic.
2 x Rifle Squads – 10 figures (in two teams, one with RPD and the other with RPG-7).
Support Section – 2 x 'Dushka' MMG Teams, 1 x 60mm Mortar Team.
Tank Support – 2 x T-55.

Iranian (Blue Force) OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures in a pick-up with attached medic.
4 x Rifle Squads – 10 figures (in two teams, one with RPG-7) and truck.
Support Section – 1 x 'Dushka' MMG Team and 1 x 60mm Mortar Team in a truck.
Tank Support – 2 x M47 Tanks and 1 x Chieftain Tank.

Scenario 5 – The Rearguard

Introduction

Red Force has broken the Blue counter-attack and is now on their heels, driving them back. Blue has formed a hastily assembled rearguard to stop the Red units pursuing them at all costs.

The game will last for 8 turns on a 6 x 4 table and should be increased by two turns for each extra foot of board depth.

Terrain

Any terrain set-up can be used for this game.

Red Force

Your objective is to destroy the Blue Force rearguard and continue the advance.

Red Force gains one Asset card at the start of the game.

Red Force OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
5 x Rifle Squads – 8-10 figures (with Light Support Weapons) with truck.
Support Section – 2 x MMG Teams, 1 x Light Mortar Team with truck.
Tank Support – 3 x Medium Tanks.

Blue Force

Your force is dug-in and deployed as a rearguard to halt the advancing Red Army.

You may have any or all of your troops dug-in when the game starts.

Blue Force gains one Asset card at the start of the game.

Blue force may also deploy one concrete pillbox or reinforced bunker that counts as a +4 to defense dice. The Pillbox may hold one weapons team or an A/T gun.

Blue Force OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures with attached medic.
3 x Rifle Squads – 8-10 figures (with Light Support Weapons) and truck.
Support Section – 2 x MMG Teams.
Anti-Tank Support – 2 x Anti-Tank Guns (with tow) or two equivalent weapons teams.

Victory Points

Red Force
- Each enemy unit under 50% +5 points
- Each Unit exited of enemy board edge +5 points

Blue Force
- Each enemy unit reduced to under 50% strength or vehicle destroyed +10 points

Scenario Notes

This game can go a number of ways. The Red player can elect to either fight his way through the Blue defence or try to outflank it and exit the table. It is also suitable for just about any period and will work particularly well for late-war WW2 games. Below are Force lists with suggested troop types for two example periods:

German Border 1945

US Army (Red Force) OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a jeep with attached medic.
5 x Rifle Squads – 12 figures (in two fire teams, one with BAR and one with Bazooka) with M3 Half-Track.
Support Section – 2 x .30 cal Browning MMG Teams, 1 x 60mm Mortar Team with truck.
Tank Support – 3 x Sherman M4A3E2 'Jumbo' (two with 75mm, one with 76mm gun).

German Army (Blue Force) OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures with attached medic.
3 x Rifle Squads – 9 figures (in two fire teams, one with MG42 and one with panzerfaust).
Support Section – 2 x sMG42 MMG Teams.
Anti-Tank Support – 2 x 75mm Pak 40 Anti-Tank Guns.

The Falkland Islands, 1982

British Army (Red Force) OOB – Troop Quality/Morale D8/D10

Platoon Command – 4 Figures with attached medic.
5 x Rifle Squads – 10 figures (in two fire teams, one with GPMG, one with Bren).
Support Section – 2 x GPMG MMG Teams, 1 x L9A1 51mm Mortar Team.
Tank Support – 3 x FV101 Scorpion tank.

Argentine Army (Blue Force) OOB - Troop Quality/Morale D8

Platoon Command – 5 Figures with attached medic.
3 x Rifle Squads – 10 figures (in two fire teams, one with FN MAG) and truck.
Support Section – 1 x FN MAG MMG Team, 1 x Browning M2HB HMG Team.
Anti-Tank Support – 1 x 90mm Recoilless Rifle Weapon Team.

SCENARIO 6 – THE LAST STAND

INTRODUCTION

Red Force has destroyed the Blue rearguard and has cut-off the remaining defenders. The Blue force is now cut-off and surrounded. Red Force now launches a final assault to wipe-out the enemy once and for all.

The game will last for 10 turns on a 6 x 4 table and should be increased by two turns for each extra foot of board depth.

TERRAIN

For this game you will want to place a small village or compound in the centre of the table for Blue force to defend.

RED FORCE

Your objective is to eliminate this final pocket of Blue resistance and crush them before they can be relieved. You have the force cut-off and surrounded. Now you must ensure its total destruction. Your troops may enter the table from any board edge.

Red Force gains one Asset card at the start of the game.

Red Force OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures in a light truck with attached medic.
Forward Observer Team – 2 figures in light car with 'Heavy Mortar' support as per asset card.
5 x Rifle Squads – 8-10 figures (with Light Support Weapons) with truck.
Support Section – 2 x MMG Teams, 1 x Light Mortar Team with truck.
Tank Support – 3 x Medium Tanks.
Tank Support – 2 x Heavy Tanks.

BLUE FORCE

Your force is trapped in a small village and surrounded by the enemy. Things look bleak for you unless you can hold out till support arrives.

Blue Force gains one Asset card at the start of the game. Blue force may fortify two buildings. Fortified buildings provide an extra defense die to any units sheltering inside them.

Blue Force OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures with attached medic.
3 x Rifle Squads – 8-10 figures (with Light Support Weapons).
Support Section – 2 x MMG Teams.
Anti-Tank Support – 2 x Anti-Tank Guns or two equivalent weapons teams.
Tank Support – 2 x Medium Tanks.

Special Rules

If any Blue unit is forced to fall back and there is a Red unit within optimum range, roll a further morale check. If the Blue unit fails it surrenders to the Red Force and is removed from the table.

Surrendered units count as destroyed for the allocation of victory points.

VICTORY POINTS

Red Force
Destroy all enemy units = Victory!

Blue Force
Survive till the end of the game = Victory!

Scenario Notes

This will be a tough game for both sides and will certainly be a bloody engagement. It can be used for any period and will make for an interesting fictional encounter if set during the Cold War period. Players could also recreate some famous last stands from WW2. Below are Force lists with suggested troop types for two example periods:

Hong Kong, 1941

Japanese Army (Red Force) OOB – Troop Quality/Morale D8

**Platoon Command – ** 4 Figures with attached medic.
Forward Observer Team – 2 figures with 'Heavy Mortar' support as per asset card.
5 x Rifle Squads – 12 figures (in two teams, one with Type 99 LMG and the other with a 'Knee' Mortar (count as UGL)).
Support Section – 2 x Type 92 MMG Teams, 1 x Type 92 70mm Infantry Gun.
Tank Support – 3 x Type 94 Tankette.
Tank Support – 2 x Type 97 Chi-Ha.

British Army (Blue Force) OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures, 2 man Anti-Tank Rifle Team and attached medic.
3 x Rifle Squads – 8 figures (in two fire teams, one with Bren Gun).
Support Section – 2 x Vickers MMG Teams.
Anti-Tank Support – 2 x 2-Pounder Anti-Tank Guns.
Tank Support – 2 x Rolls-Royce Armored Cars.

Ortona, 1943

Canadian Army (Red Force) OOB – Troop Quality/Morale D8

Platoon Command – 4 Figures with attached medic.
Forward Observer Team – 2 figures with 'Heavy Mortar' support as per asset card.
5 x Rifle Squads – 8 figures (in two fire teams, one with Bren Gun).
Support Section – 2 x Vickers MMG Teams, 1 x 2" Mortar Team.
Tank Support – 5 x M4 Sherman.

German Fallschirmjager (Blue Force) OOB - Troop Quality/Morale D8

Platoon Command – 4 Figures with attached medic.
3 x Rifle Squads – 8 figures (in two teams, one with MG34).
Support Section – 2 x sMG42 MMG Teams.

Anti-Tank Support – 2 x 50mm Pak38 Anti-Tank Guns.
Tank Support – 2 x Panzer IV H.