# **VOLKSGRENADIER SQUAD**

## Comprising:

1 Volksgrenadier Sergeant, 1 Volksgrenadier Corporal, 1 Volksgrenadier Machine-gunner, 5-6 Volksgrenadiers, 0-1 Volksgrenadier Sniper, 0-1 Machine Gun Section, 0-1 Light Mortar Section, 0-1 Medium Mortar Section, 0-3 Volksturm Sections, 0-1 Volksgrenadier Medic

Unit/Section	TV	Weapon	Characteristics	Cost	
Volksgrenadier Sergeant	4	MP40 sub-machine gun, Stg39 Grenades	leader	60	
Volksgrenadier Corporal	4	MP40 sub-machine gun, Stg39 Grenades	leader	60	
Volksgrenadier Machine- gunner	3	Mg34 light machine gun, Stg39 Grenades		90	
Volksgrenadier	3	MP40 sub-machine gun, Stg39 Grenades	-	40	
Volksgrenadier Sniper	4	Kar98K rifle, Stg39 Grenades	infiltrator, marksman, sight, silent weapon, sniper	140	
Volksturm Section (3)	2	Kar98K rifle, Stg39 Grenades	compact group	60	
Machine-gun section (3) 3		Kar98k rifle, Stg39 grenades, Mg34 light machine gun with Tripod (only the <i>gunner</i> )	tripod	130	
Light mortar section (2)	3	Kar98k rifle, Stg39 grenades, GrW36 50mm Light mortar (only the <i>gunner</i> )		130	
Medium mortar section (3) 3		Kar98k rifle, Stg39 grenades, GrW34 81mm Medium mortar (only the <i>gunner</i> )		230	
Volksgrenadier Medic	3	Walther P38 pistol	medic	50	

## **UNIT VARIANTS:**

The *leaders* can add Walther P38 pistols for +10 points each.

The leaders can add binoculars for +30 points each.

The Volksgrenadier Machine-gunner can replace his Mg34 light machine gun with an Mg42 light machine gun for +10 points.

😢 Up to two Volksgrenadiers can become assistants to the Machine-gunner for +10 points each.

Sone Volksgrenadier can replace his Kar98k rifle with a Panzerschreck rocket-launcher and a Walther P38 pistol for +120 points.

😵 One Volksgrenadier can become assistant for the Panzerschreck rocket-launcher for +10 points.

One Volksgrenadier can add a Panzerfaust to his equipment for +70 points.

😢 One Volksgrenadier can add a *radio* for +10 points. The Volksgrenadier gets the *radio operator* characteristic.

The Machine-gun Section can replace their Mg34 light machine gun with an Mg42 light machine gun for +10 points.
 Each model or Section can buy the seasoned fighter characteristic for +10 points each.

Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.
 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Seach Squad can buy one vehicle of each type, but not a Motorbike. Check the Datasheet and Variants for the points value.

Note: Volksgrenadier Squads cannot buy a Half-track Troop Transporter.

# HITLERJUGEND SQUAD

## **Comprising:**

1 Hitlerjugend Sergeant, 1-2 Hitlerjugend Corporals, 5-6 Hitlerjugend, 0-1 Machine Gun Section, 0-1 Light Mortar Section, 0-1 Medium Mortar Section, 0-1 Hitlerjugend Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Hitlerjugend Sergeant	4	MP40 sub-machine gun, Stg39 Grenades	leader	60
Hitlerjugend Corporal	4	MP40 sub-machine gun, Stg39 Grenades	leader	60
Hitlerjugend	3	Panzerfaust, Stg39 Grenades	baptism of fire	80
Machine-gun section (3)	3	Kar98k rifle, Stg39 grenades, Mg34 light machine gun with Tripod (only the <i>gunner</i> )	tripod	130
Light mortar section (2)	3	Kar98k rifle, Stg39 grenades, GrW36 50mm Light mortar (only the <i>gunner</i> )	100 A	130
Medium mortar section (3)	3	Kar98k rifle, Stg39 grenades, GrW34 81mm Medium mortar (only the <i>gunner</i> )		230
Hitlerjugend Medic	3	Walther P38 pistol	medic	50

## **UNIT VARIANTS:**

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The Hitlerjugend Sergeant can add *binoculars* for +30 points.

The Hitlerjugend Corporal can replace his MP40 sub-machine gun with a Panzerschreck and a Walther P38 pistol for +110 points.

😢 One Hitlerjugend can become assistant for the Panzerschreck rocket-launcher for +10 points.

😢 Up to five Hitlerjugend can add a Walther P38 pistol for +10 points each.

🟵 Up to three Hitlerjugend can add a Kar98K rifle for +10 points each.

𝔅 One Hitlerjugend can add a Shotgun for +40 points.

 $oldsymbol{ { { } { { { } { { { } { } { } { } } } } } } } } } } One Hitlerjugend can add a radio for +10 points. The Grenadier gets the radio operator characteristic.$ 

The Machine-gun Section can replace their Mg34 light machine gun with an Mg42 light machine gun for +10 points.
 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Each Squad can buy one vehicle of each type, but not a Motorbike. Check the Datasheet and Variants for the points value.

Note: Hitlerjugend Squads can't buy Half-track troop transporters.

# WAFFEN SS SQUAD

## **Comprising:**

1 Waffen Sergeant, 0-1 Waffen Corporal, 1 Waffen Machine-gunner, 3-4 Waffen Assault troops, 3-4 Waffen, 0-1 Waffen Sniper, 0-1 Machine Gun Section, 0-1 Light Mortar Section, 0-1 Medium Mortar Section, 0-1 Waffen Medic

Unit/Section	TV	Weapon	Characteristics	Cost	
Waffen Sergeant	5	MP40 sub-machine gun, Stg39 Grenades	leader, seasoned fighter	80	
Waffen Corporal	5	MP40 sub-machine gun, Stg39 Grenades	leader, seasoned fighter	80	
Waffen Machine-gunner	4	Mg34 light machine gun, Stg39 Grenades	seasoned fighter	110	
Waffen Assault troop	4	Stg44 Assault rifle, Stg39 Grenades	seasoned fighter	85	
Waffen	4	Kar98K rifle, Stg39 Grenades	seasoned fighter	50	
Waffen Sniper	4	Kar98K rifle, Stg39 Grenades	infiltrator, marksman, seasoned fighter, sight, silent weapon, sniper	150	
Machine-gun section (3) 4		Kar98k rifle, Stg39 grenades, Mg34 light machine gun with Tripod (only the <i>gunner</i> )	tripod, seasoned fighter	170	
Light mortar section (2)	4	Kar98k rifle, Stg39 grenades, GrW36 50mm Light mortar (only the <i>gunner</i> ) seasoned fighter		160	
Medium mortar section (3) 4		Kar98k rifle, Stg39 grenades, GrW34 81mm Medium mortar (only the <i>gunner</i> )	seasoned fighter	270	
		Walther P38 pistol	medic, seasoned fighter	70	

## **UNIT VARIANTS:**

The whole Squad can buy a *bad reputation* for a total cost of +100 points.

The *leaders* can add Walther P38 pistols for +10 points each.

The leaders can add binoculars for +30 points each.

🛞 Up to three Waffen can replace their Kar98K rifles with G43 semi-automatic rifles for +10 points each.

★ The Waffen Machine-gunner can replace his Mg34 light machine gun with an Mg42 light machine gun for +10 points.
 ★ Up to two Waffen can become assistants to the Machine gunner for +10 points each.

🟵 One Waffen can fit his Kar98k rifle with a K98 Grenade launcher for +80 points.

Sone Waffen can replace his Kar98k rifle with a Panzerschreck rocket-launcher and a Walther P38 pistol for +120 points.

One Waffen can become an assistant to the Panzerschreck for +10 points.

😢 One Waffen can add a Panzerfaust to his equipment for +70 points.

One Waffen can replace his Kar98k rifle with a Flammenwerfer 41 Light flamethrower and a Walther P38 pistol for +150 points.

😢 One Waffen can add a *radio* for +10 points. The Panzergrenadier gets the *radio operator* characteristic.

ℜ The Machine-gun Section can replace their Mg34 light machine gun with an Mg42 light machine gun for +10 points.
ℜ Each model or Section can buy the *veteran* characteristic for +10 points each.

Bach model or Section can buy the *camouflage* characteristic for +10 points each.

Seach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# WAFFEN SS "DAS REICH" SQUAD

## Comprising:

1 Waffen SS Sergeant, 0-1 Waffen SS Corporal, 1 Waffen SS Machine-gunners, 2 Waffen SS Assault troops, 3-4 Waffen SS, 0-1 Waffen SS Sniper, 0-1 Machine Gun Section, 0-1 Light Mortar Section, 0-1 Medium Mortar Section, 0-1 Waffen SS Medic

Unit/Section	Unit/Section TV V		Characteristics	Cost
Waffen SS Sergeant	5	MP40 sub-machine gun, Stg39 Grenades	leader, seasoned fighter, unstoppable	110
Waffen SS Corporal	5	MP40 sub-machine gun, Stg39 Grenades	leader, seasoned fighter	80
Waffen SS Machine-gunner	4	Mg34 light machine gun, Stg39 Grenades	seasoned fighter	110
Waffen SS Assault troop	4	Stg44 Assault rifle, Stg39 Grenades	seasoned fighter	85
Waffen SS	4	Kar98K rifle, Stg39 Grenades	seasoned fighter	50
Waffen SS Sniper	4	Kar98K rifle, Stg39 Grenades	infiltrator, marksman, seasoned fighter, sight, silent weapon, sniper	150
Machine-gun section (3) 4		Kar98k rifle, Stg39 grenades, Mg34 light machine gun with Tripod (only the <i>gunner</i> )	tripod, seasoned fighter	170
Light mortar section (2)	h (2) 4 Kar98k rifle, Stg39 grenades, GrW36 50mm Light mortar (only the <i>gunner</i> ) seasoned fighter		seasoned fighter	160
Medium mortar section (3) 4		Kar98k rifle, Stg39 grenades, GrW34 81mm Medium mortar (only the gunner)	seasoned fighter	270
		Walther P38 pistol	medic, seasoned fighter	70

## **UNIT VARIANTS:**

The whole Squad can buy a *bad reputation* for a total cost of +100 points.

The leaders can add Walther P38 pistols for +10 points each.

The leaders can add binoculars for +30 points each.

The Waffen SS Machine-gunner can replace his Mg34 light machine gun with an Mg42 light machine gun for +10 points.

Oup to two Waffen SS can become assistants to the Machine-gunner for +10 points each.

One Waffen SS can replace his Kar98K rifle with an Stg44 Assault rifle for +35 points.

One Waffen SS can fit his Kar98k rifle with a K98 Grenade launcher for +80 points.

One Waffen SS can replace his Kar98k rifle with a Panzerschreck rocket-launcher and a Walther P38 pistol for +120 points.

One Waffen SS can become assistant for the Panzerschreck rocket-launcher for +10 points.

One Waffen SS can add a Panzerfaust to his equipment for +70 points.

One Waffen SS can replace his Kar98k rifle with a Flammenwerfer 41 Light flamethrower and a Walther P38 pistol for +150 points.

🟵 One Waffen SS can add a radio for +10 points. The Panzergrenadier gets the radio operator characteristic.

★ The Machine-gun Section can replace their Mg34 light machine gun with an Mg42 light machine gun for +10 points.
 ★ Each model or Section can buy the veteran characteristic for +10 points each.

Seach model or Section can buy the *camouflage* characteristic for +10 points each.

😢 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

🟵 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# **1ST DIVISION SS "LSSAH" SQUAD**

## **Comprising:**

1 Waffen SS Sergeant, 0-1 Waffen SS Corporal, 2 Waffen SS Machine gunner, 5-7 Waffen SS, 0-1 Waffen SS Sniper, 0-1 Machine Gun Section, 0-1 Light Mortar Section, 0-1 Medium Mortar Section, 0-1 Waffen SS Medic

Unit/Section	TV	Weapon	Characteristics	Cost		
Waffen SS Sergeant	5	MP40 sub-machine gun, Stg39 Grenades	camouflage, leader	80		
Waffen SS Corporal	5	Kar98K rifle, Stg39 Grenades	camouflage, leader	70		
Waffen SS Machine-gunner	4	Mg34 light machine gun, Stg39 Grenades	camouflage	110		
Waffen SS	4	Kar98K rifle, Stg39 Grenades	mimetismo	50		
Waffen SS Sniper	4	Kar98K rifle, Stg39 Grenades	infiltrator, marksman, sight, silent weapon, sniper	140		
Machine-gun section (3)	4	Kar98k rifle, Stg39 grenades, Mg34 light machine gun with Tripod (only the <i>gunner</i> )	camouflage, tripod	170		
Light mortar section (2)	4	Kar98k rifle, Stg39 grenades, GrW36 50mm Light mortar (only the <i>gunner</i> )		160		
Medium mortar section (3) 4		Kar98k rifle, Stg39 grenades, GrW34 81mm Medium mortar (only the <i>gunner</i> )	camouflage	270		
Waffen SS Medic	4	Walther P38 pistol	camouflage, medic	70		

## **UNIT VARIANTS:**

O The whole Squad can buy a *bad reputation* for a total cost of +100 points.

The leaders can add Walther P38 pistols for +10 points each.

The *leaders* can add *binoculars* for +30 points each.

The *leaders* can add the *unstoppable* characteristic for +30 points each.

😵 The Waffen SS Sergeant can replace his MP40 sub-machine gun with an Stg44 Assault rifle for +25 points.

The Waffen SS Corporal can replace his Kar98K rifle with an MP40 sub-machine gun for +10 points.

😢 Up to three Waffen SS can replace their Kar98K rifles with G43 semi-automatic rifles for +10 points each.

One Waffen SS armed with G43 semi-automatic rifle can equip his rifle with a *sight* for +20 points.

Each Waffen SS Machine-gunner can replace their Mg34 light machine guns with Mg42 light machine guns for +10 points each.

𝔅 Up to four Waffen SS (two per Machine-gunner) can become assistants to the Machine-gunner for +10 points each.
 𝔅 One Waffen SS can fit his Kar98k rifle with a K98 Grenade launcher for +80 points.

One Waffen SS can replace his Kar98k rifle with a Panzerschreck rocket-launcher and a Walther P38 pistol for +120 points.

One Waffen SS can become assistant for the Panzerschreck rocket-launcher for +10 points.

𝔅 One Waffen SS can add a Panzerfaust to his equipment for +70 points.

One Waffen SS can replace his Kar98k rifle with a Flammenwerfer 41 Light flamethrower and a Walther P38 pistol for +150 points.

😢 One Waffen SS can add a radio for +10 points. The Panzergrenadier gets the radio operator characteristic.

The Machine-gun Section can replace their Mg34 light machine gun with an Mg42 light machine gun for +10 points.

Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Each model or Section can buy the *camouflage* characteristic for +10 points each.

Seach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# JAGER SQUAD

## **Comprising:**

1 Jäger Sergeant, 0-1 Jäger Corporal, 1 Jäger Machine-gunner , 5-6 Jägers (including 0-2 rookies), 1 Glider Pilot, 0-1 Machine Gun Section, 0-1 Light Mortar Section, 0-1 Medium Mortar Section, 0-1 Jäger Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Jäger Sergeant	5	MP40 sub-machine gun, Stg39 Grenades	airborne, leader, close- combat	75
Jäger Corporal	5	MP40 sub-machine gun, Stg39 Grenades	airborne, leader, close- combat expert	75
Jäger Machine gunner	4	Mg34 light machine gun, Stg39 Grenades	airborne, close-combat expert	105
Jäger	4	MP40 sub-machine gun, Stg39 Grenades	airborne, close-combat expert	55
Jäger (rookie)	3	MP40 sub-machine gun, Stg39 Grenades	airborne, close-combat expert	45
Glider Pilot	3	Walther P38 pistol	airborne, glider pilot	30
Machine-gun section (3) 4		Kar98k rifle, Stg39 grenades, Mg34 light machine gun con Tripod (only the <i>gunner</i> )	airborne, close-combat expert, tripod	175
Light mortar section (2) 4		Kar98k rifle, Stg39 grenades, Light mortar GrW36 cal. 50mm (only the <i>gunner</i> )	airborne, close-combat expert	160
Medium mortar section (3) 4		Kar98k rifle, Stg39 grenades, Medium mortar GrW34 cal. 81mm (only the <i>gunner</i> )	airborne, close-combat expert	275
Jäger Medic	4	Walther P38 pistol	airborne, medic, close- combat expert	65

## **UNIT VARIANTS:**

The leaders can add Walther P38 pistols for +10 points each.

The *leaders* can add *binoculars* for +30 points each.

😢 Up to three Jägers can replace their MP40 sub-machine guns with Fg42 automatic rifles for +10 points each.

😢 Up to two Jägers can become *assistants* to the Machine-gunner for +10 points each.

Sone Jäger can replace his MP40 sub-machine gun with a Panzerschreck rocket-launcher and a Walther P38 pistol for +110 points.

One Jäger can become assistant to the Panzerschreck rocket-launcher for +10 points.

One Jäger can add a Panzerfaust to his equipment for +70 points.

One Jäger can replace his MP40 sub-machine gun a Flammenwerfer 41 Light flamethrower and a Walther P38 pistol for +140 points.

😢 One Jäger can add a radio for +10 points. The Fallschirmjäger gets the radio operator characteristic.

The Machine-gun Section can replace their Mg34 light machine gun with an Mg42 light machine gun for +10 points.
 Each model or Section can buy the seasoned fighter characteristic for +10 points each.

B Each model or Section can buy the *veteran* characteristic for +10 points each.

Beach model or Section can buy the *camouflage* characteristic for +10 points each.

😢 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

🕱 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Seach Squad can buy one vehicle of each type, except for a Motorbike. Check the Datasheet and Variants for the points value.

Note: Jäger Squads can't buy Half-track troop transporters.

# **VETERAN GRENADIER SQUAD (1945)**

## **Comprising:**

1 Grenadier Sergeant, 1 Grenadier Corporal, 6-8 Grenadiers (including 0-2 recruits), 0-1 Grenadier Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Grenadier Sergeant	4	MP40 sub-machine gun, Stg39 grenades	leader, veteran	70
Grenadier Corporal	4	MP40 sub-machine gun, Stg39 grenades	leader, veteran	70
Grenadier	3	Stg44 Assault rifle, Stg39 grenades	veteran	75
Grenadier (recruit)	2	Stg44 Assault rifle, Stg39 grenades		55
Grenadier Sniper	4	Kar98K rifle, Stg39 Grenades	infiltrator, marksman, sight, silent weapon, sniper, veteran	150
Machine-gun section (3)	3	Kar98k rifle, Stg39 grenades, Mg34 light machine gun with Tripod (only the <i>gunner</i> )	tripod, veteran	140
Light mortar section (2)	on (2) 3 Kar98k rifle, Stg39 grenades, GrW36 50mm Light mortar (only the <i>gunner</i> ) veteran		veteran	140
Medium mortar section (3) 3		Kar98k rifle, Stg39 grenades, GrW34 81mm Medium mortar (only the <i>gunner</i> )	veteran	240
Medic	3	Walther P38 pistol	medic, veteran	60

## **UNIT VARIANTS:**

🟵 The *leaders* can replace their MP40 sub-machine guns with Stg44 Assault rifles for +25 points each.

The leaders can add Walther P38 pistols for +10 points each.

The leaders can add binoculars for +30 points each.

Sone Grenadier can become a Greandier Machine-gunner replacing his Stg44 Assault rifle with a Mg34 light machine gun for +25 points.

The Grenadier Machine-gunner can replace his Mg34 light machine gun with an Mg42 light machine gun for +10 points.

Oup to two Grenadiers can become assistants to the Machine-gunner for +10 points each.

Sone Grenadier can replace his Stg44 Assault rifle with a Panzerschreck rocket-launcher and a Walther P38 pistol for +85 points.

One Grenadier can become *assistant* for the Panzerschreck rocket-launcher for +10 points.

One Grenadier can add a Panzerfaust to his equipment for +70 points.

Sone Grenadier can replace his Stg44 Assault rifle with a Flammenwerfer 41 Light flamethrower and a Walther P38 pistol for +115 points.

oxtimes One Grenadier can add a radio for +10 points. The Grenadier gets the radio operator characteristic.

★ The Machine-gun Section can replace their Mg34 light machine gun with an Mg42 light machine gun for +10 points.
 ★ Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.
 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Seach Squad can buy one vehicle of each type, but not a Motorbike. Check the Datasheet and Variants for the points value.

Note: Grenadier Squads cannot buy a Half-track Troop Transporter.

# SCHNELL SQUAD

## Comprising:

1 Sergeant, 0-1 Radio Operator Corporal, 2-3 Infantry, 0-1 Sniper, 0-1 Machine Gun Section, 0-1 Light Mortar Section, 0-1 Medium Mortar Section, 0-1 Medic, 1 Kubelwagen (base value 130 points), 2-3 BMW Motorbike (base value 90 points each), 1 Sidecar BMW (base value 190 points)

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	4	Walther P38 pistol, MP40 sub- machine gun, Stg39 Grenades	leader, attached to the Kubelwagen	70
Radio Operator Corporal	4	MP40 sub-machine gun, Stg39 Grenades leader, radio ope attached to the Kubelwagen		70
Infantryman	3	MP40 sub-machine gun, Stg39 Grenades	attached to a BMW Motorbike	40
Sniper	4	Kar98k rifle, Stg39 grenades	silent weapon, sniper, marksman, infiltrator, sight	140
Machine-gun section (3) 3		Kar98k rifle, Stg39 grenades, Mg34 light machine gun with Tripod (only the <i>gunner</i> )	tripod	130
Light mortar section (2) 3		Kar98k rifle, Stg39 grenades, GrW36 50mm Light mortar (only the <i>gunner</i> )	*	130
Medium mortar section (3) 3		Kar98k rifle, Stg39 grenades, GrW34 81mm Medium mortar (only the <i>gunner</i> )		230
Medic	3	Walther P38 pistol	medic	50

## **UNIT VARIANTS:**

The leaders can add binoculars for +30 points each.

😢 Each Infantryman can replace his MP40 sub-machine gun with a Kar98k rifle for -10 points each.

😢 One Infantryman can replace his MP40 sub-machine gun with a Stg44 Assault rifle for +25 points.

😢 One Infantryman can add a Panzerfaust to his equipment for +70 points.

The Radio Operator Corporal can buy the off-table covering fire (GrW36 50mm light mortar) characteristic for +100 points.

★ The Machine-gun Section can replace their Mg34 light machine gun with an Mg42 light machine gun for +10 points.
 ★ Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

😢 Each model or Section can buy the *veteran* characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

🟵 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Seach Squad can buy one vehicle of each type, but not a Motorbike. Check the Datasheet and Variants for the points value.

Note: For the points values of compulsory vehicles see each Vehicle Datasheet. Compulsory Kubelwagen add the *troop transporter (2)* characteristic. In any case the Kubelwagen can only carry 4 models, including the crew.

# SDKFZ 250/9

## Points value: 530 points

Classification: Half-track - Armoured - Mixed

Movement: 25 - 30 - 40

Weapons: KwK38 20mm Automatic Light Gun with *coaxial* Mg34 light machine gun (Turret)

Vehicle Characteristics: open-topped, radio, AV 1

Duties: leader/weapon crew-member/radio operator - gunner (gun and coaxial machine-gun) - driver/radio operator

## **Crew-members**

N.	Model	ΤV	Weapons	Characteristics
1	Tank Commander	3	Walther P38 pistol	leader, binoculars
2	Tank crew	3	Walther P38 pistol	

## VARIANTS:

★ You can add a *screen* for +40 points: the vehicle is no longer *open-topped* for hand grenade attacks and the models are no longer *exposed*. Mortars still treat the vehicle as *open-topped* because the weight of the shell will break through the screen.

igodot All the Tank crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +20 points.

# SDKFZ 251/22

Points value: 635 points

Classification: Half-track - Armoured - Mixed

Movement: 25 - 30 - 40

Weapons: L46 Pak 40/3 75mm Medium Gun (Hull, Long barrel)

Vehicle Characteristics: assault vehicle, open-topped, poor traverse, radio, AV 1

Duties: leader/radio operator - gunner - weapon crew-member - driver/radio operator

#### **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Walther P38 pistol	leader, binoculars
3	Tank crew	3	Walther P38 pistol	

## VARIANTS:

igodot All the Tank crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +30 points.

# SDKFZ 222

## Points value: 550 points

Classification: Armoured car - Armoured - Wheeled

Movement: 30 - 35 - 45

Weapons: KwK30 20mm (L55) Automatic Light Gun with coaxial Mg34 light machine gun (Turret)

Vehicle Characteristics: open-topped, radio, AV 1

Duties: leader/weapon crew-member/radio operator - gunner (gun and coaxial machine-gun) - driver/radio operator Crew-members

Ν.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Walther P38 pistol	leader, binoculars
2	Tank crew	3	Walther P38 pistol	

## VARIANTS:

Tou can add a *screen* for +40 points: the vehicle is no longer *open-topped* for hand grenade attacks and the models are no longer *exposed*. Mortars still treat the vehicle as *open-topped* because the weight of the shell will break through the screen.

All the Tank crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +20 points.

# SDKFZ 139/138 MARDER III

## Points value: 770 points

Classification: Light Tank - Armoured - Tracked

Movement: 25 - 30 - 35

Weapons: L46 Pak 40/3 75mm Medium Gun (Hull, Long barrel), Mg34 light machine gun (Lower-hull)

Vehicle Characteristics: assault vehicle, open-topped, poor traverse, radio, AV 3

Duties: leader/radio operator/ weapon crew-member - gunner - gunner (machine-gun)/weapon crew-member - driver/radio operator

## **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Walther P38 pistol	leader, binoculars
3	Tank crew	3	Walther P38 pistol	

## VARIANTS:

𝔅 You can improve the Armour Value to AV4 for +50 points.

🟵 All the Tank crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +30 points.

# SDKFZ 143 PANZER III

## Points value: 740 points

Classification: Medium Tank - Armoured - Tracked

Movement: 20 - 25 - 30

Weapons: KwK39/1 50mm Medium Gun (Long barrel) with coaxial Mg34 light machine gun (Turret)

## Vehicle Characteristics: radio, AV 4

Duties: leader/radio operator - gunner (gun and coaxial machine-gun) - weapon crew-member - radio operator - driver

## **Crew-members**

N.	Model	TV	Weapons	Characteristics					
1	Tank Commander	3	Walther P38 pistol	leader, binoculars					
4	Tank crew	3	Walther P38 pistol						

## VARIANTS:

★ You can add an Mg34 light machine gun for +70 points (Anti-aircraft). The leader gets the anti-aircraft gunner duty.
 ★ You can add an Mg34 light machine gun for +70 points (Lower-hull). The weapon crew-member gets the gunner (machine-gun) duty.

★ You can remove the gun from the KwK39/1 replacing it with a dummy gun but keeping the Mg34 light machine gun (*Turret*) for -230 points. Replace the *gunner (gun and coaxial machine gun)* duty with *gunner (machine gun)* duty and remove the *weapon crew-member* duty.

All the Tank crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +40 points.

# SDKFZ 164 NASHORN

Points value: 855 points

Classification: Medium Tank - Armoured - Tracked

Movement: 20 - 25 - 30

Weapons: Pak 43/1 88mm Heavy Gun (Hull, Extra-long barrel), Mg34 light machine gun (Hull, Exposed) Vehicle Characteristics: assault vehicle, open-topped, poor traverse, radio, AV 2

Duties: leader/radio operator/ weapon crew-member - gunner - gunner (machine-gun)/weapon crew-member - driver/radio operator

#### **Crew-members**

N.	Model	ΤV	Weapons	Characteristics
1	Tank Commander	3	Walther P38 pistol	leader, binoculars
3	Tank crew	3	Walther P38 pistol	100

## VARIANTS:

🟵 All the Tank crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +30 points.

# SDKFZ 142/1 STUG III

## Points value: 935 points

Classification: Medium Tank - Armoured - Tracked

Movement: 20 - 25 - 30

Weapons: L48 StuK 40 75mm Medium Gun (Lower-hull, Long barrel), Mg34 light machine gun (Lower-hull) Vehicle Characteristics: assault vehicle, poor traverse, radio, AV 5

**Duties:** leader/radio operator/weapon crew-member - gunner - gunner (machine-gun)/weapon crew-member - driver/radio operator

#### **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Walther P38 pistol	leader, binoculars
3	Tank crew	3	Walther P38 pistol	

## VARIANTS:

oxtimes You can replace the Mg34 light machine gun with an Mg42 light machine gun for +10 points.

𝔅 You can improve the Armour Value to AV6 for +50 points.

𝔅 You can the *shurtzen* characteristic for +30 points.

igodot All the Tank crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +30 points.

# SDKFZ 181 TIGER

## Points value: 1,290 points

Classification: Heavy Tank - Armoured - Tracked

Movement: 15 - 20 - 25

Weapons: KwK36 88mm Heavy Gun (Long Barrel) with *coaxial* Mg34 light machine gun (Turret), Mg34 light machine gun (Lower-hull)

Vehicle Characteristics: extra armour, radio, AV 8

Duties: leader/radio operator - gunner (gun and coaxial machine-gun) - weapon crew-member - gunner (machine-gun)/radio operator - driver

#### **Crew-members**

N.	Model	ΤV	Weapons	Characteristics
1	Tank Commander	3	Walther P38 pistol	leader, binoculars
4	Tank crew	3	Walther P38 pistol	

#### VARIANTS:

★ You can add an Mg34 light machine gun for +70 points (Anti-aircraft). The leader gets the anti-aircraft gunner duty.
★ All the Tank crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +40 points.

# **GLIDER SQUAD**

## **Comprising:**

1 Glider Sergeant, 0-1 Glider Corporal, 1 Glider Machine-gunner, 7-9 Glider troopers (including 0-2 recruits), 1 Glider Pilot, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Glider Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Glider Sergeant	4	M1 semi-automatic carbine, MkII Pineapple Grenades	airborne, leader, close- combat expert	60
Glider Corporal	4	M1 semi-automatic carbine, MkII Pineapple Grenades	airborne, leader, close- combat expert	60
Glider Machine-gunner	4	BAR M1918A2 automatic rifle, MK II Pineapple grenades	airborne, close-combat expert	75
Glider trooper	4	Garand M1 semi-automatic rifle, MK II Pineapple grenades	airborn <mark>e,</mark> close-combat expert	55
Glider trooper (recruit)	3	Garand M1 semi-automatic rifle, MK II Pineapple grenades	airborne, close-combat expert	45
Glider Pilot	3	Colt 1911A1 pistol	airborne, glider pilot	30
Machine-gun section (3)	4	M1 semi-automatic carbine, MkI Pineapple Grenades, M1919A4 .30 cal. Medium machine-gun (only the gunner)	airborne, close-combat expert	180
Light mortar section (2)	4	M1 semi-automatic carbine, MkI Pineapple Grenades, M2 Light mortar (only the <i>gunner</i> )	airborne, close-combat expert	170
Medium mortar section (3)	4	M1 semi-automatic carbine, MkIl Pineapple Grenades, 81mm medium mortar (only the <i>gunner</i> )	airborne, close-combat expert	290
Glider Medic	4	Colt 1911A1 pistol	airborne, medic, close- combat expert	65

## **UNIT VARIANTS:**

The *leaders* can replace their M1 semi-automatic carbines with M3A1 Grease Gun sub-machine guns at no extra cost.
 The *leaders* can replace their M1 semi-automatic carbines with Thompson M1 sub-machine guns for +5 points each.
 The *leaders* can add a Colt 1911A1 pistol for +10 points each.

The leaders can add binoculars for +30 points each.

**③** Up to four Glider troopers can replace their Garand M1 semi-automatic rifles with M1 semi-automatic carbines for -5 points each.

 $\textcircled$  Up to two Glider troopers can become *assistants* to the Machine-gunner for +10 points each.

𝔅 One Glider trooper can fit the Garand M1 semi-automatic rifle with an M7 grenade-launcher for +80 points. 𝔅 One Glider trooper can add №82 Gammon Grenades to his equipment for +40 points.

One Glider trooper can replace his Garand M1 semi-automatic rifle with a Bazooka rocket-launcher and a Colt 1911A1 pistol for +90 points.

One Glider trooper can become assistant to the Bazooka rocket-launcher for +10 points.

Sone Glider trooper can replace his Garand M1 semi-automatic rifle with an M2 light flamethrower and a Colt 1911A1 pistol for +140 points.

Sone Glider trooper can replace his Garand M1 semi-automatic rifle with a Springfield M1903 rifle and add the *marksman, sight* and *silent weapon* characteristics for a total of +50 points.

oxtimes One Glider trooper can add a radio for +10 points. The Paratrooper gets the radio operator characteristic.

😢 Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

😢 Each model or Section, apart from the recruits, can buy the *veteran* characteristic for +10 points each.

😢 Each model or Section can buy the *camouflage* characteristic for +10 points each.

★ Each Section can add a *radio* for +10 points. One *weapon crew-member* gets the *radio operator* characteristic.
 ★ Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Seach Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

Note: Glider Squads cannot buy Half-track Troop Transporters.

# **RECON SQUAD**

## **Comprising:**

1 Scout Sergeant, 2 Scout, 1 Radio Operator Squad, 1-2 Infiltrator Scouts, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medic, 2 Jeep (base value 140 points each)

Unit/Section	TV	Weapon	Characteristics	Cost
Scout Sergeant	4	M3A1 Grease Gun sub-machine gun, Mkll Pineapple Grenades	infiltrator, leader	75
Scout	3	M1 semi-automatic carbine, MkII Pineapple Grenades	attached to a Jeep	35
Radio Operator Scout	3	M1 semi-automatic carbine, MkII Pineapple Grenades	infiltrator, radio	65
Infiltrator Scout	3	M1 semi-automatic carbine, MkII Pineapple Grenades	infiltrator	55
Machine-gun section (3)	3	M1 semi-automatic carbine, MkII Pineapple Grenades, M1919A4 .30 cal. Medium machine-gun (only the gunner)		145
Light mortar section (2)	3	M1 semi-automatic carbine, MkII Pineapple Grenades, M2 Light mortar (only the <i>gunner</i> )		140
Medium mortar section (3)	3	M1 semi-automatic carbine, MkII Pineapple Grenades, 81mm medium mortar (only the <i>gunner</i> )		245
Medic	3	Colt 1911A1 pistol	medic	50

## **UNIT VARIANTS:**

The Scout Sergeant can replace his M3A1 Grease Gun sub-machine gun with a Thompson M1 sub-machine gun for +5 points.

The Scout Sergeant can add a Colt 1911A1 pistol for +10 points.

The Scout Sergeant can add *binoculars* for +30 points.

🟵 One Scout or Infiltrator Scout can add N°82 Gammon Grenades to his equipment for +40 points.

Sone Scout or Infiltrator Scout can replace his M1 semi-automatic carbine with a Bazooka rocket-launcher and a Colt 1911A1 pistol for +95 points.

One Scout or Infiltrator Scout can become *assistant* to the Bazooka rocket-launcher for +10 points.

The Radio Operator Scout can buy the off-table covering fire (M2 light mortar) characteristic for +100 points.

Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

B Each model or Section can buy the *veteran* characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Each Squad can buy one vehicle of each type, except for the Cars. Check the Datasheet and Variants for the points value.

Note: For the points values of compulsory vehicles see each Vehicle Datasheet. Compulsory Jeeps add the *troop transporter (2)* characteristic. In any case each Jeep can only carry 4 models, including the crew.

# PARATROOPER HOWITZER SECTION

Unit/Section	τv	Weapon	Characteristics	Cost
Paratrooper Howitzer section (3)	4	M1 semi-automatic carbine, M1A1 75mm Howitzer (only the <i>gunner</i> )	close-combat expert	270

#### **UNIT VARIANTS:**

The Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.
 One weapon crew-member can add the observer and binoculars characteristics for a total of +40 points.
 Note: can only be bought by Paratroopers.

M20

## Points value: 440 points

Classification: Armoured car - Armoured - Wheeled Movement: 30 - 35 - 45

Weapons: M2HMG .50 cal. Heavy Machine gun (Anti-aircraft, Exposed)

Vehicle Characteristics: bullet-proof tyres, open-topped, radio, AV 2

Duties: leader/anti-aircraft gunner - driver - radio operator - anti-aircraft gunner

## **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Colt 1911A1 pistol	leader, binoculars
3	Tank crew	3	Colt 1911A1 pistol	

## VARIANTS:

𝔅 All the Tank crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +15 points.

# M24 CHAFFEE

## Points value: 830 points

Classification: Light Tank - Armoured - Tracked

Movement: 30 - 35 - 40

Weapons: M3 75mm gun with *coaxial* M1919A4 .30 cal. medium machine-gun (Turret), M1919A4 .30 cal. medium machine-gun (Lower-hull)

## Vehicle Characteristics: radio, AV 2

Duties: leader/radio operator - gunner (gun and coaxial machine-gun) - driver - weapon crew-member - gunner (machine-gun)/radio operator

#### **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Colt 1911A1 pistol	leader, binoculars
4	Tank crew	3	Colt 1911A1 pistol	

## VARIANTI:

You can add an M2HMG .50 cal. Heavy Machine gun for +120 points (*Anti-aircraft, Exposed*). The *leader* gets the *anti-aircraft gunner* duty.

𝔅 You can fit a *gyrostabiliser* for +50 points.

All the Tank crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +20 points.

# M18 HELLCAT

## Points value: 785 points

Classification: Medium Tank - Armoured - Tracked

Movement: 30 - 35 - 40

Weapons: Gun M1A1 cal. 76mm (Turret, Long barrel), M2HMG .50 cal. Heavy Machine gun (Anti-aircraft, Exposed) Vehicle Characteristics: open-topped, radio, AV 2

Duties: leader /radio operator/anti-aircraft gunner - gunner (gun) - driver/radio operator - 2 weapon crew

## **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Colt 1911A1 pistol	leader, binoculars
4	Tank crew	3	Colt 1911A1 pistol	

## **VARIANTS:**

All the Tank crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +20 points.

# M36 JACKSON

## Points value: 945 points

Classification: Medium Tank - Armoured - Tracked

Movement: 20 - 25 - 30

Weapons: Gun M3 cal. 90mm (Turret, Long barrel), M2HMG .50 cal. Heavy Machine gun (Anti-aircraft, Exposed) Vehicle Characteristics: open-topped, radio, AV 4

Duties: leader /radio operator/anti-aircraft gunner - gunner (gun) - driver/radio operator - 2 weapon crew

#### **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Colt 1911A1 pistol	leader, binoculars
4	Tank crew	3	Colt 1911A1 pistol	

## VARIANTS:

You can add an M1919A4 .30 cal. Medium machine-gun for +90 points (*Lower-hull*). A *weapon crew-member* gets the *gunner (machine-gun)* duty.

All the Tank crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +20 points.

# M4A3E2 JUMBO

## Points value: 1,120 points

Classification: Heavy Tank - Armoured - Tracked

Movement: 15 - 20 - 25

Weapons: M3 75mm gun with *coaxial* M1919A4 .30 cal. medium machine-gun (Turret), M1919A4 .30 cal. medium machine-gun (Lower-hull)

Vehicle Characteristics: gyrosbailiser, radio, AV 8

**Duties:** leader/radio operator - gunner (gun and coaxial machine-gun) - driver - weapon crew-member - gunner (machine-gun)/radio operator

## **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Colt 1911A1 pistol	leader, binoculars
4	Tank crew	3	Colt 1911A1 pistol	

## VARIANTS:

You can add an M2HMG .50 cal. Heavy Machine gun for +120 points (*Anti-aircraft, Exposed*). The *leader* gets the *anti-aircraft gunner* duty.

😢 You can replace the M3 75mm gun with a 76mm gun (Long barrel) for +50 points.

All the Tank crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +20 points.

# "2ND DIVISION" NEW ZEALAND RIFLE SQUAD

## **Comprising:**

1 Sergeant, 0-1 Corporal, 1 Machine-gunner, 5-7 Riflemen, 0-1 Sniper, 0-1 Maori Scout section, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost	
Sergeant	4	Webley Revolver (pistol), Sten Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader	60	
Corporal	4	Sten Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader	55	
Machine-gunner	3	Bren machine gun, N°36 Mills Bomb grenades		60	
Rifleman	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	the state	30	
Sniper4Maori Scout section (2)3		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	silent weapon, sniper, marksman, infiltrator, sight	140 90	
		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	close-combat expert, combat group, infiltrator		
Machine-gun section (3) 3		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Vickers Medium machine gun (only the <i>gunner</i> )		130	
Light mortar section (2) 3		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 2″ Light mortar (only the <i>gunner</i> )		130	
Medium mortar section (3) 3		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 3" Medium mortar (only the <i>gunner</i> )		230	
Medic	3	Colt 1911A1 pistol	Medic	50	

## **UNIT VARIANTS:**

The *leaders* can replace their Sten Mk.V sub-machine guns with M1 Thompson sub-machine guns for +5 points each (only until 1943).

𝔅 The *leaders* can add binoculars for +30 points each.

𝔅 The Corporal can replace his Sten Mk.V sub-machine gun with a №4 Mk.1 Enfield rifle for -5 points.

 $\textcircled$  Up to two Riflemen can become *assistants* to the Machine-gunner for +10 points each.

🟵 One Rifleman can add N°82 Gammon Grenades to his equipment for +40 points.

One Rifleman can replace his N°4 Mk.1 Enfield rifle with a Piat rocket-launcher and a Colt 1911A1 pistol for +120 points.

😢 One Rifleman can become assistant to the Piat rocket-launcher +10 points.

igodot One Rifleman can add a radio for +10 points. The Rifleman gets the radio operator characteristic.

Each Rifleman can buy the marksman characteristic for +10 points each.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

B Each model or Section can buy the *veteran* characteristic for +10 points each.

Seach Section (except for Maori Scout section) can add a *radio* for +10 points. One *weapon crew-member* gets the *radio operator* characteristic.

All models in the Maori Scout section can replace their N°4 Mk.1 Enfield rifles with MP40 sub-machine guns for a total cost of +20 points.

😢 If you buy a Maori Scout Section you can give the Squad a bad reputation for a total cost of +100 points.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# SCOTTISH RIFLE SQUAD

## Comprising:

1 Scottish Sergeant, 0-1 Scottish Corporal, 1 Scottish Machine-gunner, 5-7 Scottish Riflemen, 0-1 Sniper, 0-1 Machinegun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Medic, 0-1 Piper

## **Squad Notes:**

The whole Squad must buy a *bad reputation* for a total cost of +100 points.

Unit/Section	TV	Weapon	Characteristics	Cost	
Scottish Sergeant	4	Webley Revolver (pistol), Sten Mk.V sub-machine gun, N°36 Mills Bomb grenades	close-combat expert, leader	65	
Scottish Corporal	4	Sten Mk.V sub-machine gun, N°36 Mills Bomb grenades	close-combat expert, leader	60	
Scottish Machine-gunner	3	Bren machine gun, N°36 Mills Bomb grenades	close-combat expert	65	
Scottish Rifleman	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	close-combat expert	35	
Sniper 4		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	close-combat expert, silent weapon, sniper, marksman, infiltrator, sight	145	
Machine-gun section (3) 4		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Vickers Medium machine gun (only the <i>gunner</i> )	close-combat expert	145	
Light mortar section (2) 4		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 2″ Light mortar (only the <i>gunner</i> )	close-combat expert	140	
Medium mortar section (3) 4		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 3" Medium mortar (only the <i>gunner</i> )	close-combat expert	245	
Medic	3	Colt 1911A1 pistol close-combat expe medic		55	
Piper	3	Webley Revolver (pistol)	bagpipes	110	

## **UNIT VARIANTS:**

The *leaders* can replace their Sten Mk.V sub-machine guns with M1 Thompson sub-machine guns for +5 points each (only until 1943).

The *leaders* can add binoculars for +30 points each.

🟵 The Scottish Corporal can replace his Sten Mk.V sub-machine gun with a N°4 Mk.1 Enfield rifle for -5 points.

O Up to two Scottish Riflemen can become *assistants* to the Machine-gunner for +10 points each.

😢 One Scottish Rifleman can add N°82 Gammon Grenades to his equipment for +40 points.

Sone Scottish Rifleman can replace his N°4 Mk.1 Enfield rifle with a Piat rocket-launcher and a Colt 1911A1 pistol for +120 points.

One Scottish Rifleman can become assistant to the Piat rocket-launcher +10 points.

♂ One Scottish Rifleman can add a radio for +10 points. The Scottish Rifleman gets the radio operator characteristic.
★ Each Scottish Rifleman can buy the marksman characteristic for +10 points each.

Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Each model or Section can buy the *veteran* characteristic for +10 points each.

😢 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# "LOYAL EDMONTON REGIMENT" RIFLE SQUAD (1940-43)

## **Comprising:**

1 Sergeant, 0-1 Corporal, 1 Machine-gunner, 3-4 Veteran Riflemen, 2-3 Riflemen 0-1 Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost	
Sergeant 4		Webley Revolver (pistol), M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	leader, veteran	75	
Corporal	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	leader, veteran	60	
Machine-gunner	3	Bren machine gun, N°36 Mills Bomb grenades	veteran	70	
Veteran Rifleman	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	veteran	40	
Rifleman	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades		30	
Sniper 4		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	silent weapon, sniper, marksman, infiltrator, sight, veteran	150	
Machine-gun section (3) 3		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Vickers Medium machine gun (only the <i>gunner</i> )		130	
Light mortar section (2) 3		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 2" Light mortar (only the gunner)		130	
Medium mortar section (3) 3		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 3″ Medium mortar (only the <i>gunner</i> )		230	
Medic	3	Colt 1911A1 pistol	medic	50	

## **UNIT VARIANTS:**

The *leaders* can add binoculars for +30 points each.

The Corporal can replace his N°4 Mk.1 Enfield rifle with an M1 Thompson sub-machine gun for +10 points.

Oup to two Riflemen can become assistants to the Machine-gunner for +10 points each.

𝔅 One Rifleman can add №82 Gammon Grenades to his equipment for +40 points.

One Rifleman can replace his N°4 Mk.1 Enfield rifle with a Piat rocket-launcher and a Colt 1911A1 pistol for +120 points.

One Rifleman can become assistant to the Piat rocket-launcher +10 points.

😢 One Rifleman can add a *radio* for +10 points. The Rifleman gets the *radio operator* characteristic.

😢 Each Rifleman (including the Veteran Riflemen) can buy the *marksman* characteristic for +10 points each.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

O Each model or Section can buy the *veteran* characteristic for +10 points each.

🟵 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# "DESERT RATS" RIFLE SQUAD (1940-43)

## **Comprising:**

1 Sergeant, 0-1 Corporal, 1 Machine-gunner, 5-7 Riflemen, 0-1 Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost	
Sergeant 5		Webley Revolver (pistol), M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	leader, veteran	85	
Corporal	5	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	leader, veteran	70	
Machine-gunner	4	Bren machine gun, N°36 Mills Bomb grenades	veteran	80	
Rifleman	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	veteran	50	
Sniper	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades silent weapon, sr marksman, infiltr sight, veteran		150	
Machine-gun section (3)	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Vickers Medium machine gun (only the <i>gunner</i> )	veteran	170	
Light mortar section (2)	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 2″ Light mortar (only the <i>gunner</i> )	veteran	160	
Medium mortar section (3)	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 3" Medium mortar (only the <i>gunner</i> )	veteran	270	
Medic	4	Colt 1911A1 pistol	medic, veteran	70	

## **UNIT VARIANTS:**

The leaders can add binoculars for +30 points each.

🕱 The Corporal can replace his N°4 Mk.1 Enfield rifle with an M1 Thompson sub-machine gun for +10 points.

😢 Up to two Riflemen can become assistants to the Machine-gunner for +10 points each.

One Rifleman can add N°82 Gammon Grenades to his equipment for +40 points.

One Rifleman can replace his N°4 Mk.1 Enfield rifle with a Piat rocket-launcher and a Colt 1911A1 pistol for +120 points.

😢 One Rifleman can become assistant to the Piat rocket-launcher +10 points.

🛞 One Rifleman can add a radio for +10 points. The Rifleman gets the radio operator characteristic.

SEach Rifleman can buy the marksman characteristic for +10 points each.

B Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# PATHFINDER PARATROOPER SQUAD

## **Comprising:**

1 Paratrooper Sergeant, 0-1 Paratrooper Corporal, 1 Paratrooper Machine-gunner, 5-7 Paratroopers, 0-1 Paratrooper Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Paratrooper Medic

Unit/Section	TV	Weapon	Characteristics	Cost	
Paratrooper Sergeant 5		Colt 1911 A1 Pistol, Sten Mk.V sub- machine gun (silent weapon), N°36 Mills Bomb grenades	close-combat expert, leader	100	
Paratrooper Corporal	5	Sten Mk.V sub-machine gun (silent weapon), N°36 Mills Bomb grenades	close-combat expert, leader	90	
Paratrooper Machine- gunner	4	Bren machine gun, N°36 Mills Bomb grenades	close-combat expert	75	
Paratrooper	4	Sten Mk.V sub-machine gun (silent weapon), N°36 Mills Bomb grenades	close-combat expert	70	
Paratrooper Sniper 4		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	close-combat expert , silent weapon, sniper, marksman, infiltrator, sight	145	
Machine-gun section (3)4Light mortar section (2)4		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Vickers Medium machine gun (only the <i>gunner</i> )	close-combat expert	175	
		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 2″ Light mortar (only the <i>gunner</i> )	close-combat expert	160	
Medium mortar section (3) 4		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 3″ Medium mortar (only the <i>gunner</i> )	close-combat expert	275	
Paratrooper Medic	4	Colt 1911A1 pistol	close-combat expert, medic	65	

## **UNIT VARIANTS:**

The *leaders* can add *binoculars* for +30 points each.

The Sergeant can replace his Colt 1911 A1 Pistol with a Webley Revolver (pistol) for -5 points.

 $\bigotimes$  Up to two Paratroopers can become *assistants* to the Machine-gunner for +10 points each.

One Paratrooper can add N°82 Gammon Grenade to his equipment for +40 points.

Sone Paratrooper can replace his N°4 Mk.1 Enfield rifle with an Ack Pac Light flamethrower and a Colt 1911A1 pistol for +150 points.

😵 One Paratrooper can add a *radio* for +10 points. The Paratrooper gets the *radio operator* characteristic.

Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Beach model or Section can buy the veteran characteristic for +10 points each.

B Each model or Section can buy the *camouflage* characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

 $igodol{S}$  Each Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

Note: Pathfinder Paratrooper Squads can't buy Half-track Troop Transporters.

# SCOUT PATROL SQUAD

## **Comprising:**

2 Sergeants, 2 Riflemen, 0-1 Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Medium mortar section, 0-1 Medic, 2 Universal Carrier (base value 200 points each)

Unit/Section	ту	Weapon	Characteristics	Cost
Sergeant	4	Webley Revolver (pistol), Sten Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, attached to a Universal Carrier	60
Rifleman	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	marksman, attached to a Universal Carrier	40
Sniper	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	silent weapon, sniper, marksman, infiltrator, sight	140
Machine-gun section (3)	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Vickers Medium machine gun (only the <i>gunner</i> )	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	130
Light mortar section (2)	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 2″ Light mortar (only the <i>gunner</i> )		130
Medium mortar section (3)	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 3″ Medium mortar (only the <i>gunner</i> )		230
Medic	3	Colt 1911A1 pistol	medic	50

#### **UNIT VARIANTS:**

The *leaders* can replace their Sten Mk.V sub-machine guns with M1 Thompson sub-machine guns for +5 points each (only until 1943).

The *leaders* can add *binoculars* for +30 points each.

😢 One Rifleman can add N°82 Gammon Grenades to his equipment for +40 points.

S One Rifleman can replace his N°4 Mk.1 Enfield rifle with a Piat rocket-launcher and a Colt 1911A1 pistol for +120 points.

One Rifleman can become assistant to the Piat rocket-launcher +10 points.

Beach model or Section can buy the seasoned fighter characteristic for +10 points each.

Seach model or Section can buy the *veteran* characteristic for +10 points each.

🛠 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

🛞 Each Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

Note: For the points values of compulsory vehicles see each Vehicle Datasheet.

## SPECIAL RULE:

The Sergeants and Riflemen must be deployed on Universal carriers (one of each on each Carrier). After deployment they can move freely.

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# SQUADRA COMMANDO SPECIAL AIR SERVICE (EUROPA OCCIDENTALE)

## **Comprising:**

1 SAS Commando Sergeant, 0-1 SAS Commando Machine-gunner, 3-4 SAS Commandos, 0-1 SAS Commando Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 SAS Commando Medic, 1 Jeep with Vickers K (base value 280 points each)

Unit/Section	TV	Weapon	Characteristics	Cost
SAS Commando Sergeant	5	M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	close-combat expert, leader	75
SAS Commando Machine- gunner	4	Bren machine gun, N°36 Mills Bomb grenades	close-combat expert	75
SAS Commando	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	close-combat expert	45
SAS Commando Sniper 4		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	close-combat expert, silent weapon, sniper, marksman, infiltrator, sight	145
Machine-gun section (3) 4		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Vickers Medium machine gun (only the <i>gunner</i> )	close-combat expert	175
Light mortar section (2) 4		N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 2″ Light mortar (only the <i>gunner</i> )	close-combat expert	160
SAS Commando Medic	4	Colt 1911A1 pistol	close-combat expert, medic	65

## **UNIT VARIANTS:**

The SAS Commando Sergeant can add binoculars for +30 points.

All the SAS Commandos with N°4 Mk.1 Enfield rifles can replace their rifles with M1 Thompson sub-machine guns for +10 points each.

🛞 Up to two SAS Commandos can become assistants to the Machine-gunner for +10 points each.

😢 One SAS Commando can add N°82 Gammon Grenades to his equipment for +40 points.

One SAS Commando can replace his N°4 Mk.1 Enfield rifle with Piat rocket-launcher and a Colt 1911A1 pistol for +120 points.

One SAS Commando can become assistant to the Piat rocket-launcher for +10 points.

Each SAS Commando can buy the *marksman* characteristic for +10 points each.

O One SAS Commando can add a *radio* for +10 points. The Commando gets the *radio operator* characteristic.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Seach model or Section can buy the veteran characteristic for +10 points each.

B Each model or Section can buy the *camouflage* characteristic for +10 points each.

😢 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

Note: Special Air Service Commando Squads can't buy Half-track Troop Transporters.

Note: For the points values of compulsory vehicles see each Vehicle Datasheet.

# DAIMLER "DINGO" SCOUT CAR

Points value: 250 points

Classification: Armoured car - Armoured - Wheeled

Movement: 30 - 35 - 45

Weapons: -

Vehicle Characteristics: open-topped, radio, AV 2

Duties: leader /radio operator - driver/radio operator

## **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Colt 1911A1 pistol	leader, binoculars
1	Tank crew	3	Colt 1911A1 pistol	

## VARIANTS:

You can add a Bren light machine gun for +40 points (Anti-aircraft, Exposed). The leader gets the anti-aircraft gunner duty.

The Tank crew can replace his Colt 1911A1 pistol with a Sten Mk.V sub-machine gun for +5 points.

# AEC MK III

#### Points value: 775 points

Classification: Armoured car - Armoured - Wheeled

Movement: 30 - 35 - 45

Weapons: 75mm gun with coaxial 7.92mm Besa Medium machine gun (Turret)

Vehicle Characteristics: radio, AV 3

Duties: leader /radio operator - gunner (gun and coaxial machine-gun) - weapon crew-member - driver/radio operator

## Crew-members

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Colt 1911A1 pistol	leader, binoculars
3	Tank crew	3	Colt 1911A1 pistol	

## VARIANTS:

🟵 All the Tank crew can replace their Colt 1911A1 pistols with Sten Mk.V sub-machine guns for a total of +15 points.

# TETRARCH

## Points value: 515 points (can only be bought by Paratroopers)

Classification: Light tank - Armoured - Tracked

Movement: 25 - 30 - 35

Weapons: 2 pdr 40mm gun with coaxial 7.92mm Besa Medium machine gun (Turret)

Vehicle Characteristics: no HE, radio, AV 1

Duties: leader /radio operator/weapon crew-member - gunner (gun and coaxial machine-gun) - driver/radio operator

crew members						
N.	Model	TV	Weapons	Characteristics		
1	Paratrooper Tank Commander	4	Sten Mk.V sub-machine gun	leader, binoculars		
2	Paratroopers	4	Sten Mk.V sub-machine gun			

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# SHERMAN

## Points value: 940 points

Classification: Medium Tank - Armoured - Tracked

## Movement: 20 - 25 - 30

Weapons: M3 75mm gun with *coaxial* M1919A4 .30 cal. medium machine-gun (Turret), M1919A4 .30 cal. medium machine-gun (Lower-hull)

## Vehicle Characteristics: radio, AV 5

**Duties:** leader/radio operator - gunner (gun and coaxial machine-gun) - driver - weapon crew-member - gunner (machine-gun)/radio operator

#### **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Colt 1911A1 pistol	leader, binoculars
4	Tank crew	3	Colt 1911A1 pistol	

## VARIANTS:

S You can add an M1919A4 .30 cal. Medium machine-gun for +90 points (*Anti-aircraft, Exposed*). The *leader* gets the *anti-aircraft gunner* duty.

Tou can add an M2HMG .50 cal. Heavy Machine gun for +120 points (*Anti-aircraft, Exposed*). The *leader* gets the *anti-aircraft gunner* duty.

S You can add a *Twinned* Bren machine gun for +80 points (Anti-aircraft, Exposed, Twinned). The *leader* gets the *anti-aircraft gunner* duty.

🟵 You can improve the Armour Value to AV6 for +50 points.

𝔅 You can fit a gyrostabiliser for +50 points.

All the Tank crew can replace their Colt 1911A1 pistols with Sten Mk.V sub-machine guns for a total of +20 points.

# CHURCHILL

## Points value: 1,070 points

Classification: Heavy Tank - Armoured - Tracked

#### Movement: 15 - 20 - 25

Weapons: OQF 75mm gun with *coaxial* 7.92mm Besa Medium machine gun (Turret), 7.92mm Besa Medium machine gun (Lower-hull)

#### Vehicle Characteristics: radio, AV 8

Duties: leader /radio operator - gunner (gun and coaxial machine-gun) - weapon crew-member - machine-gunner/ radio operator - driver

#### **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Colt 1911A1 pistol	leader, binoculars
4	Tank crew	3	Colt 1911A1 pistol	

#### VARIANTS:

All the Tank crew can replace their Colt 1911A1 pistols with Sten Mk.V sub-machine guns for a total of +20 points.

# **RIFLE PLATOON**

## **Comprising:**

1 Lieutenant, 0-1 Political Commissar, 3-6 Rifleman sections, 0-1 Sniper, 1-3 Machine-gun sections, 0-1 Medium mortar section, 0-1 Anti-tank section

Unit/Section	TV	Weapon	Characteristics	Cost			
Lieutenant	4	PPSh-41/43 sub-machine gun, Tula Tokarev pistol 1933, RGD33 grenades	leader	70			
Political Commissar	5	PPSh-41/43 sub-machine gun, Tula Tokarev pistol 1933, RGD33 grenades	political commissar, leader	125			
Rifleman section (3)	3	1891/30 Mosin-Nagant rifle, RGD33 grenades	compact group	90			
Sniper	4	1891/30 Mosin-Nagant rifle, RGD33 grenades	silent weapon, sniper, marksman, infiltrator, sight	140			
Machine-gun section (3)	3	1891/30 Mosin-Nagant rifle, RGD33 grenades, M1910 Maxim Medium machine-gun (only the <i>gunner</i> )		130			
Medium mortar section (3)	3	1891/30 Mosin-Nagant rifle, RGD33 grenades, 81mm medium mortar (only the <i>gunner</i> )		230			
Anti-tank section (2)	3	PPSh-41/43 sub-machine gun, RGD33 grenades, PTRD Anti-tank rifle (only the <i>gunner</i> )		150			

## **UNIT VARIANTS:**

The leaders can buy binoculars for +30 points each.

The Anti-tank section can replace the gunner's PTRD Anti-tank rifle with a PTRS semi-automatic rifle for +90 points.
 Each Section (except for the Rifleman Sections) can add a *radio* for +10 points. One *weapon crew-member* gets the *radio operator* characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

😢 Each Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

Note: Riflemen Platoons cannot buy Half-tracks or Armoured car Troop Transporters.

# SHTRAFNIYE ROTI PLATOON (PENAL TROOPS)

## **Comprising:**

1 Political Commissar, 6-9 Rifleman sections, 0-1 Sniper, 0-1 Medium mortar section, 0-1 Anti-tank section

Unit/Section	TV	Weapon	Characteristics	Cost
Political Commissar	5	PPSh-41/43 sub-machine gun, Tula Tokarev pistol 1933, RGD33 grenades	political commissar, leader	125
Rifleman section (3)	2	1891/30 Mosin-Nagant rifle, RGD33 grenades	compact group	60
Sniper	4	1891/30 Mosin-Nagant rifle, RGD33 grenades	silent weapon, sniper, marksman, infiltrator, sight	140
Medium mortar section (3)	3	1891/30 Mosin-Nagant rifle, RGD33 grenades, 81mm medium mortar (only the <i>gunner</i> )		230
Anti-tank section (2)	3	PPSh-41/43 sub-machine gun, RGD33 grenades, PTRD Anti-tank rifle (only the <i>gunner</i> )		150

## **UNIT VARIANTS:**

The Political Commissar can buy *binoculars* for +30 points.

★ The Anti-tank section can replace the gunner's PTRD Anti-tank rifle with a PTRS semi-automatic rifle for +90 points.
 ★ Each Section (except for the Rifleman Sections) can add a *radio* for +10 points. One *weapon crew-member* gets the *radio operator* characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Beach Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

Note: Shtrafniye Roti Platoons cannot buy Half-tracks or Armoured car Troop Transporters.

# SCOUT SQUAD

## **Comprising:**

1 Sniper Sergeant, 4-7 Snipers (including 0-2 recruits)

Unit/Section	TV	Weapon	Characteristics	Cost
Sniper Sergeant	4	1891/30 Mosin-Nagant rifle, RGD33 grenades	silent weapon, sniper, marksman, infiltrator, sight, leader, relentless	150
Sniper	4	1891/30 Mosin-Nagant rifle, RGD33 grenades	silent weapon, sniper, marksman, infiltrator, sight, relentless	140
Sniper (recruit)	3	1891/30 Mosin-Nagant rifle, RGD33 grenades	silent weapon, sniper, marksman, infiltrator, sight, relentless	130

## UNIT VARIANTS:

Beach model can buy the *seasoned fighter* characteristic for +10 points each.

Seach model, apart from the recruits, can buy the *veteran* characteristic for +10 points each.

O One model can buy the *medic* characteristic for +20 points.

Seach Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

Note: Scout Squads cannot buy Half-tracks or Armoured car Troop Transporters.

# "BLACK DEATH" NAVAL BRIGADE SQUAD

#### **Comprising:**

1 Sailor Rifleman Sergeant, 0-1 Sailor Rifleman Corporal, 0-1 Political Commissar, 1 Sailor Machine-gunner, 4-6 Sailor Riflemen, 0-1 Machine-gun section, 0-1 Medium mortar section, 0-1 Anti-tank section, 0-1 Sailor Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Sailor Rifleman Sergeant		PPSh-41/43 sub-machine gun, Tula Tokarev pistol 1933, RGD33 grenades	leader, seasoned fighter	90
Sailor Rifleman Corporal	5	PPSh-41/43 sub-machine gun, RGD33 grenades	leader, seasoned fighter	80
Political Commissar	5	PPSh-41/43 sub-machine gun, Tula Tokarev pistol 1933, RGD33 grenades	political commissar, leader, seasoned fighter	135
Sailor Machine-gunner	4	DP Light Machine-gun, Tula Tokarev pistol 1933, RGD33 grenades	seasoned fighter	90
Sailor Rifleman	4	1891/30 Mosin-Nagant rifle, RGD33 grenades	seasoned fighter	50
Machine-gun section (3)	4	1891/30 Mosin-Nagant rifle, RGD33 grenades, M1910 Maxim Medium machine-gun (only the <i>gunner</i> )	seasoned fighter	170
Medium mortar section (3)	4	1891/30 Mosin-Nagant rifle, RGD33 grenades, 81mm medium mortar (only the <i>gunner</i> )	seasoned fighter	270
Anti-tank section (2)	4	PPSh-41/43 sub-machine gun, RGD33 grenades, PTRD Anti-tank rifle (only the <i>gunner</i> )	seasoned fighter	170
Sailor Medic	4	Tula Tokarev pistol 1933	medic, seasoned fighter	70

## **UNIT VARIANTS:**

The leaders can buy binoculars for +30 points each.

One Sailor Rifleman can become a Sailor Machine-gunner replacing his 1891/30 Mosin-Nagant rifle with a DP Light Machine-gun and a Tula Tokarev pistol for +20 points.

★ Up to four Sailor Riflemen (two per Machine-gunner) can become *assistants* to the Machine-gunner for +10 points each. ★ Up to two Sailor Riflemen can add an RPG-1 to their equipment for +70 points each.

😢 One Sailor Rifleman can add a radio for +10 points. The Sailor Rifleman gets the radio operator characteristic.

⊗ All the Sailor Riflemen with 1891/30 Mosin-Nagant rifles can replace their rifles with PPSh-41/43 sub-machine guns for +10 points each.

★ The Anti-tank Section can replace the gunner's PTRD Anti-tank rifle with a PTRS semi-automatic rifle for +90 points.
 ★ Each model or Section can buy the veteran characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# ASSAULT ENGINEER SQUAD

## **Comprising:**

1 Sergeant, 0-1 Corporal, 6-7 Assault Engineers (including 0-2 recruits), 0-1 Machine-gun section, 0-1 Anti-tank section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	5	PPSh-41/43 sub-machine gun, RGD33 grenades	leader, stalnyi nagrudnik	85
Corporal	5	PPSh-41/43 sub-machine gun, RGD33 grenades	leader, stalnyi nagrudnik	85
Assault Engineer	4	PPSh-41/43 sub-machine gun, RGD33 grenades	stalnyi nagrudnik	65
Assault Engineer (recruit)	3	PPSh-41/43 sub-machine gun, RGD33 grenades	stalnyi nag <mark>rudnik</mark>	55
Machine-gun section (3)	4	PPSh-41/43 sub-machine gun, RGD33 grenades, M1910 Maxim Medium machine-gun (only the <i>gunner</i> )	stalnyi nagrudnik	235
Anti-tank section (2)	4	PPSh-41/43 sub-machine gun, RGD33 grenades, PTRD Anti-tank rifle (only the <i>gunner</i> )	stalnyi nagrudnik	190
Medic	4	Pistola Tula Tokarev	medic, stalnyi nagrudnik	75

## **UNIT VARIANTS:**

The *leaders* can add *binoculars* for +30 points each.

One Assault Engineer can become a Assault Engineer Machine-gunner replacing his PPSh-41/43 sub-machine gun with a DP Light Machine-gun and a Tula Tokarev pistol for +30 points.

😢 Up to two Assault Engineers can become assistants to the Machine-gunner for +10 points each.

😢 Up to two Assault Engineers can add an RPG-1 to their equipment for +70 points each.

One Assault Engineer can replace his PPSh-41/43 sub-machine gun with a ROKS Light flamethrower and a Tula Tokarev pistol 1933 for +140 points.

😢 One Assault Engineer can add a *radio* for +10 points. The Assaulter gets the *radio operator* characteristic.

The Anti-tank Section can replace the gunner's PTRD Anti-tank rifle with a PTRS semi-automatic rifle for +90 points.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Each model can buy the *tankoviy desant* characteristic for +10 points each.

Seach model or Section, apart from the recruits, can buy the veteran characteristic for +10 points each.

𝔅 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# **RAZVEDCHIKI SCOUT SQUAD**

## **Comprising:**

1 Razvedchiki Sergeant, 2 Razvedchiki Infantrymen, 2-3 Razvedchiki Riflemen, 0-1 Sniper, 0-1 Machine-gun section, 0-1 Medium mortar section, 0-1 Anti-tank section, 0-1 Razvedchiki Medic, 1 Jeep GAZ-67 (base value 170 points)

Unit/Section	TV	Weapon	Characteristics	Cost
Razvedchiki Sergeant	5	PPSh-41/43 sub-machine gun, Tula Tokarev pistol 1933, RGD33 grenades	camouflage, leader	90
Razvedchiki Infantryman	4	PPSh-41/43 sub-machine gun, RGD33 grenades	attached to a Jeep GAZ-67	50
Razvedchiki Rifleman	4	SVT40 semi-automatic rifle, RGD33 grenades	camouflage	60
Sniper	4	1891/30 Mosin-Nagant rifle, RGD33 grenades	silent weapon, sniper, marksman, infiltrator, sight	140
Machine-gun section (3)	4	1891/30 Mosin-Nagant rifle, RGD33 grenades, M1910 Maxim Medium machine-gun (only the <i>gunner</i> )		160
Medium mortar section (3)	4	1891/30 Mosin-Nagant rifle, RGD33 grenades, 81mm medium mortar (only the <i>gunner</i> )		260
Anti-tank section (2)	4	PPSh-41/43 sub-machine gun, RGD33 grenades, PTRD Anti-tank rifle (only the <i>gunner</i> )		160
Medic	4	Tula Tokarev pistol	medic	60

## **UNIT VARIANTS:**

The Sergeant can add *binoculars* for +30 points.

😢 One Razvedchiki Rifleman can fit the SVT40 semi-automatic rifle with a Grenade-launcher for +80 points.

Up to two Razvedchiki Infantrymen or Razvedchiki Riflemen can add an RPG-1 to their equipment for +70 points each.

One Razvedchiki Infantryman can add a *radio* for +10 points. The Razvedchiki Infantryman gets the *radio operator* characteristic.

The Razvedchiki Infantryman with *radio* characteristic can buy the *off-table covering fire* (81mm medium mortar) characteristic for +180 points.

★ The Anti-tank Section can replace the gunner's PTRD Anti-tank rifle with a PTRS semi-automatic rifle for +90 points.
 ★ Each model or Section can buy the seasoned fighter characteristic for +10 points each.

😢 Each model or Section in the Squad can buy the *veteran* characteristic for +10 points each.

Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

😢 Each Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

Note: For the points values of compulsory vehicles see each Vehicle Datasheet. Compulsory Jeep add the *troop transporter (2)* characteristic. In any case the Jeep can only carry 4 models, including the crew.

# **BA-64**

Points value: 250 points

Classification: Armoured car - Armoured - Wheeled

Movement: 30 - 35 - 45

Weapons: DT Light Machine-gun (Turret, Exposed)

Vehicle Characteristics: open-topped, radio, AV 1

Duties: leader/machine-gunner/radio operator - driver/radio operator

## **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Tokarev M1933 pistol	leader, binoculars
1	Tank crew	3	Tokarev M1933 pistol	

## VARIANTS:

The Tank crew can replace his Tokarev M1933 pistol with a PPSh-41/43 sub-machine gun for +10 points.

# ITALIAN INFANTRY WEAPONS TABLE TARGET: INFANTRY / UNARMOURED VEHICLES

A TUBER A		R	ange modifier			
Туре	Close 0-20 cm	Normal >20-40 cm	Long >40-60 cm	Extreme >60-80 cm	Rate of fire	Characteristics
Beretta Model 34 pistol	3/0	NE	NE	NE	2	melee
Beretta Model 38A sub-machine gun	6/1	3/0	NE	NE	3	-
Model 1891 cavalry carbine	6/1	3/0	-	NE	1	folding bayonet
Carcano 91/38 carbine	6/1	4/1	3/0		1	
Model 1891 rifle	6/1	4/1	3/0	2/0*	1	
Breda Model 30 light machine gun	6/1	4/1	3/0	2/0*	4	support weapon
Breda Model 37 medium machine gun	6/1	4/1	3/0	2/0*	7	ammunition belt, section weapon, weapon crew (1)
Breda Model 38 medium machine gun	6/1	4/1	3/0	3/0*	7	ammunition belt, section weapon, weapon crew (1)
SRCM M35 grenade	3/2	NE	NE	NE	A	devastating, minimum range 5, indirect-fire, single shot
Grenade launcher	NE	2/1	2/1	NE	А	devastating, minimum range 20, indirect-fire, single shot
Pazzaglia grenade	4/3	NE	NE	NE	A	infantry anti-tank weapon, devastating, minimum range 5, indirect-fire, single shot
Model 41 light flamethrower	4/4	NE	NE	NE	TRI	liquid fuel, no place to hide
Solothurn S-18/100 20mm anti-tank rifle	5/2	4/1	3/1	3/1*	2	infantry anti-tank weapon, heavy weapon, packs a punch, weapon crew (1)
Brixia 45mm light mortar	NE	NE	2/1	2/1*	A2	heavy weapon, devastating, minimum range 40, weapon crew (1), indirect-fire only
81mm medium mortar	NE	NE	3/2	3/2*	A+	heavy weapon, devastating, minimum range 50, weapon crew (1), indirect-fire only

\* For this weapon Extreme range is >60 - 160 cm Folding bayonet: This sort of weapon gets a *Re-roll* during melee.

Beretta Model 38A

# **RIFLE SQUAD**

## **Comprising:**

1 Sergeant, 0-1 Corporal, 7-9 Riflemen, 0-1 Machine-gun section, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Anti-tank section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	4	Beretta Model 34 pistol, SRCM M35 grenades	leader	50
Corporal	4	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader	60
Rifleman	3	Model 1891 rifle, SRCM M35 grenades		30
Machine-gun section (3)	3	Model 1891 rifle, SRCM M35 grenades, Breda Model 37 medium machine gun (only the <i>gunner</i> )		130
Light mortar section (2)	3	Model 1891 rifle, SRCM M35 grenades, Brixia 45mm light mortar (only the <i>gunner</i> )		230
Medium mortar section (3)	3	Model 1891 rifle, SRCM M35 grenades, 81mm medium mortar (only the <i>gunner</i> )	2	230
Anti-tank section (2)	3	Model 1891 rifle, SRCM M35 grenades, Solothurn S-18/100 20mm anti-tank rifle (only the <i>gunner</i> )		210
Medic	3	Beretta Model 34 pistol	medic	50

## **UNIT VARIANTS:**

The leaders can add binoculars for +30 points each.

Up to two Riflemen can become Machine-gunners replacing their 1891 rifle with a Breda Model 30 light machine gun and a Beretta 34 pistol for +40 points each.

𝔅 Up to four Riflemen (two per Machine-gunner) can become assistants to the Machine-gunner for +10 points each.
 𝔅 One Rifleman can add Pazzaglia grenades to his equipment for +40 points.

😢 One Rifleman can add a radio for +10 points. The Rifleman gets the radio operator characteristic.

 $\bigotimes$  Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Seach model or Section can buy the *veteran* characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Seach Squad can buy one vehicle of each type, except for a Motorbike. Check the Datasheet and Variants for the points value.

# "BERSAGLIERI" SQUAD

## **Comprising:**

1 Bersaglieri Sergeant, 1 Bersaglieri Corporal, 6-8 Bersaglieri (including 0-2 recruits), 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Anti-tank section, 0-1 Bersaglieri Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Bersaglieri Sergeant	5	Beretta Model 34 pistol, Beretta Model 38A sub-machine gun, SRCM M35 grenades	close-combat expert, leader	85
Bersaglieri Corporal	5	Breda Model 30 machine gun, Beretta Model 34 pistol, SRCM M35 grenades	close-combat expert, leader	105
Bersagliere	4	Model 1891 cavalry carbine, SRCM M35 grenades	close-combat expert	45
Bersagliere (recruit)	3	Model 1891 cavalry carbine, SRCM M35 grenades	close-combat expert	35
Machine-gun section (3)	4	Model 1891 cavalry carbine, SRCM M35 grenades, Breda Model 37 medium machine-gun (only the <i>gunner</i> )	close-combat expert	175
Light mortar section (2)	4	Model 1891 cavalry carbine, SRCM M35 grenades, Brixia 45mm light mortar (only the <i>gunner</i> )	close-combat expert	260
Medium mortar section (3)	4	Model 1891 cavalry carbine, SRCM M35 grenades, 81mm medium mortar (solo il <i>capo pezzo</i> )	close-combat expert	275
Anti-tank section (2)	4	Model 1891 cavalry carbine, SRCM M35 grenades, Solothurn S-18/100 20mm anti-tank rifle (only the <i>gunner</i> )	close-combat expert	240
Bersaglieri Medic	4	Beretta Model 34 pistol	close-combat expert, medic	65

## **UNIT VARIANTS:**

The leaders can add binoculars for +30 points each.

★ All the Bersaglieri with Model 1891 cavalry carbines can replace their carbines with Model 1891 rifles at no extra cost.
 ★ Up to four Bersaglieri with Model 1891 cavalry carbines can replace their carbines with Beretta 38A sub-machine guns for +10 points each.

One Bersagliere can become a Machine-gunner replacing his Model 1891 cavalry carbine with a Breda Model 30 machine gun and a Beretta Model 34 pistol for +40 points

Op to four Bersaglieri (two for the Corporal and two for the Machine gunner) can become assistants to the Corporal or Machine gunner for +10 points each.

𝔅 One Bersagliere can add Pazzaglia grenades to his equipment for +40 points.

😢 One Bersagliere armed with Model 1891 rifle can fit his rifle with a Grenade launcher for +80 points.

One Bersagliere can replace his Model 1891 cavalry carbine with a Model 41 Light flamethrower and a Beretta Model 34 pistol for +150 points.

😢 One Bersagliere can add a radio for +10 points. The Bersagliere gets the radio operator characteristic.

B Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Each model or Section, apart from the recruits, can buy the *veteran* characteristic for +10 points each.

Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# "FOLGORE" PARATROOPER SQUAD

#### **Comprising:**

1 Paratrooper Sergeant, 1 Paratrooper Corporal, 6-8 Paratrooper (including 0-2 recruits), 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Anti-tank section, 0-1 Paratrooper Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Paratrooper Sergeant	5	Beretta Model 34 pistol, Beretta Model 38A sub-machine gun, SRCM M35 grenades	close-combat expert, leader	85
Paratrooper Corporal	5	Breda Model 30 machine gun, Beretta Model 34 pistol, SRCM M35 grenades	close-combat expert, leader	105
Paratrooper	4	Carcano 91/38 carbine, GSRCM M35 grenades	close-combat expert	40
Paratrooper (recruit)	3	Carcano 91/38 carbine, GSRCM M35 grenades	close-combat expert	30
Machine-gun section (3)	4	Carcano 91/38 carbine, GSRCM M35 grenades, Breda Model 37 medium machine-gun (only the <i>gunner</i> )	close-combat expert	160
Light mortar section (2) 4		Carcano 91/38 carbine, GSRCM M35 grenades, Brixia 45mm light mortar (only the <i>gunner</i> )	close-combat expert	250
Medium mortar section (3)	4	Carcano 91/38 carbine, GSRCM M35 grenades, 81mm medium mortar (solo il <i>capo pezzo</i> )	close-combat expert	260
Anti-tank section (2)	4	Carcano 91/38 carbine, GSRCM M35 grenades, Solothurn S-18/100 20mm anti-tank rifle (only the <i>gunner</i> )	close-combat expert	230
Paratrooper Medic	4	Beretta Model 34 pistol	close-combat expert, medic	65

#### **UNIT VARIANTS:**

The leaders can add binoculars for +30 points each.

★ All the Paratroopers with Carcano 91/38 carbines can replace their carbines with Model 1891 rifles for +5 points each.
 ★ All the Paratroopers with Carcano 91/38 carbines can replace their carbines with Beretta 38A sub-machine guns for +15 points each.

🛞 Up to two Paratroopers can become assistants to the Paratrooper Corporal for +10 points each.

One Paratrooper can add Pazzaglia grenades to his equipment for +40 points.

😢 One Paratrooper can replace his Carcano 91/38 carbine with a Model 41 Light flamethrower and a Beretta Model 34 pistol for +155 points.

😢 One Paratrooper can add a *radio* for +10 points. The Paratrooper gets the *radio operator* characteristic.

Each model or Section can buy the seasoned fighter characteristic for +10 points each.

🛠 Each model or Section, apart from the recruits, can buy the veteran characteristic for +10 points each.

Seach model or Section can buy the *camouflage* characteristic for +10 points each.

Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.
 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Each Squad can buy one vehicle of each type, except for a Motorbike. Check the Datasheet and Variants for the points value.

Anti-tank gun section (3)       3       Carcano 91/38 carbine, Ansaldo 47mm medium gun (only the gunner)         UNIT VARIANTS:       ************************************			"ELEFANTI	NO'' ANTI-TANK GUN SECTIO	DN	
Anti-tank gun section (3)       3       47mm medium gun (only the gunner)         WINT VARIANTS: <ul> <li>The Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.</li> <li>One weapon crew-member can add the observer and binoculars characteristics for a total of +40 points.</li> <li>Other Section is supporting a Squad with at least one leader with TVS all models must improve their TV to 4 f points each.</li> </ul> CluzZI MOTORBIKE           Points value: 110 points (can only be bought by Bersaglieri Squads)           Classification: Motorbike - Unarmoured - 2-wheeled           Movement: 40 - 50 - 60           Weapons:         Vehicle Characteristics: exposed models, open-topped, troop transporter (1)           Duties: driver - passenger         Characteristic           Crew-members         4         Model 1891 cavalry carbine         close-combat exp           VARIANTS:                 Coll 2 SPA            Points value: 100 points              Classification: Troop Transporter Truck - Unarmoured - Wheeled               Model 1891 cavalry carbine with a Beretta 38A sub-machine gun for +10 point            Classification: Troop Transporter Truck - Unarmoured - Wheeled               Movement: 30 - 35 - 45                Weapons:		Unit/Section	TV	Weapon	Characteristics Co	
UNIT VARIANTS:         ③ The Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.         ③ One weapon crew-member can add the observer and binoculars characteristics for a total of +40 points.         ④ If the Section is supporting a Squad with at least one leader with TV5 all models must improve their TV to 4 for points each.         GUZZI MOTORBIKE         Points each.         GUZZI MOTORBIKE         Points can only be bought by Bersaglieri Squads)         Classification: Motorbike - Unarmoured - 2-wheeled         Movement: 40 - 50 - 60       Weapons:         Vehicle Characteristics: exposed models, open-topped, troop transporter (1)       Duties: driver - passenger         Crew-members         N       Model       TV       Weapons       Characteristic         VARIANTS:       ③       ③       OVUNQUE SPA       Points value: 100 points         Classification:: Troop Transporter Truck - Unarmoured - Wheeled         Movement: 30 - 35 - 45       Weapons       Characteristic         Vehicle Characteristics: exposed models, open-topped, troop transporter (10)       Duties: driver - driver/passenger       Crew-member         Crew-members         N       Model       TV       Weapons       Characteristic <tr< td=""><td>Anti</td><td>-tank gun section (3)</td><td>3 47mm</td><td>medium gun (only the</td><td>23</td></tr<>	Anti	-tank gun section (3)	3 47mm	medium gun (only the	23	
Points value: 110 points (can only be bought by Bersaglieri Squads)         Classification: Motorbike - Unarmoured - 2-wheeled         Movement: 40 - 50 - 60         Weapons:         Vehicle Characteristics: exposed models, open-topped, troop transporter (1)         Duties: driver - passenger         Crew-members       Characteristics: exposed models, open-topped, troop transporter (1)         Duties: driver - passenger         Characteristics: exposed models, open-topped, troop transporter (1)         Duties: driver - passenger         Characteristics: exposed models application in the Bersagliere can replace his Model 1891 cavalry carbine with a Beretta 38A sub-machine gun for +10 points         OVUNQUE SPÅ         Points value: 100 points         Classification: Troop Transporter Truck - Unarmoured - Wheeled         Movement: 30 - 35 - 45         Vehicle Characteristics: exposed models, open-topped, troop transporter (10)         Duties: driver - driver/passenger         Crew-members         N       Model       TV       Vehicle Characteristics: exposed models, open-topped, troop transporter (10)         Duties: driver - driver/passenger <th cols<="" td=""><td>⊗Th ⊗Or ⊗Ift</td><td>ne Section can add a <i>radio</i> for ne <i>weapon crew-member</i> can the Section is supporting a So</td><td>+10 points. O add the <i>obser</i></td><td>one weapon crew-member gets the rver and binoculars characteristics</td><td>for a total of +40 points.</td></th>	<td>⊗Th ⊗Or ⊗Ift</td> <td>ne Section can add a <i>radio</i> for ne <i>weapon crew-member</i> can the Section is supporting a So</td> <td>+10 points. O add the <i>obser</i></td> <td>one weapon crew-member gets the rver and binoculars characteristics</td> <td>for a total of +40 points.</td>	⊗Th ⊗Or ⊗Ift	ne Section can add a <i>radio</i> for ne <i>weapon crew-member</i> can the Section is supporting a So	+10 points. O add the <i>obser</i>	one weapon crew-member gets the rver and binoculars characteristics	for a total of +40 points.
Classification: Motorbike - Unarmoured - 2-wheeled Movement: 40 - 50 - 60 Weapons: Vehicle Characteristics: exposed models, open-topped, troop transporter (1) Duties: driver - passenger Crew-members N. Model TV Weapons Characteristic 1 Bersagliere 4 Model 1891 cavalry carbine close-combat exp VARIANTS: ③ The Bersagliere can replace his Model 1891 cavalry carbine with a Beretta 38A sub-machine gun for +10 poin Source SPA Points value: 100 points Classification: Troop Transporter Truck - Unarmoured - Wheeled Movement: 30 - 35 - 45 Weapons: Vehicle Characteristics: exposed models, open-topped, troop transporter (10) Duties: driver - driver/passenger Crew-members N. Model TV Weapons Characteristic 2 Infantryman 3 Model 1891 rifle VARIANTS: ③ If the vehicle is supporting a Squad with at least one <i>leader</i> with TV5 all crew must improve their TV to 4 for - points per each model. 2 POUNTED GUN Points value: 470 points Classification: Truck - Unarmoured - Wheeled Movement: 30 - 35 - 45 Weapons: Ansaldo L32 47mm medium gun (Fixed position) Vehicle Characteristic: exposed models, open-topped DUTES: leader - gunner (gun) - driver/weapon crew-member Crew-members N. Model TV Weapons Characteristic Movement: 30 - 35 - 45 Weapons: Ansaldo L32 47mm medium gun (Fixed position) Vehicle Characteristic: exposed models, open-topped Duties: leader - gunner (gun) - driver/weapon crew-member Crew-members N. Model TV Weapons Characteristic				GUZZI MOTORBIKE		
N.         Model         TV         Weapons         Characteristic           1         Bersagliere         4         Model 1891 cavalry carbine         close-combat ext           VARIANTS:         The Bersagliere can replace his Model 1891 cavalry carbine with a Beretta 38A sub-machine gun for +10 poir         DOVUNQUE SPA           Points value: 100 points         Classification: Troop Transporter Truck - Unarmoured - Wheeled         Movement: 30 - 35 - 45           Weapons: -         Vehicle Characteristics: exposed models, open-topped, troop transporter (10)         Duties: driver - driver/passenger           Crew-members         Characteristic         Characteristic           N         Model         TV         Weapons         Characteristic           2         Infantryman         3         Model 1891 rifle         Vort to 4 for points per each model.           VEXILATS:         ************************************	Class Move Wear Vehi Dutie	sification: Motorbike - Unarn ement: 40 - 50 - 60 pons: - cle Characteristics: exposed es: driver - passenger	noured - 2-wh	neeled	* 5	
1       Bersagliere       4       Model 1891 cavalry carbine       close-combate explored in the server of the server						
VARIANTS:       Over the serve of the serve						
Image: Second State State       Second State<			4	Model 1891 cavalry carbine	close-combat expe	
DOVUNQUE SPA         Points value: 100 points         Classification: Troop Transporter Truck - Unarmoured - Wheeled         Movement: 30 - 35 - 45       Weapons:         Vehicle Characteristics: exposed models, open-topped, troop transporter (10)       Duties: driver - driver/passenger         Crew-members         N.       Model       TV       Weapons       Characteristic         2       Infantryman       3       Model 1891 rifle       VARIANTS:         ©If the vehicle is supporting a Squad with at least one <i>leader</i> with TV5 all crew must improve their TV to 4 for points per each model.         TRUCK-MOUNTED GUN         Points value: 470 points         Classification: Truck - Unarmoured - Wheeled         Movement: 30 - 35 - 45       Weapons:         Velicle Characteristics: exposed models, open-topped         Movement: 30 - 35 - 45       Weapons         Velicle Characteristics: exposed models, open-topped         Duties: leader - gunner (gun) - driver/weapon crew-member       Crew-member         Crew-members         N.       Model       TV       Weapons       Characteristics			Model 1891 c	avalry carbine with a Beretta 384	sub-machine oun for +10 points	
Crew-members         N.       Model       TV       Weapons       Characteristic         2       Infantryman       3       Model 1891 rifle          VARIANTS:       Supporting a Squad with at least one <i>leader</i> with TV5 all crew must improve their TV to 4 for points per each model.       TRUCK-MOUNTED GUN         Points value: 470 points         Classification: Truck - Unarmoured - Wheeled         Movement: 30 - 35 - 45       Keapons: Ansaldo L32 47mm medium gun (Fixed position)       Vehicle Characteristics: exposed models, open-topped         Duties: leader - gunner (gun) - driver/weapon crew-member       TV       Weapons       Characteristic         N.       Model       TV       Weapons       Characteristic	Class Move Wear Vehi	sification: Troop Transporter ement: 30 - 35 - 45 pons: - cle Characteristics: exposed		noured - Wheeled		
2       Infantryman       3       Model 1891 rifle         VARIANTS:         ③ If the vehicle is supporting a Squad with at least one <i>leader</i> with TV5 all crew must improve their TV to 4 for points per each model.         TRUCK-MOUNTED GUN         Points value: 470 points         Classification: Truck - Unarmoured - Wheeled         Movement: 30 - 35 - 45       Weapons: Ansaldo L32 47mm medium gun (Fixed position)         Vehicle Characteristics: exposed models, open-topped       Duties: leader - gunner (gun) - driver/weapon crew-member         Crew-members         N.       Model       TV       Weapons       Characteristic						
VARIANTS:         ③ If the vehicle is supporting a Squad with at least one leader with TV5 all crew must improve their TV to 4 for points per each model.         TRUCK-MOUNTED GUN         Points value: 470 points         Classification: Truck - Unarmoured - Wheeled         Movement: 30 - 35 - 45         Weapons: Ansaldo L32 47mm medium gun (Fixed position)         Vehicle Characteristics: exposed models, open-topped         Duties: leader - gunner (gun) - driver/weapon crew-member         Crew-members         N.       Model         TV       Weapons         Characteristic	N.	Model	TV		Characteristics	
If the vehicle is supporting a Squad with at least one <i>leader</i> with TV5 all crew must improve their TV to 4 for points per each model.           TRUCK-MOUNTED GUN           Points value: 470 points           Classification: Truck - Unarmoured - Wheeled           Movement: 30 - 35 - 45           Weapons: Ansaldo L32 47mm medium gun (Fixed position)           Vehicle Characteristics: exposed models, open-topped           Duties: leader - gunner (gun) - driver/weapon crew-member           Crew-members           N.         Model           TV         Weapons			3	Model 1891 rifle		
Points value: 470 points         Classification: Truck - Unarmoured - Wheeled         Movement: 30 - 35 - 45         Weapons: Ansaldo L32 47mm medium gun (Fixed position)         Vehicle Characteristics: exposed models, open-topped         Duties: leader - gunner (gun) - driver/weapon crew-member         Crew-members         N.       Model         TV       Weapons         Characteristic	⊛lf t	the vehicle is supporting a Sc	រុuad with at le	east one <i>leader</i> with TV5 all crew m	nust improve their TV to 4 for +10	
Classification: Truck - Unarmoured - Wheeled         Movement: 30 - 35 - 45         Weapons: Ansaldo L32 47mm medium gun (Fixed position)         Vehicle Characteristics: exposed models, open-topped         Duties: leader - gunner (gun) - driver/weapon crew-member         Crew-members         N.       Model       TV       Weapons       Characteristic			Ť	RUCK-MOUNTED GUN		
N. Model TV Weapons Characteristi	Class Move Wear Vehi Dutie	sification: Truck - Unarmoure ement: 30 - 35 - 45 pons: Ansaldo L32 47mm me cle Characteristics: exposec es: leader - gunner (gun) - dri	edium gun (Fix d models, ope	n-topped		
	-		TV	Weapons	Characteristics	
	-				leader, binoculars	
3 Infantryman 4 Carcano 91/38 carbine	3		4		2	

# BREDA MODEL 35 AUTOCANNON

Points value: 440 points

Classification: Truck - Unarmoured - Wheeled

Movement: 30 - 35 - 45

Weapons: Breda Model 35 20mm Automatic Light Gun (Fixed position, Anti-aircraft)

Vehicle Characteristics: exposed models, open-topped

Duties: leader - gunner (gun) - driver/weapon crew-member

#### **Crew-members**

N.	Model	τv	Weapons	Characteristics
1	Sergeant	3	Carcano 91/38 carbine	leader, binoculars
3	Infantryman	3	Carcano 91/38 carbine	

#### VARIANTS:

𝔅 If the vehicle is supporting a Squad with at least one *leader* with TV5 all crew must improve their TV to 4 for +10 points per each model.

# LANCIA 3RO AUTOCANNON

#### Points value: 640 points

Classification: Truck - Unarmoured - Wheeled

Movement: 30 - 35 - 45

Weapons: Ansaldo 90mm Heavy Gun (Truck bed, Long barrel, Anti-aircraft)

Vehicle Characteristics: eight-wheeled, exposed models, open-topped

Duties: leader - gunner (gun) - 3 weapon crew-members - driver/weapon crew-member

Note: Cannot be fired with a Move&Fire Action. If the vehicle moves the gun cannot fire.

#### **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Sergeant	3	Carcano 91/38 carbine	leader, binoculars
5	Infantryman	3	Carcano 91/38 carbine	

## **AB 40**

#### Points value: 545 points

Classification: Armoured car - Armoured - Wheeled

Movement: 30 - 35 - 45

Weapons: Twinned Breda Model 38 Medium machine guns (Turret), Breda Model 38 Medium machine gun (Lower rear hull)

Vehicle Characteristics: bullet-proof tyres, open-topped, radio, AV 2

Duties: leader/machine-gunner - 2 drivers - machine-gunner/radio operator

#### Crew-members

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Beretta Model 34 pistol	leader, binoculars
3	Tank crew	3	Beretta Model 34 pistol	

#### VARIANTS:

𝔅 If the vehicle is supporting a Squad with at least one *leader* with TV5 all crew must improve their TV to 4 for +10 points per each model.

All the Tank crew can replace their Beretta Model 34 pistols with Beretta 38A sub-machine guns for a total of +30 points.

# AB 41

#### Points value: 710 points

Classification: Armoured car - Armoured - Wheeled

#### Movement: 30 - 35 - 45

**Weapons:** Breda Model 35 20mm Automatic Light Gun with *coaxial* Breda Model 38 Medium machine gun (Turret), Breda Model 38 Medium machine gun (Lower rear hull)

Vehicle Characteristics: highly manoeuvrable, radio, AV 2

**Duties:** leader/gunner (gun and coaxial machine-gun) - driver/radio operator - weapon crew-member /driver - gunner (machine-gun)

#### **Crew-members**

N.	Model	TV	Weapons	Characteristics
14.	Model		weapons	characteristics
1	Tank Commander	3	Beretta Model 34 pistol	leader, binoculars
3	Tank crew	3	Beretta Model 34 pistol	

#### VARIANTS:

Solution In the second second

𝔅 All the Tank crew can replace their Beretta Model 34 pistols with Beretta 38A sub-machine guns for a total of +30 points.

## AB 43

#### Points value: 660 points

Classification: Armoured car - Armoured - Wheeled

Movement: 30 - 35 - 45

Weapons: Ansaldo L40 47mm Medium Gun with *coaxial* Breda Model 38 Medium machine gun (Turret), Breda Model 38 Medium machine gun (Lower rear hull)

Vehicle Characteristics: highly manoeuvrable, radio, AV 2

**Duties:** leader/gunner (gun and coaxial machine-gun) - driver/radio operator - weapon crew-member /driver - gunner (machine-gun)

#### **Crew-members**

ĺ	N.	Model	TV	Weapons	Characteristics
	1	Tank Commander	3	Beretta Model 34 pistol	leader, binoculars
	3	Tank crew	3	Beretta Model 34 pistol	

#### VARIANTS:

S If the vehicle is supporting a Squad with at least one *leader* with TV5 all crew must improve their TV to 4 for +10 points per each model.

All the Tank crew can replace their Beretta Model 34 pistols with Beretta 38A sub-machine guns for a total of +30 points.

## LINCE SCOUT CAR

Points value: 390 points

Classification: Armoured car - Armoured - Wheeled

Movement: 30 - 35 - 45

Weapons: Breda Model 38 Medium machine gun (Lower-hull)

Vehicle Characteristics: radio, AV 2

Duties: leader/gunner (machine-gun) - driver/radio operator

#### **Crew-members**

Ν.	Model	ΤV	Weapons	Characteristics
1	Tank Commander	3	Beretta Model 34 pistol	leader, binoculars
1	Tank crew	3	Beretta Model 34 pistol	37

## VARIANTS:

🕱 The Tank crew can replace his Beretta Model 34 pistol with Beretta 38A sub-machine gun for +10 points.

# AS 42 "SAHARIANA" TRUCK

## Points value: 420 points

Classification: Truck - Unarmoured - Wheeled

Movement: 35 - 40 - 50

Weapons: Breda Model 35 20mm Automatic Light Gun (Fixed position, Anti-aircraft)

Vehicle Characteristics: exposed models, open-topped

Duties: leader - gunner (gun) - weapon crew-member - driver/weapon crew-member

#### **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Sergeant	3	Carcano 91/38 carbine	leader
3	Infantryman	3	Carcano 91/38 carbine	

#### VARIANTS:

You can add up to two Breda Model 37 Medium machine guns for +90 points each (*Anti-aircraft*). The *leader* and the *weapon crew-member* get the *anti-aircraft gunner* duty.

★ You can replace the Breda Model 35 20mm automatic light gun with a 47mm Ansaldo gun for -50 points.
 ★ You can replace the Breda Model 35 20mm automatic light gun with a 20mm Solothurn S-18/100 (that can fire from the vehicle) for -120 points.

SYou can add a radio for +10 points. Both driver and leader get the radio operator duty.

The leader can buy binoculars for +30 points.

# AS 43 TRUCK

#### Points value: 435 points

Classification: Truck - Unarmoured - Wheeled

Movement: 35 - 40 - 50

Weapons: Breda Model 35 20mm Automatic Light Gun (Fixed position, Anti-aircraft)

Vehicle Characteristics: exposed models, open-topped

Duties: leader - gunner (gun) - 2 weapon crew-members - driver/weapon crew-member

#### **Crew-members**

	N.	Model	TV	Weapons	Characteristics
-	1	Sergeant	3	Carcano 91/38 carbine	leader
	4	Infantryman	3	Carcano 91/38 carbine	

#### VARIANTS:

You can add up to two Breda Model 37 Medium machine guns for +90 points each (*Anti-aircraft*). The *leader* and the *weapon crew-member* get the *anti-aircraft gunner* duty.

🕱 You can replace the Breda Model 35 20mm automatic light gun with a 47mm Ansaldo gun for -50 points.

😢 You can add a *radio* for +10 points. Both *driver* and *leader* get the *radio operator* duty.

The *leader* can buy *binoculars* for +30 points.

# L 40 47/32

#### Points value: 550 points

Classification: Self-propelled Light tank - Armoured - Tracked

Movement: 25 - 30 - 35

Weapons: Ansaldo L32 47mm gun (Lower-hull)

Vehicle Characteristics: assault vehicle, open-topped, poor traverse, radio, AV 2

Duties: leader/gunner - weapon crew-member - driver/radio operator

#### **Crew-members**

Ν.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Beretta Model 34 pistol	leader, binoculars
2	Tank crew	3	Beretta Model 34 pistol	397

#### VARIANTS:

Tou can add up to two Breda Model 37 Medium machine guns for +90 points each (*Anti-aircraft*). The *leader* and the *weapon crew-member* get the *anti-aircraft gunner* duty.

𝔅 You can remove the *open-topped* characteristic for +50 points (from 1944).

All the Tank crew can replace their Beretta Model 34 pistols with Beretta 38A sub-machine guns for a total of +20 points.

## 75/18 M 41

## Points value: 640 points (only until 1942)

Classification: Self-propelled Medium tank - Armoured - Tracked

Movement: 25 - 30 - 35

Weapons: L18 75mm gun (Lower-hull)

Vehicle Characteristics: assault vehicle, open-topped, poor traverse, radio, AV 2

Duties: leader/gunner - weapon crew-member - driver/radio operator

#### **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Beretta Model 34 pistol	leader, binoculars
2	Tank crew	3	Beretta Model 34 pistol	

#### VARIANTS:

𝔅 You can improve the Armour Value to AV3 for +50 points.

All the Tank crew can replace their Beretta Model 34 pistols with Beretta 38A sub-machine guns for a total of +20 points.

# 75/34 M 42

#### Points value: 740 points (only until 1943)

Classification: Self-propelled Medium tank - Armoured - Tracked

Movement: 25 - 30 - 35

Weapons: L18 75mm gun (Lower-hull)

Vehicle Characteristics: assault vehicle, open-topped, poor traverse, radio, AV 4

Duties: leader/gunner - weapon crew-member - driver/radio operator

#### **Crew-members**

Ν.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Beretta Model 34 pistol	leader, binoculars
2	Tank crew	3	Beretta Model 34 pistol	

## VARIANTS:

All the Tank crew can replace their Beretta Model 34 pistols with Beretta 38A sub-machine guns for a total of +20 points.

# M 43 "BASSOTTO"

## Points value: 970 points (only until 1943)

Classification: Self-propelled Medium tank - Armoured - Tracked

Movement: 20 - 25 - 30

Weapons: L25 105mm gun (Lower-hull)

Vehicle Characteristics: assault vehicle, open-topped, poor traverse, radio, AV 5

Duties: leader/gunner - weapon crew-member - driver/radio operator

**Note:** this gun has the characteristics of a 99mm Heavy gun (Extra-long barrel)

## **Crew-members**

Ν	. Model	ΤV	Weapons	Characteristics
1	Tank Commander	3	Beretta Model 34 pistol	leader, binoculars
2	Tank crew	3	Beretta Model 34 pistol	N STATIST

#### VARIANTS:

Tou can add a Breda Model 37 Medium machine gun for +90 points (*Anti-aircraft, Exposed*). The *leader* gets the *anti-aircraft gunner* duty.

𝔅 All the Tank crew can replace their Beretta Model 34 pistols with Beretta 38A sub-machine guns for a total of +20 points.

## L6/40

#### Points value: 495 points

Classification: Light tank - Armoured - Tracked

Movement: 25 - 30 - 35

Weapons: Breda Model 35 20mm Automatic Light Gun with *coaxial* Breda Model 38 Medium machine gun (Turret) Vehicle Characteristics: radio, AV 3

Duties: leader/gunner (gun and coaxial machine-gun)/weapon crew-member - driver/radio operator

## **Crew-members**

N.	Model	τv	Weapons	Characteristics
1	Tank Commander	3	Beretta Model 34 pistol	leader, binoculars
1	Tank crew	3	Beretta Model 34 pistol	

#### VARIANTS:

The Tank crew can replace his Beretta Model 34 pistol with Beretta 38A sub-machine gun for +10 points.

## M13/40 - M14/41

#### Points value: 675 points

Classification: Medium Tank - Armoured - Tracked

Movement: 15 - 20 - 25

**Weapons:** Ansaldo L32 47mm Medium Gun with *coaxial* Breda Model 38 Medium machine gun (Turret), Breda Model 38 Medium machine gun (Lower-hull)

#### Vehicle Characteristics: radio, AV 3

**Duties:** leader/weapon crew-member - gunner (gun and coaxial machine-gun) - machine-gunner/radio operator - driver/radio operator

#### Crew-members

N.	N. Model		Weapons	Characteristics	
1	Tank Commander	3	Beretta Model 34 pistol	leader, binoculars	
3	Tank crew	3	Beretta Model 34 pistol		

#### VARIANTS:

You can add a Breda Model 37 Medium machine gun for +90 points (*Anti-aircraft, Exposed*). The *leader* gets the *anti-aircraft gunner* duty.

All the Tank crew can replace their Beretta Model 34 pistols with Beretta 38A sub-machine guns for a total of +30 points.

## M15/42

#### Points value: 745 points

Classification: Medium Tank - Armoured - Tracked

#### Movement: 20 - 25 - 30

**Weapons:** 47mm Medium Gun with *coaxial* Breda Model 38 Medium machine gun (Turret), Breda Model 38 Medium machine gun (Lower-hull)

#### Vehicle Characteristics: radio, AV 4

**Duties:** leader/weapon crew-member - gunner (gun and coaxial machine-gun) - machine-gunner/radio operator - driver/radio operator

#### **Crew-members**

N.	N. Model		Weapons	Characteristics				
1	Tank Commander	3	Beretta Model 34 pistol	leader, binoculars				
3	Tank crew	3	Beretta Model 34 pistol	*				

#### **VARIANTS:**

Tou can add a Breda Model 37 Medium machine gun for +90 points (*Anti-aircraft, Exposed*). The *leader* gets the *anti-aircraft gunner* duty.

All the Tank crew can replace their Beretta Model 34 pistols with Beretta 38A sub-machine guns for a total of +30 points.

# PARTISAN HUNTERS SQUAD

## **Comprising:**

1 Sergeant, 1 Corporal, 6-8 Infantrymen, 0-1 Infiltrator, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	4	Beretta Model 34 pistol, Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader	70
Corporal	4	Breda Model 30 machine gun, Beretta Model 34 pistol, SRCM M35 grenades	leader	90
Infantryman	3	Model 1891 rifle, SRCM M35 grenades		30
Infiltrator	3	Beretta Model 34 pistol, Beretta Model 38A sub-machine gun, SRCM M35 grenades	close-combat expert, local knowledge (woods), infiltrator	90
Machine-gun section (3)	3	Model 1891 rifle, SRCM M35 grenades, Breda Model 37 medium machine gun (only the <i>gunner</i> )	2	130
Light mortar section (2)	3	Model 1891 rifle, SRCM M35 grenades, Brixia 45mm light mortar (only the <i>gunner</i> )		230
Medic	3	Beretta Model 34 pistol	medic	50

#### **UNIT VARIANTS:**

The whole Squad can buy a *bad reputation* for a total cost of +100 points.

The *leaders* can add *binoculars* for +30 points each.

O Up to two Infantrymen can become *assistants* to the Corporal for +10 points each.

😢 One Infantryman can add a *radio* for +10 points. The Infantryman gets the *radio operator* characteristic.

B Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

B Each model or Section can buy the *veteran* characteristic for +10 points each.

Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.
 Each Squad can buy one vehicle of each type, except for a Motorbike. Check the Datasheet and Variants for the points value.

# INFANTRY SQUAD (BERSAGLIERI ITALIA DIVISION - ALPINI LITTORIO DIVISION)

#### **Comprising:**

1 Sergeant, 0-1 Corporal, 1 Machine-gunner, 5-7 Infantrymen, 0-1 Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	5	Walther P38 pistol, Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader	80
Corporal	4	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader	60
Machine-gunner	4	Mg42 light machine gun, SRCM M35 grenades		110
Infantryman	4	Kar98k rifle, SRCM M35 grenades		40
Sniper	4	Kar98k rifle, SRCM M35 grenades	silent weapon, sniper, marksman, infiltrator, sight	140
Machine-gun section (3)	4	Model 1891 rifle, SRCM M35 grenades, Breda Model 37 medium machine gun (only the <i>gunner</i> )	e	160
Light mortar section (2)	4	Model 1891 rifle, SRCM M35 grenades, Brixia 45mm light mortar (only the <i>gunner</i> )		250
Medium mortar section (3)	4	Model 1891 rifle, SRCM M35 grenades, 81mm medium mortar (only the <i>gunner</i> )		260
Medic	4	Beretta Model 34 pistol	medic	60

#### **UNIT VARIANTS:**

The leaders can add binoculars for +30 points each.

Oup to two Infantrymen can become assistants to the Machine-gunner for +10 points each.

One Infantryman can add a Panzerfaust to his equipment for +70 points.

One Infantryman can add Pazzaglia grenades to his equipment for +40 points.

𝔅 One Infantryman can add a *radio* for +10 points. The Infantryman gets the *radio operator* characteristic.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Seach model or Section can buy the *veteran* characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

## WAFFEN GRENADIER SS SQUAD ("29TH")

## **Comprising:**

1 Waffen Grenadier SS Sergeant, 0-1 Waffen Grenadier SS Corporal, 1 Waffen Grenadier SS Machine-gunner, 5-7 Waffen Grenadiers SS, 0-1 Waffen Grenadier SS Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Waffen Grenadier SS Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Waffen Grenadier SS Sergeant	5	Beretta Model 38A sub-machine gun, SRCM M35 grenades	close-combat expert, leader, seasoned fighter	85
Waffen Grenadier SS Corporal	4	Beretta Model 38A sub-machine gun, SRCM M35 grenades	close-combat expert, leader, seasoned fighter	75
Waffen Grenadier SS Machine-gunner	4	Breda Model 30 machine gun, SRCM M35 grenades	close-combat expert, seasoned fighter	85
Waffen Grenadier SS	4	Model 1891 rifle, SRCM M35 grenades	close-combat expert, seasoned fighter	55
Waffen Grenadier SS Sniper	4	Kar98k rifle, SRCM M35 grenades	close-combat expert, silent weapon, sniper, marksman, infiltrator, seasoned fighter, sight	155
Machine-gun section (3)	4	Model 1891 rifle, SRCM M35 grenades, Breda Model 37 medium machine gun (only the <i>gunner</i> )	close-combat expert, seasoned fighter	185
Light mortar section (2)	4	Model 1891 rifle, SRCM M35 grenades, Brixia <mark>45mm light mo</mark> rtar (only the <i>gunner</i> )	close-combat expert, seasoned fighter	270
Medium mortar section (3)	4	Model 1891 rifle, SRCM M35 grenades, 81mm medium mortar (only the <i>gunner</i> )	close-combat expert, seasoned fighter	285
Waffen Grenadier SS Medic	4	Beretta Model 34 pistol	close-combat expert, medic, seasoned fighter	75

## **UNIT VARIANTS:**

The whole Squad can buy a *bad reputation* for a total cost of +100 points.

The *leaders* can replace their Beretta 38A sub-machine guns with MP40 sub-machine guns at no extra cost.

The *leaders* can add Beretta Model 34 pistols for +10 points each.

The *leaders* can add *binoculars* for +30 points each.

Oup to three Waffen Grenadiers SS can replace their Model 1891 rifles with Model 1891 cavalry carbines at no extra cost.

Output to three Waffen Grenadiers SS can replace their Model 1891 rifles with Beretta 38A/42 sub-machine guns for +10 points each.

😢 Up to two Waffen Grenadiers SS can become *assistants* to the Machine-gunner for +10 points each.

One Waffen Grenadier SS can add a Panzerfaust to his equipment for +70 points.

One Waffen Grenadier SS can add Pazzaglia grenades to his equipment for +40 points.

😢 One Waffen Grenadier SS can fit his Model 1891 rifle with a Grenade launcher for +80 points.

🛞 One Waffen Greandier SS can replace his Model 1891 rifle with a Model 41 Light flamethrower and a Beretta Model 34 pistol for +150 points.

One Waffen Greandier SS can add a *radio* for +10 points. The Waffen Greandier SS gets the *radio operator* characteristic.

 $\textcircled$  Each model or Section can buy the *veteran* characteristic for +10 points each.

Each Section can add a *radio* for +10 points. One *weapon crew-member* gets the *radio operator* characteristic.

Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Seach Squad can buy one vehicle of each type, except for a Motorbike. Check the Datasheet and Variants for the points value.

## "NEMBO" PARATROOPER SQUAD

#### **Comprising:**

1 Paratrooper Sergeant, 1 Paratrooper Corporal, 6-8 Paratrooper (including 0-2 recruits), 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Paratrooper Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Paratrooper Sergeant	5	Beretta Model 38A sub-machine gun, SRCM M35 grenades	close-combat expert, leader	85
Paratrooper Corporal	5	Breda Model 30 machine gun, Beretta Model 34 pistol, SRCM M35 grenades	close-combat expert, leader	105
Paratrooper	4	Model 1891 rifle, SRCM M35 grenades	close-combat expert	45
Paratrooper (recruit)	3	Model 1891 rifle, SRCM M35 grenades	close-combat expert	35
Machine-gun section (3)	4	Model 1891 rifle, SRCM M35 grenades, Breda Model 37 medium machine gun (only the <i>gunner</i> )	close-combat expert	175
Light mortar section (2)	4	Model 1891 rifle, SRCM M35 grenades, Brixia 45mm light mortar (only the <i>gunner</i> )	close-combat expert	260
Medium mortar section (3)	4	Model 1891 rifle, SRCM M35 grenades, 81mm medium mortar (only the <i>gunner</i> )	close-combat expert	275
Paratrooper Medic	4	Beretta Model 34 pistol	close-combat expert, medic	65

#### **UNIT VARIANTS:**

The *leaders* can add Beretta Model 34 pistols for +10 points each.

All the Paratroopers with Model 1891 rifles can replace their rifles with Beretta 38A sub-machine guns for +10 points each.

😢 Up to two Paratroopers can become assistants to the Paratrooper Corporal for +10 points each.

One Paratrooper can add Pazzaglia grenades to his equipment for +40 points.

One Paratrooper can add a Panzerfaust to his equipment for +70 points.

One Paratrooper can fit his Model 1891 rifle with a Grenade launcher for +80 points.

One Paratrooper can replace his Model 1891 rifle with a Model 41 Light flamethrower and a Beretta Model 34 pistol for +150 points.

igodot One Paratrooper can add a radio for +10 points. The Paratrooper gets the radio operator characteristic.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Beach model or Section, apart from the recruits, can buy the veteran characteristic for +10 points each.

Beach model or Section can buy the *camouflage* characteristic for +10 points each.

Each Section can add a *radio* for +10 points. One *weapon crew-member* gets the *radio operator* characteristic.

Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Each Squad can buy one vehicle of each type, except for a Motorbike. Check the Datasheet and Variants for the points value.

## DECIMA MAS SQUAD

#### **Comprising:**

1 Marò Sergeant, 0-1 Marò Corporal, 1-2 Marò Raiders, 1 Marò Machine-gunner, 4-5 Marò Riflemen, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Marò Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Marò Sergeant	5	Beretta Model 34 pistol, Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	close-combat expert, leader	85
Marò Corporal	5	Beretta Model 34 pistol, Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	close-combat expert, leader	85
Marò Raider	4	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	close-combat expert	55
Marò Machine-gunner	4	Breda Model 30 machine gun, SRCM M35 grenades	close-combat expert	75
Marò Rifleman	4	Model 1891 cavalry carbine, SRCM M35 grenades	close-combat expert	45
Machine-gun section (3)	4	Model 1891 cavalry carbine, SRCM M35 grenades, Mg42 light machine gun con Tripod (only the <i>gunner</i> )	close-combat expert, tripod	185
Light mortar section (2)	4	Model 1891 cavalry carbine, SRCM M35 grenades, Brixia 45mm light mortar (only the <i>gunner</i> )	close-combat expert	260
Medium mortar section (3)	4	Model 1891 cavalry carbine, SRCM M35 grenades, 81mm medium mortar (only the <i>gunner</i> )	close-combat expert	275
Marò Medic	4	Beretta Model 34 pistol	close-combat expert, medic	65

#### **UNIT VARIANTS:**

The *leaders* can add *binoculars* for +30 points each.

The Marò Machine-gunner can replace his Breda Model 30 machine gun with a Mg42 light machine gun for +40 points.

😢 Up to two Marò Riflemen can become assistants to the Marò Machine-gunner for +10 points each.

😢 One Marò (Raider or Rifleman) can add Pazzaglia grenades to his equipment for +40 points.

😢 One Marò (Raider or Rifleman) can add a Panzerfaust to his equipment for +70 points.

🟵 One Marò Rifleman can replace his Model 1891 cavalry carbine with a Model 41 Light flamethrower and a Beretta Model 34 pistol for +150 points.

😢 Up to two Marò Riflemen can buy the *infiltrator* characteristic for +20 points each.

😢 One Marò Rifleman can add a *radio* for +10 points. The Marò Rifleman gets the *radio operator* characteristic.

Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Seach model or Section can buy the veteran characteristic for +10 points each.

Seach model or Section can buy the *camouflage* characteristic for +10 points each.

😢 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Seach Squad can buy one vehicle of each type, except for a Motorbike. Check the Datasheet and Variants for the points value.

## DECIMA MAS NP SQUAD

#### **Comprising:**

1 NP Sergeant, 0-1 NP Corporal, 7-11 NP Infantrymen, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 NP Medic

Unit/Section	TV	Weapon	Characteristics	Cost
NP Sergeant	5	Beretta Model 34 pistol, Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	close-combat expert, leader	85
NP Corporal	5	Moschetto Automatico 38A/42 Beretta, Pistola Beretta 34, Granate SRCM M35	close-combat expert, leader	85
NP Infantryman	4	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades	close-combat expert	55
Machine-gun section (3)	4	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades, Mg42 light machine gun con Tripod (only the <i>gunner</i> )	close-combat expert, tripod	215
Light mortar section (2)	4	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades, Brixia 45mm light mortar (only the <i>gunner</i> )	close-combat expert	280
Medium mortar section (3)	4	Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades, 81mm medium mortar (only the <i>gunner</i> )	close-combat expert	305
NP Medic	4	Pistola Beretta 34	close-combat expert, medic	65

#### **UNIT VARIANTS:**

The leaders can add binoculars for +30 points each.

One NP Infantryman can become an NP Machine-gunner replacing his Beretta 38A/42 sub-machine gun with a Breda Model 30 machine gun for +20 points (not if you buy an Mg42 light machine gun).

Sone NP Infantryman can become an NP Machine-gunner replacing his Beretta 38A/42 sub-machine gun with an Mg42 light machine gun for +60 points (not if you buy a Breda Model 30 machine gun).

 ${old S}$  Up to two NP Infantrymen can become *assistants* to the NP Machine-gunner for +10 points each.

One NP Infantryman can add a Panzerfaust to his equipment for +70 points.

O Up to two NP Infantrymen can buy the *stealthy* characteristic for +30 points each.

😢 One NP Infantryman can add a radio for +10 points. The NP Infantryman gets the radio operator characteristic.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

O Each model or Section can buy the *veteran* characteristic for +10 points each.

B Each model or Section can buy the *camouflage* characteristic for +10 points each.

😢 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Seach Squad can buy one vehicle of each type, except for a Motorbike. Check the Datasheet and Variants for the points value.

TARGET: INFANTRY / UNARMOURED VEHICLES										
	Range modifier									
Туре	Close 0-20 cm	Normal >20-40 cm	Long >40-60 cm	Extreme >60-80 cm	Rate of fire	Characteristics				
Lathi L35 pistol	3/0	NE	NE	NE	2	melee				
Suomi M31 sub-machine gun	6/1	3/0	NE	NE	3					
M91-30 rifle	6/1	4/1	3/0	2*	1					
M26 Lathi-Saloranta Light Machine-gun	6/1	4/1	3/0	2*	4	support weapon				
M32-33 Maxim Medium machine-gun	6/1	4/1	3/0	3/0*	7	ammunition belt, section weapon, weapon crew (1)				
M24 Grenade	3/2	NE	NE	NE	А	devastating, minimum range 5, indirect-fire, single shot				
50mm Light mortar	NE	NE	2/1	2/1*	А	heavy weapon, devastating, minimum range 40, weapon crew (1), indirect-fire only				
81mm Medium mortar	NE	NE	3/2	3/2*	A+	heavy weapon, devastating, minimum range 50, weapon crew (1), indirect-fire only				

\* For this weapon Extreme range is >60 - 160 cm

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# FINNISH INFANTRY WEAPONS TABLE TARGET: INFANTRY / UNARMOURED VEHICLES

## JALKAVAKI SQUAD

#### **Comprising:**

1 Sergeant, 0-1 Corporal, 5-7 Riflemen, 0-1 Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	4	Suomi M31 sub-machine gun, M24 Grenades	camouflage, leader, local knowledge (woods)	75
Corporal	4	M91-30 rifle, M24 Grenades	camouflage, leader, local knowledge (woods)	65
Rifleman	3	M91-30 rifle, M24 Grenades	camouflage, local knowledge (woods)	45
Sniper	4	M91-30 rifle, M24 Grenades	local knowledge (woods), silent weapon, sniper, marksman, infiltrator, sight	145
Machine-gun section (3)	3	M91-30 rifle, M24 Grenades, M32-33 Maxim Medium machine-gun (only the <i>gunner</i> )	camouflage, local knowledge (woods)	145
Light mortar section (2)	3	M91-30 rifle, M24 Grenades, 50mm medium mortar (only the <i>gunner</i> )	camouflage, local knowledge (woods)	145
Medium mortar section (3)	3	M91-30 rifle, M24 Grenades, 81mm medium mortar (only the <i>gunner</i> )	camouflage, local knowledge (woods)	245
Medic	3	Lathi L35 pistol	camouflage, local knowledge (woods), medic	65

## **UNIT VARIANTS:**

𝔅 The *leaders* can add *binoculars* for +30 points each.

The Corporal can replace his M91-30 rifle with a Suomi M31 sub-machine gun for +10 points.

😢 One Rifleman can replace his M91-30 rifle with a Suomi M31 sub-machine gun for +10 points.

One Rifleman can become a Machine-gunner replacing his M91-30 rifle with a M26 Lathi-Saloranta machine gun and a Lathi L35 pistol for +40 points.

Op to two Riflemen can become *assistants* to the Machine-gunner for +10 points each.

😢 One Rifleman can add a radio for +10 points. The Rifleman gets the radio operator characteristic.

Beach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Seach model or Section can buy the veteran characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

## JAAKARI SQUAD

#### **Comprising:**

1 Sergeant, 0-1 Corporal, 3-5 Riflemen, 2 Infiltrator Assault troopers, 0-1 Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	5	Suomi M31 sub-machine gun, M24 Grenades	camouflage, leader, local knowledge (woods), seasoned fighter	95
Corporal	5	M91-30 rifle, M24 Grenades	camouflage, leader, local knowledge (woods), seasoned fighter	85
Rifleman	4	M91-30 rifle, M24 Grenades	camouflage, local knowledge (woods), seasoned fighter	65
Infiltrator Assault trooper	4	Suomi M31 sub-machine gun, M24 Grenades	camouflage, infiltrator, local knowledge (woods), seasoned fighter	95
Sniper	4	M91-30 rifle, M24 Grenades	local knowledge (woods), silent weapon, sniper, marksman, infiltrator, seasoned fighter, sight	155
Machine-gun section (3)	4	M91-30 rifle, M24 Grenades, M32-33 Maxim Medium machine-gun (only the <i>gunner</i> )	camouflage, local knowledge (woods), seasoned fighter	185
Light mortar section (2)	3	M91-30 rifle, M24 Grenades, 50mm medium mortar (only the <i>gunner</i> )	camouflage, local knowledge (woods), seasoned fighter	185
Medium mortar section (3)	3	M91-30 rifle, M24 Grenades, 81mm medium mortar (only the <i>gunner</i> )	camouflage, local knowledge (woods), seasoned fighter	285
Medic	4	Lathi L35 pistol	camouflage, local knowledge (woods), medic, seasoned fighter	85

#### **UNIT VARIANTS:**

The leaders can add binoculars for +30 points each.

The Corporal can replace his M91-30 rifle with a Suomi M31 sub-machine gun for +10 points.

😣 All the Riflemen can replace their rifles with Suomi M31 sub-machine guns for +10 points each.

One Rifleman can become a Machine-gunner replacing his M91-30 rifle with a M26 Lathi-Saloranta machine gun and a Lathi L35 pistol for +40 points.

O Up to two Riflemen can become *assistants* to the Machine-gunner for +10 points each.

😢 One Rifleman can add a *radio* for +10 points. The Rifleman gets the *radio operator* characteristic.

Seach model or Section can buy the *veteran* characteristic for +10 points each.

😢 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

IARGEI: INFANIRY / UNARMOURED VEHICLES								
		R	Server and the server as					
Туре	Close 0-20 cm	Normal >20-40 cm	Long >40-60 cm	Extreme >60-80 cm	Rate of fire	Characteristics		
ViS wz35 pistol	3/0	NE	NE	NE	2	melee		
KB wz98a rifle	6/1	4/1	3/0	2/0*	1			
Km wz28 automatic rifle	6/1	4/1	3/0	2/0*	4	support weapon		
Ckm wz30 medium machine gun	6/1	4/1	3/0	3/0*	7	ammunition belt, section weapon, weapon crew (1)		
Wz33 grenade	3/2	NE	NE	NE	A	devastating, minimum range 5, indirect-fire, single shot		
Wz1936 46mm light mortar	NE	NE	2/1	2/1*	A	heavy weapon, devastating, minimum range 40, weapon crew (1), indirect-fire only		
81mm Medium mortar	NE	NE	3/2	3/2*	A+	heavy weapon, devastating, minimum range 50, weapon crew (1), indirect-fire only		

# POLISH INFANTRY WEAPONS TABLE TARGET: INFANTRY / UNARMOURED VEHICLE

\* For this weapon Extreme range is >60 - 160 cm

## **RIFLE SQUAD**

#### **Comprising:**

1 Sergeant, 2-4 Corporal, 1 Machine-gunner, 0-1 Machine-gunner assistant, 3-4 Rifleman sections, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	4	Kb wz98a rifle, Wz33 grenades	leader	50
Corporal	4	Kb wz98a rifle, Wz33 grenades	leader	50
Machine-gunner	3	Km wz28 automatic rifle, Wz33 grenades		60
Machine-gunner assistant	3	Kb wz98a rifle, Wz33 grenades	assistant	40
Rifleman section (3)	3	Kb wz98a rifle, Wz33 grenades	compact group	90
Machine-gun section (3)	3	Kb wz98a rifle, Wz33 grenades, Ckm wz30 medium machine gun ((only the <i>gunner</i> )		130
Light mortar section (2)	3	Kb wz98a rifle, Wz33 grenades, Wz1936 46mm light mortar (only the <i>gunner</i> )		130
Medium mortar section (3)	3	Kb wz98a rifle, Wz33 grenades, 81mm medium mortar (only the <i>gunner</i> )	-	230

#### **UNIT VARIANTS:**

The Sergeant can add *binoculars* for +30 points.

The *leaders* can add Vis wz35 pistols for +10 points each.

One Corporal can buy the *medic* characteristic for +20 points.

Seach model or Section can buy the *local knowledge* (woods) characteristic for +5 points each.

Seach model or Section can buy the *local knowledge* (*buildings*) characteristic for +5 points each.

𝔅 Each Section can add a *radio* for +10 points. One *weapon crew-member* gets the *radio operator* characteristic.

# FRENCH INFANTRY WEAPONS TABLE TARGET: INFANTRY / UNARMOURED VEHICLES

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A STATE A		Ra	ange modifie	r		
Туре	Close 0-20 cm	Normal >20-40 cm	Long >40-60 cm	Extreme >60-80 cm	Rate of fire	Characteristics
M1982 revolver (pistol)	3/0	NE	NE	NE	1	melee
MAS38 sub-machine gun	6/0	1/0	NE	NE	3	
M1 Thompson sub-machine gun	6/1	3/0	NE	NE	3	
Berthier 07/15 M16 rifle	6/1	4/1	3/0	2*	1	- 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1
MAS 1936 rifle	6/1	4/1	3/0	2*	1	1
Lebel M1886/93 rifle	6/1	4/1	3/0	2*	1	4 4 4
M1886/93 R35 automatic carbine	6/1	3/0	1	NE	2	
FM 1924/29 light machine gun	6/1	4/1	3/0	2*	4	support weapon
Hotchkiss M1914 medium machine gun	6/1	4/1	3/0	3/0*	7	ammunition belt, section weapon, weapon crew (1)
F1 M1935 grenade	3/2	NE	NE	NE	А	devastating, minimum range 5, indirect-fire, single shot
Tromblon VB grenade launcher	NE	2/1	2/1	NE	А	devastating, minimum range 20, indirect-fire, single shot
60mm M1935 light mortar	NE	NE	2/1	2/1*	A	heavy weapon, devastating, minimum range 40, weapon crew (1), indirect-fire only
81mm Medium mortar	NE	NE	3/2*	3/2*	A+	heavy weapon, devastating, minimum range 50, weapon crew (1), indirect-fire only

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\* For this weapon Extreme range is >60 - 160 cm

## **RIFLE SQUAD**

#### **Comprising:**

1 Sergeant, 0-1 Corporal, 1 Machine-gunner, 1 Grenadier, 6-8 Riflemen, 0-1 Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	4	MAS 1936 rifle, F1 M1935 grenades	leader	50
Corporal	4	MAS 1936 rifle, F1 M1935 grenades	leader	50
Machine-gunner	3	FM 1924/29 light machine gun, M1892 revolver (pistol), F1 M1935 grenades		65
Grenadier	3	MAS 1936 rifle with Tromblon VB grenade launcher, F1 M1935 grenades		110
Rifleman	3	MAS 1936 rifle, F1 M1935 grenades		30
Sniper	4	Lebel M1886/93 rifle, F1 M1935 grenades	infiltrator, marksman, sight, silent weapon, sniper	140
Machine Gun Section (3)	3	MAS 1936 rifle, F1 M1935 grenades, medium machine gun (only the <i>gunner</i> )	*	130
Light Mortar Section (2)	3	MAS 1936 rifle, F1 M1935 grenades, 60mm M1935 light mortar (only the <i>gunner</i> )		130
Medium Mortar Section (3)	3	MAS 1936 rifle, F1 M1935 grenades, 81mm medium mortar (only the <i>gunner</i> )		230
Medic	3	M1892 revolver (pistol)	medic	45

#### **UNIT VARIANTS:**

🛞 The leaders can replace their MAS 1936 rifles with M1 MAS38 sub-machine guns for +5 points each.

🟵 The leaders can replace their MAS 1936 rifles with M1 Thompson sub-machine guns for +10 points each.

The *leaders* can replace their MAS 1936 rifles with M1886/93 R35 automatic carbines for +5 points each.

The *leaders* can add binoculars for +30 points each.

Output two Riflemen can become *assistants* to the Machine-gunner for +10 points each.

😢 One Rifleman can add a radio for +10 points. The Rifleman gets the radio operator characteristic.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Seach model or Section can buy the *veteran* characteristic for +10 points each.

😢 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

## FOREIGN LEGION SQUAD

## **Comprising:**

1 Legionnaire Sergeant, 0-1 Legionnaire Corporal, 1 Legionnaire Machine-gunner, 1 Legionnaire Grenadier, 6-8 Legionnaires (including 0-2 recruits), 0-1 Legionnaire Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Legionnaire Medic

#### **Squad Notes:**

The whole Squad must buy a *bad reputation* for a total cost of +100 points.

Unit/Section	TV	Weapon	Characteristics	Cost
Legionnaire Sergeant	5	Berthier 07/15 M16 rifle, F1 M1935 grenades	close-combat expert, leader	65
Legionnaire Corporal	5	Berthier 07/15 M16 rifle, F1 M1935 grenades	close-combat expert, leader	65
Legionnaire Machine- gunner	4	FM 1924/29 light machine gun, M1892 revolver (pistol), F1 M1935 grenades	close-combat expert	80
Legionnaire Grenadier	4	Berthier 07/15 M16 rifle with Tromblon VB grenade launcher, F1 M1935 grenades	close-combat expert	125
Legionnnaire	4	Berthier 07/15 M16 rifle, F1 M1935 grenades	close-combat expert	45
Legionnaire (recruit)	3	Berthier 07/15 M16 rifle, F1 M1935 grenades	close-combat expert	35
Legionnaire Sniper	4	Lebel M1886/93 rifle, F1 M1935 grenades	close-combat expert, silent weapon, sniper, marksman, infiltrator, sight	145
Machine-gun section (3)	4	Berthier 07/15 M16 rifle, F1 M1935 grenades, medium machine gun (only the <i>gunner</i> )	close-combat expert	175
Light mortar section (2)	4	Berthier 07/15 M16 rifle, F1 M1935 grenades, 60mm M1935 light mortar (only the <i>gunner</i> )	close-combat expert	160
Medium mortar section (3)	4	Berthier 07/15 M16 rifle, F1 M1935 grenades, 81mm medium mortar (only the <i>gunner</i> )	close-combat expert	275
Legionnaire Medic	4	M1892 revolver (pistol)	close-combat expert, medic	60

#### **UNIT VARIANTS:**

★ The leaders can replace their Fucile Berthier 07/15 M16 rifles with M1 MAS38 sub-machine guns for +5 points each.
 ★ The leaders can add binoculars for +30 points each.

igodolmot Up to two Legionnaires can become assistants to the Machine-gunner for +10 points each.

🕱 One Legionnaire can add a radio for +10 points. The Legionnaire gets the radio operator characteristic.

Beach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

🟵 Each model or Section, apart from the recruits, can buy the *veteran* characteristic for +10 points each.

Seach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# SAS PARATROOPER SQUAD (D-DAY)

#### **Comprising:**

1 SAS Paratrooper Sergeant, 0-1 SAS Paratrooper Corporal, 8-10 SAS Paratroopers, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 SAS Paratrooper Medic

Unit/Section	ΤV	Weapon	Characteristics	Cost
Paratrooper Sergeant	4	Pistola Colt 1911A1, M1 semi- automatic carbine, Mkll Pineapple Grenades	close-combat expert, leader	70
Paratrooper Corporal	4	Pistola Colt 1911A1, M1 semi- automatic carbine, MkII Pineapple Grenades	close-combat expert, leader	70
Paratrooper	4	Pistola Colt 1911A1, M1 semi- automatic carbine, Mkll Pineapple Grenades	close-combat expert	60
Machine-gun section (3)	4	M1 semi-automatic carbine, MkII Pineapple Grenades, M1919A4 .30 cal. Medium machine-gun (only the <i>gunner</i> )	close-combat expert	190
Light mortar section (2)	4	M1 semi-automatic carbine, MkII Pineapple Grenades, M2 Light mortar (only the <i>gunner</i> )	close-combat expert	175
Medium mortar section (3)	4	M1 semi-automatic carbine, MkII Pineapple Grenades, 81mm medium mortar (only the <i>gunner</i> )	close-combat expert	280
SAS Paratrooper Medic	4	Pistola Colt 1911A1	close-combat expert, medic	55

## **UNIT VARIANTS:**

The leaders can add binoculars for +30 points each.

😢 One SAS Paratrooper can add N°82 Gammon Grenades to his equipment for +40 points.

😢 One SAS Paratrooper can add a *radio* for +10 points. The SAS Paratrooper gets the *radio operator* characteristic.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

B Each model or Section can buy the *veteran* characteristic for +10 points each.

Seach model or Section can buy the *camouflage* characteristic for +10 points each.

Seach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

Note: Paratrooper Squads cannot buy Half-track Troop Transporters.

## PARTISAN SQUAD

#### **Comprising:**

1-2 Partisan Leaders, 7-9 Partisans, 0-2 Hunters, 0-6 Partisan Sections, 0-1 Breda Model 37 Machine-gun section, 0-1 Mg34 Machine-gun section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Partisan Leader	4	Beretta Model 34 pistol, Beretta Model 38A/42 sub-machine gun, SRCM M35 grenades (or Stg39)	leader, local knowledge (woods), local knowledge (buildings)	80
Partisan	3	Fucile Modello 1891, Granate SRCM M35 (o Stg39)	local knowledge (woods), local knowledge (buildings)	40
Hunter	3	Shotgun	local knowledge (woods), local knowledge (buildings), stealthy	100
Partisan Section (3)	3	Model 1891 rifle, SRCM M35 grenades (or Stg39)	compact group, local knowledge (woods), local knowledge (buildings)	120
Breda Modello 37 Machine- gun section (3)	3	Model 1891 cavalry carbine, SRCM M35 grenades (or Stg39), Breda Model 37 medium machine-gun (only the <i>gunner</i> )	local knowledge (woods), local knowledge (buildings)	160
Mg34 Machine-gun section (3)	3	Model 1891 cavalry carbine, SRCM M35 grenades (or Stg39), Mg34 light machine gun with Tripod (only the <i>gunner</i> )	local knowledge (woods), local knowledge (buildings), tripod	160
Medic	3	Beretta Model 34 pistol	medic	50

#### **UNIT VARIANTS:**

The *leaders* can add *binoculars* for +30 points each.

The *leaders* can replace their Beretta 38A sub-machine guns with Sten Mk.IIs sub-machine guns for -5 points each. The *leaders* can replace their Beretta 38A sub-machine guns with MP40 sub-machine guns at no extra cost.

One Partisan can become a Partisan Machine-gunner replacing his Model 1891 rifle with a Breda Model 30 machine gun for +30 points.

One Partisan can become a Partisan Machine-gunner replacing his Model 1891 rifle with a Mg34 light machine gun for +50 points.

★ Up to four Partisans (two per Machine-gunner) can become assistants to the Machine-gunner for +10 points each.
 ★ Up to three Partisans can replace their Model 1891 rifles with Kar98k rifles at no extra cost.

🛞 Up to two Partisans can replace their Model 1891 rifles with MP40 sub-machine guns for +10 points each.

𝔅 Up to two Partisans can replace their Model 1891 rifles with Sten Mk.lls sub-machine guns for +5 points each. 𝔅 Up to two Partisans can buy the *infiltrator* characteristic for +20 points each.

Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Each model or Section can buy the *veteran* characteristic for +10 points each.

Each model or Section can buy the *camouflage* characteristic for +10 points each.

# FIGHTING PARTISAN BRIGADE INFANTRY WEAPONS TABLE TARGET: INFANTRY / UNARMOURED VEHICLES

	Range modifier					
Туре	Close 0-20 cm	Normal >20-40 cm	Long >40-60 cm	Extreme >60-80 cm	Rate of fire	Characteristics
Shotgun	4/1	NE	NE	NE	TRI	devastating, single shot

# INFANTRY SQUAD (AFRICAN FRONT)

#### **Comprising:**

1 Sergeant, 0-1 Corporal, 1 Machine-gunner, 6-9 Riflemen, 0-1 Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	4	M1 semi-automatic carbine, MK II Pineapple grenades	leader	55
Corporal	4	M1903 Springfield rifle, MK II Pineapple grenades	leader	45
Machine-gunner	3	BAR M1918A2 automatic rifle, MK II Pineapple grenades		60
Rifleman	3	Garand M1 semi-automatic rifle, MK II Pineapple grenades		40
Sniper	4	M1903 Springfield rifle, MK II Pineapple grenades	infiltrator, marksman, sight, silent weapon, sniper	140
Machine Gun Section (3)	3	M1 semi-automatic carbine, MK II Pineapple grenades, M1919A4 .30 cal. medium machine gun (only the <i>gunner</i> )		145
Light Mortar Section (2)	3	M1 semi-automatic carbine, MK II Pineapple grenades, M2 light mortar (only the <i>gunner</i> )		140
Medium Mortar Section (3)	3	M1 semi-automatic carbine, MK II Pineapple grenades, 81mm medium mortar (only the <i>gunner</i> )		245
Medic	3	Colt 1911A1 pistol	medic	50

## **UNIT VARIANTS:**

The leaders can add a Colt 1911A1 pistol for +10 points each.

The leaders can add binoculars for +30 points each.

The Sergeant can replace his M1 semi-automatic carbine with an M3A1 Grease Gun sub-machine gun at no extra cost.

The Sergeant can replace his M1 semi-automatic carbine with a Thompson M1 sub-machine gun for +5 points.

The Corporal can replace his M1903 Springfield rifle with an M1 semi-automatic carbine for +5 points.

The Corporal can replace his M1903 Springfield rifle with a Thompson M1 sub-machine gun for +10 points.

Up to two Riflemen can become assistants to the Machine-gunner for +10 points each.

One Rifleman can add a *radio* for +10 points. The Rifleman gets the *radio operator* characteristic.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

B Each model or Section can buy the *veteran* characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

## RANGER SQUAD (AFRICAN FRONT)

#### **Comprising:**

1 Ranger Sergeant, 0-1 Ranger Corporal, 7-9 Rangers (including 0-2 recruits), 0-1 Ranger Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Ranger Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Ranger Sergeant	5	M1 semi-automatic carbine, MkII Pineapple Grenades	close-combat expert, leader	70
Ranger Corporal	5	M1 semi-automatic carbine, MkII Pineapple Grenades	close-combat expert, leader	70
Ranger	4	Garand M1 semi-automatic rifle, Mkll Pineapple Grenades	close-combat expert	55
Ranger (recruit)	3	Garand M1 semi-automatic rifle, Mkll Pineapple Grenades	close-combat expert	45
Ranger Sniper	4	Springfield M1903 rifle, MkII Pineapple Grenades	close-combat expert , silent weapon, sniper, marksman, infiltrator sight	145
Machine-gun section (3)	4	M1 semi-automatic carbine, MkII Pineapple Grenades, M1919A4 .30 cal. Medium machine-gun (only the gunner)	close-combat expert	190
Light mortar section (2)	4	M1 semi-automatic carbine, MkII Pineapple Grenades, M2 Light mortar (only the <i>gunner</i> )	close-combat expert	175
Medium mortar section (3)	4	M1 semi-automatic carbine, MkII Pineapple Grenades, 81mm medium mortar (only the <i>gunner</i> )	close-combat expert	280
Ranger Medic	4	Colt 1911A1 pistol	close-combat expert, medic	65

#### **UNIT VARIANTS:**

The leaders can replace their M1 semi-automatic carbines with M3A1 Grease Gun sub-machine guns at no extra cost.
 The leaders can replace their M1 semi-automatic carbines with M1 Thompson sub-machine guns for +5 points each.
 The leaders can add Colt 1911 A1 Pistols for +10 points each.

The *leaders* can add *binoculars* for +30 points each.

Sone Ranger can become a Machine-gunner replacing his Garand M1 semi-automatic rifle with a M1918A2 BAR automatic rifle for +20 points.

O Up to two Rangers can become *assistants* to the Machine-gunner for +10 points each.

🟵 One Ranger can add a *radio* for +10 points. The Ranger gets the *radio operator* characteristic.

😢 Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

🛠 Each model or Section, apart from the recruits, can buy the *veteran* characteristic for +10 points each.

Beach model or Section can buy the *camouflage* characteristic for +10 points each.

Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

😢 Each Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

Note: Ranger Squads can't buy Half-track Troop Transporters.

# "EIGHT ARMY" RIFLE SQUAD (AFRICANO FRONT)

#### **Comprising:**

1 Sergeant, 0-1 Corporal, 1 Machine-gunner, 5-7 Riflemen, 0-1 Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Anty-tank section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	4	Webley Revolver (pistol), M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	leader	65
Corporal	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	leader	50
Machine-gunner	3	Bren machine gun, N°36 Mills Bomb grenades	4	60
Rifleman	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	marksman	40
Sniper	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	silent weapon, sniper, marksman, infiltrator, sight	140
Machine-gun section (3)	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Vickers Medium machine gun (only the <i>gunner</i> )		130
Light mortar section (2)	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 2″ Light mortar (only the <i>gunner</i> )		130
Medium mortar section (3)	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 3″ Medium mortar (only the <i>gunner</i> )		230
Anti-tank section (2)	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Boys Anti-tank rifle (only the <i>gunner</i> )		140
Medic	3	Colt 1911A1 pistol	medic	50

#### **VARIANTI UNITÁ:**

The *leaders* can add binoculars for +30 points each.

🛞 The Corporal can replace his N°4 Mk.1 Enfield rifle with a Sten Mk.V sub-machine gun for +10 points.

😢 Up to two Riflemen can become *assistants* to the Machine-gunner for +10 points each.

😢 One Rifleman can add a radio for +10 points. The Rifleman gets the radio operator characteristic.

Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Seach model or Section can buy the *veteran* characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# **COMMANDOS SQUAD (AFRICAN FRONT)**

## Comprising:

1 Commando Sergeant, 0-1 Commando Corporal, 1 Commando Machine-gunner, 5-7 Commandos, 0-1 Commando Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Anty-tank section, 0-1 Commando Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Commando Sergeant	5	M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	close-combat expert, leader	75
Commando Corporal	5	M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	close-combat expert, leader	75
Commando Machine- gunner	4	Bren machine gun, N°36 Mills Bomb grenades	close-combat expert	75
Commando	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	close-combat expert	45
Commando Sniper	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	close-combat expert, silent weapon, sniper, marksman, infiltrator, sight	145
Machine-gun section (3)	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Vickers Medium machine gun (only the <i>gunner</i> )	close-combat expert	175
Light mortar section (2)	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 2″ Light mortar (only the <i>gunner</i> )	close-combat expert	160
Medium mortar section (3)	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, 3″ Medium mortar (only the <i>gunner</i> )	close-combat expert	275
Anti-tank section (2)	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Boys Anti-tank rifle (only the <i>gunner</i> )	close-combat expert	170
Commando Medic	4	Colt 1911A1 pistol	close-combat expert, medic	65

#### **UNIT VARIANTS:**

The *leaders* can add binoculars for +30 points each.

**③** Up to four Commandos with N°4 Mk.1 Enfield rifles can replace their rifles with M1 Thompson sub-machine guns for +10 points each.

Oup to two Commandos can become assistants to the Machine-gunner for +10 points each.

Output to two Commandos can replace their N°4 Mk.1 Enfield rifles with Sten Mk.V sub-machine guns and the *silent weapon* characteristics for +25 points.

Beach Commando armed with a *silenced* Sten can buy the *infiltrator* characteristic for +20 points each.

oxtimes One Commando can add a radio for +10 points. The Commando gets the radio operator characteristic.

B Each Commando can buy the *marksman* characteristic for +10 points each.

😢 Each model or Section can buy the seasoned fighter characteristic for +10 points each.

 $\bigotimes$  Each model or Section can buy the *veteran* characteristic for +10 points each.

B Each model or Section can buy the *camouflage* characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

🟵 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

😢 Each Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

Note: Commando Squads can't buy Half-track Troop Transporters.

# LONG RANGE DESERT GROUP SAS SQUAD (AFRICAN FRONT)

## **Comprising:**

1 SAS Sergeant, 1 SAS Corporal, 0-2 SAS Commandos, 0-1 SAS Commando Medic, 2 Jeeps with Vickers K (base value 280 points each)

Unit/Section	TV	Weapon	Characteristics	Cost
SAS Sergeant	5	M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	attached to a Jeep, close-combat expert, leader, seasoned fighter	85
SAS Corporal	5	M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	attached to a Jeep, close-combat expert, leader, seasoned fighter	85
SAS Commando	4	M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	attached to a Jeep, close-combat expert, seasoned fighter	55
SAS Commando Medic 4		Colt 1911A1 pistol	attached to a Jeep, close-combat expert, medic, seasoned fighter	75

## UNIT VARIANTS:

𝔅 The *leaders* can add binoculars for +30 points each.

B Each model or Section can buy the *veteran* characteristic for +10 points each.

 $\textcircled$  Each model or Section can buy the *camouflage* characteristic for +10 points each.

😢 Each Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

Note: For the points values of compulsory vehicles see each Vehicle Datasheet.

## "DAK" GRENADIER SQUAD (AFRICAN FRONT)

#### **Comprising:**

1 Grenadier Sergeant, 1 Grenadier Corporal, 1 Grenadier Machine-gunner, 5-7 Grenadiers, 0-1 Grenadier Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Anty-tank section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Grenadier Sergeant	4	Walther P38 pistol, MP40 sub- machine gun, Stg39 grenades	leader	70
Grenadier Corporal	4	MP40 sub-machine gun, Stg39 grenades	leader	60
Grenadier Machine-gunner	3	Mg34 light machine gun, Stg39 grenades		90
Grenadier	3	Kar98k rifle, Stg39 grenades		30
Sniper	4	Kar98k rifle, Stg39 grenades	silent weapon, sniper, marksman, infiltrator, sight	140
Machine-gun section (3)	3	Kar98k rifle, Stg39 grenades, Mg34 light machine gun with Tripod (only the <i>gunner</i> )	tripod	130
Light mortar section (2)	3	Kar98k rifle, Stg39 grenades, GrW36 50mm Light mortar (only the <i>gunner</i> )	44	130
Medium mortar section (3)	3	Kar98k rifle, Stg39 grenades, GrW34 81mm Medium mortar (only the <i>gunner</i> )		230
Anti-tank section (2)	3	Kar98k rifle, Stg <mark>39 grenades,</mark> PzB 39 Anti-tank rifle (only the <i>gunner</i> )		130
Medic	3	Walther P38 pistol	medic	50

#### **UNIT VARIANTS:**

The leaders can add binoculars for +30 points each.

Oup to two Grenadiers can become assistants to the Machine-gunner for +10 points each.

🛞 One Grenadier can add a radio for +10 points. The Grenadier gets the radio operator characteristic.

😢 Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Beach model or Section can buy the veteran characteristic for +10 points each.

😢 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Each Squad can buy one vehicle of each type, except for a Motorbike. Check the Datasheet and Variants for the points value.

Note: Grenadier Squads cannot buy a Half-track Troop Transporter.

## "DAK" FALLSCHIRMJAGER SQUAD (AFRICAN FRONT)

## **Comprising:**

1 Fallschirmjäger Sergeant, 0-1 Fallschirmjäger Corporal, 1 Fallschirmjäger Machine-gunner, 6-9 Fallschirmjägers (including 0-2 recruits), 0-1 Fallschirmjäger Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Anty-tank section, 0-1 Fallschirmjäger Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Fallschirmjäger Sergeant 5		MP40 sub-machine gun, Stg39 grenades	close-combat expert, leader, seasoned fighter	85
Fallschirmjäger Corporal 5		MP40 sub-machine gun, Stg39 grenades	close-combat expert, leader, seasoned fighter	85
Fallschirmjäger Machine- gunner	4	Mg34 light machine gun, Stg39 grenades	close-combat expert, seasoned fighter	115
Fallschirmjäger	4	Kar98k rifle, Stg39 grenades	close-combat expert, seasoned fighter	55
Fallschirmjäger (recruit)	3	Kar98k rifle, Stg39 grenades	close-combat expert, seasoned fighter	45
Fallschirmjäger Sniper 4		Kar98k rifle, Stg39 grenades	close-combat expert, silent weapon, sniper, marksman, infiltrator, seasoned fighter, sight	155
Machine-gun section (3) 4		Kar98k rifle, Stg39 grenades, Mg34 light machine gun with Tripod (only the <i>gunner</i> )	close-combat expert, tripod, seasoned fighter	185
Light mortar section (2)	4	Kar98k rifle, Stg39 grenades, GrW36 50mm Light mortar (only the <i>gunner</i> )	close-combat expert, seasoned fighter	170
Medium mortar section (3)	4	Kar98k rifle, Stg39 grenades, GrW34 81mm Medium mortar (only the <i>gunner</i> )	close-combat expert, seasoned fighter	285
Anti-tank section (2)	4	Kar98k rifle, Stg39 grenades, PzB 39 Anti-tank rifle (only the <i>gunner</i> )	close-combat expert, seasoned fighter	170
Fallschirmjager Medic 4		Walther P38 pistol	close-combat expert, medic, seasoned fighter	75

## **UNIT VARIANTS:**

The *leaders* can add *binoculars* for +30 points each.

😢 Up to two Fallschirmjägers can become assistants to the Machine-gunner for +10 points each.

 $\textcircled$  Each Fallschirmjäger can buy the *marksman* characteristic for +10 points each.

😢 One Fallschirmjäger can add a *radio* for +10 points. The Fallschirmjäger gets the *radio operator* characteristic.

Beach model or Section, apart from the recruits, can buy the veteran characteristic for +10 points each.

B Each model or Section can buy the *camouflage* characteristic for +10 points each.

Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.
 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

The back Squad can buy one vehicle of each type, except for a Motorbike (but they can buy a Kettenkrad). Check the Datasheet and Variants for the points value.

Note: Fallschirmjäger Squads cannot buy Half-track Troop Transporters.

# "DAK" SCHNELL SQUAD (AFRICAN FRONT)

## **Comprising:**

1 Sergeant, 0-1 Radio Operator Corporal, 2-3 Infantry, 0-1 Sniper, 0-1 Machine Gun Section, 0-1 Light Mortar Section, 0-1 Medium Mortar Section, 0-1 Anty-tank section, 0-1 Medic, 1 Kubelwagen (base value 130 points), 2-3 BMW Motorbike (base value 90 points each), 1 Sidecar BMW (base value 190 points)

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	4		leader, attached to the Kubelwagen	70
Radio Operator Corporal	4	Kar98k rifle, Stg39 grenades	leader, radio operator, attached to the Kubelwagen	65
Infantryman	3	Kar98k rifle, Stg39 grenades	attached to a BMW Motorbike	35
Sniper	4	Kar98k rifle, Stg39 grenades	silent weapon, sniper, marksman, infiltrator, sight	140
Machine-gun section (3)	3	Kar98k rifle, Stg39 grenades, Mg34 light machine gun with Tripod (only the <i>gunner</i> )	tripod	160
Light mortar section (2)	3	Kar98k rifle, Stg39 grenades, GrW36 50mm Light mortar (only the <i>gunner</i> )	*	150
Medium mortar section (3)	3	Kar98k rifle, Stg39 grenades, GrW34 81mm Medium mortar (only the <i>gunner</i> )		260
Anti-tank section (2)	3	Kar98k rifle, Stg3 <mark>9 grenades, P</mark> zB 39 Anti-tank rifle (only the <i>gunner</i> )		130
Medic	3	Walther P38 pistol	medic	50

#### **UNIT VARIANTS:**

The *leaders* can add *binoculars* for +30 points each.

😢 Each Infantryman can replace his MP40 sub-machine gun with a Kar98k rifle for -10 points each.

The Radio Operator Corporal can buy the off-table covering fire (GrW36 50mm light mortar) characteristic for +100 points.

Beach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Seach model or Section can buy the *veteran* characteristic for +10 points each.

🛠 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Seach Squad can buy one vehicle of each type, except for a Motorbike. Check the Datasheet and Variants for the points value.

Note: For the points values of compulsory vehicles see each Vehicle Datasheet. Compulsory Kubelwagen add the *troop transporter (2)* characteristic. In any case the Kubelwagen can only carry 4 models, including the crew.

# RIFLE SQUAD (AFRICAN FRONT)

#### **Comprising:**

1 Sergeant, 0-2 Corporals, 9-11 Riflemen, 0-1 Machine-gun section, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Anti-tank section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	4	Beretta Model 34 pistol, SRCM M35 grenades	leader	50
Corporal	4	Beretta Model 38A sub-machine gun, SRCM M35 grenades	leader	60
Rifleman	3	Model 1891 rifle, SRCM M35 grenades		30
Machine-gun section (3)	3	Model 1891 rifle, SRCM M35 grenades, Breda Model 37 medium machine gun (only the <i>gunner</i> )		130
Light mortar section (2)	3	Model 1891 rifle, SRCM M35 grenades, Brixia 45mm light mortar (only the <i>gunner</i> )		230
Medium mortar section (3)	3	Model 1891 rifle, SRCM M35 grenades, 81mm medium mortar (only the <i>gunner</i> )		230
Anti-tank section (2)	3	Model 1891 rifle, SRCM M35 grenades, Solothurn S-18/100 20mm anti-tank rifle (only the <i>gunner</i> )		210
Medic	3	Beretta Model 34 pistol	medic	50

#### **UNIT VARIANTS:**

The leaders can add binoculars for +30 points each.

All the Corporals can replace their Beretta Model 38A sub-machine guns with Breda Model 30 light machine guns and Beretta Model 34 pistols for +30 points each.

 $\mathfrak{B}$  Up to four Riflemen (two per Corporal) can become assistants to the Corporal for +10 points each.

🟵 One Rifleman can add Pazzaglia grenades to his equipment for +40 points.

😢 One Rifleman can add a *radio* for +10 points. The Rifleman gets the *radio operator* characteristic.

 $\bigotimes$  Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Seach model or Section can buy the veteran characteristic for +10 points each.

Seach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

Seach Squad can buy one vehicle of each type, except for a Motorbike. Check the Datasheet and Variants for the points value.

TARGET: INFANTRY / UNARMOURED VEHICLES								
	Range modifier							
Туре	Close 0-20 cm	Normal >20-40 cm	Long >40-60 cm	Extreme >60-80 cm	Rate of fire	Characteristics		
Nambu pistol	3/0	NE	NE	NE	2	melee		
Type 99 Arisaka rifle	6/1	4/1	3/0	2/0*	1	4. 10		
Type 99 light machine gun	6/1	4/1	3/0	2/0*	4	support weapon		
Type 97 light machine gun	6/1	4/1	3/0	2/0*	5	support weapon		
Type 92 medium machine gun	6/1	4/1	3/0	2/0*	7	ammunition belt, section weapon, weapon crew (1)		
Type 97 Grenade	3/2	NE	NE	NE	А	devastating, minimum range 5, indirect-fire, single shot		
Type 100 light flamethrower	4/4	NE	NE	NE	TRI	devastating, minimum range 5, indirect-fire, single shot		
Type 89 50mm light mortar	NE	NE	2/1	2/1*	A	heavy weapon, devastating, minimum range 40, weapon crew (1), indirect-fire only		
Type 3 81mm medium mortar	NE	NE	3/2	3/2*	A+	heavy weapon, devastating, minimum range 50, weapon crew (1), indirect-fire only		

JAPANESE INFANTRY WEAPONS TABLE

\* For this weapon Extreme range is >60 - 160 cm

# JAPANESE INFANTRY WEAPONS TABLE MELEE WEAPONS

Katana

Type

lethal, multiple assault, sharp

Characteristics

#### **NEW CHARACTERISTICS:**

• **Banzai Charge:** A model with this characteristic can declare a *Banzai Charge* at the start of each turn, before the Squads roll for Initiative. From this moment onwards they are considered to be *Fanatic*: give them a marker to remind you. All allied models within 20cm also get the *Fanatic* characteristic (except for Vehicles). *Shaken* models or models that have *hit the deck* and that become *Fanatics* this way stand up without needing to spend an Action.

• Anti-personnel traps: Squads with this weapon get two markers (25mm diameter) for each *trap* bought. One is the *trap* while the other is a dummy: make sure they can be clearly identified. All *Trap* markers (real and dummy) are placed before deployment, even in No-Man's Land, at least 10cm from the enemy's Deployment Area and at least 10cm from each other. When an enemy model moves or stops within 10cm of the marker, turn it over to see if it's a *trap* or a *false alarm*. If it's a *false alarm* then remove the marker from play. If it's a *trap* the model that triggered it rolls 2d6 and adds his VT: an 11 or more means he sees it just in time and avoids it (nothing happens); a 10 or less means he's been hit; roll 3d6 and check for damage on the Damage Table (with no modifiers). Remove the marker in both cases.

## **RIFLE SQUAD**

#### **Comprising:**

0-1 Lieutenant, 1 Sergeant, 1 Machine-gunner, 8-11 Riflemen, 0-1 Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Lieutenant	5	Nambu pistol, Type 97 grenades, Katana	banzai charge, leader, seasoned fighter	160
Sergeant	4	Type 99 Arisaka rifle, Type 97 grenades	leader, seasoned fighter	60
Machine-gunner	3	Type 99 light machine gun, Type 97 grenades	seasoned fighter	70
Rifleman	3	Type 99 Arisaka rifle, Type 97 grenades	seasoned fighter	40
Sniper	4	Type 99 Arisaka rifle, Type 97 grenades	infiltrator, marksman, seasoned fighter, sight, silent weapon, sniper	150
Machine Gun Section (3)	3	Type 99 Arisaka rifle, Type 97 grenades, Type 92 medium machine gun (only the <i>gunner</i> )	seasoned fighter	140
Light Mortar Section (2)	3	Type 99 Arisaka rifle, Type 97 grenades, Type 89 50mm light mortar (only the <i>gunner</i> )	seasoned fighter	140
Medium Mortar Section (3)	3	Type 99 Arisaka rifle, Type 97 grenades, Type 3 81mm medium mortar (only the <i>gunner</i> )	seasoned fighter	240
Medic	3	Nambu pistol	medic, seasoned fighter	60

## **UNIT VARIANTS:**

The *leaders* can add binoculars for +30 points each.

😢 Up to two Riflemen can become *assistants* to the Machine-gunner for +10 points each.

Oup to two Riflemen can buy the *camouflage* and *stealthy* characteristics for a total of +35 points each.

😢 One Rifleman can add a *radio* for +10 points. The Rifleman gets the *radio operator* characteristic.

Seach model or Section can buy the *veteran* characteristic for +10 points each.

Beach model or Section can buy the *local knowledge (jungle, woods)* characteristic for +5 points each.

😧 Each Section can add a *radio* for +10 points. One *weapon crew-member* gets the *radio operator* characteristic.

Each Squad can buy up to four *anti-personnel traps* for +30 points each.

Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# SPECIAL NAVAL LANDING FORCE SQUAD(SNLF)

#### **Comprising:**

0-1 Lieutenant, 1 Sergeant, 0-1 Corporal, 1 Machine-gunner, 7-10 Riflemen, 0-1 Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Lieutenant	5	Nambu pistol, Type 97 grenades, Katana	banzai charge, leader, seasoned fighter	160
Sergeant	5	Type 99 Arisaka rifle, Type 97 grenades	leader, seasoned fighter	70
Corporal	4	Type 99 Arisaka rifle, Type 97 grenades	leader, seasoned fighter	60
Machine-gunner	4	Type 99 light machine gun, Type 97 grenades	seasoned fighter	80
Rifleman	4	Type 99 Arisaka rifle, Type 97 grenades	seasoned fighter	50
Sniper 4		Type 99 Arisaka rifle, Type 97 grenades	infiltrator, marksman, seasoned fighter, sight, silent weapon, sniper	150
Machine Gun Section (3) 4		Type 99 Arisaka rifle, Type 97 grenades, Type 92 medium machine gun (only the <i>gunner</i> )	seasoned fighter	170
Light Mortar Section (2) 4		Type 99 Arisaka rifle, Type 97 grenades, Type 89 50mm light mortar (only the <i>gunner</i> )	seasoned fighter	155
Medium Mortar Section (3) 4		Type 99 Arisaka rifle, Type 97 grenades, Type 3 81mm medium mortar (only the <i>gunner</i> )	seasoned fighter	270
Medic	4	Nambu pistol	medic, seasoned fighter	70

#### **UNIT VARIANTS:**

The *leaders* can add binoculars for +30 points each.

The Sergeant can add a Katana for +40 points.

The Sergeant can add a Nambu pistol for +10 points.

😢 Up to two Riflemen can become *assistants* to the Machine-gunner for +10 points each.

One Rifleman can buy the *camouflage* and *stealthy* characteristics for a total of +35 points.

One Rifleman can replace his Type 99 Arisaka rifle with a Type 100 Light flamethrower and a Nambu pistol for +150 points.

😢 One Rifleman can add a *radio* for +10 points. The Rifleman gets the *radio operator* characteristic.

Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

Seach Squad can buy up to four *anti-personnel traps* for +30 points each.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# TYPE 1 ANTI-TANK GUN SECTION)

Unit/Section	TV	Weapon	Characteristics	Cost
Anti-tank gun section (3)	3	Type 99 Arisaka rifle, Type 1 47mm Light Gun (only the <i>gunner</i> )		230

## **UNIT VARIANTS:**

★ The Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.
 ★ One weapon crew-member can add the observer and binoculars characteristics for a total of +40 points.

🟵 You can replace the Type 1 47mm gun with a Type 94 75mm gun (Long Barrel) for +100 points.

𝔅 If you have a Type 94 75mm you can add a *weapon crew-member* for +15 points.

If the Section is supporting a Squad with at least one *leader* with TV5 all crew must improve their TV to 4 for +10 points per each model.

# TYPE 95 "KUROGANE"

#### Points value: 130 points

#### Classification: Car - Unarmoured - Wheeled

Movement: 35 - 45 - 50

#### Weapons: -

#### Vehicle Characteristics: exposed models, open-topped

Duties: leader - driver

#### **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Corporal	3	Type 99 Arisaka rifle	leader
1	Infantryman	3	Type 99 Arisaka rifle	

## VARIANTS:

You can add a second Infantryman and a Type 97 light machine gun for +80 points (*Anti-aircraft*). The Infantryman gets the *anti-aircraft gunner* duty.

The leader can buy binoculars for +30 points.

(\*) If the vehicle is supporting a Squad with at least one *leader* with TV5 all crew must improve their TV to 4 for +10 points per each model.

# TYPE 1

#### Points value: 100 points

Classification: Truck Troop Transporter - Unarmoured - Wheeled

Movement: 30 - 35 - 45

Weapons: -

Vehicle Characteristics: exposed models, open-topped, troop transporter (10)

Duties: driver - driver/passenger

#### **Crew-members**

Ν.	Model	TV	Weapons	Characteristics
2	Infantryman	3	Type 99 Arisaka rifle	

-

## TYPE 97 "TE-KE"

## Points value: 365 points

#### Classification: Light tank - Armoured - Tracked

Movement: 25 - 30 - 40

Weapons: Type 94 37mm gun (Long Barrel) with a *coaxial* Type 97 light machine-gun (Turret) Vehicle Characteristics: AV 2

**Duties:** leader/gunner (gun and coaxial machine-gun)/weapon crew-member - driver **Note:** You cannot use the gun if the *leader* is *exposed*.

# Crew-members N. Model TV Weapons Characteristics 1 Tank Commander 3 Nambu pistol leader, binoculars 1 Tank crew 3 Nambu pistol leader, binoculars

# **TYPE 95 "HA-GO"**

#### Points value: 450 points

#### Classification: Light tank - Armoured - Tracked

Movement: 30 - 35 - 45

Weapons: Type 94 37mm gun (Long Barrel, Turret), Type 97 light machine-gun (Rear Turret), Type 97 light machine-gun (Lower-hull)

## Vehicle Characteristics: AV 2

**Duties:** leader/gunner/machine-gunner/weapon crew-member - machine-gunner - driver **Note:** You cannot use the gun if the *leader* is *exposed*.

#### **Crew-members**

N.	Model	TV	Weapons	Characteristics
1	Tank Commander	3	Nambu pistol	leader, binoculars
2	Tank crew	3	Nambu pistol	

## TYPE 97 "CHI-HA"

#### Points value: 625 points

Classification: Medium tank - Armoured - Tracked

Movement: 20 - 25 - 30

Weapons: Type 97 50mm gun (Long Barrel, Turret), Type 97 light machine-gun (Rear Turret), Type 97 light machinegun (Lower-hull)

#### Vehicle Characteristics: AV 3

**Duties:** leader/gunner/machine-gunner/weapon crew-member - machine-gunner - driver - weapon crew-member **Note:** You cannot use the gun if the *leader* is *exposed*.

#### **Crew-members**

N.	Model	Weapons	Characteristics	
1	Tank Commander	<b>TV</b> 3	Nambu pistol	leader, binoculars
3	Tank crew	3	Nambu pistol	

# TYPE 3 "CHI-NU"

#### Points value: 740 points

Classification: Medium tank - Armoured - Tracked

Movement: 20 - 25 - 30

Weapons: Type 3 75mm gun with a coaxial Type 97 light machine-gun (Turret)

Vehicle Characteristics: AV 3

Duties: leader - gunner (gun and coaxial machine-gun) - machine-gunner - driver - weapon crew-member

## **Crew-members**

N.	Model	ΤV	Weapons	Characteristics
1	Tank Commander	3	Nambu pistol	leader, binoculars
4	Tank crew	3	Nambu pistol	

## AMERIÇAN & BRITISH INFANTRY WEAPONS TABLE MELEE WEAPONS

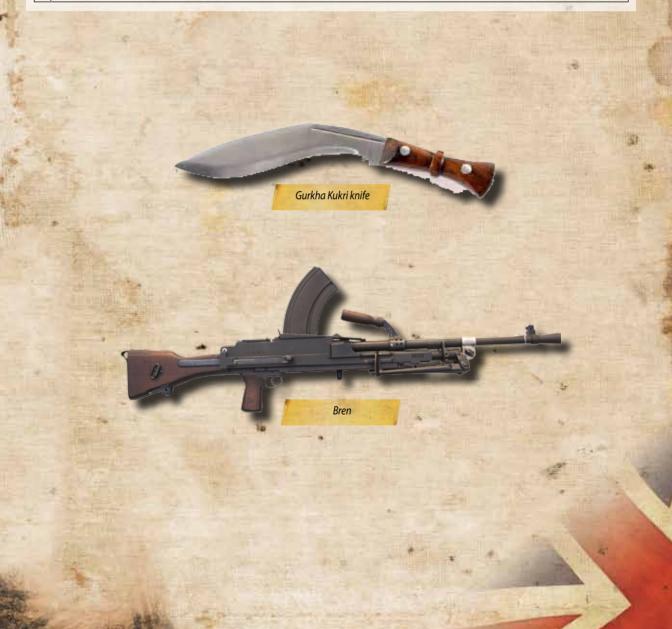
Туре	Characteristics	
Gurkha Kukri knife	sharp	
Machete	local knowledge (jungles, woods), sharp	

#### **NEW CHARACTERISTICS:**

• Ammunition box: When a model in a Squad with this characteristic runs out of ammunition (the triples rule) roll 1d6: 1-3 you're out of ammunition anyway but 4-6 and you're not out, so keep firing!

• **Traps expert:** A model with this characteristic can *Re-roll* 1d6 when testing to see if they trigger a *trap*. The roll on the Damage Table is performed as normal.

• **Mule:** We assume that when a Squad buys a mule it is carrying a lot of ammunition. All members of the Squad get the *ammunition box* characteristic. The *mule* rolls for damage on the Infantry Damage Table, and cannot move on its own nor does it get an Action. An adjacent model can use the *Lead* Action (to lead the mule along the intended route) to move up to 15cm. This is neither *Slow* nor *Fast* movement, so models can't *Hide* and don't get a *Move Fast* marker either. A *mule* that is *engaged in melee* is automatically eliminated. If you eliminate the opponent's mule you get 2 extra Experience Points.



# CHINDIT SQUAD (PACIFIC FRONT)

#### **Comprising:**

1 Chindit Sergeant, 0-1 Chindit Corporal, 1 Chindit Machine-gunner, 5-7 Chindits (including 0-2 recruits), 0-1 Chindit Sniper, 0-2 Burmese Scouts, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Chindit Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Chindit Sergeant	5	M1 semi-automatic carbine, N°36 Mills Bomb grenades, Gurkha Kukri knife	leader	70
Chindit Corporal	5	M1 semi-automatic carbine, N°36 Mills Bomb grenades, Gurkha Kukri knife	leader	70
Chindit Machine-gunner	4	Bren machine gun, N°36 Mills Bomb grenades, Gurkha Kukri knife		75
Chindit	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Gurkha Kukri knife		45
Chindit (recruit)	3	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Gurkha Kukri knife		35
Chindit Sniper	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Gurkha Kukri knife	silent weapon, sniper, marksman, infiltrator, sight	145
Burmese Scout	3	N°4 Mk.1 Enfield rifle, Gurkha Kukri knife	infiltrator, local knowledge (jungle, woods), traps expert	60
Machine-gun section (3)	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Gurkha Kukri knife, Vickers Medium machine gun (only the <i>gunner</i> )		175
Light mortar section (2)	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Gurkha Kukri knife, 2" Light mortar (only the <i>gunner</i> )		160
Medium mortar section (3)	4	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades, Gurkha Kukri knife, 3" Medium mortar (only the <i>gunner</i> )		275
Chindit Medic	4	Colt 1911A1 pistol, Gurkha Kukri knife	medic	65

#### **UNIT VARIANTS:**

The leaders can add binoculars for +30 points each.

ℜ The *leaders* can replace their M1 semi-automatic carbines with M1 Thompson sub-machine guns for +5 points each.
ℜ All the Chindits can replace Gurkha Kukri knives with Machetes for +5 points each.

Output the two Chindits can become assistants to the Machine-gunner for +10 points each.

𝔅 One Chindit can fit his №4 Mk.1 Enfield rifle with a Grenade launcher for +80 points.

One Chindit can add N°82 Gammon Grenades to his equipment for +40 points.

𝔅 One Chindit can replace his № 4 Mk.1 Enfield rifle with Piat rocket-launcher and a Colt 1911A1 pistol for +120 points.
 𝔅 One Chindit can become assistant to the Piat rocket-launcher for +10 points.

One Chindit can replace his N°4 Mk.1 Enfield rifle with an Ack Pac Light flamethrower and a Colt 1911A1 pistol for +150 points.

- Each Chindit can buy the *marksman* characteristic for +10 points each.
- O One Chindit can add a *radio* for +10 points. The Chindit gets the *radio operator* characteristic.

B Each model or Section can buy the *seasoned fighter* characteristic for +10 points each.

B Each model or Section can buy the *veteran* characteristic for +10 points each.

B Each model or Section can buy the *camouflage* characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

🟵 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

🛞 Each Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

 $\textcircled$  Each Squad can buy a *mule* for a total cost of +50 points.

## US MARINES SQUAD (PACIFIC FRONT)

#### **Comprising:**

1 Marine Sergeant, 0-1 Marine Corporal, 2 Marine Machine-gunners, 6-8 Marines (including 0-2 recruits), 0-1 Marine Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Marine Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Marine Sergeant	5	M1 semi-automatic carbine, MK II Pineapple grenades	close-combat expert, leader	70
Marine Corporal	5	M1 semi-automatic carbine, MK II Pineapple grenades	close-combat expert, leader	70
Marine Machine-gunner	4	BAR M1918A2 automatic rifle, MK II Pineapple grenades	close-combat expert	75
Marine	4	Garand M1 semi-automatic rifle, Mkll Pineapple Grenades	close-combat expert	55
Marine (recruit)	3	Garand M1 semi-automatic rifle, MkII Pineapple Grenades	close-combat expert	45
Marine Sniper	4	Springfield M1903 rifle, Mkll Pineapple Grenades	close-combat expert , silent weapon, sniper, marksman, infiltrator sight	145
Machine-gun section (3)	4	M1 semi-automatic carbine, MkII Pineapple Grenades, M1919A4 .30 cal. Medium machine-gun (only the <i>gunner</i> )	close-combat expert	180
Light mortar section (2)	4	M1 semi-automatic carbine, MkII Pineapple Grenades, M2 Light mortar (only the <i>gunner</i> )	close-combat expert	170
Medium mortar section (3)	4	M1 semi-automatic carbine, MkII Pineapple Grenades, 81mm medium mortar (only the gunner)	close-combat expert	290
Marine Medic	4	Colt 1911A1 pistol	close-combat expert, medic	65

#### **UNIT VARIANTS:**

The leaders can replace their M1 semi-automatic carbines with M3A1 Grease Gun sub-machine guns at no extra cost.
 The leaders can replace their M1 semi-automatic carbines with M1 Thompson sub-machine guns for +5 points each.
 The leaders can add Colt 1911 A1 Pistols for +10 points each.

The leaders can add binoculars for +30 points each.

★ Up to four Marines (two per Machine-gunner) can become *assistants* to the Machine-gunner for +10 points each.
 ★ Up to two Marines can replace their Garand M1 semi-automatic rifles with Winchester pump-action shotguns for +20 points each.

😢 One Marine can fit his Garand M1 semi-automatic rifle with an M7 grenade-launcher for +80 points.

😢 One Marine can add N°82 Gammon Grenades to his equipment for +40 points.

One Marine can replace his Garand M1 semi-automatic rifle with a Bazooka rocket-launcher and a Colt 1911A1 pistol for +90 points.

- One Marine can become assistant to the Bazooka rocket-launcher for +10 points.
- One Marine can replace his Garand M1 semi-automatic rifle with an M2 Flamethrower and a Colt 1911A1 pistol for +140 points.

😢 One Marine can add a *radio* for +10 points. The Marine gets the *radio operator* characteristic.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

😢 Each model or Section, apart from the recruits, can buy the *veteran* characteristic for +10 points each.

Seach model or Section can buy the *camouflage* characteristic for +10 points each.

😢 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# RAIDERS SQUAD (PACIFIC FRONT)

#### **Comprising:**

1 Raider Corporal, 2 Raider Machine-gunners, 3-4 Raiders, 0-1 Raider Sniper, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Raider Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Raider Corporal	5	M1 Thompson sub-machine gun, Colt 1911 A1 pistol, MK II Pineapple grenades	camouflage, leader	90
Raider Machine-gunner	4	BAR M1918A2 automatic rifle, MK II Pineapple grenades	camouflage	80
Raider	4	Garand M1 semi-automatic rifle, MK II Pineapple grenades	camouflage	60
Raider Sniper	4	M1903 Springfield rifle, MK II Pineapple grenades	silent weapon, sniper, marksman, infiltrator sight	140
Machine-gun section (3)	4	M1 semi-automatic carbine, MkII Pineapple Grenades, M1919A4 .30 cal. Medium machine-gun (only the <i>gunner</i> )	camouflage	185
Light mortar section (2)	4	M1 semi-automatic carbine, MkI Pineapple Grenades, M2 Light mortar (only the <i>gunner</i> )	camouflage	170
Medium mortar section (3)	4	M1 semi-automatic carbine, MkI Pineapple Grenades, 81mm medium mortar (only the <i>gunner</i> )	camouflage	275
Raider Medic	4	Colt 1911A1 pistol	camouflage, medic	70

#### **UNIT VARIANTS:**

𝔅 The Corporal can add binoculars for +30 points.

★ Up to four Raiders (two per Machine-gunner) can become *assistants* to the Machine-gunner for +10 points each.
 ★ Up to two Raiders can replace their Garand M1 semi-automatic rifles with Winchester pump-action shotguns for +20 points each.

😢 One Raider can fit his Garand M1 semi-automatic rifle with an M7 grenade-launcher for +80 points.

𝔅 One Raider can add №82 Gammon Grenades to his equipment for +40 points.

One Raider can replace his Garand M1 semi-automatic rifle with a Bazooka rocket-launcher and a Colt 1911A1 pistol for +90 points.

One Raider can become assistant to the Bazooka rocket-launcher for +10 points.

One Raider can replace his Garand M1 semi-automatic rifle with an M2 Flamethrower and a Colt 1911A1 pistol for +140 points.

😢 One Raider can add a *radio* for +10 points. The Raider gets the *radio operator* characteristic.

😢 Each model or Section can buy the *close-combat expert* characteristic for +5 points each.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Each model or Section can buy the *veteran* characteristic for +10 points each.

Beach Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.

😢 Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.

# MARAUDERS SQUAD (PACIFIC FRONT)

#### **Comprising:**

0-1 Raider Lieutenant, 1 Raider Corporal, 2 Raider Machine-gunners, 3-4 Raiders, 0-1 Raider Sniper, 0-2 Burmese Scouts, 0-1 Machine-gun section, 0-1 Light mortar section, 0-1 Medium mortar section, 0-1 Raider Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Raider Lieutenant 5		M1 Thompson sub-machine gun, Colt 1911 A1 pistol, Machete, MK II Pineapple grenades	camouflage, expert leader, specialist	125
Raider Corporal	5	M1 Thompson sub-machine gun, Colt 1911 A1 pistol, Machete, MK II Pineapple grenades	camouflage, leader	100
Raider Machine-gunner	4	BAR M1918A2 automatic rifle, Machete, MK II Pineapple grenades	camouflage	90
Raider	4	Garand M1 semi-automatic rifle, Machete, MK II Pineapple grenades	camouflage	70
Raider Sniper	4	M1903 Springfield rifle, Machete, MK II Pineapple grenades	silent weapon, sniper, marksman, infiltrator sight	150
Burmese Scout	3	N°4 Mk.1 Enfield rifle, Gurkha Kukri knife	infiltrator, local knowledge (jungle, woods), traps expert	60
Machine-gun section (3)	4	M1 semi-automatic carbine, Machete, MkII Pineapple Grenades, M1919A4 .30 cal. Medium machine- gun (only the <i>gunner</i> )	camouflage	215
Light mortar section (2)	4	M1 semi-automatic carbine, Machete, MkII Pineapple Grenades, M2 Light mortar (only the <i>gunner</i> )	camouflage	190
Medium mortar section (3)	4	M1 semi-automatic carbine, Machete, Mkll Pineapple Grenades, 81mm medium mortar (only the <i>gunner</i> )	camouflage	305
Raider Medic	4	Colt 1911A1 pistol, Machete	camouflage, medic	80

#### **UNIT VARIANTS:**

O The *leaders* can add binoculars for +30 points each.

€ All the Raiders can add Colt 1911A1 pistols for +10 points each.

- Up to four Raiders (two per Machine-gunner) can become assistants to the Machine-gunner for +10 points each.
   Up to two Raiders can replace their Garand M1 semi-automatic rifles with M1 Thompson sub-machine guns at no extra cost.
- 😵 One Raider can fit his Garand M1 semi-automatic rifle with an M7 grenade-launcher for +80 points.
- 😢 One Raider can add N°82 Gammon Grenades to his equipment for +40 points.
- 😢 One Raider can replace his Garand M1 semi-automatic rifle with a Bazooka rocket-launcher and a Colt 1911A1 pistol for +90 points.
- One Raider can become assistant to the Bazooka rocket-launcher for +10 points.
- One Raider can replace his Garand M1 semi-automatic rifle with an M2 Flamethrower and a Colt 1911A1 pistol for +140 points.
- 😢 One Raider can add a *radio* for +10 points. The Raider gets the *radio operator* characteristic.
- Outpoint two Raiders can buy the traps expert characteristic for +5 points each.
- Beach model or Section can buy the *close-combat expert* characteristic for +5 points each.
- Beach model or Section can buy the *seasoned fighter* characteristic for +10 points each.
- Seach model or Section can buy the veteran characteristic for +10 points each.
- 😢 Each Section can add a radio for +10 points. One weapon crew-member gets the radio operator characteristic.
- B Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.
- 😢 Each Squad can buy one vehicle of each type. Check the Datasheet and Variants for the points value.

#### **NEW CHARACTERISTICS:**

• Expert leader: A model with this characteristic can use the *leader* bonus with friendly units within 30 cm (instead of 20 cm).

• **Specialist:** A model with this characteristic can *Re-roll* 1d6 per turn in **one** Test, *Priority Test, Roll to Hit* or in *Melee*. If the model with this characteristic is a *leader*, he can also use it to *Re-roll* 1d6 when rolling for *Initiative*.

# HUNGARIAN INFANTRY WEAPONS TABLE TARGET: INFANTRY / UNARMOURED VEHICLES

Туре	Close 0-20 cm	Normal >20-40 cm	Long >40-60 cm	Extreme >60-80 cm	Rate of fire	Characteristics
Femaru 37M pistol	3/0	NE	NE	NE	2	melee
Danuvia 43M sub-machine gun	6/1	3/0	NE	NE	3	
Mannlicher 43M rifle	6/1	4/1	3/0	2*	1	
Solothurn 43M light machine gun	6/1	4/1	3/0	2*	4	support weapon
Schwarzlose M07/31 medium machine gun	6/1	4/1	3/0	3/0*	7	ammunition belt, section weapon, weapon crew (1)
36M Kézigránát "Vecsey" grenade	3/2	NE	NE	NE	А	devastating, minimum range 5, indirect-fire, single shot

\* For this weapon Extreme range is >60 - 160 cm

# **RIFLE SQUAD**

#### **Comprising:**

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1 Sergeant, 1 Machine-gunner, 5-7 Riflemen, 0-1 Sniper, 0-1 Machine-gun section, 0-1 Medic

Unit/Section	TV	Weapon	Characteristics	Cost
Sergeant	4	Femaru 37M pistol, Danuvia 43M sub-machine gun, 36M Kézigránát "Vecsey" grenades	local knowledge (woods), leader	75
Machine-gunner	3	Femaru 37M pistol, Solothurn 43M light machine gun, 36M Kézigránát "Vecsey" grenades	local knowledge (woods)	75
Rifleman	3	Mannlicher 43M rifle, 36M Kézigránát "Vecsey" grenades	local knowledge (woods)	35
Rifleman	4	Mannlicher 43M rifle, 36M Kézigránát "Vecsey" grenades	local knowledge (woods), silent weapon, sniper, marksman, infiltrator, sight	145
Sniper	3	Mannlicher 43M rifle, 36M Kézigránát "Vecsey" grenades, Schwarzlose M07/31 Medium machine gun (only the <i>gunner</i> )	local knowledge (woods)	135
Machine-gun section (3)	3	Pistola Femaru 37M	medic, local knowledge (woods)	55

## **UNIT VARIANTS:**

 $\textcircled$  The *leaders* can add binoculars for +30 points each.

𝔅 Up to two Riflemen can become *assistants* to the Machine-gunner for +10 points each.

Seach model or Section can buy the *seasoned fighter* characteristic for +10 points each.

Each model or Section can buy the *veteran* characteristic for +10 points each.

Each Squad can buy a Gun. Check the Datasheet and Variants for the points value.