



FLAMES OF WAR[®]

THE WORLD WAR II MINIATURES GAME



SPECIAL RULES
AND WARRIORS

1939-41 AND 1944-45



WHAT IS THIS BOOK?

With the release of a new edition of the *Flames Of War* rules there are a few changes to how the rules work. With a vast library of published Intelligence Handbooks available to use for building forces for *Flames Of War*, we didn't want to lose any of those great books in the transition.

Flames Of War, Special Rules and Warriors, 1939-41 and 1944-45 provides you with updated special rules and Warriors so that you can continue to use your Early- and

Late-war *Flames Of War* forces with the new *Flames Of War, 1939-41 and 1944-45* rulebook.

Under the heading of each Intelligence Handbook you will find a list of rules sorted by nation. Each of these sections also contains updated versions of the Warrior rules from the same Intelligence Handbook.



SPECIAL RULES AND WARRIORS

1939-41 AND 1944-45

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SPECIAL RULES IN BOOKS

This book contains all the updated special rules from the current *Flames Of War* Intelligence Handbooks available to create forces from. These books were published for the previous edition of the rules so not all the rules as printed in the books work with the new rules.

Under the heading of each Intelligence Handbook you will find the modified rules organised under each nation. These have been organised as they appear in the book, rather than alphabetically, so you should find the rules for your force grouped together.

Each of these sections also contains updated versions of the Warrior rules from the same Intelligence Handbook.

RULES NO LONGER USED

In each Intelligence Handbook's section you will find a short list of rules that are no longer used. These are no longer used either because of changes to the rules or the ability is available as part of the main rules.

For example, Mission Tactics, and any rules that are based on it like the Canadian Woodsmen special rule, have no bearing. All Unit Leaders work much the same as the old Mission Tactics rule as you can move your Leader to another team if it is destroyed, effectively giving everybody Mission Tactics.

In another example, changes to how the Missions work means that Always Attacks and Always Defends related rules no longer have any bearing on determining such things.

Another area where special rules are effected is with reconnaissance related modifiers. Any rule that effects Eyes and

Ears and Disengage are no longer relevant as both these rules no longer exist.

WHAT RULES STILL APPLY

While there are a few rules that are no longer used, most special rules you will find in an Intelligence Handbook will still be used, either in a modified form as found in this book or the rulebook, or as written as they are found in the Intelligence Handbook. A common example of this are groups of Units that are bought together, but are fielded and operate as separate Units like British Carrier Platoons.

TEAMS

Some Teams are no longer are used in *Flames Of War*. Gun Units, such as Anti-tank gun Platoons and Artillery Batteries, and Heavy Weapon (Man-packed Gun) Units like Mortar and Machine-gun Platoons, no longer field command Infantry teams, Staff teams, or excess Observer teams. These are not deployed on the table. Repeat Bombardments are available to all Artillery Units (see page 49 of the rulebook). Instead one of the Gun Teams or Heavy Weapon Teams is nominated to be the Unit Leader.

Flames Of War also uses less Observer Teams and you have to pick one of the Observer Teams you have available in your force to be your designated Observer Team (see page 8 of the rulebook). All other Observer Teams that appear in your Unit diagrams are not fielded on table.

Because Tank Teams only stop moving if they fail a Cross test, Recovery Vehicles no longer serve any purpose in the game. Do not field Recovery Vehicles in your force.

WARRIOR TEAMS

Each of our Intelligence Handbooks have a number of Warriors you can field with your force, whether they are commanding a Formation, or a Unit, or just a soldier, you can field them on the table.

You can find all of the Warriors from our Intelligence Handbooks, complete with updated rules, in this book. You can also download the Warriors in a separate PDF from www.FlamesOfWar.com, or the *Flames Of War Digital App* (available on Android and IOS). Each PDF includes their unique stories and rules. Many of the Warriors have their own unique miniatures that you can find at your local hobby store or from our online store at www.FlamesOfWar.com.



WARRIOR RULES

Warriors are outstanding soldiers who perform amazing feats. Whether their actions are heroic fights against the odds or inspiring leadership in desperate situations, these warriors can change the outcome of battles by their strength of will and personal courage.

Warriors can be any type of team. While some warriors are infantrymen, others are tank commanders, and some are even generals travelling in their transport vehicle. Each Warrior team is unique. There can only be one of each particular Warrior in any force.

WARRIOR INDEPENDENT TEAMS

Some Warriors are not part of a Unit and operate as an Independent Team. An personal Transport Team that comes with the Warrior remains part of the Warrior Independent Unit. However, unlike normal Independent Teams Warrior Independent Team can Charge into Contact, Counterattack, and take Objectives.

WARRIORS ALWAYS STAND AND FIGHT

Being heroic, a Warrior Independent Team never has to take a Unit Last Stand Test.

WHEN SHOT AT

When a Warrior Independent Team is hit, the owning player may select another Unit and use the Mistaken Target rule to swap hits between them as if they were the same Unit.

WARRIORS IN ASSAULT

A Warrior Independent Team can combine with a Unit from their Formation, or any Unit in their Force if a Warrior Higher Command Team, to conduct a joint assault (page 52 of the rulebook). To do this, the Warrior and the Unit Leader must be of the same Type (Tank or Infantry) and must start the Assault Step within 6"/15cm and in Line of Sight of each other. For the duration of the Assault Step, the combined Unit is treated as a single Unit having the higher of the two Units' Counterattack values, unless otherwise specified by the Warriors special rules.

Only one Warrior Independent Team may conduct a joint assault (page 52 of the rulebook) with each Unit Charging into Contact.

WARRIORS IN UNITS

Other Warriors are part of one of your Units, often replacing one of the normal Teams and sometimes becoming the Unit Leader. These Warriors remain part of the Unit for the entire game.

HIGHER COMMAND

Some Warriors were in command of higher level formations like battalions, regiments and even divisions.

Higher Command Warriors can use the Commander's Leadership rule (see page 60 of the rulebook) for any Units in your Force.

Warrior Higher Command Teams are always Warrior Independent Teams.

KILLING WARRIORS

Warriors are not supermen and can be wounded or killed during a battle like any other soldier.

When a Warrior Team is Destroyed the owning player rolls a die.

- On a roll of 3+, the Warrior survives and switches to another Team if there is one available. If there are no Teams of the appropriate Type within 6"/15cm, the Warrior is killed.
- Otherwise, the Warrior is killed.

SWITCHING TO ANOTHER TEAM

If your Warrior Infantry Team survives, remove another friendly Infantry Team from their Formation, or in their Force if a Warrior Higher Command Team, within 6"/15cm and replace it with the Warrior's Team.

If your Warrior Tank Team survives, nominate another friendly Tank Team from their Formation, or in their Force if a Warrior Higher Command Team, within 6"/15cm as the new Warrior. The Warrior now uses the characteristics of the new Tank Team.

ONLY ROLL ONCE

If a Warrior is Destroyed multiple times by a Unit's Shooting, the Warrior still only needs to roll once to see if they survive.

THE WESTERN FRONT





THE ALLIED INVASION OF FRANCE JUNE-SEPTEMBER 1944

BRITAIN

COMMONWEALTH

6TH AIRBORNE DIVISION

GAMMON BOMBS

All SMG, Rifle/MG, and Pioneer Rifle teams in a Parachute Company HQ, Parachute Platoon, Airlanding Company HQ, Airlanding Platoon, or Airborne Assault Platoon carry Gammon Bombs giving them Tank Assault 3. Anti-tank rating of 3, FP 1+, versus Top Armour in Assaults.

SECTION MORTARS

Each turn one of the Parachute Platoon's Rifle/MG Teams may fire as a Light Mortar Team firing Smoke.

1ST CANADIAN PARACHUTE BATTALION

ASSAULT TROOPS

Canadian Parachute Units do not use the British Bulldog special rule. Instead, Canadian Units pass Rally Tests on a 2+.

1 SPECIAL SERVICE BRIGADE & 4 SPECIAL SERVICE BRIGADE (COMMANDOS)

NO BRITISH BULLDOG

Commando Units do not use the British Bulldog special rule.

FAIRBAIRN-SYKES

Commando Infantry Teams hit on a roll of 2+ in Assaults.

MIND AND HEART

Commando Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

3RD CANADIAN INFANTRY DIVISION

ASSAULT TROOPS

3rd Canadian Infantry Division Units do not use the British Bulldog special rule. Instead, 3rd Canadian Infantry Division Units pass Rally Tests and Remount Tests on a 3+.

ASSAULT COMPANY SPECIAL RULES

KING'S OWN SCOTTISH BORDERERS

Nominate one Infantry Team in your Company HQ, other than your Commander, to be a Bagpiper. See Bagpipers rule on page 65 of the rulebook.

BREACHING GROUP

Although a Breaching Group is a single Support choice, each Section operates as a separate Unit. The D7 Bulldozer is an Independent Tank Team.

Teams from all Sections of a Breaching Group may not Charge into Contact. However, a D7 Bulldozer may Assault Bunkers (see page 76 and 80 of the rulebook).

BREACHING FORCE

Teams from a Breaching Group may not be held in Reserves.

GUN TANKS FORWARD!

At the beginning of the game before Deployment, you may remove any or all AVRE Sections from Breaching Groups, adding a single Sherman Crab Flail tank to the Group's Flail Section for each AVRE Section removed.

SHERMAN CRAB

Sherman Crab Tank Teams are fitted with Mine Clearing Devices (see page 78 of the rulebook).

AVRE

See page 82 of the rulebook.

7TH ARMoured DIVISION

CAUTIOUS NOT STUPID

7th Armoured Division Units pass Rally Tests and Remount Tests on a 4+.

GUARDS ARMoured DIVISION

UNFLAPPABLE

British Guards Units pass Last Stand Tests on a 3+.

4TH CANADIAN ARMoured DIVISION

ASSAULT TROOPS

4th Canadian Armoured Division Units do not use the British Bulldog special rule. Instead, 4th Canadian Armoured Division Units pass Rally Tests and Remount Tests on a 3+.

CANADIAN ARMoured RECCE SQUADRON

Canadian Armoured Recce Squadron HQ and Canadian Armoured Recce Platoons are Scout Units.

ARMoured CAR SQUADRON

2ND HOUSEHOLD CAVALRY REGIMENT

SANDFROID

2nd Household Cavalry Regiment Units are Guards. British Guards Units pass Last Stand Tests on a 3+.

11TH HUSSARS

AUTOCAR 75MM SP

Unit Leaders of Armoured Car Platoons and Armoured Car Support Platoons from an 11th Hussars Armoured Car Squadron can be a Spotting Team for an Artillery Bombardment fired by a Heavy Armoured Car Platoon.

HEAVY ARMoured CAR PLATOON

An 11th Hussars Heavy Armoured Car Platoon may re-roll the first failed attempt to Range In when firing an Artillery Bombardment.

12TH MANITOBA DRAGOONS

ASSAULT TROOPS

12th Manitoba Dragoons Units do not use the British Bulldog special rule. Instead, 12th Manitoba Dragoons Units pass Rally Tests and Remount Tests on a 3+.

6 GUARDS TANK BRIGADE

UNFLAPPABLE

British Guards Units pass Last Stand Tests on a 3+.

SCOTTISH FORMATIONS

BAGPIPES

See page 72 of the rulebook.

51ST HIGHLAND DIVISION

CAUTIOUS NOT STUPID

51st Highland Division Units pass Rally Tests and Remount Tests on a 4+.

CROCODILE TANK PLATOON

A Force with a Crocodile Tank Platoon may not use the British Night Attack special rule.

FUEL TRAILER

Churchill Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers (see page 42 of the rulebook).

NAVAL GUNFIRE SUPPORT

If you have Naval Gunfire Support, your force will field an NGFS Air Observation Post or NGFS Observer Rifle Team. This Observer is an additional Observer to your normal allocation of one, but it can only Spot for an artillery unit of Confident Trained Naval Guns. Your force's other Observer and eligible Spotting Teams cannot Spot for Naval Gunfire Support. The guns are not deployed on the table, but have the range to hit any target on the table.

When firing an Artillery Bombardment with Naval Gunfire Support, position the Artillery Template with the sides parallel to the table edges.

RULES NO LONGER USED

The following British rules from *Overlord* are no longer used: Woodsmen, Know the Plan, Assault Force, You are Not Alone, Dead Men Walking, and Devil's Own.

UNITED STATES

AIRBORNE DIVISIONS

GAMMON BOMBS

All Carbine Teams in a Parachute Rifle Company HQ and all Rifle/MG Teams in a Parachute Rifle Platoon carry Gammon Bombs giving them Tank Assault 3. Anti-tank rating of 3, FP 1+, verses Top Armour in Assaults.

ASSAULT COMPANY

PIONEER EQUIPMENT

Rifle Teams in a Boat Section and Support Sections count as Pioneer Teams, but remain Tank Assault 2.

RANGERS

GET TOUGH

Ranger Infantry Teams Hit on a roll of 3+ in an Assault.

NO OBSTACLE TOO TOUGH

Ranger Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

RANGERS LEAD THE WAY

Add +2"/5cm to Ranger Infantry and Heavy Weapon (Man-packed Gun) Teams' Terrain Dash movement.

2ND INFANTRY DIVISION

WINTER TRAINED

Add +2"/5cm to 2nd Infantry Division Infantry and Heavy Weapon (Man-packed Gun) Teams' Terrain Dash movement.

IVORY X

Any Towed Tank Destroyer Platoon Tank Destroyer Section or Anti-aircraft Artillery Platoon in a 2nd Infantry Division Rifle Company deployed on the table at the start of the Game, is an Artillery Unit.

TASK FORCE A

NEVER OUT OF TOUCH

Once per turn, you may re-roll one die rolled to receive Reserves. In a mission with Scattered Reserves, once per turn you may also re-roll one die rolled to determine where a Unit will arrive.

NAVAL GUNFIRE SUPPORT

If you have Naval Gunfire Support, your force will field an NGFS Air Observation Post or NGFS Observer Rifle Team. This Observer is an additional Observer to your normal allocation of one, but it can only Spot for an artillery unit of Confident Trained Naval Guns. Your force's other Observer and eligible Spotting Teams cannot Spot for Naval Gunfire Support. The guns are not deployed on the table, but have the range to hit any target on the table.

When firing an Artillery Bombardment with Naval Gunfire Support, position the Artillery Template with the sides parallel to the table edges.

RULES NO LONGER USED

The following US rules from *Overlord* are no longer used: Master Sergeant, Assault Company, Clear the Skies, Know The Mission, I Shall Never Fail My Comrades, and Task Force.

FRANCE

FORCES FRANCAISES DE L'INTERIEUR

FIFTEEN DIVISIONS

Use Fifteen Divisions rule and table as found on page 283 of *Overlord*.

CENTAINE

FFI Company is a Unit.

LIFE IN THE MAQUIS

Teams from an FFI Company Unit are Scouts.

RULES NO LONGER USED

The following French rules from *Overlord* are no longer used: Operation Jedburgh.

WARRIORS

LT-COLONEL R G PINE-COFFIN

Lieutenant-Colonel Pine-Coffin is a Warrior Higher Command SMG Team rated as Fearless Veteran. Pine-Coffin can join a British Parachute Company (page 22 of *Overlord*) for +50 points.

GO FOR IT!

A Force led by Pine-Coffin may not use the Night Attack special rule. Instead, any or all Parachute Platoons (the Combat platoons) and Counterattack Platoon may Deploy after you and your opponent have Deployed all other Units. Whether or not they did so, any or all Parachute Platoons may use the Spearhead rule.

COUNTERATTACK PLATOON

A Force led by Pine-Coffin may form a Counterattack Platoon. At the start of the game before any Combat Attachments are made and before any Units are Deployed, a Force led by Pine-Coffin may take either two or four Heavy Weapon Teams from any or all Parachute Mortar Platoons and Parachute Machine-gun Platoons, and place them in a special Counterattack Platoon. Teams placed in the Counterattack Platoon become SMG Teams equipped with Gammon Bombs, and are no longer part of their original Units. Nominate one SMG Team to be the Unit Leader.

BRIGADIER GENERAL NORMAN 'DUTCH' COTA

Cota is a Warrior Higher Command Carbine Team rated as Fearless Veteran.

Cota may join any Assault Company (page 208 of *Overlord*) for +25 points.

GET OFF THIS BEACH

Cota starts the game off table. In the Starting Step when you would normally roll for Reserves, roll a die for Cota if he is off the table.

- On a roll of 5+ he is placed adjacent to the Unit Leader (if present, otherwise any Team in the Unit) of any Unit in an Assault Company anywhere on the table.
- On any other roll, Cota remains off the table.

RANGERS, LEAD THE WAY!

Units with their Unit Leader within 6"/15cm and Line of Sight of Cota pass Motivation Tests on a roll of 3+.

I WON'T BE ABLE TO DO IT FOR YOU NEXT TIME

In the Starting Step when you would normally roll for Reserves, roll a die if Cota is on the table.

- On a roll of 3+, Cota remains where he is.
- On any other roll, Cota has finished what he came to do and moves off to another part of the battlefield. Remove him from the table. Next turn roll for him to return again using the Get Off this Beach special rule.

THAT'S HOW IT'S DONE

Cota always hits on a roll of 2+ in an assault combat.

MAJOR DAVID V CURRIE, VC

Major Currie is a Warrior Formation Commander Sherman V Tank Team and is rated as Fearless Veteran. Major Currie replaces the Formation Command Sherman V Tank Team in a Canadian Armoured Recce Squadron (page 94 of *Overlord*) for +55 points or a Canadian Lorried Rifle Company (page 104 of *Overlord*) for +130 points.

THERE FOR HIS MEN

Canadian Units with their Unit Leader within 6"/15cm and Line of Sight of Currie pass Motivation Test on a 3+.

CSM STAN HOLLIS, VC

CSM Stan Hollis is a Warrior Unit Leader SMG Team rated Fearless Veteran. CSM Stan Hollis can join an Assault Platoon (page 61) or Rifle Platoon (page 144) from the 50th (Northumbrian) Division for +55 points, from the British 3rd or 15th (Scottish) Divisions, or 3rd Canadian Infantry Division for +45 points, or from a Rifle Platoon (page 144) from the British 51st (Highland) Division for +100 points of *Overlord*.

HANDY WITH A GRENADE

Hollis hits on a roll of 2+ in assault combat.

FIGHTING SPIRIT

Hollis and his Unit pass Motivation tests on a roll of 3+.

BRIGADIER THE LORD LOVAT

Brigadier The Lord Lovat is a Warrior Higher Command Rifle Team rated as Fearless Veteran. Lovat may join a Commando (Beaches) (page 44) or Commando (Orne) (page 45) of *Overlord* and that does not contain Lieutenant-Colonel Peter Young for +25 points.

BILL MILLIN

Any Unit within 6"/15cm of the Lord Lovat requires one extra hit in the Shooting Step and in Defensive Fire to become Pinned Down.

IN THE NICK OF TIME

In missions that use the Reserves special rules, the Commando player may roll one more die in addition to the normal allotment to see if Reserves arrive. This additional die may only be used for Commando Platoons held in Reserves.

STAFF SERGEANT LAFAYETTE POOL

Pool is a Warrior Independent Tank Team. He is rated as Fearless Veteran.

Pool may join any Medium Tank Platoon or Medium Tank Platoon (76mm) in a Tank Company (page 232 of *Overlord*) taking over any tank in the Unit, except the Platoon Command tank, for +25 points.

HARD CHARGER

If Pool's Tank Team moved at least 6"/15cm towards any enemy Team or objective in its previous Movement Step, and is hit in the enemy Shooting Step, roll a die for each hit he is allocated before rolling for Mistaken Target.

- On a score of 5+, Pool's headlong charge puts the enemy off their aim and the hit is ignored.
- Otherwise the hit is resolved as normal.

EYEBROWS OFF A GNAT

Pool's tank Shoots using its Stabiliser without incurring the normal +1 to hit penalty.

CAPTAIN JOHN TRELEAVEN

Treleven is a Warrior Unit Leader Rifle/MG team. He is rated as Fearless Veteran. Treleven may join an Assault Company or Rifle Company replacing the normal Unit Leader of an Assault Platoon (page 61 of *Overlord*) or Rifle Platoon (page 144 of *Overlord*) from the 3rd Canadian Infantry Division, or British 3rd or 15th (Scottish) Divisions for +25 points, from the 50th (Northumbrian) Division for +35 points, or a Rifle Platoon (page 144 of *Overlord*) from the British 51st (Highland) Division for +80 points.

IN THE FIRST WAVE

Captain Treleven and his Unit always pass Motivation Tests on a roll of 3+.

CROIX DE GUERRE

If Captain Treleven's Formation Commander is Destroyed, and there are no other Teams available to take over in the Company HQ Unit, Treleven becomes the Formation Commander and the player nominates another Team to be the Unit Leader for his Unit. Treleven is no longer part of his Unit and becomes a Formation Commander Rifle/MG Team.


LT-COLONEL PETER YOUNG

Peter Young is a Warrior Higher Command Rifle Team rated as Fearless Veteran. Peter Young may join a Commando (Beaches) (page 44) or Commando (Orne) (page 45) of *Overlord* and that does not contain Brigadier The Lord Lovat for +50 points.


A PRESENT FROM OUR FRIENDS

Young uses the US Automatic Rifles special rule (see page 69 of the rulebook).


MC AND DOUBLE BAR

Young and any Commando Unit (marked ) with their Unit Leader within 6"/15cm and Line of Sight of Young pass all Motivation Tests on a roll of 2+.

CORNFIELDS STOP BULLETS

Young and any Commando Unit (marked ) with their Unit Leader within 6"/15cm and Line of Sight of Young can be Gone to Ground when shooting, as long as they did not move.

SERGEANT TOM STANLEY

Stanley is a Warrior Independent OQF 6 pdr (late) Gun Team transported by a Loyd Carrier, and is rated as Fearless Veteran. He replaces one OQF 6 pdr gun and Loyd Carrier in a Motor Anti-tank Platoon (page 103 of *Overlord*) or Lorried Anti-tank Platoon (page 109 *Overlord*) from the 7th Armoured Division (marked ) for +25 points.

MILITARY MEDAL

Stanley is not a permanent part of the Unit he was bought with. He can deploy and operate separately from them.

MACHINIST

Stanley re-rolls failed rolls to hit when Shooting.

TOM, DICK, 'N 'ARRY

Although Stanley is a Warrior Independent Team he can deploy in Ambush with his Unit if it deploys in Ambush. He does not need to be revealed at the same time as the rest of the Unit, nor placed in the same location.

LIEUTENANT TURNER TURNBULL

Turnbull is a Warrior Unit Leader Rifle/MG Team. He can replace the Unit Leader in any US Parachute Rifle Platoon (page 181 of *Overlord*) for +25 points.

MASTER TACTICIAN

Rifle/MG Teams in a Unit lead by Turnbull may re-roll any failed To Hit rolls when conducting Defensive Fire.

ATLANTIK WALL

THE GERMAN DEFENCE OF FRANCE JUNE-SEPTEMBER 1944

GERMANY

21. PANZERDIVISION

48-RAIL LAUNCHER

Each S307(f) R-Vielfachwerfer rocket launcher counts as two weapons when firing an Artillery Bombardment. If they have loading crews, they count as four weapons when firing an Artillery Bombardment instead.

FIELD FORTIFICATIONS

The fortifications of Field Fortifications are Area Defences (see page 83 of the rulebook).

DUG-IN PANZER PLATOON

Panzer IV H in Tank Pits are Turret Bunkers and follow the Bunkers rules on page 76 of the rulebook.

316. FUNKLENNKOMPANIE

KÖNIGTIGER

The Königtiger Tank of the Radio-control Tank Platoon is so unreliable that it must take a Skill Test every time it attempts to move.

- If it passes the Skill Test, it can move as normal.
- If it fails the Skill Test, its transmission fails. The Königtiger Tank becomes Reluctant and cannot move for the remainder of the game.

A Radio-control Tank Platoon equipped with a Königtiger Tank does not have a Tiger Ace skill and is not equipped with a Borgward BIV demolition carrier.

1., 2., 9., 10., & 12. SS-PANZER DIVISIONS

PANZER ACE

A Unit with Panzer Ace reduces the number needed to pass Last Stand by -1. A Tank Team with Panzer Ace reduces the number needed to pass Remount by -1. This is in addition to any modifier for Protected Ammo.

1. & 2. SS-PANZER DIVISIONS

INSTANT READINESS

At the end of an Assault Step in which a 1. SS-Panzerdivision or 2. SS-Panzerdivision SS-Panzergrenadier Platoon, SS-Panzerpionier Platoon, or SS- Aufklärungs Platoon Unit becomes Pinned Down, roll a Rally for it. If it succeeds it is no longer Pinned Down. Otherwise, the Unit remains Pinned Down.

9., 10., & 12. SS-PANZER DIVISIONS

ONE-WAY TRIP TO HEAVEN

When a 9., 10., and 12. SS-Panzer Division Gepanzerte SS-Panzergrenadier Platoon, SS-Panzergrenadier Platoon, SS-Panzerpionier Platoon, or SS-Aufklärungs Platoon Unit fails its Motivation Test to Counterattack it can Break Off as normal, or continue the Assault. However, if they continue the Assault and fail a further Motivation Test to Counterattack in this Assault, the Unit is immediately destroyed as if they had failed a Last Stand Test.

RULES NO LONGER USED

The following German rules from *Atlantik Wall* are no longer used: No Fear Of Tanks.

WARRIORS

OBERSCHARFÜHRER ERNST BARKMANN

Oberscharführer Barkmann is a Warrior Unit Leader Panther A Tank Team rated as Fearless Veteran.

Barkmann replaces the Unit Leader tank of an SS-Panther Platoon for +60 points in an SS-Panzerkompanie (page 184 of *Atlantik Wall*).

Alternatively, he may join a Gepanzerte SS-Panzergrenadierkompanie (page 188 of *Atlantik Wall*), SS-Panzergrenadierkompanie (page 196 of *Atlantik Wall*), or SS-Panzerpionierkompanie (page 200 of *Atlantik Wall*) for +275 points in place of an SS-Panther Platoon support choice.

ACE

Barkmann always re-rolls failed To Hit rolls with his Panther's 7.5cm KwK42 gun.

STALKER

If Barkmann is shot at he is counted as Gone to Ground if he is Concealed and did not move in his own turn, even if he did shoot in his turn.

BARKMANN'S WORKSHOP

When Barkmann's Unit is deployed, place a Workshop in your deployment area. The Workshop must be in German hands for Barkmann's Panther tank to be repaired. If the enemy take the Workshop (in the same manner they would take an Objective, see page 94 of the rulebook), they capture it and the Workshop is removed from the game.

If Barkmann is Destroyed while mounted in a Panther Tank Team, place his Panther tank adjacent to the Workshop (see above) instead of leaving it where it was destroyed.

His Unit may appoint a new Unit Leader as usual when they lose Barkmann as their Unit Leader and continue to operate without him.

In each Starting Step when you would roll for Reserves to arrive, if there are no enemy Teams within 4"/10cm of Barkmann's Panther Tank Team or the Workshop, roll a die.

- On a roll of 5+, his tank is repaired and is ready for battle. It is no longer Destroyed. Remove the Workshop when Barkmann's tank is repaired. Barkmann's repaired Panther A Tank Team is no longer part of his SS-Panther Platoon and counts a separate Unit for the rest of the game.
- Otherwise, the repairs are still progressing.

If the Workshop has been removed or captured, and Barkmann is Destroyed, leave his model on the Table as a Destroyed Tank Team (see page 40 of the rulebook).

As a Warrior Barkmann will normally attempt to take over another Tank Team if he survives when his tank is Destroyed. You may choose not to do this and have him Destroyed in his own tank to take advantage of the Barkmann's Workshop rule if you prefer.

MAJOR HANS VON LUCK

Major Hans von Luck is a Warrior Higher Command SMG team with a Kübelwagen for transport. He is rated as Confident Veteran. Von Luck may join a 21. Gepanzerte Panzergrenadierkompanie (page 56 of *Atlantik Wall*) or 21. Panzergrenadierkompanie (page 62 of *Atlantik Wall*) for +50 points.

Von Luck may be mounted in a Panzer IV H tank instead of being an SMG Team for an additional +65 points. If he is mounted in a tank, you may not field one of your Panzer Platoons with more than four Panzer IV H tanks since he has the fifth one.

RECONNAISSANCE EXPERT

Unless he is mounted in a Panzer IV H tank, von Luck may use the Scout rule.

GET MOVING

Major von Luck, and any Unit with 6"/15cm, may re-roll failed Skill Tests to make a Blitz movement order.

BETTER LATE THAN NEVER

Major von Luck always starts the game off table in Reserves. The German player may re-roll one die each turn when rolling for Reserves. When the first Unit arrives from Reserves, von Luck arrives with that Unit.

If there are no Reserves in the mission, von Luck is still in Reserves and rolls to arrive as per the Reserves rule with the exception of re-rolling as above. He arrives anywhere on a table edge in the German Deployment Area.

HAUPTMANN KARL-HEINZ NOAK

Hauptmann Karl-Heinz Noak is a Warrior Higher Command Panther A Tank Team. Hauptmann Noak is rated Confident Veteran. He may join any Schwere Panzerjägerkompanie (page 136 of *Atlantik Wall*) for +250 points.

KNIGHT'S CROSS WITH OAK LEAVES

Hauptmann Karl-Heinz Noak's Panther A Tank Team does not suffer any penalty to its ROF for shooting on the move. Noak's Panther A Tank Team still cannot shoot when moving Dash speed.

All Tank Teams in a Unit within 6"/15cm of Noak re-roll failed Skill Tests.

OBERSTURMFÜHRER MICHAEL WITTMANN

Obersturmführer Michael Wittmann is a Warrior Formation Commander Tiger I E Tank Team rated as Fearless Veteran.

Wittmann can join any Schwere SS-Panzerkompanie (page 172 of *Atlantik Wall*) and replaces the Formation Commander Tiger I E Tank Team for +100 points. As Wittmann is a Warrior, he does not use Tiger Ace rules, instead he uses the rules below.

HERO OF THE FATHERLAND

If Wittmann is Destroyed during a game the morale of the entire German people takes a heavy blow, despite any other gains, and the German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.

AMBUSH!

Wittmann may be deployed using the Ambush special rule on page 95 of the rulebook in addition to any other Units that would normally be deployed in Ambush. Wittmann may deploy in Ambush even in Missions that do not normally use the Ambush special rule.

FOR THE COMMANDER!

Units with their Unit Leader within 6"/15cm and Line of Sight of Wittmann pass Motivation Tests on a 2+.

GRIND THEM UNDER

Any Team that assaults Wittmann must re-roll the successful Skill Test to hit for any hit allocated to his Tank Team in an assault combat. If they pass this test they get past the tracks and the tank must make an Armour Save as normal. If the re-roll failed, then the assaulting troops have not hit the tank and the hit is ignored for all purposes.

EVERY SHOT COUNTS!

Wittmann's Tiger I E Tank Team may re-roll any failed roll To Hit when it shoots.

RAPID FIRE!

The 8.8cm tank gun of Wittmann's Tiger I E Tank Team has ROF 3 when halted and ROF 2 when moving.

ROAD TO ROME

THE ALLIED ASSAULT ON ITALY,

JANUARY 1944 - MAY 1945

BRITAIN

COMMONWEALTH

DIXIE AIR SUPPORT

Instead of bringing your Air Observation Post on in the starting step, leave it off the table. Then reduced the roll required to get your Air Support to 3+.

1ST AND 24TH GUARDS BRIGADES

UNFLAPPABLE

British Guards Units pass Last Stand Tests on a 3+.

INDIAN

WAR CRY

Indian and Gurkha Units do not use the British Bulldog special rule. Instead, enemy Units must re-roll successful tests to Counterattack Indian and Gurkha Units in Assaults. Units entirely equipped with Armoured Tank Teams are not affected by the War Cry rule and do not re-roll.

NORTH-WEST FRONTIER

Indian and Gurkha Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

GURKHA

KHUKURI

Gurkha Infantry Teams hit enemy Infantry and Gun Teams on a 2+ in Assaults.

CANADIAN

ASSAULT TROOPS

Canadian Units do not use the British Bulldog special rule. Instead, Canadian Units pass Rally Tests on a 3+.

NEW ZEALAND

RUMPUS

If a New Zealand Artillery Unit with Rumpus successfully Ranges In on the first attempt, all Infantry and Gun Teams under the Template must Re-roll successful Saves.

MAORI

HAKA

Enemy Units must re-roll successful tests to Counterattack Maori Units in Assaults. Units entirely equipped with Armoured Tank Teams are not affected by the Haka rule and do not re-roll.

NAVAL GUNFIRE SUPPORT

See page 6.

RULES NO LONGER USED

The following British & Commonwealth rules from *Road to Rome* are no longer used:

Allied Artillery, Woodsmen, 4 by 2 and No. 8 Wire, and Thousand Man Limit.

POLAND

POLISH

Use all British rules from the rulebook except British Bulldog.

DIXIE AIR SUPPORT

Instead of bringing your Air Observation Post on in the starting step, leave it off the table. Then reduced the roll required to get your Air Support to 3+.

RULES NO LONGER USED

The following Polish rules from *Road to Rome* are no longer used:

Fate of the Nation, and Allied Artillery.

UNITED STATES

3RD INFANTRY DIVISION

SHARPSHOOTER

Any Assault or Rifle Platoon equipped with a Sharpshooter may re-roll any one failed To Hit and any one failed Firepower Test by a Rifle or Pioneer Rifle Team in each Shooting Step.

MEDAL OF HONOR WINNERS

Whenever an Assault or Rifle Platoon from the 3rd Infantry Division is made to Fall Back by Defensive Fire in an Assault, roll a die.

On a roll of 3+, one Pioneer Rifle or Rifle Team in contact with the enemy does not Fall Back when the rest of the Unit Falls Back. This potential Medal of Honor team may continue the Assault. The Medal of Honor team in contact with the enemy now assaults, hitting on a 2+.

Enemy Units do not need to make a Motivation Test to Counterattack if only assaulted by a Medal of Honor Team. Regardless of whether or not the Medal of Honor Team was hit in the enemy Counterattack, you must take a Motivation Test to Counterattack.

SPECIAL RULES

If the Unit passes, the whole Unit may Charge into Contact and continue the Assault as normal. The Medal of Honor team has finished its heroics and reverts to a normal team for the rest of the assault.

Otherwise, the Medal of Honor Team Breaks Off, returning to the platoon and reverting to a normal team.

NISEI

SHARPSHOOTER

Any Nisei Rifle Platoon equipped with a Sharpshooter may re-roll any one failed To Hit and any one failed Firepower Test by a Rifle or Pioneer Rifle Team in each Shooting Step.

FIGHTING FOR DEAR OLD UNCLE SAM

Nisei Units pass Last Stand tests on a roll of 2+.

ROUND UP THE HUNS!

Nisei Units pass Rally tests on a roll of 2+.

GO FOR BROKE

Whenever an Assaulting Nisei Unit is made to Fall Back by Defensive Fire, immediately roll a Motivation Test. If the Unit passes, it is no longer Pinned Down and attempts to carry on with the Assault. If the Nisei Unit is not made to Fall Back this time it carries on the Assault as normal. If it is made to fall Back a second time, it Falls Back and becomes Pinned Down as normal. Otherwise, the Unit is made to Fall Back and becomes Pinned Down as normal.

FIRST SPECIAL SERVICE FORCE

LEAD THE WAY

Add +2"/5cm to First Special Service Force Infantry and Heavy Weapon (Man-packed Gun) Teams' Terrain Dash movement.

CAUTIOUS MOVEMENT

First Special Service Force Infantry and Heavy Weapon (Man-packed Gun) Teams are Scouts.

ASSAULT TROOPS

First Special Service Force Units pass Rally Tests on a 2+.

NO OBSTACLE TOO TOUGH

First Special Service Force Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

DEATH, DESTRUCTION AND MAYHEM

First Special Service Force Infantry Teams Hit on a roll of 3+ in an Assault.

RANGERS

GET TOUGH

Ranger Infantry Teams Hit on a roll of 3+ in an Assault.

NO OBSTACLE TOO TOUGH

Ranger Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

RANGERS LEAD THE WAY

Add +2"/5cm to Ranger Infantry and Heavy Weapon (Man-packed Gun) Teams' Terrain Dash movement.

91ST CAVALRY RECONNAISSANCE SQUADRON

MOUNTAIN TRAINING

All Infantry and Heavy Weapon (Man-packed Gun) Teams from a Dismounted Cavalry Troop HQ, Dismounted Cavalry Platoons, and Pioneer & Demolition Platoons are Mountaineers.

CAVALRY CHARGE

A Cavalry Light Tank Platoon is a Spearhead Unit.

CAVALRY ANTI-TANK PLATOON

A Cavalry Anti-tank Platoon uses the Tank Destroyers and Seek, Strike, and Destroy special rules.

TANKS

IMPROVISED ARMOUR

See page 66 of the rulebook.

DETROIT'S FINEST

See page 69 of the rulebook.

SMOOTH RIDE

See page 69 of the rulebook.

US FIFTH ARMY SUPPORT

SATURATION BOMBARDMENT

Each T34 Calliope counts as four weapons when firing an Artillery Bombardment.

Each M17 Whiz-Bang counts as two weapons when firing an Artillery Bombardment.

SIXTY ROCKETS

At the start of the game, place a Full Salvo marker with a Unit equipped with Sixty Rockets rocket launchers. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Sixty Rockets rocket launchers does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Sixty Rockets rocket launchers at the end of any Shooting Step in which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

NAVAL GUNFIRE SUPPORT

See page 6.

RULES NO LONGER USED

The following US rules from *Road to Rome* are no longer used: Allied Artillery, I Shall Never Fail My Comrades, Woodsmen, Know The Mission, Shared Command, Tank Telephones, and Fire Direction Centre.

FRANCE

FRENCH EXPEDITIONARY CORPS

ASSAULT TROOPS

French Units pass Rally Tests on a 3+.

IT IS A MATTER OF HONOUR

Tirailleurs Platoons, Tirailleurs Ammunition & Pioneer Platoons, Tirailleurs Intelligence & Recon Platoons, and Sapper Platoons reduce the score required to pass a Motivation Test to Counterattack by -1.

MOUNTAIN INFANTRY

French Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

PACK MULES

Gun Teams carried by Pack Mules Transport Teams are Mountaineers, see page 68 of the rulebook. Pack Mule Transport Teams carry Gun Teams as Passengers and the Gun Team is removed from the table while it is carried by the Pack Mule Transport Team.

GOM

ASSAULT TROOPS

Goum Units pass Rally Tests on a 2+.

CAUTIOUS MOVEMENT

Goum Infantry and Heavy Weapon (Man-packed Gun) Teams are Scouts.

FIERCE TRIBESMEN

Goum Infantry Teams hit on a roll of 3+ in Assaults.

MOUNTAIN MEN

Goum Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

RULES NO LONGER USED

The following French rules from *Road to Rome* are no longer used:

Centralised Fire Control.

WARRIORS

LIEUTENANT DANIEL INOUE

Lieutenant Daniel Inouye is a Warrior Unit Leader Pioneer Rifle Team and replaces the Unit Leader of one of your Nisei Rifle Platoons. He is rated Fearless Veteran. Lieutenant Daniel Inouye may join a Nisei Rifle Company on page 152 of *Road to Rome* for +15 points.

HEAVY ASSAULT

Inouye may re-roll his failed Skill tests to Hit in Assault Combat.

HIT 'EM HARD

When Inouye and his Unit Charges into Contact in an Assault, the first hit from Defensive Fire on the Unit does not count towards making it Fall Back.

SERGEANT TOMMY PRINCE

Sergeant Tommy Prince is a Warrior Sniper Team. He is rated Fearless Veteran. A First Special Service Force on page 160 of *Road to Rome* may replace a Sniper team with Sergeant Tommy Prince for +15 points.

BLENDING IN

If Tommy Prince is Destroyed, he is only Destroyed using the Driven Off rule on a roll of 5+ (instead of 4+). Otherwise, Tommy Prince slips away and can be placed back on the table again from the start of your next turn as an Ambush.

STALKER

Sergeant Tommy Prince can also act as a Spotting team for the 463rd Parachute Field Artillery Battery (page 162 of *Road to Rome*). If he is used as a Spotting team he may not Shoot in the same turn.

SEPOY KAMAL RAM

Sepoy Kamal Ram is a Warrior Rifle/MG Team and rated Fearless Veteran. Sepoy Kamal Ram may join an Indian Rifle Platoon of a Indian Rifle Company on page 40 of *Road to Rome* for +75 points.

SPEARPOINT

Ram's Rifle Platoon is not deployed until after your opponent has deployed their last Unit, even if the rest of your force deployed first.

RECON SCOUT

Kamal Ram and his Rifle Platoon use the Scout rules (see page 68 of the rulebook).

PRIVATE ERNEST 'SMOKEY' SMITH

Private Ernest 'Smokey' Smith is a Warrior SMG team. He is rated as Fearless Veteran. Private Ernest 'Smokey' Smith may join a Canadian Commonwealth Rifle Company on page 46 of *Road to Rome* for +25 points.

READY FOR ANYTHING

Smokey Smith's team may elect to use the following weapons, but only one type of weapon may be used each Shooting or Assault step.

- Bren Gun: MG team
- Thompson SMG: SMG team
- PIAT: PIAT team

The Smokey Smith Warrior team has two PIATs, so when firing as a PIAT team Smokey Smith has a ROF of 2.

Instead of taking Private Ernest 'Smokey' Smith individually, you may take his whole Seaforth Highlanders Tank-hunter Platoon (see the following page) in place of the Commonwealth Pioneer Platoon on page 48 of *Road to Rome* in a Canadian Commonwealth Rifle Company.

SEAFORTH HIGHLANDERS TANK-HUNTER PLATOON

PLATOON

HQ Section with:



2 Tank-hunter Squads

150 points

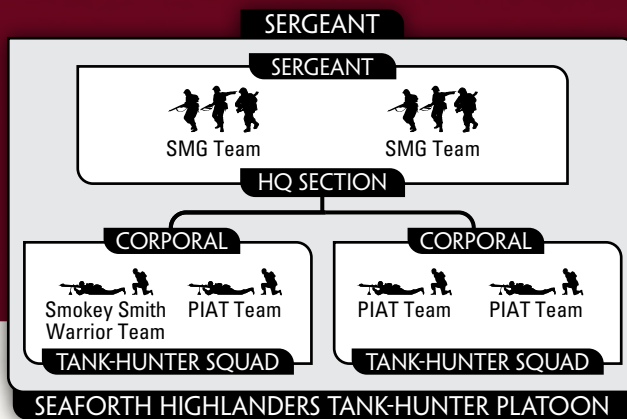
Seaforth Highlanders Tank-hunter Platoon SMG Teams are rated as Tank Assault 3.

MOTIVATION AND SKILL

Seaforth Highlanders Tank-hunter Platoon is rated Fearless Veteran.

FEARLESS

VETERAN



LIQUOR COLONEL SANDY THOMAS

Lieutenant-Colonel Sandy Thomas is a Warrior Higher Command Rifle Team rated Fearless Veteran. Lieutenant Colonel Sandy Thomas may join a New Zealand Commonwealth Rifle Company on page 46 of *Road to Rome* for +85 points.

YOU MISSED ME!

If Thomas is Destroyed the owning player must roll a 2+ to save him, rather than 3+.

SEND THEM IN!

Once each turn you may re-roll one die rolled to receive Reserves for your force.

DECEPTION

At the start of the game after you and your opponent's Units are Deployed, a Force commanded by Thomas may redeploy one of its Units anywhere within its normal Deployment Area.

The Unit is treated as if it had been deployed in its new position originally and still benefits from being in Foxholes.



SPECIAL RULES



GERMANY

HERMANN GÖRING DIVISION

ELITE TROOPS


Hermann Göring or HG Units pass Last Stand Tests on a 3+.

STACHELDRAHT

If the defender in a mission that has Minefields, you may place two Barbed Wire Entanglements in No Man's Land or your Deployment Area for each of your Panzer III M Tanks fitted with Concertina Wire that begins the game on the table. Place these Obstacles when you place other fortifications.

1. FALLSCHIRMJÄGERDIVISION

NEVER SURRENDER

Combat and Weapons Platoons from a 1. Fallschirmjägerdivision (marked ) Formation, including when taken in support of other Formations, pass Unit Last Stand tests on 2+.

5. GEBIRGSDIVISION

MOUNTAINEERS

Gebirgsjäger Infantry Teams and Heavy Weapon Infantry Teams (Man-packed Gun teams) are all Mountaineers, see page 68 of the rulebook.

PACK MULES

Gun Teams carried by Pack Mule Transport Teams are Mountaineers, see page 68 of the rulebook. Pack Mule Transport Teams carry Gun Teams as Passengers and the Gun Team is removed from the table while it is carried by the Pack Mule Transport Team.

FIELD FORTIFICATIONS

The fortifications of Field Fortifications are Area Defences (see page 83 of the rulebook).

STUTZPUNKT

See the Fortification rules on pages 75 to 83 of the rulebook.

GERMAN CORPS SUPPORT

RESERVE PANTHER PLATOON

VON MACKENSEN'S RESERVE

In Missions that have Reserves of any type (Immediate Reserves, Delayed Reserves, Deep Reserves, Scattered Reserves, etc), the Reserve Panther Platoon must be held in Reserves and is always the last Unit to arrive from Reserves.

RULES NO LONGER USED

The following German rules from *Fortress Italy* are no longer used: Infantry Defence, and No Fear of Tanks.

ITALY (RSI)

ITALIAN FASCIST RSI FORCES

STORMTROOPERS

An Italian RSI Unit may attempt a second Movement Order after succeeding in its first Movement Order. The second Movement Order must be different from the first.

PACK MULES

Gun Teams carried by Pack Mules Transport Teams are Mountaineers, see page 68 of the rulebook. Pack Mule Transport Teams carry Gun Teams as Passengers and the Gun Team is removed from the table while it is carried by the Pack Mule Transport Team.

HEROISM

When your Formation (company) has an Italian Unit Leader Team Destroyed by enemy shooting or assault (but not as a result of a failed Unit Last Stand Check), roll a Motivation test for that Unit Leader Team. This test can never be re-rolled for any reason.

If they pass the Motivation test, it fights on as an Unknown Hero.

On any other roll, the Unit Leader Team is Destroyed as normal and you roll again to discover your hero the next time a Unit Leader Team is Destroyed.

Once you have found your Unknown Hero, stop rolling. There can only be one Unknown Hero in your company in each game.

If the Unknown Hero is an Infantry Team, bring the Team back into play. If the Unknown Hero was a Tank Team, the hero transfers to any other tank in his Unit that is within 6"/15cm making that the Unit Leader Team. If no suitable tank is within 6"/15cm, the Unknown Hero is removed from the game.

An Unknown Hero and any Unit led by him always pass Motivation Tests on a roll of 2+. If the Unknown Hero is Destroyed while leading a Unit, the Unit will continue to take Motivation tests as if led by the Unknown Hero.

RSI PARACADUTISTI

AVANTI

Italian Paracadutisti Units pass Motivation Tests for Follow Me Movement Orders on a 2+.

RULES NO LONGER USED

The following Italian rules from *Fortress Italy* are no longer used: Mission Tactics.

WARRIORS

† OBERST FERDINAND GOSEWISCH

Oberst Gosewisch with his Regimental Command Headquarters is a Warrior Higher Command SMG Team and can join a Grenadierkompanie (page 54 of *Fortress Italy*) for +40 points. Oberst Gosewisch is rated Confident Veteran.

If Oberst Gosewisch is within 6"/15cm and Line of Sight of the Unit Leader of a Motorised Artillery Battery or Motorised Heavy Artillery Battery it may re-roll Skill Tests to Dig In.

A force containing Oberst Gosewisch can choose to have all Gun Teams of a Motorised Artillery Battery or Motorised Heavy Artillery Battery receive Overhead Camouflage at the start of the game.

EXCELLENT COMMUNICATIONS

Unit Leader Teams in Combat or Weapons Platoons in a Grenadierkompanie (page 54 of *Fortress Italy*) containing Oberst Gosewisch can act as Spotting Teams.

OVERHEAD CAMOUFLAGE

The following Units in a Grenadierkompanie (page 54 of *Fortress Italy*) with Unit Leaders within 6"/15cm of Gosewisch may re-roll failed Skill Tests to Dig In and if successful also receive Overhead Camouflage.

- Motorised Artillery Batteries (page 138 of *Fortress Italy*)
- Motorised Heavy Artillery Batteries (page 138 of *Fortress Italy*)
- Rocket Launcher Batteries (page 145 of *Fortress Italy*)
- HG Heavy Anti-aircraft Gun Platoons (page 48 of *Fortress Italy*)
- Grenadier Light Anti-aircraft Gun Platoons (page 58 of *Fortress Italy*)

Teams with Overhead Camouflage are Concealed. In addition they are also Concealed to Aircraft.

† HAUPTMANN SIEGFRIED JAMROWSKI

Hauptmann Siegfried Jamrowski is a Warrior Higher Command SMG Team rated Fearless Veteran. Hauptmann Siegfried Jamrowski may join a 1. Fallschirmjägerdivision Fallschirmjägerkompanie on page 73 of *Fortress Italy* for +70 points.

HARD TO KILL

If Jamrowski is Destroyed the owning player must roll a 2+ to save him, rather than 3+.

STICK IT TO 'EM!

In the Starting Step, Units with their Unit Leader within 6"/15cm and Line of Sight of Jamrowski automatically rally from being Pinned Down.



MARKET GARDEN

THE ALLIED INVASION OF HOLLAND, SEPTEMBER - NOVEMBER 1944

BRITAIN & CANADA

FROST'S PERIMETER FORCE

GAMMON BOMBS

All Infantry Teams in a Parachute Company HQ, Parachute Platoons, Airlanding Company HQ, and Airlanding Platoon carry Gammon Bombs giving them Tank Assault 3. Anti-tank rating of 3, FP 1+, verses Top Armour in Assaults.

SECTION MORTARS

Each turn one of the Parachute Platoon's Rifle/MG Teams may fire as a Light Mortar Team firing Smoke.

GLIDER PILOT REGIMENT

STAY WITH YOUR LOAD

At the start of the game, before deployment, you may select up to one Glider Pilot Platoon to Stay with their Loads. This Unit may Combat Attach (see page 7 of the rulebook) one Team to any or all of the following Units:

- Airlanding Mortar Platoons
- Airlanding Machine-gun Platoons
- Airlanding Anti-Tank Platoons
- Airlanding Anti-tank Platoons, Royal Artillery
- Airlanding Light Battery, Royal Artillery

BODY ARMOUR

All Teams in a Glider Pilot Platoon are equipped with Body Armour. When a Team with Body Armour is hit by an Artillery Bombardment and fails its Infantry Save, immediately roll a die. On a 6, the Team's Body Armour has saved it from harm and it is not destroyed. Otherwise, the Team is Destroyed as normal.

GAMMON BOMBS

All SMG Teams in a Glider Pilot Squadron carry Gammon Bombs giving them Tank Assault 3. Anti-tank rating of 3, FP 1+, verses Top Armour in Assaults.

TOTAL SOLDIERS

At the start of the game, before deployment, you may make any of the following changes to each Glider Pilot Platoon:

- Replace up to one SMG Team with a Light Mortar Team.
- Replace up to one SMG team with a PIAT Team.
- Replace up to one SMG Team per Glider Pilot Section with an MG Team.
- Replace any or all remaining SMG Teams with Rifle/MG Teams.

In addition, all Teams (except for PIAT Teams) in a Glider Pilot Platoon carry Gammon Bombs giving them Tank Assault 3.

ARMoured DIVISIONS

UNFLAPPABLE

British Guards Units pass Last Stand Tests on a 3+.

DUCKBILLS

See page 72 of the rulebook.

2ND HOUSEHOLD CAVALRY

UNFLAPPABLE

British Guards Units pass Last Stand Tests on a 3+.

SCOTS

MOUNTAIN DIVISION

All 52nd (Lowland) Division Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

BAGPIPES

See page 72 of the rulebook.

COMMANDO

NO BRITISH BULLDOG

Commando Units do not use the British Bulldog rule.

FAIRBAIRN-SYKES

Commando Infantry Teams hit on a roll of 2+ in Assaults.

MIND AND HEART

Commando Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

LONG-RANGE ARTILLERY SUPPORT

Unlike normal, a Commando force does not need to first include a Field Battery, Royal Canadian Artillery in order to field a Medium Battery, Royal Canadian Artillery.

DIVISIONAL AND CORPS SUPPORT

NAVAL GUNFIRE SUPPORT

See page 6.

MATTRESS

At the start of the game, place a Full Salvo marker with a Unit equipped with Mattress rocket launchers. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Mattress rocket launchers does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Mattress rocket launchers at the end of any Shooting Step in which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

SATURATION BOMBARDMENT

Each Land Mattress rocket launcher Team counts as four weapons when firing an Artillery Bombardment.

CROCODILE TANK PLATOON AND FUEL TRAILER

See page 6.

BREACHING GROUP

See page 5.

AVRE

See page 82 of the rulebook.

CANADIAN

ASSAULT TROOPS

Canadian Units do not use the British Bulldog special rule. Instead, Canadian Units pass Rally Tests and Remount Tests on a 3+.

RECONNAISSANCE MEN

Canadian Armoured Recce Squadron HQ and Canadian Armoured Recce Platoons are Scout Units.

PIAT BATTERY

A PIAT Battery uses the Rocket Launcher rule on page 50 of the rulebook.

STAGHOUND ASSAULT BRIDGE

An Assault Bridge deployed by a Staghound I armoured car cannot be crossed by fully-tracked vehicles.

RULES NO LONGER USED

The following British rules from *Market Garden* are no longer used: Fate of the Nation, Perimeter Force, Mission Tactics, Turkey Shoot Patrol, Medium Artillery Support, Platoon, Debus!, Sangfroid, Devil's Own, Know the Plan, Assault Force, You are Not Alone and Woodsman.

UNITED STATES

US AIRBORNE SPECIAL RULES

GAMMON BOMBS

All SMG Teams in a Parachute Rifle Company HQ, and all Rifle/MG and SMG Teams in a Parachute Rifle Platoon, carry Gammon Bombs giving them Tank Assault 3. Anti-tank rating of 3, FP 1+, verses Top Armour in Assaults.

GLIDER RIFLE COMPANY

EARN YOUR JUMP BOOTS

Glider Rifle Company Infantry and Gun Teams reduce the scored needed to pass a Skill Test to Dig In by -1.

PLATOON MORTARS

At the start of the game before deployment, you may group all the M2 60mm mortars from your Glider Rifle Platoons into a single new 60mm Mortar Platoon Unit. The mortar Teams are no longer part of their original unit. The Glider Weapons Platoon may make Combat Attachments to it.

RULES NO LONGER USED

The following US rules from *Market Garden* are no longer used: Master Sergeant.

WARRIORS

MAJOR JULIAN COOK

Major Julian Cook is a Warrior Higher Command Rifle Team and is rated Fearless Veteran. Major Cook may join a US Parachute Rifle Company (page 66 of *Market Garden*) from the 82nd Airborne Division for +50 points.

A DARING PLAN

A Force commanded by Cook may elect use the Spearhead rule (see page 68 in the rulebook) with any or all of their Parachute Rifle and Airborne Engineer Platoons.

AMPHIBIOUS ASSAULT

Infantry and Heavy Weapon Teams in a Force commanded by Cook pass a Cross Check on a 3+ (instead of a 4+) to cross Deep River terrain.

SOFTEN 'EM UP!

A Force commanded by Cook may ignore the effects of a Smoke Screen under a Template when Ranging In an Artillery Bombardment.

HAIL MARY...

Cook, and any Units with their Unit Leader within 6"/15cm and Line of Sight of Cook, always pass Motivation Tests on a roll of 2+.

MAJOR DAVID V CURRIE, VC

Major Currie is a Warrior Formation Commander Sherman V Tank Team and is rated as Fearless Veteran. Major Currie replaces the Formation Command Sherman V Tank Team in a Canadian Armoured Recce Squadron (page 152 of *Market Garden*) for +35 points.

THERE FOR HIS MEN

Canadian Units with their Unit Leader within 6"/15cm and Line of Sight of Currie pass Motivation Tests on a 3+.

LIEUTENANT COLONEL JOHN FROST

Lieutenant Colonel John Frost is a Warrior Higher Command SMG Team rated as Fearless Veteran. Lieutenant Colonel John Frost may join a British Parachute Company (page 32 of *Market Garden*) or Frost's Perimeter Force (page 29 of *Market Garden*) for +65 points.

FROST'S PERIMETER

Before deployment choose one Unit in your Formation that is not placed in Reserve. Do not Deploy this Unit when you would normally. Instead, it is Deployed after both you and your opponents Units have been Deployed.

MAN THE GUNS!

When one of your Gun Teams is Destroyed as a result of enemy Shooting, roll a die. On a 5+ you may Destroy another friendly Infantry Team within 6"/15cm of that Gun Team instead.

A HEROIC DEFENCE

Frost, and any Units with their Unit Leader within 6"/15cm and Line of Sight of Frost, always pass Motivation Tests on a roll of 2+.

REINFORCEMENTS

A Formation led by Frost may form a Perimeter Platoon. At the start of the game before any Combat Attachments are made and Units are Deployed, a Formation led by Frost may take up to half of the Teams from any Combat or Weapons platoons in the Formation and place them in a special Perimeter Platoon. Nominate one Team as the Unit Leader for this Unit.

You must leave at least two or three Teams in each of the Combat or Weapons platoons you take Teams from. Teams placed in the Perimeter Platoon are no longer part of their original Units.

The Perimeter Platoon may include any HQ Support Weapons (including Infantry Teams). Any remaining HQ Support Weapons can be Combat Attached out as normal.

BRIGADIER GENERAL JAMES GAVIN

Brigadier General James Gavin is a Warrior Higher Command Rifle Team and is rated Fearless Veteran. Brigadier General James Gavin may join a US Parachute Rifle Company (page 66 of *Market Garden*) or a Glider Rifle Company (page 78 of *Market Garden*) from the 82nd Airborne Division for +40 points.

ISOLATE THE BATTLEFIELD

Immediately after your opponent has rolled all of their dice for Reserves, you may roll one die for each Combat and Weapons Platoon from your Force currently held in Reserve.

- For each result of 5+, your opponent must ignore a successful die result to receive Reserves this turn.
- On any other roll, your opponent's Reserves arrive as normal.


COUNT ON IT

Each time Gavin, or Teams from a Parachute Rifle Platoon with their Unit Leader within 6"/15cm and Line of Sight of Gavin, has moved at Dash speed, roll a die:

- On a 3+, Gavin and any Teams in the Unit that moved at Dash speed may move an extra 4"/10cm,
- Otherwise, Gavin and the Teams just move their Dash speed as normal.

CAPTAIN GEOFFREY WALTER FOWNES LUTTRELL, MC

Captain Luttrell is a Warrior Unit Leader Cromwell VI CS Tank Team. Luttrell and his Unit is rated as Confident Trained. Luttrell is the Unit Leader of Luttrell's Close Support Platoon.

Luttrell may join an Armoured Recce Squadron (page 112 of *Market Garden*) of the 15th/19th Hussars (marked ). An Armoured Recce Squadron including Luttrell may not purchase Cromwell VI CS Tank Teams in the Armoured Recce Squadron HQ.

REGIMENTAL GUNNERY OFFICER

An Artillery Bombardment that includes Luttrell may re-roll its first attempt to Range In.

RECOVERY EXPERT

Luttrell and any Team within 6"/15cm may re-roll failed Cross Checks.

MAJOR GENERAL STANISLAW SOSABOWSKI

Major General Stanislaw Sosabowski is a Warrior Higher Command Rifle Team rated Fearless Veteran. Major General Stanislaw Sosabowski may join a Polish Parachute Company (page 33 of *Market Garden*) for +45 points.

TIMELY REINFORCEMENTS

Once per turn, a force led by Sosabowski may re-roll one die rolled to receive Reserves.

WHAT ABOUT THE GERMANS?

At the start of the game after you and your opponents Units are Deployed, a Force commanded by Sosabowski may redeploy one of its Units anywhere within its normal Deployment Area.

The Unit is treated as if it had been deployed in its new position originally and still benefits from being in Foxholes.

LUTTRELL'S CLOSE SUPPORT PLATOON

PLATOON

Luttrell's Command Cromwell VI CS with:

5 Cromwell VI CS	310 points
3 Cromwell VI CS	210 points
1 Cromwell VI CS	110 points

CAPTAIN LUTTRELL

CAPTAIN LUTTRELL



Luttrell's Command Cromwell VI CS



Cromwell VI CS



Cromwell VI CS



Cromwell VI CS



Cromwell VI CS



Cromwell VI CS

CS BATTERY

LUTTRELL'S CLOSE SUPPORT PLATOON

MAJOR GENERAL MAXWELL TAYLOR

Major General Maxwell Taylor is a Warrior Higher Command Rifle Team and is rated Fearless Veteran. Major General Maxwell Taylor may join a US Parachute Rifle Company (page 67 of *Market Garden*) or a Glider Rifle Company (page 78 of *Market Garden*) from the 101st Airborne Division for +60 points.

INDIAN COUNTRY

A Force commanded by Taylor may use the Spearhead rule (see page 68 in the rulebook) with any or all Parachute Rifle (page 68 of *Market Garden*) or Glider Rifle (page 79 of *Market Garden*) Platoons.

BRING UP THE GUNS!

An Airborne Anti-tank Platoon (page 71 of *Market Garden*) or a Glider Anti-tank Platoon (page 81 of *Market Garden*) with their Unit Leader within 6"/15cm and Line of Sight of Taylor may make a Blitz move.

MAJOR GENERAL ROY URQUHART

Major General Roy Urquhart is a Warrior Higher Command Pistol Team rated Fearless Veteran. Major General Roy Urquhart may join a British Parachute Company (page 32), an Airlanding Company (page 38), an Airborne Reconnaissance Squadron (page 48), a Glider Pilot Squadron (page 44), or a Airborne Field Company, Royal Engineers (page 52) of *Market Garden* for +25 points.

LICENSED TO KILL

Urquhart may re-roll failed To Hit rolls with his pistol and does not suffer the normal +1 To Hit penalty when Moving with ROF 1.

Team	Range	ROF	Anti-tank	Firepower
Pistol team	4"/10cm	1	1	6

TO THE BRIDGE


Infantry and Heavy Weapon Teams in Units with their Unit Leader within 6"/15cm and Line of Sight of Urquhart may move 16"/40cm instead of the normal 12"/30cm when moving at Cross-country or Road Dash speed.

ESTABLISH THE PERIMETER!

Units with their Unit Leader within 6"/15cm and Line of Sight of Major General Urquhart may re-roll failed Skill Tests to Dig In.

LIEUTENANT COLONEL JOE VANDELEUR, DSO & BAR

Lieutenant Colonel JOE Vandeleur is a Warrior Humber Scout Car Tank Team. Vandeleur is a Higher Command team and is rated Confident Veteran.

Vandeleur may join an Armoured Squadron (page 102 of *Market Garden*) or a Lorried Rifle Company (page 122 of *Market Garden*) from the Guards Armoured Division (marked .

PRESS ON REGARDLESS!

If Vandeleur has not moved at Dash speed and is not Bailed Out, he can attempt to push his Units forward using Press On Regardless.

Guards Combat, Weapons, and Brigade Support Platoons with their Unit Leader within 8"/20cm of Vandeleur and are not Pinned Down may attempt to move again at the end of the Movement Step after all other movement. Roll a die for each platoon attempting to move again:

- If the result is 5+, the Unit may move up to another 4"/10cm.
- Otherwise, the Unit remains where it is.

The Units may still Shoot and Assault as normal after making this extra move.

Units cannot make this extra move if any of their Teams have moved at Dash speed or performed a Movement Order.

Bailed Out vehicles cannot make this extra move.

GUNS, LEFT!

A force including Vandeleur does not use the Semi-indirect Fire special rule. Instead, Sherman V and Firefly VC Tank Teams that moved in their Movement Step may re-roll failed rolls To Hit when shooting their main guns at Teams up to 16"/40cm away. Guns Left! does not apply when conducting Defensive Fire.

UNEARTHLY CRESCENDO

A Forward Air Controller team is a Independent White Scout Car Tank Team rated as Confident Veteran.

While the Forward Air Controller Team is within 8"/20cm of Vandeleur or a Formation Commander Team, all air attacks against targets within Line of Sight of the Forward Air Controller are under its control.

Aircraft under the control of a Forward Air Controller team may re-roll the first failed attempt when rolling to Range In an air attack.

SPECIAL RULES

JOE VANDELEUR

PLATOON

JOE Vandeleur 50 points

OPTION

- Add an RAF Forward Air Controller team for +10 points.

LIEUTENANT COLONEL

LIEUTENANT COLONEL



Lieutenant Colonel JOE Vandeleur

JOE VANDELEUR

LIEUTENANT



RAF Forward Air Controller Team

FORWARD AIR CONTROLLER

JOE VANDELEUR



THE GERMAN DEFENCE OF HOLLAND, SEPTEMBER - NOVEMBER 1944

GERMANY

6. FALLSCHIRMJAGERREGIMENT & KAMPFGRUPPE WALTHER

KERUTT'S PANZERFAUST TRAPS

Add up to four Panzerfaust Trap Teams to your Veteran Fallschirmjägerkompanie or Ersatz Fallschirmjägerkompanie for +25 points per Team.

Infantry Team, Range 4"/10cm, ROF 1, Anti-tank 12, Firepower 5+, and Tank Assault 6. A Panzerfaust Trap Team cannot shoot in the Shooting Step if it moved in the Movement Step.

PANZERFAUST AMBUSH

Panzerfaust Trap Teams are never deployed at the start of the game. Instead, at the start of any Movement Step, the owning player may place any of their Panzerfaust Trap Teams in any terrain feature in their own Deployment Area or No Man's Land such that the Panzerfaust Trap Team is not within 2"/5cm an any enemy teams.

If there are any friendly teams within 4"/10cm, Panzerfaust Trap Teams may not fire or Launch an Assault and must immediately Break Off when assaulted.

WELL HIDDEN

Panzerfaust Trap Teams are in Foxholes when placed on the table.

FANATICAL FAUST-MEN

Each Panzerfaust Trap Team is a Unit of one Team. However, they are Always in Good Spirits for the Unit Last Stand. Panzerfaust Trap Teams don't count for Formation Last Stand or Mission Victory Points.

107. PANZERBRIGADE

TAILOR-MADE BATTLEGROUPS

This rule no longer applies.

KAMPFGRUPPE HUMMEL

HUMMEL'S TIGERS

Kampfgruppe Hummel Tiger I E Tank Teams do not benefit from Tiger Ace or Wide Tracks. However, they are Unreliable.

SS-KAMPFGRUPPE SPINDLER

KAMPFGRUPPE MARSCH!!

Once each turn, you may re-roll one die rolled to receive Reserves for your force. In a mission with the Scattered Reserves rule, once per turn you may also re-roll one die rolled to determine where a platoon will arrive from Scattered Reserves.

KAMPFGRUPPE VON TETTAU

GRENADIER COMPANY

Grenadier Platoons operate as separate Units.

OSTFRONT VETERANS

Rifle Teams from SS-Unteroffizier Schule 'Arheim' are Tank Assault 4. Anti-tank rating of 4, FP 1+, verses Top Armour in Assaults.

TETTAU'S LEGION

A Sicherheits Company is a Unit.

SECURITY TROOPS

Security Platoons may never be placed in Reserves.

RULES NO LONGER USED

The following German rules from *Bridge by Bridge* are no longer used: Always Defends and Flame-tank Platoon rule.

WARRIORS

SS-HAUPTSTURMFÜHRER KARL-HEINZ EULING

SS-Hauptsturmführer Karl Heinz Euling is a Warrior Higher Command SMG Team rated as Fearless Veteran. Euling is transported in an Sd Kfz 251/1 half-track. Euling may join SS-Sperrverband Euling (page 58 of *Bridge by Bridge*) for +50 points.

DIG IN THE ASSAULT GUNS

Before deployment, you may chose to place all Jagdpanzer IV tank-hunters from an SS-Tank-hunter Platoon (see page 136 of *Bridge by Bridge*) in Assault Gun Pits. They become Turret Bunkers, but can only target Teams fully in front of the it when Shooting. The SS-Tank-hunter Platoon becomes a Fortified Platoon.

A Jagdpanzer IV Turret Bunker may still fire its hull-mounted machine-guns, even if their main gun has also fired.

A Jagdpanzer IV Turret Bunker is Concealed, so it can benefit from Going to Ground.

SS-HAUPTSTURMFÜHRER VIKTOR GRAEBNER

SS-Hauptsturmführer Viktor Graebner is a Warrior Formation Commander Tank Team. Graebner can be either a Captured Humber Scout Car for +40 points or a Captured Humber IV Armoured Car for +55 points. He replaces the Formation Commander Team of SS-Kampfgruppe Graebner (see page 86 of *Bridge by Bridge*) and is rated Fearless Veteran.

GRAEBNER'S GAMBLE

Combat Platoons in SS-Kampfgruppe Graebner use the Spearhead rule (see page 68 of the rulebook).

KNIGHT'S CROSS

Graebner and any Unit that he has Joined for an Assault hit on 2+.

SCHNELL!

When Graebner and any Combat or Weapons platoon Unit he is within 6"/15cm of and in Line of Sight makes a Blitz move, it may move up to 6"/15cm instead of the normal 4"/10cm.

MAJOR HANS-PETER KNAUST

Major Hans-Peter Knaust is a Warrior Higher Command SMG Team rated Fearless Veteran. Knaust comes with either an Sd Kfz 251/1 or Sd Kfz 250/3 half-track Transport Team. Knaust may join Kampfgruppe Knaust (page 94 of *Bridge by Bridge*) for +70 points.

A KEEN EYE ON THE BATTLE

Major Hans Peter Knaust is a Scout (see page 68 of the rulebook).

In addition, Knaust may act as a Spotting Team for Artillery Bombardments. Knaust may re-roll his first attempt to Range In.

WOODEN LEG

When dismounted, Major Hans Peter Knaust moves 6"/15cm (instead of the normal 8"/20cm) and may not move at Dash speed.

MARCH TO THE SOUND OF THE FIRING!

Once per turn, Major Hans Peter Knaust may re-roll one die rolled to receive Reserves for your force.

SS-STURMBANNFÜHRER HANS-GEORG SONNENSTUHL

SS-Sturmbannführer Hans-Georg Sonnenstuhl is a Warrior Rifle Team and becomes the Unit Leader of either a Motorised SS-Artillery Battery (page 139) or a Motorised Heavy SS-Artillery Battery (page 139) for +75 points. He may join Sperrverband Harzer (page 68), Kampfgruppe Swoboda (page 70), SS-Kampfgruppe Brinkmann (page 80), Kampfgruppe Knaust (page 94), Kampfgruppe Hummel (page 100), or a Schwere Panzerkompanie (page 124) of *Bridge by Bridge*. He is rated Fearless Veteran.

PRE-REGISTERED SECTORS

Sonnenstuhl's Artillery Unit places two Pre-planned Artillery Ranged In markers instead of one (see page 49 of the rulebook). After deployment, but before the game begins, remove one of these Ranged In markers.

SPERRFEURLINIE

Any Artillery Bombardment fired by Sonnenstuhl's Artillery Battery, may use the US Time on Target special rule on page 69 of the rulebook.

OBERSTLEUTNANT FRIEDRICH FREIHERR VON DER HEYDTE

If you don't take Oberstleutnant Freiherr von der Heydte you can still add up to four Panzerfaust Trap Teams to your Veteran Fallschirmjägerkompanie or Ersatz Fallschirmjägerkompanie for +25 points per Team.

Infantry Team, Range 4"/10cm, ROF 1, Anti-tank 12, Firepower 5+, and Tank Assault 6. A Panzerfaust Trap Team cannot shoot in the Shooting Step if it is moved in the Movement Step.

NEVER SURRENDER

Units with their Unit Leader within 6"/15cm and Line of Sight of von der Heydte pass Motivation Tests on a 2+.

RALLY ONCE MORE

Once per turn Von der Heydte may attempt to reform a Team from his force. If an Infantry or Gun Team within 6"/15cm of Von der Heydte is Destroyed, roll a die:

- If the result is 5+, Von der Heydte rallies the survivors of the Team and it continues to fight on unharmed.
- Otherwise, the soldiers are too badly wounded and the Team is Destroyed as normal.

Oberstleutnant Friedrich Freiherr von der Heydte may join a Veteran Fallschirmjägerkompanie (page 24 of Bridge by Bridge) or an Ersatz Fallschirmjägerkompanie (page 25 of Bridge by Bridge) for +70 points. Oberstleutnant Freiherr von der Heydte is a Warrior Higher Command SMG Team rated as Fearless Veteran.

Oberstleutnant

Friedrich Freiherr von der Heydte 70 poin

OPTION

- Add up to four Panzerfaust Trap teams for +25 points per team.

OBERSTLEUTNANT

OBERSTLEUTNANT



Oberstleutnant Friedrich Freiherr von der Heydte

FRIEDRICH FREIHERR VON DER HEYDTE

OBERJÄGER



Panzerfaust trap team



Panzerfaust trap team



Panzerfaust trap team



Panzerfaust trap team

PANZERFAUST TRAP TEAMS

FRIEDRICH FREIHERR VON DER HEYDTE

SPECIAL RULES

THE BATTLE OF THE BULGE

ALLIED FORCES ON THE GERMAN BORDER, SEP 1944 - FEB 1945

UNITED STATES

761ST TANK BATTALION

SUPERIOR FIRE CONTROL

761st Sherman Assault Gun Platoons decrease the number needed to Range In on the First Attempt by -1.

WELL-DRILLED

Fearless Trained 761st Tank Battalion HQ, Combat, and Weapons Platoons pass all Skill Tests on a 3+.

99TH INFANTRY BATTALION

SURVIVAL TRAINING

99th Infantry Division Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers. In addition they add +2"/5cm to their Terrain Dash movement.

SCROUNGE A RIDE

When building your 99th Infantry Battalion Rifle Company Formation, you must add two Jeep Transport Teams to your Rifle Company HQ for +5 points, and two GMC 2½-ton or captured German 3-ton trucks Transport Teams to each of your Rifle Platoon Units for +5 points per platoon.

2ND INFANTRY DIVISION

WINTER TRAINING

2nd Infantry Division Infantry and Heavy Weapon (Man-packed Gun) Teams add +2"/5cm to their Terrain Dash movement.

CALLIOPE ROCKET LAUNCHERS

SATURATION BOMBARDMENT

Each T34 Calliope counts as four weapons when firing an Artillery Bombardment.

SIXTY ROCKETS

At the start of the game, place a Full Salvo marker with a Unit equipped with Sixty Rockets rocket launchers. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Sixty Rockets rocket launchers does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Sixty Rockets rocket launchers at the end of any Shooting Step in which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

ENGINEER COMBAT COMPANY

BOY SCOUTS

Instead of placing a Minefield or three Barbed Wire Entanglements for a Pioneer Supply Truck (see page 80 of the rulebook), you may place three Booby Traps (see page 79 of the rulebook).

CAVALRY

NEVER OUT OF TOUCH

Once per turn, you may re-roll one die rolled to receive Reserves. In a mission with Scattered Reserves, once per turn you may also re-roll one die rolled to determine where a Unit will arrive.

101ST AIRBORNE DIVISION

GAMMON BOMBS

All Rifle, Rifle/MG, and SMG Teams in a Parachute Rifle Platoon carry Gammon Bombs giving them Tank Assault 3. Anti-tank rating of 3, FP 1+, verses Top Armour in Assaults.

2ND RANGER BATTALION

GET TOUGH

Ranger Infantry Teams Hit on a roll of 2+ in an Assault.

NO OBSTACLE TOO TOUGH

Ranger Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

RANGERS LEAD THE WAY

Add +2"/5cm to Ranger Infantry and Heavy Weapon (Man-packed Gun) Teams' Terrain Dash movement.

US SUPPORT

CLOSE AIR SUPPORT

Close Air Support arrives on a roll of 3+, instead of 4+.

RULES NO LONGER USED

The following US rules from *The Battle of the Bulge* are no longer used: Jumbos Lead the Way, "I see 'em. We'll fight 'em.", Thunder From Heaven, At All Cost, Delaying Action, Eightballs, Oddballs, and Screwballs, Master Sergeant, Know The Mission, and I Shall Never Fail My Comrades.

BRITAIN & CANADA

COMMANDO PLATOON

FAIRBAIRN-SYKES

Commando Infantry Teams hit on a roll of 2+ in Assaults.

MIND AND HEART

Commando Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

29TH ARMoured BRIGADE

DUCKBILLS

See page 72 of the rulebook.

51ST HIGHLAND DIVISION

BAGPIPES

See page 72 of the rulebook.

BREACHING GROUP

See page 5.

CROCODILE TANK PLATOON AND FUEL TRAILER

See page 6.

6TH AIRBORNE DIVISION

GAMMON BOMBS

All Infantry Teams in a Parachute Company HQ, Parachute Platoons, and Airlanding Platoon carry Gammon Bombs giving them Tank Assault 3. Anti-tank rating of 3, FP 1+, verses Top Armour in Assaults.

SECTION MORTARS

Each turn one of the Parachute Platoon's Rifle/MG Teams may fire as a Light Mortar Team firing Smoke.

CANADIAN

ASSAULT TROOPS

Canadian Parachute Units do not use the British Bulldog special rule. Instead, Canadian Units pass Rally Tests on a 2+.

RULES NO LONGER USED

The following British & Canadian rules from *The Battle of the Bulge* are no longer used: Cymru am Byth, Know the Plan, Woodsmen, and Unconventional.

WARRIORS

LIEUTENANT COLONEL CREIGHTON ABRAMS

Lieutenant Colonel Creighton Abrams is a Warrior Higher Command Tank Team rated Fearless Veteran. He is mounted in one of his "Thunderbolt" tanks as follows:

M4 Sherman "Thunderbolt V"	155 points
M4A3 (76mm) Sherman "Thunderbolt VI"	210 points
M4A3E8 Sherman "Thunderbolt VII"	260 points

You may field Abrams in the Tank Company on page 28 or the Armored Rifle Company on page 32, of *The Battle of the Bulge*.

THAT'S THE SHORTEST WAY HOME!

A Force led by Abrams may use the Spearhead rule (see page 68 of the rulebook) with up to two of your Units.

WE'RE GOING IN

A Unit with their Unit Leader within 6"/15cm and Line of Sight of Abrams may re-roll failed Skill Tests to make a Blitz move.

FIRST SERGEANT CARWOOD LIPTON

First Sergeant Carwood Lipton replaces a Carbine Team of a Parachute Rifle Company HQ (page 114 of *The Battle of the Bulge*), other than the Formation Commander, for +25 points. He is a Warrior Independent SMG Team with Gammon Bombs rated Fearless Veteran.

'TALK TO YOUR SERGEANTS'

Combat and Weapons Platoons of a Parachute Rifle Company with their Unit Leader within 6"/15cm and Line of Sight of Lipton may re-roll failed Unit Last Stand.

2ND LIEUTENANT AUDIE MURPHY

You may field 2nd Lieutenant Audie Murphy as either a Warrior Formation Commander Carbine Team (replacing the Formation Commander in your Rifle Company on page 80 of *The Battle of the Bulge*) or as a Warrior Unit Leader Rifle Team (replacing the Unit Leader Rifle Team in one of your Rifle Platoons on page 81 of *The Battle of the Bulge*) for +35 points. Audie Murphy is rated Fearless Veteran. He does not change the Motivation rating of a his Rifle Platoon.

THREE PURPLE HEARTS

If Murphy is Destroyed the owning player must roll a 2+ to save him, rather than 3+.

DISTINGUISHED SERVICE CROSS

Murphy may re-roll failed Skill Tests to hit a Bunker in an assault.

TWO BRONZE STARS

Audie Murphy has Tank Assault 3.

TWO SILVER STARS

Murphy may use the Spearhead rule (page 68 of the rulebook).

AUDIE MURPHY AS A SPECIAL OBJECTIVE

Instead of fielding 2nd Lieutenant Audie Murphy as a Warrior team, you may field him as a Special Objective in your Rifle Company (page 48), Engineer Combat Company (page 58), Cavalry Reconnaissance Squadron (page 64), or Light Tank Company (page 66) of *The Battle of the Bulge* for +25 points.

After Objectives have been placed, replace any Objective placed in your Deployment Areas with the Audie Murphy Special Objective. If there are no Objectives in your Deployment Area, you cannot use the Special Objective. The Special Objective retains all of the usual rules of an Objective.

In addition, the Audie Murphy Special Objective is also a .50 cal Nest, using the normal Bunker rules found in the rulebook.

The .50 cal Nest can Spot for Artillery Bombardments. It cannot prevent the enemy from taking Objectives.

If the .50 cal Nest is Destroyed, the Objective reverts to being a normal Objective.

Weapon	Range	ROF	Anti-tank	Firepower
.50 cal Nest	16"/40cm	3	4	5+

★ LIEUTENANT GENERAL GEORGE S PATTON JR.

Lieutenant General George S Patton Jr. is a Warrior Higher Command M20 Utility Car Tank Team rated Fearless Veteran. You may field Patton for +75 points with the Tank Company on page 28, the Armored Rifle Company on page 32, or the Tank Destroyer Company on page 38 of *The Battle of the Bulge*.

FOUL MOUTH

Patton and any Units with their Unit Leader within 6"/15cm and Line of Sight of Patton pass Motivation Tests on a 2+.

THE GREATEST SOLDIER

If Patton is Destroyed during the game American morale at the front and back home suffers a huge loss, despite any other gains. If this happens, the American player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.

AN OUNCE OF SWEAT

Each turn Patton may re-roll one die rolled to receive Reserves for his company.

★ CORPORAL DARRELL 'SHIFTY' POWERS

Corporal Darrell Powers replaces a Rifle or Rifle/MG Team from a Parachute Rifle Platoon (page 114 of *The Battle of the Bulge*) for +15 points. He is a Warrior Rifle Team with Gammon Bombs rated Fearless Veteran.

BEST SHOT IN THE COMPANY

Once per turn, Corporal Powers may re-roll any one failed To Hit roll.

In addition, his rifle has a Firepower rating of 4+, rather than the usual 6.

★ PRIVATE EUGENE ROE

Private Eugene Roe may join a Parachute Rifle Company (page 114 of *The Battle of the Bulge*) for +50 points. He is not a team, but rather a marker.

ALWAYS THERE WHEN NEEDED

Once per turn, if an Infantry or Heavy Weapon Team from one of your Combat or Weapons platoons fails its Save, before removing it from play, you may roll a die:

- On a result of 5+ Roe patches up the men and the Infantry or Heavy Weapon Team ignores the failed Save and fights on as normal.
- Otherwise, Roe determines that the men need to be evacuated and the Team is Destroyed as normal.

In either case, place Roe's marker next to that Team to remind you that you have used his special rule this turn.

★ TOCCOA SERGEANTS

Toccoa Sergeants replace any or all Unit Leader Teams from Combat and Weapons Platoons of a Parachute Rifle Company (page 114 of *The Battle of the Bulge*) for +10 points per Toccoa Sergeant. They are Warrior Unit Leader SMG Teams with Gammon Bombs rated Fearless Veteran.

CURRAHEE!

Combat and Weapons Platoons led by Toccoa Sergeants may re-roll failed Motivation Tests to Rally.

★ LIEUTENANT RONALD SPEIRS

Lieutenant Ronald Speirs is a Formation Commander SMG Team with Gammon Bombs and replaces the Formation Commander Carbine Team of a Parachute Rifle Company (page 114 of *The Battle of the Bulge*) for +45 points. Speirs is rated Fearless Veteran.

I'M HERE TO TAKE OVER

Do not deploy Speirs when you would normally deploy your Units. Instead, at the beginning of any of your Starting Steps, when Ambushes are normally placed, you may place Speirs within 6"/15cm of any Teams of a Parachute Rifle Platoon, and not within 4"/10cm of enemy Teams.

DEFIANT DASH

While Speirs is not in Bulletproof Cover, he may re-roll failed Infantry Saves for each Hit he takes during the opponent's Shooting Step.

★ CAPTAIN RICHARD WINTERS

Captain Richard Winters is a Warrior Higher Command Rifle Team with Gammon Bombs rated Fearless Veteran. Winters can be added to a Parachute Rifle Company (page 114 of *The Battle of the Bulge*) for +70 points.

CAPTAIN NIXON

At the start of the game after you and your opponent's Units are Deployed, a Force commanded by Winters may redeploy one of its Units anywhere within its normal Deployment Area.

The Unit is treated as if it had been deployed in its new position originally and still benefits from being in Foxholes.

THE ARDENNES OFFENSIVE

GERMAN FORCES IN LORRAINE AND THE ARDENNES, SEP 1944 - FEB 1945

GERMANY

1. SS-KAMPFGRUPPEN

PEIPER'S CHARGE

If a Kampfgruppe Peiper Force is the Attacker in a Mission all of their Gepanzerte SS-Panzer Grenadier Platoons and SS-Panzer Platoons are Spearhead Units.

150. PANZERBRIGADE

ENEMY DISGUISES

A Unit with Enemy Disguises must be identified before the enemy can shoot at it or assault it. A Unit with Enemy Disguises starts the game unidentified. In order to identify a Unit with Enemy Disguises, an enemy Unit must attempt to shoot or bombard it. Before rolling To Hit, roll a Skill Test for the enemy shooting unit.

- If they pass the Skill Test, they identify the Unit with Enemy Disguises and shoot at it as normal. The Unit with Enemy Disguises is now identified to all enemy Units.
- If they fail, they do not identify the Unit with Enemy Disguises, but may shoot at another Unit instead.

If a Unit with Enemy Disguises shoots or assaults, they are immediately identified by all enemy Units.

SKORZENY COMMANDO GROUPS

ATTRIBUTES

Skorzeny Commando Teams are unarmed Independent Jeep Teams. Being composed entirely of Independent Teams, a Skorzeny Commando Group is not a Unit for any purpose whatsoever.

PERFECT DISGUISES

Skorzeny Commando Teams are considered friendly Teams by your opponent's force, although they do not consider the opponent's Teams to be friendly teams. As such, they can never be shot at, the target of an Artillery Bombardment, or assaulted by enemy Teams. Nor can Skorzeny Commando Teams shoot, launch an Assault, or perform a Movement Order. However, unlike normal friendly Teams, enemy Teams can shoot through Skorzeny Commando Teams.

Ignore Skorzeny Commando Teams completely during Artillery Bombardments or air attacks, and when determining the Safety Distance.

DEPLOYMENT

Skorzeny Commando Teams are deployed in your opponent's Deployment Area, immediately after your opponent has completed their deployment.

MOVEMENT

Skorzeny Commando Teams may only move during your opponent's Movement Step after all of your opponent's Teams have moved. Skorzeny Commando Teams can move within 2"/5cm of enemy teams, but can never make a Dash move. Skorzeny Commando Teams that attempt to Sow Chaos (see page 79 of *The Ardennes Offensive*) during the Starting Step may not move in the Movement Step that turn.

TIME TO HEAD BACK

If a Skorzeny Commando Team ends its Movement Step within 16"/40cm of a friendly Team (other than another Skorzeny Commando Team) it is removed from play.

EXPOSED

If a Skorzeny Commando Team is Exposed (by being Challenged), it is Destroyed and immediately removed from play. This is the only way a Skorzeny Commando Team can be Destroyed.

CHALLENGE

During your opponent's Shooting Step, your opponent may Challenge a Skorzeny Commando team with any of their Unit Leaders within 6"/15cm. Instead of shooting, each Unit Leader that wishes to immediately Challenges the Skorzeny Commando Team (the rest of the Unit may shoot as normal).

Each time it is Challenged, the Skorzeny Commando Team must make an immediate Skill Test:

- If successful, the Skorzeny Commando team answers the challenge correctly and is not Exposed.
- If unsuccessful, the Skorzeny Commando team fails to give the correct answer and is Exposed.

SOWING CHAOS BEHIND ENEMY LINES

During your opponent's Starting Step, Skorzeny Commando Teams may attempt to Sow Chaos amongst your opponent's troops. Once each turn, each Skorzeny Commando team may choose one of the following special rules to use.

SPREAD RUMOURS

At the beginning of your opponent's Starting Step, immediately before the opponent Rallies Pinned Down Platoons, this Skorzeny Commando Team may attempt to Spread Rumours. Choose an enemy platoon within 4"/10cm of this Skorzeny Commando Team and Roll a Skill Check:

- If successful, the commandos spread devious rumours amongst the men of the enemy platoon and it becomes Pinned Down.
- Otherwise, the Skorzeny Commando team does not succeed.

REVERSE ROAD SIGNS

At the beginning of your opponent's Starting Step, immediately before the opponent rolls for Reserves, this Skorzeny Commando Team may attempt to Reverse Road Signs. Roll a Skill Test for the Skorzeny Commando Team:

- If successful, your opponent's Reserves may not arrive anywhere within 12"/30cm of this Skorzeny Commando team during this turn.
- Otherwise, the Skorzeny Commando team does not succeed.

If a platoon cannot arrive on the table as a result of this special rule, it returns to Reserve instead.

OBSERVE DEFENCES

At the beginning of your opponent's Starting Step, immediately before the opponent Reveals Ambushes, this Skorzeny Commando Team may Observe Defences. Roll a Skill Test for the Skorzeny Commando Team:

- If successful, your opponent cannot place Teams from Ambush within 8"/20cm and Line Of Sight of this Skorzeny Commando Team.
- Otherwise, the Skorzeny Commando Team does not succeed.

PANZER DIVISIONS**PUSH TO THE MEUSE**

If a Gepanzerte Aufklärungsschwadron or Panzerkompanie is the Attacker in a Mission, all of their Gepanzerte Aufklärungs Platoons are Spearhead Units.

FÜHRERBEGLEIT AND FÜHRERGRENADEIER BRIGADES**HITLER'S GUARDS**

All Confident Units in a Führerbegleit or Führergrenadier Brigade Force (unless otherwise stated) pass Last Stand Tests on a 3+. All Reluctant Units in a Führerbegleit or Führergrenadier Brigade Force (unless otherwise stated) pass Last Stand Tests on a 4+.

VOLKSGRENADEIER DIVISIONS**STOSSTAKTIK**

A German Unit with Stosstaktik is a Spearhead Unit, it uses the Spearhead rules (see page 68 of the rulebook) with the following exceptions.

This German Stosstaktik Spearhead may not take a Team within:

- 14"/35cm (rather than 16"/40cm) of an enemy Team it is not Concealed from,
- 8"/20cm of any enemy Team,
- 14"/35cm (rather than 16"/40cm) of the enemy Deployment Area or any Objective outside your own Deployment Area.

SUPER-HEAVY ROCKETS

At the start of the game, place a Full Salvo marker with a Unit equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

5. FALLSCHIRMJÄGERDIVISION**STOSSTAKTIK**

See Stosstaktik under Volksgrenadier Divisions.

DETROIT'S FINEST

See page 69 of the rulebook.

OPERATION NORDWIND**UNDER THE CLOAK OF DARKNESS**

A Nordwind Panzergrenadierkompanie containing a Flammpanzer Platoon has Night Attack. If a Force with Night Attack is the attacker in a Mission where the defender has Minefields, the player may attack at night. If they do so, Night Fighting Dawn rules (see pages 90 to 91 of the rulebook) are in effect at the start of the game.

Units from Formations with Night Attack and Support Units can move freely from the start of the game. Units from other Formations may not move out of their Deployment Area until morning breaks.

HEAVY ASSAULT HOWITZER PLATOON**ROCKET ASSAULT HOWITZER**

A 38cm RW61 assault howitzer has a minimum range of 8"/20cm. Any Armoured vehicle hit by a 38cm RW61 assault howitzer takes an Armour Save using its Top Armour rating rather than its Front or Side Armour rating. Do not add an additional +1 to the target vehicle's Top Armour if the range is over 16"/40cm. Any Unit hit by a 38cm RW61 assault howitzer is automatically Pinned Down.

BUNKERFEUER

In addition to the normal Bunker Buster rules, if a 38cm RW61 assault howitzer Hits a Team in a large building with multiple rooms, all the teams in rooms adjacent to the target team's room and those rooms above and below the target team's room are also Hit.

GEBIRGSJÄGER**PACK MULES**

Gun Teams carried by Pack Mule Transport Teams are Mountaineers, see page 68 of the rulebook. Pack Mule Transport Teams carry Gun Teams as Passengers and the Gun Team is removed from the table while it is carried by the Pack Mule Transport Team.

2. GEBIRGSDIVISION

MOUNTAINEERS

Gebirgsjäger Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

6. SS-GEBIRGSDIVISION 'NORD'

WALDJÄGER

Add +2"/15cm to 6. SS-Gebirgsjäger Infantry and Heavy Weapon (Man-packed Gun) Teams' Terrain Dash movement.

CORPS SUPPORT

HIGH-SPEED JET

Fighter interception has no effect on High-speed Jet Aircraft Units.

RULES NO LONGER USED

The following German rules from *The Ardennes Offensive* are no longer used: Always Attacks, Tailor-made Battlegroups, and Concerted Effort, and Arrogance.

WARRIORS

MAJOR SIEGFRIED MOLDENHAUER

Major Siegfried Moldenhauer is a Higher Command SMG Team rated Confident Veteran. Moldenhauer can be added to a Volksgrenadierkompanie for +55 points (page 158 of *The Ardennes Offensive*).

INFANTRY ASSAULT BADGE

Moldenhauer and any Infantry Teams from a Unit he conducts a Joint Assault with Hit on a 2+ in Assaults.

CLOSE COMBAT CLASP IN GOLD

Any Unit with their Unit Leader within 6"/15cm and Line of Sight of Moldenhauer that is not Pinned Down at the start of the Assault Step, that becomes Pinned Down in the Assault Step, can take a Motivation Test.

- If the test is passed, remove the Pinned Down marker.
- Otherwise, the Unit remains Pinned Down.

If the Unit receives five hits from Defensive Fire, they still Fall Back and the Assault is over.

SS-OBERSTURMBANNFÜHRER JOCHEN PEIPER

SS-Obersturmbannführer Jochen Peiper is a Warrior Higher Command Panther G Tank Team rated Fearless Veteran. He may join an SS-Kampfgruppe Peiper company (page 52 of *The Ardennes Offensive*) for +235 points.

TO THE MEUSE!

Once each turn, you may re-roll one die when rolling for Reserves.

In a mission using the Scattered Reserves special rule, once per turn you may also re-roll one die rolled to determine where a Unit will arrive from Scattered Reserves.

OBERST OTTO-ERNST REMER

Remer is a Warrior Higher Command SMG Team rated as Fearless Veteran. Remer can join any FBB Company for +70 points if in a Sd Kfz 251/1 D half-track for transport, or +55 points if in a Schwimmwagen jeep for transport. Remer uses the Mounted Assault special rule (see page 71 of the rulebook) while mounted in a Sd Kfz 251/1 D half-track.

FOLLOW ME

Remer and any Unit with their Unit Leader within 6"/15cm and Line of Sight of Remer pass Motivation tests on a roll of 3+.

FORWARDS

Remer and any Unit with their Unit Leader within 6"/15cm and Line of Sight of Remer may make a Blitz moves on a roll of 2+.

NO QUARTER

If Remer is an Assaulting Team, Remer and any Unit that he conducts a joint assault with hit on a roll of 2+ in assaults.

BRIDGE AT REMAGEN

THE BATTLE FOR THE RHINE, FEBRUARY-APRIL 1945

UNITED STATES

DETROIT'S FINEST

See page 69 of the rulebook.

DUCKBILLS

See page 69 of the rulebook.

SMOOTH RIDE

See page 69 of the rulebook.

FUEL TRAILER

See page 42 of the rulebook.

TANK COMPANY

CARBINE TANK ESCORTS

A Tank Team with Carbine Tank Escorts increases its Vehicle MG ROF by +1 at up to 8"/20cm (Carbine weapon Range).

A Tank Team with Carbine Tank Escorts re-rolls unsuccessful To Hit rolls in Assaults.

A Tank Team with Carbine Tank Escorts can Defensive Fire against Infantry Teams sneaking up on it (see page 56 of the rulebook) as a Carbine Team.

RANGER PLATOON

GET TOUGH

Ranger Infantry Teams Hit on a roll of 3+ in an Assault.

NO OBSTACLE TOO TOUGH

Ranger Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

RANGERS LEAD THE WAY

Add +2"/5cm to Ranger Infantry and Heavy Weapon (Man-packed Gun) Teams' Terrain Dash movement.

SATURATION BOMBARDMENT

Each T34 Calliope counts as four weapons when firing an Artillery Bombardment.

SIXTY ROCKETS

At the start of the game, place a Full Salvo marker with a Unit equipped with Sixty Rockets rocket launchers. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Sixty Rockets rocket launchers does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Sixty Rockets rocket launchers at the end of any Shooting Step in

which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

CLOSE AIR SUPPORT

Close Air Support arrives on a score of 3+, instead of 4+.

RULES NO LONGER USED

The following US rules from *Bridge at Remagen* are no longer used: Jumbos Lead the Way, Tank Telephones, Task Force Riders, and Know the Mission.

GERMANY

SS-PANZERBRIGADE WESTFALEN

ENJOY THE WAR...

When you need to take a Unit Last Stand, instead of rolling a Motivation Test for the entire Unit, roll a die for each Team in the Unit.

- On a result of 2+ the Team continues to fight on.
- On any other roll the Team is Destroyed and is removed from the table.

Commanders cannot re-roll a result for other Teams using Enjoy the War, however they may re-roll their own result.

REPLACEMENT AND TRAINING TANKS

Vehicles from an Ersatz SS-Panzer Platoon and an Ersatz Schwere Panzer Platoon are all rated Unreliable (see page 67 of the rulebook) and do not benefit from either Tiger Ace or Wide-tracks.

PANZER STUDENT

Ersatz Units do not use the Stormtroopers special rule.

PANZER LEHRER

Unlike the rest of the Formation, the Panzerbrigade Westfalen HQ Unit may use the Stormtroopers special rule.

BAZOOKA TOWN

Infantry Team, Range 4"/10cm, ROF 1, Anti-tank 12, Firepower 5+, and Tank Assault 6. A Panzerfaust Trap Team cannot shoot in the Shooting Step if it is moved in the Movement Step.

PANZERFAUST AMBUSH

Panzerfaust Trap Teams are never deployed at the start of the game. Instead, at the start of any Movement Step, the owning player may place any of their Panzerfaust Trap Teams in any terrain feature in their own Deployment Area or No Man's Land such that the Panzerfaust Trap Team is not within 2"/5cm an any enemy teams.

If there are any friendly teams within 4"/10cm, Panzerfaust Trap Teams may not fire or Launch an Assault and must immediately Break Off when assaulted.

WELL HIDDEN

Panzerfaust Trap Teams are in Foxholes when placed on the table. So long as they remain where they are initially placed on the table they always count as Concealed. If a Panzerfaust Trap team moves for any reason, it no longer benefits from Well Hidden.

FANATICAL FAUST-MEN

Each Panzerfaust Trap Team in a Unit of one Team. However, they are Always in Good Spirits for the Unit Last Stand. Panzerfaust Trap Teams don't count for Formation Last Stand or Mission Victory Points.

507. SCHWERE PANZER PLATOON

All Königstiger (Henschel) and Jagdpanther Tank Teams from a 507. Schwere Panzer Platoon Unit use the Tiger Ace special rule on page 71 of the rulebook.

LOCAL MILITIA

A Volkssturm Unit does not use the Stormtroopers special rule. Instead, Volkssturm Units always begin the game on the table. All Volkssturm Units are counted as having a value of 0 points when determining how many Units are to be held On Table and held in Reserves in your force.

SUPER-HEAVY ROCKETS

At the start of the game, place a Full Salvo marker with a Unit equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

HIGH-SPEED JET

Fighter interception has no effect on High-speed Jet Aircraft Units.

RULES NO LONGER USED

The following German rules from *Bridge at Remagen* are no longer used: Tailor-made Battlegroup, and Defenders of the Ruhr.

WARRIORS

† OBERLEUTNANT OTTO CARIUS

Otto Carius is a Warrior Formation Commander Jagdtiger Tank Team or Warrior Unit Leader Jagdtiger Tank Team rated as Reluctant Veteran.

Carius may take command of 2. Kompanie (marked **2**) from the 512. Schwere Panzerjägerkompanie (page 48 of *Bridge at Remagen*). Carius replaces the Formation Commander Jagdtiger Tank Team in the 512. Schwere Panzerjägerkompanie Headquarters for +85 points.

Alternatively, Carius may take command of a 512. Schwere Panzerjäger Platoon (page 49 of *Bridge at Remagen*) from 2. Kompanie (marked **2**) taken as a Support Platoon. In this case, Carius replaces the Unit Leader Jagdtiger Tank Team for +85 points.

SETTING UP THE SHOT

Enemy Teams do not benefit from Concealment when shot at by Carius. Furthermore, Carius ignores the normal +1 modifier when Shooting at Teams greater than 16"/40cm away.

HERO OF THE FATHERLAND

If Carius is Destroyed during a game the morale of the entire German war effort takes a heavy blow, despite any other gains. The German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.



Nachtjäger

THE BATTLE FOR NORTHERN GERMANY
MARCH - MAY 1945

BRITAIN

11TH ARMoured DIVISION

DUCKBILLS

See page 72 of the rulebook.

51ST HIGHLAND AND 15TH SCOTTISH DIVISIONS

BAGPIPES

See page 72 of the rulebook.

USING ARMoured PERSONNEL CARRIERS

If any of your Rifle Platoons have an Armoured Personnel Carrier Section, then all Rifle Platoons in your Formation must also have Armoured Personnel Carrier Sections.

All Armoured Personnel Carrier Sections in your force must be equipped with the same type of vehicle.

BREACHING GROUP

See page 5.

CROCODILE TANK PLATOON AND FUEL TRAILER

See page 6.

COMMANDO PLATOON

NO BRITISH BULLDOG

Commando Units do not use the British Bulldog special rule.

FAIRBAIRN-SYKES

Commando Infantry Teams hit on a roll of 2+ in Assaults.

MIND AND HEART

Commando Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

RULES NO LONGER USED

The following British rules from *Nachtjäger* are no longer used: Platoon, Debus!, and Know the Plan.

GERMANY

CLAUSEWITZ

GERMAN INFRA-RED

INFRA-RED EQUIPMENT

A German force containing Teams with Infra-red Equipment may make a Night Attack in any Mission. If a Force with Night Attack is the attacker in a Mission, the player may attack at night. If they do so, Night Fighting Dawn rules (see pages 90 to 91 of the rulebook) are in effect at the start of the game.

Units from Formations with Night Attack and Support Units can move freely from the start of the game. Units from other Formations may not move out of their Deployment Area until morning breaks.

INFRA-RED VISIBILITY

A Unit with Infra-red rolls two dice on the Night Visibility Table and chooses the highest score (see page 91 of the rulebook).

In the Shooting Step a Sd Kfz 251/20 (Uhu) half-track picks an enemy Team within 24"/60cm and in Line of Sight. Any Teams with Infra-red Equipment that use the selected Team to calculate their score To Hit are not restricted by their roll on the Night Visibility Table (see page 90 of the rulebook). They can see that Team at up to 24"/60cm distance, although the Team is still concealed. Hits can be allocated to any valid target in the target Unit within 24"/60cm of the shooting Team and within 6"/15cm of the target Team.

In the next enemy shooting step, enemy Teams equipped with Infra-red Equipment in Line of Sight can see the Sd Kfz 251/20 (Uhu) half-track at any distance, but it is still add the additional +1 penalty for Shooting at Night.

UHU SEACLIGHT HALF-TRACK

Sd Kfz 2511/20 (Uhu) half-track is an Independent Team.

In any game played entirely in Daylight, a Sd Kfz 251/20 (Uhu) half-track is not deployed on the table and takes no part in the game. In any game played entirely in Darkness, a Sd Kfz 251/20 (Uhu) half-track remains on the table for the entire game. A Sd Kfz 251/20 (Uhu) half-track is removed from play at the start of a turn in which Daylight begins (see the Dawn rules on page 91 of the rulebook). A Sd Kfz 251/20 (Uhu) half-track is not Deployed at the start of the a game using the Dusk rules. Instead, it is placed on the table within command distance of its Unit at the start of a turn in which night has fallen (see the Dusk rules on page 91 of the rulebook).

VOLKSTURM PLATOON

LOCAL MILITIA

A Volksturm Unit does not use the Stormtroopers and Enjoy the War special rules. Instead, Volksturm Units always begin the game on the table. All Volksturm Units are counted as having a value of 0 points when determining how many Units are to be held On Table and held in Reserves in your force.

2. MARINE-GRENADIERDIVISION

DEFENDING THE WISER AND ALLER

Marine Units do not use the Stormtroopers special rule.

LUFTWAFFE

DEPLOYING RAILWAY GUNS

At the start of the game before any Objectives or Fortifications are placed on the table, the player with the Railway Guns places a Railway Line as follows:

1. Choose two opposite table edges.
2. Choose a point on each edge.
3. Place a Railway Line running in a straight line between these two points.

The line cuts through woods, fields, and other flat ground. Rivers or streams are assumed to be crossed with culverts or bridges. Any buildings in the way should be moved aside by the minimum distance necessary. The Railway Line is diverted by the minimum distance necessary to go around hills (even gentle gradients are avoided by Railway Lines).

If the opposing player has an Armoured Train or Railway Guns, both players place Railway Lines, starting with the attacking player. Each player's Armoured Train or Railway Guns must remain on its own track.

Railway Guns are deployed anywhere along the railway line in your Deployment Area during your Deployment. They may also be placed from Ambush in Missions with the Ambush rule.

RAILWAY GUN

Railway Guns Teams are Large Gun Teams.

A Railway Gun cannot be towed by any form of vehicle and cannot move.

A Railway Gun cannot be dug-in.

A Railway Gun with multiple weapons is a single Team. It retains the ROF for each weapon when shooting and does not reduce its ROF for having multiple weapons.

CONCEALED IN THE RAIL YARD

An enemy Team must be within 16"/40cm of a Team from a Luftwaffe Railway Anti-aircraft Gun Platoon that has not shot during the game, in order to shoot at, or allocate hits to it. An enemy Spotting Team must be within 16"/40cm of a Team from a Luftwaffe Railway Anti-aircraft Gun Platoon that has not shot during the game, to target it with an Artillery Bombardment.

AREA AIR DEFENCE

Luftwaffe Light Anti-aircraft Gun Platoons, Luftwaffe Heavy Anti-aircraft Gun Platoons, and Luftwaffe Railway Anti-aircraft Gun Platoons, always begin the game on the table. Ignore all Luftwaffe Light Anti-aircraft Gun Platoons, Luftwaffe Heavy Anti-aircraft Gun Platoons, and Luftwaffe Railway Anti-aircraft Gun Platoons in your force when determining how many platoons to be held in Reserves.

HIGH-SPEED JET

Fighter interception has no effect on High-speed Jet Aircraft Units.



THE EASTERN FRONT





SOVIET UNION

STRELKOVY BATALON

The Strelkovy Batalon HQ Anti-tank Platoon operates as a separate Unit. The Teams of the Anti-tank Rifle Platoon and Sapper Platoon may be Combat Attached to Strelkovy Companies.

CAMOUFLAGED POSITIONS

In order to Shoot at or Spot for an Artillery Bombardment a Team from a Pulyemyetno-Artilyeriyskiy Batalon HQ, Pulyemyetno-Artilyeriyskiy Company, or Artillery Group that is in a Foxhole, Trench Line or Gun Pit and that has not shot during the game, an enemy Team must be within 16"/40cm of the Team.

NO RETREAT, NO SURRENDER

A Pulyemyetno-Artilyeriyskiy Company reduces the score required to Counterattack by -1.

MORSKAYA PEKHOTA BATALON

The Morskaya Pekhota Batalon HQ Anti-tank Platoon operates as a separate Unit. The Teams of the Flame-thrower Platoon must be Combat Attached to Morskaya Pekhota Companies.

GUARDS

Gvardeyskiy Tyazhelyy Tankovy Polk HQ and Gvardeyskiy Tyazhelyy Tankovy Companies do not use the Hen and Chicks rule.

GUARDS

Tyazhelyy Samokhodno-artilyeriyskiy Polk HQ and Guards Heavy Assault Gun Companies do not use the Hen and Chicks rule.

INZHENERNO-SAPERNIY COMPANYY

Each Assault Sapper Platoon of a Inzhenerno-Saperniy Company operates as a separate Unit. The HQ Section is not fielded, but the Pioneer Supply Truck may be taken with one of the Assault Sapper Platoons.

The replacement of Teams works as written on page 70 of *Red Bear*.

INZHENERNO-SAPERNIY FLAME-THROWER COMPANYY

Inzhenerno-Saperniy Flame-thrower Companies must make Combat Attachments to Assault Sapper Platoons with all of their sections.

8YA OTDYELNAYA SHTRAFNOY BATALON

ASSAULT FORCE

8ya Otdyelnaya Shtrafnoy Batalon HQ, Otdyelnaya Shtraf Companies, Shtraf Machine-gun Companies, and Shtraf Mortar Companies can never attempt to Dig In and never benefits from Foxholes.

SHTRAFNIK'S ABSOLUTION

8ya Otdyelnaya Shtrafnoy Batalon HQ, Otdyelnaya Shtraf Companies, Shtraf Machine-gun Companies, and Shtraf Mortar Companies pass Motivation Tests on 2+.

8YA OTDYELNAYA SHTRAFNOY BATALON HQ

8ya Otdyelnaya Shtrafnoy Batalon HQ Anti-tank Platoon operates as a separate Unit. The Teams of the Flame-thrower Platoon must be Combat Attached to Otdyelnaya Shtrafnoy Companies. The Teams of the Anti-tank Rifle Platoon and Sapper Platoon may be Combat Attached to Otdyelnaya Shtrafnoy Companies.

8TH GUARDS RIFLE CORPS

HARDENED VETERANS

Teams from Udarney or Shock Units pass Skill Tests on a 3+.

UDARNY STRELKOVY BATALON HQ

Udarny Strelkovy Batalon HQ Anti-tank Platoon operates as a separate Unit. The Teams of the Anti-tank Rifle Platoon and Sapper Platoon may be Combat Attached to Udarney Strelkovy Companies.

DECOY

A Decoy Unit must be identified before the enemy can shoot at it or assault it. A Decoy Unit starts the game unidentified. In order to identify a Decoy Unit, an enemy Unit must attempt to shoot or bombard it. Before rolling To Hit, roll a Skill Test for the enemy shooting unit.

If they pass the Skill Test, they identify the Decoy Unit and shoot at it as normal. The Decoy Unit is now identified to all enemy Units. If they fail, they do not identify the Decoy Unit, but may shoot at another Soviet Unit instead.

If a Decoy Unit shoots or assaults, they are immediately identified by all enemy Units.

PARTIZANSKIY BRIGADA

BREAKTHROUGH FORCES

In Missions with Reserves of any type, Corps Support Units in a Partizansky Brigada must be held in Reserve.

PARTISAN AMBUSH

One Partizanskiy Company may be selected to be a Spearhead Unit.

OUR LAND

Add +2"/5cm to Partizanskiy Infantry and Heavy Weapon (Man-packed Gun) Teams' Terrain Dash movement.

CORPS SUPPORT

SUPER HEAVY ROCKETS

At the start of the game, place a Full Salvo marker with a Unit equipped with BM-31-12 Katyusha Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

CAT KILLERS

See page 74 of the rulebook.

SAPPER BODY ARMOUR

A Team with Sapper Body Armour rolls a die when hit in an Assault. If they score a 6, they are unharmed. If they roll any other score, they are Destroyed.

SMOKE POTS

A Soviet Unit with Smoke Pots may designate Rifle, Rifle/MG, MG, or SMG Teams as Smoke Pot Teams for an Assault. A Smoke Pot Team cannot shoot nor assault. When the Soviet Unit Charges into Contact, roll a Skill Test for each Smoke Pot Team within 4"/10cm of the Unit being Assaulted. If any Smoke Pot team passes the Skill Test then all Assaulting Teams from the Soviet Unit are Concealed.

FAUSTNIKA

Faustnika Teams that move can only shoot at an enemy Bunker, or Infantry or Gun Team in a building. Faustnika Teams are Bunker Busters when shooting at an enemy Bunker or an Infantry or Gun Team in a building.

RULES NO LONGER USED

The following Soviet rules from *Red Bear* are no longer used: Engineer Assault, Mine Expert, Initiative is Punishable, Guards Assault Battalion, Exploitation Force, and Mobile Rocket Launcher.

POLISH HOME ARMY

HOME-BUILT WEAPONS

After a Team with a Home-built weapon has shot, roll a die. On a roll of 1 the Home-built weapon Team is Destroyed. Otherwise, the Home-built weapon carries on as normal.

BATTALIONS OF THE UPRISING

Polish Armia Krajowa Formations are battalions and Units can be companies or platoons.

TUNNELS AND PATHS

Add +2"/5cm to Polish Armia Krajowej Infantry and Heavy Weapon (Man-packed Gun) Teams' Terrain Dash movement.

RULES NO LONGER USED

The following Polish rules from *Red Bear* are no longer used: Fate of the Nation.

ROMANIA

PEASANT ARMY

Use Peasant Army rule and table as found on Page 208 of *Red Bear*.

FRENCH DOCTRINE

Romanian Infantry and Gun Teams reduce the score needed to pass a Skill Test to Dig In by -1.

HATED ENEMY

Reduce the scored required to pass a Motivation Test to Counterattack by -1.

BATALION PUSCASI HQ

The Soviet Battalion Komissar Team is no longer available as an option to take.

PUSCASI COMPANY

Each Mortar Section, Machine-gun Platoon and Puscasi Platoon of a Puscasi Company operates as a separate Unit. The HQ Section is not fielded. Roll on the Peasant Army table for each Unit.

Replace first option with:

Replace one Rifle/MG Team with a Panzerfaust SMG Team for +10 points per Puscasi Platoon.

Machine-gun Platoons and Mortar Sections of a Puscasi Company may make Combat Attachments to the Puscasi Platoons of the same Puscasi Company.

PUSCASI MACHINE-GUN PLATOON

A Puscasi Machine-gun Platoon may make Combat Attachments to Puscasi Platoons of a Puscasi Company.

PUSCASI ANTI-TANK COMPANY

Each Anti-tank Platoon of a Puscasi Anti-tank Company operates as a separate Unit. Roll on the Peasant Army table for each Unit.

CENTRAL FIRE CONTROL (ARTILLERY BATTALION)

Each Gun Battery in an Artillery Battalion operates as a separate Artillery Unit. Roll on the Peasant Army table for each Unit.

HEAVY ANTI-TANK COMPANY

Each Anti-tank Section of a Heavy Anti-tank Company operates as a separate Unit. Roll on the Peasant Army table for each Unit.

RULES NO LONGER USED

The following Romanian rules from *Red Bear* are no longer used: Soviet Battalion Komissar.

WARRIORS

BRIGADA KOMISSAR M A DEDOV

Brigada Komissar M A Dedov is a Warrior Independent Tank Team and is rated Fearless Veteran.

Add Brigada Komissar M A Dedov to a Gvardeyskiy Tankovy Company in a Gvardeyskiy Tankovy Batalon (page 96) or a Tankovy Company in a Tankovy Batalon (page 22) of *Red Bear* for +70 points. He takes over a Tank Team from a Gvardeyskiy Tankovy Company or Tankovy Company at the beginning of the game before deployment. Dedov's Tank team is no longer a part of any Unit.

YOU OVER THERE, WHAT ARE YOU DOING TO DEFEAT THE FASCISTS?

If the Formation Commander is Destroyed, Brigada Komissar M A Dedov becomes the new Formation Commander.

COMRADES FORWARD!

Any Soviet Unit entirely equipped with Tank Teams with their Unit Leader within 6"/15cm and Line of Sight Brigada Komissar M A Dedov may re-roll any Motivation Tests for Unit Last Stand, to Counterattack and to Remount.

Brigada Komissar M A Dedov uses the Battalion Komissar special rules on page 73 of the rulebook to motivate Infantry and Gun Units. However, if you roll a 1 for the new Motivation Test the Unit does not destroy Brigada Komissar M A Dedov, he instead becomes Bailed Out as he retreats back into his tank turret away from the angry soldiers.

Dedov cannot use Comrades Forward! if his tank is Bailed Out.

PODPOLKOVNIK PAVEL KAMNEV

Pavel Kamnev is a Warrior Formation Commander Cavalry SMG Team rated as a Fearless Veteran. He replaces the Formation Commander Team of a Gvardeyskiy Kazachiy Polk (page 114 of *Red Bear*) for +50 points.

FEARLESS CHARGE

Pavel Kamnev and a Mounted Gvardeyskiy Kazachiy Company he is conducting a joint assault with makes saves against hits from Defensive Fire on a 5+ instead of the usual 3+.

If the Unit is Pinned Down by Defensive Fire, he may take an immediate Motivation Test. If he passes, the Unit does not Fall Back from the Defensive Fire and continues the Assault.

MASTER SWORDSMAN

Pavel Kamnev re-rolls failed Skill Tests to hit in assault combat.

ALWAYS SADDLED

Pavel Kamnev can never dismount.

GVARDEYSKIY KAPITAN DMITRIY LOZA

Gvardeyskiy Kapitan Dmitriy Loza is a Warrior Unit Leader Tank Team rated as Fearless Veteran.

Loza may join any Perdovoye Otryad (page 104) or Inomarochnikiy Tankovy Batalon (page 138) of *Red Bear* and replaces the Unit Leader M4 or M4 76mm tank in an Inomarochnikiy Tankovy Company for an additional +80 points.

SECOND IN COMMAND

If Loza's Formation Commander is Destroyed, Loza becomes the Formation Commander and the player nominates another Team to be the Unit Leader for his Unit.

SPETSNAZ LOZA

Loza may Infiltrate his Inomarochnikiy Tankovy Company.

BATTLE TESTED

The Hen and Chicks special rule does not apply to Loza. The rest of his Inomarochnikiy Tankovy Company still obey the Hen and Chicks special rule, but the player may choose to ignore movement by Loza. If they do not, then the Hen and Chicks special rule applies as normal.

EMCHA GUNNER

The M3 75mm or M1 76mm gun of Loza's M4 or M4 76mm Tank Team has ROF 3 when stationary and ROF 2 when moving.

KAPITAN V I NEVSKY

Kapitan V I Nevsky is a Warrior Formation Commander Tank Team rated as Fearless Veteran.

Nevsky may join any Inomarochnikiy Tankovy Batalon (page 138 of *Red Bear*) and replaces the Company Command M4 (M4A2 Sherman) or M4 76mm (M4A2 Sherman) tank in the Battalion HQ for an additional +50 points.

SERVED ON THE STAFF

After all deployment, but before the game begins, Kapitan V I Nevsky may move himself and one Combat Company with its Unit Leader within 6"/15cm of him, that is not already part of an Infiltration, up to their normal distance in any direction within their deployment area as if it was their Movement Step. This movement may not be Dash speed and may not take any Team outside the deployment area.

RESPECT OF THE MEN

Kapitan V I Nevsky's Tank Team and any Units with their Unit Leader within 6"/15cm and Line of Sight of Nevsky always pass Motivation Tests on a roll of 2+.

BATTLE TESTED

The Hen and Chicks special rule does not apply to Nevsky.

LEYTENANT A V PYL'CYN

Leytenant AV Pyl'cyn is a Warrior Unit Leader SMG Team of one of the Shtraf Companies in your 8ya Otdyelnaya Shtrafnoy Batalon (page 74 of *Red Bear*).

RECONNAISSANCE IN FORCE

Pyl'cyn's Straf Company is not deployed until after your opponent has deployed their last Unit, even if the rest of your force deployed first.

RITA MAKARIEVSKAYA

Model Rita Makarievskaya on the same base as Pyl'cyn.

Once per turn, Rita may attempt to save a Infantry or Gun Team that is in Pyl'cyn's Shtraf Company. If an Infantry or Gun Team within 6"/15cm of Pyl'cyn fails a save, roll a die.

If the result is 5+, Rita manages to save the Team and it continues to fight on unharmed.

Otherwise, the soldiers are too badly wounded and the Team is Destroyed as normal.

LEYTENANT V S RAT

Leytenant Rat is a Warrior Unit Leader Tank Team who leads a Guards Heavy Assault Gun Company (page 61 of *Red Bear*). He takes over the Unit Leader assault gun for +45 points. Leytenant Rat and his assault gun are rated Fearless Trained.

KEEP'EM GUESSING

Leytenant Rat's assault gun does not suffer the normal +1 To Hit penalty for shooting while moving with a ROF 1 gun.

CRAZY VASILY 'ZIG-ZAG'

All ISU-122 and ISU-152 assault guns in Rat's Unit, that are not Bailed Out, who moved at least 6"/15cm towards any enemy Team or Objective in their previous Movement Step, and are hit in the enemy Shooting Step, may roll a die for each hit they are allocated.

- On a score of 6, Rat's zig-zag is successful and the hit is ignored.
- Otherwise the hit is resolved as normal.

SERGEANT AUREL SANDU

Sergeant Aurel Sandu is a Warrior Pioneer Rifle/MG Team. He replaces a Pioneer Rifle/MG team in a Romanian Puscasi Pioneer Platoon (page 200) or a Pioneer Platoon (page 202) of *Red Bear* for +45 points.

He served through 1944 and 1945 and can be taken with either a German allied or Soviet allied Romanian force.

LENDING A HAND

One Gun Team within 4"/10cm of Sandu may re-roll failed To Hit rolls if Sandu does not Shoot in the Shooting Step.

LUCKY AUREL

Once per game Sandu may re-roll a failed Infantry Save.

OLD HAND

Sandu passes all Skill Tests on a 3+.

UNSTABLE MINES

If Sandu's Unit's Pioneer Supply vehicle is used to place a Minefield in a Mission, you may choose to place two Unstable Minefields instead.

When you place the Pioneer Supply vehicle Minefields, instead of placing one Minefield, place two Unstable Minefields. Roll a dice for each Unstable Minefield you placed. On a 2+ they are placed as normal.

On a roll of 1 the Unstable Minefield explodes while it is being placed. The Unstable Minefield is removed from the table and all the Teams in Sandu's Pioneer Platoon must make an immediate Infantry Save. Teams that fail the Infantry Save are removed from the table, but do not count as casualties for the purposes of Unit Last Stand

Unstable Minefields count as Minefields for all other purposes.

LEYTENANT IVAN ZABOLOTNY

Leytenant Ivan Zabolotny is a Warrior Recce Pioneer SMG Team. He replaces the Command Pioneer SMG team in an Inzhenerno-Saperniy Company (page 70 of *Red Bear*) for +70 points. Zabolotny is rated as Fearless Trained.

FOR BRAVERY!

Zabolotny and his Inzhenerno-Saperniy Company always pass Motivation Tests on a 2+.

LEADING THE WAY!

If your Force does not contain another Unit with the Infiltration special rule you may Infiltrate with Zabolotny.

Zabolotny may Infiltrate his Inzhenerno-Saperniy Company. See the Infiltration rules on page 73 of the rulebook.

GREY WOLF

AXIS FORCES ON THE EASTERN FRONT, JANUARY 1944 - FEBRUARY 1945

GERMANY

SPERRVERBAND

TIME'S UP

All Sperr Units Counterattack on 3+ if the enemy Unit contains any Armoured Tank Teams.

PANZERKNACKER BADGE

Sperr Pionier Platoon Pioneer Teams are Tank Assault 5 (see page 57 of the rulebook).

ERSATZ PIONIERKOMPANIE

In Missions with Minefields you may replace both Pioneer Supply Maultier half-tracks in your Ersatz Pionierkompanie HQ with on Anti-tank Obstacle at the start of the game before placing Fortifications. These are placed at the same time as any other Fortifications.

If you do not do this, both Pioneer Supply Maultier half-tracks must be Combat Attached out to Ersatz Pionier Platoons.

PANZERKNACKER BADGE

Ersatz Pionier Platoon Pioneer Teams are Tank Assault 5 (see page 57 of the rulebook).

SICHERUNGSKOMPANIE

FELDGENDARMERIE

Feldgendarmerie (Field Police) Platoons must make Combat Attachments to Sicherungs Platoons, Gepanzerte Panzergrenadier Platoons, Panzergrenadier Platoons, Gepanzerte Panzerpionier Platoons, Panzerpionier Platoons, Sicherungs Infantry Gun Platoons, Sicherungs Anti-tank Gun Platoons, Motorised Artillery Batteries or Heavy Motorised Artillery Batteries with all their Teams.

A Feldgendarmerie Team may Re-roll its Unit's Last Stand Test, Rally Tests, and Counterattack Tests as long as the Unit's Leader is within 6"/15cm of the Unit's Feldgendarmerie Team. The player must Destroy a Team from the Unit to do so. If the re-roll is a 1, the Feldgendarmerie Team is Destroyed instead.

ARMOURED TRAINS

See pages 62 to 64 of the rulebook.

A Panzer Platoon is a Tank Attachment. A Panzergrenadier Platoon is an Infantry Attachment.

An Artillery Bombardment from a Captured Armoured Train that has a mix of 7.5cm FK02/26(p) guns and 10cm leFH14/19(p) howitzers has a Firepower 4+ and Anti-tank 3.

FELDHERRNHALLE

STREET BRAWLERS

Feldherrnhalle Panzergrenadierkompanie HQ Infantry Teams and Feldherrnhalle Infantry Team Unit Leaders hit enemy Infantry and Gun Teams on 2+ in Assaults.

STURMTIGERS IN WARSAW

ROCKET ASSAULT HOWITZER

A 38cm RW61 assault howitzer has a minimum range of 8"/20cm. It has Halted ROF 1. Any Armoured vehicle hit by a 38cm RW61 assault howitzer takes an Armour Save using its Top Armour rating rather than its Front or Side Armour rating. Do not add an additional +1 to the target vehicle's Top Armour if the range is over 16"/40cm. Any Unit hit by a 38cm RW61 assault howitzer is automatically Pinned Down.

BUNKERFEUER

In addition to the normal Bunker Buster rules, if a 38cm RW61 assault howitzer Hits a Team in a large building with multiple rooms, all the teams in rooms adjacent to the target team's room and those rooms above and below the target team's room are also Hit.

SUPER-HEAVY ROCKETS

At the start of the game, place a Full Salvo marker with a Unit equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

VETERAN TANK-HUNTER PLATOON

SHOOT AND SCOOT

Veteran Tank-hunter Platoons pass Skill Tests to do a Shoot and Scoot Movement Order on a 2+.

MANOEUVRE AND FIRE

Veteran Tank-hunter Platoons may prepare alternate firing positions. At the start of the game choose a single piece of Short or Tall Terrain that provides Concealment. If a Veteran Tank-hunter Platoon is placed from Ambush choose the terrain feature at the start of the Starting Step in the turn the ambushing Unit is placed. The selected terrain feature must be at least partially within your deployment area.

As long as the whole platoon remains Concealed within or behind the selected terrain feature, they may shoot using their full ROF when they move, as if they had not moved. If the Unit leaves the selected terrain feature, or is no longer Concealed from enemy Teams other than Aircraft, they lose the benefit of the Manoeuvre and Fire special rule for the remainder of the game.

SS-SPECIAL RULES

TOTENKOPF

VICTORY AT ANY COST

Remove an Assaulting SS-Panzerkampfgruppe Totenkopf Infantry Team and re-roll a failed Motivation Test to Counterattack.

PANZER ACE

A Formation Commander from a 3. SS-Panzerdivision Totenkopf SS-Panzerkampfgruppe is a Panzer Ace. A Panzer Ace re-rolls any failed roll to hit when shooting their main gun.

WIKING

MASTER PLAN

All 5. SS-Panzerdivision Wiking Artillery Units reduce the score needed to Range In by -1.

NEDERLAND

INSTANT READINESS

At the end of an Assault Step in which a SS-Freiwilligen-Panzer Grenadierdivision Nederland SS-Freiwilligen-Panzer Grenadier Platoon, SS-Freiwilligen-Aufklärungs Platoon, or SS-Freiwilligen-Panzer Grenadier Pioneer Platoon Unit becomes Pinned Down, roll a Rally for it. If it succeeds it is no longer Pinned Down. Otherwise, the Unit remains Pinned Down.

NORDLAND

MASTER PLAN

11. SS-Freiwilligen-Panzer Grenadierdivision Nordland Artillery Units reduce the score needed to Range In by -1.

TO THE BITTER END

When a 11. SS-Freiwilligen-Panzer Grenadierdivision Nordland SS-Freiwilligen-Panzer Grenadier Platoon, SS-Freiwilligen-Aufklärungs Platoon, or SS-Freiwilligen-Panzer Grenadier Pioneer Platoon Unit fails its Motivation Test to Counterattack it can Break Off as normal, or continue the Assault. However, if they continue the Assault and fail a further Motivation Test to Counterattack in this Assault, the Unit is immediately destroyed as if they had failed a Last Stand Test.

FLORIAN GEYER AND MARIA THERESIA

LOCAL KNOWLEDGE

Select one SS-Kavallerie Platoon in a SS-Kavallerieschwadron Formation to be a Spearhead Unit.

FORTIFICATIONS

See pages 75 to 83 of the rulebook.

FIELD FORTIFICATIONS

The fortifications of Field Fortifications are Area Defences (see page 83 of the rulebook).

RULES NO LONGER USED

The following German rules from *Grey Wolf* are no longer used: Pakfront, Danish and Flemish Regiments, Following Orders, and Political Assassins.

HUNGARY

HUSZÁR

Teams from a Hungarian Unit with Huszár reduce the score needed to pass a Motivation Test to do a Follow Me Movement Order by -1.

PREPARING FOR THE COMING STORM

Hungarian Infantry and Gun Teams reduce the score needed to pass a Skill Test for a Dig In Movement Order by -1.

LOCAL KNOWLEDGE

Select one Önkéntes Puskás Platoon in a Hungarian Formation to be a Spearhead Unit.

FINLAND

HUNTERS

Add +2"/5cm to Finnish Infantry and Heavy Weapon (Man-packed Gun) Teams' Terrain Dash movement.

INTERCEPTING COMMUNICATIONS

Select one Finnish Artillery Unit to Place two Pre-planned Artillery Ranged In markers instead of one (see page 49 of the rulebook). After deployment, but before the game begins, remove one of these Ranged In markers.

BITTER ENEMIES

Reduce the score required to pass a Motivation Test to Counterattack by -1.

RULES NO LONGER USED

The following Finnish rules from *Grey Wolf* are no longer used:

Self Sufficient and Automatic Fire Control.

WARRIORS

† OBERSTLEUTNANT DR FRANZ BÄKE

Franz Bäke is a Warrior Higher Command Panther A Tank Team rated as Fearless Veteran. He may join a German Kampfgruppe Bäke company (page 22 of *Grey Wolf*) replacing the Formation Commander Panther A Tank Team for +60 points.

Bäke's combat career was characterised by his intelligence, determination and energy. Bäke gained his success not by fanaticism or bravado, but through his tactical skill. Bäke always has the following abilities:

ENERGETIC COMMANDER

Bäke, and Units with their Unit Leader within 6"/15cm and Line of Sight of Bäke, pass their Skill Test to make a Blitz Move on a roll of 2+.

MASTER TACTICIAN

A force containing Bäke may nominate one Bäke Panther Platoon or Bäke Schwere Panzer Platoon to use the Spearhead rule.

EVERY SHOT COUNTS

Bäke's tank may re-roll any failed To Hit rolls when he Shoots.

† SS-STURMBANNFÜHRER FRITZ BIERMEYER

SS-Sturmbannführer Fritz Biermeyer is a Warrior Unit Leader Panzer IV H Tank Team who leads a Panzer Platoon in a Totenkopf SS-Panzerkampfgruppe (page 108 of *Grey Wolf*) or SS-Panzergeraadierkampfgruppe (page 110 of *Grey Wolf*). You must purchase him and his Unit together. Biermeyer and his Unit are rated Fearless Veteran.

BIERMEYER'S 3 SS-PANZER PLATOON

The Unit is organized as a standard German SS-Panzer Platoon as on page 109 of *Grey Wolf* with Biermeyer as the Unit Leader for the following point costs.

BIERMEYER'S PANZER IV PLATOON

PLATOON

5 Panzer IV H

325 points

4 Panzer IV H

260 points

3 Panzer IV H

195 points

RECKLESS

SS-Sturmbannführer Biermeyer and the Teams in his Unit are hit on a 3+ as if they were Trained.

NEW RECRUITS

If Biermeyer is Destroyed then the Unit becomes Confident Trained for the remainder of the game.

TOWARDS THE ENEMY

In the Assault Step, a Unit led by Biermeyer must assault if they can.

† PANZER KANONEN

You may replace any or all Unit Leader Tank Teams from any German SS-Panzer Platoons in the Wiking SS-Division with a Panzer Kanone for +65 points per platoon. A Panzer Kanone is a Warrior Tank Team with the following abilities:

PANZER KANONE

At the start of the game roll a die for each Panzer Kanone to determine the medal he has been awarded. That Panzer Kanone possesses the skills shown for that medal in the table below.



Knight's Cross

A Panzer Kanone with a Knight's Cross may:

- Have Tank Teams in their Unit re-roll failed Skill Tests.



Knight's Cross with Oak Leaves

A Panzer Kanone with a Knight's Cross with Oak Leaves may:

- Move and Shoot with full ROF, and
- Have Tank Teams in their Unit re-roll failed Skill Tests.



Knight's Cross with Swords

A Panzer Kanone with a Knight's Cross with Swords may:

- Re-roll any failed roll To Hit when they Shoot with their main gun,
- Move and Shoot with full ROF, and
- Have Tank Teams in their Unit re-roll failed Skill Tests.



Knight's Cross with Diamonds

A Panzer Kanone with a Knight's Cross with Diamonds may:

- If Destroyed the owning player must roll a 2+ to save the Panzer Kanone, rather than 3+,
- Re-roll any failed roll To Hit when they Shoot with their main gun,
- Move and Shoot with full ROF, and
- Have Tank Teams in their Unit re-roll failed Skill Tests.



+ KORPRAALI TOIVO ILOMÄKI

Toivo Ilomäki is a Warrior Gun Team who may be added to upgrade one anti-tank gun team of a Finnish Heavy Anti-Tank Platoon (page 238 of *Grey Wolf*) for +10 points. He is a Fearless Veteran Team armed with the same anti-tank gun as the rest of the Unit.

NERVES OF STEEL

Toivo Ilomäki's Gun Team is never Pinned Down, regardless of the Unit's status.

ONE SHOT, ONE KILL

Toivo Ilomäki's Gun Team may re-roll any failed To Hit rolls.

✚ GENERAL DER PANZERTRUPPEN DIETRICH VON SAUCKEN

General der Panzertruppen von Saucken is a Warrior Higher Command SMG Team with a Sd Kfz 250 half-track Transport Team rated as Fearless Veteran. Von Saucken may join a German Panzerkompanie (page 72), Gepanzerte Panzergrenadierkompanie (page 76), Panzergreandierkompanie (page 80), Gepanzerte Panzerpionierkompanie (page 86), Panzerpionierkompanie (page 88), Sperrverband (page 94), Ersatz Pionierkompanie (page 98), or a Sicherungskompanie (page 118) of *Grey Wolf* for +65 points.

COUNTERATTACK EXPERT

All Units with their Unit Leader within 6"/15cm and Line of Sight of von Saucken may re-roll any failed Skill Tests to make a Blitz Move.

PANZERS MARCH

Each turn von Saucken may re-roll one die rolled to receive Reserves for his Force.

☒ FÖHADNAGY ERVIN TAR CZAY

Föhadnagy Ervin Tarczay is a Warrior Tank Team is rated Fearless Veteran.

Tarczay may join any Hungarian Harckocsizó Század (page 192 of *Grey Wolf*) and replaces the Formation Commander Turan II or Panzer IV H tank for +40 points, or Tiger I E or Panther A tank for +75 points, becoming that type of Tank Team.

AROUND THE FLANKS

Tarczay and Units with their Unit Leader within 6"/15cm and Line of Sight of Tarczay pass Skill Tests to make a Blitz move on a 2+.

AS STRAIGHT AS AN ARROW

Tarczay re-rolls misses with his tank's main gun.

DESTROY THOSE ANTI-TANK GUNS!

Tarczay may re-roll any failed Armour Saves when hit by a Gun Team in Defensive Fire during an Assault.

✚ KAPTEENI LAURI TÖRNI

Captain Lauri Törni is a Warrior Unit Leader SMG Team rated as Fearless Veteran. Lauri replaces the Unit Leader of a Finnish Jääkäri Platoon (page 229 of *Grey Wolf*) for a cost of +65 points. Lauri uses the Scout and Spearhead rules from page 68 of the rulebook. He is armed with a Suomi SMG and Satchel Charges and counts as having Tank Assault 4.

IMPLACABLE

Lauri's Jääkäri Platoon pass all Motivation Tests on a 2+.

SKILLED SOLDIER

Lauri and his Jääkäri Platoon may re-roll any failed Skill Tests.

✚ FELDWEBEL DIETRICH UTHOFF

Feldwebel Dietrich Uthoff is a Warrior Independent Panzerfaust Assault Rifle Team. He is Fearless Veteran.

Uthoff may join a German Sturmkompanie (page 52 of *Grey Wolf*) from 78. Sturmdivision for +50 points.

AMBUSH!

Uthoff may be deployed using the Ambush special rule (page 95 of the rulebook) in addition to any other Units that would normally be deployed in Ambush.

While defending, Uthoff may deploy in Ambush even in missions that do not normally use the Ambush special rule.

TANK HUNTER

Feldwebel Uthoff may move and shoot with his Panzerfaust anti-tank launcher.

FAUST EXPERT

Feldwebel Uthoff may re-roll failed To Hit rolls with his Panzerfaust anti-tank launcher.

✚ FELDWEBEL LUDWIG WINDGRUBER

Windgruber replaces a SMG Team (other than the Formation Commander) in a German Sperrverband HQ (page 94 of *Grey Wolf*) or Grenadierkompanie HQ (page 26 of *Grey Wolf*) for +30 points. He is a Warrior Independent Pioneer Panzerfaust SMG Team rated Confident Veteran.

GREEN HELL (GRÜN HÖLLE)

All teams from a Sperr, Sperr Pionier, or Grenadier Platoon with their Unit Leader within 6"/15cm and Line of Sight of Feldwebel Windgruber hit on a 2+ in Assaults.

OLD HARE (ALTER HÄSE)

Feldwebel Windgruber may Charge into Contact from 6"/15cm away from enemy Teams. He moves up to 6"/15cm when Charging into Contact or Counterattacking. Any Unit he is conducting a Joint Assault with still move 4"/10cm in Assaults.

DESPERATE MEASURES!

TANK BATTLES FOR EASTERN GERMANY, JANUARY-APRIL 1945

SOVIET UNION

GUARDS HEAVY TANK COMPANY

GUARDS

A Guards Heavy Tank Company does not use the Hen and Chicks rule.

GUARDS HEAVY ASSAULT GUN COMPANY

GUARDS

A Guards Heavy Assault Gun Company does not use the Hen and Chicks rule.

SUPER HEAVY ROCKETS

At the start of the game, place a Full Salvo marker with a Unit equipped with BM-31-12 Katyusha Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

HEROES OF THE SOVIET UNION

SMARTER

Teams from Hero Units and Formations pass Skill Tests on a 3+.

SHARPER

Hero Units and Formations do not use the Hen and Chicks special rule.

RULES NO LONGER USED

The following Soviet rules from *Desperate Measures* are no longer used: Mobile Rocket Launchers, and Luckier.

GERMANY

ENJOY THE WAR...

When you need to take a Unit Last Stand, instead of rolling a Motivation Test for the entire Unit, roll a die for each Team in the Unit.

- On a result of 3+ the Team continues to fight on.
- On any other roll the Team is Destroyed and is removed from the table.

Commanders cannot re-roll a result for other Teams using Enjoy the War, however they may re-roll their own result.

PANZER AUSBILDUNGS

REPLACEMENT AND TRAINING TANKS

Vehicles from Headquarters, Combat, and Weapons Platoons of a Panzer Ausbildungs Verband and Panzer Ausbildungs Abteilung 500 are all rated Unreliable (see page 67 of the rulebook) and do not benefit from either Tiger Ace or Wide-tracks.

PANZER STUDENT

Combat and Weapons Units from a Panzer Ausbildungs Verband and Panzer Ausbildungs Abteilung 500 do not use the Stormtroopers special rule.

PANZER LEHRER

Unlike the rest of the Formation, the Panzer Ausbildungs Verband HQ Unit and Panzer Ausbildungs Abteilung 500 HQ Unit may use the Stormtroopers special rule.

PANZERGRENADIER AUSBILDUNGS PLATOONS

MECHANISED SCHOOL

A Panzergrenadier Ausbildungs Platoon equipped with Sd Kfz 251/1 or Sd Kfz 250 half-tracks may use the Mounted Assault special rule.

PIONEER SCHOOL

You may replace up to one Pioneer Rifle, Pioneer Rifle/MG, or Pioneer MG Team with a Flame-thrower Team at the start of the game before deployment.

SNIPER SCHOOL

Rifle Teams in a Unit that uses the Sniper School rule do not suffer the usual +1 penalty to hit for firing at a moving or Pinned Down ROF 1 weapon.

SUPER-HEAVY ROCKETS

At the start of the game, place a Full Salvo marker with a Unit equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

RULES NO LONGER USED

The following German rules from *Desperate Measures* are no longer used: Tailor-made Battlegroup.

WARRIORS

✚ OBERST HANS-ULRICH RUDEL

Oberst Hans-Ulrich Rudel is a Warrior Ju-87G Stuka Aircraft Team. He may join a Panzer Kampfgruppe (page 68 of *Desperate Measures*) or a Panzergrenadier Kampfgruppe (page 72 of *Desperate Measures*) for +175 points.

Rudel uses all of the normal Ground Attack Aircraft rules with the following exceptions and abilities.

RUDEL ARRIVES

Rudel arrives to support your operations on a roll of 3+ each turn. When Rudel arrives, he always does so as a flight of one Aircraft.

CHARMED

If Rudel is shot down, he is not permanently destroyed. Instead, he and his Ju-87G Stuka have made a lucky escape and will return the next time you successfully request Aircraft.

STUKA ACE

Rudel re-rolls unsuccessful roll to hit when shooting with his 3.7cm Cannons.

OBERST HANS-ULRICH RUDEL'S JU-87G STUKA

Aircraft	Weapon	Range	ROF	Anti-tank	Firepower	Notes
Rudel's Ju 87G Stuka	3.7cm Cannons	8"/20cm	2	11	3+	Charmed, Stuka ace.



BERLIN

THE SOVIET ASSAULT ON THE GERMAN CAPITAL, APRIL-MAY 1945

GERMANY

ENJOY THE WAR...

When you need to take a Unit Last Stand, instead of rolling a Motivation Test for the entire Unit, roll a die for each Team in the Unit.

- On a result of 3+ a Team with Motivation rated Confident continues to fight on.
- On a result of 2+ a Team with Motivation rated Fearless continues to fight on.
- On any other roll the Team is Destroyed and is removed from the table.

Commanders cannot re-roll a result for other Teams using Enjoy the War, however they may re-roll their own result.

Teams with Motivation rated Reluctant do not use the Enjoy the War special rule.

TANK TERRORS

Panzerfaust Teams from a Hitlerjugend Platoon that moved in the Movement Step can shoot in the Shooting Step, unlike other Panzerfaust Teams.

LOCAL MILITIA

A Volkssturm Unit does not use the Stormtroopers special rule. Instead, Volkssturm Units always begins the game on the table. All Volkssturm Units are counted as having a value of 0 points when determining how many Units are to be held On Table and held in Reserves in your force.

BEDBUG PLATOON

MULTIPLE PANZERSCHRECK

At the start of the game, place a Full Salvo marker with each Klienpanzer Wanze tank-hunter in a Bedbug Platoon. Remove this marker from each tank-hunter after firing.

If a Kleinpanzer Wanze tank-hunter does not have a Full Salvo marker when it fires, roll a Skill Test. Only those that pass the Skill Test can fire their Panzerschrecks.

Place a Full Salvo marker on a Kleinpanzer Wanze tank-hunter that is not Bailed Out at the end of any Shooting Step in which it was able to fire, but did not.

ROCKET LAUNCHER BATTERY

SUPER-HEAVY ROCKETS

At the start of the game, place a Full Salvo marker with a Unit equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

RULES NO LONGER USED

The following German rules from *Berlin* are no longer used: Battlegroup Berlin.



SOVIET UNION

HEROES OF THE SOVIET UNION

SMARTER

Teams from Hero Units and Formations pass Skill Tests on a 3+.

SHARPER

Hero Units and Formations do not use the Hen and Chicks special rule.

SMOKE POTS

A Soviet Unit with Smoke Pots may designate Rifle, Rifle/MG, MG, or SMG Teams as Smoke Pot Teams for an Assault. A Smoke Pot Team cannot shoot nor assault. When the Soviet Unit Charges into Contact, roll a Skill Test for each Smoke Pot Team within 4"/10cm of the Unit being Assaulted. If any Smoke Pot team passes the Skill Test then all Assaulting Teams from the Soviet Unit are Concealed.

BED SPRING ARMOUR

A Tank Team with Bed Spring Armour increases their Side armour by +1 against Infantry weapons with Firepower 5+ or 6.

SAPPER BODY ARMOUR

A Team with Sapper Body Armour rolls a die when hit in an Assault. If they score a 6, they are unharmed. If they roll any other score, they are Destroyed.

BUILDING DESTROYER

In addition to the normal Bunker Buster rules, if a 203mm obr 1931 howitzer Hits a Team in a large building with multiple rooms, all the teams in rooms adjacent to the target team's room and those rooms above and below the target team's room are also Hit.

CAT KILLERS

See page 74 of the rulebook.

RED BANNER COLOUR PARTY

A Red Banner Command team replaces the Unit Leader (Command team) in up to one Hero Strelkovy Battalion, Hero Sturmoye Group, or Hero Strelkovy Scout Platoon for +50 points. It is placed on a medium base with the banner and three or four colour guard escort miniatures.

ZA RODINU!

A Unit with the Red Banner Unit Leader is Pinned Down on eight or more hits even if it has less than 12 Teams.

THE WORLD IS WATCHING

If a Red Banner Unit Leader is within 4"/10cm of an Objective that has been placed in your opponent's Deployment Area or No Man's Land, the game does not end if your opponent takes an Objective.

If you win the game with the Red Banner Unit Leader within 4"/10cm of an Objective that has been placed in your opponent's Deployment Area or No Man's Land, you gain one Victory Point and your opponent loses one Victory Point.

However, if you lose the game with the red Banner Unit Leader in your force, you lose one Victory Point and your opponent gains one Victory Point.

Players can never score more than 9 Victory Points or less than 0 Victory Points in the game, no matter what other modifiers may be in play.

SUPER-HEAVY ROCKETS

At the start of the game, place a Full Salvo marker with a Unit equipped with BM-31-12 Katyusha Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a Unit equipped with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a Unit equipped with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the Unit was able to fire an Artillery Bombardment, but none did so.

RULES NO LONGER USED

The following Soviet rules from *Berlin* are no longer used: Luckier, To Victory!, and Mobile Rocket Launcher.



EARLY WAR





POLAND

SZWADRON KAWALERII ZMOTOYZOWANEJ

A Pułk Kawalerii Zmotoyzowanej is a Formation.

KAWALERII ZMOTORZOWANEJ COMPANY

Each Kawalerii Platoon of a Kawalerii Zmotorzowanej Company operates as a separate Unit. The HQ Section is not fielded.

Replace first option with:

Add up to one Ckm wz. 30 HMG Team with Polski-FIAT 508 field car to up to two Kawalerii Platoons for +35 points per weapon.

ZMOTORYZOWANEJ HEAVY MACHINE-GUN COMPANY

Each Machine-gun Platoon and Taczanka Platoon of a Zmotoryzowanej Heavy Machine-gun Company operates as a separate Unit. The HQ Section is not fielded.

Machine-gun Platoons and Taczanka Platoons of a Zmotoryzowanej Heavy Machine-gun Company may make Combat Attachments to Kawalerii Platoons of a Kawalerii Zmotoryzowanej Company.

ZMOTORYZOWANEJ MOTORCYCLIST PLATOON

Use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

PIECHOTY COMPANY

Piechoty Platoons and Machine-gun Platoons of a Piechoty Company operate as separate Units.

SZWADRON KAWALERII

A Pułk Kawalerii is a Formation.

MOUNTED KAWALERII COMPANY

Each Kawalerii Platoon of a Mounted Kawalerii Company operates as a separate Unit. The HQ Section is not fielded.

See Cavalry rules on page 68 of the rulebook.

DISMOUNTED KAWALERII COMPANY

Each Kawalerii Platoon of a Dismounted Kawalerii Company operates as a separate Unit. The HQ Section is not fielded.

KAWALERII HEAVY MACHINE-GUN COMPANY

Each Machine-gun Platoon and Taczanka Platoon of a Kawalerii Heavy Machine-gun Company operates as a separate Unit. The HQ Section is not fielded.

Machine-gun Platoons and Taczanka Platoons of a Kawalerii Heavy Machine-gun Company may make Combat

Attachments to Kawalerii Platoons of a Mounted or Dismounted Kawalerii Company.

KAWALERII CYCLIST COMPANY

Each Machine-gun Platoon and Cyclist Platoon of a Kawalerii Cyclist Company operates as a separate Unit. The HQ Section is not fielded.

The Machine-gun Platoon of a Kawalerii Cyclist Company may make Combat Attachments to Cyclist Platoons of a Kawalerii Cyclist Company.

POLISH NATIONAL SPECIAL RULES

BYPASSED

Use rule as written from page 48 of *Blitzkrieg*.

NIGHT COUNTERATTACK

Players commanding a Batalion Piechoty may elect, prior to their opponent's deployment, to make a night counterattack whenever they are attacking in a mission that is a Meeting Engagement (see page 96 of the rulebook).

If they do so, the game starts in darkness and uses the Night Fighting rules (on page 90 of the rulebook) and Dawn Rules (on page 91 of the rulebook) until morning breaks.

Once morning breaks the night fighting rules are no longer used, and it is daylight for the remainder of the game.

DECK TURRET

Guns mounted in deck turrets have an all-round field of fire, except where their rotation is blocked by the vehicle's superstructure or other turrets.

ONE-MAN TURRET

See page 67 of the rulebook.

BATALION PIECHOTY

A Batalion Piechoty is a Formation.

CAVALRY

See the Cavalry rules on page 68 of the rulebook.

HURAH!

While all Teams of a Mounted Kawalerii Company are mounted as Cavalry Teams, it passes Rally test on a 2+.

LANCERS

Polish mounted Cavalry Teams hit enemy Infantry and Gun Teams on 2+ in the first round of assault combat when it Charges into Contact (but not any subsequent Counterattacks).

MOUNTED MAN-PACKED GUNS

Mounted Man-packed Gun Teams are Cavalry Heavy Weapon Teams. See page 68 of the rulebook.

TACZANKA

A Taczanka is an Unarmoured Tank Team. Its Ckm wz. 30 HMG is carried Portee (see page 65 of the rulebook) so the crew can dismount the Ckm wz. 30 HMG and send the cart to the rear. A Taczanka may start the game dismounted.

HORSE ARTILLERY

See page 68 of the rulebook.

POLISH ARMoured TRAIN SPECIAL RULES

See the Armoured Trains rules pages 62 to 64 of the rulebook. Armoured Railcar Platoons are Tank Attachments. Assault Platoons are Infantry Attachments.

An Artillery Bombardment from a Polish Armoured Train that has a mix of 75mm wz. 02/26 guns and 100mm wz. 14/19 howitzers has a Firepower 4+ and Anti-tank 3.

RULES NO LONGER USED

The following Polish rules from *Blitzkrieg* are no longer used: Fate of the Nation.

GERMANY

SMALL ELITE

A Mittlere Panzerkompanie Formation must have either Panzer III E or Panzer IV D tanks, but cannot have both. Units with both types are organised using the Leichte Panzerkompanie organisation on page 66 of *Blitzkrieg*.

TRUCK-BORNE TANKS

Verlastete Panzerkompanie Formation Verlastete Panzer I Platoon and Verlastete Panzer II Platoon use the Spearhead rule (see page 68 of the rulebook).

KRADSCHÜTZENKOMPANIE COMPANY HQ

Kradschützenkompanie Company HQ uses the Motorcycle Reconnaissance rules on page 68 of the rulebook.

KRADSCHÜTZEN PLATOON

Kradschützen Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

KRADSCHÜTZEN MACHINE-GUN PLATOON

Kradschützen Machine-gun Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

LIGHT PANZERSPÄH PLATOON

Light Panzerspäh Patrols operate as separate Units.

MIXED PANZERSPÄH PLATOON

Mixed Panzerspäh Patrols operate as separate Units.

HEAVY PANZERSPÄH PLATOON

Heavy Panzerspäh Patrols operate as separate Units.

SS-KRADSCHÜTZENSTURM COMPANY HQ

SS-Kradschützensturme Company HQ uses the Motorcycle Reconnaissance rules on page 68 of the rulebook.

SS-KRADSCHÜTZEN PLATOON

SS-Kradschützen Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

SS-KRADSCHÜTZEN MACHINE-GUN PLATOON

SS-Kradschützen Machine-gun Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

LIGHT SS-PANZERSPÄH PLATOON

Light Panzerspäh Patrols operate as separate Units.

MIXED SS-PANZERSPÄH PLATOON

Mixed Panzerspäh Patrols operate as separate Units.

HEAVY SS-PANZERSPÄH PLATOON

Heavy Panzerspäh Patrols operate as separate Units.

INFANTERIE SCOUT PLATOON

An Infanterie Scout Platoon with Motorcycle Rifle/MG Teams uses the Motorcycle Reconnaissance rules on page 68 of the rulebook.

DESTRUCTION PLATOON

Once per game each Panzer I tank with a Demolition Charge may place their demolition charge against an adjacent Bunker or Obstacle instead of shooting.

On a roll of 4+, a Bunker is Destroyed.

Obstacles are automatically removed at the end of the Shooting Step.

STUKA SCHWERPUNKT

Stuka Schwerpunkt is Close Air Support (see page 44 of the rulebook).

GERMAN NATIONAL SPECIAL RULES

For the German rules on page 111 of *Blitzkrieg* see page 71 of the rulebook.

RULES NO LONGER USED

The following German rules from *Blitzkrieg* are no longer used: Wehrmacht & Luftwaffe Allies.

BRITAIN

CARRIER PLATOON

Carrier Patrols operate as separate Units.

MOTORCYCLE PLATOON

Motorcycle Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

AIR SUPPORT

Air Support is Fighter Interception (see page 44 of the rulebook).

FIELD BATTERY, ROYAL ARTILLERY

Each Gun Troop operates as a separate Unit.

BRITISH NATIONAL SPECIAL RULES

For the British rules on pages 134 to 135 of *Blitzkrieg* see page 72 of the rulebook.

DECK TURRET MG

Guns mounted in deck turrets have an all-round field of fire, except where their rotation is blocked by the vehicle's superstructure or other turrets.

RULES NO LONGER USED

The following British rules from *Blitzkrieg* are no longer used: Charge, and Rearguard.

FRANCE

BATTLE TANK PLATOON

Char B-1 bis Tank Teams use the Multiple Weapons rule on page 67 of the rulebook.

FUSILIERS MOTORCYCISTES PLATOON

Fusiliers Motorcyclistes Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

HMG BUNKERS AND BARBED WIRE

Use the Fortifications rules on pages 75 to 83 of the rulebook.

AIR SUPPORT

Air Support is Fighter Interception (see page 44 of the rulebook).

FRENCH NATIONAL SPECIAL RULES

HIGH COMMAND

When a French player places an objective in the enemy's deployment area or in No Man's Land, they may place it up to 4"/10cm closer to their table edge than normal.

TRENCH WARFARE

French Infantry and Gun teams (except those from Colonial platoons) attempting to Dig In succeed on a roll of 3+.

INTEGRATED DEFENCES

At the start of the game before deployment, each French Machine-gun Platoon (except Colonial Machine-gun Platoons) may exchange two HMG teams from the Machine-gun Platoon for two Rifle/MG or MG teams from a Combat Platoon Unit. Each Machine-gun Platoon may only make this trade with one Combat Platoon Unit.

To do this, both Units must be dismounted and their Transport Teams Sent to the Rear.

COLONIAL TROOPS

Colonial platoons do not use the Trench Warfare and Integrated Defences special rules. Instead, they hit in assault combat on a roll of 3+.

STABILISER JACKS

An Unarmoured Tank Team with Stabiliser Jacks counts as having a Gun Shield and gets a 4+ Save from shooting.

QUICK FIRE

If there is just one 75mm mle 1897 gun, it must still re-roll all successful To Hit rolls.

If there are two or three 75mm mle 1897 guns, then the bombardment does not re-roll To Hit rolls.

If there are four or more 75mm mle 1897 guns, then the bombardment must re-roll all unsuccessful To Hit rolls.

ONE-MAN TURRET

See page 67 of the rulebook.

RESUPPLY SECTIONS

A Compagnie de Fusiliers-Voltigeurs must attach out all of the Renault UE carriers from the Resupply Sections of the Company HQ to its Units using as Combat Attachments (see page 7 of the rulebook). The Renault UE carriers are allocated individually, and each Unit can be given up to three carriers. The carriers can be attached to:

- Fusiliers-Voltigeurs Platoons (page 161 of *Blitzkrieg*),
- Fusiliers-Voltigeurs Machine-gun Platoons (page 162 of *Blitzkrieg*),
- 20mm Anti-aircraft Machine-gun Platoons (page 163 of *Blitzkrieg*),
- Fusiliers-Voltigeurs Mortar Platoons (page 163 of *Blitzkrieg*), and
- 25mm Anti-tank Gun Platoons (page 164 of *Blitzkrieg*).

Platoons with Renault UE carriers attached can not be placed in Ambush.

SUPPLY CARRIERS

In each player's turn a Unit can use one attached Renault UE carrier to allow it to deliver a burst of fire in a Shooting Step or as Defensive Fire in an Assault Step. The carrier must be In Command and not be Bailed Out. The carrier is Sent to the Rear and removed from the game before any dice are rolled. A Unit delivering a burst of fire can either:

- Count as having twice as many weapons when firing an Artillery Bombardment in this Shooting Step, or
- Roll one extra die to hit for each Team (two extra dice for HMG Teams) that is In Command when shooting in this Step.

WEAPONS CARRIERS

In addition to acting as supply carriers, Renault UE carriers can move guns around the battlefield. A carrier can carry a Heavy Weapon Team or tow a Gun Team as Passengers.

RULES NO LONGER USED

The following French rules from *Blitzkrieg* are no longer used: Central Fire Control, Heavy Artillery, and Limited Vision.

WARRIORS

GÉNÉRAL DE BRIGADE CHARLES DE GAULLE

Général de Gaulle is a Warrior Higher Command Motorcycle Unarmoured Tank Team rated as Fearless Veteran.

You may field de Gaulle in any Compagnie de Combat (page 142 of *Blitzkrieg*) for +45 points. Light Tank Platoons in a force containing de Gaulle must have R-35 tanks.

FOR FRANCE

Units with their Unit Leader within 6"/15cm and Line of Sight of de Gaulle pass Motivation Tests on a 3+.

ATTACK

You may deploy de Gaulle anywhere in your deployment area before deploying any other troops. If you do this, you may attempt to advance each Light and Battle Tank Platoon that is deployed entirely within 12"/30cm of de Gaulle as you deploy it.

Roll a die immediately after deploying each Unit:

- On a score of 4+, the Unit moves up to 8"/20cm towards the enemy coming no closer than 12"/30cm to any enemy Team.
- On any other roll, the Unit remains where it was deployed, and no further Units may attempt to advance in this way.

Once you deploy any other type of Unit, you may no longer attempt to advance your Light and Battle Tank Platoons.

MAJOR-GENERAL BERNARD MONTGOMERY

Major-General Montgomery is a Warrior Higher Command Pistol Team rated as Confident Veteran.

You may field Montgomery in a Rifle Company (see page 124 of *Blitzkrieg*) for +75 points. Montgomery achieved his successes without the aid of tanks or the French far to the south. A force fielding Montgomery may not contain A11 or A12 Tank Platoons or any allied French Units.

BRILLIANT

Before deploying your force you may select one of the Rifle Platoons that would normally be deployed on table to be redeployed. This Unit is not deployed at the usual time. Instead, it is deployed after both players have completed their deployment.

CALM, CLEAR BRAIN

Instead of attacking at Dawn using the normal British Night Attack rules (see page 72 of the rulebook), you may instead use the Dusk rules (see page 91 of the rulebook) if the attacker in a mission where the defender has Minefields.

ROMAN ORLIK

Plutonowy Podchorąży Orlik is a Warrior Unit Leader TKS (20mm FKA) Tank Team rated as Fearless Trained.

You may field Orlik in any Reconnaissance Tank Platoon replacing the Unit Leader Team for +35 points. Orlik's TKS (20mm FKA) tankette counts as one of the TKS (20mm FKA) tankettes allowed in his Unit.

AMBUSH

Orlik and his Unit may be deployed using the Ambush special rule on page 95 of the rulebook in addition to any other Units that would normally be deployed in Ambush. Orlik and his Unit may deploy in Ambush even in missions that do not normally use the Ambush special rule.

EXCELLENT SHOT

Orlik may re-roll any failed rolls To Hit when it Shoots.

Shots from Nowhere: The enemy return fire was wild, 'shooting everywhere' as they tried to locate Orlik's tankette.

Orlik counts as Gone to Ground if he is Concealed and did not move in his own turn, even if he did Shoot in his turn.

FIRE AND MOVEMENT

Orlik may elect to fire at full ROF when he moves, but adds +1 to the score required To Hit.

GENERALMAJOR ERWIN ROMMEL

Generalmajor Erwin Rommel is a Warrior Higher Command Panzer 38(t) Tank Team rated as Fearless Veteran.

You may field Rommel for +130 points in any Czech Panzerkompanie (page 72 of *Blitzkrieg*), Schützenkompanie (page 74 of *Blitzkrieg*), or Kradschützenkompanie (page 80 of *Blitzkrieg*) that includes a Czech Panzer Platoon equipped with Panzer 38(t) tanks.

FINGERTIP FEELING

One German Unit within 8"/20cm of Rommel may make a normal move within its deployment area after both sides have deployed.

ROMMEL AT THE POINT

Units with their Unit Leader within 6"/15cm and Line of Sight of Rommel pass Motivation Tests on a 3+ and may re-roll all failed Skill Tests to make Blitz moves.

HELLFIRE AND BACK!

EARLY WAR BATTLES IN NORTH AFRICA, 1940-1941

ITALY

COMPAGNIA MOTOCICLISTI HQ

Compagnia Motociclisti HQ uses the Motorcycle Reconnaissance rules on page 68 of the rulebook.

MOTOCICLISTI PLATOON

Motociclisti Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

MOTOCICLISTI MACHINE-GUN PLATOON

Motociclisti Machine-gun Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

POSIZIONE DI FUCILIERI

A Posizione di Fucilieri uses the Fortification rules on pages 75 to 83 of the rulebook.

TOBRUK PITS

Tobruk Pit 47/32 Nests and HMG Nests have an all around field of fire.

ITALIAN NATIONAL SPECIAL RULES

8 MILLION BAYONETS

To reflect the variable quality of Italian officers, Italian platoons are rated as Regular, Elite, Artillery, or Libyan. After deployment, but before the first turn, roll a die for each Unit and consult the Early-war 8 Million Bayonets table (page 27 of *Hellfire and Back*) to determine their Training and Motivation characteristics.

AVANTI

Italian Units pass Motivation Tests for a Follow Me Movement Order on a 3+.

HEROISM

See page 15.

GERMANY

KRADSCHÜTZENKOMPANIE HQ

Kradschützenkompanie HQ uses the Motorcycle Reconnaissance rules on page 68 of the rulebook.

KRADSCHÜTZEN PLATOON

Kradschützen Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

KRADSCHÜTZEN MACHINE-GUN PLATOON

Kradschützen Machine-gun Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

LIGHT PANZERSPÄH PLATOON

Light Panzerspäh Patrols operate as separate Units.

HEAVY PANZERSPÄH PLATOON

Heavy Panzerspäh Patrols operate as separate Units.

DESTRUCTION PLATOON

Once per game each Panzer I or Panzer II C (late) tank with a Demolition Charge may place their demolition charge against an adjacent Bunker or Obstacle instead of shooting.

On a roll of 4+, a Bunker is Destroyed.

Obstacles are automatically removed at the end of the Shooting Step.

GERMAN NATIONAL SPECIAL RULES

For the German rules on pages 94 to 95 of *Hellfire and Back* see page 71 of the rulebook.

RULES NO LONGER USED

The following Italian rules from *Hellfire and Back* are no longer used: Luftwaffe and Italian Allies.

BRITAIN

COMMONWEALTH

ARMOURED COMPANIES

HQ Platoon and Armoured Platoons of a Heavy Cruiser Armoured Company, Light Cruiser Armoured Company, Light Armoured Company, and Captured Armoured Company operate as separate Units.

SWANNING ABOUT THE BLUE

A British Armoured Car Company Formation that is attacker in a Mission with Minefields may move any one Objective on the opponent's side of the table immediately after deployment. It may be placed up to 12"/30cm from its original position, but may only be placed inside the Objective's original deployment area as defined by the mission, obey any other mission rules.

SCOUT PLATOON

Each Scout Patrol operates as a separate Unit.

ANTI-TANK PLATOON, ROYAL HORSE ARTILLERY

See Portee rule on page 65 of the rulebook and Tip and Run rule on page 72 of the rulebook.

ROYAL HORSE ARTILLERY BATTERY

Gun Troops of a Royal Horse Artillery Battery use the Horse Artillery rule on page 68 of the rulebook.

Gun Troops operate as separate Units.

PORTEE ANTI-AIRCRAFT PLATOON, ROYAL HORSE ARTILLERY

See Portee rule on page 65 of the rulebook and Tip and Run rule on page 72 of the rulebook.

CARRIER PLATOON

Each Carrier Patrol operates as a separate Unit.

BRIGADE ANTI-TANK PLATOON

See Portee rule on page 65 of the rulebook and Tip and Run rule on page 72 of the rulebook.

COMMONWEALTH CARRIER PLATOON

Each Carrier Patrol operates as a separate Unit.

COMMONWEALTH BRIGADE ANTI-TANK PLATOON

See Portee rule on page 65 of the rulebook and Tip and Run rule on page 72 of the rulebook.

TOBRUK STRONGPOINT

A Tobruk Strongpoint uses the Fortification rules on pages 75 to 83 of the rulebook.

TOBRUK PITS

Tobruk Pit 47/32 Nests and HMG Nests have an all around field of fire.

PORTEE ANTI-TANK PLATOON, ROYAL ARTILLERY

See Portee rule on page 65 of the rulebook and Tip and Run rule on page 72 of the rulebook.

FIELD BATTERY, ROYAL ARTILLERY

Gun Troops operate as separate Units.

TRANSPORT SECTION

See Transport Platoons on page 68 of the rulebook.

AIR SUPPORT

Air Support is Fighter Interception (see page 44 of the rulebook).

BRITISH NATIONAL SPECIAL RULES

For the British rules on pages 156 to 157 of *Hellfire and Back* see page 72 of the rulebook.

DECK TURRET MG

Guns mounted in deck turrets have an all-round field of fire, except where their rotation is blocked by the vehicle's superstructure or other turrets.

ONE-MAN TURRET

See page 67 of the rulebook.

BAGPIPES

See page 72 of the rulebook.

UNFLAPPABLE

British Guards Units pass Last Stand Tests on a 3+.

INDIAN

WAR CRY

Indian and Gurkha Units do not use the British Bulldog special rule. Instead, enemy Units must re-roll successful tests to Counterattack Indian and Gurkha Units in Assaults. Units entirely equipped with Armoured Tank Teams are not affected by the War Cry rule and do not re-roll.

NORTH-WEST FRONTIER

Indian and Gurkha Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

NEW ZEALAND

HAKA

Enemy Units must re-roll successful tests to Counterattack Maori Units in Assaults. Units entirely equipped with Armoured Tank Teams are not affected by the Haka rule and do not re-roll.

AUSTRALIANS

'AV ANOTHER GO, MATE!

Gun Teams from a Tobruk Bush Artillery Platoon that did not move in the Movement Step may re-roll failed rolls To Hit when shooting at Units with all Teams up to 16"/40cm when not firing an Artillery Bombardment.

TOBRUK BUSH ARTILLERY PLATOON

Tobruk Bush Artillery Platoons equipped with 75/27 guns can only make one attempt per turn to Range In on any enemy Unit when firing an Artillery Bombardment.

RULES NO LONGER USED

The following British and Commonwealth rules from *Hellfire and Back* are no longer used: Charge, Disorderly Conduct, and 4 by 2 and No. 8 Wire.

RULES & MISSIONS

MOTORCYCLE RECONNAISSANCE

For the Motorcycle Reconnaissance rules on pages 14 to 15 of *Hellfire and Back* see page 68 of the rulebook.

HELLFIRE AND BACK FORTIFICATIONS

See Fortification Rules on pages 75 to 83 of the rulebook.

MISSIONS AND MISSION RULES

Tobruk Raid, Dust Up, and Witch's Cauldron have been replaced by Missions on pages 97 to 102 of the rulebook.

WARRIORS

BRIGADIER J C 'JOCK' CAMPBELL

Brigadier Jock Campbell is a Warrior Higher Command Ford Station Wagon Unarmoured Tank Team rated as Fearless Veteran.

You may field Jock Campbell in any Jock Column (page 122 of *Hellfire and Back*) or other British force containing a Royal Horse Artillery Battery (page 126 of *Hellfire and Back*) for +60 points.

WHERE ARE THOSE RESERVES?

Once per game Jock Campbell may be removed from the table at the beginning of a turn after Reserves dice are rolled. In the following turn no Reserves dice are rolled, instead Jock Campbell returns to the table with one Reserve Unit, which is placed on the table as if it had arrived from Reserves.

THERE'S THE ENEMY, THERE!

Jock Campbell uses the Scout rule (see page 68 of the rulebook).

INCREDIBLY BRAVE


Units with their Unit Leader within 6"/15cm and Line of Sight of Jock Campbell pass Motivation Tests on a 3+.

GUNNER OF THE RHA

If Jock Campbell is within 6"/15cm and Line of Sight of the Unit Leader of any Royal Horse Artillery Battery that did not move in the Movement Step the battery may re-roll failed rolls To Hit when shooting their OQF 18/25 pdr or OQF 25 pdr guns at teams up to 16"/40cm away. This rule does not apply to Artillery Bombardments.

CORPORAL JOHN 'JACK' EDMONDSON

Corporal John Edmondson is a Warrior Rifle/MG team rated as Fearless Veteran.

Jack Edmondson may replace a Rifle/MG team in an Australian Commonwealth Rifle Platoon (marked , page 139 of *Hellfire and Back*) or a Tobruk Rifle Platoon (page 143 of *Hellfire and Back*) for +45 points.

CONSPICUOUS BRAVERY

Edmondson hits on a roll of 2+ in Assault combat.

RESOLUTION AND LEADERSHIP

Edmondson's platoon may re-roll failed Motivation Tests.

CAPITANO SERGIO FALLETTI

Capitano Sergio Falletti is a Warrior Formation Commander SMG Team rated as Fearless Veteran.

Falletti may replace the Formation Commander Rifle Team in a Posizione di Fucilieri HQ (on page 39 of *Hellfire and Back*) for +35 points.

FIGHT MY BRAVE BOYS!

Units with their Unit Leader within 6"/15cm and Line of Sight of Falletti pass Motivation Tests on a 3+.

I'LL MAN THAT GUN

When one of your MG or 47/32 Nests within 6"/15cm of Falletti is Destroyed as a result of enemy Shooting, roll a die. On a 4+ you may instead Destroy a friendly Infantry Team within 4"/10cm of that Nest.

GEFREITER ARNOLD HÜBNER

Gefreiter (Lance-corporal) Arnold Hübner is a Warrior 8.8cm FlaK36 Gun Team rated as Confident Veteran.

Hübner replaces an 8.8cm FlaK36 gun in a Heavy Anti-Aircraft Gun Platoon (Page 89) in any German company in *Hellfire and Back* for +60 points. Since Hübner always has eight crew and ROF 3 you do not have to spend an extra +10 points to upgrade his gun.

COOL UNDER FIRE

Hübner's 8.8cm FlaK36 gun has a ROF of 3. Hübner's Gun team always has ROF 3 even if his Unit is Pinned Down.

GUNNERY ACE

Hübner re-rolls failed To Hit rolls with his 8.8cm FlaK36 gun.

GENERALMAJOR ERWIN ROMMEL

Generalmajor Erwin Rommel is a Warrior Higher Command Sd Kfz 250/5 half-track Tank Team rated as Fearless Veteran.

Rommel's Sd Kfz 250/5 half-track is called Greif (meaning both Griffin and Attack). Rommel can join any Leichte Panzerkompanie (Page 60), Mittlere Panzerkompanie (Page 62), Schützenkompanie (Page 64), Panzerschützenkompanie (Page 68), Kradschützenkompanie (Page 70), MG-kompanie (page 74) or Leichte Pionierkompanie (Page 76) in *Hellfire and Back* for +70 points.

FINGERTIP FEELING

One German Unit within 8"/20cm of Rommel may make a normal move within its deployment area after both sides have deployed.

ROMMEL AT THE POINT

Units with their Unit Leader within 6"/15cm and Line of Sight of Rommel pass Motivation Tests on a 3+ and may re-roll all failed Skill Tests to make Blitz moves.

BURNING

THE BATTLE FOR THE MEDITERRANEAN

EMPIRES

ITALY

8 MILLION BAYONETS

To reflect the variable quality of Italian officers, Italian platoons are rated as Regular, Elite, Artillery, or Libyan. After deployment, but before the first turn, roll a die for each Unit and consult the Early-war 8 Million Bayonets table (page 15 of *Burning Empires*) to determine their Training and Motivation characteristics.

AVANTI

Italian Units pass Motivation Tests for a Follow Me Movement Order on a 3+.

ALPINI ELITE

All Alpini Infantry Teams, Heavy Weapon (Man-packed Gun) Teams, and Gun Teams equipped with Pack Mules, are Mountaineers (see page 68 of the rulebook).

LEGIONS OF ROME

Battaglione Fucilieri is a Formation.

FUCILIERI COMPANY

Each Machine-gun Platoon, Mortar Section, and Fucilieri Platoon of a Fucilieri Company operates as a separate Unit. The HQ Section is not fielded.

Machine-gun and Mortar Sections of a Fucilieri Company may make Combat Attachments to Fucilieri Platoons of the same Fucilieri Company.

HEROISM

See page 15.

CAVALLERIA PLATOON

A Cavalleria Platoon uses the Cavalry rules on page 68 of the rulebook.

GREECE

MOUNTAINEERS

All Greek Infantry Teams and Heavy Weapon Teams (Man-packed Gun), and Gun Teams equipped with Pack mules are Mountaineers (see page 68 of the rulebook).

FRENCH DOCTRINE

Greek Infantry and Gun Teams reduce the scored needed to pass a Skill Test to Dig In to 3+.

OCHI!

Greek Units reduce the scored required to pass a Motivation Test to Counterattack to 2+.

SONS OF LEONIDAS

Whenever a Greek Infantry Team or Gun Team that is in Difficult Going Terrain, or assaulting into Difficult Going Terrain, is Hit in Assault Combat, immediately roll a die for each Hit on that team.

- On a result of 5+ the team successfully uses the terrain to prevent serious casualties and the Hit is ignored.
- On any other result, the enemy out manoeuvre the Team and it is Destroyed as normal.

TAGMA TETHORAKISMENO HQ

A Tagma Tethorakismeno HQ uses the Motorcycle Reconnaissance rules on page 68 of the rulebook.

MOTOSIKLETA PLATOON

Motosikleta Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

MACHINE-GUN NEST

Machine-gun Nest use the Fortification rules on pages 75 to 83 of the rulebook.

RULES NO LONGER USED

The following Greek rules from *Burning Empires* are no longer used: Come and Get Them!

GERMANY

GERMAN NATIONAL SPECIAL RULES

For the German rules on page 50 of *Burning Empires* see page 71 of the rulebook.

MOUNTAINEERS

See page 68 of the rulebook.

SS-KRADSCHÜTZENSTURM COMPANY HQ

SS-Kradschützensturme Company HQ uses the Motorcycle Reconnaissance rules on page 68 of the rulebook.

SS-KRADSCHÜTZEN PLATOON

SS-Kradschützen Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

SS-KRADSCHÜTZEN MACHINE-GUN PLATOON

SS-Kradschützen Machine-gun Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

LIGHT SS-PANZERSPÄH PLATOON

Light SS-Panzerspäh Patrols operate as separate Units.

HEAVY SS-PANZERSPÄH PLATOON

Heavy SS-Panzerspäh Patrols operate as separate Units.

INFANTERIE SCOUT PLATOON

An Infanterie Scout Platoon with Motorcycle Rifle/MG Teams uses the Motorcycle Reconnaissance rules on page 68 of the rulebook.

KRADSCHÜTZEN PLATOON

Kradschützen Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

HEAVY PANZERSPÄH PLATOON

Heavy Panzerspäh Patrols operate as separate Units.

LIGHT PANZERSPÄH PLATOON

Light Panzerspäh Patrols operate as separate Units.

MICHAEL WITTMANN

AMBUSH!

Wittmann and his Assault Gun Platoon may be deployed using the Ambush special rule (see page 95 of the rulebook) in addition to any other Units that would normally be deployed in Ambush. Wittmann's Unit may deploy in Ambush even in Missions that do not normally use the Ambush special rule.

STUKA SCHWERPUNKT

Stuka Schwerpunkt is Close Air Support (see page 44 of the rulebook).

GLIDER ASSAULT

Luftlandesturmkompanie HQ and Luftlandesturm Platoons in your force may use the Glider Assault special rules (see page 85 of *Burning Empires*) during any mission. Units that are not mounted in gliders follow the normal deployment rules.

AIRBORNE ASSAULTS

Use the rule as written on pages 82 to 87 of *Burning Empires*.

RULES NO LONGER USED

The following German rules from *Burning Empires* are no longer used: Allied Platoons, and Harbingers of Things to Come.

FRANCE

FRENCH NATIONAL SPECIAL RULES

See page 46 in the *Blitzkrieg* section.

FOREIGN LEGION

HONOUR AND FIDELITY

Each time a Foreign Legion Formation fails its Formation Last Stand, the Formation is not necessarily destroyed. Instead, any of your Units that are not Foreign Legion Units are immediately Destroyed and are removed from the table. Then, immediately make a Motivation Test.

- If you pass, your Legion Units hold out and continue to fight.
- If you fail, your Formation withdraws from the field.

THE LEGION IS OUR HOMELAND

Foreign Legion Units pass Last Stand Tests on a 3+.

MARCH OR DIE

Foreign Legion Infantry Teams and Heavy Weapon Teams (Man-packed Gun) increase their Cross-country and Road Dash by 2"/5cm.

SPAHI PLATOON

A Spahi Platoon uses the Cavalry rules on page 68 of the rulebook.

FORTIFICATION DEPLOYMENT

See the Fortification rules on pages 75 to 83 of the rulebook.

RULES NO LONGER USED

The following French rules from *Burning Empires* are no longer used: Képi Blanc.

BRITAIN

COMMONWEALTH

INDIAN

WAR CRY

Indian and Gurkha Units do not use the British Bulldog special rule. Instead, enemy Units must re-roll successful tests to Counterattack Indian and Gurkha Units in Assaults. Units entirely equipped with Armoured Tank Teams are not affected by the War Cry rule and do not re-roll.

NORTH-WEST FRONTIER

Indian and Gurkha Infantry and Heavy Weapon (Man-packed Gun) Teams are Mountaineers.

BRITISH NATIONAL SPECIAL RULES

See page 72 of the rulebook.

RULES NO LONGER USED

The following Britain & Commonwealth rules from *Burning Empires* are no longer used: Disorderly Conduct.

RULES & MISSIONS

MOTORCYCLE RECONNAISSANCE

For the Motorcycle Reconnaissance rules on pages 10 to 11 of *Burning Empires* see page 68 of the rulebook.

MALEME SCENARIO

NEW ZEALAND SPECIAL RULES

4 BY 2 AND NO. 8 WIRE

This rule is no longer used.

HAKA

Enemy Units must re-roll successful tests to Counterattack Maori Units in Assaults. Units entirely equipped with Armoured Tank Teams are not affected by the Haka rule and do not re-roll.

MALEME AIRFIELD SPECIAL RULES

Use all as written on pages 90 to 91 of *Burning Empires* except as noted below.

IT'S A CROCK

Use as written except there is no longer Very Difficult Going as a terrain type.

AIRFIELD DEFENCES

Use as written, except where it reads 'Company Morale Check', read that as Formation Last Stand.

PREPARED POSITIONS

Infantry and Gun Teams start in Foxholes.

RAIDERS OF THE SAHARA

The Raiding rules, Missions, Desert Fort, and other updates are available from www.flamesofwar.com as a free PDF download.

WARRIORS

SS-STURMBANNFÜHRER KURT "SCHNELL" MEYER

SS-Sturmbannführer (Major) Kurt Meyer is a Warrior Higher Command Motorcycle SMG Team rated as Fearless Veteran. He uses the Motorcycle Reconnaissance special rules found on pages 68 of the rulebook.

Meyer leads his battalion from the front in an SS-Kradschützen Sturm (see page 52 of *Burning Empires*) or an SS Infanteriekompanie (see page 57 of *Burning Empires*) for +20 points.

SCHNELL!

Units with their Unit Leader within 6"/15cm and Line of Sight of Meyer pass Skill Tests to make a Blitz move on a roll of 2+.

NO CHOICE BUT FORWARD!

Any time Meyer gives a re-roll to an SS-Kradschützen Platoon, SS-Kradschützen Machine-gun Platoon, SS Infanterie Platoon, or SS Pionier Platoon for any Motivation Test and the Unit fails the re-roll, immediately Destroy one Team in the Unit within Command Distance of Meyer. The Unit is now considered to have passed the Motivation Test.



Rising Sun

RUSSIA'S WARS WITH
JAPAN AND FINLAND
1939-1940

JAPAN

BUSHIDO

BANZAI CHARGE

Whenever an assaulting Japanese Unit (unless it has one or more Tank Teams) is forced to Fall Back by Defensive Fire, immediately roll a Motivation Test.

- If the platoon passes, it is no longer Pinned Down and must attempt to carry on with the Assault. The enemy immediately shoots again in Defensive Fire as if this was a new Assault. If the Japanese Unit is not forced to Fall Back this time, it carries on the Assault as normal. If it is forced to Fall Back a second time by the enemy's Defensive Fire, it remains Pinned Down and Falls Back as normal.
- Otherwise, the platoon remains Pinned Down and Falls Back as normal.

KENDO

A Sword team hits on Infantry and Gun Teams on 2+ in Assaults.

NO SURRENDER

When a Japanese Formation is not in Good Spirits at the start of a turn, after rolling to Remount Bailed Out Tank Teams, it is not Destroyed.

Instead all Independent Teams are immediately Destroyed, and all Units draw on their Seishin (using the Seishin rule) as if they had failed a Unit Last Stand.

Units in Reserves continue to arrive as normal, but upon arrival immediately draw on their Seishin.

If the Japanese player starts a turn with all Japanese Teams on the table Destroyed, the game ends following the rules for No Formations Left on page 61 of the rulebook.

SEISHIN

If a Japanese Unit fails a Unit Last Stand, it is not automatically Destroyed. Instead it draws on its Seishin and remains on the table and fights on.

When a Unit draws on its Seishin all of its Tank Teams are immediately Destroyed and its Heavy Weapon and Gun Teams become Rifle Teams for the rest of the game. All other teams continue fighting.

A Unit that has drawn on its Seishin automatically passes all Motivation Tests they are required to take.

In the Movement Step a Unit that has drawn on its Seishin and that is not within 8"/20cm of either the nearest Objective you must take to win the game, or the nearest Objective you must hold to stop the enemy winning the game, they must move their full Tactical Move distance towards either of these Objectives until they are within 8"/20cm of it. They may never Move at Dash speed or Dig-in.

In the Shooting Step a Unit that has drawn on its Seishin must move again as if it is the Movement Step instead of Shooting.

In the Assault Step a Unit that has drawn on its Seishin must Charge into Contact if they can. They must always Counterattack rather than Break Off.

HUMAN BULLET

If there are enemy Tank Teams within 6"/15cm of Nikuhaku teams the following rules apply:

- If an assaulting Japanese Unit with Nikuhaku teams is forced to Fall Back by Defensive Fire after the Banzai Charge rule is applied, the Japanese Unit does not Fall Back. Instead the Japanese Unit containing Nikuhaku Teams continues the Assault. However, all Teams other than the Nikuhaku Teams immediately move as if the Unit was forced to Fall Back by Defensive Fire and become Non-Assaulting Teams.
- If a Japanese Unit containing Nikuhaku Teams fails its Motivation Test to Counterattack, the Japanese Unit will still Counterattack. However, all Teams other than Nikuhaku Teams in the Japanese Unit become Non-assaulting Teams and must immediately move as if the platoon was forced to Break Off.

If a Nikuhaku team is within 2"/5cm of an enemy Tank Team when it Rolls to Hit in Assaults they roll 4 dice per Team. These hits may only be assigned to enemy Tank Teams. If there are no enemy Tank Teams within 2"/5cm, they roll one dice per team as normal. Nikuhaku teams are rated Improvised Tank Assault 4.

BANNERS

The first hit from enemy shooting in the Shooting Step does not count towards Pinning Down a Japanese Unit with Banners. Likewise, the first hit from an Artillery Bombardment, Air Support, or Flame-throwers does not count for Pinning Down. For example, an enemy Artillery Bombardment needs to hit two Teams to Pin Down a Japanese Unit with Banners.

As usual the first hit from an enemy Sniper Pins Down a Unit, even if it has Banners.

A Japanese Unit with Banners also does not count the first hit from Defensive Fire when determining if it will Fall Back (see page 56 of the rulebook).

REGIMENTAL STANDARD

A Unit with the same title as the Company HQ that has the Regimental Standard Team within 6"/15cm automatically passes all Motivation Tests. For example, only Units with Hohei in their platoon title, such as Hohei Platoons or Hohei Battalion Gun Platoons, benefit from being joined by a Regimental Standard from a Hohei Chutai HQ.

If the Regimental Standard is Destroyed, immediately Destroy a Japanese Infantry team from a Unit with the same title as the Company HQ within 4"/10cm instead, leaving the Regimental Standard unharmed.

TACTICS

HELL BY DAY, PARADISE BY NIGHT

If a Japanese Formation is the Attacker in any type of mission the Japanese player may choose to use the Dawn rules (see page 91 of the rulebook).

If the opposing force also uses Night rules on page 90 of the rulebook, both players roll a die and the player with the highest score uses their Night rules.

ENVELOPMENT

Japanese Infantry Teams and Light Gun Teams may Move at up to Cross-country Dash at Night (see page 90 of the rulebook).

TANKS

DUTY TO THE END

Bailed Out Japanese Tank Teams are not ignored in Unit Last Stand, counting as still fighting. They can shoot their Japanese Turret MG and fight in Assaults, but cannot move to Counterattack or Break Off. They are not required to make a Cross Check if making a Counterattack in terrain.

Bailed Out Japanese Tank Teams also prevent enemy Assaulting Units from Winning if within 4"/10cm, as if they were still operational.

In all other respects they are treated as Bailed Out, such as being Captured and Destroyed if their Unit Breaks Off from an Assault.

HIP SHOT

If they moved in the Movement Step, Japanese Tank Teams may re-roll failed To Hit rolls when shooting with their main gun, provided the easiest team to hit in the target Unit is within 16"/40cm.

JAPANESE TURRET MG

A Japanese Turret MG has an all-round Field of Fire, but cannot fire at the same time as the vehicle's Main Gun.

ARTILLERY

FIRE BURSTS

When firing two-gun Artillery Bombardments Japanese Hohei Battalion Gun Platoons, Hohei Regimental Gun Platoons, and Field Artillery Batteries do not re-roll hits. Single gun batteries still re-roll hits.

A Heavy Field Artillery Battery does not use the Fire Bursts special rule.

MANCHURIAN CAVALRY PLATOON

Manchurian Cavalry Platoons do not use the Japanese special rules and do not have any special rules of their own.

FIELD FORTIFICATIONS

Field Fortifications use the Fortification rules on pages 75 to 83 of the rulebook.

RULES NO LONGER USED

The following Japanese rules from *Rising Sun* are no longer used: Type 92 70mm Battalion Gun, and Allied Platoons.

SOVIET UNION

SOVIET NATIONAL SPECIAL RULES

See pages 73 to 74 of the rulebook with the following additional rules.

WAVE ATTACKS

Strelkovy Companies can undertake Wave Attacks in which new companies replace the existing ones as they are destroyed.

In the Starting Step after a Strelkovy Company is Destroyed, but before Formation Last Stand is checked, roll a die.

- On a score of 4+ the Strelkovy Company will Wave Attack and is replaced with a new Strelkovy Company from the next wave.
- On a lesser roll, the company is not replaced and is permanently Destroyed and cannot roll again.

You do not need to wait for a Strelkovy Company to be Destroyed. In your Starting Step, immediately before Formation Last Stand is checked, you may elect to Destroy any or all Strelkovy Companies that are not in Good Spirits. You may immediately roll to bring the Destroyed Units on again as the next wave.

The new Strelkovy Company starts at the original strength of the Destroyed Strelkovy Company. Only Teams that are actually part of the Strelkovy Company return in the new Strelkovy Company. All Combat attached Teams are Destroyed with the Strelkovy Company are permanently lost and do not return.

Whenever a Unit Leader from a Strelkovy Company is Destroyed, mark the location where it was Destroyed.

Place the new Strelkovy Company anywhere on the table such that it is In Command and closer to your closest Deployment Area than the location where the Unit Leader

was Destroyed. If you do not have a Deployment Area, use the closest table edge that your Reserves arrive from instead. No Team in the new Strelkovy Company may be placed within 12"/30cm of an enemy Team or within 16"/40cm of an enemy Scout team. Any teams that cannot be placed are removed from the Unit, but are not Destroyed. Ignore enemy Independent Teams and any teams that Dashed when placing the new Strelkovy Company. Such teams do not limit the placing of the new Strelkovy Company's Teams at all.

Treat the new Strelkovy Company as a totally new Unit.

A Strelkovy Company only counts as Destroyed for calculating Victory Points once it has failed a roll to Wave Attack.

In a Mission with the Strategic Withdrawal mission special rule a Strelkovy Company Destroyed during a withdrawal cannot be replaced using the Wave Attacks special rule.

DUAL COMMAND

A Command Komissar Team is both a Unit Leader and a Komissar Team and follows all the rules for both.

A Company Command Komissar Team is both a Commander and a Battalion Komissar Team and follows all the rules for both. So a Company Command Komissar team may re-roll a Motivation test first as a Commander before attempting a re-roll as a Battalion Komissar Team.

CLOSE SUPERVISION

Battalion Komissar Team uses the Commander's Leadership rule on pages 38, 42, 58, and 60 of the rulebook.

DECK TURRETS

Guns and machine-guns mounted in Deck Turrets have an all-round Field of Fire, except where their rotation is blocked by the vehicle's superstructure. Ignore the facing of Deck Turrets when determining if a shot hits the Front or Side armour (see page 36 of the rulebook).

TURRET-FRONT MG

A Turret-front MG has an all-round Field of Fire, but cannot fire at the same time as the vehicle's Main Gun.

TURRET-REAR MG

See page 67 of the rulebook.

LAND BATTLESHIPS

Land Battleships like the T-35 use the Multiple Weapons, Shooting at Land Battleships, and Land Battleships Fight On special rules below.

MULTIPLE WEAPONS

A Land Battleship may fire its additional weapons (other than MGs) at ROF 1 at the same time as its main gun. If they do this, the additional weapons suffer +1 penalty to hit. Each may fire at a different target. As Soviet tanks they must also add +1 to the score needed to hit with main guns when they move due to the Hen and Chicks special rule.

SHOOTING AT LAND BATTLESHIPS

If a Land Battleship that is not Damaged becomes Bailed Out, it becomes Damaged instead (use a Bugged Down marker). While Damaged, it cannot move, but can still shoot, and if assaulted, it can fight.

If a Land Battleship that is Damaged becomes Bailed Out, it becomes Bailed Out as well as Damaged. Any further Bailed Out results then trigger the Bailed Out a Second Time rule on page 38 of the rulebook as usual.

If a Land Battleship that is not Damaged is Destroyed by shooting, artillery bombardment, or air attack, the shooting Team immediately takes a second Firepower Test:

- If it passes, the Land Battleship is Destroyed outright.
- Otherwise, it is Damaged rather than Destroyed.

If a Land Battleship that is Damaged is Destroyed, it is Destroyed outright with no further tests.

If a Land Battleship needs to take multiple saves from an enemy Unit's shooting, take each save in turn, applying the result before taking the next save.

LAND BATTLESHIPS FIGHT ON

A Land Battleship that is Bailed Out cannot shoot or fight in assaults, but can still move.

A Land Battleship that is Damaged cannot move, but can still shoot, and if assaulted, fight. If the Unit moves, it ignores Tanks that are Damaged for Staying In Command.

Hits must be allocated to Land Battleships that are Damaged, but not Bailed Out and therefore able to shoot, before other teams that are Bailed Out and unable to shoot.

In Assaults, a Land Battleship that has been Damaged, but not Bailed Out, prevents the Assaulting Platoon from Winning if within 4"/10cm, and is counted as still operational for Unit Last Stand.

If a Land Battleship is Damaged and Bailed Out, it rolls to Remount and to repair itself separately in the Starting Step. This can result in a Land Battleship that can move but not shoot because it is Bailed Out, but not Damaged.

At the Start of a turn when before rolling to Remount Bailed Out Tanks, roll to repair Damaged Land Battleships. Roll a Skill Test.

- If it passes your Tank is no longer Damaged.
- Otherwise the Tank remains Damaged.

TWIN MG TURRETS

Twin MG Turret are Deck Turrets. Both turrets can fire at their full ROF 3 at the same time, either at the same Unit or each at a different enemy Unit.

TOW HOOK

See page 72 of the rulebook.

RULES NO LONGER USED

The following Soviet rules from *Rising Sun* are no longer used: Offensive Doctrine.

FINLAND

HUNTERS

Add +2"/5cm to Finnish Infantry and Heavy Weapon (Man-packed Gun) Teams' Terrain Dash movement.

SISU

Finnish Units reduce the score required to pass a Motivation Test to Counterattack by -1.

MOTTI AMBUSH

A Finnish player may elect to hold any Sissi Platoons (including any teams Combat Attached to them) in their force in Motti Ambush in any Mission, whether it uses the Ambush mission special rule or not.

Other Units can still be placed in Ambush in Missions using the Ambush mission special rule in addition to those that have been allocated to be placed from Motti Ambush.

Sissi Platoons that are held in Reserves may instead be placed from Motti Ambush on the turn they arrive on table from Reserves.

At the start of your turn, in the Starting Step, before revealing Reserves you may place any or all Sissi Platoons you have been holding in Motti Ambush. You must place an entire Unit at a time and the Unit must be placed so as to be In Command.

You may place a Team from Motti Ambush anywhere in your Deployment Area or No Man's Land provided that it is within 12"/30cm of at least one enemy Team and that it is not:

- within 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, or
- within 4"/10cm of any enemy Team.

You do not have to decide where your Unit will be placed until you place it.

A Unit placed from Motti Ambush can move and shoot as normal, but cannot Charge into Contact in Assault in the turn in which it is placed.

A Unit placed from Motti Ambush does not benefit from being in Foxholes at the start of the game.

MELTING AWAY

In the Shooting Step instead of shooting with a Sissi Platoon you may attempt to remove it from the table and hold it in Motti Ambush. To do this it must be in Good Spirits, not have moved at Dash speed in the Movement Step, and not have teams:

- within 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, or
- within 4"/10cm of any enemy Team, or
- within 8"/20cm of any enemy Scout Team that is in Line of Sight (apart from Scout Teams that are Bailed Out, or moved at Dash).

Make a Skill Test before removing the teams.

- If the Sissi Platoon passes, they are successfully removed from the table and are held in Motti Ambush. They can be placed again, less any teams destroyed in previous turns, from Motti Ambush from the beginning of the next or subsequent turns.
- If they fail they remain on the table and can not shoot this step.

RULES NO LONGER USED

The following Finnish rules from *Rising Sun* are no longer used: Self Sufficient.

WARRIORS

+ ALIKERSANTII SIMO HÄYHÄ

Alikersantti Simo Häyhä is a Warrior Sniper Team rated Fearless Veteran. Häyhä may join a Jalkaväkikomppania (page 94 of *Rising Sun*) and replaces a Sniper Team for an additional +15 points.

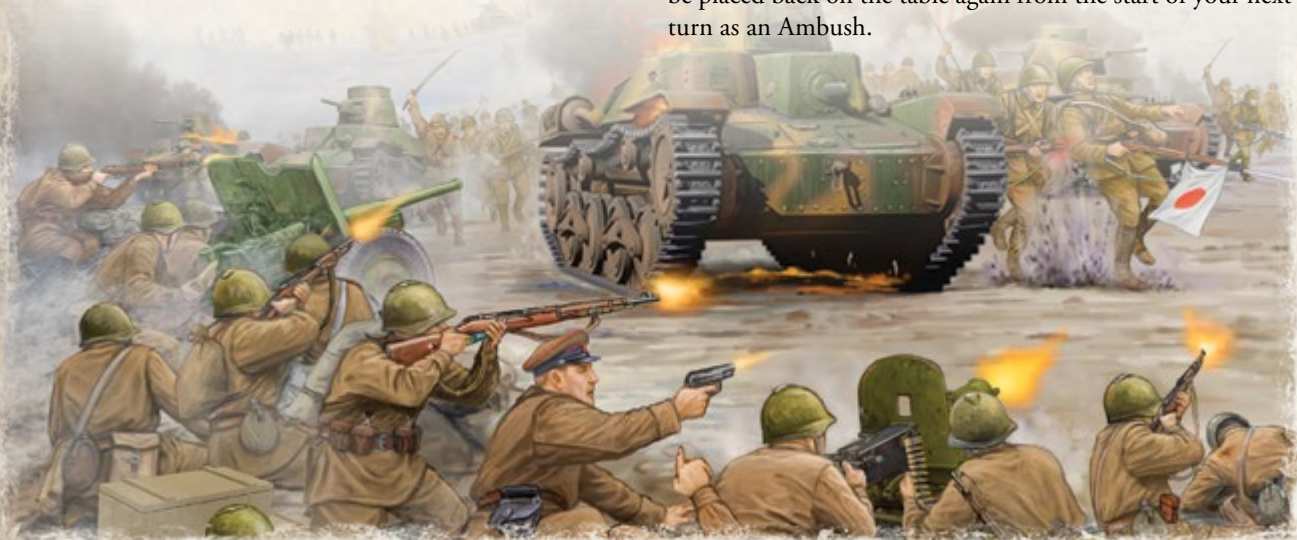
WHITE DEATH!

If Häyhä is Destroyed, he is only Destroyed using the Driven Off rule on a roll of 5+ (instead of 4+). Otherwise, Häyhä slips away and can be placed back on the table again from the start of your next turn as an Ambush.

HANDY WITH A SUBMACHINE-GUN

If Häyhä is assaulted, he conducts Defensive Fire as a SMG Team.

If Häyhä destroys all enemy teams within 4"/10cm with his shooting he is automatically removed from the table and can be placed back on the table again from the start of your next turn as an Ambush.





GERMANY

GERMAN NATIONAL SPECIAL RULES

For the German rules see page 71 of the rulebook.

KRADSCHÜTZENKOMPANIE HQ

Kradschützenkompanie HQ uses the Motorcycle Reconnaissance rules on page 68 of the rulebook.

KRADSCHÜTZEN PLATOON

Kradschützen Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

KRADSCHÜTZEN MACHINE-GUN PLATOON

Kradschützen Machine-gun Platoons use the Motorcycle Reconnaissance rules on page 68 of the rulebook.

LIGHT PANZERSPÄH PLATOON

Panzerspäh Patrols operate as separate Units.

MIXED PANZERSPÄH PLATOON

Panzerspäh Patrols operate as separate Units.

HEAVY PANZERSPÄH PLATOON

Panzerspäh Patrols operate as separate Units.

SCOUT PLATOON

A Scout Platoon with Motorcycle Rifle/MG Teams uses the Motorcycle Reconnaissance rules on page 68 of the rulebook.

STUKA SCHWERPUNKT

Stuka Schwerpunkt is Close Air Support (see page 44 of the rulebook).

RULES NO LONGER USED

The following German rules from *Barbarossa* are no longer used: No Fear Of Tanks, Allies, and Bunkerflak.

SOVIET UNION

SOVIET NATIONAL SPECIAL RULES

See pages 73 to 74 of the rulebook with the following additional rules.

WAVE ATTACKS

See page 58.

DUAL COMMAND

See page 59.

CLOSE SUPERVISION

Battalion Komissar Team uses the Commander's Leadership rule on pages 38, 42, 58, and 60 of the rulebook.

DECK TURRETS

Guns and machine-guns mounted in Deck Turrets have an all-round Field of Fire, except where their rotation is blocked by the vehicle's superstructure. Ignore the facing of Deck Turrets when determining if a shot hits the Front or Side armour (see page 36 of the rulebook).

TURRET-FRONT MG

A Turret-front MG has an all-round Field of Fire, but cannot fire at the same time as the vehicle's Main Gun.

TURRET-REAR MG

See page 67 of the rulebook.

LAND BATTLESHIPS

See page 59.

TOW HOOK

See page 72 of the rulebook.

36-RAIL LAUNCHER

Each M-8 Katyusha rocket launcher Team counts as two weapons when firing an Artillery Bombardment. If they have loading crews, they count as four weapons when firing an Artillery Bombardment instead.

CONCENTRATED FIRE

See the Rocket Launcher rules on page 50 of the rulebook.

CAPTURED POLISH ARMoured TRAIN

See the Armoured Trains rules pages 62 to 64 of the rulebook. The Armoured Train of a Captured Polish Armoured Train is not affected by the Hen and Chicks special rule.

An Artillery Bombardment from a Captured Polish Armoured Train that has a mix of 75mm wz. 02/26 guns and 100mm wz. 14/19 howitzers has a Firepower 4+ and Anti-tank 3.

ARMoured TRAIN ARMoured CAR PLATOON

An Armoured Train Armoured Car Platoon is a Tank Attachment (see page 62 of the rulebook).

ARMoured TRAIN STRELKOVY COMPANY

An Armoured Train Strelkovy Company is an Infantry Attachment (see page 62 of the rulebook).

Teams of an Armoured Train Strelkovy Company deploy with 6"/15cm of any part of the Armoured Train.

An Armoured Train Strelkovy Company does not use the Wave Attacks special rule.

RULES NO LONGER USED

The following Soviet rules from *Barbarossa* are no longer used: Offensive Doctrine and Mobile Rocket Launchers.

WARRIORS

✚ OBERFELDWEBEL HERMANN BIX

Oberfeldwebel Hermann Bix is a Warrior Formation Commander Panzer III G Tank Team and is rated Confident Veteran. Bix replaces the Formation Commander Panzer III F (late) or G in a Panzer III Platoon for an additional +50 points.

LEADING THE WAY!

Bix's Panzer III Platoon may use the Spearhead rule (see page 68 of the rulebook).

KV KILLER

If an enemy Tank Team passes an Armour Save when hit by Bix's main gun at a range of up to 8"/20cm, roll a die.

- On a roll of 6 the enemy Tank Team is destroyed.
- On any other roll the shot is saved and has no effect.

☘ LEYTENANT KONSTANTIN SAMOKHIN

Leytenant Konstantin Samokhin is a Warrior Unit Leader BT-7 Tank Team or Warrior Formation Commander T-34 obr 1941 Tank Team and is rated Confident Trained. If Samokhin is in a BT-7 tank he may join a Tankovy Batalon and replaces the Unit Leader BT-7 Tank Team in a BT-7 equipped Light Tankovy Company for an additional +40 points.

If Samokhin is in a T-34 obr 1941 tank he may join a Tankovy Batalon and replaces the Formation Commander T-34 obr 1941 Tank Team in a Tankovy Batalon HQ for an additional +125 points.

SURPRISE ATTACK!

Samokhin uses the Spearhead rule (see page 68 of the rulebook).

TELLING FIRE

Samokhin may re-roll any failed To Hit rolls when he shoots with the main gun of his tank.



THE PACIFIC THEATRE



BANZAI

IMPERIAL JAPANESE FORCES IN THE PACIFIC

JAPAN

BANZAI CHARGE

See page 57.

KENDO

See page 57.

NO SURRENDER

See page 57.

SEISHIN

See page 57.

HUMAN BULLET

See page 57. Except Nikuhaku Teams from Banzai are rated Improvised Tank Assault 5.

BANNERS

See page 58.

REGIMENTAL STANDARD

See page 58.

HELL BY DAY, PARADISE BY NIGHT

See page 58.

ENVELOPMENT

See page 58.

DUTY TO THE END

See page 58.

HIP SHOT

See page 58.

JAPANESE TURRET MG

See page 58.

FIRE BURSTS

See page 58.

YOSAI HOHEI CHUTAI

DUG-IN TANKS

Tank Teams in a Yosai Hohei Chutai may begin the game in Tank Pits (see page 75 of the rulebook). If you do this, all the Tank Teams in a Unit that begins the game on table must be placed in Gun Pits.

Units with Tank Teams not in Tank Pits must be placed in Reserves as stipulated in the Mission. In Missions that do not normally have any form of Reserves, the Unit starts the game in Immediate Reserves (see page 96 of the rulebook).

SENSHA RENTAI

SENSHA COMPANY

HQ Platoon and Sensha Platoons of a Sensha Company operate as Units.

LIGHT SENSHA COMPANY

HQ Platoon and Sensha Platoons of a Light Sensha Company operate as Units.

NAVAL GUNFIRE SUPPORT

If you have Naval Gunfire Support, your force will field an NGFS Observer Rifle Team. This Observer is an additional Observer to your normal allocation of one, but it can only Spot for an artillery unit of Confident Trained Naval Guns. Your force's other Observer and eligible Spotting Teams cannot Spot for Naval Gunfire Support. The guns are not deployed on the table, but have the range to hit any target on the table.

When firing an Artillery Bombardment with Naval Gunfire Support, position the Artillery Template with the sides parallel to the table edges.

NAVAL AIR & SEA SUPPORT

Depending on your level of Naval Air & Sea Support you gain a die with the following scores needed to succeed:

- Priority Naval Air & Sea Support succeeds on a 3+.
- Limited Naval Air & Sea Support succeeds on a 4+.
- Sporadic Naval Air & Sea Support succeeds on a 5+.

In your opponents Starting Step, before they roll for Air Support, choose whether you will allocate your die as Fighter Interception (see page 44 of the rulebook), or disrupt your opponents Naval Gunfire Support in the Shooting Step. Once you have allocated your Naval Air & Sea Support die it can only be used in that role for the rest of the turn.

DISRUPTING NAVAL GUNFIRE SUPPORT

A successful die roll disrupts your opponent's Naval Gunfire Support. They cannot use their Naval Gunfire Support this Shooting Step.

Otherwise, you opponent may use their Naval Gunfire Support as normal.

AIR SUPPORT

Close Air Support rules are on page 44 of the rulebook.

RULES NO LONGER USED

The following Japanese rules from *Rising Sun* are no longer used: Type 92 70mm Battalion Gun, and Prepared Defence.



UNITED STATES

BAR AUTOMATIC RIFLES

A moving BAR Team can fire at its Halted ROF, but adds a penalty of +1 to the score needed to hit.

SEMPER FI

Marine Units reduce the score needed to pass a Motivation Test to Counterattack by -1.

WAR DOGS

Teams placed from Ambush (see page 95 of the rulebook) must be more than 8"/20cm from all Dog Handler Teams. The Dog Handler teams do not have to be in Line of Sight.

CANISTER

A weapon equipped with Canister ammunition may fire this instead of normal ammunition.

Unlike normal ammunition, the ROF of Canister is not reduced when the firing team moves or is Pinned Down. Instead it increases the score needed To Hit by +1.

IMPROVISED TANK ASSAULT ARMOUR

If a Tank Team with Improved Tank Assault Armour fails an Armour Save against an Infantry weapon with a Firepower of 5+ or 6, or against an Assaulting Infantry Team, roll a special 5+ Improved Tank Assault Armour save:

- If the save is successful the Improved Tank Assault Armour protects the tank.
- If the save fails the shot penetrated the Armour as normal.

AMPHIBIOUS ASSAULT

Use as written in *Gung-ho* pages 16 to 23.

MARINE ROCKET LAUNCHER BATTERY

30 ROCKETS

Each 4.5in Mk 7 rocket launcher counts as two weapons when firing an Artillery Bombardment. If they have loading crews, they count as four weapons when firing an Artillery Bombardment instead.

NAPALM

Napalm uses the Artillery rules (see page 45 of the rulebook) with a Double-width Template (12"/30cm by 6"/15cm). Place the narrow end of the Template at the rear of the aircraft.

Range	ROF	AT	FP	Notes
6"/15cm	-	2	1+	

NAVAL GUNFIRE SUPPORT

If you have Naval Gunfire Support, your force will field an NGFS Observer Rifle Team. This Observer is an additional Observer to your normal allocation of one, but it can only Spot for an artillery unit of Confident Trained Naval Guns. Your force's other Observer and eligible Spotting Teams cannot Spot for Naval Gunfire Support. The guns are not deployed on the table, but have the range to hit any target on the table.

When firing an Artillery Bombardment with Naval Gunfire Support, position the Artillery Template with the sides parallel to the table edges.

NAVAL AIR & SEA SUPPORT

Depending on your level of Naval Air & Sea Support you gain a die with the following scores needed to succeed:

- Priority Naval Air & Sea Support succeeds on a 3+.
- Limited Naval Air & Sea Support succeeds on a 4+.
- Sporadic Naval Air & Sea Support succeeds on a 5+.

In your opponents Starting Step, before they roll for Air Support, choose whether you will allocate your die as Fighter Interception (see page 44 of the rulebook), or disrupt your opponents Naval Gunfire Support in the Shooting Step. Once you have allocated your Naval Air & Sea Support die it can only be used in that role for the rest of the turn.

DISRUPTING NAVAL GUNFIRE SUPPORT

A successful die roll disrupts your opponent's Naval Gunfire Support. They cannot use their Naval Gunfire Support this Shooting Step.

Otherwise, you opponent may use their Naval Gunfire Support as normal.

CLOSE AIR SUPPORT

See page 44 of the rulebook.

PACIFIC TERRAIN

See page 21 of the rulebook.

RULES NO LONGER USED

The following Japanese rules from *Gung-Ho* are no longer used: Gung-Ho, Speedy Displacement.



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- Rules for Using Warriors from Intelligence Handbooks in Flames Of War.
- Updated Warrior Special Rules from all the Intelligence Handbooks.
- Updated Special Rules from all of the Flames Of War Intelligence Handbooks.

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