ARMIES OF OBLIVION



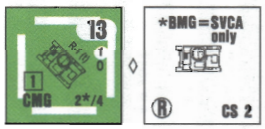
MOUNTED
MAPS ENCLOSED

MMP
Multi-Man Publishing

ARMIES OF OBLIVION is not a complete game. Ownership of the ASL GAME SYSTEM is required for play. See the box back for full details.

ROMANIAN VEHICLE NOTES

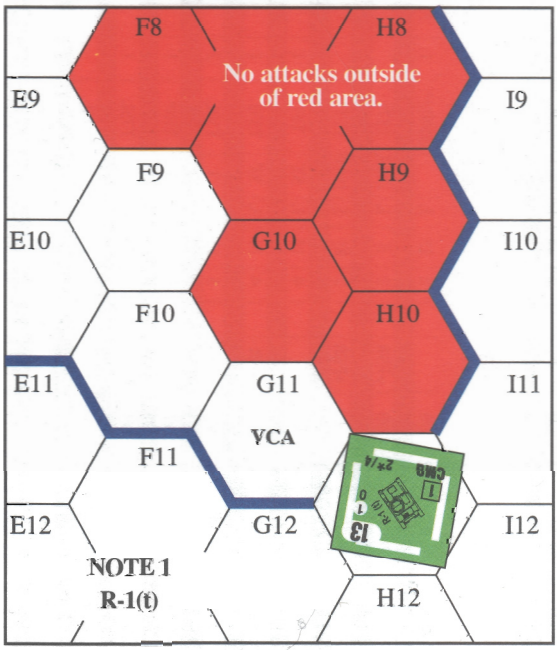
Like most of her neighbors, Romania mostly depended on importing armored vehicles, and was often reduced to buying hand-me-downs or "refurbished" vehicles that were no longer of use to their original owner (mostly Germany). Russian vehicles (and ordnance) captured during the beginning of Operation Barbarossa were frequently pressed into service. This ex-Russian equipment was then reacquired by Russia when Romania joined the Allies in August 1944.



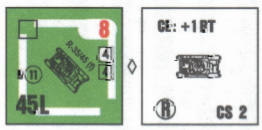
1. R-1(t): In 1936 Czechoslovakia began production of the *AH-IV Lehky Tank* (Light Tank), armed with a turret-mounted 7.92mm ZB vz 35 HMG and a 7.92mm ZB vz 26 LMG mounted on the starboard side of the hull. In June 1937 Romania purchased all 35 of the tankettes then in existence, designating them the R-1. These 35 were the only R-1s made, as production was first delayed by the German takeover and eventually abandoned. The R-1 equipped the elite 1st Royal Cavalry Division. Additionally, the Mechanized Reconnaissance Squadrons of the 1st, 7th, and 9th Cavalry Brigades (still primarily horsed) each included two platoons of two R-1s; while the Mechanized Cavalry Squadrons of the Motorized Regiments of the 5th, 6th, and 8th Cavalry Brigades had two platoons each of three R-1s.

†RF is 1.4 for 39-42; 1.5 thereafter.

†Due to its hull-side mounting the R-1's BMG may only fire through the vehicle's starboard front VCA, (as signified by "BMG=SVCA only"). See accompanying diagram.

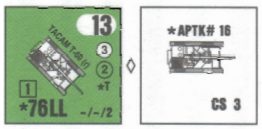


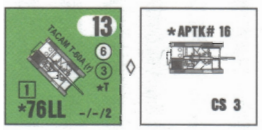
See also Axis Minor Vehicle Note E



2. R-35/45(f): In late December 1942, the Romanian Army began rearming its remaining French-built R-35s (see Common Vehicle Note 32) with the 45mm gun found in captured Soviet BT-7 and T-26 tanks. Unfortunately, the 45mm rounds took up much more space than the 37mm shells did and far fewer of them could be carried. Combined with the larger gun, this required the removal of the CMG. By June 1944 all 30 upgrades were completed and these tank destroyers—re-designated *Vanatorul de Care R-35* (*Transformat*)—were assigned to the 2nd Armored Regiment. It is probable that two R-35 squadrons serving in the 3rd Army in August 1944 were equipped with the *VDC R-35 Transformat* tank destroyer. In February 1945 two companies of tank destroyers and the remaining unreconstructed R-35s formed part of the 2nd Armored Regiment during its campaign in Czechoslovakia and Austria. By the end of the war not a single *VDC R-35 Transformat* remained serviceable.

See also Axis Minor Vehicle Note D



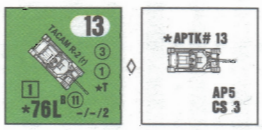


3. TACAM T-60(r) & T-60A(r): In an effort to combat the Russian T-34, Lt. Colonel Constantin Ghiulai in late 1942 brought together captured Russian tanks and captured Russian field guns. T-60 and T-60A light tanks were chosen due to their simple construction and high maneuverability, and the weapon to be mounted was the Soviet M1936 76.2mm field gun. Conversion of 34 vehicles began in November 1942. They were designated *Tun AntiCar cu Afet Mobil T-60* (anti-tank gun with mobile carriage) or TACAM T-60 and T-60A. The turret was replaced with an open-backed, three-sided fighting compartment and the engine, suspension, and wheels were modified. By the end of 1943, the 34 completed TACAM T-60s were assigned to the reforming 1st Armored Division: 16 to the 1st Armored Regiment in the 61st TACAM Company and 18 to the 2nd Armored Regiment in the 62nd TACAM Company. The vehicle also saw service with the 8th Motorized Cavalry Division in 1944. Most TACAM T-60s survived combat and were reclaimed by the Soviets in October 1944.

†RF is 1.5 for 6/43-1/44 and 1.4 for 2/44-9/44 for the T-60; 1.6 for the T-60A.

†The MA uses the Russian 76LL AP TK# of "16" as signified by "APTK# 16" on the back of the counter.

See also Axis Minor Vehicle Note E



4. TACAM R-2(r): In July 1942 the remaining R-2s (see Common Vehicle Note 34) not yet in action were chosen for a second tank destroyer, the *Tun AntiCar cu Afet Mobil R-2*, or TACAM R-2, mounting the more modern M1941 76.2mm L/46 field gun. As in the TACAM T-60, the fighting compartment was an open-backed, three-sided gun shield, but it also had a small roof portion in the front. After many delays, 20 TACAM R-2s were completed by the end of June 1944, when plans were changed to further up-gun the tank destroyer either with Romania's own *Resita* 1943 75mm gun or with the German "88," or to add a flamethrower instead. All such plans were shelved, however, with Romania's defection in August. The TACAM R-2s were organized into the 63rd TACAM Company in three platoons of three TDs each, with a Battery HQ consisting of an armored reconnaissance car, a command car, and one TACAM R-2. They entered service with the 1st Training Armored Division in late July 1944 and were used during the liberation of Bucharest, Ploesti, and Northern Transylvania through October 1944, during which ten were lost. In November the remaining ten were issued to the 2nd Armored Regiment, which used them during its campaign in Moravia and Austria in 1945.

†The MA uses the Russian 76L AP TK# of "13" as signified by "APTK# 13" on the back of the counter.

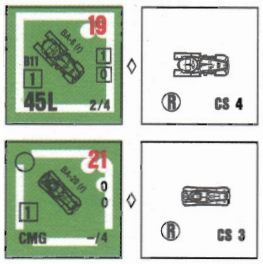
See also Axis Minor Vehicle Notes E, N

AXIS MINORS VEHICLE LISTING

#	Name & *Type*	®	WGT	BPV	RF	Dates	Size	AF	TA	GT	CS	MP	GP	GT	MA	ROF	B#	IF	BMG	CMG	AAMG	sD	s#	Am	PP/T#	Notes
	Romanian																									
4	R-1(t) *Tt*	●	4.2	22	1.4-1.5†	39-45	+1	1/0			2	13		1MT	CMG	1			2†	4						1†,E
4	R-35/45(f) *TD*	●	11.7	27	1.4	2/43-45	+1	4	+FSR		2	8	L	1MT	T45L		*11*									2,D
4	TACAM T-60(r) *TD*		9	49	1.5-1.6†	6/43-9/44	+1	3/2/★T	-FSR	●	3	13		NT	B76LL†	1					2					3†,E
2	TACAM T-60A(r) *TD*		9.5	49	1.6	6/43-9/44	+1	6/3/★T	-FSR	●	3	13		NT	B76LL†	1					2					3†,E
6	TACAM R-2(r) *TD*		13.4	45	1.4	7/44-45	0	3/1/★T	-FSR	●	3	13		NT	B76L†	1	*11*				2		AP5			4†,E, N
3	BA-6(r) *AC*	●	5	31	1.3-1.5†	8/41-9/44	0	1/0	+FSR		4	19		RST	T45L	1	11		2	4						5†,E
3	BA-20(r) *AC*	●	3	20	1.3-1.5†	8/41-9/44	+1	0			3	21	H	1MT	CMG	1				4						5†,E
4	Malaxa UE2 *APC*		4	9	1.3-1.5†	39-9/44	+2	1/0		●	2†¹	10	L		BMG†	1	11		Opt 2†						4PP/T12†	6†,F,I†¹,J
	Hungarian																									
6	38M Toldi I *LT*		8.5	32	1.3	41-45	+1	2/1	-F		3	17	L	ST	T20L†	1				4†¹	†¹					7†,A†¹
6	38M Toldi IIA *LT*		9	36	1.3	4/44-45	+1	3/1	-F		3	17	L	ST	T40†	1				4†¹	†¹					8†,A†¹
6	40M Turan I(r) *MT*		18	44	1.2-1.4†	3/42-45	0	6/4	-SR		5	16		ST	T40L	2			4	4		5				9†,E,N,Q
6	41M Turan II(r) *MT*		19	47	1.5-1.3†	5/43-45	0	6/4	-SR		5	15		ST	T75*	1			4	4		5	7	AP6		10†,E,N,Q
4	PzKpfw VG(g) *MT*		45.5	89	1.6	8/44-45	-1	18/6	-F		6	15†		ST	T75LL	1			3	5	2	sN6				11†,E
4	PzKpfw VIE(L)(g) *HT*		57	91	1.6	5/44-45	-1	11/8	+F		6	12		ST	T88L	1			3	5	2	sN6		A3⁴		12†,E
6	43M Zrinyi II *AC*		21.5	48	1.4-1.3†	8/43-45	+1	6/2	+F		4	14		NT	B105							5	7			13†,Q
6	39M Csaba *AC*		6	27	1.3	41-45	0	1	-SR		4	34		RST	T20L	2				4						14
4	40M Csaba *AC*		6	20	1.4	41-45	0	1	-SR		4	34		1MT	CMG	1				4						14
3	Marder II(g) *TD*		11	45	1.6	9/42-8/44	0	3/1/★T	-FSR	●	4	13		NT	B75L	1							6	A4³/3⁴ HE7		15,E
4	40M Nimrod *TD/AA*		10.5	38	1.4-1.6†	5/42-45	0	1		●	6	15	L	T	T40L	3(8)					†¹			H6[9]³⁺		16†,P†¹
	Slovakian																									
4	T vz 33(i) *Tt*	●	2.3	20	1.3-1.2†	39-8/44	+2	1/0	-F		2	14	L		BMG†¹		11		4†²							17†,K†¹,E,F,G†²
2	LT vz 34 *LT*	●	7.5	29	1.5	39-8/44	+1	1/0	-F		2	13	L	RST	T37	1			3	3						18
2	PzKpfw IIA(g) *LT*		9	35	1.5	11/43-8/44	+1	1			3	15	L	RST	T20L	2(4)	11			5		6				19,E
4	LT vz 40(t) *LT*		7.5	46	1.5-1,6†	6/41-8/44	+1	3/1			4	18	L	RST	CMG†¹	1			4	6		6				20†,K†¹,E
4	Marder III(t)H *TD*		11	46	1.6	8/43-8/44	0	4/1/★T	-F	●	4	14	L	NT	B75L	1	*11*		4			6	7	A4³/3⁴ HE7		21†,E
2	Kfz 1(g) *tr*		1	12	1.4	43-8/44	+2	★			2†¹	30	L†²		AAMG†						Opt 3†				9PP/T10	22†,E,L†²I†¹
2	SdKfz 2(g) *htMC*		1.5	12	1.5	43-8/44	+2	★			2	22	L†¹												3PP†/T10	23†,E,L†¹
	Croatian																									
2	TKS *Tt*	●	2.7	19	1.5	41-45	+2	1/0	-F		2	15†	L		BMG	1	11		3†							24†,F
2	TKS(L) *Tt*	●	2.8	21	1.5	41-45	+2	1/0	-F		2	15†	L	NT	B20L	1	11									24†,F
2	L6/40(i) *LT*		7	28	1.6	11/43-45	+1	3/1	+F		2	14	L	1MT	T20L	1(4)	11			2						25
2	wz 34-I *AC*	●	2.1	19	1.6	41-45	+1	1/0	-F		2	22	L	1MT	CMG	1				4						26
2	wz 34-II *AC*	●	2.2	20	1.6	41-45	+1	1/0	-F		2	20	L	1MT	T37*											26
2	SMV L40 da 47/32 *TD*		6.5	29	1.6	11/43-45	+2	3/1		●†	3	14	L	NT	B47	2					Opt 2†¹					27†,O†¹
	Bulgarian																									
2	Vickers 6-Ton Mk E *LT*	●	7	29	1.6	41-42	+1	1	+F		3	14	L	RST	T47*	1	11†			6				C5†		28†
	Common																									
3+3	L3/35(i) *Tt*	●	3.5	20	1.4-1.6†	41-45	+2	1/0			2	13	L		BMG†¹	1	11		4†²							29†,K†¹,E,F,G†²,H,C,B
3	FT-17M(f) *Tt*	●	7	16	1.5-1.6†	39-45	+1	1/0	+FSR		2	5	L	1MT	CMG	1		●		4						30†,D,R,C
3	FT-17C(f) *Tt*	●	7	16	1.5-1.6†	39-45	+1	1/0	+FSR		2	5	L	1MT	T37*									AP9		30†,D,R,C
2+2	PzKpfw 1B(g) *Tt*		6	30	1.6	42-45	+1	1			2	15	L	1MT	CMG†¹	1	11			6		6				31†,K†¹,E,H,C
3+3	R-35(f) *LT*	●	10	25	1.3-1.6†	39-45	+1	4	+FSR		2	8†	L	1MT	T37*					2†¹	†¹			AP10		32†,A†¹,D,E,R,H,B
3+3	H39(f) *LT*	●	12	26	1.6	42-45	+1	4	+FSR		2	12		1MT	T37*					2†¹	†¹			AP10		33†,A†¹,D,E,H,C,B
6	LT vz 35(g) *LT*		10.5	40	1.2-1.4†	39-45	+1	3/1			4	14	L	ST	T37	1			4	4		5				34†,E,R,S,B
6+6	LT vz 38(t)A *LT*		9.5	43	1.3-1.6†	39-45	+1	3/1			4	15	L	ST	T37L	1			4†	4		6		A3¹/4²/3³		35†,E,R,H,S
6+6	LT vz 38(t)E *LT*		10	44	1.3-1.6†	42-45	+1	4/2	+SR		4	14	L	ST	T37L	1			4†	4		7		A4²/3³		35†,E,H,S,B
2+2	S-35(f) *MT*		19.5	33	1.6	43-44	0	6/4	+SR		4	13†		1MT	T47					2†¹	†¹					36†,A†¹,D,E,H,S
3+3	PzKpfw IIIL(g) *MT*		23	60	1.5	9/42-45†	0	6/3	+FSR		5	13		T	T50L	2			3	5	Opt 2†¹	5		A5²/4³/3⁴		37†,E,O†,Q,R,H,C
4	PzKpfw IIIN(g) *MT*		23	55	1.5-1.6†	10/42-45	0	6/3	+SR		5	13		T	T75*	1			3	5	Opt 2†¹	7	8	H8³⁺		38†,E,O†¹,Q,R,S
4+4	PzKpfw IVD(g) *MT*		20	50	1.5-1.6†	3/42-45	0	3/2	+SR		5	14		T	T75*	1			3	5		7	8	AP7,H5³⁺		39†,E,Q,R
4+4	PzKpfw IVF1(g) *MT*		22.5	54	1.3-1.6†	5/42-45	0	6/3	+SR		6	14		T	T75*	1			3	5		7	8	AP7,H5³⁺		39†,E,Q,R,H,B
6+6	PzKpfw IVH(g) *MT*		25	73	1.2-1.6†	9/42-45	0	8/3	-F/+SR		6	13		T	T75L	1			3	5	Opt 2†¹	5	7	A4²/3³		39†,E,O†¹,Q,R,H,B
6+6	StuG IIIG(g) *AC*		23.5	61	1.1-1.4†	4/43-45	+1	8/3			4	13		NT	B75L	1					2	7	8	A3⁴		40†,E,Q,R,H,B
2+2	JgdPz 38(t) *TD*		16	54	1.3-1.6†	10/44-45	+1	14/3			4	13		NT	B75L						1†			A3⁴,HE7		41†,E,H,B
2	SPW 250/1(g) *ht*		6	28	1.2-1.6†	43-45	+1	1		●	4	18			AAMG	1					3				9PP/T9	42†,E,R
6	SPW 251/1(g) *ht*		9	31	1.2-1.6†	43-45	+1	1		●	5	16			AAMG	1					3				15PP/T7	42†,E,R,C
2	SPW 251/9(g) *ht*		9	46	1.6	43-45	+1	1		●	4	16		NT	B75*	2				4†			8	H5		42†,E,R
4	OA vz 30(t) *AC*	●	2.8	18	1.5	41-45	+1	0			2	18†		1MT	CMG	1	11†		2	2						43†,E,R,S
3	AB 41(i) *AC*		7.5	29	1.4-1.6†	10/43-45	0	1	+F		4	30		1MT	T20L	1(4)	11		R2	2						44†,E,R,C
#	Name & *Type*	®	WGT	BPV	RF	Dates	Size	AF	TA	OT	CS	MP	GP	GT	MA	ROF	B#	IF	BMG	CMG	AAMG	sD	s#	Am	PP/T#	Notes

AXIS MINORS VEHICLE LISTING

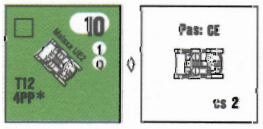
#	Name & *Type*	®	WGT	BPV	RF	Dates	Size	AF	TA	OT	CS	MP	GP	GT	MA	ROF	B#	IF	BMG	CMG	AAMG	sD	s#	Am	PP/T#	Notes
4	PSW 222(g) *AC*		5	36	1.4-1.5†	12/42-45	+1	1		•	3	33†²		ST	T20L	2(4)	11			5†¹	†¹	6				45†,P†¹,E,M†²,R,B
3	PSW 222(L)(g) *AC*		5	41	1.4-1.5†	12/42-45	+1	2/1	-F	•	3	34†²		ST	T20L	2(6)				5†¹	†¹	6				45†,P†¹,E,M†²,R,B
2	PSW 223(g) *AC*		5	30	1.6	11/42-45	+1	1		•	3	33†²		ST	CMG	1				5†¹	†¹	6				46†,E,M†¹,P†²,R,B
4+4	Komsomolet(r) *APC*		4.1	13	1.2-1.6†	8/41-45	+1	0		†	2†¹	12	L		BMG†	1	11		Opt 2†						9PP/T8†	47†,E,F,I†¹,J,R,H,S,C,B
4	RSO(g) *PC*		5.2	10	1.2	43-45	-1	★			5	10	L												9PP/T4	48,S,B
4+4	Light Tractor *PC*		2	12	1.2	39-45	+1	★			4	16	L												9PP/T9	49,R,H,S,C,B
4+4	Medium Tractor *PC*		6	15	1.3	39-45	0	★			5	14													14PP/T4	49,R,H,S,C,B
4+4	Heavy Tractor *PC*		10	17	1.4	39-45	-1	★			6	12													21PP/T-2	49,R,H,S,C,B
6+4	Light Truck *tr*		1	12	1.1	39-45	+1	★			4	30	L												11PP/T9	50,R,H,S,C,B
6+4	Medium Truck *tr*		1.5	16	1.1	39-45	0	★			5	26													21PP/T5	50,R,H,S,C,B
6+4	Heavy Truck *tr*		2	19	1.3	39-45	-1	★			7	22													29PP/T0	50,R,H,S,C,B
	MISCELLANEOUS GERMAN																									
3	Sturmtiger *AG*		62	60	1.6	3/45-5/45	-1	18/8			5	11	H	NT	B380*†		*10*	•	3			sN9				37.1†,K
3	SdKfz 10/5 *AAht*		5	40	1.6	41-45	+1	0/★†	+F	•	4	14†¹		T	T20L	3(6)	†¹				†²					88.1†,A†²,D†¹
	MISCELLANEOUS RUSSIAN																									
3	BT-2A *LT*	•	11	30	1.3-1.6†	33-43	0	2/1	-F		3	22	L	RST	T37L	1	11			Opt 4†						7.1†,M
4	Komsomolet *APC*		4.1	13	1.3-1.5†	39-45	+1	0		†	2†	12	L		BMG†	1	11		Opt 2†						9PP/T8†	46.1†
#	Name & *Type*	®	WGT	BPV	RF	Dates	Size	AF	TA	OT	CS	MP	GP	GT	MA	ROF	B#	IF	BMG	CMG	AAMG	sD	s#	Am	PP/T#	Notes



5. BA-6(r) & BA-20(r): Romania captured over 100 Russian armored cars (Russian Vehicle Notes 38 and 39) and quickly pressed them into service. By late 1942 there were enough, together with a small number of scout cars purchased from Germany, to establish an armored car company within the 1st Armored Division. Despite their simple design, a shortage of spare parts forced most to be withdrawn from service after less than a year of operation.

†RF is 1.3 for 8/41-1/43; 1.4 for 2/43-12/43; 1.5 for 1/44-9/44.

See also Axis Minor Vehicle Note E



6. Malaxa Tipul UE2: Between 1939 and early 1941, 126 Malaxa UE carriers were built at the Malaxa (Rogifer) factory in Bucharest. This was a licensed version of the *Renault Chenillette d' Infanterie Type UE* (French Vehicle Note 28) and was intended for towing the 47mm gun in the anti-tank companies and for transporting munitions and fuel in the motorized cavalry regiments. Production could not be continued, however, as French imports dried up. After the invasion of France, Germany provided around 50 more carriers. Many of the UE2s were lost at Stalingrad. The remaining vehicles were adapted in early 1944 to tow the German 5cm anti-tank gun, after which they were distributed to different divisions on the Moldavian front. Most of these were confiscated by the Soviets after August 1944.

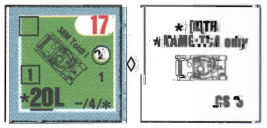
†Vehicle RF is 1.3 for 39-12/43; 1.5 for 1/44-9/44. RF for Optional BMG is the same as for the vehicle.

†Each Passenger SMC counts as one Passenger PP, and is always considered CE (as if in a Carrier; D6.84) even if the vehicle's Inherent crew (if any) is BU as noted by "Pas: CE" on the counter.

See also Axis Minor Vehicle Notes F, I, J

HUNGARIAN VEHICLE NOTES

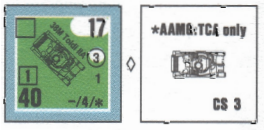
Hungary joined the invasion of Russia with more AFV of indigenous design than any of the other minor nations. For the invasion, Hungary could field a total of 189 tanks, tankettes (from Italy), and armored cars. Most of these quickly proved obsolete, and Hungary increasingly turned to Germany for more tanks. Hungary also attempted to produce its own "Panther" tanks under license, but this project was dropped due to the excessively high price charged by the Germans. By 1944, Allied bombers had succeeded in reducing most Hungarian factories to rubble, and by 1945 all AFV production had ceased.



7. 38M Toldi I: After successful field tests vs a PzKpfw IA and a locally built Straussler V-4, the Swedish Landsverk L60 light tank was purchased in 1937. Then after being armed locally and tested during 1938, it was designated the 38M Toldi. (Toldi was the name of a legendary Magyar fourteenth century warrior.) It was armed with the 20mm 36M AT rifle (the Swiss Solothurn built under license) and an 8mm Gebauer 34/37 MG installed in the turret. This MG could, if required, be placed on a special support on the turret roof for AA use. A total of 80 tanks were built, with 6 assigned per company in each armored brigade (increasing to 23 per brigade in 1941). Each brigade was to have three companies equipped with Toldis and one company equipped with Turans, but due to delays in the delivery of the Turans each brigade was instead equipped with four companies of Toldis. These tanks were used in battle for the first time during the invasion of Yugoslavia in April 1941, with some 54 Toldis belonging to the 1st Motorized Brigade (9th Armored Battalion), the 2nd Motorized Brigade (11th Armored Battalion), and the 2nd Cavalry Brigade (1st Armored Cavalry Battalion). For the attack on the Soviet Union, however, one company of each battalion was held in reserve. Its engine proved to be the Achilles heel of the Toldi, and more tanks were lost to operating problems than enemy fire. This counter represents both the Toldi I and early versions of the Toldi II, the only difference being a slight reconfiguration in the armor and the fact that the Toldi II was built entirely in Hungary.

†The 20L MA is an ATR, has a maximum To Hit range of 12 hexes (as signified by "[12] TH" on the counter), and may be Scrounged.

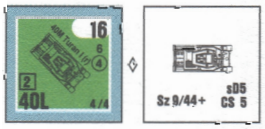
See also Axis Minor Vehicle Note A



8. 38M Toldi IIA: Negative feedback about the Toldi I and Toldi II from the Eastern Front led to further modification of the initial design in 1943. About 80 of the versions I & II were up-gunned with the 40mm 42M L/25 gun and dubbed the Toldi IIA. The 40mm gun, built by MAVAG, was a shortened version of the 41M L/51 fitted to the Turan I.

†**ERRATA**: The Axis Minor 40mm AP Basic TK Number is "9."

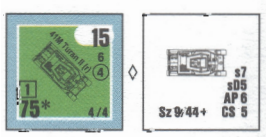
See also Axis Minor Vehicle Note A



9. 40M Turan I(r): The Czech-designed medium tank Skoda T-22 was the basis for the Hungarian Turan I. A licensing agreement was signed in August 1940 for production to begin in Hungary. Before production began, the tank was modified from the original Czech design in a number of ways. A 260 HP V-8 engine designed by Manfred Weisz and a 3-man turret were installed. The Turan I armament was based on the Hungarian 40mm 41M anti-tank gun. This weapon in turn was derived from the German *PaK 35/36* but used the tubes of the Bofors 40mm and the same ammunition as the 40mm 37M Bofors AA gun which was also made by MAVAG. The Turan I carried 100 rounds of 40mm ammunition and mounted two 8mm 34/40 air-cooled, belt fed tank MG derived from the Czech Brno Z830. Beginning in October 1941, almost 290 40M were built at 4 different factories before the war brought production to a halt in 1944. These tanks equipped the 1st and 2nd Armored Divisions and the 1st Cavalry Division in 1942-43. Some Turan Is were fitted with Schuerzen late in 1944. The Turan was named after a legendary Asian people said to have been ancestors of the Hungarians.

†RF is 1.3 for 3/42-8/42; 1.2 for 9/42-1/43; 1.4 thereafter.

See also Axis Minor Vehicle Notes E, N, Q

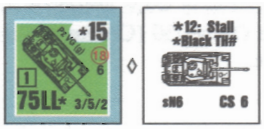


10. 41M Turan II(r): The 2nd Hungarian Army's disaster on the Don Front in January 1943 made it clear that the Hungarian tanks needed to be up-gunned to compete with the Russian armor. The 41M was built on the Turan I chassis and armed with the 75mm 41M L/25. It was originally designated 41M Turan II heavy tank, but that was changed in 1944 to 41M Turan "75 short" heavy tank. The first of about 139 41M were delivered in May 1943 and the remainder shipped in October of the same year. The first tanks were allocated to the 2nd Armored Division

and the 1st Cavalry Division, with some going to the newly formed Assault Artillery Battalion. The 1st Armored Division eventually received its share of Turan IIs later in the war. Some Turan IIs were fitted with Schuerzen late in 1944.

†RF is 1.5 for 5/43-10/43; 1.3 thereafter.

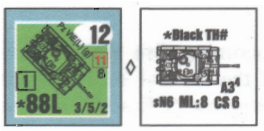
See also Axis Minor Vehicle Notes E, N, Q



11. PzKpfw VG(g): Five Panthers (German Vehicle Note 27) were received in August 1944 for training. They were assigned to the 1st Company of the 3/I Tank Battalion. Only two Panthers from this unit were still in service by October 1944. An additional 12 Panthers may have been diverted to Hungary after Romania switched sides.

†Each time this AFV expends one MP to start, its owner must make a DR; if a 12 is rolled the AFV has stalled and has not actually begun to move. The owner must then make another DR, which equals the total number of Delay MP (including one MP to stop, but excluding the one MP to start) that the AFV has used in the unsuccessful attempt to move. It can again attempt to move, but must expend a MP to start—and must undergo another Stall DR as it does so. If the owning player forgets to make his Stall DR, the opposing player can thereafter call for it to be made at any time during that same MPh as the AFV expends any MP. An AFV that stalls is subject to Defensive First Fire (since it expended a MP to start), but not as a moving target unless it had already entered a new hex during the MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay.

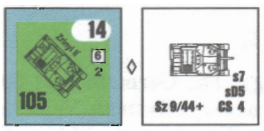
See also Axis Minor Vehicle Note E



12. PzKpfw VIE(L)(g): Some ten German Tiger tanks (German Vehicle Note 31) were delivered in May 1944 to Hungarian troops of the 3rd Tank Regiment fighting in Galicia. Three more were delivered in July 1944 as a birthday gift to the Hungarian Inspector of Engineers. The 2nd Armored Division was reported to have four Tigers in December 1944.

†The inherent crew's Morale Level is 8 as signified by "ML:8" on the counter.

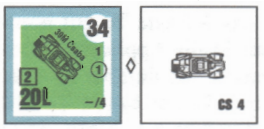
See also Axis Minor Vehicle Note E

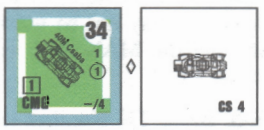


13. 43M Zrinyi II: The decision to produce the Zrinyi (pronounced Zreenyee) assault gun was based on the achievements of the German Sturmgeschuetz during 1941-42. A mobile assault gun mounted on the Turan chassis and armed with a 75mm anti-tank gun, the Zrinyi I prototype was finished in December 1942. However, due to a severe shortage of these guns, production models were fitted with the 105mm 40/43M howitzer, a modified version of the MAVAG 105mm 40M towed field howitzer. Production began under the name 43M Zrinyi II assault howitzer, a name later changed to 43M Zrinyi "105" assault howitzer. The name "Zrinyi" comes from Nikolaus Graf Zrinyi, a Hungarian hero who fought the Turks and was killed in the battle of Szigetvar in 1566. Only 60 were built before production was halted when American bombers destroyed the main assembly building on July 27, 1944. The first five Zrinyis were assigned in August 1943 to the 1st Assault Artillery Battalion and saw combat in July 1944 at Ottynia in eastern Galicia. Most of the remaining Zrinyis were split between the 1st and 10th Assault Artillery Battalions, while the other artillery battalions were equipped with StuG IIIs and Hetzers and received only two Zrinyi IIs each for training purposes. Some of these latter vehicles were collected and sent to the 25th "Kolozsvari" Group in September 1944 and took part in the fighting near Torda in southern Transylvania. During this group's retreat all its Zrinyis were destroyed owing to lack of fuel. The remaining Zrinyis were diverted to one or two batteries of the 20th and 24th Groups. The 10th Assault Artillery Battalion also fought at the battle of Torda and later saw action in Hungary proper. In the latter part of 1944 most Zrinyi IIs were fitted with Schuerzen.

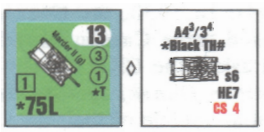
†RF is 1.4 for 8/43-3/44; 1.3 thereafter.

See also Axis Minor Vehicle Note Q





14. 39M Csaba & 40M Csaba: This was an excellent armored car based on the British Alvis AC2 armored car designed by Nicholas Straussler, a Hungarian who had planned a number of armored cars for Britain while living there. He came to an agreement about producing some of his designs for his home country and with the assistance of the Hungarian Institute for Military Technology, the 39M Csaba armored scout car came into being as an enhanced version of his British designs. The prototype of the 39M Csaba was completed in June 1939, but the first run of 61 units was not delivered until August 1940. A second run of 70 vehicles was ordered in June 1941 and completed shortly thereafter. The 39M mounted a 20mm gun and an 8mm MG in the turret. Production of the 40M command car began in 1940, with a total of 70 being completed by 1944. These differed from the 39M by mounting a large grid type aerial and a smaller turret with only one MG but with two radios. The two vehicles formed reconnaissance companies (ten 39Ms and one 40M command vehicle). Almost 90% of these Csabas on hand for Barbarossa had already been lost by the end of July 1941. The 30th Regiment of the 1st Armored Division had 18 Csabas on hand in 1942. German units appropriated for combat use whatever Csabas they could find during their retreat in 1945. Csaba (pronounced "Chah-bah") was the name of Attila the Hun's youngest son.



15. Marder II(g): Hungary received five Marder IIs (German Vehicle Note 46) on loan to the 1st Field Armored Division for use at the front in 1942. After completion of their assigned mission, the surviving *panzerjägers* were returned to the Germans in 1944.

See also Axis Minor Vehicle Note E



16. 40M Nimrod: Originally designed by Landsverk around the Swedish LVKV 40, the Nimrod mounted the 40mm Bofors L/62. The Hungarians received the first vehicle in December of 1937 and started production of their own version with a widened turret to mount the MAVAG version of the 40mm Bofors in February of 1939. The vehicle was designated armored machine-gun vehicle 40M Nimrod and 135 were produced between 1941 and 1944 when production ceased as a result of the German occupation of Budapest. The Nimrod was very similar to the Toldi (which was derived from the Swedish L60 from which descended the LVKV 40). The open-topped superstructure was roomy and the unique gun mantlet allowed for maximum elevation and traverse of the Bofors gun. The first 18 Nimrods were assigned to the 51st Armored Machine Gun Battalion (better



known as the 51st Tank Hunter Battalion) in May of 1942 as part of the 1st Armored Field Division that was overwhelmed by heavy Soviet attacks in January 1943. In late March of 1943 there were only three Nimrods left. Between May 1943 and the spring of 1944, new Nimrods equipped the re-formed 1st Armored Division (1st Tank Hunter Battalion with three batteries for a total of 18 tanks) and the 2nd Armored Division (15th Motorcycle Battalion equipped with a battery of Nimrods, the 52nd Tank Hunter Battalion, and five autonomous platoons of four Nimrods each). The two armored divisions had 38 Nimrods each in September of 1944. The 1st Cavalry Division had four Nimrods in September of 1944 when it was renamed the 1st Hussar Division "for its gallant actions in Poland."

†RF is 1.5 for 5/42-1/43; 1.6 for 2/43-3/44; and 1.4 thereafter.

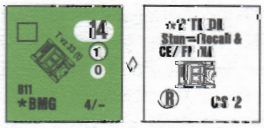
†H6[9] is available beginning 1/43 and has a Basic To Hit number of 11; this is the Stielgr 41 (German Multi-Applicable Ordnance Note B). Each hex of range decreases this number by one. Its maximum range is 9 hexes. All Firer/Target based To Hit DRM apply normally. It may only be fired at a vehicle, or at those target types allowed to HEAT (C8.31). It may not be used as either Bounding *First* or Motion Fire and the MA's ROF is lowered to zero if it successfully fires Stielgr 41.

†**ERRATA**: The Axis Minor 40mm HEAT Basic TK Number is "26."

See also Axis Minor Vehicle Note P

SLOVAKIAN VEHICLE NOTES

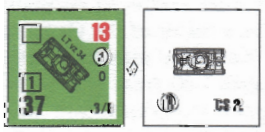
The Pilfousek Fast Brigade under the command of Rudolf Pilfousek was composed of part of the former Czechoslovakian 3rd Fast Division, which had left 79 PzKpfw 35(t) tanks in the Levice area. The brigade was merged with the 1st Slovakian Division in August 1941 to form the Slovakian Fast Division. This division was part of the German 17th Army that fought at Lvov and Kiev. It was nearly destroyed by the Soviet counter attacks at Stalingrad, after which it was withdrawn from active fighting. Beginning in 1943 the Germans began exporting significant numbers of AFV to Slovakia as replacements.



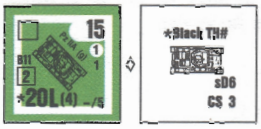
17. T vz 33(t): In 1930, the Czech army purchased three Carden-Lloyd tankettes and asked the CKD *(Ceskomoravska Kolben Danek)* factory to develop a similar vehicle of their own. The result was the Tancik vz 33 (T vz 33). It went into production in 1932 and the army received 70 of them in 1933. The T vz 33 was built along the lines of the Polish TKS tankettes, both being derived from the Carden-Lloyd. It was armed with two 7.92mm ZB *(Ceska Zbrojovka Brno)* vz 26 machine guns. For the invasion of Poland the Slovaks used these tankettes as part of a small mobile force. Following the Polish Campaign, the Germans gave Slovakia an additional 30 T vz 33 tankettes that were later integrated into the Slovakian Fast division.

†RF is 1.3 for 39-6/41; 1.2 thereafter.

See also Axis Minor Vehicle Notes E, F, G, K

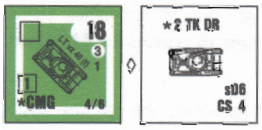


18. LT vz 34: This vehicle was developed as a private venture by CKD between 1932 and 1934. At that time it was quite modern, with decent mobility. By 1939, however, it was outdated due to weak armor and a noisy, unreliable engine. The Czechoslovaks had 50 of these in their arsenal in 1938, 27 of which were inherited by Slovakia and formed a company of the Armored Regiment on the eve of Barbarossa.



19. PzKpfw IIA(g): After the Slovakian Fast Division was nearly destroyed around Stalingrad, Germany sold 16 PzKpfw IIAs (German Vehicle Note 2) as part of an armored shipment to rebuild the Slovakian armored forces. These were assigned to the Armored Regiment and replaced the OA vz 30 (Common Vehicle Note 43) in the reconnaissance role.

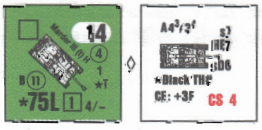
See also Axis Minor Vehicle Note E



20. LT vz 40(t): This tank was originally designed with a 20mm Oerlikon gun as its main armament. Designated the LTL, 21 were built in Czechoslovakia on orders from Latvia but instead went to the Slovakian Army minus the gun. Through the end of 1941 they saw action armed only with two turret-mounted ZB vz 37 MG. The tank was a lighter version of the PzKpfw 38(t), and from late 1941 to early 1942 it was up-gunned with the 3.7cm Skoda A7 gun, which replaced one of the machine guns. This up-gunned version is represented by the LT vz 38(t)A (Common Vehicle Note 35); the two vehicles are equivalent for game purposes.

†RF is 1.5 for 6/41-1/42; 1.6 thereafter.

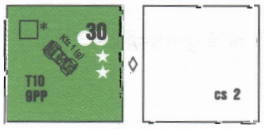
See also Axis Minor Vehicle Notes E, K



21. Marder III(t)H: Among the German AFV purchased by the Slovakians in 1943 were 18 Marder IIIHs (German Vehicle Note 47)—12 of which were captured by the insargents in late August 1944.

†Gunshield yields +3 DRM against incoming fire through the vehicle's front Target Facing instead of the normal +2 DRM for CE status. This is shown on the counter by "CE:+3F" on the reverse side.

See also Axis Minor Vehicle Note E



22. Kfz 1(g): The Germans exported 85 of these vehicles (German Vehicle Note 94) to the Slovakians in 1943 and 1944.

†Optional AAMG RF is 1.5.

See also Axis Minor Vehicle Notes E, I, L



23. SdKfz 2(g): The Germans sent 20 Kettenkrad tractors (German Vehicle Note 97) to the Slovakians in 1943 and 1944. The Armored Regiment received five of them and they were used by the company commanding officers.

†May also carry a crew or HS as Riders. A Kettenkrad may not be pushed and is treated as a vehicle (i.e., not a motorcycle) for all purposes.

†Vehicle is immune to hidden Anti-Tank mine attacks, and Anti-Personnel mine attacks against it are halved as Area Fire.

See also Axis Minor Vehicle Notes E, L

H

CROATIAN VEHICLE NOTES

From the very beginning, the Croatian military was plagued by a lack of equipment and weapons, especially heavy weapons and armor. Armored units were few, and they had no tanks, only a few tankettes and armored cars. Until 1943, the most important mechanized formation in the Croatian army was the unit led by *Ustashe* Colonel Ante Moskov. This force was composed of a sharpshooter battalion and a mechanized battalion. The mechanized battalion had ten Italian CV33/35 tankettes. In order to assist the Croats in upgrading their equipment, the Germans provided them with a number of more modern AFV. Shipments began in late 1943 and included various seized Italian vehicles, and approximately 25 PzKpfw IIILs. By late 1944 the Germans had also sent small numbers of PzKpfw IVGs, PzKpfw IVF1s, and SdKfz-251 armored halftracks. Two dozen IIILs were given to the *Ustashi* and used to form an armored division containing a mobile battalion with two tank companies and a mechanized battalion with one.

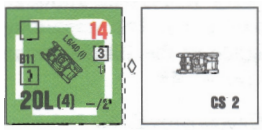


24. TKS & TKS(L): These Polish tankettes (Allied Minor Vehicle Note 1) were transferred from the Germans after the invasion of Poland, and most were used by the *Redarstevna Straza* or National Police Force that was tasked with suppressing dissension within the country. In June 1942 this force was made part of the *Ustashe* force and a year later it was transferred into the National Army. Some formed the 1-4 Battalion of the Zagreb Garrison Brigade. The Croats equipped them with the German MG 34.

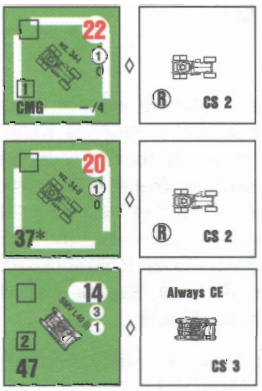
†Most of the TKS series of tankettes were in poor mechanical condition; a short track life and lack of spare parts were always a problem. Therefore, each time a Mechanical Reliability DR is made for a TKS or TKS(L), an 11 indicates that the AFV has stalled or suffered some other mechanical problem that has prevented it from starting normally. Its owner must then immediately make another DR, which equals the total number of Delay MP (including one MP to stop, but excluding the MP expended to start) that the AFV has used in the unsuccessful attempt to move. It can again attempt to move, but must expend another MP to start—and must undergo another Mechanical Reliability DR as it does so. Should the Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP in Delay. This is signified by "12: Immob 11: Stall" on the counter.

†A MG Scrounged from the TKS (or its wreck) takes the form of an Axis Minor-colored LMG(g).

See also Axis Minor Vehicle Note F



25. L6/40(i): After the Italian capitulation in September 1943 the Germans seized the remainder of these light tanks (Italian Vehicle Note 6) in Italy and forwarded a few to Croatia where they were used for internal security purposes.



26. wz. 34-I & wz. 34-II: Yugoslavia obtained several of these ancient armored cars (Allied Minor Vehicle Note 7) in the late 1930s. The Croats took them to use in anti-partisan activities.

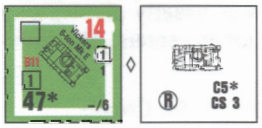
27. Semovente L40 da 47/32: Small numbers of these assault guns (Italian Vehicle Note 15) were provided by the Germans after September 1943.

†The Inherent crew is always CE (with all this entails) in the same manner as the British Carrier (D6.84) as signified by "Always CE" on the counter.

See also Axis Minor Vehicle Note O

BULGARIAN VEHICLE NOTES

No combatant nation was more unprepared for war than Bulgaria, which had little more than 60 AFV in 1938, including perhaps 8 obsolete tanks of British design and 14 Italian tankettes. Military opinion had deemed the mountainous terrain unsuitable for armored vehicles. By 1942, the Germans and Bulgarians still considered her armored forces insufficient even for self-defense. During 1943 and the first part of 1944 Germany provided almost 100 PzKpfw IV models G and H, together with various assault guns, armored cars, and ex-French tanks. After intensive training in the spring and summer of 1944 the formations given this equipment were ready for combat in good time to fight their German trainers after Bulgaria changed sides. The Armored Regiment at that time consisted of three battalions of three companies, plus a headquarters company, a reserve platoon, and two training companies. Each battalion had two companies of PzKpfw IV tanks, while the third company had either Pz38(t) or Pz35(t) tanks (Common Vehicle Notes 39, 35, & 34). After losses suffered during the 1944-1945 winter, the Bulgarian tank force was reduced to an Armored Battalion that saw action in Hungary in the spring. Some StuG assault guns were organized into separate Assault Gun Battalions. The Russians provided their new ally with small numbers of various captured Axis vehicles, as well as 65 T-34/85s in mid-March 1945.



28. Vickers 6-ton Mk E: In September 1936 Bulgaria signed an agreement with Vickers-Armstrong in Britain for eight Vickers 6-ton Mark E tanks of the single turret version armed with the 47mm Vickers gun and a Vickers MG, which began to arrive in early 1938. They were issued to the 2nd Tank Company in two four-tank platoons but were primarily used for training, since maintenance and parts problems caused this vehicle's performance in Bulgarian service to be relatively unreliable.

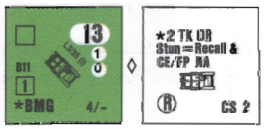
†Bulgarian 47mm canister has 12 FP and represents a special shrapnel shell.

‡Both the MA and MG have B11, as signified by B11 in red on the counter (bold in the Vehicle Listing).



COMMON AXIS MINORS VEHICLES

When the Germans had no more use for a fighting vehicle, they were happy to sell it to their allies. Most of the vehicles listed below fall into this category, including many of those produced in France or Italy. A few were obtained directly from the country of origin. A few were even provided by Germany despite still being of potential use, although this "largesse" ceased as the war progressed and shortages in Germany arose. After Romania and Bulgaria switched sides in the latter part of 1944, Russia started supplying them with some captured German vehicles.



29. L3/35(i): Hungary purchased between 120 and 150 CV 35s (Italian Vehicle Note 2) from Italy and designated them the 35M Ansaldo. The Ansaldo was withdrawn from front line service in October 1941 after suffering practically 100% casualties, mainly to mechanical failures. Those that survived served in the police and the last were destroyed during the fighting in Budapest.

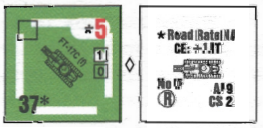
Bulgaria purchased 14 CV 33s (similar to the CV 35 in game terms) in 1934 and issued them to the 2nd Cyclist Battalion in Sofia to form the 1st Tank Company, which later became a component of the 1st Engineer Regiment. These tankettes were phased out beginning in July 1943.

Croatia received ten refurbished 35M Ansaldos from Hungary and a few more when Italy surrendered. These tankettes were used for anti-partisan activities.

†Dates and RF for Hungary are 1.4 through 10/41; for Bulgaria are 1.6 through 43; and for Croatia are 1.6 through 45.

See also Axis Minor Vehicle Notes E, F, G, K



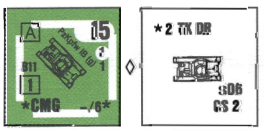


30. FT-17M(f) & FT-17C(f): Romania still had 76 Renault FT-17 light tanks in 1937—48 armed with the Puteaux 37mm gun and 28 with the Hotchkiss 8mm MG—but only 20 were serviceable. Skoda was contracted to refurbish the remainder. The Romanians kept semi-operational a battalion of three companies of 25 FT-17s each as part of the 2nd Armored Regiment. One company was usually retained at the regimental depot in Bucharest, the second was attached to the 18th Security Detachment guarding the airfields at Ploesti, and a third was usually divided into independent platoons for security use in urban centers. The Croatians had a few in service.

†Dates and RF for Romania are 1.5 for 39-45; for Croatia are 1.6 for 41-45.

†Minimum road-MP cost is one MP; i.e., no FT-17 may use the 1/2-MP road rate even if CE—as signified by "Road Rate NA" on the counter.

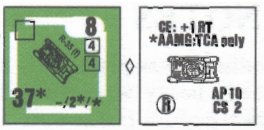
See also Axis Minor Vehicle Note D



31. PzKpfw IB(g): The Germans provided Hungary with 22 of these tanks (German Vehicle Note 1) in 1942, all going to the 1st Armored Division. They also supplied Croatia with some that were used for anti-partisan activities.

†RF is 1.6 for 42-45 for Hungary and Croatia.

See also Axis Minor Vehicle Notes E, K



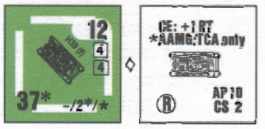
32. R-35(f): Romania ordered 200 Renault R-35s (French Vehicle Note 4) from France in early 1938 but only received 41. In late September 1939 Romania interned 34 Polish R-35s escaping from Poland and upgraded the 2nd Armored Regiment to 75 of these tanks. After 1941 they were restricted to training and internal security, with some serving in anti-partisan units in Transnistria. In June 1941 the Germans sent 40 R-35s to Bulgaria where they made up the 2nd Armored Battalion in the 1st Tank Regiment. These vehicles were all in very poor mechanical condition with many essential components missing (this was attributed to French sabotage before the vehicles were shipped out of France).

Hungary seized three Polish R-35s in 1939 after they fled Poland.

†Dates and RF for Romania are 1.5 for 39-40, 1.3 for 1941, and 1.5 for 42-45; for Bulgaria and Hungary are 1.6 for 41-45.

†For Bulgarian use, treat the MP factors as being printed in red.

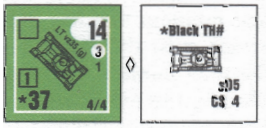
See also Axis Minor Vehicle Notes A, D, E



33. H39(f): Germany provided several of her allies with this tank (French Vehicle Note 7) for anti-partisan and/or training purposes. Hungary received 15 of these tanks in 1943, which were established in three platoons of five vehicles each in the 101st Independent Armored Company. Bulgaria received 19 in early 1944 that were mostly used by the police. Croatia also used small numbers of these tanks in anti-partisan activities.

†Dates are 6/43-45 for Hungary; 1/42-45 for Croatia; and 2/44-45 for Bulgaria. RF is 1.6 for all.

See also Axis Minor Vehicle Notes A, D, E

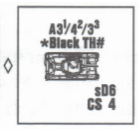


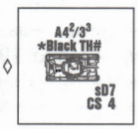
34. LT vz 35(g): This tank (German Vehicle Note 6) was the mainstay of the Romanian armored formations where it was called the R-2. In 1937 Romania ordered 126 of these tanks from Czechoslovakia requiring modifications to the rear hull and turret of the Czech model. Germany sold 26 of their captured stock to Romania in 1942 to replace the R-2s lost in 1941. By August 1942 there were 87 of these tanks still in the Romanian inventory with the majority serving in Cavalry Divisions. **RF is 1.2 for 39-45.**

Bulgaria received 26 tanks from Germany between February and April 1940. Ten more came at the end of the year directly from Skoda (having been built for Afghanistan). The Bulgarians designated this tank the T-11. They eventually used it against the Germans during the fighting in the mountains of Yugoslavia where these light and highly mobile tanks were very successful, although many were immobilized by a lack of spare parts. The remaining tanks were incorporated into the tank brigade of the 1st Bulgarian Army for its drive into Austria. **RF is 1.4 for 41-45.**

Slovakia inherited 79 from the former Czechoslovakian 3rd Fast Division, incorporating them into the Pilfousek Fast Brigade and then the Slovakian Fast Division. These continued in service through 1944 when many fought during the uprising. **RF is 1.3 for 39-8/44.**

See also Axis Minor Vehicle Note E



35. LT vz 38(t)A & LT vz 38(t)E: In addition to being a mainstay of the German early-war panzer force (German Vehicle Notes 7 & 8), the 38(t) was also one of the more successful tanks to see much use by several of Germany's minor allies. The 38(t)A represents models A-D & S, while the 38(t)E represents the up-armored models E-G.

In spring 1943 Romania received from Germany 50 early models that required significant refurbishing. Germany insisted that these be sent to the Russian Front, so most ended up with the 2nd Armored Regiment of the 1st Armored Division. The Romanians called these tanks the T-38. **RF for 38(t)A is 1.5 for 3/43-8/44 and 1.6 for 9/44-45.**

Hungary bought 108 models D-G from Germany between April and May 1942 in order to cover the delay in production of the new Turan medium tanks. Of these, 38 were command vehicles and 70 were regular tanks, but the only difference was in the type of radio. The hull MG was often appropriated for other purposes. These tanks were part of the 1st Hungarian Armored Division and all but six were destroyed at the Don near Stalingrad. **RF for 38(t)A is 1.5 for 6/42-45; RF for 38(t)E is 1.3 for 6/42-12/42 and 1.5 thereafter.**

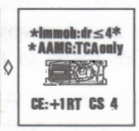
In May 1943 the Bulgarian army obtained some refurbished model G PzKpfw 38(t)s from German depots. Some served in the 1st Tank Regiment and took part in the fighting in Hungary in 1945. **RF is 1.6 for 38(t)E for 5/43-45.**

The Ausf S model was similar to the older models A, B, and C; 92 were built between May and September of 1941 for Sweden but were then re-worked for German use. Germany then gave 37 of these to Slovakia, which already had 74 models A and G. Slovakia's last LT vz 38s were destroyed during the Slovakian uprising of 1944. The 38(t)A counters also represent an up-gunned version of the LT vz 40. Slovakia had 21 of these vehicles and used them in the Fast Division after 1941 (where most were lost at Stalingrad) or in the Security Division between August 1942 and April 1943. **RF for 38(t)A is 1.3 for 39-12/42; 1.4 for 1/43-8/43; and 1.6 for 9/43-8/44; RF for 38(t)E is 1.6 for 42-8/44.**

†For Hungarian use the BMG is Optional; RF is 1.2. Place a "BMG Disabled" counter if the BMG is missing.

See also Axis Minor Vehicle Note E

ERRATA: Delete the Romanian, Hungarian, and Slovakian RF statements in German Vehicle Notes 6, 7, & 8.

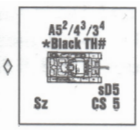
36. S-35(f): At least two Somua S-35 tanks (French Vehicle Note 12) served in the "Heavy Platoon" of the Hungarian 101st Independent Armored Company that saw extensive action against both Soviet partisans and Red Army regulars. These tanks were blown up in early August 1944 when they ran out of fuel.

The Slovakian Security Division had three as its armored support.

†Dates are 43-44 for Hungary and 6/43-8/44 for Slovakia. RF is 1.6 for both.

†Before any type of Immobilization result due to an attack *[EXC: one caused by mines, or by a Direct Fire hit vs the front or rear Target Facing]* takes effect vs this AFV, a subsequent dr must be made. If this dr is < 5, Immobilization occurs; if > 4, it does not. This is signified on the counter by "Immob: dr ≤ 4".

See also Axis Minor Vehicle Notes A, D, E

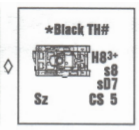
37. PzKpfw IIIL(g): Romania received 10 PzKpfw IIIMs in 9/42 and another 11 in 10/42. The Ausf M varied from the Ausf L (German Vehicle Note 15) by having enhanced smoke dischargers and fording equipment.

Hungary received ten PzKpfw IIIMs for service with the 1st Armored Division in September of 1942, and the 2nd Armored Division had 12 PzKpfw IIIMs in the summer of 1944.

Croatia received two dozen IIILs in late 1943 that went to the *Ustashi* and then helped form an armored division.

†Dates are 9/42-45 for Romania and Hungary and 10/43-45 for Croatia. RF is 1.5 for all.

See also Axis Minor Vehicle Notes E, O, Q

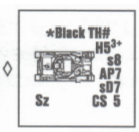



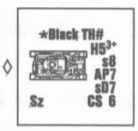
38. PzKpfw IIIN(g): In 1942, Romania received 11 PzKpfw IIINs (German Vehicle Note 16) that helped form a medium tank company in the 1st Armored Regiment. These tanks were designated the T-3, and most were lost in the disaster at Stalingrad.

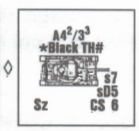
Slovakia received seven that fought in the Caucasus in 1943 and against Germany during the Slovakian uprising of 1944.

†Dates and RF for Romania are 1.5 for 10/42-12/42 and 1.6 for 43-45; for Slovakia are 1.6 for 5/43-8/44.

See also Axis Minor Vehicle Notes E, O, Q

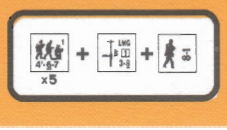




39. PzKpfw IVD(g) & IVF1(g) & IVH(g): The Axis Minor nations received a wide range of the different types of German Mark IV medium tanks, some in very small numbers, not all of which are identifiable by type. These three types are representative of those used.

Romania bought close to 150 PzKpfw IVs between 1942 and 1944 and also received some captured versions from the Russians after switching sides. The exact number of each type of vehicle is not known. The 11 IVGs received in October 1942 helped to form medium tank companies in the 1st Armored Regiment. Another 30 each of models D, F1, and F2 (use model H) were received in 1942. **RF for model D is 1.5 for 3/42-12/42 and 1.6 for 1/43-45; RF for model F1 is 1.5 for 5/42-12/42, 1.4 for 43, and 1.6 for 1/44-45; RF for model H is 1.6 for 10/42-12/42, 1.4 for 43, 1.3 for 44, 1.4 for 45.**

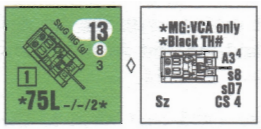
Hungary received 22 model F1s in May 1942, which were used by the 1st Motorized Brigade to help form the 1st Hungarian Armored Division during the drive on Stalingrad. After being smashed in January 1943, the brigade returned to Hungary with only six tanks. Ten F2s (use model H) came in September 1942. Another 80+ came in 1944, mostly model H, plus 2 Befehlswagen command vehicles. **RF for model F1 is 1.3 for 5/42-1/43, and 1.6 for 2/43-45; RF for model H is 1.6 for 9/42-43, 1.2 for 44, and 1.4 for 45.**



Common Vehicle 39

Bulgaria received 100+ PzKpfw IVHs and IVGs (use model H) between April 1943 and February 1944, using them to form a Bulgarian armored division. **RF for model H is 1.5 for 4/43-6/43 and 1.3 for 7/43-45.**

See also Axis Minor Vehicle Notes E, O [IVH only], Q



40. StuG IIIG(g): Between November 1943 and August 1944 Germany delivered to Romania 108 StuG IIIG (German Vehicle Note 34) that were distributed to the 1st Armored Division, the 8th Motorized Cavalry Division and the Armored Detachment of the 4th Army. The Romanians designated them "TA" (*Tun de Asalt*).

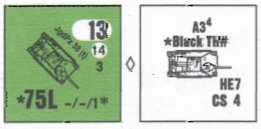
Hungary received a total of 50 between May and August 1944 that equipped its assault artillery battalions. Hungary called them the *Sturmkanone 40 Rohamagyu*.

Bulgaria received 55 StuG IIIGs between April 1943 and January 1944 calling them the *SO-75*. They were used to form the 1st and 2nd Assault Gun Battalions.

†Dates and RF for Romania are 1.1 for 11/43-45; for Hungary are 1.3 for 5/44-45; and for Bulgaria are 1.4 for 4/43-6/43, 1.3 for 7/43-5/44, and 1.2 for 6/44-45.

†The AAMG may not fire outside of the VCA—as signified by "MG:VCA only" being printed on the counter.

See also Axis Minor Vehicle Notes E, Q

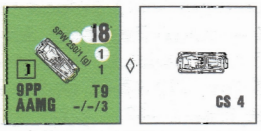


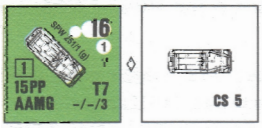
41. JgdPz 38(t): Hungary received approximately 130 Hetzers (German Vehicle Note 50) between October 1944 and January 1945 and used them to equip its assault artillery battalions. The 20th Assault Artillery Battalion had 15 Hetzers in March 1945. Bulgaria received a few of these as captured vehicles from the Russians in March 1945.

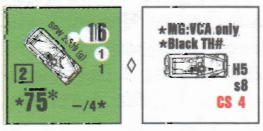
†Dates and RF for Hungary are 1.3 for 10/44-45; for Bulgaria are 1.6 for 3-5/45.

†The AAMG is remotely controlled; it can only fire when the vehicle is BU, cannot be used by a Rider, and may never fire at an aerial target (or one whose elevation advantage is > than the AAMG's range to it). Otherwise it is treated as a normal AAMG.

See also Axis Minor Vehicle Note E







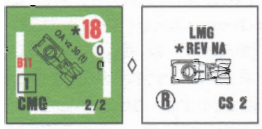
42. SPW 250/1(g) & SPW 251/1(g) & SPW 251/9(g): Throughout the war, Romania received modest shipments of armored halftracks (German Vehicle Notes 57, 63 & 64) in varying numbers, apparently fielding fewer than 100 altogether. The 2nd Tank Regiment of the 1st Armored Division used both 251/1s and 251/9s during its battles near Vienna.

Fifteen SPW 251/1 halftracks were supplied to Croatia in late 1944.

RF is 1.2 for 43-45 for Romania *[EXC: 1.6 for 251/9]*; 1.6 for 9/44-45 for Croatia.

†The CMG on the 251/9 may not fire outside of the VCA—as signified by "MG: VCA only" being printed on the counter. Otherwise, it is treated as a normal CMG, but is available only after 9/44 (RF 1.3).

See also Axis Minor Vehicle Note E



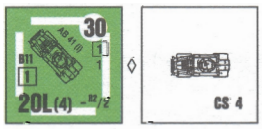
43. OA vz 30(t): This armored car was designed by Czechoslovakian manufacturer Tatra—the only such design used by the Czechoslovakian army. It carried a crew of three, was not particularly fast, and could not drive in reverse. Around 1930 about 50 were built with one 7.92 MG mounted in the turret and another in the front hull. The Germans confiscated 24 after March 1939, used seven of them as radio cars in field propaganda units, and gave 13 to Slovakia after its participation in the invasion of Poland. The Slovak Fast Division used these during Operation Barbarossa and later six were sent to the Ukraine between 6/42-1/43 for anti-partisan duties. Some were later used in the Slovakian uprising in August 1944. When Hungary occupied Ruthenia in early 1939, a number of ex-Czech armored cars, including perhaps ten OA vz 30s, fled to Romania, which put them right to use.

†As signified by "LMG" on the counter, this vehicle starts each scenario inherently carrying an LMG that can be Removed (D6.631—place a "SA Disabled" counter). While this LMG is still inherent, one or two LMG (as per D10.5) may be Scrounged.

†Reverse Movement is NA as noted by "REV NA" on the counter.

†Both BMG and CMG have B11, as signified by B11 in red on the counter (bold in Vehicle Listing).

See also Axis Minor Vehicle Note E

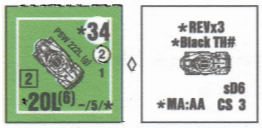


44. AB 41(i): Much Italian equipment in Yugoslavia was rounded up and pressed into German service after Italy surrendered. Germany transferred 8 AB 41s (Italian Vehicle Note 21) to Romania in October 1943, and around 80 to Croatia. The AB 41 was used extensively against partisans in Yugoslavia.

† RF is 1.6 for Romania and 1.4 for Croatia.

See also Axis Minor Vehicle Note E



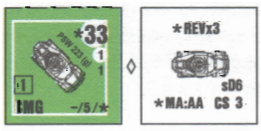


45. PSW 222(g) & PSW 222(L)(g): Romania received 10 PSW 222s (German Vehicle Note 70) from Germany in December 1942 and 40 as part of their October 1943 resupply shipment from Germany. The German army had been ready to discard most of these. Some served in the Niculescu Detachment based in Tirgoviste and were incorporated into the Mechanized Corps as Romania's last strategic reserve. The 2nd Romanian Armored Regiment had eight serviceable 222s on its roster in 1945.

Bulgaria received 13 in July 1943 from Germany. As part of the 1st Armored Brigade, these helped form (along with seven PSW 223s) an armored reconnaissance battalion of four companies, with one of these armored cars in each reconnaissance platoon and HQ platoon.

†Dates and RF for Romania are 1.4 for 12/42-45; for Bulgaria are 1.5 for 7/43-45.

See also Axis Minor Vehicle Notes E, M, P

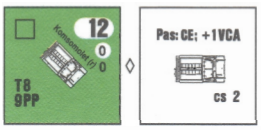


46. PSW 223(g): Germany sent seven of these command versions of the PSW 222 (Note 45) to Bulgaria. Romania received several of these armored cars in late 1942 and again in October 1943.

Small numbers of other ex-German MG-armed light armored cars were also in use by several Axis Minor nations. Use this counter to represent those vehicles.

†Dates are 7/43-45 for Bulgaria and 11/42-45 for Romania; RF is 1.6 for both.

See also Axis Minor Vehicle Notes E, M, P



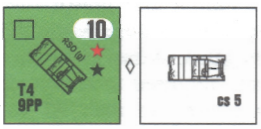
47. Komsomolet(r): A fair number of these Russian artillery tractors were captured and pressed into service by the various Axis Minor armies. Beginning in the summer of 1943, Romania converted its surviving tractors by installing hooks for towing the German 5cm antitank gun. The Russians confiscated the remaining Romanian tractors following the August surrender. This counter can also be used to represent other artillery tractors with armored cabs.

†Dates and RF for Romania are 1.2 for 8/41-1/43 and 1.5 for 2/43-9/44; for all others are 1.6 for 8/41-45 *[EXC: 8/41-8/44 for Slovakia]*.

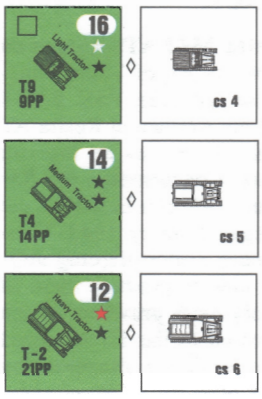
†Passengers are considered to occupy an unarmored vehicle except for Direct Fire attacks through the VCA which receive a +1 CE modifier, and they are always CE (as if in a Carrier; D6.84) even if the vehicle's Inherent crew (if any) is BU as noted by "Pas: CE; +1 VCA" on the counter.

†Optional BMG RF is 1.4.

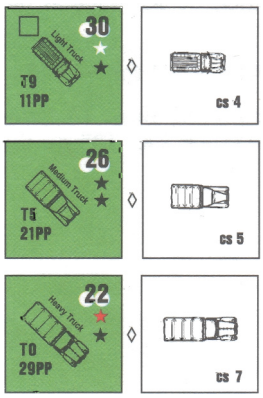
†See also Axis Minor Vehicle Notes E, F, I, J



48. RSO(g): The Germans developed this tractor during the war for use on the eastern front and gave some to the Slovakian and Bulgarian armies, which were eager for any decent prime movers.



49. Light Tractor & Medium Tractor & Heavy Tractor: The Axis Minor countries used a large variety of unarmed and unarmored tractors as prime movers for their artillery and to a lesser extent as personnel transport. These counters cover such vehicles as the CKD Praga T-6, Praga III, Praga IV, Skoda MTH and similar vehicles. The generalization of all of the various tractor types into three categories was done for a variety of reasons, chief among them simplicity. Tractors of other nationalities can be freely used as needed.



50. Light Truck & Medium Truck & Heavy Truck: The list of trucks used by the Axis Minor nations in WW II is varied and long. The generalization of all of the various truck types into three categories was done for a variety of reasons, chief among them simplicity. Trucks of other nationalities can be freely used as needed.

AXIS MINORS MULTI-APPLICABLE VEHICLE NOTES

A. The CMG may be repositioned as a 2-FP AAMG *[EXC: Toldi I & Toldi IIA as a 4 FP AAMG]*. This can be done only by placing an AA counter on the AFV at the end of any friendly fire phase (not MPh) in which its Inherent crew is CE and could have fired the MG (even if malfunctioned) but did not. This AAMG may fire only at a target that lies within the AFV's TCA—as signified by "AAMG:TCA only" on the counter. The AAMG may be repositioned as the CMG by using these same principles to remove the AA counter.

B. Bulgaria used these Common vehicles beginning 1941.

C. Croatia used these Common vehicles beginning 1941.

D. The CE DRM is +1 vs Indirect Fire, as well as Direct Fire that emanates from within the turret's rear Target Facing—as signified by "CE:+1 RT" on the counter.

E. The following apply regardless of this counter's nationality, except as stated otherwise:

"(f)", "(g)", "(i)", "(r)", or "(t)" in the piece name stands for "French", "German", "Italian", "Russian", or "Czech", respectively, for ESB (D2.5) purposes, and indicates that a MG Scrounged from this vehicle (or its wreck) takes counter form as an Axis Minor-colored LMG(f), LMG(g), LMG(i), LMG(r), or LMG respectively; a MG Scrounged from a LT vz 40(t), Marder III(t)H, LT vz 38(t)A, or LT vz 38(t)E (Notes 20, 21, & 35) takes counter form as an Axis Minor-colored LMG(g).

"(g)" or "(t)" also indicates that the MA uses black TH numbers if Romanian, Hungarian, or Slovakian (unless captured), as signified by "Black TH#" on the counter. Deduct 2 from BPV for Bulgarian *tanks*.

F. If Stunned, this AFV may not regain CE status, may not fire a weapon, and is Recalled per D5.341; these are signified by "Stun=Recall & CE/FP NA" on the counter.

G. The 4-FP BMG may be Scrounged as one or two LMG (as per D10.5), however it is considered one MG for malfunction, repair, and disablement purposes.

H. Hungary used these Common vehicles beginning 1941.

I. If armed, this vehicle has an Inherent crew and thus a CS# instead of a cs#.

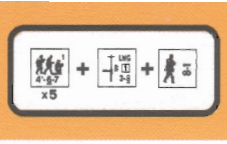
J. This AFV may retain any unpossessed SW aboard it.

K. Make two To Kill DR when using the AP To Kill Table; only one DR (firer's choice) is used. This is signified on the counter by "2 TK DR".

L. This vehicle has Low Ground Pressure (D1.41)—signified by its identity letter being inside a square. Moreover, when this vehicle is bogged, one (only) CX squad (even a Prisoner—but not a Guard) on foot expending ≥ 4 MF in the vehicle's Location (and declared to be assisting in its unbogging) thereby allows the owning player to subtract 2 (1 per crew/HS) from the colored dr of its immediately subsequent unbogging DR.

M. Reverse movement costs this vehicle three times its normal hex entry cost as signified by "REV x3" on the counter.

N. This Czech-designed chassis suffers a +1 ESB DRM (like Russian AFV) and the MA uses red To Hit numbers (like Russian AFV); therefore, this vehicle has been given the "(r)" identifier (per Note E).



O. Optional AAMG is available 1944-45 with RF of 1.2 and is scrounged as an Axis Minor-colored LMG(g).

P. MA and CMG (if so equipped) have AA capability—signified by "MA:AA" being printed on the counter.

Q. This AFV can have Schuerzen (D11.2) *[EXC: for Bulgaria, the* StuG IIIG *only; for the* 40M Turan I(r), *the* 41M Turan II(r), *and the* 43M Zrinyi II, *only beginning 9/44].*

R. Romania used these Common vehicles.

S. Slovakia used these Common vehicles through 8/44.

ROMANIAN ORDNANCE NOTES

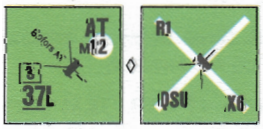
In 1941 each division had a light and medium artillery regiment organized in an artillery brigade. The light regiment had under its command a field gun battalion with twelve 75mm field guns and a medium howitzer battalion with eight 100mm Skoda howitzers. Each artillery battalion was also equipped with 4 heavy AAMG for its own anti-aircraft defense. These AAMG were either 8mm or French-manufactured 13mm anti-aircraft MG. The medium artillery regiment was composed of three battalions; two field gun battalions and a medium howitzer battalion. These battalions had the same table of organization as the artillery battalions in the light regiment.

Beginning in 1942, an Echelon II Artillery Brigade was formed, with two artillery regiments assigned just as before. However, each division also had two light artillery regiments. Each light regiment had two battalions, one with twelve 75mm field guns and a second with twelve 100mm howitzers. The artillery battalions in the 5th, 6th, and 13th Infantry Divisions each had two 25mm AA guns for local defense against Soviet aircraft. While this increase in guns helped the Romanians immensely, it still left them woefully short compared to both the Germans and the Soviets.



1. Brandt M35: Prior to the start of the war, the Romanian Army ordered 125 Mortier de 60mm mle 35 mortars (French Ordnance Note 2) from France. The Voina factory bought a license to produce an additional 175 mortars and continued producing them during the war. Each infantry company had two mortars for local support in its HQ section in 1941. In 1942 Germany delivered 1500 captured French mortars to the Romanians. These were identical to their own, so one 60mm mortar was issued to each infantry platoon in 1942 and one to each cavalry platoon in 1944. Motorized infantry had a light mortar platoon throughout the war years. Each regimental heavy weapons company had a platoon of three firing sections of two mortars each.

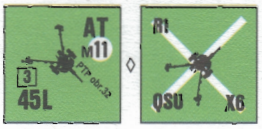
See also Axis Minor Ordnance Note A



2. Bofors 37mm AT: The most common anti-tank weapon in 1941 was the Bofors 37mm AT Gun (Allied Minors Ordnance Note 24). This weapon was accepted in trade under the German-Romanian Oil Pact with 669 anti-tank guns delivered by Germany from their captured Polish stocks. Two platoons of four guns each were in a 1941 infantry regiment AT Company while a motorized cavalry squadron was equipped with two 3 gun AT Platoons. The Mechanized Recon squadron had a small AT Section of two guns.

†RF is 1.3 for 41-3/42; 1.2 for 4/42-7/43; .9 for 8/43-45.

See also Axis Minor Ordnance Note A



3. 45mm PTP obr. 32: From July to October 1941, Romania's 3rd & 4th Army captured vast quantities of Russian material in Transnistria, including over 700 45mm PTP obr. 32 AT guns (Russian Ordnance Note 7). So many were captured that the Romanian factories began producing their own 45mm shells for these guns. By late 1942 these guns became a standard weapon issued to Cavalry units—both horse mounted and motorized. Cavalry squadron AT units had a platoon of three guns while the Recon units had sections of two 45mm guns. After switching sides in August 1944, the Romanians were required to return all Soviet material, stripping the Romanian cavalry of their AT assets.

†RF is 1.4 for 8/41-8/42 and 1.2 for 9/42-8/44.



4. 75mm Resita M43 AT: Romanian forces used two types of 75mm anti-tank guns, the German PaK 97/38 (Note 54) and the Romanian Resita AT gun. The PaK 97/38 was an interim measure only delivered in small numbers. Concurrently, the Resita factory was developing its own 75mm AT gun based on the German PaK 40 design; its delivery began January 1943. Contemporary testing showed it to have greater armor-piercing ability than the PaK 40. Romania was only able to produce these in small numbers, but they became relatively more prevalent as the war progressed. Although 24 were delivered to the 1st Armored Division by spring 1944, only 342 were produced altogether by the end of 1944. These guns operated in platoons of three guns, and some mechanized units used the SdKfz 11 halftrack as the prime mover (German Vehicle Note 99).

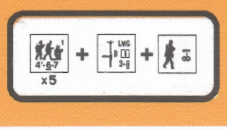
†RF is 1.5 for 1/43-7/43; 1.3 for 8/43-8/44; and 1.1 for 9/44-45 .

†This Gun uses black To Hit numbers and its AP Basic TK number is "18" as signified by "Black TH#; AP TK: 18" on the counter.



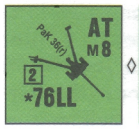
H AXIS MINORS ORDNANCE LISTING

#	Name	Type	CSize	ROF (IFE)	B#	Range	M#	TSize	Dates	Special	BPV	RF	Notes
	ROMANIAN												
4	Brandt M35	MTR	60*	3		3-42			39-45	5PP, IR			1A
4	Bofors 37mm	AT	37L	3		177	12	+1	41-45	NT, QSU	25	.9-1.3†	2†A
4	45mm PTP obr. 32	AT	45L	3		110	11	+1	8/41-8/44	NT, QSU	27	1.2-1.4†	3†
3	Resita M43	AT	75L†	2		300	8	0	43-45	NT, QSU, Blk TH, AP TK#18†	45	1.1-1.5†	4†
2	76.2mm PaK 36(r)	AT	76LL†	2		340	8	0	8/41-42	NT, QSU, s7	38	1.6	5K†
4	Breda 47	INF	47	3		107	12	+1	41-45	NT, QSU, no Gunshield	30	1.1-1.5†	6†A
4	75mm PP obr. 27	INF	75*	2		214	8	+1	43-9/44	NT, QSU, H6, s8	27	1.2	7A
4	75 M mle 28	ART	75*	1		225	9	0	39-45	NT, QSU, AP5, s5, h-d	23	1.3	8A
4	Skoda M14/34	ART	75*	2		254	8	0	39-45	NT, AP6	25	1.1	9†A
2	76.2mm P obr. 00/02	ART	76*	1	11	219	8	0	41-42	NT, QSU, s7, h-d	21	1.6	10
4	76.2mm P obr. 02/30	ART	76	1		310	7	0	39-43	NT, QSU, s7, h-d	27	1.2	11
4	76.2mm P obr. 39(r)	ART	76L†	2		332	9	0	42-45	NT, QSU, s5	32	1.0	12K†
2	s 10cm K 18(g)	ART	105L	1	11	475	**2**	-1	39-43	NT, s5, NM	34	1.5	13E
4	Skoda M39(D9)	ART	105	1		350	6	0	39-45	NT	32	1.3	14
4	Canon de 105L mle 36S	ART	105L			410	**4**	-1	39-45	NT	27	1.2	15
2	Canon mle 10/12	ART	107	1	11	409	**7**	0	43-9/44	NT, s4, h-d	26	1.4	16
2	OQF 4.5in	ART	114*	1	11	151	**7**	0	43-45	NT, s4	25	1.6	17
2	Skoda M28 NOa	ART	150L			460	**-4**	-1	39-45	ST, NM, no IF	34	1.6	18
2	Skoda M33 (K1)	ART	150			377	4	-1	39-45	NT	35	1.4	19
2	CA mle 38	AA	25LL	3 (6)	11	187	9	+1	39-45	T	26	1.3	20
4	Vickers/Resita M36/39	AA	75L	2		300	**6**	-1	41-45	T	39	1.3-1.5†	21†
2	Kanon PL vz. 12/20	AA	90L	2	11	450	**-2**	-1	39-45	T, NM	44	1.6	22
	HUNGARIAN												
4	5cm leGrW 39(h)	MTR	50	2	11	2-11			41-45	5 PP			23A
4	40mm MAVAG 40 M	AT	40L	3		120	12	+1	41-45	NT, QSU, H7[9]†	32	1.2	24†
4	Skoda M05/08	ART	76	2	11	175	9	0	41-45	NT	30	1.3	25A
2	105mm MAVAG M40	ART	105	1		260	8	0	41-45	NT, h-d	28	1.5	26
4	Bofors 80mm M29/38	AA	80L†	2		200	**4**	-1	41-45	T, LF [80†[1], 1 ROF, B11]	37	1.1	27†G†[1]
	SLOVAKIAN												
4	Minomet vz. 36	MTR	81*	3		2-55	11	+1	39-8/44	NT, QSU	28	1.0	28A
3	Kanon PUV vz. 36(t)	AT	47L	3	11	162	10	+1	39-8/44	NT, QSU, A5[1]/4[2]	28	1.0	29E
2	leIG 18(g)	INF	75*	2		115	10	+1	39-8/44	NT, QSU, H7[3+]	34	1.2	30A,E
2	Skoda M37(K4)	ART	150L		11	282	4	-1	39-8/44	NT, s6	37	1.5	31
4	Skoda 47L40(t)	AA	47L	3†	11	162	10	+1	39-8/44	T, QSU, AA Fire ROF 2†	31	1.0	32†E
4	Skoda PL vz. 37(t)	AA	75L	2		324	**5**	-1	39-8/44	T	40	1.2	33E
2	Kanon PL vz. 22/24	AA	83L†	2	11	400	**3**	-1	39-8/44	ST	37	1.4	34†
	CROATIAN												
4	Canonne da 65/17	INF	65*	1	11	163	10	+1	41-45	NT, no Gunshield	20	1.0	35A
2	Skoda M28(FE)	ART	100*	1		220	10	+1	41-45	NT	27	1.4	36A
	BULGARIAN												
4	LG de 50 mle 37	MTR	50	2	11	2-11			41-45	2 PP			37A
4	Madsen M-35	AT	20L	2(6)	11	50	12†	+1	41-45	NT, QSU, R2, IFE=B10†, no Gsh	25	1.2-1.5†	38†T†[1]
4	Skoda Infantry Gun	INF	37*	3	11	80	12	+1	41-45	NT, QSU, h-d	22	.9-1.2†	39†
	Skoda Infantry Gun	INF	70*	2	11	80	12	+1	41-45	NT, QSU, h-d	22	.9-1.2†	39†
4	Bofors 75mm M36	ART	75*	1	11	204	**8**	0	41-45	NT, QSU, h-d	22	1.0-1.3†	40†A
4	75mm K-S	ART	75	1	11	225	**9**	0	41-45	NT, QSU, s5, h-d	27	1.0-1.4†	41†
4	Ob 105mm GP	ART	105			275	**6**	0	41-45	NT, s5, LF [105*†[1]]	32	1.0-1.4†	42†G†[1]
2	D/30 Krupp	ART	150*			243	**2**	-1	41-45	NT, RFNM, no IF	33	1.5	43
	COMMON												
5+5	5cm leGrW 36	MTR	50*	3	11	2-13			39-45	5PP			44A,H,S,C,B
4+5	50mm RM obr. 40	MTR	50*	3		3-20			39-45	4PP			45A,R,H,S,C
4	8cm GrW 34	MTR	81*	3		2-60	11	+1	41-45	NT, QSU, s7, IR	30	1.0-1.1†	46†A,C,B
4+4	Brandt M27/31	MTR	81*	3		3-71	11	+1	39-45	NT, QSU, s7	30	1.0-1.4†	47†A,R,H,S
4+2	PM obr. 38	MTR	120*	2		12-151	**9**	+1	9/41-45	NT, QSU, s8, h-d	24	1.0-1.6†	48†R,H
5+5	Ur vz. 35	ATR				12			39-45	1PP			49R,H,S,C,B
5+5	s18-1100	ATR	20L	2		12			39-45	5PP			50A,R,H
4+4	Kanon PUV vz. 37(t)	AT	37L	3		120	12	+1	39-45	NT, QSU, A4[1S]	27	1.0-1.6†	51†E,H,S,B
4+4	Bofors M35	AT	47	3		107	12	+1	39-45	NT, QSU, no Gunshield	29	.9-1.3†	52†A,R,H,S
4+2	5cm PaK 38(g)	AT	50L	3		75	10	+1	11/41-45	NT, QSU, A4[3/3+]	37	1.1-1.6†	53†E,R,H,S,B
4	7.5cm PaK 97/38(g)	AT	75	2	11	275	8	0	7/42-45	NT, QSU, H5[3+], s6	36	1.2-1.4†	54†E,R,B
4+4	7.5cm PaK 40(g)	AT	75L	2		192	8	+1	10/42-45	NT, QSU, A4[3/3+]	41	1.2-1.6†	55†E,R,H,S,B
4+4	Skoda M15	ART	75*	1		206	10	+1	39-45	NT, QSU	24	1.0-1.5†	56†A,R,H,S,C,B
4	Canon de 75 mle 1897	ART	75	1		277	8	0	39-45	NT, QSU, s7	33	1.0	57R,B
4	Skoda M29	ART	75	2		230	8	0	39-45	NT, AP6	38	1.4-1.6†	58†A,R,S
4	Skoda M17	ART	76*	1		270	8	0	39-45	NT, QSU	30	1.1-1.4†	59†A,R,S,C



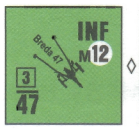
AXIS MINORS ORDNANCE LISTING

#	Name	Type	CSize	ROF (IFE)	B#	Range	M#	TSize	Dates	Special	BPV	RF	Notes
2	Skoda M28(80)	ART	$\overline{80}$*	2		320	6	0	39-45	T	24	1.3-1.5†	60†S,C
4+4	Skoda M14/19	ART	$\overline{100}$*	1	11	232	**6**	0	41-45	NT, s8	28	1.0-1.3†	61†A†,R,H,S,C
4+2	leFH 18(g)	ART	105	1		266	**6**	0	41-45	NT, H4^{3+}, s5	36	1.0-1.6†	62†E,H,S,B
2	Skoda M35	ART	105L	1		455	9	0	39-45	NT, AP7, C7^{CS}†	40	1.3	63†R,S,C
4	G obr. 10/30	ART	$\overline{122}$*	1	11	223	**8**	0	41-45	NT, s7, h-d	26	1.3-1.6†	64†R,B
2	G obr. 38	ART	$\overline{122}$	1		303	**6**	0	9/41-9/44	NT, s5^{1-2R}†	32	1.4	65R,B
3+2	Skoda M14	ART	$\overline{150}$*			220	**5**	-1	39-45	NT	40	1.2-1.6†	66†R,H,S
2	Skoda M15/16	ART	152			546	**6**	-1	39-45	NT, s6, no IF	42	1.5-1.6†	67†S,C
2	C mle 17 S	ART	$\overline{155}$*		11	282	**6**	-1	39-45	NT, s7	38	1.4-1.5†	68†R,B
4	Mitr. de 13.2 CAJ mle 30	AA	12.7†	3 (12)	11	†	6†^{1}	+1	39-45	T, 2 TK DR†	29	1.5	69†T†^{1},R,B
4+4	Oerlikon FF	AA	20L	3 (4)		125	12	+1	39-45	T, LF [NT, 20†, 2 ROF, B11]	29	1.0	70G†,R,H,S,C,B
4	2cm FlaK 30(g)	AA	20L	3 (4)	10	120	10	+1	41-45	T, LF [NT, 20†^{1}, 2 ROF, B9]	25	1.2-1.5†	71†E,G†^{1},R,B
4	2cm FlaK 38(g)	AA	20L	3 (6)	11	120	10	+1	41-45	T, LF [NT, 20†^{1}, 2 ROF, B10]	30	1.1-1.5†	72†E,G†^{1},R,B
4	3.7cm FlaK 36(g)	AA	37L	3 (8)	11	164	8	0	41-45	T	34	1.2-1.5†	73†E,R,B
4+4	Bofors 40mm	AA	40L	3 (8)		247	8	0	41-45	T, LF [40†^{1}, 2 ROF]	40	.9-1.4†	74†G†^{1},R,H,S,C
2	Skoda M33	AA	76L	2		230	**2**	-1	39-45	T	36	1.3	75R,S
2	8.8cm FlaK 18 o. 36(g)	AA	88L	2		370	**4**	-1	41-45	T, LF [88†^{1}, 1 ROF, B11]	55	1.4-1.6†	76†E,G†^{1},R,S,B



5. 76.2mm PaK. 36(r): The 76.2mm P obr. 36 (Russian Ordnance Note 16) was the standard Soviet field gun at the start of hostilities. After the Germans captured most of them during 1941, they reissued some as the 7.62cm PaK 36r (German Ordnance Note 11) and used the remainder to fulfill obligations to their Romanian ally. Enough ammunition stocks were captured during the early months that many were put to immediate use.

See also Axis Minor Ordnance Note K



6. Breda 47 INF: The Romanian Infantry gun was an adaptation of the Italian Breda 47mm AT gun (Italian Ordnance Note 5) modified to reduce its weight and allotted only HE ammunition. This gun was organized in two gun sections with three sections in an infantry gun platoon of the infantry regiment's AT Company in 1941. Each mountain infantry battalion was issued an infantry gun platoon of two 47mm guns in the 1942 Echelon II Mountain Divisions.

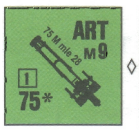
†RF are 1.1 for 41-3/42; 1.3 for 4/42-11/42; and 1.5 for 12/42-45.

See also Axis Minor Ordnance Note A



7. 75mm PP obr. 27: Approximately 350 of these Russian artillery pieces (Russian Ordnance Note 12) were captured and pressed into Romanian service. They were converted to accept 75mm HE ammunition already in production.

See also Axis Minor Ordnance Note A



8. Canon de 75 M mle 28: Captured French stocks of the Canon de 75 M mle 28 (French Ordnance Note 10) were later sold by Germany to Romania. This gun also represents the earlier Canon de 75 M mle 19.

See also Axis Minor Ordnance Note A



9. Skoda M14/34: Going into the 1930s Romania had a substantial number of Skoda M14 guns. In an effort to standardize artillery calibers, Romania re-barreled these to accept the 75mm artillery round, after which it was known as the M14/34. This piece also represents the Skoda Model 1939(C6) mountain gun that equipped two mountain artillery battalions.

†As the M39(C6) it may be Animal Packed per Axis Minor Ordnance Note A.



10. 76.2mm P obr. 00/02: Romania acquired a group of these guns (Russian Ordnance Note 13) from Russia after the end of WWI and still had a few in service in 1941.



11. 76.2mm P obr. 02/30: In 1941 Romania still had in service a small number of these howitzers that they had purchased from Russia after WWI (Russian Ordnance Note 14). Germany also provided them a fair number of pieces captured from Russia during the summer of 1941. Romania converted the earlier ones to accept its own 75mm shells, but their performance in ASL terms was unchanged.



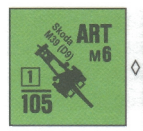
12. 76.2mm P obr. 39(r): Approximately 350 of these captured 76.2mm artillery pieces (Russian Ordnance Note 15) were taken into Romanian service. They were converted to accept 75mm shells already in production, but their performance in ASL terms was unchanged.

See also Axis Minor Ordnance Note K



13. s 10cm K 18(g): As the war progressed, the German Army eased out this gun (German Ordnance Note 21) from its use as corps and divisional artillery because its weight and size made rapid movement almost impossible. As that was occurring, it was used to help rebuild Romanian artillery capability.

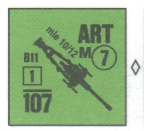
See also Axis Minor Ordnance Note E



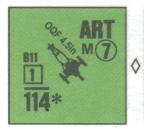
14. Skoda M39(D9): The Skoda works produced the 105mm M39 howitzer for Romania to provide more firepower than the M39(C6) 75mm gun did. The M39(D9) 105mm was a revised version of the Skoda M16 and M16/19 family to which it was very similar (other than caliber).



15. Canon de 105L mle 36 S: Romania purchased 180 of these Schneider guns (French Ordnance Note 15) from France, and 144 arrived before May 1940. In 1941, these guns were organized into three batteries of four guns each in the motorized artillery regiment. This counter without a long barrel (C4.12) also represents the Canon de 105L mle 13 S. Romania acquired 45 captured Polish L13 S guns (Allied Minor Ordnance Note 31) from Germany via the "Oil Pact" deal of 1940.



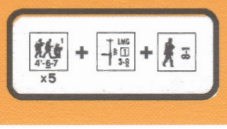
16. Canon mle 10/12: The French designed Canon mle 10/12 was also known as the 107mm P obr. 10/30 in Russian service (Russian Ordnance Note 18). Unable to re-equip its artillery units after the disastrous losses by the Romanian 3rd and 4 Armies, Romania pressed these Russian guns into service for as long as their captured ammunition stocks held out.

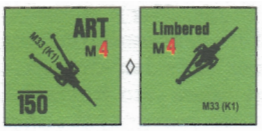


17. OQF 4.5-in Howitzer: During the British evacuation at Dunkirk, 96 of these WWI-era British howitzers (British Ordnance Note 15) were abandoned. The Germans gave them to the Romanians to rebuild some units after their destruction in the 1942 Stalingrad debacle.

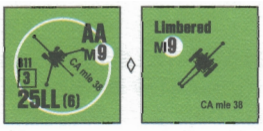


18. Skoda M28(NOa): The Skoda 149mm Model 1928 NOa was an export model of a heavy long range gun intended for firing against static fortifications, and doubled as a coastal defense gun. Although tested by the Czech Army it was not accepted by them, instead being sold to Yugoslavia and Romania. It had a full 360-degree traverse, supported on a heavy metal platform. The Germans also used this gun as a coastal defense gun as the 15cm K 403(j). AP ammunition was available for coastal defense guns, but generally was only used vs watercraft.

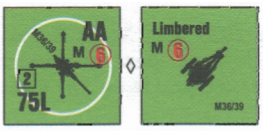




19. Skoda Model 33 (K1): In the early 1930s Skoda introduced a new series of howitzers known as the "K" series. The first model, also known as the M33, was a modern design, incorporating a split trail and could be towed by either horse or vehicle. While not accepted by the Czech military, it was offered for export and bought by Turkey, Yugoslavia, and Romania. These artillery pieces were issued to Romania's 18 independent motorized battalions, which were assigned to different formations as required. With a circled M# of "2" this counter also represents the captured Russian 152mm GP obr. 37 (Russian Ordnance Note 23). With promised German deliveries of heavy ordnance falling behind, Romania repaired 148 of these Russian artillery pieces and put 152mm HE ammunition into production beginning April 1943.



20. Canon Automatique de 25 CA mle 38: Romania ordered 300 of these guns (French Ordnance Note 20) from France but only 72 had been delivered by May 1940. Eight of these AA guns were assigned to each motorized heavy artillery regiment and were often found in the same area as the heavy battery emplacements.



21. Vickers/Resita M36/39: Romania's Resita plant produced 100 of these AA guns in 1940 under license from Great Britain. After entering the war, Romania continued producing these guns for the AA units protecting its oil fields. As part of the 3rd Army, elements of the 4th AA Brigade successfully engaged T-34s during the encirclement of Stalingrad. These guns also had success against the Germans, including during the 1st AA Brigade's support of the 4th Army in the campaign in Transylvania.

†RF is 1.5 for 1941, and 1.3 for 1942-45.

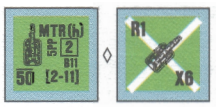


22. 90mm Kanon PL vz. 12/20: The Skoda M12 was one of the earliest heavy AA guns. The design was revised in 1920, but by 1938 there were very few remaining in Czechoslovakia as many had been sold off to China, Yugoslavia, Romania, and Russia. Russian guns captured by the Germans were used by them despite their age as the 9cm FlaK M12(r).

HUNGARIAN ORDNANCE NOTES

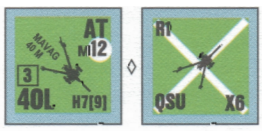
Hungarian artillery regiments were of "light" quality with only two mixed battalions. Each battalion had two medium howitzer batteries of 105mm howitzers and a battery of heavy 150mm howitzers. In Hungarian divisions, AA protection was provided by the artillery regiment, therefore each artillery battalion also included an AA battery of three AA sections of four 40mm AA guns each. All artillery assets were horse-drawn at the start of the war, including the AT Company.

Each Hungarian infantry regiment had a company of 81mm mortars, an anti-tank company with a mix of 47mm and 50mm guns, and a battery of 80mm field guns. Unlike most other armies, these latter units were not organized into a heavy weapons battalion.



23. 5cm leGrW 39(h): The Hungarian FEG Factory produced under license a later model (M39) of the German leGrW 36 (Note 44), but they were inferior to the German originals and had a lower rate of fire. At the beginning of the war, each Hungarian infantry company was equipped with one 50mm light mortar. Later all light mortars were removed from the infantry companies and consolidated into a mortar platoon of six light mortars as a battalion asset. Hungarian Mountain infantry platoons had their own 50mm light mortar squad. The Hungarian model is indicated by the "(h)" after the German designation.

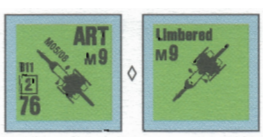
See also Axis Minor Ordnance Note A



24. 40mm MAVAG 40 M: By 1940, Germany was no longer able to export its 37mm PaK 35/36 to Hungary (Note 51). To compensate, Hungary created a hybrid AT gun by replacing the worn 37mm barrels with 40mm Bofors AA barrels. The 40mm 40 M produced by the Hungarian company of Manfred Weisz AG (MAVAG) was the standard towed AT gun and was also used on the 40M Turan tank. The weapon was a derivative of the Rheinmetall-Borsig 3.7cm PaK 35/36, but it fired the same ammunition as the Bofors 40mm AA gun. Hungary produced 822 of these weapons from 1940-1944.

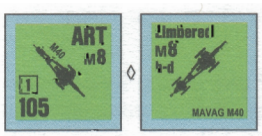
†H7[9] is available beginning 1/43 and has a Basic To Hit number of 11; this is the *Stielgr 41* (German Multi-Applicable Ordnance Note B). Each hex of range decreases this number by one. Its maximum range is 9 hexes. All Firer/Target based To Hit DRM apply normally. It may only be fired at a vehicle, or at those target types allowed to HEAT (C8.31). The Gun's ROF is lowered to two if it successfully fires *Stielgr 41*.

†**ERRATA**: The Axis Minor 40mm HEAT Basic TK# for the *Stielgr 41* is "26".

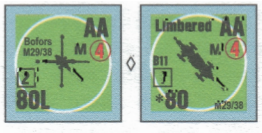


25. 76.5mm Skoda M05/08: These 76.5mm M05/08 pieces were one of Skoda's more ancient combination field/mountain guns produced during WWI. They were in widespread use by some European nations at the outbreak of World War II. They were still in use by Hungarian cavalry brigades in 1941. The M05/08 was capable of being broken down into three loads for transport. It was very unusual in that the barrel was manufactured of wrought bronze, one of the few guns still using bronze after 1939. This gun was only used by Hungarian cavalry units.

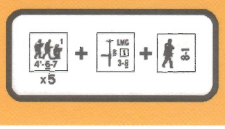
See also Axis Minor Ordnance Note A



26. 105mm MAVAG M40: The piece was designed and produced by the MAVAG facility that normally produced equipment for the Hungarian railway system. Only a few horse-drawn units were built, with the majority of barrels going to outfit the Zrinyi Assault Gun (Hungarian Vehicle Note 13).



27. Bofors 80mm M29/38 AA: Bofors built for Hungary a special 80mm version of its Model 29 75mm gun (Chinese Ordnance Note 17). Also called the M29, this was a reliable gun with many features that were later incorporated into the German FlaK 88mm series, most notably its cruciform platform. Hungary also built some 230 guns under license. These anti-aircraft guns were



the backbone of Hungary's air defense but were considered too slow, with too high a silhouette for use as an anti-tank gun.

†**ERRATA:** The Axis Minor 80L AP Basic To Kill Number is "17".

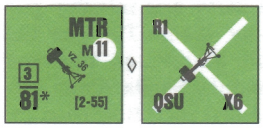
See also Axis Minor Ordnance Note G

SLOVAKIAN ORDNANCE NOTES

The new Slovakian Army was organized along the lines of the former Czechoslovakian Army and was outfitted with equipment left behind after the dismemberment of Czechoslovakia. In May 1939 the Slovakians had over 500 pieces of ordnance in their inventory.

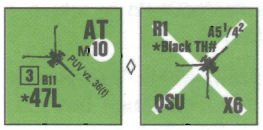
Each Slovakian infantry division's artillery regiment (6/41-9/43) had three artillery battalions, one mountain and two howitzer. The mountain gun battalion had three batteries of four 100mm mountain guns while the two howitzer battalions each had three batteries of four 100mm howitzers. The Mobile Division's artillery regiment was upgraded to a three-battalion organization with two medium artillery battalions and a single heavy artillery battalion. Both medium artillery battalions were equipped with the 100mm howitzer in three batteries of three firing sections each. The heavy artillery battalion had three batteries of three 149mm howitzers each. The Security Division's artillery regiment (9/41-6/43) was a two-battalion regiment with each battalion being composed of three batteries of four 100mm howitzers. After 6/43 the artillery regiment was removed from command of the division and replaced by a small two-battery artillery battalion with only three 100mm howitzers.

Slovakian Light AA batteries were composed of four AA sections of two light AA guns (20mm) each. Heavy AA batteries (Czech 83mm and German 88mm) were normally part of the division's HQ and consisted of four guns per battery.



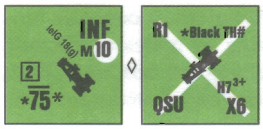
28. 80mm Minomet vz. 36: Slovakia had approximately 150 of these mortars produced by the Skoda Pilzen plant from 1936-1939. The weapons company of both the Mobile and Security Divisions had two mortar platoons. The mortar platoon of the Mobile Division had three 81mm mortars, transported by truck. The Security Division's mortar platoon had two mortars transported mostly by wagon. The weapons company of the 1st Slovakian Infantry Division had a single mortar platoon of four mortars.

See also Axis Minor Ordnance Note A



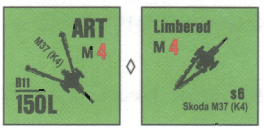
29. 47mm Kanon PUV vz. 36(t): The Skoda 47mm Kanon PUV vz. 36 was a mainstay of the Czechoslovakian army and remained so for the Slovakians. Limited amounts of APCR were available for this gun early in the war. The weapons company of all Slovakian units had an AT Platoon of three vz. 36 AT guns.

See also Axis Minor Ordnance Note E

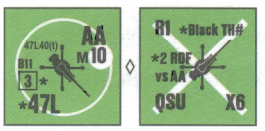


30. 7.5cm leIG 18(g): Germany supplied Slovakia with a number of these 75mm infantry guns (German Ordnance Note 15). A Slovakian regimental gun company had an infantry gun platoon of two German 75mm infantry guns and two platoons of three medium 81mm mortars each.

See also Axis Minor Ordnance Notes A, E



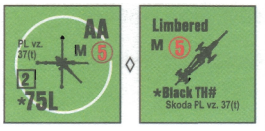
31. Skoda M37(K4): Although the Czechoslovakian Army had not accepted the Skoda 149mm M33(K1) howitzer (Note 19), they were sufficiently impressed to fund further development until the Model 37(K4) was completed. Designed for tractor towing only, it was approved for service after field trials in 1937. It saw some service in the German Army where it was known as the 15cm sFH 37(t).



32. Skoda 47L40(t): The Skoda Model 37 47L40 AA gun entered Czechoslovakian service in 1937. After the takeover, the Germans used this gun (4.7cm FlaK 37(t)) to supply its second line units. The Slovakian Army equipped its AA companies with this very reliable gun that used the same ammunition as the Skoda 47mm Kanon PUV vz. 36 AT gun (Note 29).

†When firing at aircraft, this gun's base ROF is "2" as signified by "2 ROF vs AA Fire" on the back of the counter.

See also Axis Minor Ordnance Note E



33. Skoda PL vz. 37(t): The Skoda PL vz. 37 75L49 AA gun was developed from the earlier vz. 32 and entered service with the Czechoslovakian Army in 1937. A few guns were also exported to Italy, where they were known as the Cannone da 75/49 or 75/50, which were similar to the Cannone-aa da 75/46 (Italian Ordnance Note 19).

See also Axis Minor Ordnance Note E



34. 83.5mm Kanon PL vz. 22/24: This AA gun's carriage was similar to that of the German "88" but without the power assist equipment. Slovakia had 24 of these in May 1939, but as they fell out of service due to lack of parts they were gradually replaced with the German 8.8cm FlaK 18 o. 36 (Note 76).

†**ERRATA**: The Axis Minor 83L AP To Kill Number is "17".

CROATIAN ORDNANCE NOTES

The Croatian Home Defense of the new Independent State of Croatia was created on April 11, 1941. As ill equipped as the Yugoslavian Army had been, the Croatians were even worse. From the very beginning, the Croatian military was plagued by a lack of equipment and weapons, especially heavy weapons and armor. At first only infantry units were created in five Divisional Regions, along with four independent regiments and/or battalions. Each Divisional Region had only three infantry regiments with no supporting artillery. It was not until the reorganization of November 1941 that the first artillery units were created using old Yugoslavian equipment with two battalions per division. Due to the lack of artillery pieces, each artillery battalion had only two batteries of four guns, instead of the usual three to four batteries. During the final reorganization, 21 November 1944 to 6 May 1945, some divisions had three artillery battalions.

The German-Croat Legion (369th Regiment, part of the German 100th Jäger Division) consisted of an HQ and three battalions, each with four companies and had its own organic artillery support. The legion was destroyed by January 1943. Regimental sup-

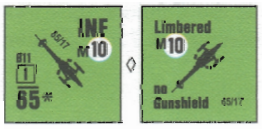
port included an AT company with 12 PaK 35/36 AT guns and a mortar company with eight 81mm mortars. The artillery battalion had three artillery batteries each with 4 German leFH 18 Howitzers.

Ordnance available to the German-Croat Legion (see Chapter A Footnote 38) through 12/42 includes:

5cm leGrW 36	MTR	German Ordnance Note 1
8cm GrW34	MTR	German Ordnance Note 2
3.7cm PaK 35/36	AT	German Ordnance Note 6
10.5cm leFH 18	ART	German Ordnance Note 20
M28(75) [M15]	ART	Allied Minor Ordnance Note 56

Ordnance available to the Italian-Croat Legion (see Chapter A Footnote 38) through 12/42 includes:

Mortaio da 45	MTR	Italian Ordnance Note 1
Mortaio da 81/14	MTR	Italian Ordnance Note 2
Solothurn s/18-1100	ATR	Italian Ordnance Note 3
Cannone da 65/17	ART	Italian Ordnance Note 6
Obice da 75/13	ART	Italian Ordnance Note 8



35. Cannone da 65/17: The Cannone da 65/17 (Italian Ordnance Note 6) was an Italian produced mountain gun dating from 1913 and served with Italian Alpini units during WWI.

See also Axis Minor Ordnance Note A



36. 100mm Skoda Model 28(FE): The 100mm Model 28(FE) mountain howitzer was built to accompany the 80mm Model 28 guns supplied to Yugoslavia (see Note 60). It shared the same high-angle carriage as the smaller caliber model, but only twenty were delivered to Yugoslavia. After the German conquest of Yugoslavia, these old mountain guns were used to equip the Croatian forces. Each Croat artillery battalion had 12 guns divided into three batteries of four guns each. Each battery had two platoons of two guns.

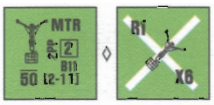
See also Axis Minor Ordnance Note A

BULGARIAN ORDNANCE NOTES

At army level, Bulgaria fielded a motorized heavy field artillery regiment with three battalions of twelve guns each. There was a 105mm field artillery battalion, a 120mm howitzer battalion and a heavy battalion equipped with 150mm or 155mm howitzers. At this level the regiment took care of the service, supply, and transport functions of each battalion.

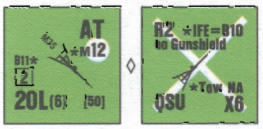
The Bulgarian Army considered mountain artillery to be very important and included mountain guns in almost every Field Army, divisional and brigade formation. A mountain artillery battalion with a battalion HQ and three batteries of animal-packed 75mm mountain guns were attached to each Army.

Bulgaria's Army was woefully weak in anti-aircraft protection and each army's one AA battalion was used to protect its HQ and supply depots. The AA battalion had a battalion HQ and three AA batteries, each of three sections outfitted with two 20mm AA guns and two AAMG sections of two 13mm AAMG each. There was also an AAMG battery with four AAMG sections with two 13mm AAMG each.



37. Lance Grenades de 50 mle 37: The mle 37 (French Ordnance Note 1) was developed by France as a replacement for the infantry rifle grenades then in use. It was a simple weapon, using a fixed 45-degree firing angle with adjustable gas vent ports to vary the range. The French did not use these to any great extent but exported them to Bulgaria. Twelve mle 37 light mortars outfitted the mortar platoon of a Bulgarian infantry regiment's close support company where it was used to provide *regimental* mortar support. Light mortars were also doled out to infantry companies as the need arose.

See also Axis Minor Ordnance Note A

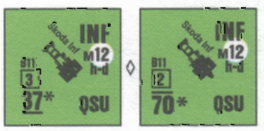


38. Madsen 20mm M-35: Bulgaria imported the Madsen 20mm Model 1935 Autocannon from Denmark (Danish Ordnance Note 19). A Bulgarian infantry light AT platoon had four AT squads with a 20mm AT gun in each squad as part of the regimental AT company.

†The B# for the M-35 is decreased by one to B10 when using IFE as signified by "IFE=B10" on the counter. The M-35 is repaired on a dr of 1 or 2 and removed on a dr of 6 as signified by "R2" and "X6" on the counter.

†RF are 1.2 for 41-43 and 1.5 for 44-45.

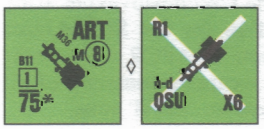
See also Axis Minor Ordnance Note T



39. Skoda Infantry Gun: This counter represents the early war infantry gun manufactured by Skoda. The gun had interchangeable barrels: an anti-tank 37mm barrel and the Skoda 70mm barrel for anti-personnel use. It is estimated that each Bulgarian Infantry Regiment had one platoon of 37mm Infantry guns in its regimental close support company. Each infantry gun platoon had three infantry guns, which were often allotted one per infantry company. After the alliance with Germany was broken, parts and replacements for these guns became scarce.

†RF is .9 for 41–8/44; 1.2 for 9/44–45.

†An unpinned Good Order *crew* may change barrels (flip the counter over) while Infantry during any PFPh/DFPh in which it does not fire as if assembling a SW per A9.8.

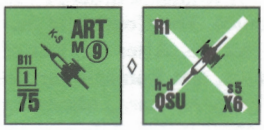


40. Bofors 75mm M36: The Bofors 75mm Model 1934 mountain howitzer was one of the Swedish company's more successful products between the wars, being sold to a large number of countries including Germany, China, and Argentina. It was subsequently improved and sold to Bulgaria as the 75mm Model 1936. Developed from an earlier M28 L/20 piece, it could be broken down into a variety of loads for towing by mules or tractors. It could also be towed in one load by raising the box trail. Each Bulgarian artillery regiment had one battalion of mountain guns in three batteries of four guns each.

†RF is 1.3 for 41-8/44; 1.0 for 9/44-45.

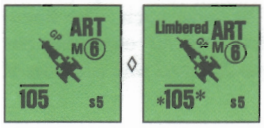


See also Axis Minor Ordnance Note A



41. 75mm K-S: The 75mm Krupp-Schneider Feldkanone (Belgian Ordnance Note 10) was a WWI vintage field gun. Germany sold its captured Belgian stocks to Bulgaria. Each Bulgarian artillery regiment had one battalion of field guns in three batteries of four guns each.

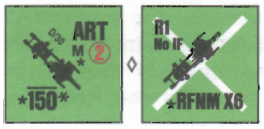
†RF is 1.0 for 41-8/44; 1.4 for 9/44-45.



42. Ob 105mm GP: Bulgaria purchased several Belgian Ob 105 GP light howitzers (Belgian Ordnance Note 12) from Germany's captured stocks. Each Bulgarian artillery regiment had one battalion of medium howitzers in three batteries of four guns each. The Armor Division had a motorized battalion of these guns as part of its artillery regiment.

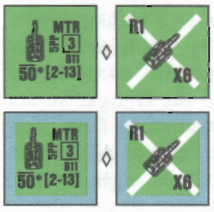
†RF is 1.0 for 41-8/44; 1.4 for 9/44-45.

See also Axis Minor Ordnance Note G



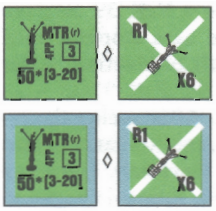
43. D/30 Krupp: Germany sent several batteries of its D/30 heavy howitzer to Bulgaria.

AXIS MINOR COMMON ORDNANCE



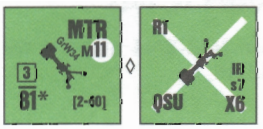
44. 5cm leGrW 36: The standard infantry light mortar (German Ordnance Note 1) of the German army was in front line use by the Wehrmacht until 1942, when it was relegated to second-line and static troops. Germany began selling this light mortar to its potential allies before the war and continued later to replace their losses on the eastern front. Bulgaria received a number of these mortars, which were used as regimental mortar support from the mortar platoon of the close support company. Early war Croatian formations used this standard German light mortar. Later in the war they were supplied with captured mortars. The 2nd Hungarian Army used these imported mortars. Hungary received 826 of the leGrW 36 mortars between the years 1939-1944. The Slovakian Security Division (9/41-6/43) was outfitted with one light mortar per infantry platoon.

See also Axis Minor Ordnance Note A



45. 50mm RM obr. 40: Many Russian 50mm RM obr. 40 light mortars (Russian Ordnance Note 1) were captured during the early days of the German Blitzkrieg. These captured stocks were used to replenish Croatian, Slovakian, Hungarian, and Romanian losses as the Axis armies advanced deeper into Russia.

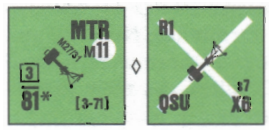
See also Axis Minor Ordnance Note A



46. 8cm GrW 34: As part of its 1935 rearmament agreement with Germany, Bulgaria ordered 254 medium mortars (German Ordnance Note 2) from Rheinmetall. Germany also supplied these to Croatia after Stalingrad.

†RF is 1.1 for Croatia for 4/43-45; and 1.0 for Bulgaria 41-45.

See also Axis Minor Ordnance Note A

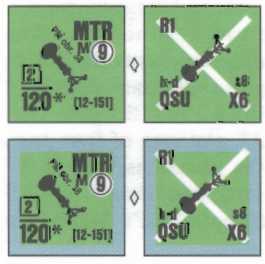


47. Brandt M27/31: The Brandt 81mm mortar (French Ordnance Note 3) was the standard medium mortar throughout the war. It was copied by many nations and the rounds were often interchangeable. This piece also represents the Russian 82mm BM obr. 37 (Russian Ordnance Note 2), many of which were captured early in the eastern campaign. The Romanian Army was so impressed by its performance that it became standard for some units. After Romania occupied Odessa, the mortar manufacturing plant there kept producing this mortar until the Russian liberation. With a longer maximum range this piece can also represent the Italian Mortaio da 81/14 (Italian Ordnance Note 2) which was used in small numbers throughout the region, more so in Croatia. This piece also represents captured Dutch, Czechoslovakian, and Yugoslavian models.

Romania bought 188 Brandt mortars and a license for Voina to manufacture more. As in all such situations, this mortar was kept in production after Romania entered the war. 360 French 81mm mortars were received from Germany in 1942. Infantry regiments used this mortar in platoons of three mortars each, while mountain mortar platoons were equipped with four mortars each. Hungary purchased many of these mortars from captured German stocks and in 1942 began producing its own model until 1944 when allied bombing destroyed the manufacturing plant. Slovakia received 10 captured Russian 82mm mortars from the German Army in early 1943.

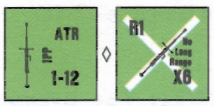
†Dates and RF are 1.0 for 39-8/44 and 1.2 for 9/44-45 for Romania; 1.0 for 41-44 and 1.3 for 45 for Hungary; and 1.4 for 3/43-8/44 for Slovakia.

See also Axis Minor Ordnance Note A



48. PM obr. 38: The Russian 120mm PM obr. 38 (Russian Ordnance Note 4) was thought by many to be the best heavy mortar produced during World War II. It was captured in large quantities during 1941-42 and outfitted both Hungarian and Romanian units. Hungarian production of this version began in the fall of 1943. Small numbers were produced before allied bombers destroyed production facilities in July 1944. This locally-produced mortar joined an armory of captured Dutch, Czechoslovakian, Russian, and Yugoslavian models, all of which Hungary produced ammunition for. Romania produced a copy (the Resita M42) using a captured factory in Transnistria. During the 1942 upgrade a heavy mortar company was added to each infantry, motorized infantry, and mountain infantry regiment to join the existing company of six medium mortars. In 1945 many artillery units had been decimated and could not be maintained with field guns or howitzers. To reconstitute these units, they were outfitted with twelve 120mm mortars per battalion, for which two-wheeled horse-drawn carriers were used.

†Dates and RF for Romania are 1.6 for 9/41-12/41, 1.4 for 1942, 1.2 for 1/43-7/43, 1.1 for 8/43-8/44, and 1.0 for 9/44-45; for Hungary are 1.5 for 9/41-12/41 and 1.3 for 42–45.

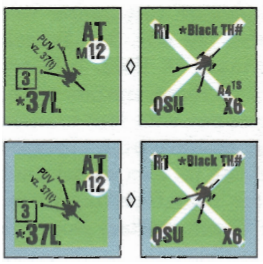


49. Ur wz. 35: Several types of ATR were captured by the German Army, most notably the Polish wz. 35 (Polish Ordnance Note 2) and the Russian PTRD-41, but also English (French Ordnance Note 4) and Dutch designs. Most of these were handed over to Germany's allies. As their performances in ASL are nearly identical (especially in the hands of the minor nations), a common ATR counter is used. Each Hungarian MG platoon had one ATR squad and three MG squads.



50. Solothurn s18-1100: The Swiss Solothurn s18-1100 (Dutch Ordnance Note 15) was a well-designed anti-tank weapon and was sometimes referred to as the M36. It was developed from an earlier 1934 model and was produced for the Swiss Army and also exported to several other nations, including Italy, Hungary, and Romania. The Hungarians called it the *Tankbushse*.

See also Axis Minor Ordnance Note A



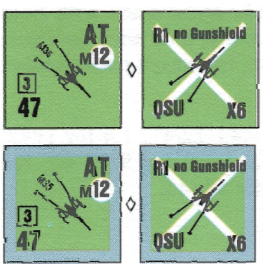
51. 37mm Kanon PUV vz. 37(t): The Skoda 37mm Kanon PUV vz. 37 was an updated version of an earlier model. It was a modern, efficient, hard-hitting design that used a sprung carriage with pneumatic tires and a split trail. The vz. 37 was widely exported throughout the world. The Germans acquired many from Czechoslovakian and captured Yugoslavian stocks and resold many to her allies. The weapons company of all Slovakian units had an AT platoon of three vz. 37 AT guns. The Slovakian Home Guard unit received three additional 37mm AT guns in March 1944.

This counter also represents the German 3.7cm PaK 35/36 (German Ordnance Note 6), which was sold to Hungary in 1936 in exchange for wheat and added some backbone to Hungarian early-war AT capability. This counter also represents the Breda 37mm AT gun that was imported by Bulgaria. Germany delivered 110 37mm AT guns to Bulgaria on 28 March 1944. Bulgaria outfitted each infantry division with three AT platoons of four guns each to a regimental AT gun company. On occasions, a light AT platoon was a part of the regimental AT company. Two 37mm AT guns were a part of the reconnaissance battalion's MG troop (cavalry).

†Dates and RF for Hungary are 1.2 for 41-43; for Slovakia are 1.0 for 39-8/44; and for Bulgaria are 1.3 for 41-8/44 and 1.6 for 9/44-45.

†APCR is available for Slovakian use in 1941 with a Depletion Number of 4 as indicated by "A4[1S]" on the counter.

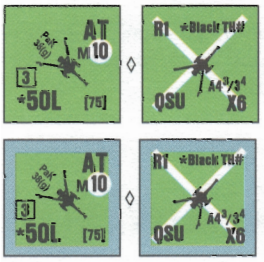
See also Axis Minor Ordnance Note E



52. Bohler M35 47mm: This piece represents the Italian Cannone da 47/32 (Italian Ordnance Note 5) and the Bohler M35 (Allied Minor Ordnance Note 26), both of which were used by the Axis Minor armed forces. (The Italian Breda 47/32 was a licensed version of the Bohler M35.) It also represents the Schneider 47mm AT gun produced in France and its licensed copy made by the Concordia factory in Romania. All are equivalent in game terms. In the late 1930s Romania ordered 160 Schneider 47mm anti-tank guns from France. The Concordia factory produced another 140 guns under license. After the fall of France, these guns were no longer available, and Romania turned to sources in Germany and Italy for 47mm AT guns, obtaining 545 Bohler (Austrian) guns in 1941 and another 275 Italian guns. Hungary's 2nd Army had 245 47mm AT guns in inventory in June 1941. One major drawback was the lack of motorized vehicles to tow these guns, requiring an awkward, heavy limber for its use with cavalry troops. Each Slovakian AT company was composed of three AT platoons of four AT guns each. The Security Division and the Mobile Brigade had one AT company per regiment. Reconnaissance battalions generally had one platoon of three 37mm or 47mm guns each.

†Dates and RF for Romania are 1.3 for 41-3/42, 1.2 for 4/42-11/42, 1.1 for 12/42-7/43, 1.0 for 8/43-8/44, and .9 for 9/44-45; for Hungary are 1.0 for 41-45; and for Slovakia are 1.1 for 39-8/44.

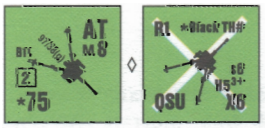
See also Axis Minor Ordnance Note A



53. 5cm PaK 38(g): As Romanian mountain AT units and the armored AT battalion were rotated home to rebuild (or rest and retrain) they were sometimes issued new German weapons. Romania received over 120 PaK 38 AT guns (German Ordnance Note 8) during the winter of 1941-42. The PaK 38 was issued to the light AT company of the Armored Division and was also placed in mixed AT platoons (two PaK 38 and two Bohler 47mm) of the Mountain Command AT companies. By 1944, even some of the regular infantry AT platoons consisted of a mixed set of two PaK 38 and Bohler 47mm guns. By 1942 the Hungarian 2nd Army received 54 PaK 38 guns from Germany. At first these were issued to the 1st Armored Division and later to AT companies in the infantry regiments. Slovakia received eight PaK 38 guns during spring 1943, most of which it issued to the Mobile Division. Germany delivered 150 PaK 38 guns to Bulgaria on March 28, 1944.

†Dates and RF for Romania are 1.1 for 11/41-8/44 and 1.4 for 9/44-45; for Hungary are 1.3 for 42-8/44 and 1.6 for 9/44-45; for Slovakia are 1.3 for 3/43–8/44; for Bulgaria are 1.2 for 3/44-45.

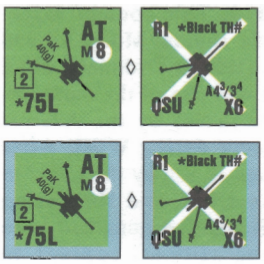
See also Axis Minor Ordnance Note E



54. 7.5cm PaK 97/38(g): The PaK 97/38 (German Ordnance Note 9) was a modified gun from the marriage of the French "75" to a PaK 39 carriage and was produced as a stopgap until the better PaK 40 could be brought into full production. After German units began receiving the PaK 40, the PaK 97/38 was made available to the German allied nations. After seeing the results of the 37mm AT guns against the T-34, the Romanian command requested better AT assistance from Germany. Germany delivered 114 PaK 97/38 guns by March 1944. Romania began to develop its own 75mm guns since orders for the PaK 40 guns were being filled instead by the inferior PaK 97/38. Germany delivered 50 of these guns to Bulgaria on March 28, 1944.

†Dates and RF for Romania are 1.2 for 7/42-8/44 and 1.4 for 9/44-45; and for Bulgaria are 1.4 for 4/44-45.

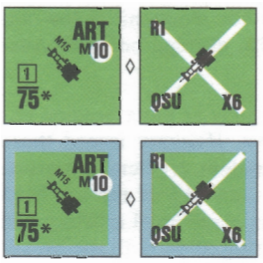
See also Axis Minor Ordnance Note E



55. 7.5cm PaK 40(g): Germany was reluctant to part with these high-quality AT guns (German Ordnance Note 10) and gave its allies only a few. Those that Hungary received in 1942 went to the 2nd Army at the Don River.

†Dates and RF for Romania are 1.6 for 11/42–8/44; for Hungary are 1.2 for 10/42-45; for Slovakia are 1.2 for 3/43-8/44; and for Bulgaria are 1.3 for 3/44-8/44 and 1.4 for 9/44-45.

See also Axis Minor Ordnance Note E



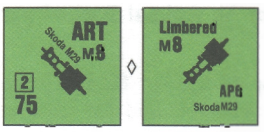
56. Skoda Model 15: The Skoda M15 was one of the most widely used of all European mountain guns and one of the best by many accounts. After WWI it passed to the new Hungarian Army; Romania, Bulgaria, and Turkey also obtained some. The Italians (Obice da 75/13; Italian Ordnance Note 8) and the Germans (7.5cm GebK 259(i)) both used it. Like most mountain guns the design was rugged and straightforward and gave its many users good service. This counter also represents the Skoda M28(75), an updated version of the M15. This counter, with manhandling numbers M2 and M4 respectively, also represents the later models M15/31 and M15/35. Both models had very heavy carriages requiring 6-horse and 4-horse teams to tow them. The M15/35 was designated by Germany as the 7.5cm GebK 15(t). Romania still had a number of the Skoda M15 and M28 mountain guns left over from WWI that were used to outfit all of its mountain brigades, but these guns were rarer in infantry units. The Hungarian army had a number of M15 guns available after 1920. Between 1934 and 1935 160 of these guns were produced and issued to support the cavalry brigades and the Hungarian border guard detachments. In 1939 the Hungarian 1st Mountain Brigade received one battery of four guns for each of its four mountain battalions. Slovakia had 85 M15 guns in service in May 1939. Each regimental gun company had an infantry gun platoon of two M15 guns and two platoons of three medium mortars each at the start of the war; later the M15 was mostly replaced by the German 7.5cm leIG 18 (Note 30). In German service the M28(75) was designated as the 7.5cm GebK 28 and was issued to Croatian forces. Bulgaria imported this gun in significant numbers and obtained some M28(75) guns from Yugoslavia.

†Dates and RF for Romania are 1.5 for 39-45 [*EXC: in mountain/cavalry units RF is 1.0*]; for Hungary and Bulgaria are 1.1 for 41-45; for Slovakia are 1.2 for 39-42 and 1.5 for 43-8/44; and for Croatia are 1.2 for 8/42–45.

See also Axis Minor Ordnance Note A



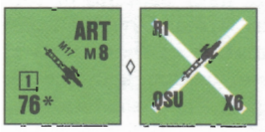
57. Canon de 75 mle 1897: The "French 75" (French Ordnance Note 11) continued to see use through WWII. Romania had hundreds of these guns, and used them to outfit the majority of its artillery batteries. Germany also sold captured French stocks to Romania and Bulgaria. This counter also represents the French Canon de 75 M mle 1909 used by Romanian artillery forces. Romania purchased from Germany via the "Oil Pact" of 1940 an additional 80 guns captured from the Poles. In 1941 each infantry division had four batteries of four guns each.



58. Skoda M29: The Skoda 75mm Model 1928 was intended for 3-way use: field gun and mountain gun (called here the M29) and AA gun (Note 75). As a mountain gun it could be carried on three two-wheeled carts. As well as being in limited service within the Czechoslovakian Army, variations of this gun saw service in the Yugoslavian Army, and thus by Croatia as well (Notes 36 & 60).

†Dates and RF for Romania are 1.6 for 39-45; and for Slovakia are 1.4 for 39-8/44.

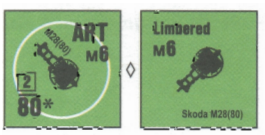
See also Axis Minor Ordnance Note A



59. Skoda M17: One of the mainstays of the Czechoslovakian and Austrian armies prior to 1938 was the Skoda 76.5mm M17 field gun. After 1938 it became the German 7.65cm FK 17(t). It was entirely conventional and could be broken down into several loads for mountain warfare.

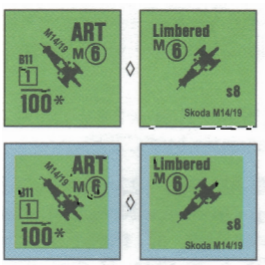
†Dates and RF are 1.4 for Romania for 39-45; 1.1 for Slovakia for 39-8/44; and 1.2 for Croatia for 41-45.

See also Axis Minor Ordnance Note A



60. Skoda M28(80): Skoda modified the Model 1928 mountain gun to 80mm and fitted it with a firing table allowing 360-degree traverse. Czechoslovakia exported this to Yugoslavia, and it was also used by the Slovakian Army.

†Dates and RF for Slovakia are 1.5 for 39-8/44; for Croatia are 1.3 for 41-45.



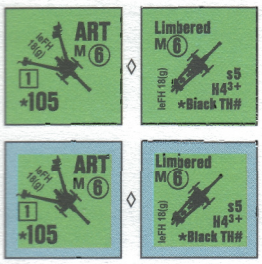
61. Skoda M14/19: The Skoda 100mm Model 14 was an Austro-Hungarian 100mm howitzer first produced in 1914 by Skoda. It became the most common field gun among the smaller European nations and saw service all over eastern Europe. Skoda improved the Model 14 in 1919, which became known as the M14/19 (Allied Minor Ordnance Notes 4 and 22). Skoda sold a number of these guns to Hungary and Yugoslavia and sold licenses and tools to Italy and others. This counter represents both the M14, M14/19, M16, and M16/19 mountain guns. For a mountain piece the Skoda Model 16 was a relatively large and heavy design. It could be broken down into three loads for towing by two-animal carts, however, and was widely used. The Skoda Model 16/19 was developed from the M16 and differed mainly by having a longer barrel. Germany found many of these guns in the Czechoslovakian inventory and re-designated them as the 10cm GebK 16(t) and 10cm GebH 16/19(t) respectively.

Hungary had 100 M14/19 guns by June 1941 and received 64 more during the winter of 1941-42. Additional guns were updated and modernized by the Astra plant. The 1st and 2nd Batteries of the Hungarian VII Artillery Corps were issued the locally produced Hunfnica vz. 14 M 10cm, which was identical to the M16/19. After Stalingrad, Romania's artillery forces were in poor shape, requiring importation of the M14/19 from Germany's captured stocks.

Slovakia had 170 M14/19 guns and 38 M16/19 at the start of the war. This counter also represents the vz. 30 used by Slovakia in small numbers.

†As the M16 and M16/19 this gun may be Animal Packed per Multi-Applicable Ordnance Note A.

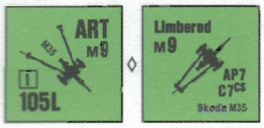
†Dates and RF for Romania are 1.3 for 43-45; for Hungary are 1.2 for 41-45; for Slovakia are 1.0 for 41-8/44; and for Croatia are 1.3 for 42-45.



62. 10.5 cm leFH 18(g): This counter represents the 10.5cm leFH 18 (German Ordnance Note 20) and the leFH 18/40 version of this German artillery piece. Bulgaria purchased both, calling them the D/28 leFH 18. Each Bulgarian artillery regiment had one battalion of howitzers in three batteries of four guns each. The Armor Division had a motorized battalion of these guns as part of its artillery regiment. Supplies, ammunition, and parts for this weapon were not available after August 1944, when Bulgaria switched sides. Hungary also purchased this artillery howitzer from Germany in 1937. Slovakian artillery units attached to German parent formations had ongoing supply problems. To address this, the Slovak Mobile Division began receiving these German guns during March 1942, allowing both German and Slovak units to be re-supplied from the same supply points.

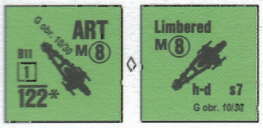
†Dates and RF for Bulgaria are 1.0 for 41-8/44, and 1.6 for 9/44-45; for Hungary are 1.4 for 41-45; and for Slovakia are 1.4 for 3/43-8/44.

See also Axis Minor Ordnance Note E



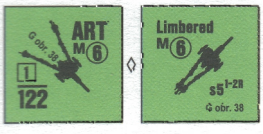
63. Skoda M35: The Skoda 10.5cm Model 35 was one of the most modern and well-designed pieces in the Yugoslavian army. It saw little service in 1941 but was used by Croatia and Slovakia. From the start it was designed for tractor towing. This counter also represents the Skoda 105mm Model 39 used by Romania.

†Canister is available for Croatian and Slovakian with a Depletion Number of "7" as indicated on the counter by "C7^{CS}".



64. G obr. 10/30: The 122mm G obr. 10/30 (Russian Ordnance Note 19) was a Russian version of the French Schneider 10S howitzer. It was upgraded in 1930 and used as heavy artillery by Soviet Divisions in 1941. Many were captured from Soviet Armies in Poland and western Russia. With deliveries of promised German ordnance falling behind, Romania repaired 209 of their captured Russian stocks of this gun and put 122mm ammunition into production during April 1943. Bulgaria had a limited number of these guns in their inventory from pre-war purchases from the Soviet Union.

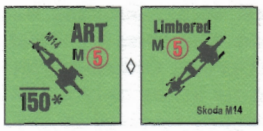
†Dates and RF for Romania are 1.3 for 4/43-9/44; and for Bulgaria are 1.6 for 41-45.

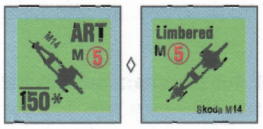


65. G obr. 38: Romania utilized 477 captured Russian 122mm G obr. 38 guns (Russian Ordnance Note 20). After exhausting the captured ammo stocks, Romania began producing its own 122mm ammunition stocks. Bulgaria utilized captured Russian guns supplied by Germany.

†Smoke is available for Romanian use 1941-42 with a Depletion Number of "5" as indicated on the counter by "s5^{1-2R}".

†Dates are 9/41-9/44 for Romania and 42-9/44 for Bulgaria.

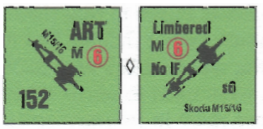




66. Skoda M14: This counter represents the Skoda 149mm Model 14 and Model 14/16 (Italian Ordnance Note 14). The M14 was one of the more important pieces in use by the Austro-Hungarian Army during WWI. After 1918 it was kept in use by the Czechoslovakian, Austrian, and Hungarian armies. The Hungarian guns had been updated by the MAVAG concern to produce the M14/35 and with later improvements the M14/39M. The various models of the M14 field gun (equivalent in ASL terms) were conventional and sturdy pieces, giving their users good service. This counter also represents the Skoda 149mm M15, which was derived from a fortification howitzer and was unusual in being designed exclusively for mechanical towing. Only 57 were built for export after 1918, divided between Austria, Czechoslovakia, and Romania.

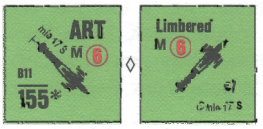
Romania gradually withdrew these guns as parts became unavailable and pieces were lost in combat. Hungary issued these guns to their corps level heavy independent artillery batteries. Slovakia had 54 of the vz. 14/16 guns and 115 of the vz. M15 guns in May 1939. The M15 was used as corps level artillery and was a part of Artillery Regiment 12. During 1944 both the Slovakian 1st and 2nd Infantry Regiments were assigned three batteries of three guns.

†Dates and RF for Romania are 1.6 for 39-43; for Hungary are 1.2 for 41-45; and for Slovakia are 1.3 for 39-8/44.



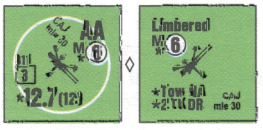
67. Skoda M15/16: The initial version of the Skoda 152mm Model 15 gun entered Austro-Hungarian service in 1915. It was modified to allow an increased elevation and re-designated the Model 15/16. After the war it was the standard gun for the Czechoslovakian and Austrian Armies. While the Austrian guns had already been withdrawn from use in 1939, the Czechoslovakian guns were still in reserve service when taken over by the Germans, who called them 15cm K 15/16(t). The Italians also had a few guns in service in Albania, Greece, and North Africa.

†Dates and RF for Slovakia are 1.6 for 39-8/44; for Croatia are 1.5 for 41-45.



68. C mle 17 S: The Canon de 155 C mle 17 S (French Ordnance Note 16) was one of the most widely used heavy artillery pieces in the world. Romania obtained some directly from France while Bulgaria received several from captured French stocks as aid from Germany.

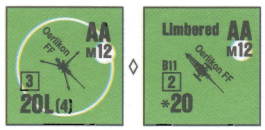
†Dates and RF for Romania are 1.4 for 39-45; and for Bulgaria are 1.5 for 42-45.



69. Mitrailleuse de 13.2 CAJ mle 30: Romania purchased 200 of these light AA guns (French Ordnance Note 18) from France for use in its infantry formations. Bulgarian AAMG sections used various 13mm guns such as the mle 30 and the Yugoslavian ZB (Allied Minor Ordnance Note 34). This piece represents all those types.

†Make two To Kill DR when using the 12.7mm column of the AP To Kill Table; only one (firer's choice) is used. Maximum range for To Hit purposes is 16 hexes.

See also Axis Minor Ordnance Note T



70. Oerlikon FF: All of Germany's minor allies used a version of this ubiquitous AA gun, as did many of the armies of the world (Chinese Ordnance Note 15, French Ordnance Note 19, and Allied Minor Ordnance Note 35). This piece also represents the Madsen M35 AA from Denmark.

See also Axis Minor Ordnance Note G



71. 2cm FlaK 30(g): The 20mm FlaK 30 (German Ordnance Note 25) was a conventional AA gun that was developed at the end of WWI. Romania ordered 300 of FlaK 30 and FlaK 38 (Note 72) AA guns from Germany in September 1940, and 102 were delivered by May of 1941. It is not known how many of each model were delivered. Bulgaria imported a number of these guns from Rheinmetall.

†Dates and RF for Romania are 1.2 for 5/41-9/44 and 1.5 for 10/44-45; for Bulgaria are 1.5 for 41-9/44 and 1.2 for 10/44-45.

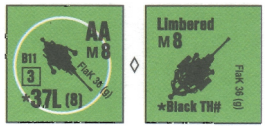
See also Axis Minor Ordnance Notes E, G



72. 2cm FlaK 38(g): Some deficiencies in the FlaK 30 (Note 71) were corrected to create the 2cm FlaK 38 (German Ordnance Note 26). Romania ordered 300 of FlaK 30 and FlaK 38 AA guns from Germany in September 1940, and 102 were delivered by May of 1941. It is not known how many of each model was delivered. Bulgaria imported a number of these Rheinmetall guns from Germany.

†Dates and RF for Romania are 1.2 for 5/41-9/44 and 1.5 for 10/44-45; for Bulgaria are 1.5 for 41-9/44 and 1.1 for 10/44-45.

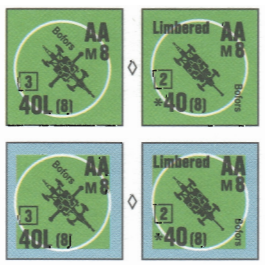
See also Axis Minor Ordnance Notes E, G



73. 3.7cm FlaK 36(g): The 3.7cm FlaK 36 (also known as the Krupp Model 1936) was a modification of the FlaK Rheinmetall-Borsig 18. Some were sold to China and Greece in addition to the various Axis Minors. This counter represents both versions, as well as the 3.7cm FlaK 36 o. 37 (German Ordnance Note 28). Romania ordered 360 of the FlaK 36 o. 37 from Rheinmetall, and 102 had been delivered by May 1941. Bulgaria ordered 50 FlaK 36 guns as part of its 1935 rearmament agreement with Germany and designated them D/57 Rheinmetall-FlaK 37. All these versions, as well as the FlaK 38(g), were dependent upon precision-machined parts that were difficult to obtain from Germany.

†Dates and RF for Romania are 1.2 for 5/41-45; for Bulgaria are 1.5 for 41-45.

See also Axis Minor Ordnance Note E



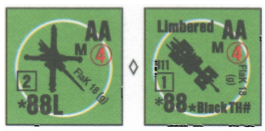
74. Bofors 40mm AA: Just as Britain (British Ordnance Note 21) and most of the Allied Minor nations (Allied Minor Ordnance Note 36) had a version of this reliable AA gun, so did most of the Axis Minor nations. Romania received 54 captured Polish Bofors AA guns from Germany via the "Oil Pact" of 1940. Beginning in 1935 the MAVAG plant in Hungary produced 650 of these guns for export, but with the onset of war most went to Hungarian troops. In 1942 Hungary equipped this piece with an armored shield for dual use as an AT/AA gun. Designated the 36/40mm AA, this gun proved ineffective against medium and heavy Russian tanks; this counter can also represent this dual-use piece by assigning it a Gunshield. In the Croatian armed forces this weapon was known as the 4cm M36B AA.

†Dates and RF for Romania are 1.2 for 41-45; for Hungary are .9 for 41-45; for Slovakia are 1.3 for 41-8/44; and for Croatia are 1.4 for 41-45.

See also Axis Minor Ordnance Note G



75. Skoda M33: The Skoda 8cm Kanon PL vz. 33 AA gun was produced for the Czechoslovakian Army and was also supplied to Romania, Lithuania, and Yugoslavia. Developed from the earlier Model 30, it used the same barrel on a more conventional carriage. This counter also represents the vz. 30. The Germans used this gun as the 7.65cm FlaK 33(t). Slovakia had 13 of these AA guns in its May 1939 inventory. With Limited Stowage AP5, this counter also represents the AA version of the Skoda M29 (Note 58).



76. 8.8cm FlaK 18 o. 36(g): This counter represents both the 8.8cm FlaK 18 and the improved FlaK 18 o. 36 AA guns (German Ordnance Note 30). During August 1944 Romanian forces captured almost the entire equipment stocks of the German 5th FlaK Division. This allowed the creation of the Romanian 1st Anti-Aircraft Division which served throughout the Czechoslovakian campaign against the Axis forces. Beginning in 1943, Slovakian 83.5mm Kanon PL vz. 22/24 AA guns (Note 34) were gradually replaced by the German FlaK 18 o. 36(g). Bulgaria ordered twenty 8.8cm FlaK 18 AA guns from Krupp as part of its 1935 rearmament agreement with Germany.

†Dates and RF for Romania are 1.4 for 9/44-45; for Slovakia are 1.6 for 43-8/44; and for Bulgaria are 1.5 for 41-45.

See also Axis Minor Ordnance Notes E, G

AXIS MINOR MULTI-APPLICABLE ORDNANCE NOTES

A. This weapon may be Animal-Packed (G10).

B. Bulgaria used this Common ordnance beginning 1941.

C. Croatia used this Common ordnance beginning 1941.

E. The use of "(g)" or "(t)" in the piece name (standing respectively for German or Czechoslovakian) indicates that the Gun uses black TH numbers if Romanian, Hungarian, or Slovakian (unless captured), as signified by "Black TH#" on the counter. Deduct 2 from the BPV of Bulgarian guns.

G. When using Limbered Fire, the Barrel Length modification (C4.1) on the counter's LF side is used for To Hit purposes but the AP Basic To Kill number is still determined using the Caliber Size and Length printed on the unlimbered side.

H. Hungary used this Common ordnance beginning 1941.

K. The use of "(r)" in the piece name (standing for Russian) indicates that the Gun uses Russian AP To Kill values, i.e., "16" for the 76LL and "13" for the 76L.

R. Romania used this Common ordnance.

S. Slovakia used this Common ordnance through 8/44.

T. As signified by "Tow NA" on the counter, this Gun cannot be towed. However, it may be carried on a vehicle in the same manner as a 76-107mm MTR (C10). It is (un)loaded using normal (un)hooking procedures *[EXC: the vehicle need not have a T#; ignore its T# if one is present]*, and reduces that vehicle's PP capacity by 8PP while loaded. Section C10 applies otherwise unchanged.



H

AXIS MINOR SUPPORT WEAPON ALLOTMENT AND ELR CHART [a]									
	LG [n]	ELR [j]	LMG	MMG	HMG	LT. MTR [o]	ATR	DC [d]	FT [d]
Romanian [g,i]	6	3/2 [m]	7	9	12	8/5 [f]	6 [e]	3	4
Hungarian	7	3 [l]	9	12	18	10/6 [c]	8 [e]	3	4
Slovakian	5/6/7 [b]	4/3/2 [b]	6	10	15	10	9	3	4
Ger-Croatian [p]	6	3	6	10	15	6	6	3	4
Croatian	7	1	8	10	16	11	8	3	—
Bulgarian [h]	7	2 [k]	7	10	16	8	10	3	—
# in AoO [q]			11/10	5/5	4/3	14/13 [r]	4+5/4+4 [s]	4/—	3/—

[a] SW allotted according to Equivalent number of squads.

[b] pre-June'43/June'43-Dec'43/Jan'44+.

[c] per regular infantry squad equivalent/per Mountain infantry squad equivalent; Hungarian Mountain units come equipped with Skis (E4) during winter months and always have Scaling (B23.424) ability.

[d] allotted according to Equivalent number of Assault Engineer squads (Hungarians use German DC/FT with no penalty).

[e] subsequent dr: ≤ 0 PSK; 1-4 20L ATR; 5-6 ATR. -1 drm 6/44+ if Hungarian (use German PSK with no penalty).

[f] per regular infantry squad equivalent/per Mountain infantry squad equivalent.

[g] MMG, HMG, LT. MTR, & ATR NA for Romanian Assault Engineers.

[h] increase number of required squads by 1 for 2nd line troops.

[i] decrease number of squads by 1 for Frontier Guards, Royal Guards, Conducator's Bodyguard, Parachute, or (but not mortars) Mountain Units; increase by 1 for Fortress, Marine, and Security units.

[j] +1 for elite units (Guards, etc.); -1 for 2nd line units.

[k] +1 vs Greeks (including partisans); -1 if after 9/44 and external to Bulgaria.

[l] +1 if in Hungary; +1 vs Romanians.

[m] pre-43/post-42; +1 Assault Engineers; +1 vs Hungarians.

[n] the listed LG (Leadership Generation) factors are optional; the LG on the National Capabilities Chart is 6.

[o] see Light Mortar Type table below.

[p] beginning 1/43; use German counters and rules prior to 1/43.

[q] Axis Minor/Hungarian

[r] Note 1 (4/0); Note 23 (0/4); Note 37 (3/0); Note 44 (4/5); Note 45 (3/4)

[s] ATR + 20L

LIGHT MORTAR TYPES	
Romanian [y]	60mm Brandt M35—Note 1 *[EXC: beg. 9/41, only on Final subsequent dr ≤ 5]*; 50mm RM obr 40—Note 45 beg. 9/41 on Final subsequent dr of 6.
Hungarian [y]	5cm leGrW 39(h)—Note 23 *[EXC: beg. 9/41, only on Final subsequent dr 3-5]*; 50mm RM obr 40—Note 45 beg. 9/41 on Final subsequent dr of 6; 5cm leGrW 36—Note 44 beg. 9/41 on Final subsequent dr ≤ 2.
Slovakian	5cm leGrW 36—Note 44 *[EXC: beg. 9/41, only on Final subsequent dr ≤ 5]*; 50mm RM obr 40—Note 45 beg. 9/41 on Final subsequent dr of 6.
Ger-Croatian	5cm leGrW36—Note 44.
Croatian [x,z]	5cm leGrW 36—Note 44 *[EXC: beg. 9/41, only on subsequent Final dr ≤ 4]*; 50mm RW obr 40—Note 45 beg. 9/41 on Final subsequent dr ≥ 5.
Bulgarian [x]	LG de 50 mle 37—Note 37 *[EXC: beg. 1942, only on subsequent Final dr ≥ 3]*; 5cm leGrW 36—Note 44 beg. 1942 on Final subsequent dr ≤ 2.

[x] +1 drm 1945 [y] -1 drm 1944+ [z] +1 drm 1943+

AXIS MINOR SQUAD TYPES (CLASS)				
	4^{1}-4-7 (E)	3-4-7 (1)	5^{1}-3-7^{6} (1)	3-3-6 (C)
Romanian	†	†	S	†
Hungarian	†	†	n/a	†
Slovakian	6/43	E	n/a	E
German-Croatian	1/43	1/43	n/a	E
Croatian	†	†	n/a	†
Bulgarian	H	†	10/44	†

SQUAD TYPE NOTES:

†	normal occurrence
S	1/43+ for SMG squads (infantry in armored units, Air Force security units, etc.).
H	only via Battle Hardening.
E	only via Unit Substitution.
1/43	only in Russia beginning 1/43; prior to 1/43 use German counters (1st Line and 2nd Line) and Nationality Distinctions.
6/43	prior to 6/43 some Slovakian formations use German counters (1st Line and 2nd Line) and Nationality Distinctions.
10/44	beginning in 10/44 in some post-defection armored units.

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AXIS MINOR VEHICLE RARITY FACTOR CHART

.9 1.0 1.1 1.2 1.3 1.4 1.5 1.6

NAME and {BPV}	39	40	1941												1942												1943												1944												1945				NAME and {BPV}
			J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	
R-1(t) {22}																																																							R-1(t) {22}
R-35/45(f) {27}																																																						R-35/45(f) {27}
TACAM T-60(r) {49}																																																					TACAM T-60(r) {49}
TACAM T-60A(r) {49}																																																					TACAM T-60A(r) {49}
TACAM R-2(r) {45}																																																					TACAM R-2(r) {45}
BA-6(r) {31}																																																					BA-6(r) {31}
BA-20(r) {20}																																																					BA-20(r) {20}
Malaxa UE2 {9}																																																					Malaxa UE2 {9}
38M Toldi I {32}																																																					38M Toldi I {32}
38M Toldi IIA {36}																																																					38M Toldi IIA {36}
40M Turan I(r) {44}																																																					40M Turan I(r) {44}
41M Turan II(r) {47}																																																					41M Turan II(r) {47}
PzKpfw VG(g) {89}																																																					PzKpfw VG(g) {91}
PzKpfw VIE(L)(g) {91}																																																					PzKpfw VIE(L)(g) {87}
43M Zrinyi II {48}																																																					43M Zrinyi II {48}
39M Csaba {27}																																																					39M Csaba {27}
40M Csaba {20}																																																					40M Csaba {20}
Marder II(g) {45}																																																					Marder II(g) {45}
40M Nimrod {38}																																																					40M Nimrod {38}
T vz 33(t) {20}																																																					T vz 33(t) {20}
LT vz 34 {29}																																																					LT vz 34 {29}
PzKpfw IIA(g) {35}																																																					PzKpfw IIA(g) {35}
LT vz 40(t) {40}																																																					LT vz 40(t) {40}
Marder III(t)H {46}																																																					Marder III(t)H {46}
Kfz 1(g) {12}																																																					Kfz1(g) {12}
SdKfz 2(g) {12}																																																					SdKfz 2(g) {12}
TKS {19}																																																						TKS {19}
TKS(L) {21}																																																						TKS(L) {21}
L6/40(i) {28}																																																						L6/40(i) {28}
wz. 34-I {19}																																																						wz.34-I {19}
wz. 34-II {20}																																																						wz.34-II {20}
Semovente L40 da 47/32 {29}																																																						Semovente L40 da 47/32 {29}
Vickers 6-Ton Mk E {29}																																																						Vickers 6-Ton Mk E {29}
L3/35(i) {20} [Cro]																																																						L3/35(i) {20} [Cro]
[Bul]																																																						[Bul]
[Hun]																																																						[Hun]
FT-17M(f) {16} [Rom]																																																						FT-17M(f) {16} [Rom]
[Cro]																																																						[Cro]
FT-17C(f) {16} [Rom]																																																						FT-17C(f) {16} [Rom]
[Cro]																																																						[Cro]
PzKpfw IB(g) {30} [Cro] [Hun]																																																						PzKpfw IB(g) {30} [Cro] [Hun]
R-35(f) {25} [Rom]																																																						R-35(f) {25} [Rom]
[Hun] [Bul]																																																					[Hun] [Bul]
H39(f) {26} [Hun]																																																						H39(f) {26} [Hun]
[Cro]																																																						[Cro]
[Bul]																																																						[Bul]
LT vz 35(g) {40} [Rom]																																																						LT vz 35(g) {40} [Rom]
[Bul] {38}																																																						[Bul] {38}
[Slo]																																																						[Slo]
LT vz 38(t)A {43} [Rom]																																																						LT vz 38(t)A {43} [Rom]
[Hun]																																																						[Hun]
[Slo]																																																						[Slo]
LT vz 38(t)E {44} [Hun]																																																						LT vz 38(t)E {44} [Hun]
[Bul] {42}																																																						[Bul] {42}
[Slo]																																																						[Slo]
S-35(f) {33} [Hun]																																																						S-35(f) {33} [Hun]
[Slo]																																																						[Slo]
PzKpfw IIIL(g) {60} [Rom] [Hun]																																																						PzKpfw IIIL(g) {60} [Rom] [Hun]
[Cro]																																																							[Cro]
PzKpfw IIIN(g) {55} [Rom]																																																						PzKpfw IIIN(g) {55} [Rom]
[Slo]																																																						[Slo]
PzKpfw IVD(g) {50} [Rom]																																																						PzKpfw IVD(g) {50} [Rom]
PzKpfw IVF1(g) {54} [Rom]																																																						PzKpfw IVF1(g) {54} [Rom]
[Hun]																																																						[Hun]
PzKpfw IVH(g) {73} [Rom]																																																						PzKpfw IVH(g) {73} [Rom]
[Hun]																																																						[Hun]
[Bul] {71}																																																						[Bul] {71}
StuG IIIG(g) {61} [Rom]																																																						StuG IIIG(g) {61} [Rom]
[Hun]																																																						[Hun]
[Bul] {59}																																																						[Bul] {59}
JgdPz 38(t) {54} [Hun]																																																						JgdPz 38(t) {54} [Hun]
[Bul] {52}																																																						[Bul] {52}
NAME and {BPV}	39	40	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	NAME and {BPV}
			1941												1942												1943												1944												1945				

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AXIS MINOR VEHICLE RARITY FACTOR CHART

.9 1.0 1.1 1.2 1.3 1.4 1.5 1.6

NAME and {BPV}	39	40	1941	1942	1943	1944	1945	NAME and {BPV}
			J F M A M J J A S O N D	J F M A M J J A S O N D	J F M A M J J A S O N D	J F M A M J J A S O N D	J F M A M	
SPW 250/1(g) {28} [Rom]								SPW 250/1(g) {28} [Rom]
SPW 251/1(g) {31} [Rom] [Cro]								SPW 251/1(g) {31} [Rom] [Cro]
SPW 251/9(g) {46} [Rom]								SPW 251/9(g) {46} [Rom]
OA vz 30(t) {18} [Slo] [Rom]								OA vz 30(t) {18} [Slo] [Rom]
AB 41(i) {29} [Rom] [Cro]								AB 41(i) {29} [Rom] [Cro]
PSW 222(g) {36} [Rom] [Bul]								PSW 222(g) {36} [Rom] [Bul]
PSW 222(L)(g) {41} [Rom] [Bul]								PSW 222(L)(g) {41} [Rom] [Bul]
PSW 223(g) {30} [Rom] [Bul]								PSW 223(g) {30} [Rom] [Bul]
Komsomolet(r) {13} [Rom] [Bul] [Cro] [Hun] [Slo]								Komsomolet(r) {13} [Rom] [Bul] [Cro] [Hun] [Slo]
RSO(g) {10} [Slo] [Bul]								RSO(g) {10} [Slo] [Bul]
Light Tractor {12} [ALL]								Light Tractor {12} [ALL]
Medium Tractor {15} [ALL]								Medium Tractor {15} [ALL]
Heavy Tractor {17} [ALL]								Heavy Tractor {17} [ALL]
Light Truck {12} [ALL]								Light Truck {12} [ALL]
Medium Truck {16} [ALL]								Medium Truck {16} [ALL]
Heavy Truck {19} [ALL]								Heavy Truck {19} [ALL]

AXIS MINOR ORDNANCE RARITY FACTOR CHART

.9 1.0 1.1 1.2 1.3 1.4 1.5 1.6

NAME and {BPV}	39	40	1941	1942	1943	1944	1945	NAME and {BPV}
			J F M A M J J A S O N D	J F M A M J J A S O N D	J F M A M J J A S O N D	J F M A M J J A S O N D	J F M A M	
Bofors 37mm AT {25}								Bofors 37mm AT {25}
45mm PTP obr. 32 {27}								45mm PTP obr. 32 {27}
75mm Resita M43 AT {45}								75mm Resita M43 AT {45}
76.2mm PaK 36(r) {38}								76.2mm PaK 36(r) {38}
Breda 47 INF {30}								Breda 47 INF {30}
75mm PP obr. 27 {27}								75mm PP obr. 27 {27}
Canon de 75 M mle 28 {23}								Canon de 75 M mle 28 {23}
Skoda M14/34 {25}								Skoda M14/34 {25}
76.2mm P obr. 00/02 {21}								76.2mm P obr. 00/02 {21}
76.2mm P obr. 02/30 {27}								76.2mm P obr. 02/30 {27}
76.2mm P obr. 39(r) {32}								76.2mm P obr. 39(r) {32}
s 10cm K 18(g) {34}								s 10cm K 18(g) {34}
Skoda M39(D9) {32}								Skoda M39(D9) {32}
Canon de 105L mle 36 S {27}								Canon de 105L mle 36 S {27}
Canon mle 10/12 {26}								Canon mle 10/12 {26}
OQF 4.5-in Howitzer {25}								OQF 4.5-in Howitzer {25}
Skoda M28 NOa {34}								Skoda M28 NOa {34}
Skoda Model 33 (K1) {35}								Skoda Model 33 (K1) {35}
C. Auto. de 25 CA mle 38 {26}								C. Auto. de 25 CA mle 38 {26}
Vickers/Resita M36/39 {39}								Vickers/Resita M36/39 {39}
90mm Kanon PL vz. 12/20 {44}								90mm Kanon PL vz. 12/20 {44}
40mm MAVAG 40 M {32}								40mm MAVAG 40 M {32}
76.5mm Skoda M05/08 {30}								76.5mm Skoda M05/08 {30}
105 MAVAG M40 {28}								105 MAVAG M40 {28}
Bofors 80mm M29/38 AA {37}								Bofors 80mm M29/38 AA {37}
80mm Minomet vz. 36 {28}								80mm Minomet vz. 36 {28}
47mm Kanon PUV vz. 36(t) {28}								47mm Kanon PUV vz. 36(t) {28}
7.5cm leIG 18(g) {34}								7.5cm leIG 18(g) {34}
Skoda M37(K4) {37}								Skoda M37(K4) {37}
Skoda 47L40(t) {31}								Skoda 47L40(t) {31}
Skoda PL vz. 37(t) {40}								Skoda PL vz. 37(t) {40}
83.5mm Kanon PL vz. 22/24 {37}								83.5mm Kanon PL vz. 22/24 {37}
Canonne da 65/17 {20}								Canonne da 65/17 {20}
100mm Skoda Model 28(FE) {27}								100mm Skoda Model 28(FE) {27}
Madsen 20mm M-35 {25}								Madsen 20mm M-35 {25}
Skoda Infantry Gun {22}								Skoda Infantry Gun {22}
Bofors 75mm M36 {22}								Bofors 75mm M36 {22}
75mm K-S {27}								75mm K-S {27}
Ob 105mm GP {32}								Ob 105mm GP {32}
D/30 Krupp {33}								D/30 Krupp {33}
NAME and {BPV}	39	40	1941	1942	1943	1944	1945	NAME and {BPV}
			J F M A M J J A S O N D	J F M A M J J A S O N D	J F M A M J J A S O N D	J F M A M J J A S O N D	J F M A M	

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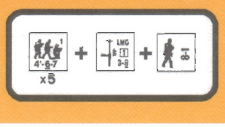
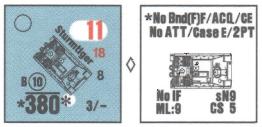


H

Miscellaneous Additional Vehicle Notes

German



37.1. Sturmtiger: This vehicle, known as the *Sturmmörser* (assault mortar) *Sturmtiger* or *Tiger-Mörser*, owed its existence to Hitler's requirement of August 1943 that the 38cm naval anti-submarine rocket launcher *Gerät 652* be mounted on the Tiger I chassis. The idea was to create a more potent version of the Sturmpanzer IV, which had just entered service. The huge mortar required a special crane fitted on the vehicle roof for loading the rounds that weighed 726 lbs. each; only 13-14 were carried. A special shape-charged round was available for use against fortifications. Some sources indicate that as few as ten vehicles were completed, with another eight under various states of completion when the war ended. Others state that sixteen to eighteen were completed between August and December 1944. Two were used in the Warsaw Uprising during August 1944, but most entered service long after the need for siege vehicles had ended. They were formed into *Panzer Sturmmörser Kompanien* (PzStuMrKp) 1000, 1001, and 1002 and used for the final defense of the Reich. The first two units had about seven vehicles between them. These units went into action west of the Rhine in March 1945 against U.S. and British troops, later retreating across the river into the Ruhr area.

† The MA may use neither Bounding (First) Fire nor Motion Fire, may not use Target Acquisition (C6.5-.58), and may not fire while CE as signified by "No Bnd (F)F/Acq/CE" on the counter. Riders Bail Out when the MA fires, and the MA is not considered "functioning" for OVR (D7.11).

† The MA may not use Area Target Type, may not fire at a target in its own Location, and may not fire in consecutive Player Turns as signified by "No ATT/Case E/2PT" on the counter. Before placing any Prep/First/Final Fire counter, first place a "MA FIRED THIS TURN" counter. At the end of the Player Turn, flip the counter to its "LAST TURN" side and then remove it at the end of the next Player Turn.



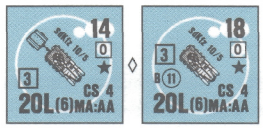
† The MA suffers an extra +1 TH DRM to all fire at a Moving/Motion (C.8) vehicle or Dashing Infantry (C6.1). This is signified by a white dot beside the MA designation. Any Sturmtiger MA Final To Hit DR against a building Location which exceeds its Modified To Hit Number by ≤ the number of vertical levels (excluding Cellars and Locations out of LOS) in that Building hex will hit a randomly selected in-LOS Location of that building hex *[EXC: the only possible effect of this hit is possible rubble creation after an Original IFT DR causing a KIA (B24.11)].*

† The MA is resolved on the 36+ FP column of the IFT with a –3 bonus DRM (C.7). The MA has a HE Basic TK# of 10 (armored) and 16 (unarmored) as a Near Miss (with 20 FP for Specific Collateral Attack) or, after a subsequent dr of 1-2, of 28 (armored) and 22 (unarmored) as a Direct Hit (with full FP for Specific Collateral Attack). A CH always doubles the Direct Hit TK#.

† Dates and RF for use in NWE are: 3/45-5/45 (1.6).

See also German Vehicle Note K.

ERRATA To C.7 HEAVY PAYLOAD: The Original DR for rubble creation (B24.11) and pillbox elimination is determined after application of the bonus DRM *[EXC: CH; 3.73].*

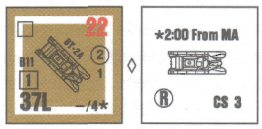


88.1 SdKfz 10/5: The later versions of the SdKfz 10/4 were equipped with the newer 2.0cm FlaK 38 AA gun; these upgunned versions of the SdKfz 10/4 were given the designation SdKfz 10/5. For added protection 8mm armor plate was sometimes added to the front of the vehicle cab and gunshield beginning in the latter half of 1942, and this piece represents that partially armored version. In 1943 the number of crew was reduced from six to four. Photographic evidence and tactical use suggests that Leichte FlaK units participating in the street fighting in Stalingrad were equipped with the armored SdKfz 10/5.

† These are partially Armored AFV, with armor only on their front Target Facing.

See also German Vehicle Notes A, D

Russian

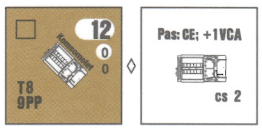


7.1 BT-2A: This was the first Russian tank based on the American Christie design. The turret was designed to hold the 37mm Model 1932 L/46 gun but due to a shortage of guns the first tanks used only machine guns. Four versions of the turret were eventually developed: two MG-only versions (the BT-2B) and two 37mm versions, one with no MG and one with a CMG located 45 degrees clockwise from the gun. A total of 396 tanks were built. BT-2 tanks took part in the Polish and 1940 Finnish campaigns. Although withdrawn from front-line service by 1940, several were still in service in 1942-43 on the Leningrad front and in Karelia.

† The center hexspine of the CMG is always the next hexspine clockwise from the center hexspine of the current TCA; i.e., the CMG is located at the 2:00 position relative to the MA—as signified by "2:00 from MA" on the counter. The CMG is optional, with RF of 1.2; place a "CMG Disabled" counter if the CMG is absent.

† RF is 1.3 for 1939; 1.6 1940-43.

See also Russian Vehicle Note M.



46.1. Komsomolet: This was the standard armored tractor, typically used to tow light AT guns into action, although efforts were made to keep the vehicle out of actual combat. It often towed a munitions trailer along with the gun. It could carry four people as passengers seated back-to-back in the rear. Many were captured in the summer of 1941 and pressed into service by the various Axis Minor armies. Following Romania's August 1944 surrender, the Russians confiscated the remaining Romanian tractors.

† RF is 1.3 39-7/41; 1.5 for 8/41-9/44; 1.4 thereafter.

† Passengers are considered to occupy an unarmored vehicle except for Direct Fire attacks through the VCA which receive a +1 CE modifier, and they are always CE (as if in a Carrier; D6.84) even if the vehicle's Inherent crew (if any) is BU as noted by "Pas: CE; +1 VCA" on the counter. This vehicle may retain any unpossessed SW aboard it.

† Optional BMG RF is 1.4.

† If armed, this vehicle has an Inherent crew and thus a CS# instead of a cs#, and if Stunned, may not regain CE status, may not fire a weapon, and is Recalled per D5.341; these are signified by "Stun=Recall & CE/FP NA" on the counter.

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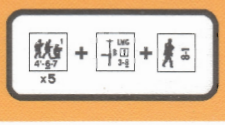

Miscellaneous counters

Armies of Oblivion contains a number of vehicle and ordnance counters that do not belong to the Axis Minors nations. The Russian-colored vehicles provided are used in some of the scenarios included here. Two of them have new Vehicle Notes provided above. The other four are Lend-Lease vehicles being provided here in Russian colors; the appropriate American or British Vehicle Note can be used for these, although some minor changes have been made to these vehicles in Russian service.

Also included are two German vehicles originally designed for historical modules. We are taking this opportunity to make them more readily available along with their Vehicle Notes above. The Sturmtiger was included in the recently released *Operation Veritable Historical Study*. The SdKfz 10/5 is used in the upcoming historical module *Valor of the Guards*.

The remaining counters are all "corrected" counters of one type or another. The British vehicles represent errata that were corrected in the British module *For King and Country*. They are intended for owners of *West of Alamein* who did not obtain *FKaC*. We do not include here the counters for the Churchill tanks that were corrected to show a reference to new Multi-Applicable Vehicle Note CC. Owners of the older counters might want to write in "CC" on the non-specialty Churchill tanks as a reminder.

The remaining German vehicles and guns, Russian guns, Italian guns, and American scout car all represent errata for which corrected counters have not previously been issued. These German and Russian counters were wrong in the second edition of *Beyond Valor*, and have been corrected in the third edition. The Italian guns were wrong in the second edition of *Hollow Legions*, and the American scout car was wrong in *Yanks*. We are glad to have this opportunity to issue these corrected counters.

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Armies of Oblivion was produced by Multi-Man Publishing, LLC, which consists of Perry Cocke, Curt Schilling, and Brian Youse

THIRD EDITION BEYOND VALOR CREDITS

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Axis Minor Generation Tables

X6: STANDARD AFV (5.71)

DR	Romania 1941-4/42	Romania 5/42-2/43	Romania 3/43-45	Hungary 1941-2/42	Hungary 3/42-3/44	Hungary 4/44-45	Slovakia	Croatia	Bulgaria
2	FT-17M(f)	R-35(f)	Pz IVF1(g)	R-35(f)	H-39(f) [7]	Pz VG(g) [14]	S-35(f) [15]	FT-17M(f) [1-2] FT-17C(f) [3-6]	PSW 233(g) [24]
3	FT-17C(f)	R-35(f)	Pz IIIL(g)	L3-35(i) [6]	Pz IIIL(g) [8]	Turan I	Pz IIA(g) [16]	Pz IB(g) [20]	LT vz 35(g)
4	R-35(f)	Pz IIIL(g) [1]	LT vz 38(t)A	40M Csaba	LT vz 38(t)A [9]	Zrinyi	LT vz 34	TKS(L)	LT vz 38(t)E [25]
5	R-1(t)	Pz IVD(g)	Pz IVF1(g) [3]	L3/35(i) [6]	Zrinyi [10]	StuG IIIG(g)	LT vz 40(t) [17]	L6/40(i) [21]	H-39(f) [26]
6	R-35(f)	LT vz 35(g)	StuG IIIG(g) [4]	39M Csaba	Pz IVH(g) [1-2] [10] LT vz 38(t)E [3-6] [9]	LT vz 38(t)A [1-2] Turan II [3-6]	LT vz 35(g)	Pz IIIL(g) [22]	StuG IIIG(g) [27]
7	LT vz 35(g)	LT vz 35(g)	LT vz 35(g)	Toldi I	Turan I [1-5] Marder II [6] [10]	Toldi I [1] Pz IVH(g) [2-6]	T vz 33(t)	AB-41(i) [22]	Pz IVH(g) [27]
8	LT vz 35(g)	LT vz 35(g)	Pz IVH(g)	L3/35(i) [6]	Toldi I [1-3] Pz IVH(g) [4-6] [11]	LT vz 38(t)E [1-2] JgPz 38(t) [3-6]	LT vz 38(t)A	SPW 251/1(g) [23]	R-35(f)
9	LT vz 35(g)	Pz IVF1(g)	R-35/45(f)	Toldi I	Pz IVF1(g) [12]	Toldi IIA	OA vz 30(t) [17]	TKS	Pz IVH(g) [26]
10	R-1(t)	Pz IIIN(g) [2]	T-60(r) [5]	Toldi I	Nimrod [12]	Nimrod	LT vz 38(t)E [18]	Sem L40 47/32 [21]	StuG IIIG(g) [26]
11	R-35(f)	Pz IVH(g)	T-60A(r) [5]	Toldi I	Turan II [13]	Pz IIIL	Marder III(t)H [19]	L3/35(i)	PSW 222(g) [24]
12	FT-17C(f)	R-1(t)	Pz IIIN(g)	Toldi I	Turan I	Pz VIE(L)(g)	Pz IIIN(g) [15]	H-39(f)	PSW 222(L)(g) [24]

1 R-35(f) if 5-8/42
2 R-35(f) if 5-9/42
3 R-2(r) if 8/44-45
4 R-35(f) if 3-10/43
5 R-1(t) if 3-5/43
6 Toldi I if 10/41-2/42
7 Turan I if 3/42-5/43
8 Pz IB(g) if 3/42-9/43
9 Turan I if 3-5/42
10 Toldi I if 3-8/42
11 Toldi I if 3/42-12/43
12 Toldi I if 3-4/42
13 Toldi I if 3/42-4/43
14 Turan II if 4-7/44
15 T vz 33(t) if 39-5/43
16 T vz 33(t) if 39-10/43
17 LT vz 34 if 39-40
18 LT vz 35(g) if 39-41
19 LT vz 35(g) if 39-7/43
20 TKS if 1941
21 wz 34-II if 41-10/43
22 L3/35(i) if 41-9/43
23 wz 34-I if 41-8/44
24 L3/35(i) if 41-6/43
25 Vickers 6-ton if 41-4/43
26 LT vz 35(g) if 41-1/44
27 R-35(f) if 41-3/43

X6b: RECON VEHICLE* (5.71)

DR	1941-11/42	12/42-45
2	BA-6(r) [1]	SPW 251/1(g)
3	BA-6(r) [1]	PSW 222(L)(g)
4	BA-6(r) [1]	PSW 223(g)
5	BA-6(r) [1]	SPW 250/1(g)
6	BA-6(r) [1]	BA-6(r)
7	OA vz 30(t)	SPW 251/1(g)
8	BA-20(r) [1]	BA-20(r)
9	BA-20(r) [1]	PSW 222(g)
10	BA-20(r) [1]	SPW 251/9(g)
11	BA-20(r) [1]	AB-41(i)[2]
12	BA-20(r) [1]	OA vz 30(t)

* Non-Romanian use Table X6
1 OA vz 30(t) if 6-7/41
2 BA-6(r) if 12/42-9/43

X7: TRANSPORT (5.71)

DR	Result
2	Heavy Tractor [1]
3	Heavy Truck [1]
4	Medium Tractor [1-3] RSO(g) [4-6] [2]
5	Light Tractor [3]
6	Medium Truck
7	Light Truck
≥ 8	Wagon

1 Malaxa UE on subsequent dr ≤ 3 if Romanian and date is pre-10/44
2 Medium Tractor if Romanian and date is 9/44-45
3 Konsomolet(r) on subsequent dr ≤ 3 if Slovakian or Bulgarian

X8: OBA AVAILABILITY*

dr	Result
1	Plentiful
2-4	Normal
5-6	Scarce

* Refer to the Chapter H Italian OBA Availability Chart when use of the Axis Minor OBA Availability Chart is called for.

X5a: AT GUN (5.76)

Refer to Table X5 Inside column

X6a: SPG (5.71)

Refer to Table X6

X7a: ESCORT VEHICLE

Refer to Table X6b

Axis Minor Generation Tables

X1: ACTIVATION CHECK (AC) (5.1)

Axis Minor-ENEMY S? rolls for Activation if:

A) FRIENDLY Infantry is in LOS within 8 hexes with a Final IFT DRM of ≤ -2
B) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ -1
C) FRIENDLY Infantry is in LOS within 4 hexes with a Final IFT DRM of ≤ 0
D) FRIENDLY Infantry/Unarmored-vehicle is in LOS within 3 hexes with a Final IFT DRM if ≤ 1
E) FRIENDLY Infantry/Unarmored-vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
F) Any FRIENDLY unit is ADJACENT

X2: SQUAD (5.72)

DR	Type
2	5-3-7*
3-4	4-4-7
5-8	3-4-7
≥ 9	3-3-6

* 4-4-7 unless 1/43+ Romanian or 10/44+ Bulgarian

X3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 1	10-3	—
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5	8-1	—
6-7	8-0	—
8	7-0	—
9-10	—	—
≥ 11	6+1	Inexp. Crew

Cumulative DRM:
+1 If all accompanying MMC are Conscript*
-1 If any accompanying MMC is Elite*

* N/A to Armor Leader generation DR

X4: SW (5.75)

DR	Romania	Hungary	Slovakia	Croatia	Bulgaria
2	MMG	—	MMG	MMG	MMG
3	ATR	MMG	MMG	MMG	MMG
4	MMG	ATR[1]	LMG	LMG	—
5	LMG	Lt MTR*	Lt MTR*	—	LMG
6	20L ATR	20L ATR	ATR	ATR	ATR
7	LMG	LMG	LMG	LMG	LMG
8	Lt MTR*	LMG	LMG	Lt MTR*	Lt MTR*
9-11	—	—	—	—	—
12	HMG	HMG	HMG	HMG	HMG

* Determine type on the Light Mortar Type table
1 PSK if date is 6/44+ on subsequent dr ≤ 3

X5: GUN (5.76) †

DR	Inside Romania	Outside Romania	Inside Hungary	Outside Hungary	Inside Slovakia	Outside Slovakia	Inside Croatia	Outside Croatia	Inside Bulgaria	Outside Bulgaria
2	76LL AT(r) [1]	25LL AA	47 AT	Oer 20L AA	Puv 37L AT	Oer 20L AA	65* Inf	M35 105L Art	20L AT	12.7 AA
3	45L AT(r) [2]	47 AT	Puv 37L AT [10]	Puv 37L AT [13]	Puv 37L AT [15]	Puv 37L AT [13]	65* Inf	40L AA	20L AT [21]	K-S 75 Art [23]
4	45L AT(r) [3]	76L Art(r) [8]	Puv 37L AT [11]	Puv 37L AT [14]	Puv 37L AT [15]	47L AA	65* Inf [18]	Oer 20L AA	20L AT [22]	mle 1897 75 Art
5	47 Inf [4]	M14/34 75* Art	Puv 37L AT [12]	M15 75* Art	M15 75* Art	M17 76* Art	65* Inf [18]	M14/19 100* Art	70* Inf	M15 75* Art
6	Bof 37L AT	Bof 37L AT	Puv 37L AT [13]	47 AT	PUV 37L AT	47L AT	65* Inf [18]	M17 76* Art	20L AT [20]	20L AT [20]
7	47 Inf [5]	Bdt 81* Mtr	47 AT	Bdt 81* Mtr	47 AT	vz 36 81* Mtr	65* Inf	65* Inf [19]	37* Inf	GrW34 81* Mtr
8	47 AT	mle 1897 75 Art	M15 75* Art	40L AT	47L AT	75* Inf(g)	65* Inf	65* Inf	Puv 37L AT [20]	37* Inf
9	PaK 97/38 AT [6]	Oer 20L AA [6]	40L AT	M14/19 100* Art	75* Inf(g)	M15 75* Art [17]	M28 100* Art	80 Art	M15 75* Art	70* Inf
10	50L AT [7]	mle 36S 105L Art	M15 75* Art	40L AA	47L AT [16]	M14/19 100* Art	M28 100* Art	65* Inf [18]	Puv 37L AT [22]	Puv 37L At [22]
11	M15 75* Art	122 ART [9]	40L AT	M14 150* Art	47L AT [16]	vz 37(t) 75L AA	65* Inf	M28 100* Art[19]	Puv 37L AT [21]	Oer 20L AA [24]
12	PaK 97/38 AT	37L AA [1-4] 12.7 AA [5-6]	47 AT	80L AA	47L AT	83L AA [1] 47AT16 [2-6]	65* Inf	152 Art	Puv 37L AT	Ob 105 Art [1-4] leFH 105 Art [5-6]

1 M15 75* Art if 1943-1945
2 Bofors 37L AT if 9/44-45
3 Resita 75L AT if 1943-45
4 75* INF(r) if 43-8/44 50L AT if 9/44-45
5 47 AT if 8/43-45
6 47 INF if 1941-6/42
7 Bofors 37L AT if 1-10/41
8 76 ART if 1941
9 88L AA if 9/44-45
10 50L AT if 1944-45
11 PaK 40 75L AT if 1944-45
12 50L AT if 1942-45
13 PaK 40 75L AT if 10/42-45
14 120* MTR if 1942-45
15 50L AT if 3/43-8/44
16 Pak 40 75L AT if 3/43-8/44
17 Brandt 81* MTR if 3/43-8/44
18 M15 75* ART if 8/42-45
19 GrW 34 81* MTR if 4/43-45
20 50L AT if 3/44-45
21 PaK 97/38 75 AT if 4/44-45
22 PaK 40 75L AT if 3/44-45
23 M36 75* ART if 9/44-45
24 FlaK 38 20L AA if 10/44-45

† Re-roll if any Russian ordnance is generated prior to 8/41

X9: AXIS MINOR RANDOM EVENT TABLE (2.)

Colored dr drm (2.3):

±x as per MSR

*This RE may occur only once per Mission. Reroll for a different RE as necessary (2.31).

DR	Random Event
***01-02**	Engineers arrive! Three Assault Engineer (H1.22) 5-3-7 (4-4-7 if Hungarian) squads, equipped with two DC and one FT, arrive. On a subsequent **dr ≤4** each may enter as a Passenger (roll on Transport Table X7);otherwise the units enter as Infantry.
***03**	Engineer flank attack! As per Axis Minor RE 01-02 except the units must enter on either the North or South (as per Random dr) edge of any mapboard (player's choice), provided that mapboard has ≥ one Axis unit on it.
***04**	Each ENEMY dr on the Fortification Generation Table {A5} has a +2 drm for the duration of the Mission.
05	Sappers arrive! A number {A6a} of 4-4-7 Sapper (H1.23) squads are received. Make a DR {X3} for leader possibility. Each Sapper squad automatically receives one DC *and* one LMG.
***06**	Ground Support! Axis Fighter Bombers arrive during the next ENEMY MPh. Make a dr {A6f} to determine the number available; all are automatically armed with bombs (ignore E7.1-.21).Reroll for another RE if conditions prohibit this RE.
***11**	Recon section arrives! Determine the number {A6b}, type {X6b}, and Armor Leader {X3}. All vehicles are the same type.
12-13	Motorized Infantry reinforcements! As per Axis Minor RE 35-36 except that each such reinforcement unit enters as a Passenger (roll on Transport Table X7). A cumulative -2 DRM {X2} applies due to this RE. On a subsequent **dr ≤3** ,the reinforcements are escorted. Determine the number {A6e}, and type {X7a}. All are the same type. No Armor Leader may be Activated with this RE.
14	Peasants are interrogated for information. The player may immediately remove a number (as per a dr) of S? that are within the LOS of any one unbroken Axis Minor Infantry unit. No "free" LOS check(s) allowed before removal.
15	ENEMY resistance is fading. The player may immediately remove a number of S? (as per a DR). A S? in a VPO Location may only be removed if no other non-VPO Location S? are present. If no S? are currently onboard reroll for another RE.
16	Tank section arrives! Determine the number {A6c}, type {X6}, and Armor Leader {X3}. All are the same type.
***21**	Recon patrol arrives! Determine the number {A6c}, type {X6b}, and Armor Leader {X3}. All are the same type.
***22**	Recon patrol arrives! Determine the number {A6c}, type {X6b}(make a separate DR for each),and Armor Leader {X3}. On a subsequent **dr ≤2** each such vehicle of the RE may enter on the North or South edge (as per Random dr) of any mapboard (player's choice),provided that mapboard has ≥1 Axis unit on it.
23	Armor! Determine the number {A6c}, type {X6},and Armor Leader {X3}. All are the same type.
***24**	ENEMY ammunition dwindling! The ENEMY suffers from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.
***25**	Gun Section arrives! Determine the number {A6f}, type {X5}(use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-7. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {X7}(reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
26	Tank section arrives! As per Axis Minor RE 16 *[EXC:on a subsequent **dr ≤4** each unit must enter anywhere along the North or South edge (as per Random dr) of the current mapboard configuration (all enter on same edge.)]*
***31–34**	Request for artillery support has been granted! Determine OBA type received by DR on the Chapter H "Italian OBA Availability Chart" (H1.5). Next make a dr {X8} to determine the ammunition supply. The player may immediately give an Axis Minor radio to any Axis Minor leader of his choice *[EXC: if ENEMY is in Advance Attitude the player may instead choose a Field Phone, recording a Security Area as necessary] or* an 8-0 leader with radio enters along the FBE on a horse, bicycle, or motorcycle; player's option.
35–36	Infantry reinforcements! Make two dr {A6b} to determine the number of squads received. Determine the squad type (all are the same) by a DR {X2}. Determine all SMC/SW using H1.8-.83.
***41**	ENEMY AFV is Recalled! Determine the AFV affected by Random dr (for purposes of this RE, an AFV platoon counts as a single AFV) and immediately mark such as Recalled (D5.341). If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
***42**	ENEMY AFV is Immobilized! Determine the AFV affected by Random dr and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is no Mobile ENEMY AFV onboard reroll for another RE.
43	ENEMY resistance slackens! The ENEMY AC# decreases by one *[EXC: if AC# is already 2 conduct Axis Minor RE 15 instead].*
44	Make a subsequent dr and perform the indicated RE: **dr ≤ 3** ENEMY RE Numbers decrease by one (2.4) *[EXC: if ENEMY RE numbers are currently 2/3 conduct RE 43 instead].* **dr ≥ 4** Rumors of Axis Minor reinforcements on the way. Axis Minor RE Numbers increase by one *[EXC: if Axis Minor RE numbers are currently 6/7 reroll for another RE].*

DR	Random Event
45	Axis Minor leader turns heroic (A15.21)! Determine affected leader by Random dr among all currently non-Captured, non-Disrupted, non-Heroic, onboard non-Armor Axis Minor leaders. If no Axis Minor leader is eligible, reroll for a different RE.
46	Axis Minor sniper finds a target! Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PFPh: **dr ≤ 3** conduct a "1" sniper attack (A14.3) **dr ≥ 4** conduct a "2" sniper attack (A14.3)
***51**	Infantry stage a flank attack! Determine number of squads by a DR. Determine the squad type (all are the same) by a DR {X2}. Determine all SMC/SW using H1.8-.83. Make a Random dr to determine edge of entry (North or South).All units must enter anywhere along the same edge.
***52**	Tanks stage a flank attack! Determine the number {A6c}, type {X6}, and Armor Leader {X3}. All are the same type. Make a Random dr to determine edge of entry (North or South).All units must enter anywhere along the same edge.
***53**	Combined Arms flank attack! Conduct Axis Minor REs 51 *and* 52 *[EXC: use Table A6e to determine the number of AFV received]*. All units must enter along the same edge.
***54**	Medium mortar section arrives! Make a dr {A6d} to determine number of dm Brandt 81mm MTRs (GrW 34 if Croatian or Bulgarian) received, each of which has a 2-2-7 crew. On a subsequent **dr ≤2** ,the section is equipped with transport. If so, make a DR {X7} with a +1 DRM. All vehicles are the same type; only enough vehicles are received to carry these RE units/weapons. Transport can be refused if desired.
***55**	FRIENDLY Airstrike! Determine type, presence of bombs and number entering as per E7.21. Each aircraft is eligible to enter in the next ENEMY MPh. Reroll for another RE if conditions prohibit air support.
***56**	AT Gun section arrives! Determine the number {A6e} and type {X5} (use the "Inside" column, all are the same type). Each Gun is crewed by one 2-2-7. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {X7} (reroll if necessary until a vehicle is determined that is able to Tow the Gun type).
***61–62**	Artillery support granted! Conduct Axis Minor RE 31–34 (even if it has previously occurred).
63	Fanatics! One Axis Minor leader (determine by Random dr from among eligible SMC) immediately turns Fanatic (A10.8). Additionally, each non-Disrupted Axis Minor Infantry unit in his Location automatically rallies, and also turns Fanatic if it passes a NTC (leadership DRM applies as per A15.41). If no Axis Minor leader is eligible, reroll for a different RE.
64–65	Tanks! Determine the number {A6f}, types {X6},and Armor Leader {X3}. Perform a separate DR {X6} for each AFV received.
66	Hero! A hero is immediately created from the Axis Minor MMC closest to an ENEMY unbroken/vehicular unit. If no such ENEMY unit onboard reroll for a different RE.
***71**	AT Gun section arrives! Conduct Axis Minor RE 56 *[EXC: use Table A6f to determine the number of Guns received]*.
72	Tanks! Determine the number {A6b}, type {X6}, and Armor Leader {X3}. All are the same type.
***73**	Gun section arrives! Determine the number {A6c} and type {X5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-7. At player 's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {X7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
***74**	ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold *[EXC: if Axis Minor RE 75-76 has already occurred conduct Axis Minor RE 46 instead]*. All DR on table A1 now have a +1 DRM; all previous negative DRM applicable on this table are immediately cancelled. Additionally, decrease the ENEMY RE# by one.
***75–76**	Evacuate! Battalion HQ has ordered your command to evacuate their positions, pulling back to FRIENDLY lines. *[EXC: if Axis Minor RE 74 has already occurred reroll for a different RE]*. Decrease each Axis Minor RE# by one. The Axis Minor side receives Exit VP (A26.23) for each Axis Minor unit exited off the FBE by Mission End. The ENEMY receives Casualty VP (A26.22) for each Encircled Axis Minor unit remaining onboard at Mission end; double Casualty VP if Axis Minor unit is Captured/non-Mobile. Otherwise, the Mission specific VP schedule still applies. The Mission ends automatically in five Game Turns (counting the current Game Turn as the first), or when the last Mobile Axis Minor unit exits the board configuration (whichever occurs first). Ignore the Mission End method given in the Mission being played.

Otherwise the SMC is removed (17.32) from the company OB; such a removed leader SMC is subject to Replacement (17.81). Each still-Retained hero must be eliminated in 17.74.

17.622 WEAPONS: Each Retained broken Weapon is automatically repaired. Each Low/depleted ammunition type is replenished.

17.623 REARMING: Each Retained unarmed MMC is automatically replaced with an equivalent size FRIENDLY MMC of the same Class and type (A1.25) of MMC it was before it became unarmed. If this cannot be recalled, substitute a Conscript (or Green, depending on nationality) MMC type of the appropriate size.

17.624 STEP REDUCTION: Each retained Japanese squad/crew that has been step reduced is flipped to its full-strength side. Such a squad is ineligible to be chosen for seasoning (17.74).

17.7 COMPANY IMPROVEMENT: At this point the player has determined all of his company's surviving Directly Attached units/Weapons. Perform the following steps (17.71-.75) in the order presented to determine units eligible to Battle Harden.

17.71 FANATIC PROMOTION: Each remaining FRIENDLY Fanatic unit now takes a NTC. Passage of the NTC enables that unit to immediately Battle Harden (A15.3); otherwise there is no effect. Regardless of the outcome, each Fanatic marker is now removed.

17.72 HEROIC LEADER PROMOTION: Each remaining heroic leader has his Hero counter removed and is automatically Battle Hardened *[EXC: there is no effect if the leader is already the best possible type for that nationality, or is a 10-0 commissar].*

17.73 LEADER PROMOTION/DEMOTION: If the FRIENDLY side won the last Mission the player may now determine, by Random Selection (A.9) from among all eligible Retained company leaders (a leader is considered eligible if he can be replaced by a better type leader and he was on map for ≥ one complete Game Turn during the previous Mission), the leader(s) "up for" promotion. Make a Promotion dr for each such selected leader: on a Final dr of ≤ 4 the promotion "comes through" (the leader is immediately Battle Hardened). Reverse the leader's current leadership DRM as a drm for his Promotion dr.

- On the other hand, if the FRIENDLY side lost the last Mission due to withdrawal (as per 12.5) *[EXC: if instructed to by FRIENDLY RE 74]*, the best rated FRIENDLY leader is "demoted" to the next lowest type on a dr ≥ 4 (only one leader per Mission can be so demoted even if > one leader qualifies as "best"; Japanese leaders are subject to a +1 drm due to the severity of the Code of Bushido). If all FRIENDLY leaders are already the lowest type there is no effect.

17.74 SQUAD SEASONING: Regardless of which side won the last Mission, the player may now make a dr on the following Squad Seasoning Table to determine if any of his Retained MMC (that entered play in the previous Mission) are Battle Hardened *[EXC: no dr is made if all Retained MMC are Elite]*. The result is the number of non-elite MMC, of the player's choice, that may immediately Battle Harden (A15.3). Note that each still-Retained hero must be eliminated in this step, but does result in a beneficial drm on the table.

SQUAD SEASONING TABLE

Final dr	Result
≤ 2	2
3-4	1
≥ 5	0

Cumulative drm:
- -1 if FRIENDLY side won the last Mission
- -1 Per hero eliminated during this step
- +1 if CG VP score (17.51) is negative
- +2 if FRIENDLY side withdrew (12.5) during the last Mission *[EXC: if dictated by FRIENDLY RE 74]*

17.75 RECOMBINE: Retained same-class HS must now be Recombined (A1.32) so that no > one HS of each class is Retained *[EXC: a number of HS may be Retained not to exceed the number listed in the current company's OB; 18.5].*

17.8 COMPANY REPLACEMENTS: If the player's company is not currently at full strength (as listed for that nationality and for that company type; 18.) the following steps (17.81-.84) are performed in the order presented to determine if any replacement unit(s)/Weapon(s) are received. Each such replacement received becomes Retained in the company's OB.

17.81 COMPANY LEADERS: Make a dr on the following table for each leader the company is missing (this table is also used to generate each original leader for the CG company). Apply drm as applicable. Reroll if such a leader is not available in your countermix.

COMPANY LEADER TYPE

Final dr	Japanese	Finnish	Other
≤ 0	10-1	10-0	9-2
1	10-0	9-1	9-1
2-3	9-1	9-0	8-1*
4-5	9-0	8-0	8-0*
6	9-0	8-0	7-0
≥ 7	8+1	8-0	6+1

Russian drm
+2 1938-40
+1 1941-9/42
-1 1945

German drm
-1 1939-42
+1 8/44-45

U.S. drm
+1 Pre 8/43

British/French drm
+1 1939-41

Chinese drm
-1 If X/Y force
+1 1937-41

Italian drm
+1 1943-45

Axis Minors drm
+1 1943-45

Generic drm
- -1 If Company's Majority Squad Type is Elite
- +1 If Company's Majority Squad Type is Conscripts/Green

* If the FRIENDLY side is Red Chinese or pre 11/42 Russian and if no Commissar (A25.22) is currently Retained, a just-generated 8-1 leader may be immediately exchanged for a 10-0 Commissar (or a just-generated 8-0 may be exchanged for a 9-0 Commissar) on a Subsequent Final dr of ≤ 3. There is a -1 drm per Retained Conscript squad.

17.82 SQUADS/HS REPLACEMENT: First determine the number of squads that a company of the player's type and nationality should have at full strength (18.2) depending on the date of the next Mission to be played. If the number of Retained squads/HS-equivalents is currently < this number by ≥ one squad make a dr on the following Squad Replacement table to determine if squad/HS replacement(s) are granted. The result is the number of replacement squad/HS unit(s) received. Replacement units in excess of the number needed to bring the company OB up to full strength are forfeit. A HS can be selected in lieu of a squad (and Recombine with an already Retained eligible HS) to complete the company OB. The class/type of each Replacement squad/HS is determined in 17.821.

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SQUAD REPLACEMENT TABLE

Final dr	Result
≤ 0	4
1	3
2-3	2
4-5	1
≥ 6	0

Cumulative drm:
-1 Per full squad (> one) the company OB is short of full strength, for the next Mission's date
-1 If CG VP score is negative (17.51)
+1 If CG VP score is positive (17.51)

● **17.821 MMC REPLACEMENT CLASS/TYPE:** To determine the type of each Replacement Squad/HS granted in 17.82 make a dr on the Company MMC-Type Replacement Table (make a separate dr for each MMC). If the Company consists of more than one version of MMC (such as a late war Russian mixed company with 4-4-7 and 5-2-7), the version received is determined by random dr, so long as the company would not exceed its allotted number of that version of MMC.

MMC-TYPE REPLACEMENT TABLE

Final dr	Type
≤ 0	Elite [e]
1-4	First Line [1]
5	Second Line [2]
≥ 6	Conscript/Green

Cumulative drm:
-1 If ≥ 50% of Personnel (in US#) of current CG Company OB is Elite
-2 If Company is "Elite" type (e.g., Paratrooper, SS, Guards)
+1 Axis Minor/Finns/Italian
+2 Allied Minor/Chinese

Russian drm		German drm		U.S. drm	
-1	6/44-45	-2	1939-41	-1	1945
+1	1939 or 1942	-1	1941	+1	1942-1943
+2	1941	+1	1945		

British drm		Japanese drm	
-1	1945	+1	1939 or 1944
+1	1940-41	+2	1945

[e] Must be the type that a listed MMC of that Company OB would become if it were to BH.

[1] Must be the same type as listed in that Company's OB.

[2] Substitute Conscript or Green MMC (depending on nationality) if Second Line not available.

17.83 SW TEAM REPLACEMENT: Make a dr for each ATR/MTR/PSK/BAZ Retained with no manning SW Team: an Original dr of ≤ 4 results in the SW Team being replaced, otherwise there is no effect *[EXC: the SW Team cannot be replaced if that SW is no longer listed in the current company OB]*. See also 17.84.

17.84 WEAPON REPLACEMENT: Make a replacement dr for each Weapon the company is missing; compare your Retained company OB to what is listed for a same-type full-strength company of the FRIENDLY nationality (18.2) for the next Mission's date. On an Original dr of ≤ 4 replacement occurs; on an Original dr of ≥ 5 there is no effect. Each ATR/MTR/PSK/BAZ replaced without an already Retained SW Team to man it automatically receives an accompanying replacement SW Team.

● **17.85 MG DETERMINATION:** Research on the campaign companies was extensive, but in a few cases it is undetermined whether the company was equipped with what ASL designates an MMG or an HMG. Most nationalities lumped the two together in the heavy machine gun category. In many cases, the HMG is an upgraded version of the MMG which became more prevalent as the war progressed.

For the following companies, make a dr on the below table at the start of the campaign for each MMG or HMG, and whenever replacing a lost MMG or HMG. American companies use the table to determine type of HMG, as the water cooled .30 cal was never phased out completely.

- All Finnish companies
- All Axis Minor companies except Bulgarian
- Japanese infantry company
- All American companies except USMC
- Chinese infantry (not rifle) company
- All Allied Minor companies

MACHINE GUN TYPE TABLE

Final dr	American	All Others
1-4	.50-cal HMG	MMG
5-6	HMG	HMG *

Axis Minor drm	Finnish drm	American drm	Allied Minor drm
+1 Hungarian	+1 1943-45	+1 1941-42	+1 Dutch in ETO
+1 1944-45		-1 6/44-45	

* Japanese, Polish, Yugoslavian, and Greek make a second dr. If result = 6, one .50-cal HMG is received

17.9 REST & REFIT: If, after all replacements are received, the player's company is at < 70% (FRD) of its full strength in total US# (A1.6) for the next Mission, the company is temporarily "withdrawn from front-line service" in order to rebuild. The Mission for the next month (week) must be skipped and steps 17.82-.9 are repeated until the company is at ≥ 70% strength. Each such repetition of this process is considered the passage of one month (week). To aid in this calculation, each company's full—and 70%—strength US#, respectively, is given in brackets after the company's eligible date period (18.21). For each month (or week) thusly skipped, the FRIENDLY player loses 1 CG VP. [14]

17.91 EXTENDED REST & REFIT: If the Theater Opposition Chart is being used as a guide for the CG, at the end of a period of conflict, the player may conduct steps 17.82-.9 once per month with no loss of CG VP.
EX: A German company has finished its Mission(s) against Yugoslavia in 4/41. The player may conduct one (5/41) Extended Rest & Refit phase without CG VP loss before commencing a Mission against Russia in 6/41. If the player instead chooses to conduct a Mission against Britain or Greece in 5/41, no Extended Rest & Refit is allowed.

17.92 THEATER CHANGE: Units did not change theaters often, many not at all. A player may freely shift to another theater if a period of conflict has ended in the current theater, or a new period of conflict has begun in another theater. Players should avoid skipping back and forth from front to front, as that did not historically occur on any large scale.

18. FRIENDLY COMPANIES

18.1 CAMPAIGN COMPANIES: In the *SASL* CG the player assumes the role of "commander" of one of the following basic "Infantry" company types. Each unit/Weapon listed in a company's OB is considered Directly Attached to that company (17.131). All other FRIENDLY units that enter play during the course of a Mission are Temporarily Attached (17.132) *[EXC: a hero/leader created from a Directly Attached unit; 17.131]*.

18.2 DATE VARIATIONS: During the course of the war the OB of each nationalities' basic Infantry (aka Rifle) Company was at times reorganized, not only due to attrition or as a response to ENEMY reorganizations, but also to incorporate new or improved Weapons (and to phase out obsolete ones). Therefore, each nationality often has several Infantry/Rifle Compa-

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nies listed. The proper company to use depends on the date of the current Mission of the CG (17.21).

18.21 US#: Each company's full—and 70% strength (FRD) US#, respectively, is given in brackets after that company's eligible date period (see 17.9).

18.3 STARTING COMPANY LEADERS: Make a separate dr on the Company Leader Type table (17.81) for each leader listed in a company's OB.

18.4 EXCESS: Units/Weapons in excess of the current full-strength OB (for the next Mission's date) must be eliminated: player's choice.

18.5 CG COMPANY OBs: The following OBs are historical WW2 company OBs specially adapted for the ASL system. [15]

18.51 GERMAN

The following applies to German units:

- Any SS 6-5-8 type units generated prior to 1944 are replaced with SS 4-6-8.

GERMAN INFANTRY COMPANY 1939 – 8/43 [US# 52/36]
Leader ×3; 4-6-7 ×11; 2-4-7 ×2; 1-2-7 ×6; HMG; MMG; LMG ×4; 50mm MTR ×3; ATR ×3

GERMAN INFANTRY COMPANY* 9/43 – 45 [US# 42/29]
Leader ×3; 4-6-7 ×9; 2-4-7 ×2; 1-2-7 ×2; 2-2-8 ×2; HMG; MMG; LMG ×4; 81mm MTR ×2; PSK ×2

GERMAN FALLSCHIRMJAEGER COMPANY 1940 – 8/43 [US# 40/28]
Leader ×3; 5-4-8 ×9; 2-3-8; 1-2-7 ×4; MMG; LMG ×3; 50mm MTR ×2; ATR ×2

GERMAN FALLSCHIRMJAEGER COMPANY* 9/43 – 45 [US# 40/28]
Leader ×3; 5-4-8 ×9; 2-3-8; 2-2-8 ×2; 1-2-7 ×2; MMG; LMG ×3; 81mm MTR ×2; PSK ×2

GERMAN SS COMPANY 1939 – 8/43 [US# 52/36]
Leader ×3; 4-6-8 ×11; 2-4-8 ×2; 1-2-7 ×6; HMG, MMG; LMG ×4; 50mm MTR ×3; ATR ×3

GERMAN SS COMPANY* 9/43 – 1/44 [US# 42/29]
Leader ×3; 4-6-8 ×9; 2-4-8 ×2; 2-2-8 ×2; 1-2-7 ×2; HMG, MMG; LMG ×4; 81mm MTR ×2; PSK ×2

GERMAN SS COMPANY 2/44 – 45 [US# 42/29]
Leader ×3; 6-5-8 ×9; 3-4-8 ×2; 2-2-8 ×2; 1-2-7 ×2; HMG, MMG; LMG ×4; 81mm MTR ×2; PSK ×2

* Panzerfausts become available in October, 1943 (C13.3).

18.52 ITALIAN

The following rules apply to Italian units:

- ELR is one higher than that listed under H1.28.
- A -1 DRM applies to Italian CMD DR (16.31).
- For *SASL* only, Italian units progress from 4-4-7 ➳ 3-4-7 ➳ 3-4-6 ➳ 3-3-6 upon failing ELR. Consider the 3-4-6 squad (and 1-3-6 HS) to be 2nd line for all purposes, including the MMC Type Replacement Table (17.821).
- In 9/43 the Italian company conducts one Mission against a German ENEMY after which the player decides whether to continue the campaign as Allied Italian or Fascist Italian. One Extended Rest and Refit is conducted following which all conscript MMC are upgraded to 2nd line. A Fascist (RSI) company conducts Missions against American, British, and Partisan ENEMIES beginning 11/43, and may have a German Ally. An Allied company conducts Missions against a German ENEMY beginning 12/43 and may have an American and/or British Ally. *[EXC: A Blackshirt company does not conduct a 9/43 Mission against a German ENEMY and must continue as a Fascist company.]*

ITALIAN INFANTRY COMPANY 1940 – 10/42 [US# 49/34]
Leader ×3; 3-4-7 ×12; 1-3-7; 1-2-6 ×4; HMG; LMG ×4; 45mm MTR ×3; 20mm ATR

ITALIAN INFANTRY COMPANY 11/42 – 9/43 [US# 45/31]
Leader ×3; 3-4-7 ×12; 1-3-7; 1-2-6 ×2; HMG; LMG ×4; 45mm MTR; 20mm ATR

ITALIAN INFANTRY COMPANY 11/43 – 45 [US# 49/34]
Leader ×3; 3-4-7 ×12; 1-3-7; 1-2-6 ×4; HMG; LMG ×3; 45mm MTR ×3; 20mm ATR

ITALIAN BERSAGLIERI COMPANY 1940 – 45 [US# 44/30]
Leader ×3; 3-4-7 ×11; 1-3-7 ×2; 1-2-6 ×2; MMG ×2; LMG ×4; 20mm ATR ×2

ITALIAN BLACKSHIRT COMPANY 1940 – 45 [US# 38/26]
Leader ×2; 3-4-6 ×10; 1-3-6; 1-2-6 ×2; MMG; LMG ×3; 45mm MTR ×2

ITALIAN PARACHUTE COMPANY* 11/40 – 45 [US# 49/34]
Leader ×3; 4-4-7 ×12; 2-4-7; 1-2-6 ×4; HMG; LMG ×6; 45mm MTR ×2; 20mm ATR ×2

* Panzerfausts become available in June, 1944 for Fascist parachute company as if it were Hungarian (A25.85).

18.53 FINNISH

The Finnish Generation and Random Event Tables will be included in the upcoming release of *Hakkaa Päälle*, the Finnish extension of the ASL system. The following apply to Finnish units:

- A FRIENDLY Finnish Company is considered to have an underscored Morale Level of 8 for purposes of 12.321 (only).
- Any time an AFV is rolled for on activation of a Finnish ENEMY S?, make a dr. If ≤ 2, substitute a squad for the AFV. This rule is N/A if the Mission is "Tank Attack!".
- A FRIENDLY Finnish infantry company makes a dr at the start of any campaign prior to 10/44. If the result is 1-3, the squad type is 6-4-8. If the result is 4-6 the type is 5-4-8. There is a –1 drm in 1939-40.
- A FRIENDLY Finnish company rolls on the Finnish SW Allotment Chart at the start of the campaign to determine which type of LMG and ATR are received. A new roll may be attempted during any Rest & Refit (17.9 – .91) step.
- All squads/HS in a Sissi company are commandos (H1.24) and have MOL capability (H1.25).
- In 1939-40, make a dr prior to each Mission. If the result is ≤ 3 all Finnish non-crew MMC have MOL capability for the duration of the Mission.
- In 1939-40 any Russian ENEMY 5-2-7 and 6-2-8 squads are replaced by 4-4-7 and 4-5-8 squads respectively.
- Any German AFV (FRIENDLY or ENEMY) generated are determined on the German AFV table on the Finnish Generation Card.

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- Following any 8/44 Mission, a Finnish infantry company conducts one Extended Rest & Refit (17.91) in 9/44, following which all 6-4-8 are converted to 5-4-8 and all 5-3-8 to 4-4-7. From 10/44 through 4/45, the Finnish company conducts missions against a German ENEMY. The Finns are not eligible to have an Ally (2.7) during this period.

FINNISH INFANTRY COMPANY 1939 – 40 [US# 39/27]
Leader ×2; 6-4-8 ×11; 2-4-8 ×2; LMG ×3; MMG; HMG

FINNISH INFANTRY COMPANY 1941 – 5/44 [US# 41/28]
Leader ×2; 6-4-8 ×11; 2-4-8 ×2; 1-2-7; LMG ×4; MMG; HMG, ATR

FINNISH INFANTRY COMPANY* 6/44 – 45 [US# 43/30]
Leader ×2; 5-4-8 ×11; 2-3-8 ×2; 1-2-7 ×2; LMG ×4; MMG; HMG, PSK

FINNISH SISSI COMPANY* 1939 – 45 [US# 30/21]
Leader ×3; 8-3-8 ×3; 6-4-8 ×6; LMG ×3, DC ×3

* Panzerfausts become available in June, 1944.

18.54 AXIS MINOR

The following rules apply to Axis Minor units:

- A -1 DRM applies to Axis Minor CMD DR (16.31).
- Axis Minor ENEMIES determine ATR and light mortar type as per the Axis Minor Support Weapon Allotment and ELR Chart.
- A FRIENDLY Romanian (only) company rolls on the Axis Minor Support Weapon Allotment and ELR Chart at the start of the campaign to determine which type of ATR is received. A new roll may be attempted during any Rest & Refit (17.9 – .91) step and at the end of any 6/42 Mission.
- Prior to 9/41 the below listed light mortars are used. If a campaign is started in 10/41 or later, roll on the Axis Minor Light Mortar table to determine which mortar the company has. A new roll may be attempted during any Rest & Refit (17.9 – .91) step.
- Following any 8/44 Mission, a Romanian or Bulgarian company conducts one Extended Rest & Refit (17.91) in 9/44, following which all elite and conscript MMC are converted to 1st line. Beginning in 10/44 the company conducts missions against German and Hungarian ENEMIES, and is eligible to have a Russian Ally (2.7). Germans and Hungarians are eligible to conduct missions against Romanian and Bulgarian ENEMIES beginning in 10/44.
- The German infantry company is used to represent the German-Croat Legion (begin with all 2nd line squads), and the Italian Blackshirt company is used to represent the Italian-Croat Legion.
- The German infantry company is used to represent the Slovakian infantry company through 5/43, following which all elite and first line MMC are converted to Axis Minor 4-4-7, and second line and conscript MMC are converted to 3-4-7.

ROMANIAN RIFLE COMPANY 1941 – 6/42 [US# 42/29]
Leader ×3; 3-4-7 ×9; 1-3-7; 1-2-6 ×5; LMG ×3; HMG ×2; 60mm MTR ×2; ATR ×2

ROMANIAN RIFLE COMPANY* 7/42 – 45 [US# 53/37]
Leader ×3; 3-4-7 ×12; 1-3-7; 1-2-6 ×6; LMG ×4; HMG ×2; 60mm MTR ×3; ATR ×2

HUNGARIAN RIFLE COMPANY 1941 – 5/44 [US# 51/35]
Leader ×3; 3-4-7 ×12; 1-3-7; 1-2-6 ×5; LMG ×4; HMG ×2; 50mm MTR(h) ×2; 20mm ATR ×2

HUNGARIAN RIFLE COMPANY* 6/44 – 45 [US# 49/34]
Leader ×3; 3-4-7 ×12; 1-3-7; 1-2-6 ×4; LMG ×6; HMG ×2; 50mm MTR ×2; 20mm ATR, PSK

* Panzerfausts become available in March 1944 for Romanians and June 1944 for Hungarians (A25.85).

SLOVAKIAN INFANTRY COMPANY 6/43 – 8/44 [US# 46/32]
Leader ×3; 4-4-7 ×11; 2-4-7; 1-2-6 ×4; HMG; LMG ×4; 50mm MTR ×2; ATR ×2

BULGARIAN INFANTRY COMPANY 1941 – 45 [US# 43/30]
Leader ×3; 3-4-7 ×10; 1-3-7; 1-2-6 ×4; MMG; LMG ×3, 50mm MTR ×2; ATR ×2

18.55 JAPANESE

The following apply to Japanese units:

- A FRIENDLY Japanese MMC may create and use Tank Hunter Heroes normally within the guidelines of G1.42.
- An unpanicked, unconcealed ENEMY Japanese MMC will make a T-H creation attempt if the conditions of G1.421 are met. If concealed the MMC will make the attempt on a dr ≤ 3. If possessing a DC, the MMC will give it to the T-H Hero.
- If an ENEMY Japanese infantry unit is required by the {A4} ENEMY Infantry Movement Tables to conduct non-assault movement towards a FRIENDLY unit that could result in a negative modifier to a FP attack against it (not counting leadership modifiers) from that FRIENDLY unit, that Japanese unit will instead declare a Banzai charge against that FRIENDLY unit, provided that it's location can be entered that turn. If more than one FRIENDLY unit qualifies, determine which by random dr *[EXC: a unit in a VPO location will always be chosen.]*

JAPANESE INFANTRY COMPANY 1937 – 40 [US# 36/25]
Leader ×3; 4-4-7 ×9; 2-2-8; 1-2-7 ×2; LMG ×3; MMG; 50mm MTR ×2

JAPANESE INFANTRY COMPANY 1941 – 6/43 [US# 40/28]
Leader ×3; 4-4-7 ×9; 2-2-8 ×2; 1-2-7 ×3; LMG ×4; MMG ×2; 50mm MTR ×3

JAPANESE INFANTRY COMPANY 7/43 – 45 [US# 38/26]
Leader ×3; 4-4-7 ×9; 2-2-8; 1-2-7 ×3; LMG ×4; HMG; 50mm MTR ×3; DC ×2

JAPANESE PARACHUTE RIFLE COMPANY 1942 – 45 [US# 36/25]
Leader ×3; 4-4-8 ×7; 2-2-8 ×4; 1-2-7 ×2; LMG ×3; HMG; 50mm MTR ×2; 20mm ATR ×2; 70mm INF Gun

JAPANESE SNLF COMPANY 1937 – 1/43 [US# 51/35]
Leader ×3; 4-4-8 ×12; 2-2-8 ×2; 1-2-7 ×4; LMG ×4; MMG ×2; 50mm MTR ×4

JAPANESE SNLF COMPANY 2/43 – 45 [US# 42/29]
Leader ×3; 4-4-8 ×9; 2-2-8 ×3; 1-2-7 ×3; LMG ×3; MMG ×2; HMG; 50mm MTR ×3

18.56 RUSSIAN

The following apply to Russian units:

- Russian vs Japanese: In 1938-39, the date is considered 1939 for all purposes. The following units are N/A and require a re-roll:
- 76L ART {R5: Gun, R5a: AT Gun}, 76LL ART {R5: Gun, R5a: AT Gun}, KV-1 M39 {R6: Standard AFV}.

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- The Russian SMG company gets a -1 DRM on the {A8} Terrain Selection Tables due to its intended use in urban settings.
- Beginning in 10/44 Russians are eligible to have Romanian and Bulgarian Allied Troops in the ETO (2.7).

RUSSIAN RIFLE COMPANY* 1938 – 11/41 [US# 46/32]
Leader ×2; 4-4-7 ×12; 2-3-7 ×2; 1-2-7 ×2; HMG; MMG; LMG ×4; 50mm MTR ×2

RUSSIAN RIFLE COMPANY* 12/41 – 6/42 [US# 35/24]
Leader ×2; 4-4-7 ×9; 2-3-7; 1-2-7 ×2; MMG; LMG ×4; 50mm MTR; ATR

RUSSIAN RIFLE COMPANY* 7/42 – 11/42 [US# 50/35]
Leader ×2; 4-4-7 ×12; 2-3-7; 1-2-7 ×5; MMG; LMG ×4; 50mm MTR ×3; ATR ×2

RUSSIAN RIFLE COMPANY* 12/42 – 45 [US# 48/33]
Leader ×2; 4-4-7† ×12; 2-3-7; 1-2-7 ×4; HMG; LMG ×4; 50mm MTR ×2; ATR ×2

RUSSIAN PARACHUTE RIFLE COMPANY* 1938 – 9/43 [US# 44/30]
Leader ×2; 4-4-7† ×10; 2-3-7; 1-2-7 ×5; LMG ×6; MMG; 50mm MTR ×3; ATR ×2

RUSSIAN PARACHUTE RIFLE COMPANY* 10/43 – 45 [US# 45/31]
Leader ×2; 4-4-7† ×6; 5-2-7 ×3; 2-2-7 ×2; 1-2-7 ×6; LMG ×6; MMG; .50 cal HMG; 50mm MTR ×3; ATR ×3

RUSSIAN SMG COMPANY* 8/41 – 11/41 [US# 32/22]
Leader ×2; 5-2-7 ×10; LMG ×3; DC

RUSSIAN SMG COMPANY* 12/41 - 45 [US# 38/26]
Leader ×2; 5-2-7 ×10; 2-2-7; 1-2-7 ×2; LMG ×3; MMG; 50mm MTR; ATR; DC

* If ≥ 60% of the US# of all retained MMC of this company are elite and if the player's CG VP score is currently positive (17.51), the company is awarded Guards Status for the remainder of the CG (see modifier for MMC-Type Replacement Table). In addition, the Rifle company's HMG is replaced with a .50 cal HMG.

† Starting in 1943 many rifle and parachute companies became mixed companies with an SMG platoon replacing one of the rifle platoons. Prior to any 1943 or later mission, the player may permanently replace any three first line or elite rifle squads with their SMG equivalent. Prior to any 1944 or later mission, the player may replace an additional three squads in the parachute company with their SMG equivalent (for a total of six).

18.57 AMERICAN

The following apply to American units:

- US Marines and US Army in the PTO use the same Random Event Table {U/M9}.
- Each retained bazooka is automatically exchanged for the latest type available.
- If a company has three M2 60mm mortars, they and their SW teams may be exchanged for OBA as per US Ordnance Note 1 if the Mission is not "Besieged", "Airlanding", "Escape!", or "Amphibious Assault."
- All squads/HS in the Ranger Company are Commandos (H1.24).
- A -1 DRM applies to the CMD DR (16.31) of U.S. Army Infantry units only, not U.S. Marine *{EXC: USMC SW Teams}*.

U.S. ARMY RIFLE COMPANY 12/41 – 10/42 [US# 42/29]
Leader ×3; 6-6-6 ×9; 3-4-6 ×3; 1-2-6 ×3; HMG; MMG ×2; M2 60mm MTR ×3

U.S. ARMY RIFLE COMPANY 11/42 - 45 [US# 48/33]
Leader ×3; 6-6-6 ×9; 3-4-6 ×3; 1-2-6 ×6; .50 Cal HMG; MMG ×2; M2 60mm MTR ×3; BAZ ×3

U.S. PARACHUTE INFANTRY COMPANY 11/42-10/43 [US# 45/31]
Leader ×3; 7-4-7 ×8; 3-3-7 ×3; 1-2-6 ×6; MMG ×3; M2 60mm MTR ×3; BAZ ×3

U.S. PARACHUTE INFANTRY COMPANY 11/43-45 [US# 50/35]
Leader ×3; 7-4-7 ×9; 3-3-7 ×3; 1-2-6 ×7; MMG ×3; M2* 60mm MTR ×3; BAZ ×4

U.S. ARMY RANGER COMPANY 8/42-45 [US# 35/24]
Leader ×3; 6-6-7 ×6; 3-4-7 ×2; 1-2-6 ×5; MMG ×2; M2* 60mm MTR ×2; BAZ ×2; ATR

U.S. MARINE RIFLE COMPANY 12/41 – 11/42 [US# 35/24]
Leader ×3; 4-5-8 ×6; 5-5-8 ×2; 2-4-8 ×2; 1-2-6 ×2; HMG; MMG; M2 60mm MTR ×2

U.S. MARINE RIFLE COMPANY 12/42 – 10/43 [US# 37/25]
Leader ×3; 6-6-8 ×8; 3-4-8 ×2; 1-2-6 ×3; HMG; MMG; M2 60mm MTR ×2

U.S. MARINE RIFLE COMPANY 11/43 – 3/44 [US# 41/28]
Leader ×3; 6-6-8 ×8; 3-4-8 ×2; 1-2-6 ×5; HMG; MMG; M2 60mm MTR ×3; BAZ ×2

U.S. MARINE RIFLE COMPANY 4/44 - 45 [US# 41/28]
Leader ×3; 7-6-8 ×8; 3-4-8 ×2; 1-2-6 ×5; HMG; MMG; M2 60mm MTR ×3; BAZ ×2, FT ×2, DC ×3

* Starting in 1944, player may substitute M19 60mm Mortar if desired.

18.58 FRENCH

Following the last 6/40 mission, the French player may convert his existing company to Free French, upgrading all green MMC to 1st line. The first mission as Free French can be conducted in 9/40 (see the British companies for Free French forces).

FRENCH INFANTRY COMPANY 1939 – 6/40 [US# 42/29]
Leader ×3; 4-5-7 ×11; 2-3-7 ×2; 1-2-7; LMG ×4; MMG ×2; 60mm MTR

18.59 BRITISH

British includes all Commonwealth and "free" forces. The following apply to all British units (including Free French prior to 12/43):

- Machine guns were doled out at the battalion level, crewed by specialized technicians. British MMG/HMG must be crewed by SW teams. If operated by a non-team Infantry unit, non-qualified use penalties apply *[EXC: 12/43-45 Free French]*.
- All squads/HS in the British Commando are Commandos (H1.24).

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- The Free French have their own company organization and all A25.53-.57, F.8 rules apply *[EXC: Use Free French OBA Availability Chart, not British]*. The following apply to Free French (only):
  - Prior to 12/43, use British Generation Tables and (f) version MMG/HMG/MTR.
  - In 12/43 and later, use British Generation Tables for MMC and Leader determination, and U.S. Generation Tables for all other Unit/AC/RE. Use (a) version MMG/HMG/MTR/BAZ 44.
  - If a company has three M2 60mm mortars, they and their SW teams may be exchanged for OBA as per US Ordnance Note 1 if the Mission is not "Besieged", "Airlanding", "Escape!", or "Amphibious Assault."
  - Before final unit determination, consult the Free French Substitution Chart on the French Generation Tables card for possible replacement with a unit unique to the Free French.
  - If a unit is generated that the Free French did not historically use (EX: M-26 HT, see Chapter H Free French Rarity Factor Charts), such a unit is British or American (depending on date) for all purposes, including crew ML.

BRITISH INFANTRY COMPANY* 1939 – 11/43 [US# 42/29]
Leader ×3; 4-5-7 ×9; 1-2-7 ×6; LMG ×4; 51mm MTR ×3; ATR ×3†

BRITISH INFANTRY COMPANY* 12/43 – 45 [US# 38/26]
Leader ×3; 4-5-7 ×9; 2-4-7; 1-2-7 ×3; LMG ×4; 51mm MTR ×3; PIAT ×3

BRITISH AIRBORNE COMPANY* 9/41 – 11/42 [US# 40/28]
Leader ×3; 6-4-8 ×9; 2-2-8 ×2; 1-2-7 ×3; LMG ×3; 76mm MTR ×2; ATR ×3

BRITISH AIRBORNE COMPANY* 12/42 – 11/43 [US# 44/30]
Leader ×3; 6-4-8 ×9; 2-2-8 ×2; 1-2-7 ×5; LMG ×3; 76mm MTR ×2; Airborne 51mm MTR ×2; ATR ×3†

BRITISH AIRBORNE COMPANY* 12/43 – 45 [US# 36/25]
Leader ×3; 6-4-8 ×9; 1-2-7 ×3; LMG ×4; Airborne 51mm MTR ×3; PIAT ×3

BRITISH COMMANDO[16] 8/42 – 11/43 [US# 40/28]
Leader ×4; 6-4-8 ×8; 1-2-7 ×6; LMG ×4; 51mm MTR ×4; DC ×2, ATR ×2†

BRITISH COMMANDO[16] 12/43 – 45 [US# 36/25]
Leader ×4; 6-4-8 ×8; 1-2-7 ×4; LMG ×4; 51mm MTR ×4; DC ×2, PIAT ×2

FREE FRENCH INFANTRY COMPANY* 9/40 – 11/43 [US# 44/30]
Leader ×3; 4-5-7 ×9; 2-4-7; 1-2-7 ×6; LMG ×4; 60mm MTR(f) ×3; ATR ×3

FREE FRENCH INFANTRY COMPANY 12/43 – 45 [US# 48/33]
Leader ×3; 4-5-7 ×9; 2-4-7 ×3; 1-2-7 ×6; HMG(a); MMG(a) ×2; M2 60mm MTR(a) ×3; BAZ 44(a) ×3

* If Mission has FRIENDLY on Offense, add Temporarily Attached 1-2-7, MMG. If Mission has FRIENDLY on Defense, add Temporarily Attached 1-2-7, HMG.

† British companies (not Free-French) may make PIAT availability dr after 6/43 as per British SW Allotment Chart Note 4. Once PIATs are received, upgrade to the later Company type.

18.510 CHINESE

The following apply to Chinese units:

- Only GMD Chinese are used for Campaign play.
- Anytime an AFV is rolled for on Activation of a Chinese-ENEMY S?, make a dr. If ≤ 2, substitute a Squad for the AFV. This rule is N/A if there is a City board in play, or if the Mission is "Tank Attack!"
- Red Chinese may be a Partisan ENEMY to FRIENDLY Japanese or GMD Chinese.
- A -1 DRM applies to Chinese CMD DR (16.31).
- A Chinese Infantry company may designate 10% (FRU) of its squads as Dare-Death Squads (see G18.6). This designation is permanent and the ID of units designated as such must be tracked. New squads may be designated only on replacement of eliminated Dare-Death squads (or recombination of HS) so long as the 10% limit is not exceeded.
- A FRIENDLY Chinese Infantry Company rolls on the Chinese SW Allotment Chart to determine which type of LtMTR is received. A new roll may be attempted once per year, and the new type may be declined if desired.
- A Chinese Infantry company may convert to an X/Y Force Rifle company if 11/43 or later. Elite and 1st Line squads/HS are converted to 5-3-7 and conscript squads are upgraded to 3-3-7. Any excess squads are removed from play (player's choice). Dare-Death squads lose their special capability.

CHINESE INFANTRY COMPANY 1937 – 45 [US# 44/30]
Leader ×2; 3-3-7 ×12; 1-2-7; 1-2-6 ×2; LMG ×3; MMG; LtMTR ×2

CHINESE X/Y FORCE RIFLE COMPANY 11/43 – 45 [US# 44/30]
Leader ×3; 5-3-7 ×9; 2-2-7 HS; 1-2-6 ×6; LMG ×3; HMG; 60mm MTR ×3, ATR; BAZ '43 ×2



18.511 ALLIED MINOR



The following apply to Allied Minor units:

- About a fifth of Greek infantry and Belgian rifle companies were equipped with the Boys ATR. On a dr = 1 add a permanently attached 1-2-7; ATR.
- Polish and Belgian elite and 1st line squads have assault fire capability (A7.36) due to their inherent BAR.

POLISH INFANTRY COMPANY 1939 [US# 40/28]
Leader ×3; 4-5-7 ×9; 2-3-7; 1-2-7 ×4; MMG; 46mm MTR ×3; ATR

BELGIAN RIFLE COMPANY 1940 [US# 46/32]
Leader ×3; 4-5-7 ×11; 2-3-7 ×2; 1-2-7 ×3; MMG ×2; 50mm MTR ×3

DUTCH LINE INFANTRY COMPANY 1940 [US# 32/22]
Leader ×3; 4-5-7 ×9; 2-3-7; HMG; LMG ×3

DUTCH KNIL INFANTRY COMPANY 1941 – 42 [US# 38/26]
Leader ×3; 4-3-7 ×11; 2-3-7; MMG; LMG ×3

GREEK INFANTRY COMPANY 10/40 – 5/41 [US# 40/28]
Leader ×2; 4-5-7 ×12; 2-4-7; LMG ×3; HMG

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YUGOSLAV INFANTRY COMPANY 1941 [US# 36/25]
Leader ×2; 4-5-7 ×10; 2-3-7 ×2; MMG ×2; LMG ×3

NORWEGIAN INFANTRY COMPANY 1940 [US# 31/21]
Leader ×2; 4-5-7 ×9; 2-3-7; HMG; LMG ×4

CHAPTER S FOOTNOTES

1. *2.11 MARKING THE RE NUMBERS:* When playing a SASL Mission, it is intended that the Solitaire ASL Campaign Game roster be used to track company composition, retention of permanently attached units, Activation Check numbers, Random Event numbers, and occurrence of non-repeatable Events. This roster may be photocopied for player use.

2. *3.3 S? CONDUCT & ACTIVATION:* As each FRIENDLY unit changes Locations (or expends MF/MP within the same Location), it is critical that you, the player, be aware of each S? with a LOS (even if potential; see S.2) to that moving/advancing FRIENDLY unit. It is important to the SASL system that a S? is checked for Activation as soon as it is eligible, but especially so due to the movement/advance of a FRIENDLY unit. Remember, you are also the "eyes" of the ENEMY. However, being human, it is almost inevitable that you will miss a chance for a S? to check for Activation (just consider it one of those fortunate times that your opponent was not paying full attention)... just don't let it happen too often.

3. *4.3 S? ENTRY IN HUMAN WAVE:* The SASL Human Wave rules (4.3-.37) have been printed on a grey background color as they have limited applicability and need only be read when such a need occurs.

4. *5.754 BZK/PSK BACKBLAST:* Any Weapon that can cause a Backblast (including a PF) should rarely be used from a building/bunker Location where its usage could cause harm to ENEMY unit(s) therein.

5. *9.3 ENEMY VEHICLES:* If a problem arises concerning an ENEMY vehicle's Move Command the player should improvise (as necessary) to the best advantage of the moving vehicle. However, in doing so, you should still try to carry through with the "intent" of the Move Command.

6. *12.2 MISSION SELECTION:* For a more historical game, you are invited to do some research to find out what the selected FRIENDLY nationality (or perhaps the specific unit that your FRIENDLY force is simulating) was historically doing on the selected Front during the current time period. Unit histories of various military formations, available in many public libraries, will prove most useful. Too, new SASL Missions may become available in future MMP publications.

7. *13.22 DETERMINE MAPBOARD:* Keep on the lookout for periodic updates of Table {A9} and {A10a} in the ASL Journal as new ASL mapboards become available.

8. *13.6 RIVER BOARD:* Table {A9a} will require updating if additional river/canal mapboards become available.

9. *16.31 DRM:* Various Infantry MMC are given a special -1 drm to offset their lower morale rating.

10. *16.31 DRM:* Japanese Leaders receive a -1 modifier to their CMD DR to represent the less likelyhood of panic in combat. The "Code of Bushido" instilled in the Japanese soldier was even more apparent in the officer core of the Imperial Army, where most officers opted for suicide, or "hara-kiri", rather than surrender, or "lose face" to the enemy.

11. *17.131 DIRECTLY ATTACHED:* You may wish to make photocopies of the SASL Campaign Roster (found on the Chapter S divider), as it is intended that one will be used for each CG Mission played. In this way you can easily record all FRIENDLY Directly Attached units/Weapons that you begin and end each Mission with, in addition to any replacements received between CG Missions. Instead of recording ID numbers of units, one could alternatively use low lettered (or single lettered) units for Directly Attached units, and high lettered (double lettered) units for Temporarily Attached units (as long as several letters between the two types are not used.

12. *17.1321 VP VALUE:* Non-Russian/Chinese Temporarily Attached units/weapons are given enhanced Casualty VP value so the player does not consider such as unnecessarily "expendable", since they will not return to the company OB even upon survival of the Mission. Conversely, the value of Russian/Chinese Temporarily Attached units/Weapons are not increased due to the Russian philosophy of regarding such units as "expendable" and the Chinese lack of training resulting in such units being treated as "expendable".

13. *17.14 SW TEAM:* A SW team represents a pair (or more) of men who have received special training in operating one of the specified types of SW.

14. *17.9 REST & REFIT:* Your company is needed to fight every day. Each time it is withdrawn to Rest and Refit, however temporarily, it taxes the resources of your parent division, forcing a reserve unit to take your company's place, or (worse yet) a neighboring unit to spread itself thinner in order to cover your sector.

15. *18.5 CAMPAIGN COMPANIES:* Companies are based on historic TO&E with some adaptations, usually consisting of heavier SW that are not organic to the company, but were regularly attached from the parent battalion or regiment. Particularly strong companies (early SNLF, late USMC) companies are shown slightly under strength for play-balance. For historic starting experience levels, it is recommended that each non-elite rifle and infantry company determine each initial squad (not half squad) via the 17.821 MMC-Type Replacement Table with no modifiers. As an exception, each US Army Rifle Company in 1942 not in the Philippines should start with all 2nd line squads.

16. *18.59 COMMANDO:* Commandos were organized into "Troops" of roughly half-company strength. The Campaign "Company" for SASL is two such troops. Commando organization varied wildly by date and by locale so this formation may be modified as indicated by individual research. The player may choose to use the Airborne version of the 2" mortar if desired.

SASL ERRATA

- **Allied Minor Generation Table:** L2 Squad Type: The DRM should read "+1 if Mission takes place in Yugoslavia or the PTO".
- **U.S. PTO Random Event Table:** 12-13 Event: The DRM should be U2 only, and n/a for M2.
- **British Generation Table (non-PTO):** in Table {B6a}, column 1941, all Crusader CS and Matilda CS results should include footnote #1.
- **Mission 15:** 2nd bullet of S? placement: Replace the last "or" with "of".
- **12.871 STARSHELL:** insert "eligible" before "ENEMY unit".
- **17.45 SHOCK/UNCONFIRMED KILL (UK):** All Shocked/UK AFV (FRIENDLY and ENEMY) must undergo ≥ one recuperation attempt (C7.42) until the marker is removed or the AFV is eliminated.

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BALKAN SIDESHOW

ASL SCENARIO 111

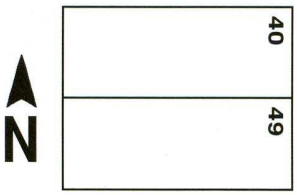
Scenario Design: Brian Martuzas



SZENTTANAS, YUGOSLAVIA, 13 April 1941: Now it was Yugoslavia's turn to be the center of the German *blitzkrieg*. Operation "Merita" had begun and the country was attacked on all sides. Joining the invasion from the northeast was the Hungarian 3rd Army and its "Mobil Corps." Ostensibly, the Hungarians justified their involvement as defending the Hungarian ethnic minority in the Voivodinia area. As "Group Sandor" advanced through abandoned Yugoslavian positions, it was ordered to push ahead and seize the town of Szenttanas. Retreating Yugoslavian forces were moving across a river bridge into the relative safety of this fortified town. Following closely on their heels were two Hungarian *Csaba* armored cars, commanded by First Lieutenant Laszlo Beldy.

VICTORY CONDITIONS: The Hungarians win at game end if there are no Good Order Yugoslavian MMC ≤ 3 hexes from a bridge hex.

BOARD CONFIGURATION:



BALANCE:

- Yugoslavians may use HIP for ≤ 1 squad and any SW/SMC stacked with it.
- Add two 3-4-7 squads and two squad Horse-counters to the 2nd Armored Cavalry Battalion Turn 2 reinforcements.

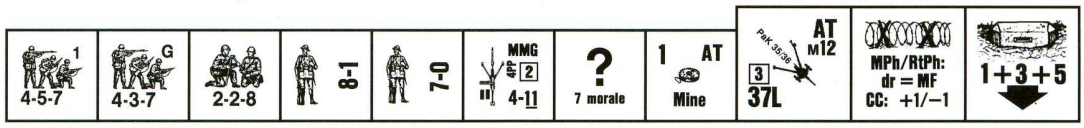
TURN RECORD CHART

YUGOSLAVIAN Sets Up and Moves First [0]	1	2	3	4	5	6	7	8	9	10	END
HUNGARIAN [0]											



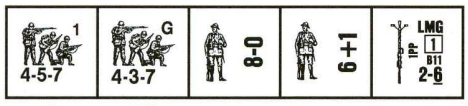


Elements of the Yugoslavian "Potiska" Division [ELR: 2] set up on board(s) 40/49 (see SSR 2): {SAN: 4}



2 6 2 12 4 2 2

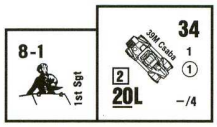
Enter on Turn 1 along the north edge:



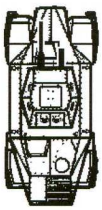
4 6



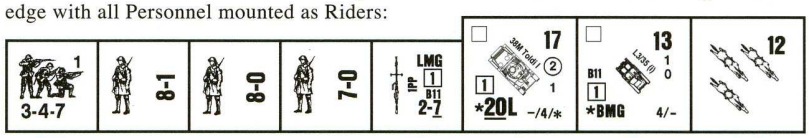
Armored Car Company of the Hungarian 2nd Cavalry Brigade [ELR: 3] enter on Turn 1 along the north edge: {SAN: 2 (see SSR 3)}



2

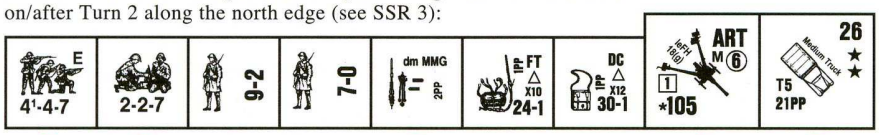


Elements of the 2nd Armored Cavalry Battalion enter on/after Turn 2 along the north edge with all Personnel mounted as Riders:



14 2 2 3 14

Elements of the 12th Cyclist Battery and Engineer Platoon enter on/after Turn 2 along the north edge (see SSR 3):



8 2 2 2 2

SPECIAL RULES:

1. EC are Moist, with a Mild Breeze blowing from the northeast at start. A two-lane stone bridge exists in hexes 40Q2-Q3.

2. Boresighting is NA. The AT mines must be set up on a bridge hex(es).

3. The Hungarian Sniper counter is not placed onboard until the start of Hungarian Player Turn 2. The Hungarian Turn 2 reinforcement 4-4-7 squads are Assault Engineers (H1.22) and Sappers (H1.23).

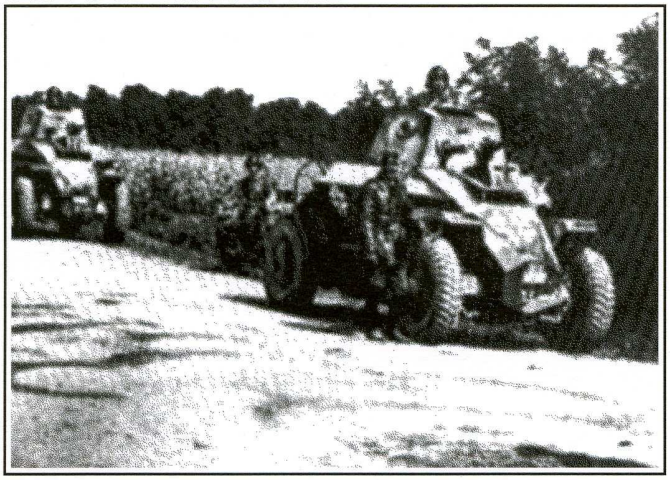
4. Cavalry may swim (E6.5). The current is slow, flowing to the east.

AFTERMATH: As the two *Csabas* approached the town, a well-concealed anti-tank gun knocked out both of them. Apparently, the Yugoslavians intended to stop and fight at this spot. First Lieutenant Laszlo Maklary quickly brought up one of his howitzers into an open firing position and silenced the Yugoslav gun. A second gun was brought up and helped suppress pillboxes guarding the bridge. Under covering fire of tanks, the cavalry forced its way across the bridge while engineers cleared away anti-tank mines that had been laid there. Finally, after some sharp house-to-house fighting, the Hungarians were able to secure the town.

OUT OF COWARDICE

ASL SCENARIO 112

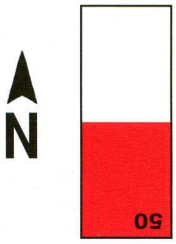
Scenario Design: Ken Dunn



SENTA, YUGOSLAVIA, 13 April 1941: Immediately after Yugoslavian regent Prince Paul signed the Tripartite Pact to join with Germany and Italy, military leaders overthrew the regime, rescinding the agreement. Hitler then launched Operation Punishment as a lesson on the costs of defying Germany, and he urged other members of the Pact to join the attack. In Hungary, Admiral Horthy was "all fire and flames" to send his troops down the Danube in support of the Germans at the first opportunity. Prime Minister Count Pal Teleki objected, however, as he had signed a pact of "eternal peace and friendship" with Yugoslavia. Horthy toned down his rhetoric, but on April 11th five Hungarian Brigades crossed the border. The Yugoslavian Army put up little resistance to the Hungarians.

VICTORY CONDITIONS: The Hungarians win at game end if they Control ≥ the number of building Locations required in SSR 5.

BOARD CONFIGURATION:



(Only hexrows A-Q are playable)

BALANCE:

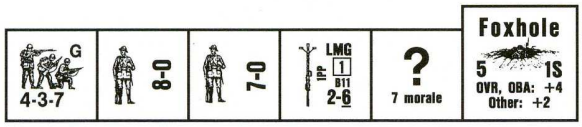
- Partisans may use MOL normally.
- Delete SSR 2.

TURN RECORD CHART

YUGOSLAVIAN Sets Up First [see SSR 5]	1	2	3	4	5	6	END
HUNGARIAN Moves First [66]							



Elements of the Yugoslavian 1st Army [ELR: 1] set up on/between hexrows J-O: {SAN: 5}



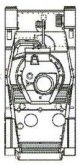
9 3 12 2

Voivodina Civilian Defenders [ELR: 5] set up in buildings with either (1 squad and 1 "?") or (2 "?") per hex (see SSR 4 and SSR 5):

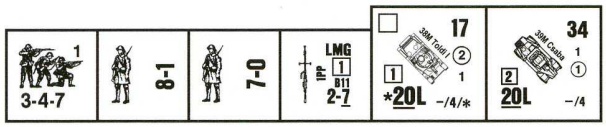


? ? ? ?





Elements of the Hungarian 3rd Army [ELR: 2] enter on Turn 1 along the north edge: {SAN: 2}



11 2 3 2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling is NA. Although not in play, hexes north of hexrow Q are considered to contain their terrain features as printed for purposes of off-board movement/entry.

2. All vehicles are subject to Mechanical Reliability (D2.51) *[EXC: a DR ≥ 11 results in immobilization]*. A Mechanical Reliability DR is also required by a motion vehicle at the beginning of its MPh; if immobilized, it spends all its MP to stop.

3. Partisans may attempt MOL checks vs AFV only (A22.612), may not form multi-Location fire groups, and treat all SW as captured. Partisans treat Yugoslavian leaders as Allied (A10.7).

4. Partisan leaders set up using HIP. The Partisans (only) receive no free concealment despite the off-board Hungarian setup (A12.12). The only concealment counters that may be placed with Partisan units during setup are those provided by the SSR 5 dr.

5. Prior to setup the Yugoslavian player makes a secret dr to determine the Partisan forces and the Victory Conditions via the following chart. The number in the VC column reflects how many building Locations the Hungarians must Control at game end to win.

dr	3-3-7	Leaders	VC	"?"	BI (A16.)
1	2	none	7	12	[66]
2	3	7-0	6	11	[72]
3	4	7-0	5	10	[78]
4	5	9-1	4	9	[84]
5	6	9-1	3	8	[90]
6	7	9-1,7-0	2	7	[96]

AFTERMATH: While the Hungarians matched their German counterparts in their fervor to attack a helpless opponent, their military planning lacked the usual German thoroughness. As Hungarian forces reached the small village of Senta on the third day of the advance, their motorized units began to run out of gas and were forced to obtain critical fuel at local chemist's shops, the indigenous equivalent of a filling station. Resistance coalesced briefly as civilians—hastily armed with little more than antiquated rifles—bitterly fought back. Count Teleki, his views more and more unpopular, shot himself rather than acquiesce in collaborating with the Germans. His final message to Admiral Horthy read "out of cowardice, we have allied ourselves with scoundrels." This warrior's gesture proved to be one of the few Hungarian casualties of the Yugoslavian campaign.

LIBERATING BESSARABIA

ASL SCENARIO 113

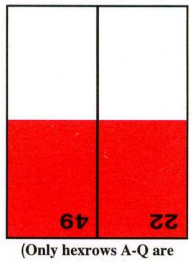
Scenario Design: Paul Kenny



VICTORY CONDITIONS: The Romanians win at game end if they Control ≥ 6 multi-hex buildings.

BRANZENI, BESSARABIA, 5 July 1941: At the onset of Barbarossa, Romania's primary goal was recapturing from the Russians its lost lands in Bessarabia and northern Bukovina. Although the Russians successfully resisted the initial assaults in this area, by the end of June the Axis had succeeded in establishing a small bridgehead over the Prut River, near Falciu. A major offensive was planned for July 2nd. The main blow was to be delivered by the experienced 11th German Army. Under its command were the best motorized and most experienced Romanian units available—the Romanian Cavalry Corps with the 1st Armored Division, two Cavalry Brigades, and the 6th Infantry Division. They were to advance toward Moghilev together with the German 11th Corps.

BOARD CONFIGURATION:



(Only hexrows A-Q are playable)

BALANCE:

★ In the VC, change "≥ 6" to "≥ 7".

✲ Exchange two 4-4-7 squads for two 4-2-6 squads in the Russian OB.

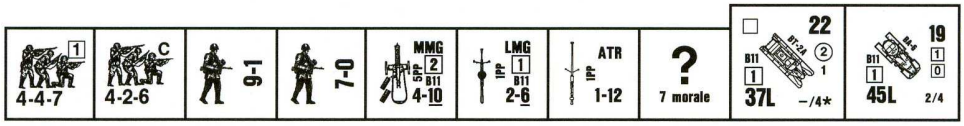
TURN RECORD CHART

	✲ 1	2	3	4	5	6	7	8	END
★ RUSSIAN Sets Up First [65]									
✲ ROMANIAN Moves First [84]									

★

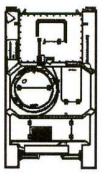


Elements of the 74th Infantry Division and supporting armor [ELR: 2] setup east of the 49A5-49F7-49I8-49Q8 road: {SAN: 3}

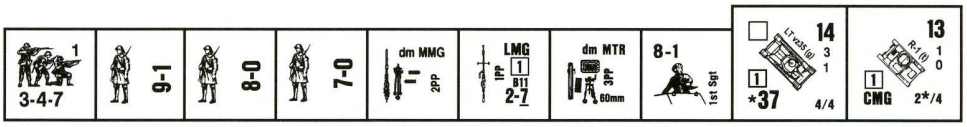


7 4 2 2 6 2 2

✲



Elements of the 1st Tank Regiment and the 3rd Motorized Vanatori Regiment [ELR: 3] enter on Turn 1 along the west edge: {SAN: 2}



14 2 3 4 2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. The board 22 stream is dry. All buildings are wooden.
3. Vehicular crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: The attack started with the Romanian 1st Armored Division crossing the river Prut and advancing eastward. Between July 4th and 5th, the 1st Armored fought its way into Branzeni against the 74th and 176th Infantry Divisions and their armored support. Despite desperate close quarters action, and a number of strong counterattacks, the Romanians seized the city, where they were greeted as liberators. By July 8th they had reached the Dniester River, and by the end of July the Red Army was completely expelled from Romanian soil.

CAUTIOUS CRUSADERS

ASL SCENARIO 114

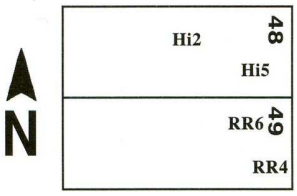
Scenario Design: Brian Martuzas



VICTORY CONDITIONS: The Slovakians win at game end if they Control building 49E8 and ≥ 6 additional multi-hex buildings.

LIPOVIC, UKRAINE, 23 July 1941: After the Germans annexed Czechoslovakia in 1939, they granted independence to a nominally "sovereign" Slovakia. In return, Slovakian leaders agreed to join Germany's "Crusade against Bolshevism." The only major action, however, was fought for the small village of Lipovic when the newly formed "Mobile Group" crossed the border into the Ukraine. Leading the attack were the bicyclists and tanks of the Motorized Reconnaissance Group. As they appeared, a picket line of entrenched Russians opened fire against their "Slavic brothers."

BOARD CONFIGURATION:



BALANCE:

★ Shorten game length to 8 Turns.

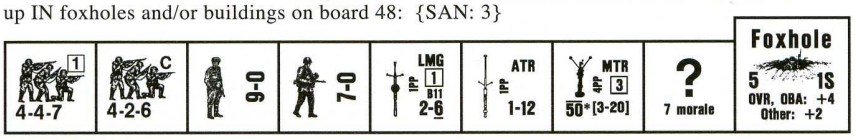
‡ The Slovakian OBA has Plentiful ammunition and receives one Pre-Registered hex. Its initial Battery Access draw is automatically a *black* chit (remove one *black* chit from the draw pile).

TURN RECORD CHART

★ RUSSIAN Sets Up First [107]	‡ 1	‡ 2 ★	‡ 3 ★	4	5	6	7	8	9	END
‡ SLOVAKIAN Moves First [0]										

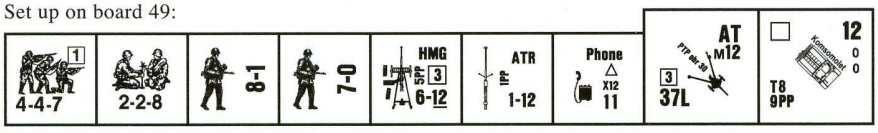


Elements of the 305th Infantry Regiment, 44th Siberian Mountain Division [ELR: 3] set up IN foxholes and/or buildings on board 48: {SAN: 3}



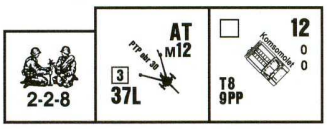
6 6 2 8 6

Set up on board 49:



5

Enter on Turn 2 along the east/west/south edge(s) of board 49:

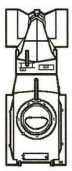


Enter on Turn 3 along the east/west/south edge(s) of board 49:

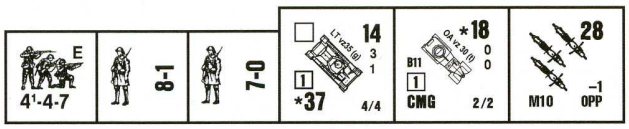


8



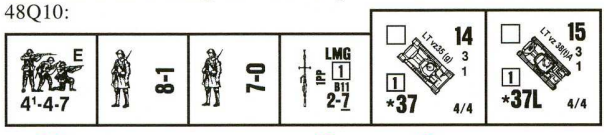


Elements of the Motorized Reconnaissance Group and 3rd Armored Company [ELR: 3] enter on Turn 1 on/between hexes 48A10-48Q10 (see SSR 4): {SAN: 2}



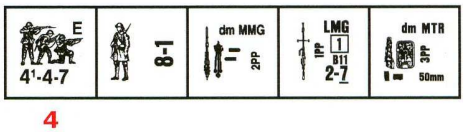
6 2 3 6

Enter on Turn 2 along the north edge on/between hexes 48A10-48Q10:



10 2 2

Enter on Turn 3 along the north edge on/between hexes 48A10-48Q10:



4

SPECIAL RULES:

1. EC are Very Dry, with a Mild Breeze from the northeast at start. Kindling is NA.

2. Building 49E8 is a Factory (B23.74). Place Overlays as follows: **Hi2** on 48R6/R7; **Hi5** on 48E3/F3; **RR6** on 49C8/B7; **RR4** on 49B3/B2.

3. The Russians receive one module of 80+mm OBA (HE only).

4. The Slovakians receive one module of 70+mm OBA (HE and Smoke) directed by an Off-Board Observer (C1.63) at Level 2 in a hex along the north edge of the playing area secretly recorded prior to Russian set up. The cycles in the Slovakian OB are Bicycles (D15.8).

AFTERMATH: With the bicyclists pinned down, the armor rushed forward to assist. Russian artillery fire covered the roads leading into town, forcing the lead tanks to cross open ground. Once past the pickets, the Slovakians pushed into town where the fighting was house-to-house at close quarters. With additional armored support the Slovakians were able to occupy the railway station. Despite determined Russian counterattacks, Lipovic fell the next day. The Slovakian Brigade lost numerous men and vehicles. The remaining tanks were withdrawn due to dubious "repair problems" under guidance from the Army's strong anti-Fascist contingent. Thus ended Slovakian participation in the "Crusade."

HUNS OF STEEL

ASL SCENARIO 115

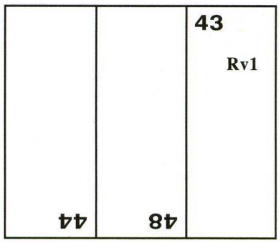
Scenario Design: Brian Martuzas



URIV, RUSSIA, 18 July 1942: The German Army had failed to take the city of Voronezh by early summer as planned. Three Russian bridgeheads remained in strength on the west bank of the Don River posing a threat to the entire front. With the German attention now turned towards Stalingrad and the Caucasus, the Hungarian Army was entrusted with clearing these bridgeheads. Outside the small river town of Uriv, the newly arrived 1st Armored Field Division, freshly equipped with German-made tanks, sallied forth in hopes of clearing the Russians from the west bank.

VICTORY CONDITIONS: Provided the Russians amass ≤ 90 CVP, the Hungarians win at game end if there are no Good Order Russian MMC/AFV with functioning MA on/adjacent to any of the following hexes: 43L5, M6, N6, X3, V4, and W4.

BOARD CONFIGURATION:



N

BALANCE:

★ Add one 7-0 leader to the Russian initial OB.

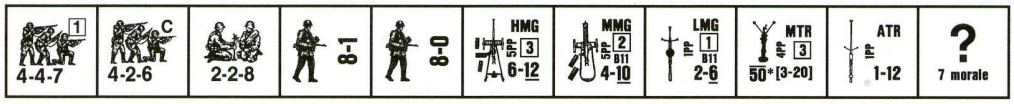
✚ Add one *40M Nimrod* to the Hungarian Turn 3 reinforcements.

TURN RECORD CHART

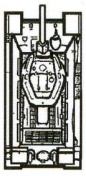
★ RUSSIAN Sets Up First [120]	1	2★	✚ 3	4	5★	6	7	8	9	END
✚ HUNGARIAN Moves First [144]										

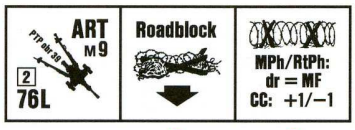
★

Elements of the 293rd Division [ELR: 3] set up on board(s) 43/48 {SAN: 4}



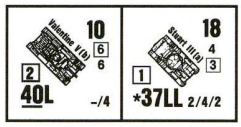
14 4 2 2 3 10





2 8

Elements of 10th Tank Division enter on Turn 2 along the east edge:



2 4

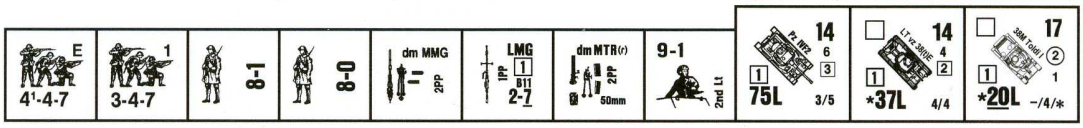
Enter on Turn 5 along the east edge:



3

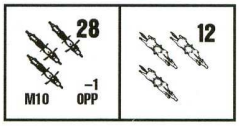
✚

Elements of 1st Motorized Infantry, 7th Light Infantry Division and 30/3 Heavy Company, 1st Armoured Field Division [ELR: 3] enter on Turn 1 along the west edge, with all Personnel mounted as Cavalry/Motorcycle Riders (see SSR 3): {SAN: 3}



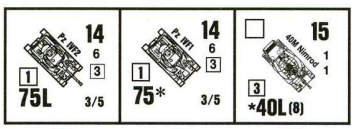
12 8 2 2 3 2 3 3 3





8 12

Elements of 30/I Tank enter on Turn 3 along the west edge:



2 3 2

SPECIAL RULES:

1. EC are Dry, with a Mild Breeze blowing from the northwest at start. Kindling is NA.

2. Place overlay **Rv1** on 43F4/E5. The river is deep, with a moderate current flowing south. Place Pontoon Bridge counters (B6.41) on hexes 43oN5, oO5, oU3, and oV3. Contrary to B6.41 the Pontoon Bridges are not One-Lane.

3. Only Elite units may enter as Cavalry.

4. Place a "BMG Disabled" counter on the *LT vz 38(t)Es*. Use German counters for the *PzKpfw IVF2*, and treat them as Hungarian with a crew Morale Level of 7 and Depletion Numbers of A4 and s7 and a "(g)" identifier (as if Axis Minor Multi-Applicable Vehicle Note E applied).

AFTERMATH: Leading the first wave was Captain Laszlo Maklary in his Mk IV tank. Taking advantage of their German training, the Magyar tankers maneuvered their Mark IVs with skill, firing at the sides and rears of the T-34s and Lend-Lease Valentines and Stuarts, knocking out many. The infantry cleared the bridgehead, rooting out defenders house by house. Unfortunately, the Germans were slow to re-supply the Hungarian tanks with badly needed ammunition, and the armor was forced to withdraw. Russian reinforcements then retook the bridgehead in a nighttime counterattack, erasing the Hungarians' hard-won gains. Despite more attempts at the bridgeheads, the Russians did not budge. A few months later the Russians would pour out of these same positions at the start of the Stalingrad counteroffensive.

THE SIXTH BLOW

ASL SCENARIO 116

Scenario Design: Pete Shelling



SKOPCE, POLAND, 12 July 1944: The success of Operation Bagration had the German Army Command scrambling to prevent a disaster along the Vistula. Meanwhile, the might of the Red Army turned towards the south. General Harpe's Army Group North Ukraine still had some intact panzer divisions, and he was counting on the defensive terrain in the Carpathian Mountains. This range had formed a natural boundary between Poland, Russia, and Hungary for centuries, and was important symbolically as well as strategically. The STAVKA operational plan for 1944 called for successive assaults to retake all the territory lost to the Nazis. While the "fifth blow" of the plan (against Army Group Center) was winding down, Marshal Konev's First Ukrainian Front assembled around Brody to deliver the sixth blow.

VICTORY CONDITIONS: The Russians win at game end by exiting more VP off the west edge than the Axis. The Russians do not receive Exit VP for Partisan units and prisoners do not count double. The Axis do not receive Exit VP for German units. Units exited as Cavalry count double for both sides.

BOARD CONFIGURATION:

50	47	2

N

BALANCE:

★ Add one *SU-85* to Group B.

✠ ✠ Remove one *Sherman III(a)* from the Russian OB.

TURN RECORD CHART

★ RUSSIAN Sets Up and Moves First [0]	★ ✠ 1	★ 2	✠ 3	4	5	6	7	8	9	END
✠ ✠ AXIS [98]										

★

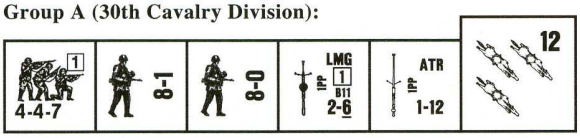
Partisans [ELR: 3] set up on board 47: {SAN: 2}



8 12 40

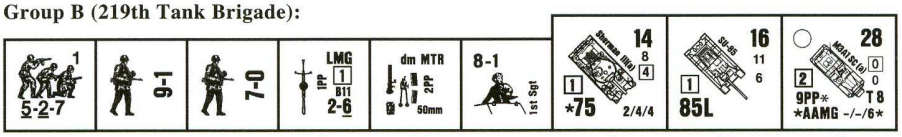
Elements of the Cavalry Mechanized Group Pliev enter on Turns 1 and 2 along the east edge per SSR 4:

Group A (30th Cavalry Division):



12 2 2 12

Group B (219th Tank Brigade):

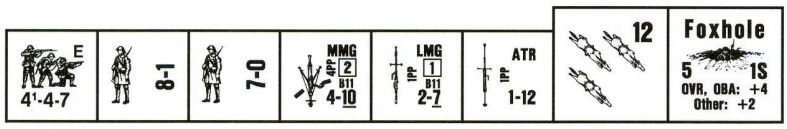


6 2 2 4 2 2

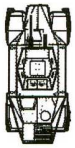
THE SIXTH BLOW (continued)

ASL SCENARIO 116 (continued)

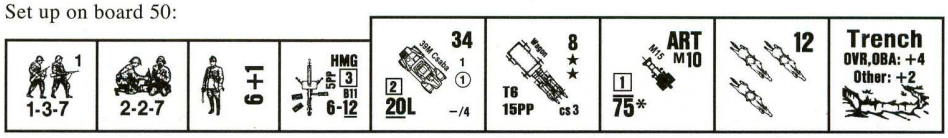
Elements of the First Royal Hungarian Cavalry Division [ELR:2] set up on board 2 hill hexes (see SSR 4) {SAN: 4}



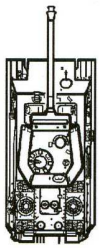
9 2 9 6



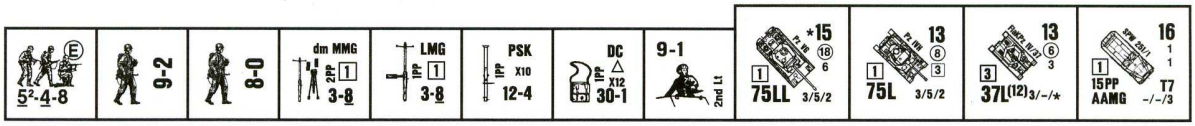
Set up on board 50:



4 3 3 2 2 3

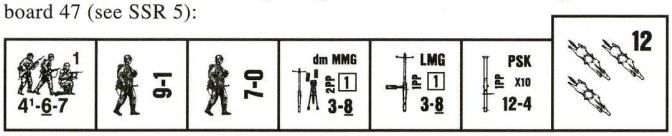


Elements of the 35th Panzer Regiment, 4th Panzer Division [ELR:3] enter on Turn 1 along the west edge:



6 2 2 2 2

Elements of the 4th Cavalry Brigade enter on Turn 3 along the north or south edge of board 47 (see SSR 5):



6 2 2 6

SPECIAL RULES:

1. EC are Moist, with a Mild Breeze blowing from the northeast at start.

2. The Russians receive random Air Support (E7.2) in the form of 2 1944 FB with bombs. In addition, if air support has not yet arrived, a 120mm rocket OBA (HE) Fire Mission will occur somewhere on board each of the first three turns during the Russian PFPh. If the cdr of the Wind Change DR is odd, place an AR in hex J5 and resolve error normally. If the cdr is even, place the AR in hex X5. Use board 2 on Turn 1, board 47 on Turn 2, and board 50 on Turn 3.

3. Hungarian units may exit along the west edge beginning on Turn 6.

4. Hungarian personnel may not set up in the same hex as a horse counter. During set up, the Russian secretly records one group to enter on Turn 1 and one group to enter on Turn 2. Russian units entering on Turn 1 do so having already used half of their inherent-MF/printed-MP allotment.

5. The Axis must declare which board edge their Turn 3 reinforcements will enter along prior to play (but after on-board setup).

6. Partisans may neither Deploy *[EXC: A20.5]* nor form a Fire Group with Russian units, and use all SW with captured weapon penalties.

7. The inherent crew of the *M3A1(a) Scout Cars* are 2-2-8, and the inherent passengers are 2-3-7 HS. The MA may be removed as a dm .50-cal MG, and the SA may be removed as a Russian LMG.

AFTERMATH: The rugged geography of the Carpathians helped General Harpe compensate for the overwhelming numerical superiority of the Russian. Not to be denied, Marshal Konev reorganized his operational units into Corps-sized Cavalry-Mechanized Groups in which the Tank Brigades supported the horse cavalry in their deep penetrations. Harpe's attempts to respond in kind were frustrated since most of his mounted troops were Hungarian Hussars. Hungary's shaky political situation and the increasing proximity of the war to her borders meant that these once reliable troops could no longer be counted on to hold their positions. Harpe had to throw his best troops into the gaps created by the retreating Hussars, who stopped only when they reached the Hungarian border—and then often only long enough to disband.

WITH TIGERS ON THEIR TAIL

ASL SCENARIO 117

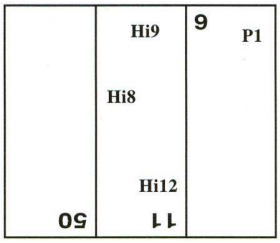
Scenario Design: Brian Martuzas



Near SATURNIA, GALICIA, 23 July 1944: The 4th Ukrainian Front's summer offensive had already liberated most of Galicia. Now the task at hand was to clear out Ruthenia and invade Hungary—perhaps knocking the Axis ally out of the war for good. A major barrier to this plan, however, was the imposing Carpathian mountain range where the Hungarian defenses utilized a series of fortified "lines" covering the mountain passes. Under pressure from the advancing Russians, the Hungarian 1st Army charged with protecting the "Tatar Pass" began withdrawing from the "Prince Eugene Line" to the "Hunyadi Line." Helping to cover the withdrawal were two Tiger tanks obtained from the German 503rd Pz Abteilung. The Hungarian crews would now test the two months of training they had just received at Nadworna.

VICTORY CONDITIONS: The Hungarians win at game end by exiting ≥ 30 VP off the south edge, and more than the Russians do [prisoners NA; captured vehicles do not count double].

BOARD CONFIGURATION:



N

BALANCE:

✠ Exchange one *Turan I* for one *PzKpfw IVH(g)*.

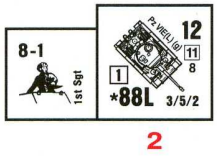
★ Exchange one *T-34 M43* for one *T-34/85* in both the Turn 3 and Turn 5 reinforcements.

TURN RECORD CHART

✠ HUNGARIAN Sets Up and Moves First [120] ★ RUSSIAN [0]	✠ 1 ★	2 ★	3 ★	4	5 ★	6	7	8	9	10	11	END

Elements of the 3/I Tank Battalion, 2nd Armored Division [ELR: 3] set up on board: {SAN: 4}



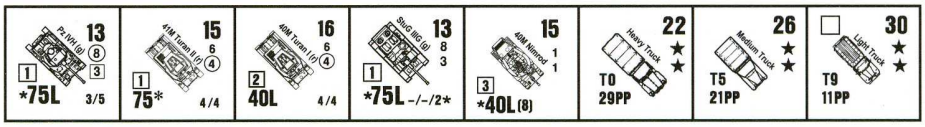


2

Elements of the 2nd Armored Division and 24th Infantry Division enter on Turn 1 along the north edge:

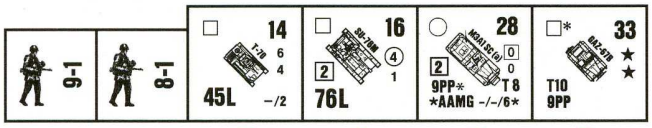


6 12 2 2 2 2



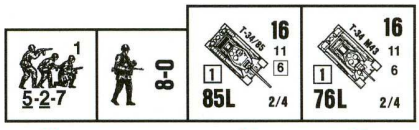
2 3 4

Elements of 8th Tank Division [ELR: 4] enter on/after Turn 1 with the leaders as Passengers along the north edge having expended 1/4 of their MP: {SAN: 3}



3 4 2 2

Enter on/after Turn 3 along the north edge:



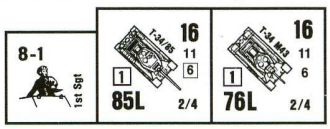
6 2 5

Elements of the 317th Infantry Division enter on/after Turn 2 along the north edge:



16 3 6

Enter on/after Turn 5 along the north edge:



4

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze blowing from the northeast at start. Kindling is NA.

2. Place overlays as follows: **Hi12** on 11F8/G8; **Hi8** on 11R1/R2; **Hi9** on 11DD6/EE6; and **P1** on 9C1.

3. Each *M3A1 SC(a)* has an inherent 1-2-7 crew and carries a 2-3-7 HS. The MA may be Removed as a dm .50-cal HMG and the SA may be Removed as a Russian LMG.

4. For Recall purposes, the Hungarian Friendly Board Edge is the south edge.

AFTERMATH: Mobile Russian forces were close behind the retreating column, threatening to turn the orderly withdrawal into a rout. The two Tigers were well up to the task of defending the narrow mountain roads, however. Within half an hour, Lt. Matyas Eszes and his fellow Tiger commander accounted for fourteen kills. With the Russian pursuit slowed, the Hungarians were able to safely reach their new fighting positions.

DOWNSIZING THE UPRISING

ASL SCENARIO 118

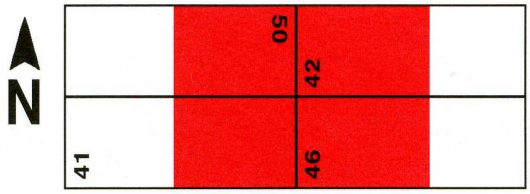
Scenario Design: Brian Martuzas



VICTORY CONDITIONS: The Slovakians win at game end if they Control ≥ 3 multi-hex stone buildings in the German set up area.

Outskirts of VRUTKY, SLOVAKIA, 9 September 1944: Despite some initial success, the Slovakian uprising had begun to unravel in the face of strong German counterattacks. In an effort to stave off the German reaction, the insurgent forces in northwest Slovakia, led by Major Dobrovodsky, tried to establish a defensive line in the Vah River valley. Key to this line was control of the neighboring towns of Vrutky and Klacany, which remained in German hands despite repeated attacks. Augmented with several ex-German tanks and assistance from partisans, the Slovakians made one more attempt to take the town.

BOARD CONFIGURATION:



(Only 42A-P, 46A-P, 50A-P, and 41R-GG are playable)

BALANCE:

✠ Add one Panzerschreck to the initial German OB.

✠ Add one *LT vz 38(t)A* to the initial Slovakian OB.

TURN RECORD CHART

✠ GERMAN Sets Up First [88]	✠ 1	✠ 2	3	4	5 ✠	6	7	8	9	END
✠ SLOVAKIAN Moves First [128]										

Elements of the 1st Company, 373rd Volksturm Bataillon [ELR: 3] set up on boards 41/50 and/or on/west of row L on boards 42 and 46: {SAN: 4}



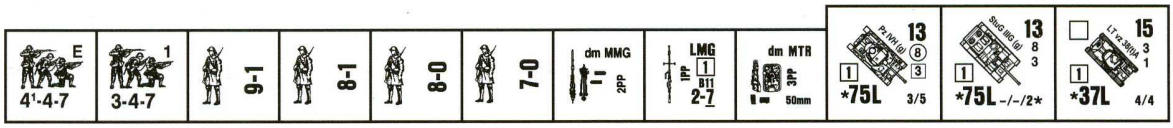
6 6 2 2 2

Elements of the 82nd Reserve Panzer-Grenadiers enter on Turn 5 along the south edge of board 41:



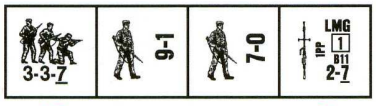
8 2

Elements of the 1st Infantry Regiment, 1st Defensive District (VOO-1) [ELR: 3] enter on Turn 1 along the east edge: {SAN: 3}



4 16 2 4 2

Partisan Elements of Group First Lt. Velicko [ELR: 5] enter on Turn 2 along the north edge:



12 3

SPECIAL RULES:

1. EC are Dry, with a Mild Breeze blowing from the northwest at start. Kindling is NA.

2. Partisans may neither Deploy *[EXC: A20.5]* nor form Multi-Location Fire Groups and use Slovakian SW with no captured weapon penalties.

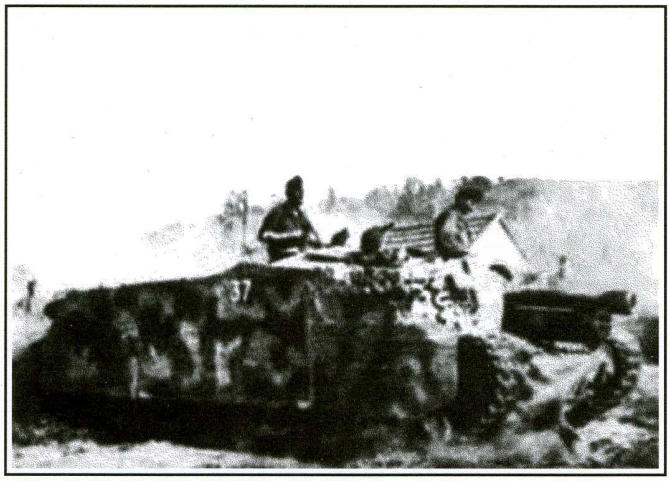
3. Road hexes 41Y10-Y9-W6-X5-EE5-46A5-H2-P4 also contain a GLRR (B32.41) running parallel to the road depiction in the hex. Units moving along the road/GLRR may opt to use either road movement or GLRR costs. Units that enter any of these hexes not through the road depiction pay normal GLRR hex costs. Hexes 41W7 and 41AA5 are considered Railroad Tunnel hexes. In each of these hexes, a Level 1 Hill location exists (in conformance with the depicted crest line), as well as a GLRR/road location at Level 0. There is no LOS/fire allowed between the Level 0 and Level 1 locations of these hexes. LOS to/from the Level 0 location is traced within a CA conforming to the road/GLRR hexside (inclusive of hexsides). The TEM of the Level 0 location is +2 for all fire traced within the CA, and all LOS/Fire traced outside the CA is NA.

AFTERMATH: Well-concealed anti-tank guns quickly knocked out the armor support. The attack pressed on nonetheless, and Klacany was taken in spite of heavy losses. Before the insurgents could penetrate into Vrutky, however, German reinforcements arrived. With both sides bloodied, a stalemate ensued. The uprising had lost its momentum.

ANCIENT FEUD

ASL SCENARIO 119

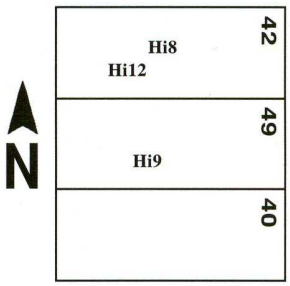
Scenario Design: Brian Martuzas



VICTORY CONDITIONS: The Romanians win at game end if they Control ≥ 10 stone buildings on board 49.

APAHIDA, east of CLUJ, TRANSYLVANIA, 11 October 1944: For centuries Transylvania had been fought over by Hungarians and Romanians. The "Vienna Award" of 1940 had placed a large portion of the region under Hungarian rule at the expense of the Romanians. Having switched sides to join with the Allies, the Romanians now saw their chance to recover this territory. After some initial setbacks, and now bolstered by Russian support, the Romanians went on the offensive to clear Transylvania of Hungarian opposition. An ad hoc armored detachment struck at the town of Apahida where the 2nd Hungarian Army was defending the Aranyos River line. Hungarian armored forces then counterattacked in an effort to contain the Romanian advance.

BOARD CONFIGURATION:



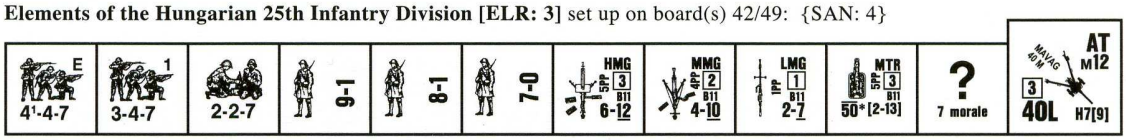
BALANCE:

- Add one roadblock and four 1-squad foxholes to the initial Hungarian OB.
- Add one 5-3-7 squad and one *SPW 251/1(g)* to the Turn 2 reinforcements.

TURN RECORD CHART

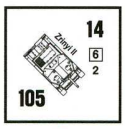
HUNGARIAN Sets Up First [110]	1	2	3	4	5	6	7	8	END
ROMANIAN Moves First [96]									

Elements of the Hungarian 25th Infantry Division [ELR: 3] set up on board(s) 42/49: {SAN: 4}



4 10 3 2 2 2 2 14 2

Elements of the 10th Assault Artillery Battalion enter on Turn 1 along the north edge:



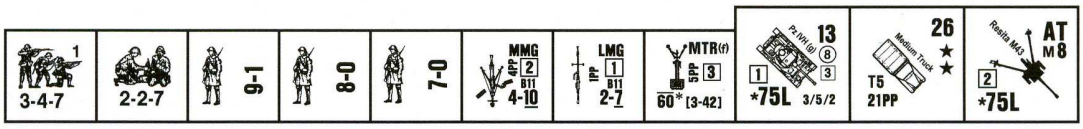
3

Enter on Turn 3 along the north edge:



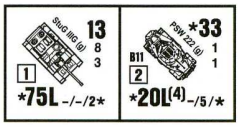
2 3

Elements of Romanian Armored Group Nicolescu/Matei [ELR: 3] set up on board 40: {SAN: 4}



14 2 2 3 2 2 2 2

Enter on Turn 1 along the south edge:



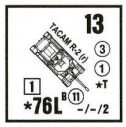
2

Enter on Turn 2 along the south edge:



5 5

Enter on Turn 3 along the south edge:



2

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. Place overlays as follows: **Hi12** on 42Z3/Z2; **Hi8** on 42S5/T4; **Hi9** on 49U1/T0. Place Pontoon Bridge counters (B6.41) on hexes 40Q2 and 40Q3.

3. No Quarter (A20.3) is in effect for both sides. Hand-to-Hand CC (J2.31) is allowed.

4. *StuG IIIG(g)* have no APCR.

5. Vehicular crews may not voluntarily Abandon (D5.4) their vehicles *[EXC: SPW 251/1(g) crews may abandon prior to Turn 7].*

AFTERMATH: The fighting was furious as these ancient enemies clashed. Both sides suffered heavy casualties, but eventually the Romanians took the town. They had to struggle to expand their bridgehead, as the Hungarian armored forces engaged in a true fighting retreat. This duel would become the Hungarians' most celebrated action of the war.

RETURN TO SENDER

ASL SCENARIO 120

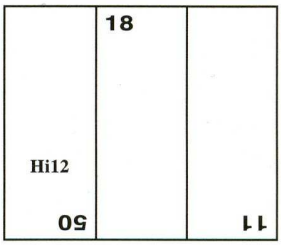
Scenario Design: Brian Martuzas



Near KOCANE, East of NISH, SERBIA, 14 October 1944: The Bulgarian surrender and subsequent re-entry into the war on the side of the Allies left the German positions in the Balkans in disarray. Army Group E in Greece and Albania saw its avenue of retreat restricted to the Morava River valley, and all roads led through Nish. Army Group F was entrusted with keeping this withdrawal route open and elements of the *7th SS Prinz Eugen Division* took up positions in the Rabicka Gora Mountains east of the Morava River. Before long, the familiar whine of German 105mm artillery could be heard, but this time the shells were incoming. The Bulgarians, armed and trained by the Germans, were now turning German-made weapons against their former ally.

VICTORY CONDITIONS: The Bulgarians win at game end if they Control all Level 3 and Level 4 Hill hexes on Board 50.

BOARD CONFIGURATION:



N

BALANCE:

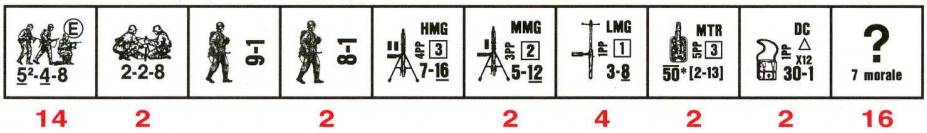
- Shorten game length to 9 Turns.
- Delete one 1-2-7 crew, one *FlaK 18* 88L and one Trench from the German OB.

TURN RECORD CHART

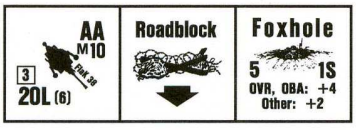
GERMAN Sets Up First [219]	☒ 1	☒ 2	3	4	5	6	7	8	9	10	END
☒ BULGARIAN Moves First [198]											

Elements of the 3rd Co. (FlaK) 7th Panzerjäger Bataillon and 3rd Bataillon, 13th Regiment, 7th SS Division *Prinz Eugen* [ELR: 3] set up on board 18 and/or on hexes numbered ≤ 7 on board 11: {SAN: 4}



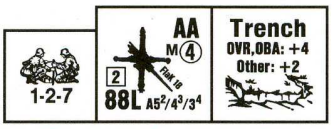


14 2 2 2 4 2 2 16



2 3 8

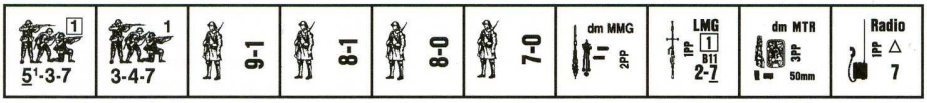
Remnants of the Ploesti Area FlaK Detachment set up on board 50 (see SSR 4):



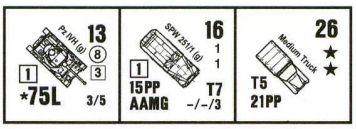
3 3 3

Elements of the Bulgarian 2nd Army [ELR: 2] enter on/after Turn 1 along the east edge: {SAN: 2}





6 24 2 3 4 3



6 3 6

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze blowing from the northwest at start. Beginning with the Bulgarian Rally Phase of Turn 5, the weather becomes Overcast (E3.5).

2. Place overlay as follows: **Hi12** on 50F4/F5.

3. The Bulgarians automatically receive Air Support (E7) at the start of Turn 2, in the form of two '42 FB with bombs. These are automatically Recalled at the end of German Player Turn 4. The Bulgarians receive one module of 100+mm OBA (HE only).

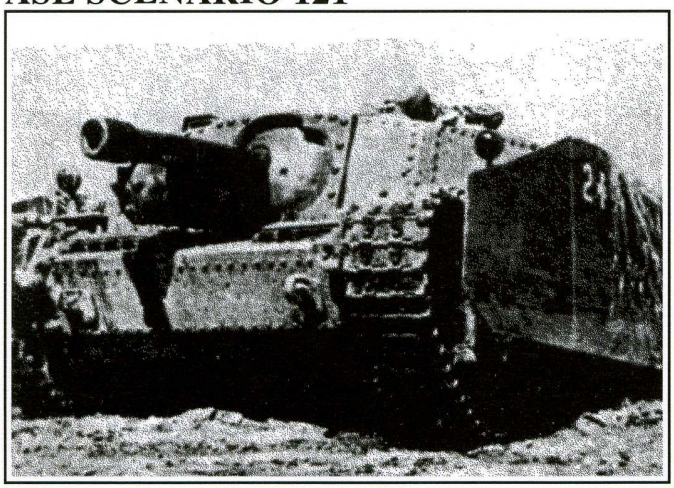
4. The Germans may use HIP for ≤ 2 squad-equivalents (including any SMC/SW that set up with them). German 5-4-8s/2-3-8s are SS, with a broken morale level 1 greater than normal and are subject to Replacement (A19.13) normally. PF and ATMM availability are NA. The *FlaK 18* 88L AA Guns and their 1-2-7 crews must use Red TH numbers. Empty trenches must set up in Concealment Terrain.

AFTERMATH: One veteran of the *Prinz Eugen Division* recalled: "The first enemy infantry formations moved out from the direction of Nishka Banja. One, two, three, then four tanks rolled along the road. They were German panzers, but with Bulgarian markings unfortunately. Trucks with mounted infantry accompanied the tanks." Fortunately for the *Prinz Eugen Division*, it had been augmented with German "88s" that had been withdrawn from the Ploesti oilfields after Romania's defection to the Allies. Despite the gun crews' inexperience in ground fighting, they were able to destroy five Bulgarian Mark IVs before fleeing from German-built fighter-bombers displaying Bulgarian roundels. Losses for the SS were so heavy that Russian reports proclaimed the destruction of the division. As rain and night fell, the survivors destroyed many of their heavy weapons and made their way across the Morava River. Their mission to hold open the escape route had been accomplished but at a high price.

END STATION BUDAPEST

ASL SCENARIO 121

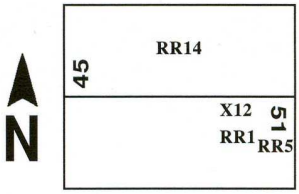
Scenario Design: Brian Martuzas



VICTORY CONDITIONS: The Romanians win at game end if there are no Good Order Hungarian non-crew MMC in hexes (including rubble hexes) of building 45K2.

BUDAPEST, HUNGARY, 15 January 1945: The 2nd Ukrainian Front, augmented by the allied 7th Romanian Corps under the command of General Nicholae Sovas, had reached the Danube. Hitler ordered that beautiful Budapest be made a "fortress city" even as the 3rd Ukrainian Front encircled it. The Romanians, ill equipped for city fighting, found themselves locked in close quarters fighting for the Eastern Railroad Station. Facing them were their old nemesis—the Hungarians—who intended to exact revenge for the pillaging of their capitol in 1921. For years their feud had festered, and now no quarter was expected or granted.

BOARD CONFIGURATION:



BALANCE:

✠ Add one *38M Toldi IIA* to the Hungarian Turn 1 reinforcements.

✲ Remove four Wire counters from the Hungarian OB.

TURN RECORD CHART

✠ HUNGARIAN Sets Up First [124]	✲ ✠ 1	✲ 2	✲ ✠ 3	4	5	6	7	8	9	10	END
✲ ROMANIAN Moves First [204]											

Elements of the 10th Hungarian Division [ELR: 3] set up on/west of row AA on board 45, and/or on/west of row G on board 51: {SAN: 5}



Elements of Group Billnitzer enter on Turn 1 along the west edge:



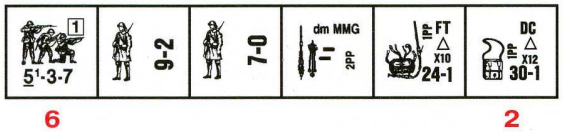
Enter on Turn 3 along the west edge:



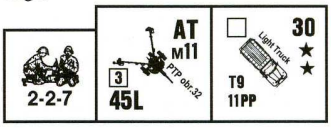
Elements of the 2nd Romanian Division [ELR: 3] enter on/after Turn 1 along the east edge: {SAN: 3}



Enter on/after Turn 2 along the east edge:



Enter on/after Turn 3 along the east edge:



SPECIAL RULES:

1. EC are Moist, with no wind at Start. Kindling is NA.

2. Building 45K2 is a Factory (B23.74). Place overlays as follows: **X12** on 51G10/H10; **RR1** on 51G9/F8; **RR5** on 51A7/B6; and **RR14** on 45O6/P6.

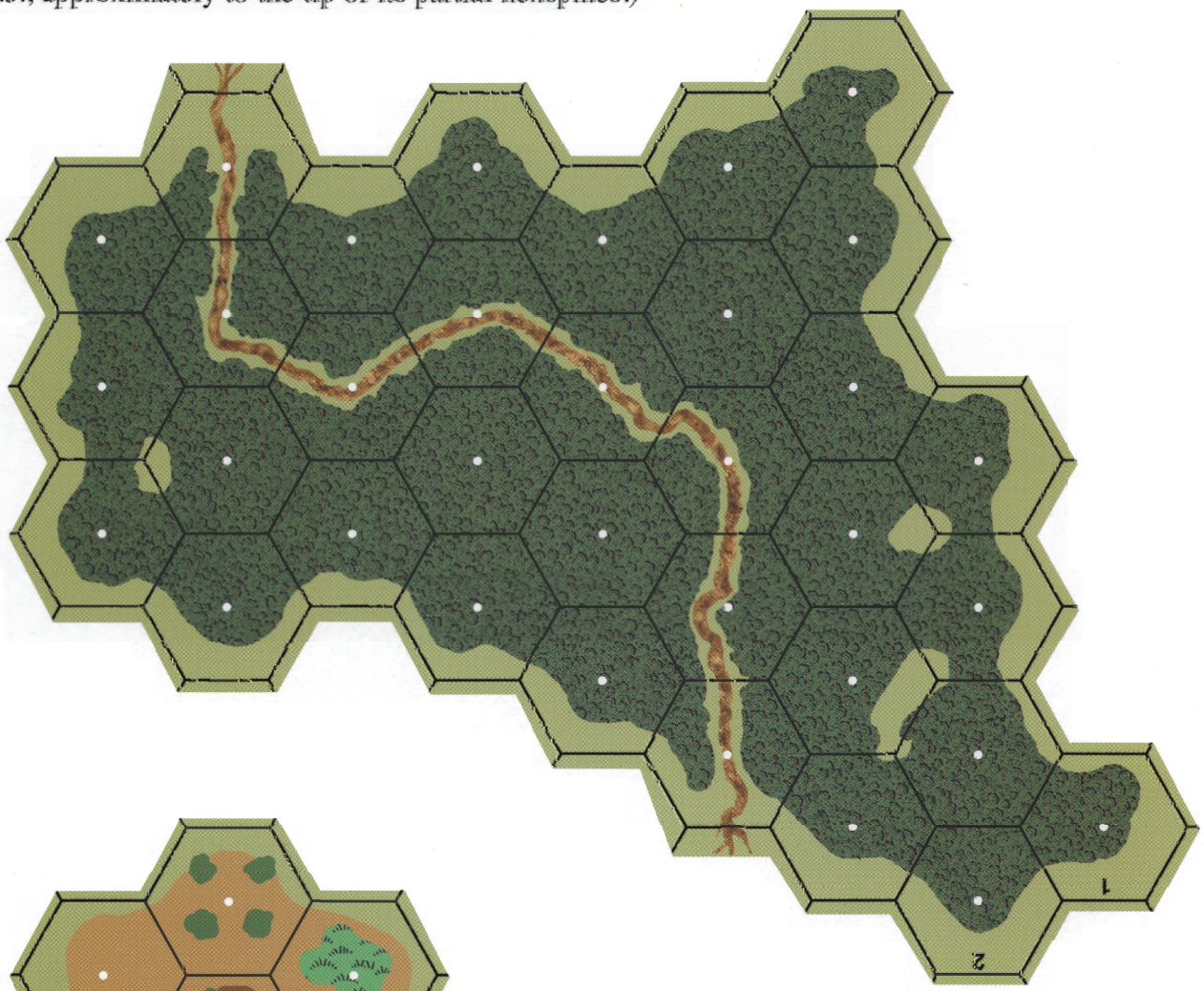
3. Both sides may declare Hand to Hand CC (J2.31). No Quarter (A20.3) is in effect for both sides.

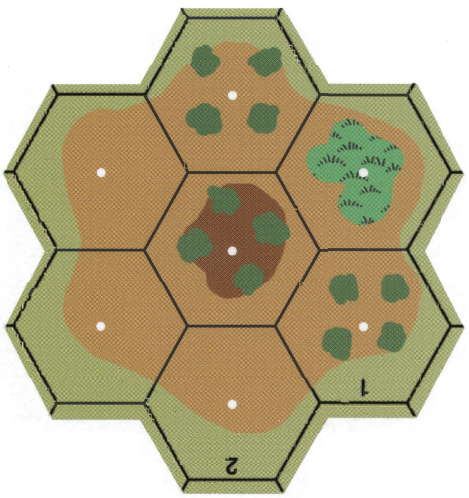
4. The Romanians may fire ≤ 8 Panzerfausts in the course of the scenario. The 5-3-7 Squads (and their associated HS) in the Romanian OB are Elite, and have a broken Morale Level 1 greater than printed. The 5-3-7 Squads are also Assault Engineers (H1.22).

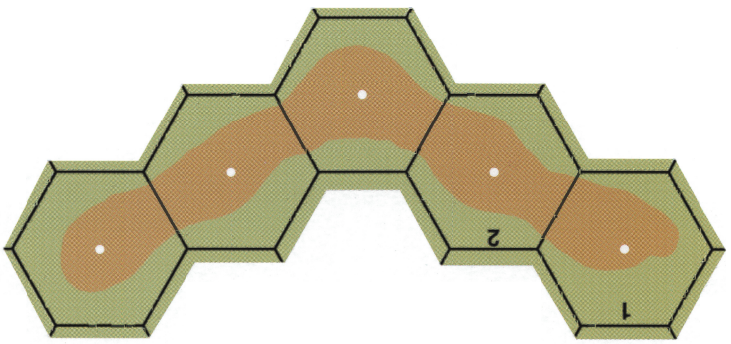
5. Prior to set up, each player alternates placing stone rubble counters on any building hex until 18 are placed. Falling Rubble (B24.12) DR are NA for these placements. The Romanian player places first. No more than two rubble counters may be placed per building.

AFTERMATH: From building to building, across track after track, the savage fighting raged into the ruined station until the exhausted, out-numbered defenders were finally overcome. The Romanians—now astride the wide Elizabeth Ring Road and close to the Danube—were denied the final victory, however. Russian Army commander Malinovsky, frustrated at the Romanian talent for eliciting a fanatic response from the otherwise demoralized Hungarians—pulled the 7th Corps out of Budapest.

Cut out each overlay 1/8" outside of its exterior hexside
(i.e., approximately to the tip of its partial hexspines.)







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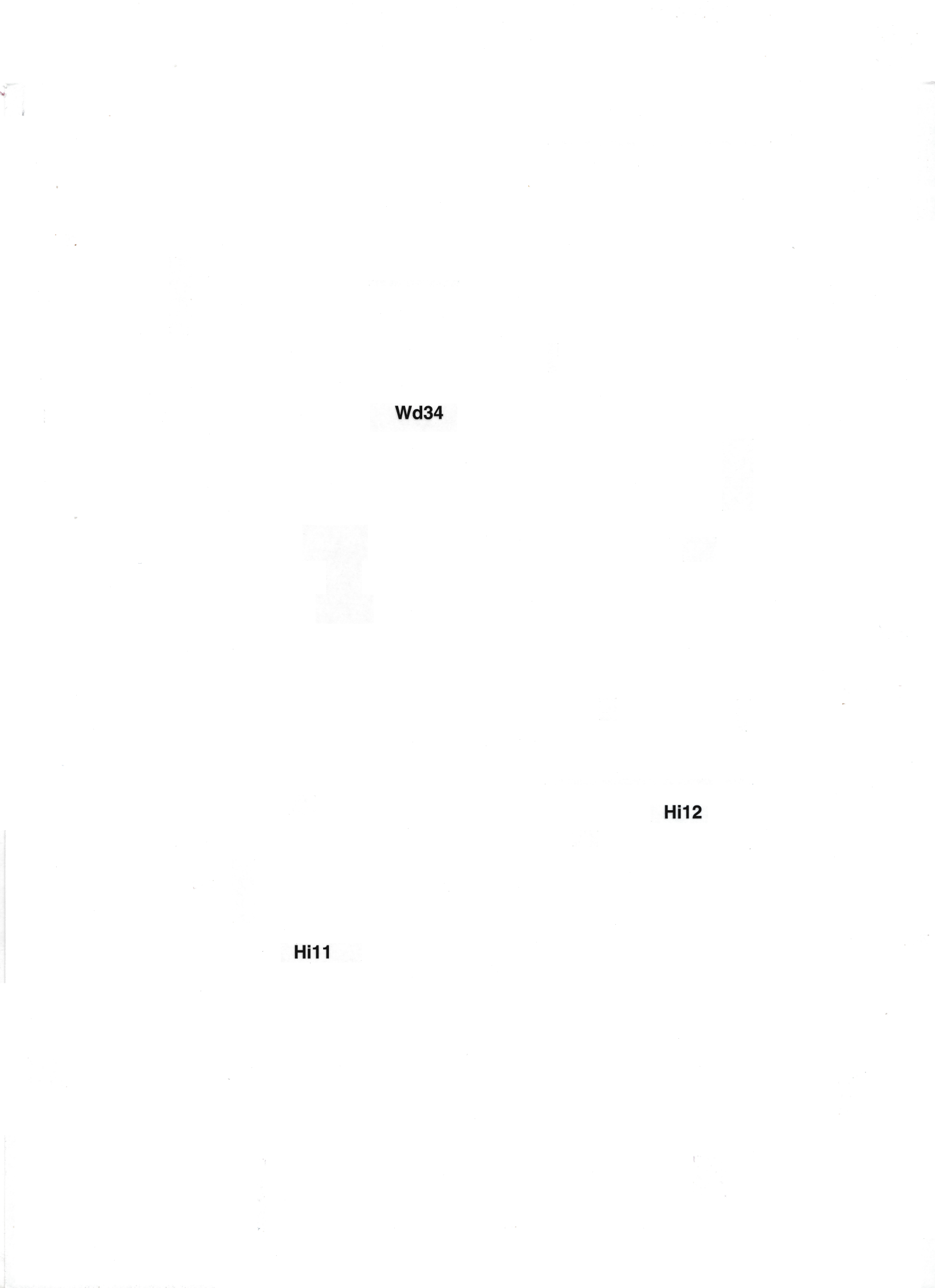
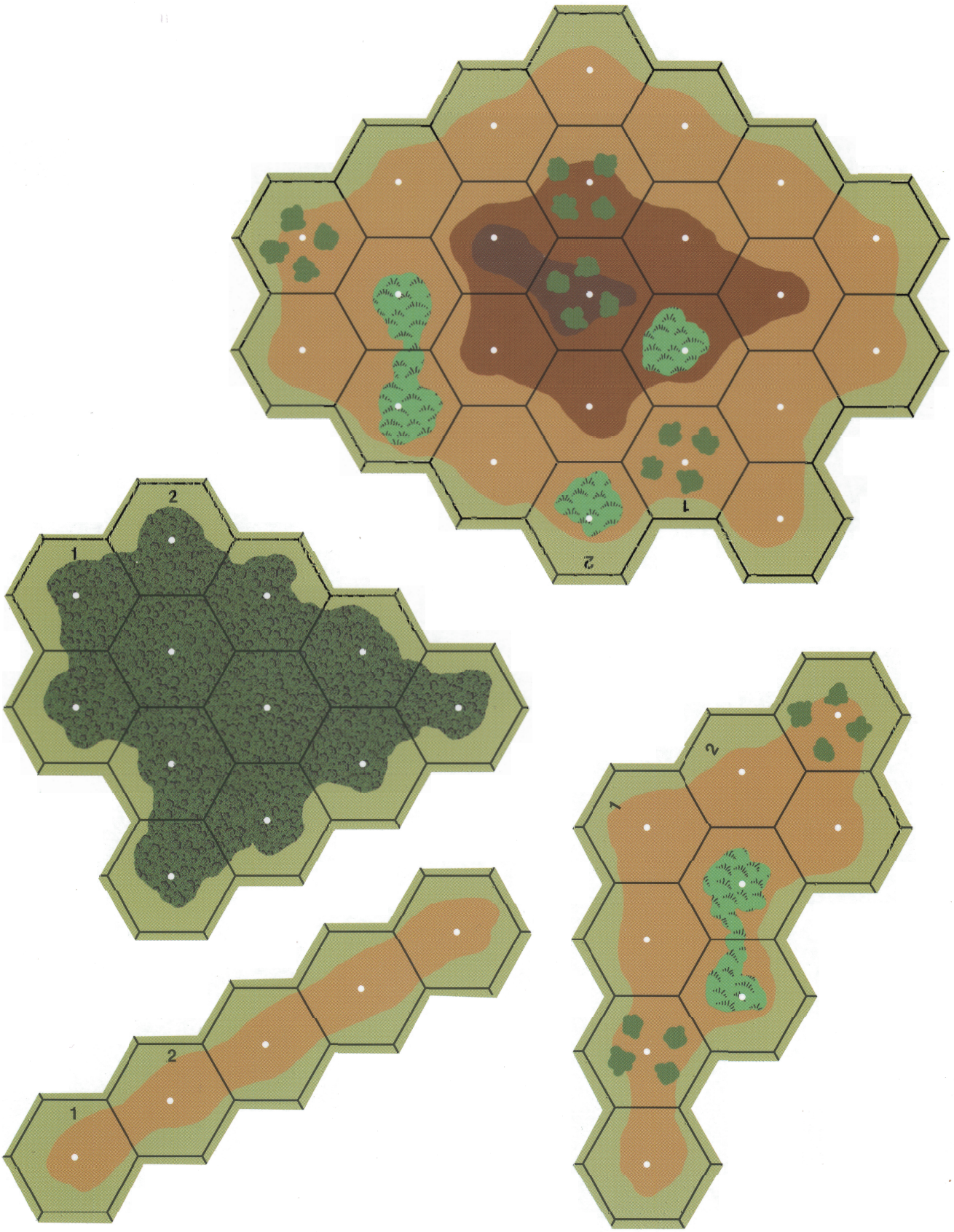

Wd34
Hi12
Hi11

Cut out each overlay 1/8" outside of its exterior hexside
(i.e., approximately to the tip of its partial hexspines.)



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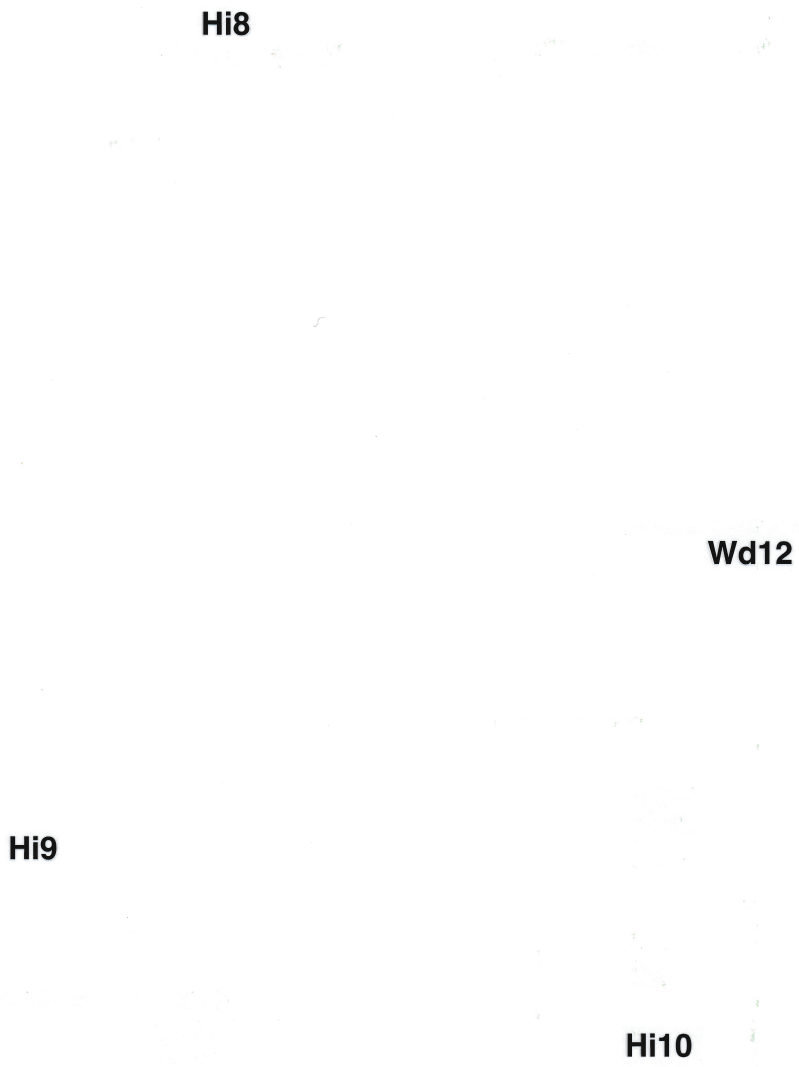
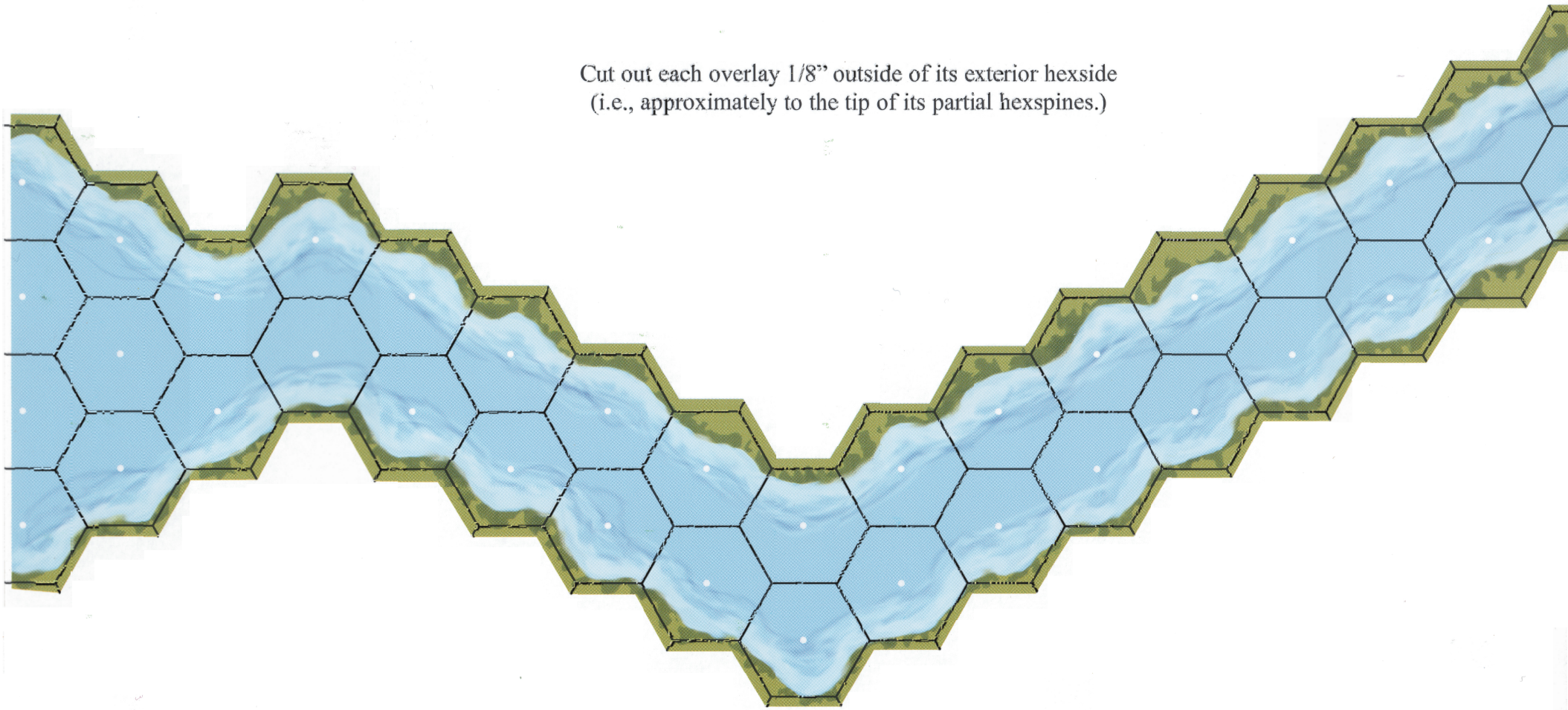

Hi8
Wd12
Hi9
Hi10

Cut out each overlay 1/8" outside of its exterior hexside
(i.e., approximately to the tip of its partial hexspines.)



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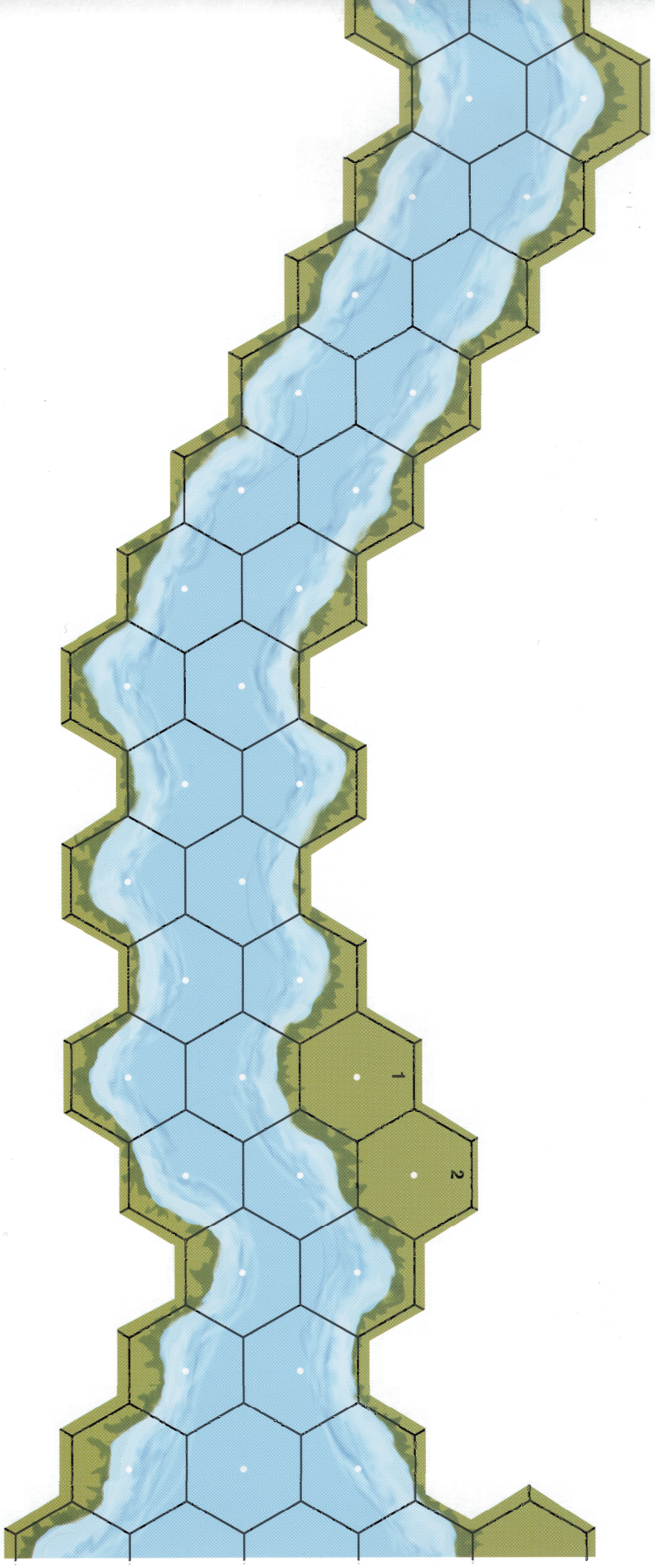

1
2

SMOKE source (even if the original SMOKE source was Dispersed). All drifting Smoke is a Hindrance up to two levels higher, and drifting WP up to four levels higher, than the Location it occupies, but never a Hindrance at levels below the Location of the original SMOKE source. Drifting SMOKE is removed immediately when the original SMOKE source is removed or when the wind changes direction or force. Whenever the original SMOKE source becomes Dispersed SMOKE, the number of gray Dispersed SMOKE counters drifting from it is decreased by removal of the furthest Dispersed SMOKE counter emanating from it (thus keeping the number of drifting SMOKE counters equal to the Hindrance DRM of that original SMOKE source). Smoke drifting from a Wreck/Terrain Blaze is treated identically to that from an original white Smoke counter.

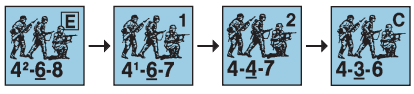
24.62 GUSTS: During Gusts (B25.651), remove Dispersed SMOKE and then flip the remaining SMOKE counters to their Dispersed side, first in the RPh and then again in the AFPh.

24.7 MOVEMENT: It costs one additional MF/MP to enter a SMOKE (including Dispersed SMOKE) Location during the MPh/RtPh (see B.2).

24.8 OUTGOING LOS HINDRANCES: Regardless of the type of SMOKE placed or the method by which it is placed, SMOKE is always more effective in obscuring the view/fire of units inside the SMOKE Location than units outside the SMOKE Location firing into it. Any LOS/non-Residual-fire which is traced out of or within (not through or into) a SMOKE Location must add +1 Hindrance DRM (to its IFT or To Hit DR if a fire attack) in addition to the normal effects of that SMOKE.

25. NATIONALITY DISTINCTIONS[30]

[The A./G. National Capabilities Chart lists all the different MMC types (as well as their national capabilities) for all nationalities in both Chapter A and Chapter G.]





25.1 GERMAN: In general, elite ground troops prior to 1944 should be represented by 4-6-8 squads; 5-4-8 squads should be used in 1944-45 or to represent paratroops. The 4-6-8 must undergo three ELR Replacements to reach Inexperienced status, whereas the 5-4-8 will do so in two Replacements.



25.11 SS: SS squads/HS (6-5-8/3-4-8) are elite Class troops with underlined morale differentiated by the SS insignia on the counter and their increased Morale Level on their broken side.[31] Early-war SS squads/HS (4-6-8/2-4-8) also have the SS insignia and increased broken Morale Level. SS crews and SMC do not receive the increased Morale Level on their broken side, and are therefore represented by normal German crew and SMC counters. SS are entitled to Assault Fire capabilities in any scenario during 1944-45. SS will not surrender to Russians via the RtPh method (20.21), do not become Disrupted while opposing Russians, and may perform Massacre (20.4). Any weapon/AFV identified in a scenario Order of Battle as belonging to a SS formation has its Depletion Numbers increased by one due to being Elite (C8.2).



25.12 COMBAT ENGINEERS: 8-3-8 squads represent special units such as the Combat Engineers of Pioneer Battalions and have an ELR of 5, regardless of the ELR of other German MMC in the scenario. However, 8-3-8s are not automatically considered Assault Engineers; any elite unit can be designated as an Assault Engineer in a DYO scenario (H1.22). SS Combat Engineers are differentiated by the SS insignia on the counter and their increased Morale Level on their broken side; SS rules (25.11) also apply.



25.2 RUSSIAN: Use of elite status troops should be reserved for those formations classified as Guards quality. Any weapon/ AFV identified in a scenario Order of Battle as belonging to a Guards formation has its Depletion Numbers increased by one due to being Elite (C8.2). Russian squads may not Deploy *[EXC: 20.5 & 21.22]*, although they can take HS losses and Recombine into squads again. A 4-2-6 squad Battle Hardens to a 5-2-7; a 2-2-7 HS to a 3-2-8.

25.21 ENTRENCHING: Russian units are entitled to a -1 DRM when entrenching. This DRM does not apply to prisoners of any nationality.

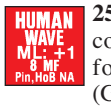


25.22 COMMISSAR: A Commissar is a 9-0 or 10-0 leader with special capabilities. At the *start* of any scenario (including DYO/ Russian Partisans) during or prior to 10/42, the Russian player may replace up to one 8-0 leader with a 9-0 Political Commissar and/or one 8-1 leader with a 10-0 Political Commissar provided the scenario is not begun with more Commissars than other leaders in the OB. No SSR is required to make this substitution.

25.221 A Commissar is superior to all leaders regardless of Morale Level, and therefore is the first unit in a Location to take an IFT-dictated MC (10.2), is exempt from LLMC/LLTC, and can even cause LLMC/LLTC to leaders of higher morale. An unpinned, unbroken Commissar increases the Morale Level of all other friendly Infantry/Cavalry units in the same Location by one *[EXC: Commissars and units with Morale Level of 10]*, while prohibiting the application of another leader's DRM to morale activities. A broken Commissar must always attempt Self-Rally, even if with another leader. A Commissar never receives the leader DRM of another leader when performing any action (including MC/TC), and is not subject to Unit Substitution (19.).

25.222 RALLY: A Commissar *must* attempt to rally broken units in its Location. A unit is immune to DM status while being rallied by a Commissar—in addition to the Morale Level increase (25.221). Any MMC which fails to rally under the direction of a Commissar is Replaced by the next lower quality unit of its size; if already the lowest quality, a squad is Casualty Reduced. A broken crew, SMC, or HS that cannot be Replaced is eliminated.

25.223 BERSERK: Should a Commissar go berserk, all friendly Infantry in the same Location automatically become berserk also *[EXC: units immune to Heat of Battle]*.



25.23 HUMAN WAVE (HW): Human Wave may only be conducted by Russians and Chinese (G18.5), but it also forms the basis for Cavalry Wave (13.62) and Banzai (G1.5). The ATTACKER may declare a HW attack during his MPh by selecting ≥ 1 participating MMC (and an average of at least two MMC per hex) from each hex of a chain of three or more adjacent contiguous hexes, as well as ≥ 1 leader from any of these hexes. All the participating units must be in a contiguous chain of ADJACENT Locations, must be in Good Order, free to move, and cannot have started *their* MPh yet. No unit in the HW chain can be a Guard, PRC *[EXC: Cavalry Wave (13.62)]*, or ADJACENT-to/in-the-same-hex-as an enemy unit *[EXC: G1.5]*. At least one unit in the HW chain must have a LOS to an enemy unit (the "target") within eight hexes which the chain will move towards during that MPh. The units participating in the HW are termed HW Units; they lose any concealment and are exempt from Heat of Battle, PAATC, and any pin results *[EXC: Minimum Move (4.134), Wounded SMC (17.2), Collapsed huts (G5.5)]* while they are part of the HW; for the remainder of that

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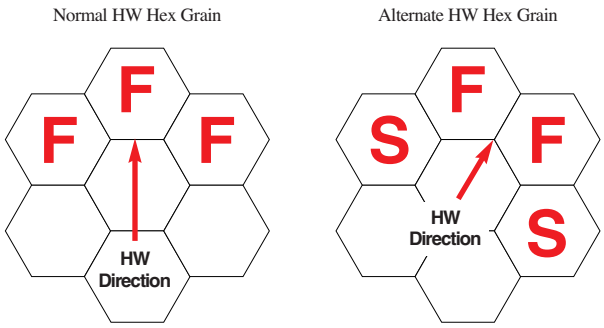
Player Turn they have their Morale Level increased by one *[EXC: if broken]* and are Lax (11.18).

HW DIRECTION

25.231 DIRECTION: The ATTACKER must choose one Hex Grain or alternate Hex Grain that includes the target enemy unit and that is as close as possible to a HW Unit that has LOS to, and is within eight hexes of, the target enemy unit. This HW (alternate) Hex Grain should be marked with HW Direction counters. The direction along the HW (alternate) Hex Grain towards, and beyond, the target enemy unit is the HW Direction *[EXC: a unit conducting a Banzai Charge (G1.5) against an enemy unit in the same hex cannot be used to establish the HW Direction; if no other unit can establish the HW Direction, then only units in the hex may participate in the Banzai Charge]*.

25.2311 FORWARD AND SIDE LOCATIONS: During the HW, two or three of the hexes adjacent to a HW Unit are considered forward hexes. Given a normal HW Hex Grain, the hex adjacent to a HW unit in the HW Direction is a forward hex, as are the two hexes adjacent to both this hex and the HW unit. Given an alternate HW Hex Grain, the two adjacent hexes in the HW Direction are forward hexes, and the two hexes adjacent to the HW unit and one of the forward hexes are side hexes. The Locations in forward hexes that are ADJACENT to the HW Unit are Forward Locations and the Locations in side hexes that are ADJACENT to the HW Unit are Side Locations.



● **25.232 MOVEMENT:** All HW Units have 8 MF (which can never be increased) and can enter enemy-occupied Locations, but cannot Assault Move, Dash, Search, carry more than their IPC, or use Column movement. The HW units must move using Impulse Movement (D14.3 *[EXC: a wounded SMC has 3 MF without restricting the other HW units' movement; if a wounded SMC has enough MF for its next action, but not as many MF as are being expended by the rest of the HW that Impulse, the remaining units may move as normal while the SMC instead expends its remaining MF for this action as if it were making a Minimum Move (4.134)—i.e., it becomes pinned and CX—even if it already entered a new Location this MPh]*.[32] For each Impulse, each HW Unit *must* (if possible) do exactly *one* of the following and cannot expend MF for any other reason: move to a Forward Location; move to a Side Location that contains an enemy unit; move up or down in a building while moving closer to the Ground Level and/or an enemy unit in that hex; move beneath Panji/Wire (with individual Exit dr for each HW unit); move above an Entrenchment/pillbox counter; move below an Entrenchment counter containing an enemy unit; move below an Entrenchment counter or into Crest status if lacking sufficient MF to enter a new Location. In addition, it may perform non-MF-dependant actions as per D14.31.

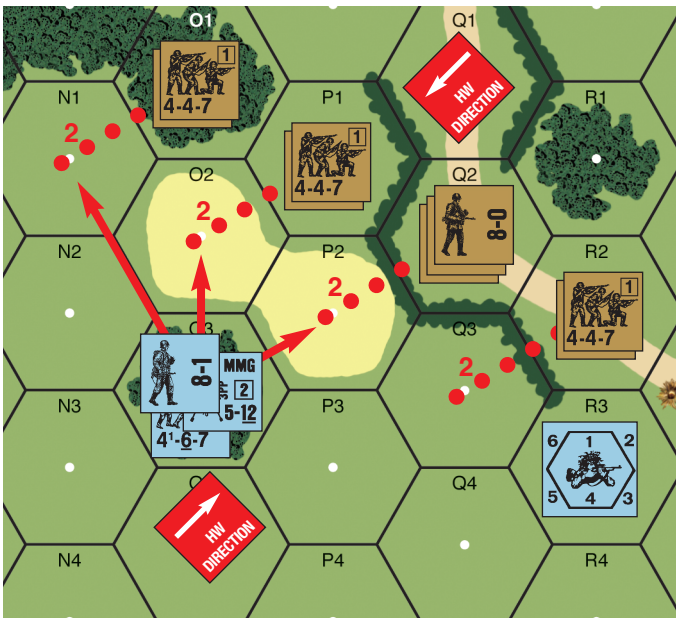
Hex Grain Range
Inc Rng to HW Hexgrain NA

25.2321 RANGE: If a HW Unit increases its Range to the HW (alternate) Hex Grain (25.231)—i.e., to the closest hex of that Hex Grain—it must be marked with a Range counter. As long as it is so marked, it cannot enter a hex that would increase the range to the (alternate) Hex Grain. The Range counter is removed as soon as the HW Unit decreases the range in a later Impulse (or at the end of the MPh).

25.2322 A HW Unit may enter neither a Location that it left in a prior Impulse that MPh nor a Location ADJACENT to such a Location. If the HW Unit is unable to move to a new Location, it must spend its remaining Impulses in its current Location.

25.233 ENEMY UNITS: If a Forward Location enterable by a HW Unit is devoid of armed, friendly units and contains an armed, Known, non-Disrupted enemy unit, the HW Unit must move to that Location, or to another enterable Location that contains either a Known enemy unit or a pillbox occupied by such a unit. Once any HW Unit enters such a Location during an Impulse, the Location is no longer devoid of friendly units, freeing other HW Units from the requirement to enter that Location during that Impulse. Upon entry of an enemy-occupied Location, mark all units with a CC counter. If a Location entered contains one enemy SMC only, Infantry OVR (4.15) is automatic without a NTC and with normal (non-doubled) MF cost, and the SMC cannot move to another Location. If the Location contains Disrupted/Unarmed enemy units, 19.12 and/or 20.54 apply at the end of the Impulse.

● **25.234 ENDING THE HUMAN WAVE:** A unit remains a HW Unit (even if no longer adjacent to another HW Unit) until it is: eliminated; broken; out of MF at the end of an Impulse; at the start of an Impulse in a Location (or in a hex with a pillbox) containing an armed, Known enemy unit *[EXC: if it uses the Impulse to move beneath an enemy-occupied Entrenchment counter]*; or is a Guard due to capturing a SMC/Unarmed/Disrupted unit (25.234). When there are no HW Units left or no HW Unit is able to enter a new Location, the HW ends. A unit that has been part of a HW may use Advancing Fire and/or Advance if otherwise able to *[EXC: if in a Location containing a Known enemy unit it is marked with a CC counter (or a Melee counter, as appropriate; 4.152, 20.54) and cannot advance out of that Location as long as that CC/Melee continues]*.



EX: The Russian has just declared a Human Wave attack using the enemy units in O3 for determining the direction. He must now choose a (alternate) Hex Grain that includes O3 and is as close to a HW Unit as possible. Possible (alternate) Hex Grains are: O1-O2-O3-O4...; P1-O2-O3-N3...; P1-P2-O3-O4...; Q2-P2-O3-N3...; and R2-Q3-P2-O3... which all have a range of 0 to a HW Unit. He chooses P1-P2-O3-O4.... by marking it with HW Direction counters. During the Human Wave, a unit's forward hexes will be the hexes that share hexsides 4 and 5 (see Sniper counter) with the unit's current hex, and its side hexes will be the hexes that share hexsides 3 and 6 with the current hex (i.e., a HW Unit in P2 will have O3 and P3 as forward hexes and O2 and Q3 as side hexes). If instead the non-alternate Hex Grain Q2-P2-O3-N3... had been chosen, a unit's forward hexes would be the hexes that share hexsides 4, 5 and 6, and there would be no side hexes (i.e., a HW Unit in P2 would have O2, O3, P3 as forward hexes).

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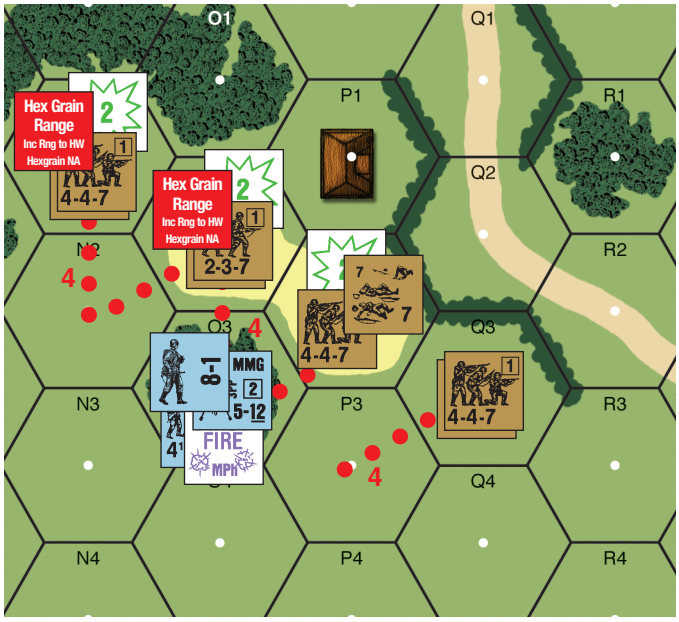
As his first Impulse the Russian moves all elements of the chain forward one hex as shown, at a total cost of two MF (because the units in Q2 and R2 had to cross a hedge). The units that entered N1 and O2 are marked with a Range counter (25.2321) since they increased the range to the HW alternate Hex Grain and must decrease the range before they can increase it again. The German 4-6-7 attacks N1 with its inherent 4 FP and -2 FFMO/FFNAM DRM and rolls an Original 9, which results in a PTC which is ineffective vs a Human Wave. The 4-6-7 is marked with a First Fire counter. The squad now fires the MMG directed by the 8-1 leader (7.53) at O2 and P2 with Spraying PBF. The attack is 5 FP (Area & PBF) with a -3 DRM (grain is not in season). The Original DR is an 8 (with a 2 colored dr), resulting in a 1MC vs both hexes. The Russian player rolls a 9 for the leader which breaks and now no longer has its Morale Level increased. All four squads roll ≤ 7 and are unaffected. They need not take a LLTC because they are part of a Human Wave (which is immune to Pin results). However, the MMG retained its Multiple ROF and—because the Russian Impulse used two MF—it may First Fire again and chooses to repeat the same attack. This time it rolls an Original 5 (2 on the colored dr), resulting in a K/2. The Random Selection DR in O2 is a tie, so both squads are Reduced to HS (7.302) before taking a 2MC, which they each pass by rolling ≤ 6. The Random Selection DR in P2 selects the broken leader, who wounds, rolls a 5 on his Wound Severity dr (17.11), and thus is eliminated. If, however, the leader had survived, it would not then have to take the 2MC. The two squads roll a 6 and 7 for their 2MC which breaks one, which then passes its LLMC with a 7. The MG has retained its Multiple ROF and the German wants to fire again but cannot, because two shots are all that are allowed vs a moving unit that expended only two MF in its Location. The MG cannot avoid this by picking another target, because all of the units in its LOS moved simultaneously as part of the same Impulse (moreover, the other targets are all outside of the MG's now-fixed CA; 9.21).



In the second Impulse at least one of the HW Units in O2 or P2 must now enter O3 (25.233). The Russian moves all unbroken units forward as shown. Since the 4-4-7 in P2 enters O3, the two 2-3-7 in O2 are free from the restriction of 25.233 and may instead move to N2, which one of them does, while the other enters O3. Of the units that were marked with Range counters in the first Impulse, the two 4-4-7 in N1 and the 2-3-7 that enter O3 can remove their Range counters since they now decrease the range, while the 2-3-7 that enters N2 does not and must keep its Range counter. The German must use Subsequent First Fire vs the 4-4-7 and 2-3-7 as they enter his hex (8.312) and because they both enter O3 as part of the same Impulse, he fires at them simultaneously.

It is now the Russian third Impulse; the Russian units currently in O3 now end their MPh and may move no farther (25.234), but the Russians in N2 and P3 must continue the Human Wave. The units in P3 can enter O3 (since it is a Side Location containing enemy units) or the Forward Locations O4 or P4. The two 4-4-7 in N2 can enter the Side Location O3 or the Forward Locations M3 or N3, but will be marked with a Range counter if entering M3. The 2-3-7 in N2 can enter N3, but can enter neither M3 (since it is already marked with a range counter) nor O3 (which is ADJACENT to the O2 Location that the 2-3-7 left earlier in the MPh per 25.2322). From N3 it will be able to enter M4 or N4. At the end of the Impulse, the German squad must use FPF vs any new units entering O3 in that Impulse with 13½ FP (9 [FP] × 3 [TPBF] = 27 divided by 2 [Area Fire] = 13½), but only the Russian units entering O3 during that Impulse will be affected.



25.24 PARTISANS:[33] Partisans can belong to any nationality but are listed here and represented by Russian colors because they were most prevalent on the Eastern Front. Partisans are represented by 3-3-7 squads with a broken Morale Level of 6, and are considered Stealthy while in Good Order. Partisans are not affected by the special rules for their nationality; a Russian Partisan unit is treated as a Partisan unit, not a Russian unit *[EXC: Russian Partisans may use Commissars; 25.22]*. Partisan leaders have no leadership effect whatsoever over non-partisan units (and vice versa). Unless specifically indicated otherwise, Partisans have an ELR of 5 regardless of the ELR of non-Partisan allied forces in the scenario. Partisans never surrender by the RtPh method, are considered neither elite (including SMC) nor Inexperienced for any purpose, and never become Disrupted.

25.241 MOVEMENT: Partisans may be subject to SSR which grant them specific movement advantages in wooded or urban areas. Partisans that are moving as a combined stack together with non-Partisan units may endow the regular units with whatever SSR-endowed movement advantages they have.

25.242 Ordnance used by Partisans always uses the red To Hit Numbers *[EXC: ATR/MG]*.



25.3 AMERICAN: U.S. Infantry squads have a printed broken Morale Level one higher than that used on their Good Order side except for 1st Line Infantry, which have a broken Morale Level two higher than their Good Order side. Second Line Infantry should generally be used to represent American units which were not prepared for combat. See G17.1 for U.S. Marine Corps and G17.2 for pre-6/42 U.S. Army and Philippine Army troops.



25.31 PARATROOPS: 7-4-7 squads have an ELR of 5, regardless of the ELR of other U.S. MMC in the scenario.

25.32 ORDNANCE: All U.S.-built AFV/ordnance *[EXC: ATR/MG]*, including such equipment used by other nationalities (identified by the (a) in the name), uses red To Hit Numbers prior to 1944 and black To Hit Numbers thereafter.[34]

25.33 AMMUNITION: No fighting men were better supplied than the Americans, who excelled in logistics. American OBA batteries are assumed to have Plentiful Ammunition unless specified otherwise.

25.34 SMOKE: An American squad may place either WP or conventional Smoke grenades at its option, but placing WP is more difficult (see 24.3).



25.35 U.S.-BUILT, BRITISH-COLOR SW: U.S. MMG, HMG, .50-cal HMG, M2 60mm mortars and BAZ 44 are provided in the British color in *FOR KING AND COUNTRY*. They are identified by having "(a)" in their piece name, and are used by Free French as per 25.55. The BAZ 44(a) is also used to represent a BAZ 44 Scrounged (D10.5) from a U.S.-built vehicle/wreck [which includes one with "(a)" in its piece name] by Free French (only); other nationalities would Scrounge a U.S.-color BAZ 44. The appropriate MG(a) is also used to represent one Removed (D6.631) from a U.S.-built vehicle by a British (as defined in 25.4) unit. A MG Scrounged by any nationality from a U.S.-built or British-built vehicle/wreck takes counter form as a standard British LMG, with no Captured penalties when being used by a U.S. or British (25.4) unit. Captured penalties do not apply to the use of U.S.-color MG by British (25.4) units, nor to U.S./British-(25.4) use of British-color "(a)"-type SW *[EXC: non-Free French British treat all, while Free French treat no, type(s) of U.S. MTR/BAZ as captured]*.

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25.4 BRITISH: British troops also encompass all "Commonwealth", Free French, and liberated forces. Guardsmen, Gurkha, ANZAC (Australian and New Zealand), and Free French/Polish forces should generally be regarded as elite troops, as should Canadian units—all of which were composed of volunteers rather than draftees. Colonial troops such as the King's African Rifles and pre-44 Indian troops in India and Burma should be considered 2nd Line troops represented by 4-4-7 squads. See 25.53 for Free French.



25.41 GREEN: British 4-3-6 squads (and their HS) are Green troops. They are considered Conscripts only in hypothetical scenarios depicting the British Home Guard or poor quality colonial troops.



25.42 AIRBORNE: The 6-4-8 squads represent Airborne troops and have an ELR of 5, regardless of the ELR of other British MMC in the scenario.

25.43 GURKHA: Gurkha troops were feared in CC due to their handiwork with their famed Kukri knives (which were a combination knife-hatchet-sword). Whenever ≥ one unbroken Gurkha Infantry unit is the ATTACKER in CC/Melee or Ambushes the enemy in CC, that CC/Melee may become Hand-To-Hand (J2.31) at the option of the Gurkha player unless every such Gurkha unit participating in it was Ambushed in that phase and/or is withdrawing/pinned. However, Hand-To-Hand CC can never be used by/vs any vehicle/PRC/pillbox-occupant(s). Each Gurkha Hand-To-Hand CC attack receives an extra -1 DRM unless every Gurkha Infantry unit participating in that attack is pinned/Unarmed. Hand-To-Hand Melee counters are provided in *Code of Bushido*. Gurkhas are Commandos (H1.24) unless Green. Gurkhas will not surrender via the RtPh method (20.21) or become Disrupted.

25.44 ANZAC: Good Order ANZAC (Australian and New Zealand) forces are Stealthy unless Green.

25.45 COWERING: British troops were renowned for their marksmanship and calmness under fire (or "Moral Fibre" as they termed it). Therefore, their elite and 1st Line units are immune to Cowering effects *[EXC: Free French; 25.53]*.

25.46 WP: A British squad may place only normal (i.e., not WP) smoke grenades prior to 1944. Beginning in 1944, they may also place WP (24.3). This restriction does not apply to ordnance WP ammo.



25.5 FRENCH: French units and the rules (25.51-.52) pertaining to them apply only until the French capitulation, and to Vichy French forces thereafter.[35] Free French forces use British units and rules (25.53).



25.51 GREEN: French 4-3-7 squads are considered Green reservists (not Conscripts), and should ordinarily be brought into play by ELR Unit Substitution.

25.52 ORDNANCE: French vehicles use red To Hit Numbers *[EXC: MG MA]*; other French ordnance uses black To Hit Numbers.

25.53 FREE FRENCH: Use British counters and rules for Free French Personnel *[EXC: Free French squads have Assault Fire (7.36) capability in/after 12/43; the 25.45 immunity to cowering never applies to Free French]*. Free French OBA (including Accuracy and Draw Pile) is always treated as if British *[EXC: DYO purchase; 25.57]*. See also 25.35 and 25.54-.57 and the French section of Chapter H.

25.54 PRE-12/43 EQUIPMENT: For scenarios set prior to 12/43, Free French use (without Captured penalties) certain British [/British-color "(f)"; 25.56] SW, vehicles and Guns, and the rules covering them.

25.55 12/43-5/45 EQUIPMENT: For scenarios set in/after 12/43, Free French use (without Captured penalties) British color "(a)"/"(f)" SW (see 25.35 and 25.56), certain U.S. [/U.S.-color "(f)"; 25.35] vehicles and Guns, and the rules covering them *[EXC: Free French Inherent crews are considered British when determining their morale as per D5.1]*.

25.56 FRENCH-BUILT EQUIPMENT: Certain French-built SW/vehicles/Guns are provided in *CROIX DE GUERRE* for Free French use. They are in the U.S./British color, and are identified by having "(f)" in their piece name. An "(f)"-type, or French-color, SW/vehicle/Gun suffers Captured penalties when being used by *other than* (Free/Vichy) French.

25.57 DYO: Free French use their own SW Allotment, OBA Availability, and Rarity Factor Charts for DYO scenarios. Use H1.463 for Free French OP tanks. Free *and* Vichy French cannot be purchased by the same side.

25.6 ITALIAN: Italian ordnance uses the red To Hit Numbers *[EXC: ATR/ MG]*.[36]



25.61 ELITE: 4-4-7 squads, their 2-4-7 HS, and 2-2-7 crews are the only elite Italian MMC. Only elite Italian squads may Deploy *[EXC: 20.5, 21.22]*. A 4-4-7 which suffers ELR failure is Replaced by a 3-4-6.



25.62 1ST LINE: The 3-4-7 squads represent the Bersaglieri which were light infantry transported by trucks, motorcycles, or bicycles. A 3-4-7 which suffers ELR failure must be Replaced by a Conscript squad, and not a lower quality 1st Line squad, while a Conscript squad that Battle Hardens becomes a 3-4-6.

25.63 SURRENDER: The +1 CC DRM for a capture attempt does not apply vs non-elite Italian defenders. Once captured, no Italian unit will attempt escape (20.55).

25.64 LAX: Non-elite Italian units are always Lax (11.18).

25.65 PAATC: Non-elite Italian troops (including Inexperienced units) must pass a 1PAATC rather than a normal PAATC whenever required to take a PAATC.



25.7 FINNISH: Finnish Personnel may attempt Self-Rally during any RPh, are immune to Cowering results, and are Stealthy while in Good Order unless Green. Finns may also Deploy without leadership by passing a 1TC instead of a NTC (1.31). Finns do not require leadership presence to Recombine (1.32) *[EXC to all: 25.72]*.[37] When using the blue Finnish counters from *Beyond Valor* 1st edition, use German crews, heroes, and SW where needed.



25.71 LEADERS: Finnish units usually take less severe LLMC/LLTC (the most severe being a 1MC/1TC) because Finnish leaders have a unique rank structure descending in order as follows: 10-1, 10-0, 9-1, 9-0, 8-0. Finns are not eligible for Field Promotion. If leadership is present, Finns may Deploy normally (1.31).

25.72 The Finns refused to follow German dictates to operate outside their recaptured historic borders. Therefore, in any scenario taking place beyond Finland's 1939 borders (as noted by SSR), Finns are represented by 5-4-8 squads and 25.7 does not apply.



25.73 SISSI: The 8-3-8 squads and 3-3-8 HS represent Sissi elite units which were ski-trained and specially equipped.

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25.74 BATTLE HARDENING: Finnish leaders Battle Harden and are Replaced according to the unique Finnish rank structure (25.71). Finnish 1st line units become Fanatic if receiving a Battle Hardening result.



25.8 AXIS MINORS:[38] The Romanian, Hungarian, Slovakian, Croatian, and Bulgarian troops which comprised Germany's minor allies were neither well equipped, nor particularly ardent practitioners of Hitler's war. As such, the broken Morale Level of all such non-elite squads is one less than their unbroken Morale Level. Any Axis Minor troops fighting within their own borders should generally be represented by Elite and 1st Line MMC with an SSR making their broken side Morale one higher than printed *[EXC: when fighting against partisans or Germans]*. Due to the historical dislike Hungarians and Romanians had for each other, in all scenarios where Hungarians are fighting Romanians, the broken Morale Level of their MMC is one higher than printed and No Quarter (20.3)[39] is in effect for both sides.

25.81 PAATC: Non-elite Axis Minor troops[40] (including Conscript units) *[EXC: 1st Line Romanian MMC beginning 7/43]* must always pass a 1PAATC rather than a normal PAATC when called upon to take a PAATC.

25.82 ESCAPE: Axis Minors *[EXC: if within own national borders vs Russians]* will not attempt escape. Axis Minors surrender on a Final Heat of Battle DR >10 *[EXC: in any scenario where the Hungarians and Romanians are fighting each other, each nationality goes Berserk on a Final Heat of Battle DR of 10 or 11 (rather than Surrender)]*.

25.83 ORDNANCE: Axis Minors use red TH# *[EXC: Romanian, Hungarian, and Slovakian units using German-manufactured or Czech-manufactured equipment, as designated by "(g)" or "(t)" in the piece name, use black TH#]*. HEAT is available beginning 1/43 per the applicable Chapter H note.



25.84 SMG SQUADS: The 5-3-7 squads and their 2-2-7 HS are 1st Line MMC that are available as Romanian SMG squads (infantry in armored units, Air Force security units, etc.) beginning 1/43 and in some Bulgarian armored units beginning 10/44. A 5-3-7/2-2-7 is replaced by a Conscript when it suffers ELR and becomes Fanatic if it Battle Hardens, while a Conscript squad that Battle Hardens is replaced by a 3-4-7.

25.85 PANZERFAUST (PF): Non-crew Romanian and Hungarian MMC use PF as if they were Germans (C13.3) except as otherwise noted. Availability begins 3/44 for Romanians and 6/44 for Hungarians. A unit making a Final PF check dr ≤ 2 has a PF and an opportunity to fire it. PF range is limited to one hex prior to June 1944 and two hexes from June 1944 on. All non-date-dependent PF check drm apply normally. Additionally, Conscripts receive a +1 PF Check drm, Elite Romanians receive a –1 PF check drm vs AFV, and all Romanians receive a +1 PF check drm in scenarios set in 1945. The total number of PF shots taken in a scenario may not exceed the number of squad-equivalents for Hungarians in 1944-45 and for Romanians in 1945, and $1^1/_2$ times the number of squad-equivalents for Romanians in 1944.



25.86 HUNGARIAN TROOPS: Hungarian troops are represented by unique two-tone counters[41]. All Axis Minor rules apply normally.

25.87 ROMANIAN ATMM: Beginning 7/43 an unpinned, Good Order Elite/1st-Line Romanian non-crew MMC[42] may roll for an ATMM (C13.7) before making its CC attack *[EXC: ATMM add a –2 DRM to the CC attack of that unit]*. The only drm that apply to an ATMM Check are +1 for CX, +1 vs an unarmored vehicle, +1 if a HS, +1 if 1st Line, and +1 before 1944.



25.9 ALLIED MINORS: The broken Morale Level of all minor country squads is one less than that unit's unbroken Morale Level *[EXC: Greek or Yugoslavian forces opposing an all-Italian OB have the broken Morale Level of their MMC increased by one]*. Polish and Belgian elite and 1st Line Infantry squads should generally be assigned Assault Fire via a SSR.[43]

25.91 PAATC: Non-elite Allied Minor troops (including Inexperienced units) must pass a 1PAATC rather than a normal PAATC when called upon to take a PAATC.

25.92 After the conquest of their own country, Allied Minor forces are often represented by the British or Russian forces by whom they were organized and supplied, and are therefore governed by those British or Russian nationality rules.

26. VICTORY CONDITIONS

26.1 CONTROL VICTORY CONDITIONS: Control of Locations, hexes, or buildings often determines scenario Victory Conditions. Control of Locations/hexes/buildings is accomplished by gaining Control of them at scenario start and/or during the game.

Once Control of a Location/hex/building has been gained, that side retains Control of it (even if the circumstances that allowed the side to gain Control no longer apply *[EXC: 26.12]*) until the opponent actively *gains* Control of it.

26.11 GAINING CONTROL: At scenario start a side gains Control of all Locations/hexes/buildings within its set-up area *[EXC: if within both sides' set-up areas]*, as well as all Locations/hexes/buildings on a board if that side is the only side which may set up on that board at scenario start.

During play, a side gains Control of a Location/hex/building by occupying it with an armed Good Order Infantry MMC without the presence of an armed enemy ground unit *[EXC: subterranean units]* in that same Location/hex/building (see also 26.13-.14 for hex/building Control). Control can be gained during the act of movement; a unit need not end a phase (or even survive Defensive First Fire) in the Location/hex/building to gain Control of it. However, Control cannot be gained via Bypass.

A vehicle (or its PRC) can never gain Control of a building, but may gain Control of its Location/hex as per 26.12. A non-bypassing armed vehicle (or armed PRC) prevents the opponent from gaining Control of the Location/hex/building it occupies. An armed vehicle in bypass of a building prevents the opponent from gaining Control of the Location/ hex, but not from gaining Control of the building.

After successfully securing a building by Mopping Up (12.153), a player gains Control of the building and all its hexes and Locations *[EXC: any Location/hex containing an armed enemy vehicle (including armed PRC) in bypass]*. See G11.94 for Control of caves.

26.12 VEHICULAR CONTROL: An armed, non-bypassing vehicle temporarily gains Control of the Location it presently occupies if that Location is devoid of armed enemy units. Control immediately reverts to its prior status (either un-Controlled or enemy-Controlled) if the vehicle leaves the Location. A vehicle which Controls the only Location in a hex also Controls that hex.

EX: The unoccupied bridge hex and bridge Location at 13CC5 are both Controlled by the Russians. A PzIIIG enters the bridge, and temporarily gains Control of the bridge Location—but not the hex. If a 4-5-8 advances in with the AFV, the German player still Controls the bridge Location. As soon as the PzIIIG leaves the bridge the Russian player immediately reclaims Control of the bridge Location, regardless of the presence of any Russian units.

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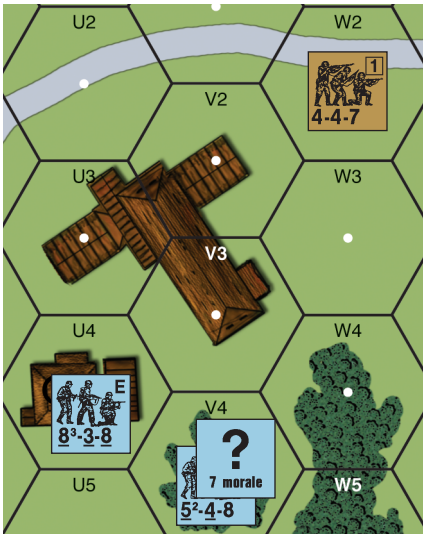
26.13 HEX CONTROL: Only an armed Good Order Infantry MMC at *ground* level can gain Control of the hex it occupies *[EXC: Mopping Up (12.153); Bridge hex (B6.); a vehicle Controlling the only Location within the hex (26.12)]*.

26.131 BRIDGE HEX: An armed Good Order Infantry MMC in either the Bridge Location or the Depression Location of a bridge hex can gain Control of the hex.

26.132 PILLBOX HEX: Control of a pillbox hex is gained by Controlling the pillbox Location *and* occupying the hex with an armed Good Order Infantry MMC while the hex is devoid of armed enemy ground units (B30.91).

26.14 BUILDING CONTROL: An armed, Good Order Infantry MMC at any non-rooftop, non-subterranean level in any hex of a building can gain Control of the building; a side need not physically occupy all levels or all hexes of a building to gain Control of it as long as the conditions of 26.11 are fulfilled. The different hexes of a Rowhouse structure (B23.71) are considered *one* building for building Control purposes.

26.15 CONCEALMENT: Dummy units cannot gain Control, but a concealed stack containing real units may if otherwise able to. Likewise, a dummy unit cannot prevent the opponent from gaining Control, but a concealed or HIP armed unit can. In all cases, control of a Location/hex/building by a concealed or HIP armed unit need not be declared until game end. Control of a Location/hex/building may be verified by Searching, Mopping Up, or physically occupying (at the start of the CCPh if G.4 applies) all Locations of the building/hex, but there is no requirement to do so.



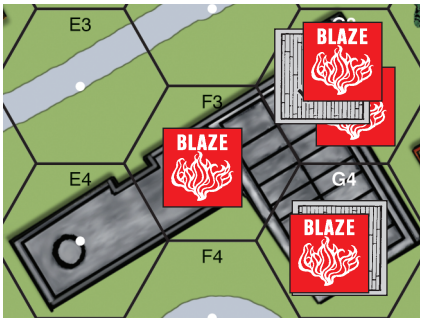
EX: Building 22U3 is Controlled (as are its three hexes and six Locations) by the German player. During the Russian MPh, a 4-4-7 enters the ground level of V2 and immediately gains Control of the building, hex V2, and the ground level Location of V2. It continues to the upper level of V2, gaining Control of this Location, then moves to the upper level of V3. In V3 it gains Control of the upper level Location, but *not* of the hex since it must occupy the ground level Location of a hex to gain Control (26.13). Based on the MF expenditure for entering V3, the 8-3-8 fires and breaks the 4-4-7, but this has no effect on Control since the 4-4-7 was in Good Order when it entered the Location. During the RtPh, the 4-4-7 routs back to the upper level of V2. In the next German MPh, the concealed 5-4-8 enters the ground level of V3. The German player already Controls the ground level Location and hex, but if he didn't, he would gain Control of them now. He does not gain Control of the building since the broken 4-4-7 is still an armed enemy unit and thus prevents the German player from gaining Control. The 5-4-8 continues to the ground level of V2, gaining Control of that Location (although this Control by a concealed unit need not be declared at this time), but not of the hex due to the 4-4-7 in the upper level. If the 4-4-7 is eliminated, the German player would then immediately gain Control of the building and hex V2. At that point, the Russian would Control the upper level Locations of V2 and V3, while the German player would Control the building, all its hexes, and all other Locations. If the building hexes were separated by black Rowhouse bars, Control of the Locations/hexes/building would still be as described above (although certain movement possibilities would be precluded).

If the 5-4-8 Mopped Up the non-Rowhouse building 22U3, the 4-4-7 (if still alive) would Surrender, and the German player would Control all Locations, all hexes, and the building. If building 22U3 were a Rowhouse which the 5-4-8 Mopped Up, however, the 4-4-7 (being in the same hex with the 5-4-8) would still Surrender, and the German player would still gain Control of the building and (by virtue of Mopping Up) the upper level Location of V2, but the upper level Location of V3 would remain under Russian Control (since Rowhouses are treated separately for Mopping Up—B23.71).

26.16 CONTROL FORFEITURE: A player forfeits to his opponent Control of any Location/hex/building which he has deliberately set on fire by Kindling (B25.11)—even if that Fire (i.e., Flame or Blaze) spread from elsewhere. If, due to a Fire deliberately Kindled by a player, parts of the playing area become totally unenterable by armed enemy ground units, the opponent immediately gains Control of every Location/hex/ building completely within that area, even if the area is unenterable partly by other causes (e.g., Rubble, non-Kindled Blazes, etc.). A player gaining Control due to a deliberately-started Fire does so even if he has no units in the area and regardless of the presence of enemy units. A player who forfeits Control in this manner may not regain Control until the Fire causing forfeiture is extinguished, or the Fire is later considered to have been accidentally started because Fire started by both sides has become joined (26.162).

26.161 A player is not held responsible for Fires started randomly while firing (e.g., with HE, FT, MOL, WP, or vs Huts [G5.6] or by causing a Burning Wreck), or for Fires existing at the start of play. An accidentally-started *Flame* counter does not affect Control in any way, but such *Blaze* counters may: if the *ground* level Location(s) of one or more adjacent hexes are unenterable by both sides because of such Blaze counter(s), the side that Controls a majority of hexes adjacent to this area also gains Control of all hexes of this area. Any Location that is unenterable due to such a Blaze or Rubble is Controlled by the side Controlling its hex. Control of a building that is unenterable due to such a Blaze is gained by the side Controlling *all* of the building hexes per the first part of this rule. The Locations/hexes/buildings must be unenterable by *all* Ground units of *both* sides for this rule to apply.

26.162 If a hex or a chain of adjacent hexes contains Fire (i.e., Flame/Blaze) deliberately started by *both* players, the Fire is considered accidentally started and 26.161 applies. If a hex or a chain of adjacent hexes contains Fire accidentally started (26.161) and Fire deliberately started by *one* player, all that Fire is considered deliberately started by that player.



EX: Blazes that started accidentally are in the ground level of 1F3 and G3 and in the 1st level of G3 and G4. Due to the Blazes, all Locations of F3 and G3 as well as the upper level Locations of G4 and E4 are unenterable. Before the Blazes were placed, the German player had gained Control of the building and its hexes/Locations. The German player retains Control of hex F3 and G3 until the Russian player gains control of the majority of the eight adjacent hexes, but as soon as that happens the Russian player gains Control of hexes F3 and G3 as well as all Locations of those hexes (since all the Locations are unenterable). The Russian player would then retain Control of F3 and G3 until the German player gains Control of a majority of the eight adjacent hexes. Control of hexes G4 and E4 is gained normally since the ground level Locations can be entered, while the level one and level two Locations (which are unenterable) are Controlled by the side controlling the hex.

If the Blazes were instead a result of a Kindling by the German side, the Russian player would automatically gain Control of: all Locations that contained a Flame/Blaze counter and all Locations unenterable due to those Fire counters (i.e., all Locations except the ground level of G4 and E4); all three hexes containing a Flame/Blaze counter; and the building (since it contains a Flame/Blaze counter). This is still true if the Flames/Blazes in the building were a result of spreading Fire and not a direct result of Kindling, as long as the original Fire source was created by Kindling.

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ALLIED VP | AXIS VP

26.2 VICTORY POINTS: Victory Conditions are often decided on the basis of points awarded for the elimination, capture, or exit of units/equipment. These points are termed VP (Victory Points).

26.21 VICTORY POINT VALUE: The total VP value of a side's OB may be altered during play due to circumstances other than elimination/capture/exit (e.g., Leader Creation, a leader being Replaced, malfunction of MA, etc.); the VP value of such units/equipment are awarded normally according to their new VP value if eliminated/captured/exited thereafter.

26.211 INFANTRY & PRC: Each squad or crew is worth two VP *[EXC: a LC crew is worth one VP; G12.114]*. Each HS is worth one VP. A leader (including armor leader) is worth one VP plus one VP for each negative leadership modifier it possesses (a leader with a zero or positive leadership modifier is worth one VP); a wounded leader is worth full VP as if unwounded *[EXC: Japanese leaders; G1.65]*. A Hero is worth one VP, but only for exit VP purposes in a Seaborne Evacuation (G14.42).

26.212 VEHICLES & EQUIPMENT: Each aircraft *[EXC: Gliders]* and non-vehicular Gun is worth two VP. Each vehicle (including Wagon/ Sledge, but excluding motorcycle/Goliath/Boat/Glider) is worth one VP plus: one VP for a MA which is not malfunctioned/disabled; one VP for every multiple of five AF (FRU; a 0 AF is worth one VP) based on the AFV's single strongest AF (VP for any PRC are determined as per 26.211). See G12.84 for the VP value of LC and F.3 for the VP value of Guns/vehicles in desert scenarios.

EX: Russian vehicle VP values (assuming an inherent crew and no armor-leader/other-PRC): a T-70 is worth six points, a KV-1E seven points, a T-37 five points, an IS-3 ten points, an unarmed truck or a Wagon/Sledge one point (no crew), and an IAG-10-AA is worth four points.

26.213 All SMC/MMC/Guns are worth the same amount of VP regardless of whether they are in counter form or inherently present in any way *[EXC: Carrier HS are worth two VP when inherently present in a Carrier (D6.82); Guns are worth one VP when MA of a vehicle (26.212)]*.

26.22 CASUALTY VICTORY POINTS: Whenever a scenario uses Casualty Victory Points (CVP), each player receives CVP for eliminated/captured enemy units/equipment, and should keep a side record of his CVP by simply recording an appropriate number of slash marks as each piece is removed from play or by appropriately moving his VP marker along the Victory Point Track of the Scenario Aid Card.

26.221 A player receives CVP equal to the VP value for all enemy units/equipment that are eliminated. Units/equipment that leave the mapboard are considered eliminated for purposes of CVP *[EXC: if under Recall, Guards escorting prisoners (20.53), Paratroops/Gliders landing offboard, or if satisfying Victory Conditions or a SSR by such exit]*. CVP are not awarded for units/equipment which are merely broken, wounded, disrupted, malfunctioned, shocked or Immobile, nor for a disabled MA.

26.222 CAPTURE: A leader/MMC is captured for Victory Condition purposes if currently a prisoner. A Gun/vehicle/LC is considered captured if the opponent is the last to have Recovered the weapon or captured the vehicle (21.2), even if the Gun/vehicle/LC is currently not manned. A player receives CVP for an enemy unit/equipment when it is captured. If it is no longer captured, these CVP are immediately lost. During the course of play (including determination of immediate Victory Conditions), captured units/equipment are worth their normal VP value. As soon as the scenario has ended, captured units/equipment are worth double their normal VP to their captor *[EXC: at game end, the VP value of captured Chinese Guns/vehicles is quadrupled; G18.44]*. Should any captured unit/equipment be eliminated, it is no longer considered captured, although the elimination of that unit/equipment grants the capturing side normal CVP (26.221) instead of the CVP for the capture *[EXC: if a prisoner is eliminated due to an attack by its own side, the capturing side immediately receives double CVP for the elimination]*.

EX: When the MA of a Russian KV-1E becomes malfunctioned, the German player receives no CVP (26.221). The KV-1E is later Abandoned before being captured by a Germans HS, which gives the German player four CVP: one for a vehicle, three for 11 AF, but none for functioning MA or Inherent crew since the KV-1E currently has none. The Russian player then attacks and eliminates the KV-1E. For this the Russian player gains one CVP (for the HS manning the AFV) while the German retains the four CVP for the elimination of the AFV. If the KV-1E had not been eliminated, the German player would instead receive four additional CVP at scenario end when captured units/equipment count double CVP.

26.23 EXIT VICTORY CONDITIONS: Some Victory Conditions are based on the exit of a set number of VP (26.21) from the mapboard through a specified exit area. A player receives Exit VP equal to the current VP value for units/equipment exited according to the Victory Conditions *[EXC: a player receives no exit VP for vehicles under Recall or broken Personnel (unless exited in a Seaborne Evacuation; G14.42)]*. Captured enemy units/equipment exited according to the Victory Conditions count as normal VP during play and double exit VP at scenario end (26.222).

26.3 AVOIDANCE: Whenever the Victory Conditions of a scenario lists the Victory requirements for only one side, the other side wins by avoiding those Victory Conditions.

26.4 BALANCE: Each scenario contains a section entitled "Balance" which proposes a variation to the basic scenario format which is advantageous for the stated side. Whenever both players wish to play the same side in a scenario, they decide the matter with a dr and the loser of the dr gets to claim the Balance provision of the scenario for his side as a consolation.

CHAPTER A FOOTNOTES

1. *A.2 ERRORS:* To the unscrupulous, these mechanics for handling errors might be viewed as a license to steal. We do not mean to insinuate that cheating is acceptable behavior; rather, that backing up a game to accommodate a forgotten rule/unit is a drag on play. In essence, the player's knowledge of the system and methodical application of its benefits as opportunities present themselves becomes an added skill factor better reflecting the abilities of an experienced battlefield commander. Ultimately, the only protection against a cheater is not to play him.

2. *1.22 RANGE:* Range is far more than simply a measure of the distance a unit's weapons can shoot. It is also an abstracted measure of the unit's discipline, fire doctrine, training, and willingness to engage an enemy. The player who assumes that his units will fire at any enemy they can see is giving them the benefit of far more heroic and aggressive tendencies than they usually possessed. Fire draws fire in return, and more units sought to duck a fight than to seek one.

3. *4.15 INFANTRY OVR:* The inclusion of an Infantry OVR rule was a source of heated debate among our playtesters—many of whom opposed it as an unnecessary complication. Others pointed out the End Game problem of using SMC as unrealistic sacrifices to "block" movement into hexes required for Victory Conditions. The resulting rule is an attempt to deal both with the artificial time constraints of the Game Turn and to give lone SMC the option of giving way before overwhelming force rather than risk sure elimination or capture.

4. *4.2 MECHANICS OF MOVEMENT:* Players who find it difficult to remember which units have already moved should get in the habit of turning all units (for which facing is not important) to face North after movement on even-numbered turns, and south on odd numbered turns. At the end of the MPh all such units should be turned to face that direction.

5. *4.42 IPC:* Players may question why a squad has no more IPC than a crew or HS which represents half as many men. However, a squad does have twice

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as much IPC as a HS when you consider that the squad can be Deployed into HS to double its portage capacity. Deploying a squad into HS decreases its fighting capacity, however, which is traded for the unit's increased IPC. A squad which forfeits some FP or Range to increase its IPC by Deploying into HS is realistically burdened by the excess baggage it is transporting.

6. *4.43 POSSESSION:* I've often found it humorous that the very people who complain about the overwhelming omniscience of the player (i.e., the availability of too much information or the lack of "Fog of War") are usually the first to whimper when a rule such as the Sniper rule takes control out of their hands and relegates to chance decisions that virtually no battlefield commander could influence. Such is the case here. Broken units are not allowed to transfer or drop their weapons because allowing them to do so expands the omniscient player's control over broken units that he should have little or no control of. Allowing a unit in a 40 meter hex to automatically know that a SW therein is out of action and to go man it is assuming an awful lot. Does the unit even know where the SW is or why it isn't firing; would it be willing to leave its own position to man it; would the broken unit even give it up? I won't even go into the case of an apparently terrorized broken unit which routs but has the presence of mind to know where to drop its SW so that it can be recovered by friendly forces.

7. *5.5 EQUIVALENTS:* Infantry crews/HS manning Guns are treated as squads for non-vehicular stacking purposes to simulate the difficulty that multiple Guns would have in terms of adequate dispersal, concealment, and use when clustered together in the same Location. The inherent attack and defense penalties of the overstacking rules encourage players to adopt more realistic tactics in terms of heavy weapon dispersal.

8. *7.21 PBF:* Adjacent and same-hex fire attacks are given double or triple FP not only due to their close proximity, but because grenades are now factored into the FP generation. This is the main reason why a unit two or more levels beneath an enemy Location does not qualify for PBF, while the higher unit firing down, does; it is easier to drop a grenade than to throw it up—and if you miss while dropping a grenade it doesn't come rolling back up to you. Players should also realize that a Defensive First Fire attack at an adjacent enemy does not necessarily mean that the attacker held his fire until the enemy moved within 40 meters; the attack could also represent the cumulative effect of fire vs the unit as it moved during the MPh, culminating in a net effect in the adjacent hex.

9. *7.24 AFPh FIRE:* The rationale for penalizing the AFPh fire of units which did not move during that Player Turn is twofold. The obvious benefit is that it increases playability by eliminating the player's burden of remembering two phases later which units have moved and which have not. From a realism viewpoint it reflects the fact that the fire is occurring at a later time and therefore is not using the full quantity of FP assumed to be used during Prep Fire. By sheer volume of fire the amount of damage is likely to be correspondingly less. This "time" theme is one which is consistently applied throughout the rules and the main reason why Multiple ROF is not allowed during the AFPh.

10. *7.25 OPPORTUNITY FIRE:* Although Opportunity Fire is executed during the AFPh it is considered a form of Prep Fire and therefore not subject to AFPh penalties, because the units so assigned are assumed to be "firing" or alert for fire opportunities since the PFPh when they were designated as Opportunity Firers. Only the mechanics of that fire have been changed by allowing them to pick their targets during the AFPh so as to be able to fire more effectively at recently discovered enemy units. Vehicles are not allowed to use Opportunity Fire because of their restricted fields of vision, and because they are the only units capable of both movement and fire in their own MPh (Bounding First Fire).

10A. *7.37 Incremental IFT:* The Incremental IFT and its accompanying article ("One-Half FP") first appeared in the ASL Annual '89. (In 1998, both were reprinted in *Classic ASL*.) Thereafter, various commentaries appeared in several succeeding Annuals. At one time, the ASL community seemed seriously divided over whether the IIFT should either be declared the official IFT or should be relegated to the dustbin. Since that time, however, consensus has settled upon treating the IIFT as just another optional rule, and that is how we present it here in the 2nd edition.

One of the several criticisms leveled against the IIFT was that, by adding additional PTC effects for higher Final DRs in the various intermediate FP columns, the IIFT strips concealment more readily than does the regular IFT. To counter this criticism, some suggested making all those additional PTC effects conditional, so that they only applied to unconcealed units and thus would not strip concealment too easily. We tend to agree with this thinking, and seriously considered changing the IIFT in that manner. In the end, however, we decided to leave the IIFT essentially unchanged from when it was originally published in 1989, but highlighted such "conditional" PTCs on the IIFT in blue. Anyone concerned about concealment being stripped away too easily can adopt the "conditional" PTC as a house rule.

11. *7.83 PIN:* Remember that a broken unit doesn't necessarily do what is best for it (and certainly doesn't do what the player would like it to do); it has lost its discipline and may panic—thus making it once again subject to FFMO/FFNAM penalties during Defensive First Fire or Subsequent First Fire.

12. *8.21 RESIDUAL FP:* Residual FP is far less effective than normal FP because it is incidental; i.e., not aimed. It may hit and affect other units moving up into that position, but it does so purely by chance. Nevertheless, even when obstacles block LOS between the source of Residual FP and later entrants of a target hex (such as often happens when firing at a Bypass unit), the discomfiting effects of nearby fire—even the very sounds of battle—can be enough to cause units to falter and refuse the ATTACKER's command for further movement. This is reflected by allowing all Residual FP attacks to occur vs the moving occupants of a hex regardless of LOS to the original firer who left that Residual FP while also affording the obstacle TEM to Bypassing units.

13. *8.31 FPF:* FPF adversely affects only those firing units already marked with a Final Fire counter because only those units are assumed to have been tested to the very limits of their breaking points. A unit which uses Defensive First Fire or Final Fire is considered in no immediate danger of being overwhelmed because those attacks fall within the normal limits of its volume of fire. A unit which uses FPF, however, is being pressed beyond normal limits and may break under the pressure, if for no other reason than an appearance of being overwhelmed before it can reload.

14. *9.8 dm SW:* Unlike other nationalities, which used entirely different weapons in the light and medium/heavy machine gun roles, the German MG 34 (and later also the MG 42) was the first general purpose MG; i.e., it would be used as either a LMG or (with the proper attachments) as a MMG/HMG. As a LMG the MG 34 was bipod-mounted and often drum-fed, whereas the HMG version was simply the LMG mounted on a stable tripod, equipped with a telescopic sight, and usually belt-fed (all of which improved the MG's range, accuracy, and volume of fire). Thus when a German MMG/HMG was dismantled by removing its tripod/sight, the basic bipod-mounted LMG still existed. Incidentally, the MMG version in the game represents a HMG with less ammunition and no telescopic sight.

15. *11.15 MELEE:* It should be remembered that Melee can stand for other events than the commonly held visions of a deadly wrestling match with desperate men grappling at knife point. Melee can also depict a situation wherein opposing sides are in close proximity and aware of each other's presence, but not necessarily in view, and both sides are afraid to make the first move—a standoff test of wills. The most vivid example is of the fighting in Stalingrad, where whole platoons occupied adjacent rooms of the same building for hours but were afraid to even make a sound let alone venture into the other's lair. The fighting may indeed be hand-to-hand, but it can also be resolved with a hand grenade or burst from a SMG, and it may well represent no actual combat at all—a stalemate which effectively removes all involved from considerations beyond their immediate environs.

16. *11.622 CLOSE DEFENSE WEAPON SYSTEM:* The 92 mm grenade projector is limited to use only after being attacked in CC to force players to use it realistically as the CC defense mechanism it was, rather than as another tool in a tank's offensive arsenal which might encourage a player to go hunting CC opportunities with his tank—something a real tank commander took great pains to avoid. By requiring that the tank or its accompanying escort be attacked first, we guarantee that the projector is being used against assaulting troops—not to seek out hidden defenders in their holes.

17. *11.8 STREET FIGHTING:* An AFV was at a distinct disadvantage in the close quarter combat posed by the narrow city streets of Europe. The abstracted mapboards of the game system do not give adequate representation of the suffocating confinement of street fighting, thereby requiring special treatment.

18. *12.1 CONCEALMENT:* A more realistic alternative for players who are willing to sacrifice speed of play is to secretly record the "contents" of each "?" and keep those pieces offboard out of sight until revealed. Each "?" is printed with an ID letter for this purpose. A "?" can exist alone in a hex only when this system is in use. Ideally, of course, the best "Fog of War" or concealment rules involve use of a neutral third person acting as a referee. The players make their moves in separate rooms on separate games, while the referee observes their moves and reports to the opponent only those moves and attacks which he judges the opponent will be able to see. Play-by-phone

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schemes with the judge acting as a neutral moderator while positioning all the counters on his board as the action unfolds but passing on only those moves which he judges to be in actual LOS of an opposing unbroken unit make for fascinating, if somewhat lengthy, simulations of actual combat.

19. *13.1 CAVALRY:* While cavalry played a relatively minor role in WWII it nonetheless saw action at one time or another with nearly every nationality that took part in that war. The exploits of German, Russian, and Polish cavalry are relatively well known, but little has been written concerning the battles fought by Italian, Hungarian, Rumanian, Finnish, Greek, or Japanese cavalry formations—to name only some of the belligerents that used horse soldiers. Of course, massed cavalry charges became less and less common as the war progressed, as the lethality of automatic weapons in well-sited defensive positions often caused the slaughter of both men and horses. Under the right conditions, however, and using more suitable tactics, cavalry units fought on in the Balkans and on the Eastern Front until the very cessation of hostilities. Therefore, cavalry is a valid adjunct of WWII infantry combat. The rule which allows any Infantry unit to become cavalry by mounting a horse counter is an admitted simplification to avoid the need for written records. A more realistic approach would be to limit cavalry capabilities to specific units by recording the ID letters of those units or using infantry counters from the basic SQUAD LEADER game system which can be distinguished from ASL counters. Scenario designers might want to limit cavalry capability to only one side.

20. *14. SNIPERS:* Snipers are a breed apart from the average soldier. Stealth and patience are every bit as important as marksmanship. They work alone, often in no man's land or even behind enemy lines, and are subject to only one order: survival. A sniper strikes only when he feels assured he can do so without being detected, and may pass up endless attack opportunities waiting for a better target. As such, snipers must be free of emotion and oblivious to all events not directly related to their own survival and the pursuit of a clean kill. Consequently, sniper activity is no more likely at the front of an advance than in the rear. A sniper does not attack the first target he sees; indeed, he may wait for hours with enemy activity all around him before selecting a "safe" target, and therefore sniper activity occurred "behind the lines" quite frequently. Some players will doubtless object to this depiction of snipers because they cannot control their attacks, but in real life no battlefield commander could control a sniper's attacks. Such attacks are indeed random, and to present them in a format where a player can dictate when they will occur would be extremely ahistorical. Each player should watch for and announce SAN DRs made by either player. A side benefit of the rule in its present form is that it acts as a sort of balancing mechanism; the player getting the majority of the good DR is also likely to be subject to more Sniper attacks as a consequence. Furthermore, it discourages the old "pot shot" mentality wherein players rolled the dice for every conceivable 1 FP attack because they had nothing to lose. Now they do. Another benefit is that solitaire play is much enhanced by random depiction of snipers because the player never knows "where" they are and therefore cannot be subconsciously taking unrealistic countermeasures. Lastly, some may complain that leaders are not targets in multi-target Locations often enough. They cite the fact that snipers were trained to select leaders as their targets. I only point out that a leader in a hex with a squad representing ten men has a 1000% greater chance of being the sniper's target than any one of the men represented by that squad. Sniper Checks are not allowed following ineffective sniper attacks merely to speed up play; the lethality of a Sniper Check has been correspondingly increased to abstractly reflect other such attempts following ineffective sniper attacks.

21. *15.431 BERSERK CHARGE:* Berserk units lose their APh capability because the "time" normally allotted for that activity during each turn is being used in the MPh to grant them 8 MF. It also simulates well their frenzied rush of a defender by forcing entry during the MPh (where TPBF and FPF come into play) rather than allowing them to take the more cautious route allowed by an APh capability.

22. *15.5 SURRENDER:* Some players become indignant when a 2 DR on a MC or Rally Attempt ultimately results in surrender when the subsequent Heat of Battle Final DR comes up 12. Such people feel cheated, so wedded are they to the concept that a low DR is good. What they do not realize or care to consider is that the 2 DR is merely a convenient activator for the entry of the rule; it doesn't guarantee them a positive result—only entry to a range of possible results that are generally favorable. If a unit, due to nationality, Class, or broken status, has poor Heat of Battle DRM, it merely detracts in a convenient way from the percentages that the unit should have been favorably affected by a MC or Rally Attempt DR of 2 in the first place. The alternative, making units subject to Heat of Battle only on certain types of MC, subsequent dr, or other hard-to-recall conditions, is hardly worthy of the name "alternative".

23. *16. BATTLEFIELD INTEGRITY:* In most wargames, a side often fights on to the last counter regardless of the punishment the parent formation has taken. In reality, however, this is seldom the case. A combat formation, as a whole, will take only so much punishment before it disintegrates into a panic stricken mob. The effect is heightened if casualties have been disproportionately high among the leaders.

24. *16.11 BPV LOSSES:* Loss of BPV due to Unit Substitution is partly balanced by Battle Hardening, but more by the fact that units lost due to a double break don't represent casualties so much as it represents a unit which has lost its combat coherence. It has become ineffective in game terms but not necessarily because all of its men are dead. They could be stragglers, wounded, prisoners, or just plain survivors—men attempting to avoid the enemy rather than seek him out.

25. *19.13 UNIT SUBSTITUTION:* Unlike MMC substitutions, which usually reflect a loss of strength due to an inherent casualty suffered when a MC is failed, the Replacement of a leader reflects the loss of respect by his peers for breaking down under fire.

26. *19.2 GREEN & CONSCRIPT TROOPS:* Even if these men were properly equipped (and they often were not), they frequently lost their equipment in their first encounter with an enemy or were hesitant to use their weapons effectively. These units are Conscripts, depicted not only by lower quality Strength Factors but by special restrictive rules as well. Even those nationalities which, due to time and circumstance, did not have to field such forces, were constantly committing newly raised and untried troops to battle, or refitting mauled units around a cadre of veterans who, under the pressure of enemy fire, could revert back to a level of performance not in keeping with their training and equipment. These units are classified as Green and were very unpredictable; they could stand like a stone wall one day and be driven like sheep the next. Even veteran troops could be reduced to sniveling shadows of their former selves if subjected to enough unnerving firepower. Therefore, Green troops are often represented by line infantry units with the capacity of becoming Green when brought under fire, while Conscripts often start a scenario as such, although they too can start a scenario under the guise of higher quality troops only to be replaced in mid-scenario by poorer quality troops, due to the loss of a key veteran from within their ranks. Therefore as a battle unfolds and one's troops are exposed to losses and unnerving fire, they will become less and less responsive to the player's command.

27. *20.55 ESCAPE:* For the most part, Italians and non-Finnish Axis Minors were relieved to be out of the fighting—especially if they were captured by the Western Allies. In those rare instances when Japanese were captured, they were too humiliated to consider returning to their own side—feeling that their dishonor had already claimed their lives.

28. *22.6 MOL:* In the absence of more sophisticated weaponry, partisans and other poorly-equipped units often relied on a primitive, but occasionally effective, home remedy known as the Molotov Cocktail. The main advantage of the "infantry antitank petrol bomb" was its availability. Any bottle, some petrol, and a suitable wick could be turned into a dangerous weapon in the hands of an experienced and courageous foe. To use a MOL, one merely lit the wick and hurled the bottle at the target. More sophisticated types needed no flame, the chemical contents igniting upon contact with the air. Hopefully, the bottle broke upon impact and the contents became an instant inferno—not as safe, quick, or easy to use as a hand grenade, but considerably more effective against armor.

29. *24.11 SMOKE GRENADES:* SMOKE grenades (as opposed to canisters or shells placed by OBA, Guns, or AFV—which are represented by $^{5}/_{8}$" SMOKE counters) created smoke for only about 30 seconds and contained far less chemical agents, resulting in a smaller smoke screen of short duration.

30. *25. NATIONALITY DISTINCTIONS:* Nationality Distinctions vary troop capabilities from one nation to another, and while patently unfair in their application of stereotyped and over-simplified traits to all troops of a country without exception, nonetheless do serve to give the game much of its flavor. All variations from the basic game system are identified in an accessible format on the National Capabilities Chart, and are alluded to in section 25 only where special cases may make clarification desirable. The Leader Generation (LG) column of this chart is used only for the construction of DYO scenarios and is explained in H1.7.

31. *25.11 SS:* Early-war SS formations and other pre-1944 SS formations which are in need of rest and/or refit can be represented by the 4-6-8/2-4-8 SS squad/HS Class.

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32. *25.232 HUMAN WAVE:* The eight MF allotment for a Human Wave attack does not necessarily reflect an all-out foot race towards the enemy. Observers of the Eastern Front would most likely remember the early Russian Human Wave assaults for the steady progress of their linked-arms ranks into devastating fire. The eight MF allotment is both a concession to playability (so that the player need only remember the MF expenditure of the chain as a whole, rather than that of its individual hexes) and a method for allowing the entire chain to maintain an even progression regardless of terrain. Previous experience with the Human Wave rules had shown that many players were confused by the phrase "in the same general direction" and that the application of that phrase was subject to abuse. The updated rules replace that phrase and attempt to tread a fine line between giving the Human Wave player either too much flexibility or not enough, without being too complex. This is further complicated by the need to use these rules as the basis for Cavalry Wave and Japanese Banzai attacks. The updated rules loosely tie the HW units to a specific Hex Grain. Other methods were tried based on utilizing either a covered arc or a channel, but the updated rules proved to be the best approach.

33. *25.24 PARTISANS:* Partisans of all nations shared the same characteristics. They were usually weak in firepower, with few heavy support weapons. Lacking in training and discipline, they rarely held their own in a sustained firefight with enemy regulars. On the other hand, they usually enjoyed the benefits of operating in familiar territory and with the element of surprise. These advantages, coupled with the fact that they usually faced rear area support troops, made them troublesome adversaries. As a general rule, partisan units should be prohibited by SSR from deploying freely, making multi-Location firegroups, and attempting to entrench.

34. *25.32 ORDNANCE:* U.S. ordnance early in the war suffered from inferior optical and fire control ranging equipment due, in part, to a dependence on German optical glass. In addition, U.S. forces in Africa experienced difficulties with over-age ammunition. U.S. industry provided adequate substitutes only as the war progressed.

35. *25.5 FRENCH:* The French, considered by most experts of their day to have the finest army in Europe, were plagued by outmoded tactics, the dreary French political climate, confusion, and the disheartening failures brought about by the unexpected successes of the blitzkrieg. Defeatism became rife among many units of the French Army soon after the initial armored breakthroughs; thus the poorer broken Morale Level of their MMC.

36. *25.6 ITALIAN:* Italy was a country woefully unprepared for the total war into which her leaders cast her. Despite a serious lack of raw materials, inadequate heavy industry, an unprepared military, and a less than fervently bellicose population, Mussolini and his cohorts deemed it necessary to forge ahead with their new Roman Empire before Hitler had conquered everything worth ruling—a tragic miscalculation. The Italian soldier has been much maligned for his lack of fighting spirit and tendency to surrender en masse, but it must be remembered that his training was generally sparse, his equipment poor, his officers insulated by class and tradition, and his will weakened by lack of conviction. The Italian soldier fought bravely when well led and equipped but usually one or the other (if not both) of these factors were lacking. Elite squads should generally be used only in scenarios recreating actions of the Grenadiers of Sardinia, the Folgore or Julia Divisions, the Alpini, or the San Marco Marines. Bersaglieri formed the full infantry complement (one regiment) of the armored divisions and one regiment of each motorized and cavalry division, and were also used in the recon role in these divisions. The 3-3-6 squads represent Colonial troops and Blackshirts. Colonial troops were merely native levies trained and armed only for tribal warfare, unaccustomed to maneuver, with mostly Italian officers. The Blackshirts were the Fascist Militia, grudgingly accepted as fighting forces by the Army due to its need for manpower. They were summarily trained and only lightly armed. Blackshirts were usually assigned on the basis of one Legion (two weak battalions) per division, from 1940 on.

37. *25.7 FINNISH:* No nationality can lay claim to having fought as valiant and skillful a defense of their homeland as the Finns of 1939-44. Extremely individualistic, patriotic, and ruthless, totally at ease in severe weather conditions, the Finnish soldier was tactically superior to his foe and fanatic in his resistance. The superiority of the Finnish soldier was based upon a deeply ingrained quality of "sissu"—determination and individuality. This trait was evidenced in combat where the Finnish soldier rallied quickly and often without the intervention of his leaders. However, the Finns did not share their German ally's thirst for conquest and usually refused to take offensive action once they had recovered their historic borders.

38. *25.8 AXIS MINORS:*

Romania: Romania, with no allies left following Germany's successes through 1940, bowed to German pressure and surrendered Bessarabia to Russia, northern Transylvania to Hungary, and southern Dobrogea to Bulgaria. Aware that she now depended on Germany to guarantee her survival, Romania joined the Axis in November 1940; her objective thereafter, both as an Axis and later an Allied partner, was to regain the lost territories. Although the Romanian 1st Army was kept from the eastern front to guard the border with Hungary, Romania was one of Germany's most dependable allies until she switched sides in August 1944 after the death of General Antonescu. Each Romanian infantry battalion had a HQ company, a Transport and Supply unit, a MG company and three infantry companies. Battalion support was provided by three MG platoons, a Mortar platoon, and a single AT Section. Each MG platoon had three MG squads each with two MG and crews. Each rifle company had three rifle platoons of three squads and a LMG.

Hungary: A traditional German ally, Hungary in 1938-1940 regained through the assistance of Germany most of the land lost after The Great War, albeit while simultaneously gaining the animosity of her neighbors. Hungary followed Germany first into Yugoslavia and then into Russia. Each Hungarian infantry battalion consisted of three rifle companies (with a HQ section, three rifle platoons and a light mortar squad each) and a heavy weapons company (with platoons of medium MG, 81mm mortars, and light AT guns). Each Mountain rifle company was composed of a HQ platoon and 4 Mountain rifle platoons; each platoon had three squads and its own light mortar squad outfitted with a 50mm mortar.

Slovakia: Urged on by the Germans, Slovakia declared its independence from Czechoslovakia in March 1939, and quickly helped itself to the Czech equipment within its borders. It repaid its protector by participating in the invasions of Poland and Russia. Each infantry battalion had a battalion HQ, a Combat Support company, and three rifle companies. The battalion HQ had a small two-squad security section for local control. The Combat Support company had a HQ section and five MG platoons, two heavy and three light. The two heavy MG platoons each had 4 MG and crews. The three LMG platoons also had four HS armed with the LMG. While the LMG squads were administratively under the command of the Combat Support company, each infantry platoon had a LMG squad attached to it for operational purposes. Each rifle company had four rifle platoons each with four rifle squads. The Germans began disbanding Slovakian units in May 1944. After putting down the August 1944 uprising in Slovakia, Germany disarmed all remaining Slovakian units.

German-Croatian units in Russia: Within a short time of the German conquest of Yugoslavia, over 5000 Croatian volunteers, mostly from Croatia's *Ustashi* Party enlisted in the fascist cause. From this group, a German-Croat Legion was established as the 369th Reinforced Croat Infantry Regiment serving as part of the 100th Jäger Division. The regiment was formed using the German organization and command structure and had three infantry battalions and an attached artillery battalion. Each infantry battalion had three infantry companies and one weapons company. All regimental transportation was horse-drawn, and all weapons were of German manufacture. One unusual feature of this unit was that it was officered completely by Croatian officers even while under German operational control. This unit was destroyed at Stalingrad at the end of 1942, but Croatian volunteers continued to man German units throughout the war, and the "German-controlled" sectors of Croatia continued to raise forces to fight against the Russians. Use German counters and Nationality Distinctions in Russia prior to 1/43.

Italian-Croatian Units in Russia: The Italian-Croat Legion was organized as a reinforced regiment (the "Light Transport Brigade") with two Blackshirt battalions, a Replacement battalion supported by a mortar company and an artillery battalion. The two Blackshirt battalions each had three infantry companies and a weapons company of light mortars and MG. The Replacement battalion was slightly heavier in mortars with three 81mm mortars assigned for direct support as well as light mortars and MG. The Italian-Croat Legion was dispatched to the Russian front on February 1, 1942, assigned to the Italian 3rd "Celere" Mobile Division under the overall command of the Italian 8th Army. It entered combat in May and fought well, but was eventually overrun and completely destroyed by the Russians around the Don River in December 1942. Use Italian counters (3-4-6s) and Nationality Distinctions for these units. Starting in May 1943 the Italians sponsored another "Legion," but those troops did not see any action before Italy surrendered, after which they were used to reinforce existing German-Croatian units.

Croatian units in Yugoslavia: Until the arrival of Soviet forces later in the war, Croatian Army units were engaged primarily in anti-partisan activities, fighting mostly against the Communist partisans of Tito. A major problem for the Croatian Army throughout the war was the exodus of many of the best

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Croatian officers, non-coms, and soldiers to volunteer for service in the German or Italian armies. Croatia raised the 369th Croatian Infantry Division in March 1943, the 373rd Infantry Division in late 1943, and the 392nd Infantry Division in 1944. All three Croatian divisions fought against the partisans and never left the confines of Yugoslavia. Additionally, the infamous *Ustashi* militia was active in anti-partisan activities, gradually playing a larger and larger role. Use Axis Minors counters and National Characteristics for all Croatian units beginning in 1943.

Bulgaria: Bulgaria joined the Axis in March 1941 but refused to attack Russia. The Bulgarian Army remained behind in the Balkans as security forces for the occupied Macedonian (Yugoslavian) and Thracian (Greek) areas. There had been, historically, a deep and bitter hatred between the Greeks and Bulgarians for centuries and this was released during the occupation of Greece. The harsh and cruel treatment of the Greek civilians by the Bulgarian soldiers helped to restrain Greek partisans from operating during the early part of the war but the unrelenting atrocities on Greek civilians by the Bulgars led many Greeks to join in with local partisan bands in ever-increasing numbers. Following the death of Tsar Boris III and Romania's defection in August 1944, Bulgaria abandoned Germany and joined the Allies under pressure from Russia. The normal Bulgarian rifle company was infantry heavy but was very lightweight in its firepower. While the rifle company did not have an inherent Heavy Weapons (HW) platoon, it was able to draw upon the resources of the parent battalion or regiment for certain types of HW support. These attachments included 20mm and 37mm AT Guns, 37mm INF guns, and light 50mm Mortars from the regimental Close Support company while the battalion MG company provided HMG support.

39. *25.8 NO QUARTER:* An SSR should generally apply No Quarter to both sides in actions involving Axis Minor troops against partisans.

40. *25.81 PAATC:* Generally, an SSR should show that 1st Line Infantry components of the armored divisions take PAATC rather than 1PAATC.

41. *25.86 HUNGARIAN TROOPS:* As the fortunes of war turned against the Germans and the Russians started driving the Axis forces out of Russian territory, Germany's Eastern European allies started having second thoughts about their support for the Axis. Partisans staged an abortive uprising in Slovakia in August 1944, aided by significant defections from the army. The Tiso regime managed to maintain control, but many Slovakian Army units disbanded, with the ethnic German *Volksdeutsche* transferred en masse to the Wehrmacht. Also in August, as the Soviet offensive drove into Romania, General Antonescu was arrested and on August 25th Romania abrogated its treaties with the Axis. The Red Army moved into Bucharest on August 31st, and Romania went from being Germany's strongest ally in the region to being the biggest thorn in Germany's side, seeing significant action in Transylvania, Hungary, Slovakia, Moravia, and Bessarabia. Tsar Boris III's death and Romania's defection in August 1944 prompted a pro-Allied coup in Bulgaria, which followed Romania's example and switched sides. The army attempted to frustrate Germany's retreat from Greece, although not too successfully. In October 1944, as the Russians closed in on Hungary, the regent Vice-Admiral Horthy declared an armistice as he tried to negotiate a deal with the Western Allies. Hitler had Horthy arrested, installed the ultra-nationalistic Arrow Cross regime in power, and had the army placed under direct German control. Hungarian units continued to fight on the Axis side into May 1945. The Soviets created a rival Hungarian government, which promised Stalin eight divisions to fight the Axis but was unable to deliver. The Axis Minor units that switched sides at the end of the war were otherwise unchanged and continued to use the same weapons, doctrines, etc. Because the Hungarians ended up fighting Romanian and Bulgarian troops, some way was needed to distinguish between the two armies. The Hungarians had the greatest variety of vehicles that were not also used by other Minor nations. Representing them with the two-tone counters thus required that fewer such vehicles had to be in both regular green counters and the two-tone counters. With the blue border on the two-tone counter, Hungarians can also use the occasional German vehicle/SW while concealed.

42. *25.87 ROMANIAN ATMM:* Like all of Germany's minor allies, Romania suffered from a chronic shortage of adequate anti-tank weapons to combat the Soviet armor. Romania addressed this issue during the army's restructuring following the Stalingrad debacle by creating special tank destroyer teams. The job of these hand-picked two-man teams was to close with and destroy enemy AFV at close quarters by whatever means necessary—usually improvised antitank mines made by banding together several fragmentation grenades or using PF. The 1PAATC exception for 1st Line Romanians, the -1 PF Check drm for Elite Romanian MMC vs AFV, and this ATMM availability all help to reflect Romania's use of these teams.

43. *25.9 ALLIED MINORS:* The Blitzkrieg never really gave the forces of the various invaded neutrals (Poland, Belgium, Netherlands, Norway, Greece, Yugoslavia, etc.) a chance to develop a national characteristic. For the most part, these countries were defended by reservists hastily mobilized to deal with a better equipped and trained invader already flushed with momentum from initial successes. Lacking sufficient training and resources to withstand the superior firepower of the enemy in a pitched battle, these forces, although brave enough, were often shocked into submission by the seemingly hopeless nature of their defense. Nonetheless, many of these nations (most notably Poland and Belgium) did manage to field some elite, well-trained units. Furthermore, Polish and Belgium non-reservist Infantry squads were equipped with inherent BAR rather than with the occasional LMG.

Errata to accompany the 2006 replacement pages

A8.1 At the end remove "*[EXC: Impulse Movement; 13.6; 25.232; D14.2; E11.2; E11.52.]*"

E11.2 In line 3 replace "AFV platoon movement (D14.2-D14.22)" with "Impulse Movement (D14.3)".

E11.52 In line 1 replace "Impulses" with "Impulse Movement (D14.3)". In line 8, after "Human-Wave" add "/Armored-Assault".

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13.35 VEHICULAR SMOKE GRENADES: The crews of almost all armed vehicles carried smoke grenades for self protection. Therefore, the Inherent Crew (or HS) of any vehicle with a MA weapon indicated on its counter may place Smoke Grenades (A24.1) using the same rules as attempting to fire a Smoke Dispenser (13.2-.3), with the following exceptions: A CT AFV crew must be CE to attempt placement; a usage dr of "1" is necessary for successful placement by an armed-but-unarmored vehicle or BU OT AFV, or of "≤ 2" for any CE AFV (a "6" dr has no effect beyond prohibiting placement); if successfully placed, a ½" *Smoke* counter is placed in the vehicle's own Location and treated as per A24.11; if placed during the opponent's MPh, the Smoke counter is removed at the end of that phase. Vehicular smoke grenades may not be used in any other way by PRC, nor may they be Removed/Scrounged. A vehicle may attempt to use vehicular smoke grenades *or* a smoke dispenser, but not both, during the same MPh.

14. RADIOLESS AFV

[One of the reasons that French and early Russian armor was no match for the less numerous German panzers was the formers' lack of wireless equipment, which greatly hampered them in maneuver.]

14.1 AFV RADIO: All AFV are assumed to have an inherent radio unless they contain an ® on their reverse side. An AFV cannot use a radio counter to nullify its lack of an Inherent radio, nor can an AFV radio be used to call in OBA or otherwise spot for Indirect Fire *[EXC: OP tank; H1.46]*.

● **14.2 PLATOON MOVEMENT:** Radioless AFV must move in platoons or pay penalties as per 14.23. Two or three AFV may create a platoon during setup, at the start of their MPh or when leaving a Convoy (E11.252), provided each AFV fulfills the requirements of 14.21. Once a platoon is formed, a member of the platoon can only cease using Platoon Movement per 14.22-.23.

14.21 MECHANICS OF MOVEMENT: A platoon uses Impulse Movement (14.3) and may not attempt ESB or make a Minimum Move. At the end of each Impulse (but not during the Impulse) and when called for by other rules, each AFV in the platoon must:

- Be adjacent to/in the same hex as another AFV of the same platoon.
- Have a LOS (ignoring SMOKE/NVR) to that AFV.
- Share the same Stopped/Non-Stopped/Motion status (including Forward/Reverse Movement) with all other platoon members.

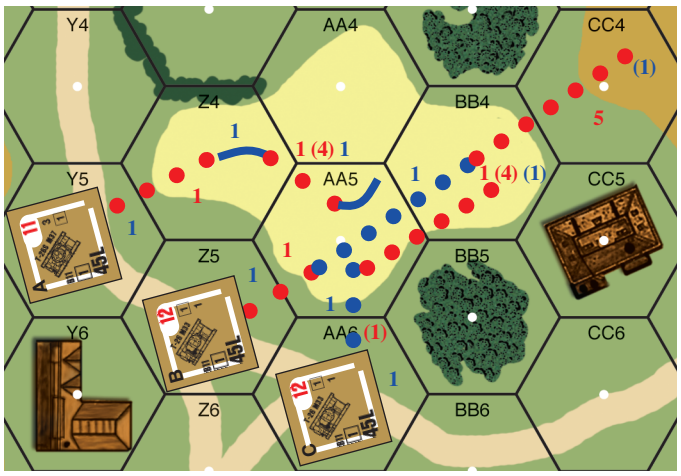


If ≥ one AFV in the same platoon is subject to Bog/Mechanical-Reliability/Stall DR, only one DR per condition is made for the platoon at the end of the Impulse, before any attacks (14.32). If Bog/Immobilization occurs, Random Selection is then used—but only among the AFV that would normally have been Bogged/Immobilized by that Final DR (with different DRM potentially applying to different AFV). If Stall occurs, all AFV in that platoon are immediately considered Stopped; make one Delay DR (regardless of how many AFV Stalled) and the Start MP plus Delay DR is the Impulse MP cost.

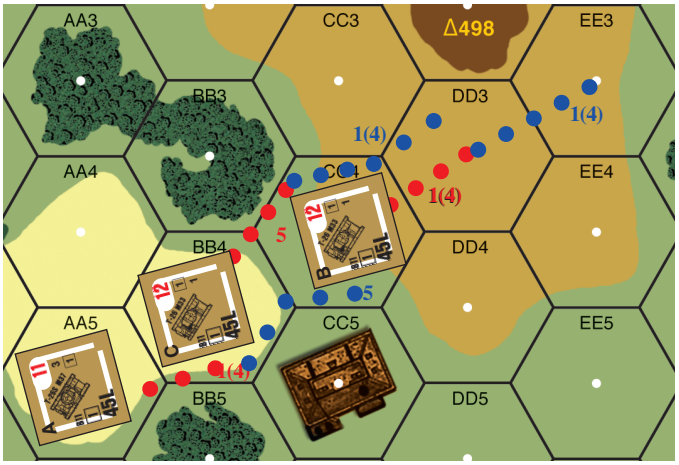
14.211 MOTION ATTEMPT: If a platoon wishes to make a Motion attempt during the enemy MPh (2.401), the enemy unit triggering that attempt need have expended MF/MP in the LOS of only one AFV in that platoon; one Motion Attempt dr suffices for the entire platoon, but it is subject to a drm equal to the number of AFV in that platoon.

14.212 OFFBOARD MOVEMENT: A platoon may have partly entered or exited the playing area at the end of an Impulse (even the last Impulse of their MPh, unless disallowed by A2.5) if they meet all Platoon Movement requirements (for the purposes of 14.21, LOS may be traced to/from an offboard unit). An offboard radioless AFV must use Platoon Movement if possible.

14.22 GAPS: If an AFV is destroyed, Recalled, uses non-platoon movement (14.23) or becomes Immobile, it is no longer considered part of the platoon. A radioless AFV that suffers Recall is thereafter treated as if radio-equipped. If the remaining two AFV of a former three-AFV platoon do not fulfill the requirements of 14.21, they must move to do so at the end of the first impulse in



● EX: A radioless Russian T26S M37 (with 11 MP) and two radioless T26 M33 (with 12 MP), whose ID letters are A, B and C are Stopped in hexes 3Y5, Z5, and AA6 respectively. All have AA4 within their VCA, and they wish to exit the playing area via EE1 using Platoon Movement. As their first Impulse all three tanks expend one MP to Start, before making one Mechanical Reliability DR (2.51) which they pass; this allows all three tanks to continue movement. The MP expenditures for the first Impulse are shown in blue. Next, tank A expends one MP to enter Z4 and tank B does likewise to enter AA5. Tank C can expend two MP—either to enter AA5 or to Bypass to vertex BB5-BB4-AA5—but if it does, then all three tanks will have spent two MP during this Impulse (14.31)—so it instead remains in AA6 doing nothing. Tank C is considered to have expended one MP in this Impulse, but is not a Moving Target (since it did not enter a new hex). The moves and MP expenditures for the second Impulse are shown in red with Impulse MP expenditures due solely to being part of the platoon shown in parentheses. Next, tanks B and C enter hexes BB4 and AA5 respectively while tank A changes VCA to AA4-AA5 (shown in blue). Since each tank paid one MP to do so, the platoon thus expends one MP for this Impulse, for a total expenditure of three MP so far in the MPh. On the fourth Impulse, tank B continues to move by expending five MP to enter CC4 (shown in red) while tank C enters BB4 and tank A enters AA5. This Impulse costs each tank of the platoon five MP for a total of 8 so far. Further movement in the desired direction (into DD3, CC4 and BB4 for tanks B, C, A respectively) would force all tanks to expend five MP, thus exceeding the platoon's 11 MP allotment. So the last Impulse only consists of tank A changing VCA to AA4-BB4, expending one MP (shown in blue), for a total of nine MP expended so far in the MPh. The tanks could expend their tenth MP to Stop, but choose to remain in Motion.



In their next MPh tank B enters DD3, tank C enters CC4, and tank A enters BB4; thus the platoon (and each tank) expends five MP in its first Impulse (shown in red). In the next Impulse tanks B, C and A enter EE3, DD3 and CC4 respectively—costing the platoon (and each tank) another five MP, for a total of ten MP expended so far in the MPh (shown in blue). A hidden AT Gun in FF3 (with CA EE3-EE4) now fires at tank B but misses, so tank B (and thus the entire platoon) expends one MP to Stop in order to return fire. Regardless of the outcome, the platoon's MPh is now ended because any further movement will exceed tank A's 11 MP allotment. The one MP expenditure for Stopping is not shown in the illustration.

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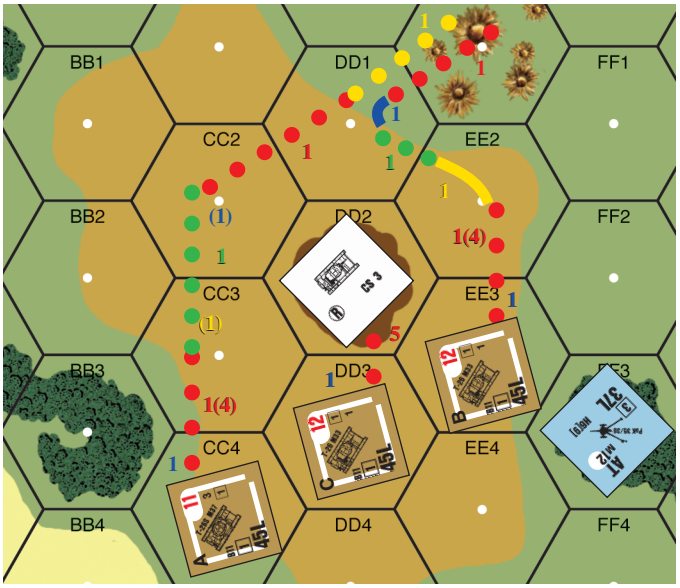

● EX: Continuing the previous example (and assuming that all three tanks and the AT Gun still survive unscathed), in the platoon's next MPh all three tanks expend a Start MP and pass a Platoon Mechanical Reliability DR (shown in blue). The AT Gun now Defensive First Fires at tank B (and retains ROF), but fails to affect the tank. The AT Gun could not fire again even if it had LOS to the other two AFV, since they expended their 1 MP simultaneously. Next, tank C continues by spending five MP to enter DD2, while tanks B and A enter EE2 and CC3 respectively. The platoon has thus expended five MP in its second Impulse (shown in red). The AT Gun fires at tank C and now destroys it (leaving a wreck in DD2), but fails to maintain its ROF. Tank A and B must now move adjacent and in LOS in the first Impulse one of them enters a new hex (or spend the rest of their MPh in their current hexes—in which case the platoon will be disbanded). To accomplish this, tank B expends one MP to change its VCA to DD1-EE1 while tank A does nothing (shown in yellow), then tank B enters DD1 and tank A enters CC2 expending one MP (shown in green), before tank B change its VCA to DD0-EE1, while tank A does nothing (again shown in blue). The platoon has now expended nine MP in its MPh. In the next Impulse (shown in red) tanks B and A use their tenth MP to enter EE1 and DD1 respectively. No First Fire ensues, so using their 11th MP (shown in yellow), tank B can exit while tank A enters EE1, where it must end its MPh in Motion. Since a platoon is a single entity, in its next MPh tank A must exit via the same hex exited by tank B or via a hex adjacent to it. Of course, tank A could instead leave the platoon and move normally if it first passes a NTC in this next MPh (14.23), but if it fails the NTC it would have to end its MPh in its present hex. If the AT Gun had destroyed tank B as well as tank C, then tank A would be free to continue its MPh from CC3. In its next MPh it would have to pass a non-platoon movement NTC if it wanted to move.

which one or both of them enter a new hex (unless they end their MPh in their current hexes). If they haven't done so by the end of their MPh or this happens during any other phase, they immediately cease using Platoon Movement. If only one AFV is remaining, it is free from platoon restrictions for the remainder of its current MPh.

14.23 NON-PLATOON MOVEMENT: Radioless AFV need not set up in platoons *onboard*, but if at the start of its MPh such an onboard Mobile AFV is alone (i.e., doesn't meet the 14.21 requirements) or wishes to break off from its platoon (this is the only time it can do so voluntarily), it must pass a NTC in order to move during that MPh. If it fails the NTC it must immediately Stop (if currently Non-Stopped) and expend the rest of its MP allotment as Delay MP, and may not perform any other action during that MPh, though Passengers/Riders may unload. A lone radioless AFV need not pass a NTC before attempting a Motion dr (2.401), but must always add a +1 drm to that dr. See G12.403 for radioless AFV (un)loading from/onto a LC.

14.24 RADIO-EQUIPPED AFV: Radio-equipped AFV may use Platoon Movement as if radioless, but are then subject to all Platoon Movement penalties/restrictions *[EXC: radio-equipped AFV can depart from the platoon at the beginning of their MPh without first passing a NTC].*

● **14.3 IMPULSE MOVEMENT:** Impulse Movement is a form of movement where units in different Locations coordinate their movement. This represents situations such as Human Wave (A25.23) or Platoon Movement (14.2). During Impulse Movement, all participating units move as a stack as per A4.2, even if moving in multiple Locations. A leader using Impulse Movement only affects other participating units in his current Location, not units in other Locations of this "multi-Location stack" *[EXC: MF bonus for a leader participating in a Column; E11.52].*

14.31 IMPULSE: When using Impulse Movement, the MPh of all participating units is broken into a number of Impulses. During each Impulse each participating unit may perform a maximum of one MF/MP expenditure (EX: moving to a new Location; changing VCA one hexside; using VBM along one hexside; exiting a Foxhole; using Infantry bypass along 1-4 hexsides). Actions that cost no MF/MP (EX: dropping a SW; changing CE/BU status) may be performed as normal during each Impulse. An Impulse ends when every participating unit has completed its single MF/MP expenditure, or the player declares the Impulse to be over. Units using Impulse Movement do not need to predesignate their actions, as in normal stacked movement (A4.2).

The MF/MP cost of an Impulse is equal to the most MF/MP spent by any unit during that Impulse, and all the units are considered to have spent this number of MF/MP during that Impulse (even if they didn't perform an MF/MP expenditure). This even allows a Non-Stopped vehicle to spend MP doing nothing if other units expend MP during that Impulse. No unit may expend MF/MP unless all units participating in that Impulse have enough remaining MF/MP, so all the participants must end their MPh if one of the units lacks necessary MF/MP *[EXC: wounded SMC; A25.232].*

14.32 FIRST FIRE: All rules for Defensive/Bounding First Fire treat all units moving during an Impulse as a single stack. Hence, Defensive/Bounding First Fire may only be declared at the end of each Impulse *[EXC: before the first Impulse; C5.33].* The same restriction applies to other actions by the DEFENDER (EX: Motion Attempt, Vehicular Smoke Dispensers).

14.33 ARMORED ASSAULT: Impulse Movement and Armored Assault (9.31) may be combined with certain restrictions. The only forms of Impulse Movement that can be combined with Armored Assault are Human Wave (A25.23) (including Banzai Charge [G1.5], but not Cavalry Wave) and Platoon Movement (14.2).

When combining Impulse Movement and Armored Assault, all units must use Impulse Movement—even if some units normally would not (e.g., a single AFV, a single Infantry stack). There will be two simultaneous Impulses, one for vehicles and one for Infantry. The MF and MP cost are calculated independently per 14.31 for each of the two Impulses, possibly with zero MF/MP cost for one of the two Impulses. For the purpose of follow-up attacks, each Defensive First Fire attack constitutes one allowed attack against all units in both groups.

EX: Two AFV moving as a platoon expend 2 MP in an impulse while the squad Armored Assaulting with the second AFV spends 1 MF. A Gun attacks and eliminates the first AFV on the first MP and attacks the second AFV on the second MP. This second shot cannot affect the squad, which spent only 1 MF.

14.331 BREAKING OFF: When one or more units cease using Armored Assault, those units must postpone their MPh while the remaining units finish their MPh, before the postponed units finish theirs—or vice versa *[EXC: platoon (or HW units) no longer using Armored Assault continue to move simultaneously until all units of their platoon (or Human Wave) have ceased using Armored Assault].*

14.332 HUMAN WAVE: Units participating in a Human Wave may use Armored Assault to move with one single AFV, or with some or all AFV of one platoon. Only the HW Units that began their MPh beneath an AFV and have moved in a combined stack with it receive the Armored Assault benefits.

14.333 PLATOON: When using Platoon Movement, the platoon may use Armored Assault to move with one individual Infantry stack, or with HW units per 14.332.

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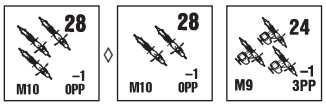
15. MOTORCYCLES & BICYCLES



15.1 Motorcycles are vehicular because they transport Riders and expend MP (rather than MF) as per the Motorcycle column of the MP Entrance Cost section of the Terrain Chart. Motorcycle counters are provided both with and without sidecars. For ease of reference, a motorcycle without a sidecar will be referred to as a "cycle"; that with a sidecar will be referred to as a "sidecar". The word "motorcycle" will collectively refer to both. Each counter with three overhead depictions represents enough machines to transport a squad and ≤ four SMC. Each with two overhead depictions represents enough machines to carry a HS or crew and ≤ four SMC. One machine (a single overhead depiction) may transport ≤ two SMC (≤ three if a sidecar).

15.2 PORTAGE: Cycles have no portage capacity. A Sidecar may carry three PP of SW if squad size, two if HS size, and one PP if SMC size.

15.3 STACKING: Only the Riders of a motorcycle count for stacking purposes. The presence of a motorcycle in a hex does not affect other vehicular entrance or movement costs.

15.4 MOVEMENT: Motorcycles have no Inherent Driver. To move they must be mounted (placed beneath) or Pushed by Infantry. A motorcycle counter may not be moved by an Infantry unit smaller than that which it can transport (excluding extra SMC). Each motorcycle counter contains an M#, and is Pushed as if it were a Gun (C10.3) *[EXC: a SMC motorcycle can be Pushed by one SMC, and one other SMC may help to Push it, giving a -1 DRM to its Manhandling DR (MMC Gun Pushing DRM apply normally)]*. Motorcycles may not be moved, Pushed, mounted or dismounted during the APh. A vehicle may not carry or tow a motorcycle(s).

15.41 MOUNT/DISMOUNT: To mount or dismount a motorcycle requires one MF of the Personnel unit's basic four MF allotment plus ¼ of the total MP allotment of the motorcycle. The Personnel unit also loses one MF of his basic MF allotment for every ¼ (FRU) of the motorcycle's total MP allotment which he uses during that MPh. Once a Personnel unit uses all of his basic MF allotment he cannot be carried farther by the motorcycle—regardless of the number of MP the latter may still have left unused. A dismounting motorcyclist is subject to *possible* FFMO, but FFNAM always applies to mounting/dismounting Personnel (A4.6).

EX: A leader moves into an Open Ground hex (one MF), mounts a cycle counter (one MF/ 7 MP), rides the cycle a distance of 11 road hexes (two MF/7½ MP including one MP for Starting and one MP for Stopping) but cannot dismount because he has used the basic four MF allotment of all conveyed Personnel units (A4.11).

15.42 A motorcycle may not use Reverse movement. A motorcycle pays no MP penalty for entry of a hex containing a wreck/vehicle, but must pay normal MP costs for Starting, Stopping, and changing VCA.

15.43 OVR: A motorcycle may be ridden through an enemy-occupied hex. Sidecars may even make an OVR (Δ) in the same manner as any unarmored vehicle, adding ¼ of their Riders' FP (subject to TPBF) to the attack. A motorcycle may not be voluntarily dismounted in the same Location with a Known enemy unit *[EXC: in Melee; A11.71]*.

15.44 SPLITTING: A SMC may create a single machine counter from any MMC motorcycle counter at any time during the MPh in order to move separately from the MMC counter or immediately to accommodate combat losses (15.52). If a squad on a motorcycle counter Deploys (or is Replaced by its two HS; A19.13), that counter is flipped to its HS side and another HS motorcycle counter is placed to accommodate the other HS. See 15.52 for Casualty Reduction. Motorcycles of the same type may Recombine into larger capacity counters whenever the proper number occupy the same Location while unmounted, or whenever their Riders are eligible to Recombine into squads (A1.32).

15.45 TERRAIN RESTRICTIONS: A motorcycle may be mounted in and ridden out of terrain it is Pushed into; terrain restrictions apply only to entry, not exit.

15.46 WRECK CHECK: A motorcycle being ridden into shellholes or a stream, or across a non-road hexside via an Elevated Road (including leaving an ElRR), Double Crest or Abrupt Elevation Change, must check for wreck by making a dr. If it rolls a 6, the Rider breaks and is automatically dismounted at the Base Level of the hex it was attempting to leave, unless the hex it was attempting to enter has a lower Base Level, in which case the wreck occurs in that hex. The wreck result is implemented prior to the occurrence of Defensive Fire attacks prompted by that MP expenditure. Bail Out does not apply. The motorcycle is still usable even if it fails the Wreck Check dr.

15.47 BOG: Motorcycles are not subject to Bog.

15.5 TARGET STATUS: Fire is directed at the Rider of the motorcycle—not at the motorcycle itself and therefore does not cause any Collateral Attack or Immobilization result. Motorcyclists are considered an Infantry Target Type with no Target Size modifier. However, all fire vs a mounted motorcyclist is subject to a -1 To Hit DRM for ordnance or a -1 IFT DRM for non-ordnance weapons. All ordnance hits vs motorcyclists are resolved on the IFT (but not on the ★ Vehicle Line). However, as Riders, motorcyclists are not subject to FFMO/FFNAM and would be subject to vehicular To Hit DRM. Any unmounted motorcycle is considered a SW for purposes of self- and Random Destruction (A9.73-.74).

15.51 KIA: Any KIA result vs a motorcyclist removes it and the motorcycle from play. Eliminated motorcycles do not create a wreck or wreck Blaze.

15.52 K/#: A motorcycle with either a squad or more than one Rider counter is subject to Casualty Reduction as per Random Selection. Any excess motorcycle capacity caused by the elimination/Reduction of the motorcyclist is removed by substituting the correct size motorcycle counter for its current Rider; any Riders not affected are then governed by the results of the subsequent MC or automatic break result.

15.53 #MC: A motorcycle does not take a MC but motorcyclists must. Should the motorcyclist fail the MC, he must Bail Out if the motorcycle is currently moving or in Motion and thereby chance elimination or Reduction. The motorcycle is not removed and is subject to Recovery as if it were a SW. If a MMC motorcycle has two Riders (a MMC and a SMC) and the MMC breaks while the SMC does not, the MMC motorcycle counter can be augmented by a single machine counter to accommodate the split. However, if a single machine carrying two SMC receives fire causing one of the two SMC to break, both SMC must Bail Out (although only one of them would be already broken and thus chance immediate elimination in the resultant NMC). If the motorcycle is stopped when the Rider breaks, the Rider automatically dismounts with no further side effects.

15.54 PTC: A Pin result has no effect vs a motorcyclist so PTC are not resolved vs them—even in scenarios containing Booby Traps which are triggered by TC DR.

15.55 LLMC/LLTC: A LLMC/LLTC has no effect vs a motorcyclist, nor can a broken/eliminated motorcyclist cause a LLMC/LLTC (A10.2).

EX: A 75mm Gun Prep Fires on an Open Ground hex six hexes away which contains a 2-2-8 Infantry crew and a squad-sized cycle counter in Motion carrying a 4-6-7 squad and an 8-0 leader. All three units are subject to the Infantry Target Type To Hit Table with a Modified To Hit Number of 8. However, because the cycle is in Motion there is a +2 DRM (Case J) to it (in addition to the -1 DRM as mounted motorcyclists) so the crew will be hit by an Original To Hit DR ≤ 8, but the squad and leader on the cycle will be affected only if the Original To Hit DR is ≤ 7. Assume the Original To Hit DR is ≤ 7 and the resulting IFT DR is a 3. This results in a K/3 result on the 12 FP column of the IFT. A Random Selection DR is made to determine which of the three targets has been eliminated, wounded, or Reduced, and results in the squad being the unit affected and Reducing the motorcycle counter in size accordingly. Consequently, the crew and leader each take a 3MC which they pass. The HS fails the subsequent 3MC, causing it to break and take a NMC while Bailing Out. If it fails this NMC also it will be eliminated, but a HS cycle counter will remain in the hex. The leader, having passed his 3MC, remains mounted in the hex on a SMC cycle counter still in Motion. Had the HS passed its 3MC, both it and leader would have remained in Motion on a HS cycle counter.

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15.56 WOUNDS: A motorcyclist which is wounded suffers no additional effects and may continue movement with his normal four MF allotment (A17.2). He does not have to Bail Out or dismount.

15.6 RIDER FIRE: Riders mounted on cycles may not attack on the IFT or CCT. Riders mounted on sidecars may attack with half FP as Mounted Fire, which could be further reduced as AFPh Fire/any other application of halving FP. The only SW use allowed on sidecars is LMG/Thrown DC; a single sidecar would need two SMC Riders to be able to use a SW.

15.7 CAPTURE: Since a motorcycle has no inherent driver, it is not captured like a vehicle—it is Recovered like any SW. There are no penalties for captured use.

15.8 BICYCLES: Bicycles are represented by cycle counters, but are considered SW—not vehicles. All cycle rules apply except as amended below.

15.81 MOVEMENT: Bicycles have no MP allotment of their own. Instead, they have the same MF allotment as their Riders would if Infantry (including Leader Bonus and Double Time, if applicable) and use Infantry—not vehicular—movement *[EXC: they may not use Assault Movement]*. Bicycles may be ridden only across road hexsides, where they halve the MF costs of their Riders—provided they are not in a shellhole or entrenchment hex, gaining elevation, on a dirt road during Mud, or on a non-plowed road during Snow. A bicycle receives a one MF bonus for each level of elevation it descends while on a road and a one MF bonus for remaining on a road throughout its MPh (as per B3.4). There is no cost to mount/dismount a bicycle.

15.82 PORTAGE: Bicyclists have no portage capacity and cannot be used to transport SW counters. Bicycles may be portaged as one PP, but not during the APh because (like motorcycles) they cannot be moved during the APh.

15.83 OVR: Bicycles may not make an OVR attack or be ridden into a Known enemy unit's Location.

15.84 WRECK CHECK: Bicycles need not check for a possible wreck when entering a shellhole hex.

15.85 TARGET STATUS: Bicycle Riders are Infantry targets and as a result thereof, a bicyclist never Bails Out, but is treated as a normal Infantry target for all purposes, including "PTC" and FFMO/FFNAM effects, in addition to a -1 DRM as a mounted bicycle Rider (15.5).

16. DD TANKS & AMPHIBIANS

16.1 A DD tank is amphibious only while its screens are erect.[13] Should the vehicle be hit by any non-Dud ordnance-fired HE/HEAT while on land, the screens are considered worthless thereafter—regardless of the outcome of the To Kill DR.

16.11 The screens may be dropped automatically from inside the AFV during any friendly MPh in which it is on a land hex or is Wading (G13.42).

16.12 DD tanks must be CE to move with screens erect and may not fire, use VBM, carry Riders, or occupy any building, rubble, woods, brush, or orchard hex *[EXC: woods-roads and orchard-roads]* while screens are erect. The COT of any land hex is increased by one while screens are erect.

16.2 Amphibians engage their land movement rate when moving from a Water Obstacle to a land hex and vice versa. Amphibians may use a combination of their amphibious and land MP in the same MPh; for every amphibious MP used, the vehicle loses half of its land MP allotment (the land MP loss is one-third for those amphibious vehicles with a water mode MP rate of three), and vice versa. Use of even a half land MP causes the loss of an amphibious MP. An amphibious vehicle in a Water Obstacle is always in Motion unless stunned or shocked. A stunned or shocked amphibian in a Water Obstacle must expend an amphibious MP in its current hex to start movement again.

16.21 Cost of movement into a Water Obstacle (not Marsh; B16.42) is one amphibious MP. See B21.13 for crossing an all-water hexside into a non-Water Obstacle hex.

16.22 Amphibians must drift (B21.121) in the APh as per the type of current in force. An immobilized amphibian in a Water Obstacle drifts as long as it is in a hex affected by current.

16.23 Amphibians must check for Bog (8.2) in waterline hexes when moving from Water Obstacle to land hexes.

16.3 An amphibian in a Water Obstacle (not marsh) always presents a Very Small target size (+2 TH; 1.75) as well as being HD. The HD status is not applicable to any firer with an elevation advantage over the target which is > the range to that target.

16.4 A DD tank or unarmored amphibian (such as the DUKW) receiving fire in a Water Obstacle defends as an unarmored vehicle on the IFT, but non-ordnance FP against it is halved. A non-DD amphibious AFV (such as the LVT4) is immune to Small Arms Fire (although any Vulnerable PRC are not), and must be destroyed on an AFV Kill Table or by Indirect Fire in order to be sunk.

16.5 Any amphibian eliminated in a Water Obstacle is considered sunk and leaves no wreck. The crew/Passengers of a sunk amphibian are automatically eliminated.

16.6 An amphibian presents no LOS Hindrance while in a Water Obstacle.

16.7 An Amphibian may not carry Riders while in a Water Obstacle.

16.8 Because of their vulnerability, DD tanks and unarmored amphibians were kept well out of sight until such time as they were to actually enter the water. Therefore, such vehicles—even if listed as part of the setup OB in a scenario—may remain offboard until their owner wishes them to enter during a friendly MPh.

CHAPTER D FOOTNOTES

1. *1.321 RESTRICTED SLOW TRAVERSE (RST):* An AFV with a Two-Man turret was at a marked tactical disadvantage in combat; the commander's need to divide his attention between directing his crew and serving the Gun resulted in lowered efficiency in both roles. Italian and Russian AFV aggravated this defect by using the commander as the gunner rather than as the loader, with the result that whenever he was unbuttoned to properly direct the AFV or to gain a better view of his situation, the Gun could not be fired at all. This explains much of the relative ineffectiveness of the masses of tanks which the Red Army fielded in 1941. Prior to the war only the Germans and British had grasped the fact that an undistracted commander (as well as a radio) was necessary for the efficient use of a battle tank. The One-Man turrets of French tanks aggravated their situation even more. Most tanks with these drawbacks are represented by having ST and a lower ROF, and thus require no special rules.

2. *1.6 ARMOR FACTOR:* The AF represents the average effective armor thickness in cm of that target Facing and aspect, weighted to take Slope into account. A 0 AF actually represents < one cm of armor, while 1 AF represents 1-1.5 cm.

3. *2.401 MOTION STATUS:* The ability to declare Motion status during the opponent's MPh addresses the issue of a fast defender which is forced to sit and watch while a slower but more heavily armed AFV moves next to it before firing. In reality, the lightly armed vehicle would use its speed to move away as soon as an enemy AFV was observed. While this rule does not prevent the ATTACKER from using the turn sequence to artificially cut down the range to such a would-be fleeing target, it does negate some of those advantages by putting the vehicle in Motion, thereby making it not subject to the Point Blank Range To Hit DRM (Case L) and increasing its chances of escape by allowing it to move in its MPh without first expending a MP to start/change VCA.

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4. *2.5 ESB:* Tracked vehicles were capable of greater speeds than their MP allotment represents, reflecting a driver's reluctance to punish his vehicle at top speed for fear of mechanical breakdown or throwing a track - especially after long periods in the field without proper maintenance.

5. *2.51 MECHANICAL RELIABILITY:* While most AFV could be expected to function normally within the time span of an average ASL scenario, others were inherently more susceptible to frequent and unexpected mechanical failures usually due to over-stressed/poor quality components or an unsound design. Such unreliable AFV should be at some risk of breakdown regardless of the scenario's length or the speed at which they are moving. This phenomenon is obviously exaggerated within the limited time frame of an ASL scenario to compensate for the very presence of such vehicles - this unreliability manifesting itself most often in the failure of such vehicles to even reach the battlefield due to breakdowns en route. A more realistic rule would be to simply make a dr at the start of a scenario which a vehicle with poor mechanical reliability would have to pass in order to be included in the scenario. The drawback to such a system is that play balance can be destroyed before the game even begins.

5A. *2.52 AXIS VEHICLES:* This rule is included because early in the desert campaign these vehicles were not properly modified to cope with the harsh conditions of the desert. Of primary importance were special air and oil filters for engines—the lack of which, in combination with the tremendous clouds of dust raised by moving vehicles and the great distances rapidly traversed, caused engines to overheat/seize-up and led to the premature breakdown of other components.

6. *3.5 VEHICULAR MG/IFE FIRE:* A vehicular MG is not given Multiple ROF capability unless it is listed as the vehicle's MA because of the limited vision and multiple duties of its one-man crew. This is especially true of BMG/CMG armament, which is usually secondary armament and cannot even bring fire to bear without special movement of either the vehicle or the turret (which may well be a hindrance to other tasks of the vehicle with a higher priority). Similarly, although the AAMG of many tanks is often the equivalent of a MMG or HMG in terms of equipment, it is still manned by only one man—whose other duties are usually deemed more important (and less dangerous) than the manning of an exposed MG.

7. *3.71 LOW AMMO B#:* Most vehicles with extremely limited ammunition loads were not intended for use in Direct Fire situations such as are most commonly depicted in ASL. Such vehicles are usually a source of OBA, where their ammunition needs are handled by supporting supply trucks. More detailed rules for the use of ammunition vehicles and replenishment of ammunition can be found in E10.

8. *6.8 CARRIERS:* The British Army did not have a halftrack as such, aside from the Lend Lease M-5 and its variants. Far more common in Commonwealth service were the Universal, Loyd, and Bren Carriers. These tracked, armored vehicles were mass-produced by a variety of manufacturers in many different armament versions, and were invariably referred to as Carriers. Carrier "crews" were primarily mechanized infantry forming an integral part of the infantry battalions in the British Army. Each battalion HQ Company contained one Carrier platoon of 64 men and 13 Carriers, which functioned as a mobile assault or reserve unit.

9. *7.11 FP:* Ordnance is given little weight in calculating the FP of an OVR attack because it is of little value in the close-quarter fighting reflected by an OVR. The vehicle depends primarily on its movement, imposing presence, and secondary armament firing on targets of opportunity for its lethality. Most OVR situations would not leave the vehicle with time to bring its MA to bear against targets at such close range and probably in full flight, nor might the vehicle commander be willing to stop his vehicle long enough to aim in such close proximity to enemy Infantry without escorting Infantry of his own.

10. *7.15 OVR TEM:* The -1 FFMO DRM is applied to the defender in an OVR in Open Ground because it is likely that all but the most seasoned troops will panic and move about when enemy armor is in their midst if they have no cover to hide in. Similarly, the TEM for walls/hedges is applicable if the vehicle crosses that OVR hexside because although the attack is actually resolved in the target hex, it is also taking place as the vehicle approaches the target hex. Such walls/hedges provide excellent cover to hide behind while the vehicle passes by.

11. *9.3 AFV/WRECK TEM:* It is not our intention to imply that a wrecked truck is any more of a LOS Hindrance or beneficial cover than an intact one. However, without this rule "brave" players tend to purposely drive trucks in harm's way to screen more valuable units from fire (much to the chagrin of their short-lived cardboard drivers no doubt).

12. *11.1 GYROSTABILIZER:* The Gyrostabilizer was a revolutionary feature found only in certain AFV of U.S. manufacture, commencing with the M3A1 light tank. This device allowed the Gun to maintain its aim in elevation regardless of the terrain traversed. Other tanks of the period required much longer to re-acquire a target after movement, thus presenting an easier target for return fire. However, many tank commanders disconnected their Stabilizers, preferring to halt before aiming the MA; this was due both to the danger the unpredictably moving breech presented to the turret crew, and to the difficulty in reloading the Gun when both it and the tank were moving. For this reason, players who feel Gyrostabilizers pose too strong an advantage may wish to consider lowering by one the Multiple ROF of all guns so equipped. Allowing every AFV equipped with a Gyrostabilizer the full benefit of a Gyrostabilizer is therefore arguably unrealistic as many crews were not proficient in its use and found it overly complicated and time consuming.

13. *16.1 DD TANKS:* Although other tanks pioneered the DD (Duplex Drive) principle, it was the Sherman that used it in action. The vehicle was water-proofed and fitted with a collapsible canvas screen around the hull sides, thus displacing enough water to keep it afloat even though the vehicle itself was suspended below the water's surface. Both propellers and tracks were driven simultaneously, enabling the vehicle to engage the land transport mode instantly upon contact with the shore.

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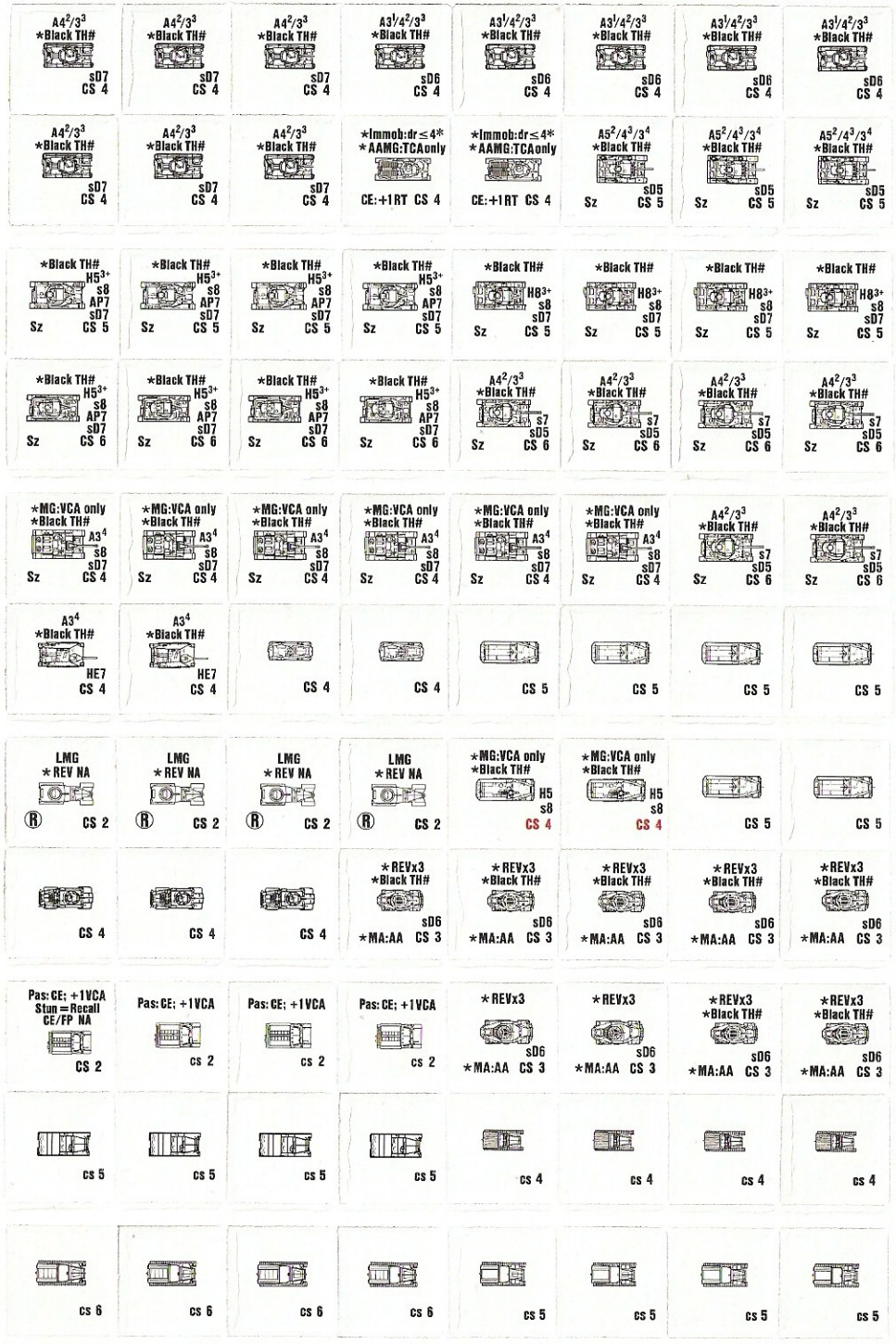

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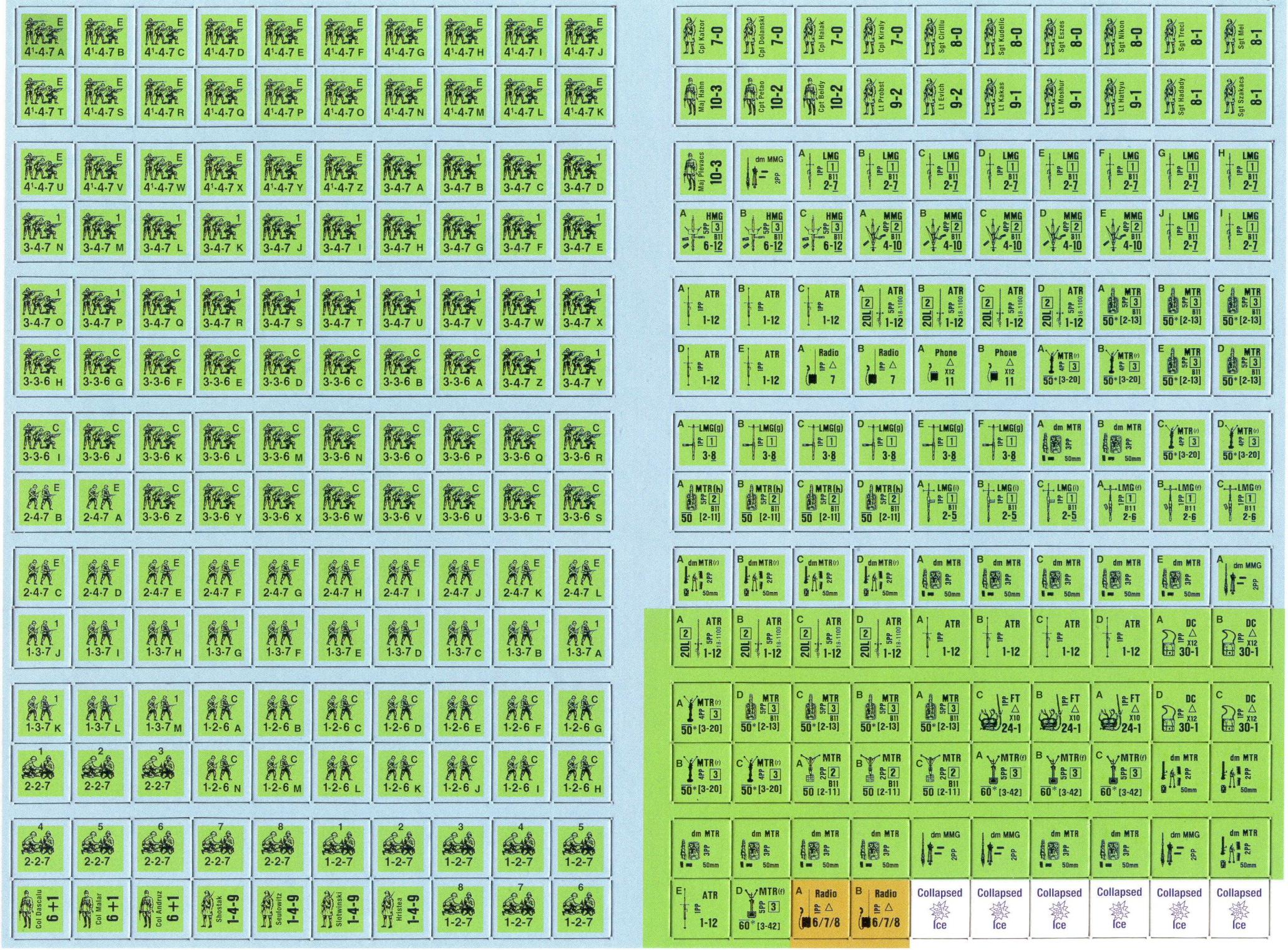

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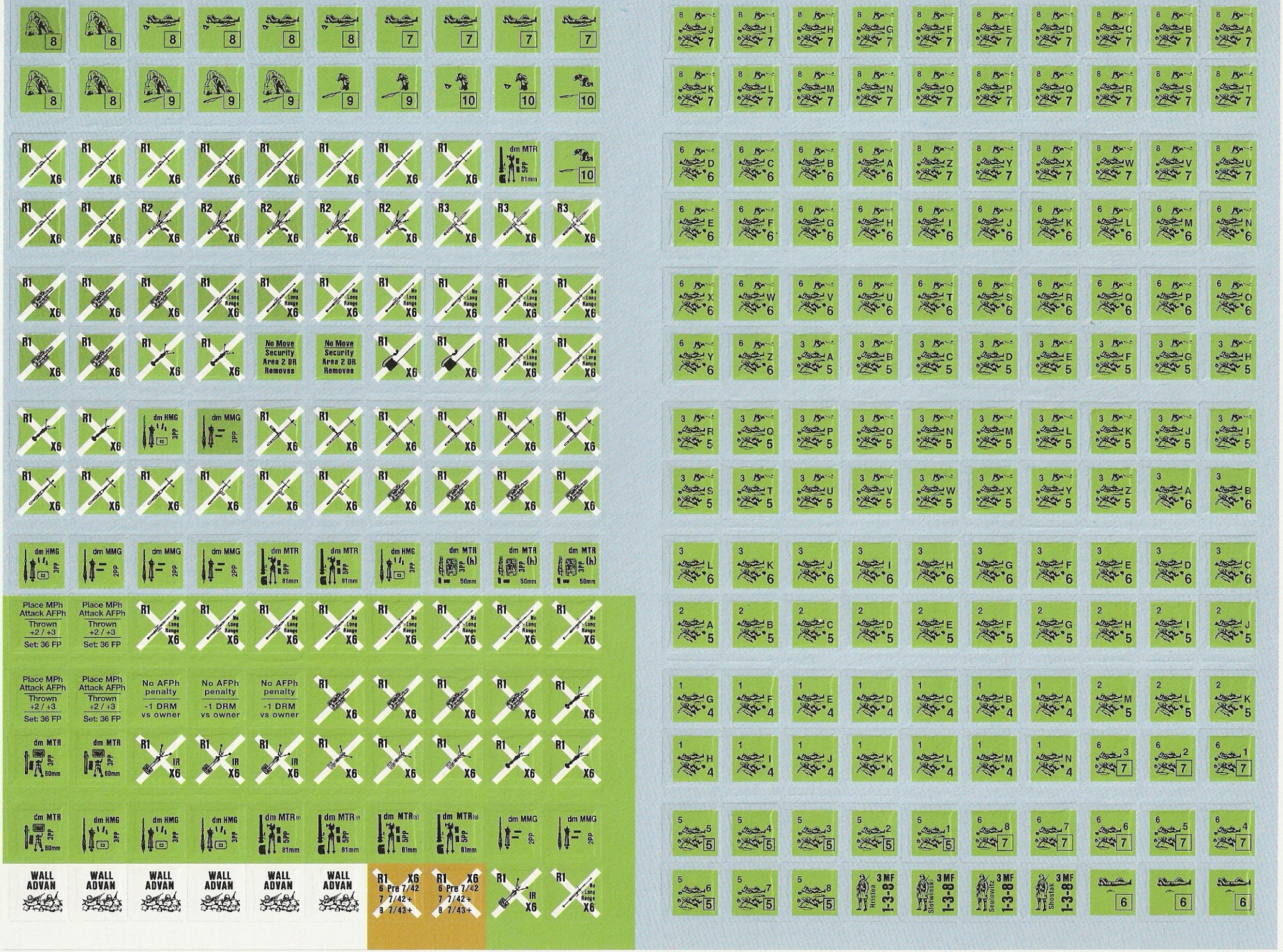

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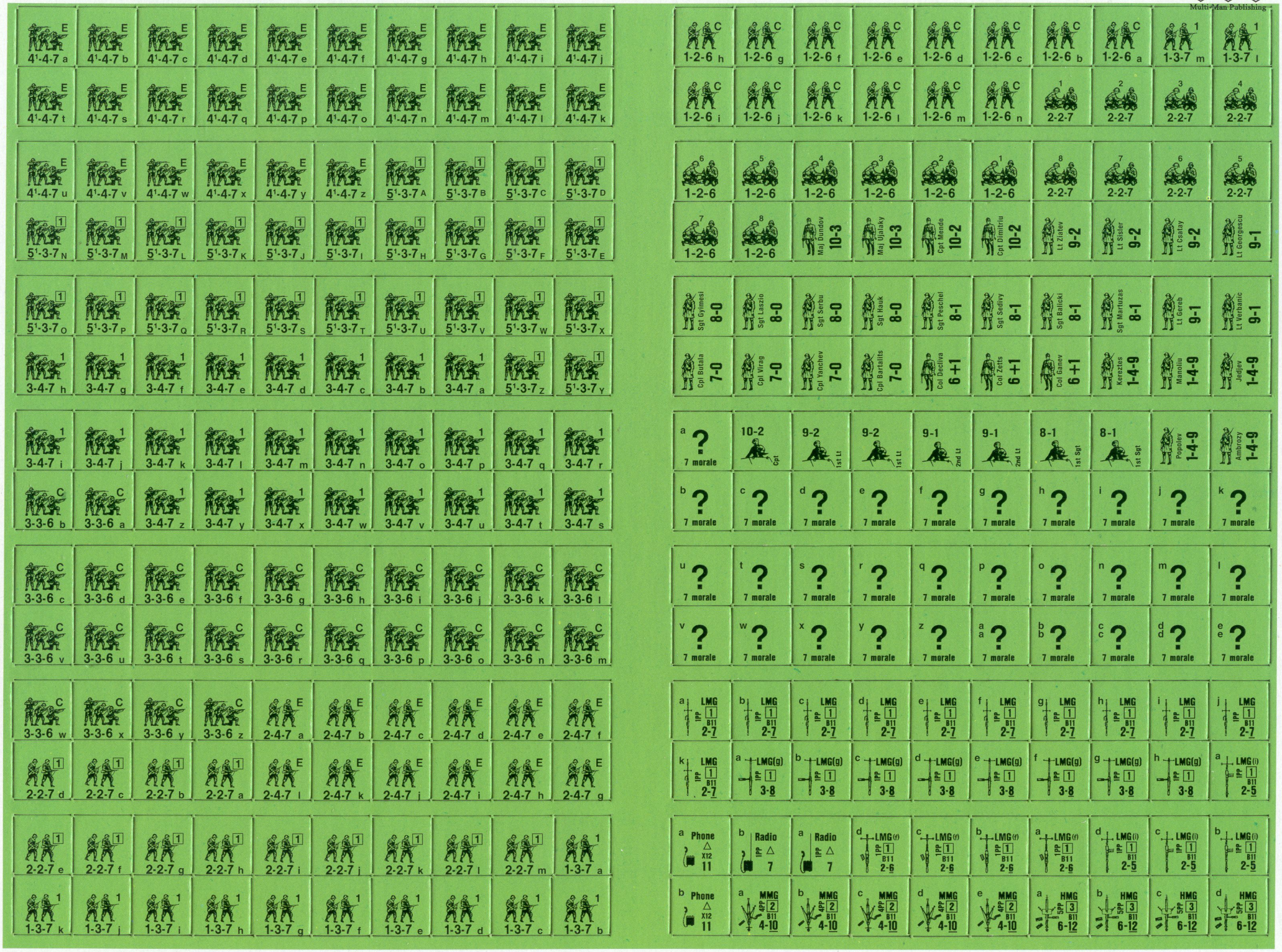

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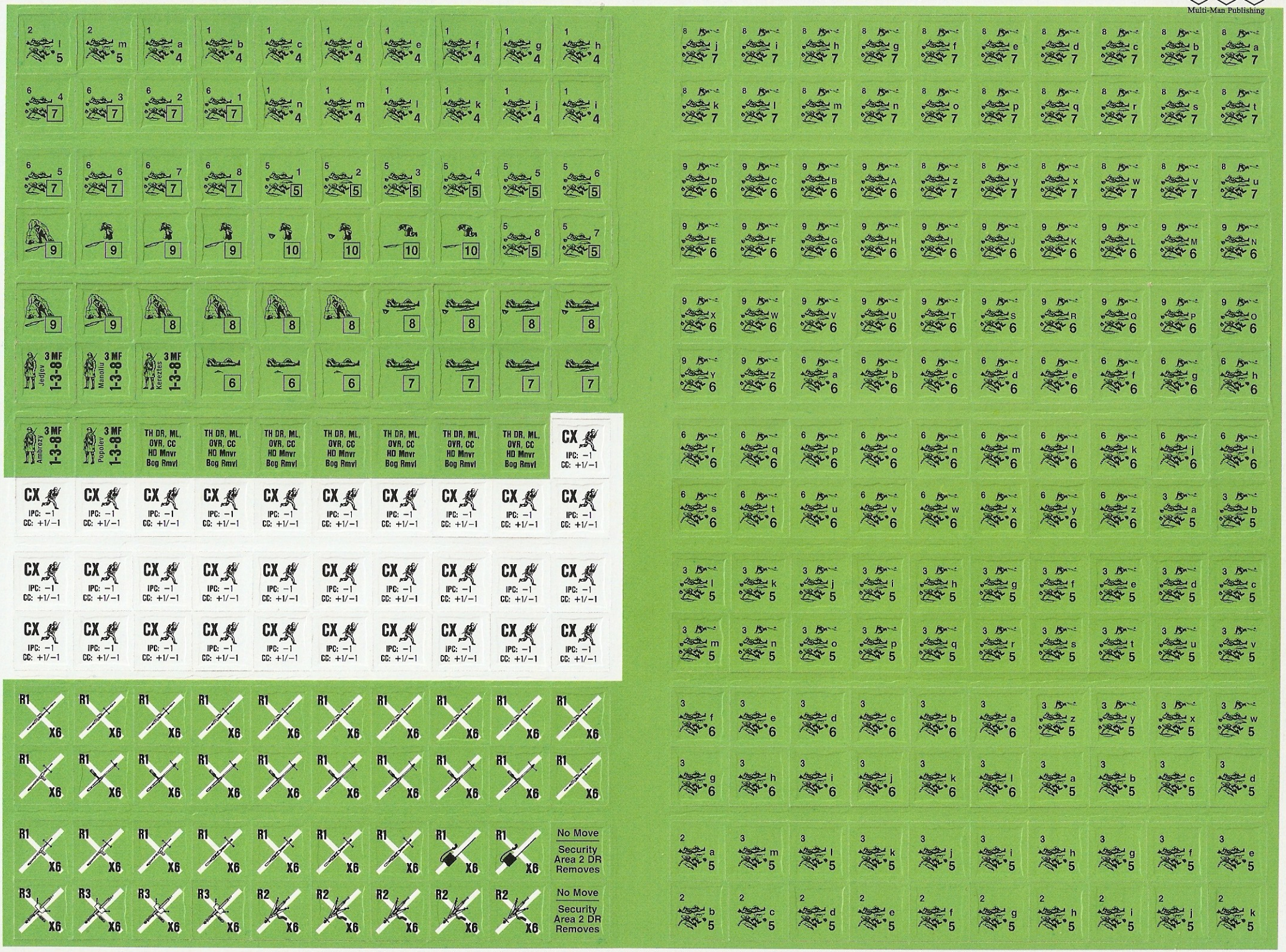

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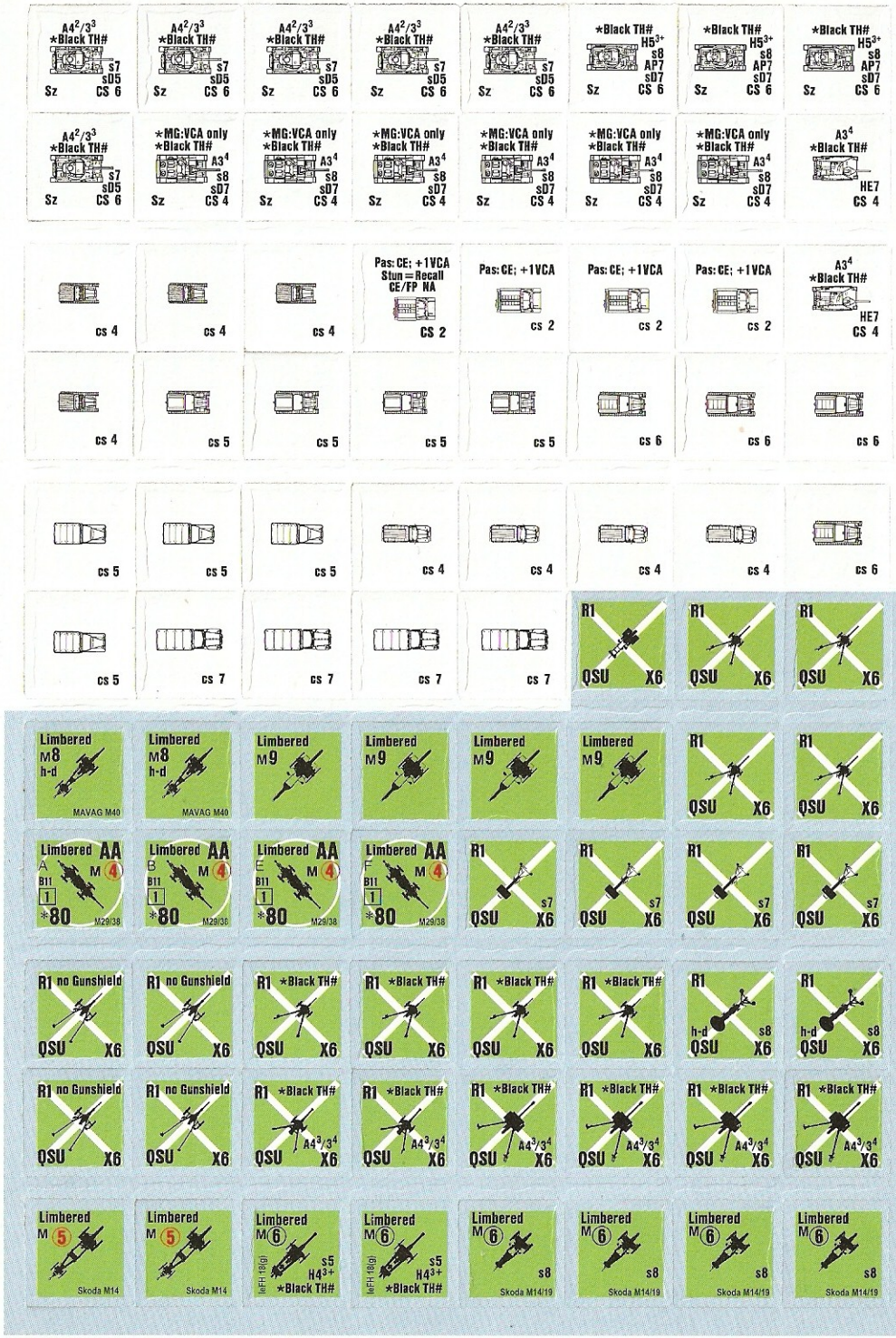

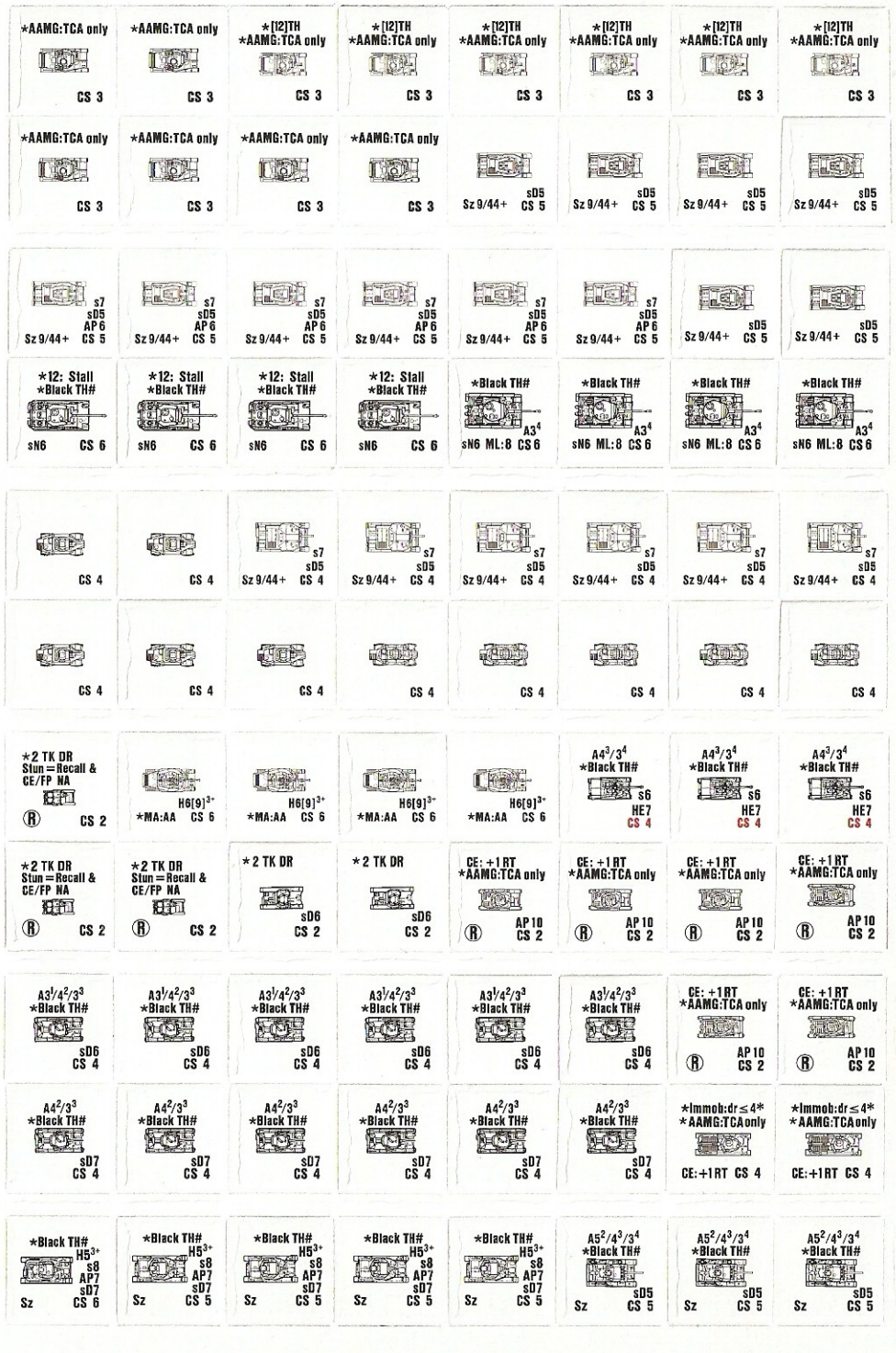

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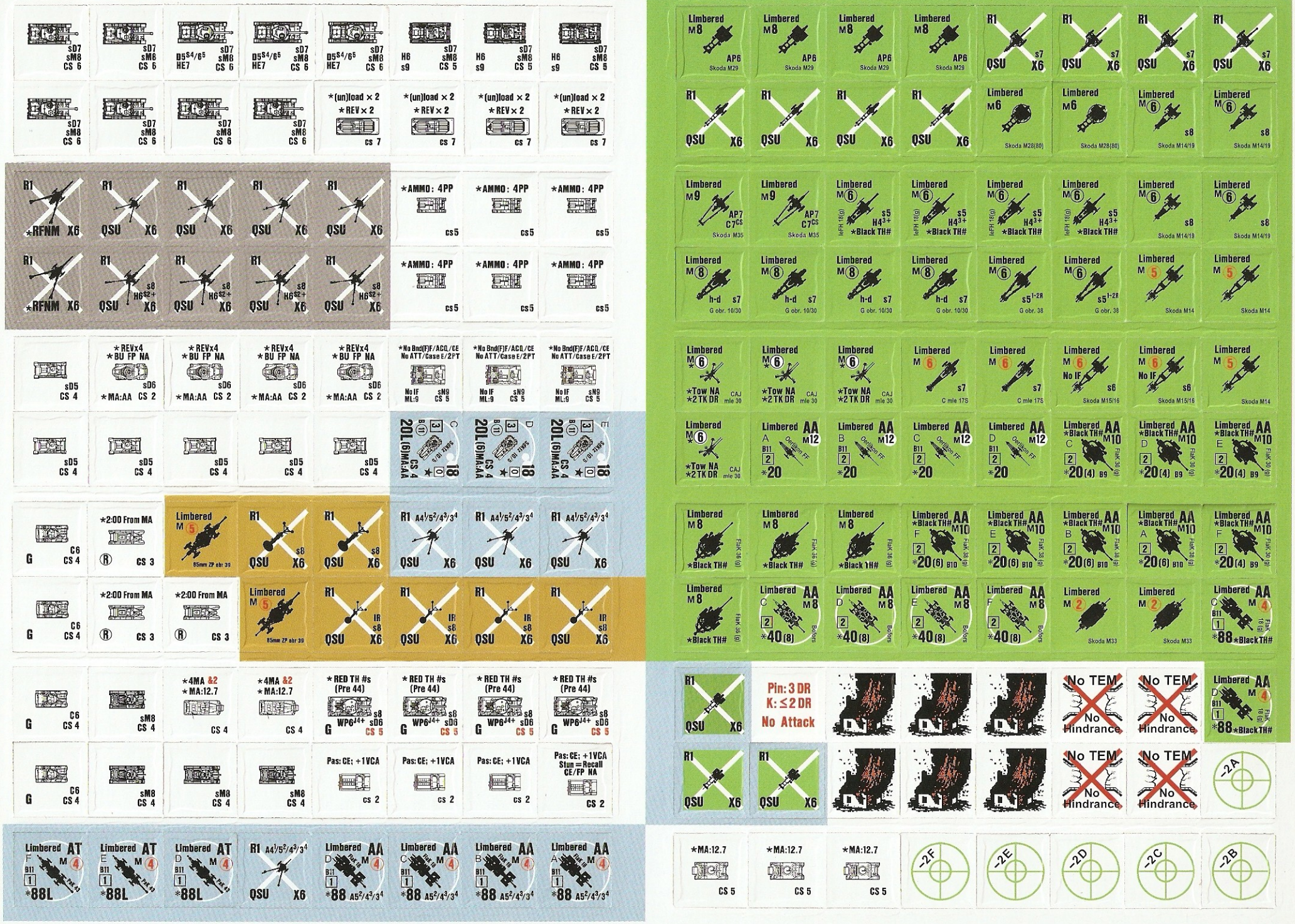



SZENTTANAS, YUGOSLAVIA, 13 April 1941... Now it was Yugoslavia's turn to be the target of Germany's *blitzkrieg*. Only it wasn't German forces rolling in from the northeast—the Hungarian "Mobil Corps" had joined the offensive assisting their German ally under the age-old reason of protecting the ethnic minority in the Voivodinia area. Would Germany's "minor" ally be able to execute *blitzkrieg*?

Near SATURNIA, GALICIA, 23 July 1944... Having already liberated most of Galicia, the 4th Ukranian Front was now set to invade Hungary. Standing in their way was the Carpathian mountain range where the Hungarians had established a series of defensive lines. Under pressure from the advancing Russians, the Hungarian First Army began withdrawing to another defensive line while protecting the "Tatar Pass." Helping to cover the withdrawal were two Tiger tanks obtained from the Germans. The Hungarian crews would now test the two months of training they had just received...

East of Nish, SERBIA, 14 October 1944... The Bulgarian surrender and subsequent re-entry into the war on the side of the Allies left the German positions in the Balkans in disarray. Army Group F was entrusted with keeping the all-important withdrawal route open and elements of the 7th SS Prinz Eugen Division took up positions in the mountains east of the Morava River. Before long, the familiar whine of German 105mm artillery could be heard but this time the shells were incoming. The Bulgarians, armed and trained by the Germans, were now turning German-made weapons against their former ally...

This is the long-awaited **ARMIES OF OBLIVION**—bringing the entire Axis Minor order of battle into the ASL system, thus enabling you to command every major vehicle, gun, and infantry type used by the Romanians, Hungarians, Bulgarians, Slovakians, and Croatians throughout the war. Chapter H distills years of research into pages of detailed notes on the guns and vehicles unique to each of the Axis Minor nations, in addition to the various weapons which many of these nations shared. Also included are three overlay sheets and four mapboards: boards 48, 49, 50, and 51. Twelve scenarios cover a plethora of situations for the various Axis Minor nations, from before Barbarossa to the fall of Budapest, including late in the war after many of these nations had switched to the Allied cause. New two-tone counters were developed for the Hungarians to handle their continued allegiance to the Axis cause.

ARMIES OF OBLIVION is not a complete game. Ownership of the **ASL** game system is required. Due to the complex nature of this module, components from throughout the system are required in order to play the 12 enclosed scenarios.

Multi-Man Publishing

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CONTENTS:

4	Mounted 8"x22" Mapboards #s 48-51
6	Countersheets
11	ASL Scenarios
1	Axis Minors Chapter H
3	overlay sheets

TIME SCALE:	2 minutes per Game Turn
MAP SCALE:	40 meters per hex
PLAYERS:	2 (suitable for team play)
UNIT SCALE:	5 to 10 men with individual leaders, vehicles, and guns

PLAYING TIME:	2 hours (or more)
COMPLEXITY:	High
SOLITAIRE SUITABILITY:	Medium



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WARNING • CHOKING HAZARD
Small parts included, not intended for children under 3 years.