

WOLFKRIEG

 2012 



Player's Handbook

Allied Edition

14 and 15 January 2012



Schedule

13JAN12

1200-2200 Table Set-up & Open Gaming

14JAN12

0900-0945 Breakfast, Check-in, and final Table Set-up

0945-1000 In-Brief

1000-1300 Round 1

1300-1330 Lunch Break (Meals on Site)

1330-1600 Round 2

1600-1630 Break

1630-UTC Round 3

15JAN12

0900-0930 Breakfast

0930-1200 Round 4

1200-1230 Lunch Break (Meals on Site)

1230-1500 Round 5

1500-1530 Out-Brief and Awards Presentation

As always the time schedule is subject to adjustment but we will press hard to keep to schedule, especially on Sunday for those driving long distances home.

Missions

Round 1 – Random

Round 2 – Random

Round 3 – Fighting Withdraw

Round 4 – Random

Round 5 – Random

Radom

Chosen by chip draw just prior to the round from:

- Encounter
- Free For All
- Dust Up
- Witch's Cauldron
- No Retreat
- Breakthrough

Dust Up and Witch's Cauldron **will be** played. If mission neither has been drawn by Round 4, they will be the only options for that round. If either Dust Up or Witch's Cauldron have not been played by Round 5, then that mission will be played for the last round.

If a Stützpunkt or Tobruk Strongpoint are matched against each other in any round they will play Tobruk Raid.

If the Attacker's turn 6 is not reached before time expires for Breakthrough and Witch's Cauldron the game will be scored as a draw.

Free For All

In highly-mobile engagements it is not uncommon for forces to suddenly find themselves in contact with the enemy. The freewheeling battles that result are little more than all-in brawls.



Your Orders

Attacker

Your forces have broken through the enemy front line. The enemy must be ruthlessly crushed before they can occupy proper defenses! You must seize one of your objectives before the enemy seizes one of theirs.

Defender

The enemy has broken through. Your company must occupy and defend critical objectives before the enemy secures them. Capture one of your objectives

Mission Special Rules

Free-for-All uses the Fair Fight and Mobile Battle special rules

Preparing for Battle

1. Both players roll a die. The player with the higher score chooses one of the long table edges to attack from. The other player defends from the opposite table edge.
2. Starting with the attacking player, both players place two Objectives on the opponent's side of the table. The Objectives must be at least 16"/40cm from the centre line of the table and may not be placed within 8"/20cm of the side table edges. Both of a player's Objectives must be within 48"/120cm of each other.
3. Each player's Deployment Area is their own half of the table, excluding the area within 12"/30cm of the centre line.
4. Both players, starting with the attacking player, now Deploy any Warrior teams that are not part of a platoon and all Independent teams.

Beginning the Battle

1. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. Both players now roll a die. The player who finished Deploying their platoons first adds +1 to their roll. The player with the higher result has the first turn. In the event of a tie roll again.

Ending the Battle

The battle ends when:

- a player starts their turn having Taken either of the Objectives that they placed in the enemy Deployment Area.

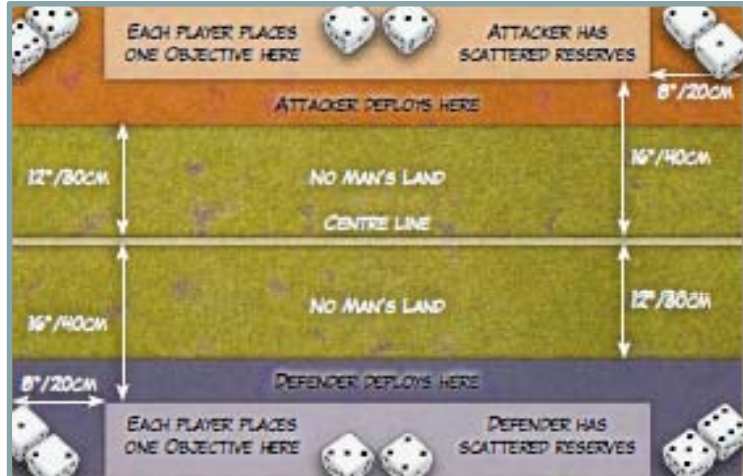
Deciding Who Won

The player that took their Objective has secured a key piece of terrain on the field, forcing the enemy onto the defensive and winning the day.

If neither side won use the Fair Fight special rule to determine their Victory Points.

Encounter

On the open flanks of the main battle, a small force can encounter a lot of trouble very easily. Having found it, they call for support and the action escalates.



Your Orders

Attacker

You have encountered strong opposition and called for assistance, but so has the enemy. You must attack now while they are still weak and seize one of your objectives before the enemy captures one of theirs.

Defender

A section of the line has crumbled and it's fallen upon your shoulders to repel the enemy advance. Act aggressively until assistance arrives, then capture one of your objectives before the enemy captures one of theirs.

Mission Special Rules

Encounter uses the **Delayed Reserves**, **Mobile Battle**, and **Scattered Reserves** special rules.

Preparing for Battle

1. Both players roll a die. The player with the higher score chooses one of the long table edges to attack from. The other player defends from the opposite table edge.
2. Starting with the attacker, both players place an Objective in their own half of the table.
3. Both players, having placed an Objective in their own half of the table, now place a second Objective, this time in their opponent's half of the table, again starting with the attacking player. All Objectives must be at least 16"/40cm from the centre line of the table and may not be placed within 8"/20cm of the side table edges.
4. Starting with the attacker, both players now nominate at least half of their platoons to be held off the table in Delayed and Scattered Reserves.
5. Each player's Deployment Area is their own half of the table, excluding the area within 12"/30cm of the centre line. Both players, starting with the attacking player, now alternate Deploying their remaining platoons.
6. Again starting with the attacker, both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams.

Beginning the Battle

1. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. Both players now roll a die. The player who finished Deploying their platoons first adds +1 to their roll. The player with the higher result has the first turn. In the event of a tie roll again.

Ending the Battle

The battle ends when:

- a player starts their turn having Taken either of the Objectives that were placed in the enemy Deployment Area.

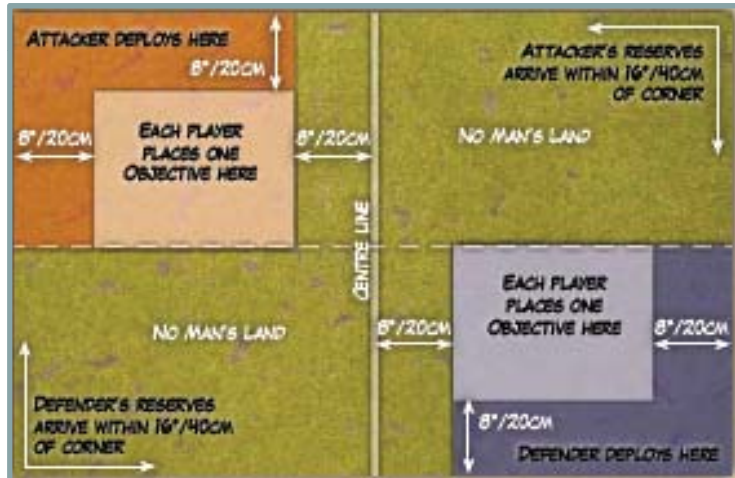
Deciding Who Won

The player that took an Objective in the opponent's Deployment Area wins the battle. They have secured key terrain, forcing the enemy onto the defensive, and opening the way for the final, decisive blow.

If neither side won use the Fair Fight special rule to determine their Victory Points.

Dust Up

Two advancing forces clash, each determined to get through to their objectives. Soon a whirling battle develops as reserves arrive on the flanks and are thrown into the fray.



Your Orders Attacker

Seize the initiative and thrust your forces into the enemy's defenses and secure a key objective. He who hesitates is lost. You must capture one of your objectives before the enemy captures one of theirs.

Defender

Parry your opponents thrust and maneuver your forces to take and hold a key position behind their lines. Be ready to attack when the time is right. Strike hard and fast to take an objective before the enemy does so.

Mission Special Rules

Encounter uses the Delayed Reserves and Mobile Battle special rules.

Preparing for Battle

1. Mark the centre of the table so that the table quarters are obvious to both players.
2. Both players roll a die. The player with the higher score chooses a table quarter to attack from, leaving the other table quarter in their own end empty.
3. The other player deploys in the opposite table quarter, likewise leaving the other table quarter in their own end empty. Each player's Deployment Area is their assigned quarter, excluding the area within 8"/20cm of the centre line.
4. Starting with the attacker each player places an objective in their own Deployment Area at least 8"/20cm from all table edges.
5. Next starting with the attacker each player places an objective in the enemy Deployment Area at least 8"/20cm from all table edges.
6. Starting with the attacker, both players nominate at least half of their platoons to be held off the table in Delayed Reserves.
7. Each player's Reserves arrive from in the enemy's end of the table, up to 16"/40cm from the corner in the empty table quarter.
8. Both players, starting with the attacker, alternate Deploying platoons.

9. Again starting with the attacker, both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams.

Beginning the Battle

1. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. Both players now roll a die. The player who finished Deploying their platoons first adds +1 to their roll. The player with the higher result has the first turn. In the event of a tie roll again.

Ending the Battle

The battle ends when:

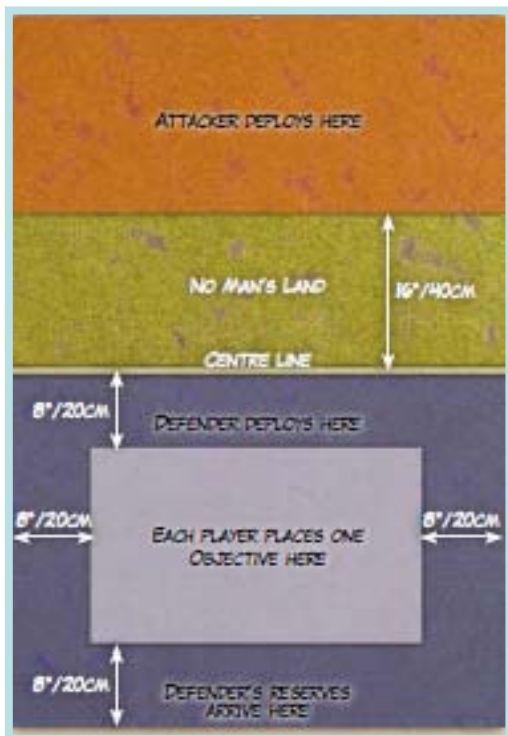
- a player starts their turn having Taken either of the Objectives that were placed in the enemy Deployment Area.

Deciding Who Won

The player that took an Objective in the opponent's Deployment Area wins the battle. They have secured key terrain, forcing the enemy onto the defensive, and opening the way for the final, decisive blow.

If neither side won use the Fair Fight special rule to determine their Victory Points.

No Retreat



Preparing for Battle

1. The defending player chooses which short table end they will defend. This half of the table is their Deployment Area. The attacking player will deploy in the other table half.
2. Starting with the defender, both players now place one Objective each in the defender's end of the table.
3. The Objectives must be at least 8''/20cm from the centre line of the table, and may not be placed within 8''/20cm of any table edge.
3. Next the defending player nominates at least half of their platoons to be held off the table in Reserve at the start of the game. The troops held in Reserves will arrive along the short table edge in the defending player's table half.
4. The defender may then nominate one of the remaining platoons to be held in Ambush.
5. Finally, they Deploy the remaining platoons.
6. The attacking player's Deployment Area is their half of the table, excluding the area within 16''/40cm of the centre line. The attacker now Deploys all of their platoons.
7. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.

There comes a time in every conflict when a force must dig in and prepare to repel a massive assault from the enemy. Often the deciding battles of their campaigns, these desperate defenses can turn the tides and determine the momentum of entire wars.

Your Orders

Attacker

The enemy has fallen back to defend a single choke point of your advance. Their lines disorganized, their reserves in tatters, you must crush their resistance and open a path to victory! You must assault and capture one of your objectives.

Defender

Parry your opponents thrust and maneuver your forces to take and hold a key position behind their lines. Be ready to attack when the time is right. Strike hard and fast to take an objective before the enemy does so.

Mission Special Rules

No Retreat uses the **Ambush**, **Reserves**, and **Prepared Positions** special rules.

Beginning the Battle

1. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. The attacking player has the first turn.
3. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

Ending the Battle

The battle ends when:

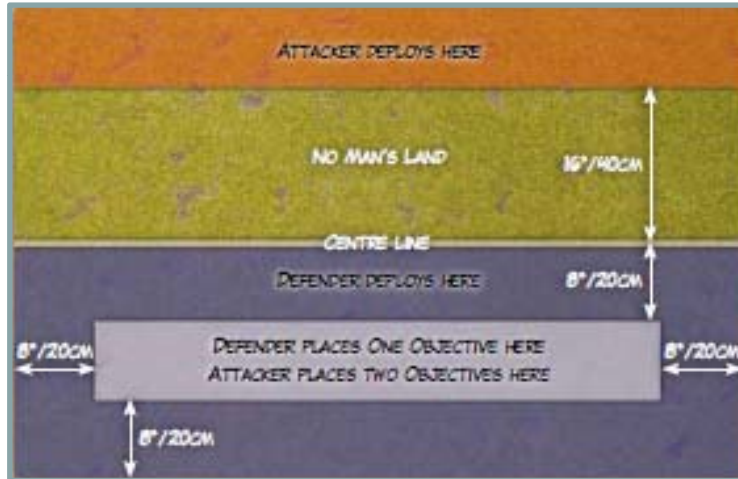
- the attacker has Taken any of the Objectives at the start of their turn, or
- the defender starts any of their turns from turn six with no attacking teams in the defender's half of the table.

Deciding Who Won

The attacker wins if the game ended because they started one of their turns holding an Objective. They have broken the defense and forced the enemy to fall back. Otherwise the defender wins. The attack has been beaten off. Now they must prepare their counterstroke.

Fighting Withdraw

A fighting withdrawal allows defeated commanders to preserve the bulk of their forces while falling back to a more defensible location.



Your Orders

Attacker

To exploit an earlier victory you must smash the enemy rearguard and turn their retreat into a rout. Break through the enemy line and capture one of the objectives before it is too late.

Defender

You must cover your withdrawal as the army falls back to the next defensible position. The enemy is moving around your flanks so you cannot stay too long. Hold the objectives until the rest of the army gets clear.

Mission Special Rules

Fighting Withdraw uses the **Ambush, Prepared Positions**, and **Strategic Withdrawal** special rules.

Preparing for Battle

1. The defender chooses a long table end to defend. This half of the table is their Deployment Area. The attacking player will deploy in the other table half.
2. The defender places an Objective on their side of the table at least 8''/20cm away from all table edges and at least 8''/20cm back from the centre line.
3. The attacker now places two Objectives in the same area so that no two Objectives are more than 48''/120cm apart and all are more than 8''/20cm from any other Objective.
4. The defender Deploys their entire force. They may hold one platoon in Ambush. The attacker's Deployment Area is their half of the table, excluding the area within 16''/40cm of the centre line.
5. The attacker now Deploys their force. Both players, starting with the defending player, Deploy any Warrior teams that are not part of a platoon and all Independent teams.

Beginning the Battle

1. Starting with the defender, both players make Reconnaissance Deployment moves.
2. The attacking player has the first turn.
3. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

Ending the Battle

The battle ends when:

- the attacker has Taken any of the Objectives at the start of their turn, or
- at the start of the defender's eighth turn (remember to check Company Morale if necessary before determining who won).

Deciding Who Won

The attacker wins if the game ended because they started one of their turns holding an objective. The attacker has smashed the rearguard and seized their objectives. Otherwise the defender wins. The rearguard has held out long enough for the army to get safely away and now withdraws its last elements.

Turn

3

4

5

6

7

8

Event

Withdraw a platoon if 5+ platoons, otherwise gain a delay counter.

Withdraw a platoon and remove all counters if 5+ platoons or counters, otherwise gain delay counter.

Repeat withdrawal.

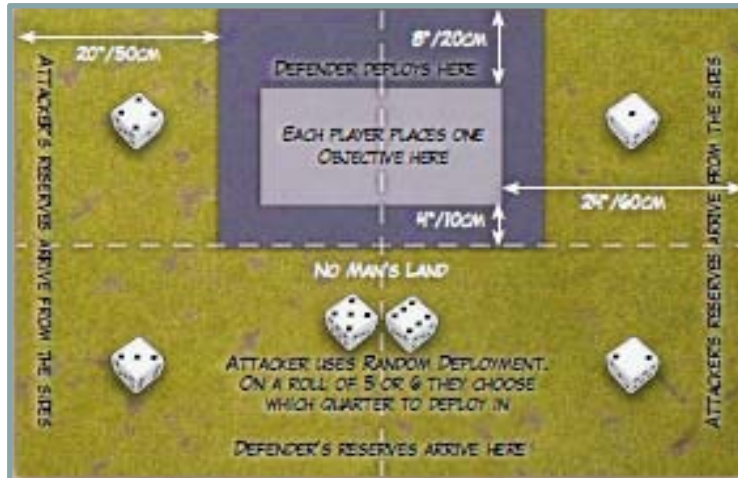
Remove Objective. Repeat withdrawal.

Remove Objective. Repeat withdrawal.

Check Company Morale if necessary. Game over.

Witch's Cauldron

When night falls on the battlefield both sides traditionally exercise a tacit truce and rebuild their forces, resupply, and tend to the wounded.



Your Orders

Attacker

A massive enemy offensive has punched through the front line, taking up positions amongst yours during the night. You must attack immediately to restore the situation.

Defender

You have pushed through the front lines during the night and taken vital ground from the enemy. Now, with dawn breaking, you must form a solid defense against the inevitable counterattack and hold your gains.

Mission Special Rules

Cauldron uses the **Immediate, Prepared Positions, Reserves, Delayed Reserves, and Random Deployment** special rules.

Preparing for Battle

1. The defending player chooses the long table side where they will defend. Their Deployment Area is this half of the table excluding the area within 20"/50cm of the side table edges.
2. The attacking player places *two Objectives* in the defender's Deployment Area at least 4"/10cm from the centre line of the table, at least 8"/20cm from long table edge and at least 24"/60cm from the short table edges.
3. The defender nominates at least half of their platoons to be held in Delayed Reserve. These will arrive on the opposite table edge.
4. The defender may hold one platoon in Immediate Ambush.
5. The defender deploys the remaining platoons.
6. The attacker must nominate at least half of their platoons to be held in Reserve. These will arrive from either short table edge. The attacking player may choose which edge each platoon will arrive from when it arrives from Reserves.
7. Any remaining platoons are deployed using the Random Deployment special rules.

8. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.

Beginning the Battle

1. The defender places the platoon they held in Immediate Ambush.
2. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
3. The defending player has the first turn.
4. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

Ending the Battle

The battle ends **on or after turn six** when either:

- the attacker has Taken any of the Objectives at the start of their turn, or
- the defending player starts their turn with no attacking teams within 16"/40cm of either Objective.

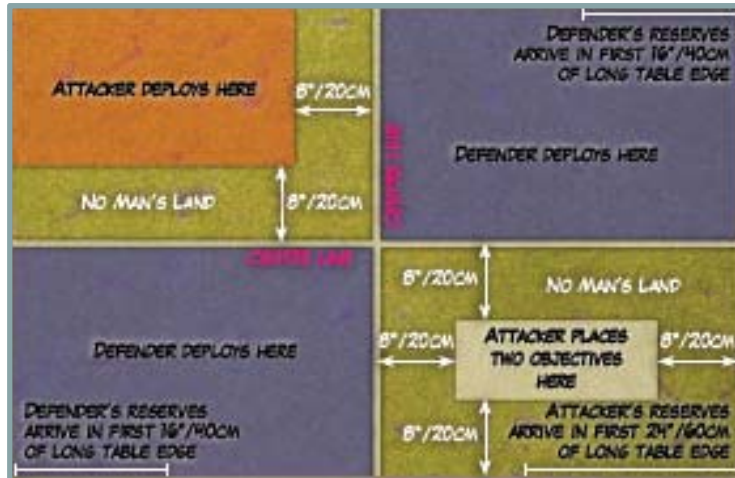
Deciding Who Won

The attacker wins if the game ended because they started one of their turns holding an objective. The enemy penetration has been neutralized and the defensive line held.

Otherwise the defender wins. All enemy counterattacks have been held off and the enemy force 'written down,' bringing a major breakthrough that much closer.

Breakthrough

A widely-stretched front has forced the defenders into a hedgehog defense. The attacker has sent a flanking force through the gaps between the defended positions while launching a frontal assault to pin the enemy.



Your Orders Attacker

The enemy does not have sufficient strength to cover the entire front. You must seize one of the objectives, either by direct assault, or with a cunning flank attack.

Defender

Your reconnaissance troops report a strong attack force moving around your flank while another strong force is massing for a frontal attack. You must secure the objectives and drive the enemy back.

Mission Special Rules

Breakthrough uses the **Delayed Reserves, Mobile Reserves, and Prepared Positions** special rules.

Preparing for Battle

1. Mark the centre of the table so that the table quarters are obvious to both players.
2. The defending player chooses two diagonally opposite table quarters as their Deployment Areas.
3. The attacker then chooses one of the remaining table quarters. Their Deployment Area is all of this table quarter that is more than 8"/20cm from both table centre lines.
4. The attacker places two Objectives in the final table quarter. They must be at least 8"/20cm from the table centre lines and edges.
5. The defender Deploys any or all of their platoons using the Mobile Reserves special rule.
6. All remaining platoons are held off the table in Reserve. The troops held in Reserves will arrive along the long table edges in their Deployment Areas within 16"/40cm of the table corner.
7. The attacker must hold at least one platoon, and may hold up to half of their platoons, off table to make a flank attack as Delayed Reserves. The troops held in Delayed Reserves will arrive along the long table edge within 24"/60cm of the corner in the quarter containing the Objectives.
8. The attacker now Deploys the rest of their force.

9. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.

Beginning the Battle

1. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. The attacking player has the first turn.
3. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

Ending the Battle

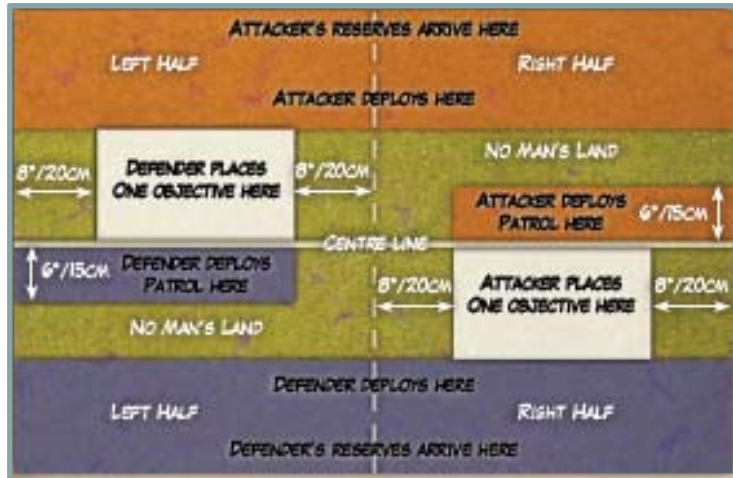
The battle ends **on or after turn six** when either:
-the attacking player has Taken any of the Objectives at the start of their turn, or
- the defending player starts their turn with no attacking teams within 16"/40cm of either Objective.

Deciding Who Won

The attacker wins if the game ended because they started one of their turns holding an Objective. They have broken through, deep behind the enemy line. Otherwise the defender wins. The breakthrough has been cut off and the front lines held.

Tobruk Raid

All is quiet in your fortified sector of the line. It seems like a good time to send out a patrol and see what the enemy is up to.



Your Orders

Attacker

Tonight's patrol ran into a strong enemy patrol. Reinforce then and secure the objective.

Defender

Push the enemy out of No Man's Land and hold your objective.

Mission Special Rules

No Man's Land uses the **Darkness**, **Delayed Reserves**, **No Man's Land Patrol**, and **Over the Wire** special rules.

Preparing for Battle

- Both players must field a Fortified Company.
- Both players roll a die with the higher score choosing a long table edge to attack from. The defender has the opposite table half. The players' Deployment Areas are their halves of the table excluding the area within 12"/30cm of the centre line.
- Starting with the defender, both players place all of their Fortifications (but not their Obstacles).
- Again starting with the defender, both players place all of their Obstacles in the opponent's table half using the Over The Wire mission special rule.
- Starting with the defender, both players Deploy their Fortified Platoons. All remaining platoons are held in Delayed Reserve, arriving anywhere along the long table edge in their own Deployment Area.
- Starting with the attacker, both players nominate one platoon to be their Patrol using the No Man's Land Patrol special rule, and remove it from the table.
- Divide the table into left and right halves across both Deployment Areas at right angles to the centre line.
- Both players roll another die. The player with the higher score chooses the left or right half to place their Objective and Patrol. They place an Objective on the opposing side of the table at least 8"/20cm from the dividing line between the left and right halves, and at least 8"/20cm from the table edges.
- The other player then places an Objective in the same manner in the opposite half.

- The first player then places their Patrol on their side of the table in the same half as they placed the Objective, within 6"/15cm of the centre line and at least 8"/20cm from the dividing line between the left and right halves.

- The other player then places their Patrol in the same manner in the opposite half.

- Again starting with the defender, both players Deploy any Warrior teams that are not part of a platoon and all Independent teams

Beginning the Battle

- The entire battle is fought in Darkness.
- Both players roll a die. The defender adds +1 to their roll. The player with the higher result has the first turn.

Ending the Battle

The battle ends when:

- a player starts their turn having Taken the Objective placed by the opposing player.

Deciding Who Won

The player that took an Objective wins the battle. They have established their dominance over No Man's Land.

If neither side won use the Fair Fight special rule to determine their Victory Points.

Axis Player Rosters

Schützenkompanie

Confident

Veteran

Aaron John

German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Schützenkompanie HQ - p.65	2	Cmd SMG team	45
	2	Motorcycle & Sidecar	
Combat Platoons			
Schützen Platoon - p.65	1	Cmd MG team	210
	1	Kfz 15 field car	
	1	Light Mortar team	
	6	MG team	
	4	Kfz 70 truck	
Schützen Platoon - p.65	1	Cmd MG team	210
	1	Kfz 15 field car	
	1	Light Mortar team	
	6	MG team	
	4	Kfz 70 truck	
Schützen Platoon - p.65	1	Cmd MG team	210
	1	Kfz 15 field car	
	1	Light Mortar team	
	6	MG team	
	4	Kfz 70 truck	
Weapons Platoon			
Schützen Mortar Platoon - p.66	1	Cmd SMG team	125
	1	Motorcycle & Sidecar	
	1	Observer Rifle team	
	4	8cm GW34 mortar	
Schützen Anti-tank Gun Platoon - p.67	1	Cmd SMG team	75
	2	3.7cm PaK36 gun	
Divisional Support			
Mittlere Panzer Platoon - p.63	3	Panzer IV D	450
Heavy Anti-aircraft Gun Platoon - p.89	1	Cmd SMG team	410
	Allied Platoon 2	8.8cm FlaK36 anti-tank gun (8 crew)	
Company Points:			1735

Source document: Hellfire and Back!

Aaron John



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
Panzer IV C or D	Fully-tracked	3	2	1	Co-ax MG, Hull MG, Protected ammo.
7.5cm KwK37 gun	24"/60cm	2	7	3+	Smoke.
Firing bombardments	48"/120cm	-	2	6+	

Tanks

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8.8cm FlaK36 anti-tank gun (8 crew)	Immobile	40"/100cm	3	13	3+	Gun shield, Turntable.
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6+	Smoke bombardment.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
MG team	16"/40cm	3	2	6+	
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Compagnia Bersaglieri

Elite

Adrian John

Italian

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Compagnia Bersaglieri HQ - p.31	2	Cmd Rifle team	25
Combat Platoons			
Bersaglieri Platoon - p.31	1 6	Cmd Rifle/MG team Rifle/MG team	110
Bersaglieri Platoon - p.31	1 6	Cmd Rifle/MG team Rifle/MG team	110
Regimental Support			
Bersaglieri Anti-tank Platoon - p.32	1 4	Cmd Rifle team 47/32 gun	105
Bersaglieri Mortar Platoon - p.33	1 1 3	Cmd Rifle team Observer Rifle team 81/14 mortar	75
Divisional Support			
Carri Platoon - p.29	5	M13/40	325
Carri Platoon - p.29	5	M13/40	325
Flame-thrower Platoon - p.44	4	L3/35 Lanciafiamme	125
Demolisher Platoon - p.45	1 6 2	Cmd Pioneer Rifle team Pioneer Rifle team Brixia 45mm mortar	145
Motorised Howitzer Battery - p.44	Artillery 1 1 1 1 4 4	Cmd Rifle team Staff team Observer Rifle team 3-ton truck 105/28 howitzer TL37 tractor	315
Air Support - p.46	3	Sporadic Air Support FIAT CR.42 Falco	90
Company Points:			1750

Source document: Hellfire and Back!

Adrian John



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
M13/40	Fully-tracked	3	2	1	Co-ax MG, Twin hull MG, Slow tank, Unreliable.
<i>47/32 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>6</i>	<i>4+</i>	
L3/35 Lanciafiamme	Half-tracked	0	0	1	
<i>Lanciafiamme</i>	<i>4"/10cm</i>	<i>3</i>	<i>-</i>	<i>5+</i>	<i>Flame-thrower, Hull mounted.</i>

Tanks

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
105/28 howitzer	Immobile	24"/60cm	1	9	2+	Gun shield.
Firing bombardments		80"/200cm	-	4	4+	
47/32 gun	Man-packed	24"/60cm	3	6	4+	
81/14 mortar	Man-packed	48"/120cm	-	2	6+	Smoke bombardment.
Brixia 45mm mortar	Man-packed	16"/40cm	2	1	5+	Can fire over friendly troops.
Firing bombardments		24"/60cm	-	-	6+	

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team		-	cannot shoot	++	Moves as a Heavy Gun team.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
SPA TL37, Dovunque 3-ton, or Lancia 3 RO 6-ton truck	Wheeled	-	-	-	

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
<i>FIAT CR.42 Falco</i>	<i>MG</i>	<i>3</i>	<i>5</i>	<i>5+</i>	
	Bombs	4	5	2+	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Stützpunkt

Confident Veteran

Alex Gluck

German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Stützpunkt HQ - p.85	2	Cmd SMG team	55
	1	Barbed Wire Entanglement	
	1	Trench Line	
Combat Platoons			
Stützpunkt Platoon - p.85	1	Cmd MG team	495
	1	Light Mortar team	
	6	MG team	
	1	Anti-tank Rifle team	
	2	Trench Line	
	2	HMG Nest	
	1	Stützpunkt 5cm Nest	
	1	Stützpunkt 2cm Nest	
	1	Minefield	
	4	Barbed Wire Entanglement	
Stützpunkt 88 FlaK Nest - p.86	1	Stützpunkt 8.8cm Nest	235
Stützpunkt 88 FlaK Nest - p.86	1	Stützpunkt 8.8cm Nest	235
Regimental Support			
Light Infantry Gun Platoon - p.67	1	Cmd SMG team	70
	1	Kfz 15 field car	
	1	Observer Rifle team	
	1	Motorcycle & Sidecar	
	2	7.5cm leIG18 gun	
	2	Kfz 70 truck	
Leichte Pionier Platoon - p.77	1	Cmd Pioneer SMG team	185
	1	Motorcycle & Sidecar	
	1	Pioneer Supply 3-ton truck	
	2	Kfz 15 field car	
	6	Pioneer Rifle team	
	2	Kfz 70 truck	
Divisional Support			
Panzer III Platoon - p.61	3	Panzer III F (late) or G	460
Stützpunkt Artillery Position - p.86	1	Trench Line	15
	2	Gun Pit	
Company Points:			1750

Source document: Hellfire and Back!

Alex Gluck



Arsenal

Tank Teams

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

Tanks

Panzer III F (late) or G	Fully-tracked	3	3	1	Co-ax MG, Hull MG, Protected Ammo.
5cm KwK gun	24"/60cm	3	7	4+	

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
7.5cm leIG18 gun	Light	16"/40cm	2	5	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6+	

Fortifications

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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Bunkers and Pillboxes

HMG Nest	Immobile	24"/60cm	6	2	6+	ROF 2 when Pinned Down.
Stützpunkt 2cm Nest	Immobile	16"/40cm	4	5	5+	Flak nest, Anti-aircraft.
Stützpunkt 5cm Nest	Immobile	24"/60cm	3	9	4+	
Stützpunkt 8.8cm Nest	Immobile	40"/100cm	3	13	3+	Flak nest.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	1	4	6+	Tank Assault 3.
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
MG team	16"/40cm	3	2	6+	
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Pioneer Supply 3-ton truck	Wheeled	-	-	-	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Compagnia Bersaglieri

Elite

Barry Parker

Italian

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Compagnia Bersaglieri HQ - p.31	2	Cmd Rifle team	25
Combat Platoons			
Bersaglieri Platoon - p.31	1 6	Cmd Rifle/MG team Rifle/MG team	110
Bersaglieri Platoon - p.31	1 6	Cmd Rifle/MG team Rifle/MG team	110
Regimental Support			
Bersaglieri Mortar Platoon - p.33	1 1 3	Cmd Rifle team Observer Rifle team 81/14 mortar	75
Divisional Support			
Carri Platoon - p.29	5	M13/40	325
Carri Platoon - p.29	5	M13/40	325
Anti-tank Platoon - p.45	1 Artillery 4	Cmd Rifle team 47/32 gun	125
Demolisher Platoon - p.45	1 6 2	Cmd Pioneer Rifle team Pioneer Rifle team Brixia 45mm mortar	145
Motorised Cannon Battery - p.44	1 Artillery 1 1 4	Cmd Rifle team Staff team Observer Rifle team 75/27 gun	185
Motorised Howitzer Battery - p.44	1 Artillery 1 1 4 4 4	Cmd Rifle team Staff team Observer Rifle team 3-ton truck 100/17 howitzer TL37 tractor	185
Light Anti-aircraft Platoon - p.46	1 Artillery 2	Cmd Rifle team 20/65 on 3-ton truck	50
Air Support - p.46	3	Sporadic Air Support FIAT CR.42 Falco	90
Company Points:			1750

Source document: Hellfire and Back!

Barry Parker



Arsenal

Tank Teams

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

Tanks

M13/40	Fully-tracked	3	2	1	Co-ax MG, Twin hull MG, Slow tank, Unreliable.
47/32 gun	24"/60cm	2	6	4+	

Anti-Aircraft

20/65 on 3-ton truck	Wheeled	-	-	-	
20/65 gun	16"/40cm	4	5	5+	Anti-aircraft, Portee.

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
75/27 gun	Heavy	24"/60cm	2	7	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6+	Smoke bombardment.
100/17 howitzer	Immobile	24"/60cm	1	7	2+	Gun shield.
Firing bombardments		72"/180cm	-	4	4+	
20/65 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
47/32 gun	Man-packed	24"/60cm	3	6	4+	
81/14 mortar	Man-packed	48"/120cm	-	2	6+	Smoke bombardment.
Brixia 45mm mortar	Man-packed	16"/40cm	2	1	5+	Can fire over friendly troops.
Firing bombardments		24"/60cm	-	-	6+	

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team		-	cannot shoot	++	Moves as a Heavy Gun team.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
SPA TL37, Dovunque 3-ton, or Lancia 3 RO 6-ton truck	Wheeled	-	-	-	

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
FIAT CR.42 Falco	MG	3	5	5+	
	Bombs	4	5	2+	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Leichte Panzerkompanie

Confident Veteran

Chris Glennen

German Early-War

Platoon	Qty	Unit	Points
Headquarters			
Leichte Panzerkompanie HQ - p.61	1	Panzer III F (late) or G	155
Combat Platoons			
Panzer III Platoon - p.61	4	Panzer III F (late) or G	615
Panzer II Platoon - p.61	4	Panzer II C (late)	225
Weapons Platoon			
Panzer II Platoon - p.61	4	Panzer II C (late)	225
Leichte Pionier Platoon - p.77	1	Cmd Pioneer SMG team	225
	1	Motorcycle & Sidecar	
	3	Kfz 15 field car	
	9	Pioneer Rifle team	
	3	Kfz 70 truck	
Divisional Support			
Heavy Panzerspäh Platoon - p.73	2	Sd Kfz 231 (8-rad)	95
Motorised Light Artillery Battery - p.88	1	Cmd SMG team	200
	1	Staff team	
	1	Observer Rifle team	
	1	Sd Kfz 254 half-track	
	2	10.5cm leFH18 howitzer	
Company Points:			1740

Source document: Hellfire and Back!

Chris Glennen



Arsenal

Tank Teams

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

Tanks

Panzer II C (late)	Fully-tracked	2	1	1	Co-ax MG, Protected ammo.
2cm KwK38 gun	16"/40cm	3	5	5+	
Panzer III F (late) or G	Fully-tracked	3	3	1	Co-ax MG, Hull MG, Protected Ammo.
5cm KwK gun	24"/60cm	3	7	4+	

Armoured Cars

Sd Kfz 231 (8-rad, early)	Jeep	1	0	0	Co-ax MG.
2cm KwK38 gun	16"/40cm	3	5	5+	

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	9	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.

Infantry Teams

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

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	

Armoured Personnel Carriers

Sd Kfz 253 (StuG) or Sd Kfz 254 half-track	Half-tracked	1	0	1	AA MG.
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Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Compagnia Bersaglieri

Elite

Chris Jackson

Italian

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Compagnia Bersaglieri HQ - p.31	2	Cmd Rifle team	40
	1	Solothurn anti-tank rifle	
Combat Platoons			
Bersaglieri Platoon - p.31	1	Cmd Rifle/MG team	110
	6	Rifle/MG team	
Bersaglieri Platoon - p.31	1	Cmd Rifle/MG team	110
	6	Rifle/MG team	
Bersaglieri Platoon - p.31	1	Cmd Rifle/MG team	110
	6	Rifle/MG team	
Regimental Support			
Bersaglieri Anti-tank Platoon - p.32	1	Cmd Rifle team	110
	4	47/32 gun	
	4	TL37 tractor	
Divisional Support			
Carri Platoon - p.29	5	M13/40 with AA MG	350
Carri Platoon - p.29	4	M13/40 with AA MG	280
Self-propelled Coastal Gun Platoon - p.33	1	Autocannone da 102/35	120
	Artillery		
Demolisher Platoon - p.45	1	Cmd Pioneer Rifle team	145
	6	Pioneer Rifle team	
	2	Brixia 45mm mortar	
Motorised Cannon Battery - p.44	1	Cmd Rifle team	190
	1	Staff team	
	1	Observer Rifle team	
	1	3-ton truck	
	4	75/27 gun	
	4	TL37 tractor	
Motorised Howitzer Battery - p.44	1	Cmd Rifle team	185
	1	Staff team	
	1	Observer Rifle team	
	1	3-ton truck	
	4	100/17 howitzer	
	4	TL37 tractor	
Company Points:			1750

Source document: Hellfire and Back!

Chris Jackson



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

Tanks

M13/40 with AA MG Fully-tracked 3 2 1 Co-ax MG, Twin hull MG, Slow tank, Unreliable, AA MG.

47/32 gun 24"/60cm 2 6 4+

Self-propelled Guns

Autocannone da 102/35 Wheeled - - - Awkward Layout, Overloaded, Slow tank.

102/35 gun 40"/100cm 2 11 2+

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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75/27 gun Heavy 24"/60cm 2 7 3+ Gun shield, Smoke.

Firing bombardments 64"/160cm - 3 6+ Smoke bombardment.

100/17 howitzer Immobile 24"/60cm 1 7 2+ Gun shield.

Firing bombardments 72"/180cm - 4 4+

47/32 gun Man-packed 24"/60cm 3 6 4+

Brixia 45mm mortar Man-packed 16"/40cm 2 1 5+ Can fire over friendly troops.

Firing bombardments 24"/60cm - - 6+

Solothurn anti-tank rifle Man-packed 16"/40cm 3 5 5+

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
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Flame-thrower team 4"/10cm 2 - 6+ Flame-thrower.

Rifle team 16"/40cm 1 2 6+

Rifle/MG team 16"/40cm 2 2 6+

Staff team - cannot shoot +- Moves as a Heavy Gun team.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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SPA TL37, Dovunque 3-ton, or Lancia 3 RO 6-ton truck Wheeled - - -

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
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Vehicle MG 16"/40cm 3 2 6 ROF 1 if other weapons fire.

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Fallschirmjägerkompanie

Fearless Vet

Chris Stearns

German Early-War

Platoon	Qty	Unit	Points
Headquarters			
Fallschirmjägerkompanie HQ - p.73	2	Cmd SMG team	55
Combat Platoons			
Fallschirmjäger Platoon - p.73	1 9	Cmd Rifle/MG team Rifle/MG team	265
Fallschirmjäger Platoon - p.73	1 9	Cmd Rifle/MG team Rifle/MG team	265
Weapons Platoon			
Fallschirmjäger Machine-gun Platoon - p.74	1 4	Cmd SMG team MG34 HMG team	150
Regimental Support Platoons			
Fallschirmjäger Light Anti-tank Gun Platoon - p.76	1 4	Cmd SMG team 3.7cm PaK36 gun	165
Fallschirmjäger Heavy Mortar Platoon - p.76	1 2 4	Cmd SMG team Observer Rifle team 10.5cm NbW35 mortar	175
Fallschirmjäger Anti-aircraft Gun Platoon - p.77	1 3	Cmd SMG team 2cm FlaK38 gun	95
Fallschirmpionier Platoon - p.75	1 6	Cmd Pioneer Rifle/MG team Pioneer Rifle/MG team	240
Divisional Support Platoons			
Fallschirmjäger Artillery Battery - p.77	1 1 1 4	Cmd SMG team Staff team Observer Rifle team 7.5cm GebG36 gun	190
Air Support - p.71	7	Priority Air Support Ju 87B Stuka	150
Company Points:			1750

Source document: Burning Empires

Chris Stearns



Arsenal

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
7.5cm GebG36 gun	Heavy	16"/40cm	2	6	3+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	3	6+	Smoke bombardment.
2cm FlaK38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
10.5cm NbW35 mortar	Man-packed	40"/100cm	-	3	4+	Smoke bombardment.
MG34 HMG team	Man-packed	24"/60cm	6	2	6+	ROF 2 when pinned down.

Infantry Teams

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

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 4.

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
<i>Ju 87B Stuka</i>	<i>Bombs</i>	4	5	2+	<i>Optional Stuka Schwerpunkt (p. 102).</i>

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Leichte Pionierkompanie

Confident Veteran

David Vigor

German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Leichte Pionierkompanie HQ - p.77	2 2 1	Cmd SMG team Motorcycle & Sidecar Generalmajor Erwin Rommel in Greif	115
Combat Platoons			
Gepanzerte Pionier Platoon - p.79	1 6 4	Cmd Pioneer Rifle team Pioneer Rifle team Sd Kfz 251/1	225
Leichte Pionier Platoon - p.77	1 1 1 2 6 2	Cmd Pioneer Rifle team Motorcycle & Sidecar Pioneer Supply 3-ton truck Kfz 15 field car Pioneer Rifle team Kfz 70 truck	180
Divisional Support			
Panzer III Platoon - p.61	4 1	Panzer III F (late) or G Valentine II	830
Anti-tank Gun Platoon - p.87	1 4	Cmd SMG team 3.7cm PaK36 gun	145
Anti-tank Gun Platoon - p.87	1 3	Cmd SMG team 5cm PaK38 gun	255
Company Points:			1750

Source document: Hellfire and Back!

David Vigor



Arsenal

Tank Teams

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

Tanks

Panzer III F (late) or G	Fully-tracked	3	3	1	Co-ax MG, Hull MG, Protected Ammo.
5cm KwK gun	24"/60cm	3	7	4+	

Captured Tanks

Valentine II	Fully-tracked	6	5	1	Co-ax MG, Slow tank.
OQF 2 pdr gun	24"/60cm	2	7	4+	No HE.

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Pioneer Supply 3-ton truck	Wheeled	-	-	-	

Armoured Personnel Carriers

Generalmajor Erwin Rommel in Greif	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 250/1 or 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Schützenkompanie

Confident

Veteran

Don Blevins

German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Schützenkompanie HQ - p.65	2	Cmd SMG team	45
	2	Motorcycle & Sidecar	
Combat Platoons			
Schützen Platoon - p.65	1	Cmd MG team	230
	1	Kfz 15 field car	
	1	Light Mortar team	
	1	Anti-tank Rifle team	
	6	MG team	
	4	Kfz 70 truck	
Schützen Platoon - p.65	1	Cmd MG team	230
	1	Kfz 15 field car	
	1	Light Mortar team	
	1	Anti-tank Rifle team	
	6	MG team	
	4	Kfz 70 truck	
Weapons Platoon			
Heavy Infantry Gun Platoon - p.67	1	Cmd SMG team	150
	1	Kfz 15 field car	
	1	Observer Rifle team	
	1	Motorcycle & Sidecar	
	2	15cm sIG33 gun	
	2	Sd Kfz 11	
Divisional Support			
Heavy Anti-aircraft Gun Platoon - p.89 Allied Platoon	1	Cmd SMG team	415
	1	Kfz 15 field car	
	2	8.8cm FlaK36 anti-tank gun (8 crew)	
	2	Sd Kfz 7	
Leichte Pionier Platoon - p.77	1	Cmd Pioneer Rifle team	245
	1	Motorcycle & Sidecar	
	1	Pioneer Supply 3-ton truck	
	3	Kfz 15 field car	
	9	Pioneer Rifle team	
	3	Kfz 70 truck	
Motorised Heavy Artillery Battery - p.88	1	Cmd SMG team	310
	1	Kfz 15 field car	
	1	Staff team	
	1	Kfz 68 radio truck	
	1	Observer Rifle team	
	1	Motorcycle & Sidecar	
	2	s10cm K18 gun	
	2	Sd Kfz 7	
Air Support - p.90	5	Limited Air Support Ju 87B Stuka	115
			Company Points: 1740

Source document: Hellfire and Back!

Don Blevins



Arsenal

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm sIG33 gun	Heavy	16"/40cm	1	8	1+	Bunker Buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
8.8cm FlaK36 anti-tank gun (8 crew)	Immobile	40"/100cm	3	13	3+	Gun shield, Turntable.
s10cm K18 gun	Immobile	32"/80cm	1	15	2+	
Firing bombardments		96"/240cm	-	4	4+	

Infantry Teams

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

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Trucks					
Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
Pioneer Supply 3-ton truck	Wheeled	-	-	-	
Tractors					
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
Ju 87B Stuka	Bombs	4	5	2+	Optional Stuka Schwerpunkt (p. 102).

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Leichte Panzerkompanie

Confident Veteran

Doug Olds

German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Leichte Panzerkompanie HQ - p.61	1	Panzer III F (late) or G	155
Combat Platoons			
Panzer III Platoon - p.61	3	Panzer III F (late) or G	460
Panzer II Platoon - p.61	4	Panzer II C (late)	225
Weapons Platoon			
Mittlere Panzer Platoon - p.63	3	Panzer IV D	450
Leichte Pionier Platoon - p.77	1	Cmd Pioneer Rifle team	155
	1	Motorcycle & Sidecar	
	2	Kfz 15 field car	
	2	Kfz 70 truck	
Divisional Support			
Heavy Panzerspäh Platoon - p.73	4	Sd Kfz 231 (8-rad)	190
Air Support - p.90	5	Limited Air Support Ju 87B Stuka	115
Company Points:			1750

Source document: Hellfire and Back!

Doug Olds



Arsenal

Tank Teams

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

Tanks

Panzer II C (late)	Fully-tracked	2	1	1	Co-ax MG, Protected ammo.
2cm KwK38 gun	16"/40cm	3	5	5+	
Panzer III F (late) or G	Fully-tracked	3	3	1	Co-ax MG, Hull MG, Protected Ammo.
5cm KwK gun	24"/60cm	3	7	4+	
Panzer IV C or D	Fully-tracked	3	2	1	Co-ax MG, Hull MG, Protected ammo.
7.5cm KwK37 gun	24"/60cm	2	7	3+	Smoke.
Firing bombardments	48"/120cm	-	2	6+	

Armoured Cars

Sd Kfz 231 (8-rad, early)	Jeep	1	0	0	Co-ax MG.
2cm KwK38 gun	16"/40cm	3	5	5+	

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
Ju 87B Stuka	Bombs	4	5	2+	Optional Stuka Schwerpunkt (p. 102).

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Leichte Panzerkompanie

Confident Veteran

Erin Macheski-Preston

Platoon	Qty	Unit	Points
Headquarters			
Leichte Panzerkompanie HQ - p.61	1	Panzer III F (late) or G	155
Combat Platoons			
Panzer III Platoon - p.61	3	Panzer III F (late) or G	460
Panzer II Platoon - p.61	5	Panzer II C (late)	280
Weapons Platoon			
Panzer II Platoon - p.61	5	Panzer II C (late)	280
Leichte Pionier Platoon - p.77	1	Cmd Pioneer Rifle team	220
	1	Motorcycle & Sidecar	
	3	Kfz 15 field car	
	9	Pioneer Rifle team	
	3	Kfz 70 truck	
Divisional Support			
Light Panzerspäh Platoon - p.73	2	Sd Kfz 221 (MG)	240
	4	Sd Kfz 222 (2cm)	
Air Support - p.90	5	Limited Air Support Ju 87B Stuka	115
Company Points:			1750

Source document: Hellfire and Back!

Erin Macheski-Preston



Arsenal

Tank Teams

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

Tanks

Panzer II C (late)	Fully-tracked	2	1	1	Co-ax MG, Protected ammo.
2cm KwK38 gun	16"/40cm	3	5	5+	
Panzer III F (late) or G	Fully-tracked	3	3	1	Co-ax MG, Hull MG, Protected Ammo.
5cm KwK gun	24"/60cm	3	7	4+	

Armoured Cars

Sd Kfz 221 (MG)	Wheeled	0	0	0	AA MG.
Sd Kfz 222 (2cm, early)	Wheeled	0	0	0	Co-ax MG.
2cm KwK38 gun	16"/40cm	3	5	5+	Self-defence anti-aircraft.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
Ju 87B Stuka	Bombs	4	5	2+	Optional Stuka Schwerpunkt (p. 102).

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Schützenkompanie

Confident Veteran		Rifle Company		German	Early-War
Platoon	Qty	Unit		Points	
Headquarters					
Schützenkompanie HQ - p.65	2	Cmd SMG team		45	
	2	Motorcycle & Sidecar			
Combat Platoons					
Schützen Platoon - p.65	1	Cmd MG team		230	
	1	Kfz 15 field car			
	1	Light Mortar team			
	1	Anti-tank Rifle team			
	6	MG team			
	4	Kfz 70 truck			
Schützen Platoon - p.65	1	Cmd MG team		230	
	1	Kfz 15 field car			
	1	Light Mortar team			
	1	Anti-tank Rifle team			
	6	MG team			
	4	Kfz 70 truck			
Weapons Platoon					
Schützen Mortar Platoon - p.66	1	Cmd SMG team		125	
	1	Motorcycle & Sidecar			
	1	Observer Rifle team			
	4	8cm GW34 mortar			
Light Infantry Gun Platoon - p.67	1	Cmd SMG team		65	
	1	Observer Rifle team			
	1	Motorcycle & Sidecar			
	2	7.5cm leIG18 gun			
Divisional Support					
Panzer II Platoon - p.61	4	Panzer II C (late)		225	
Anti-tank Gun Platoon - p.87	1	Cmd SMG team		255	
	3	5cm PaK38 gun			
Heavy Anti-aircraft Gun Platoon - p.89	1	Cmd SMG team		460	
	1	Warrior Arnold Hübner w/ 8.8cm FlaK36 gun (8 crew)			
	1	8.8cm FlaK36 anti-tank gun (8 crew)			
Air Support - p.90	5	Limited Air Support Ju 87B Stuka		115	
				Company Points:	1750

Source document: Hellfire and Back!



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

Tanks

Panzer II C (late)	Fully-tracked	2	1	1	Co-ax MG, Protected ammo.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8.8cm FlaK36 anti-tank gun (8 crew)	Immobile	40"/100cm	3	13	3+	Gun shield, Turntable.
7.5cm leIG18 gun	Light	16"/40cm	2	5	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6+	
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6+	Smoke bombardment.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	1	4	6+	Tank Assault 3.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
MG team	16"/40cm	3	2	6+	
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
<i>Ju 87B Stuka</i>	<i>Bombs</i>	<i>4</i>	<i>5</i>	<i>2+</i>	<i>Optional Stuka Schwerpunkt (p. 102).</i>

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Compagnia Bersaglieri

Elite

Ariete, 132 Armd Rgt., 8 Bersg Rgt, Jeremy Harder

Italian

Early-War

Platoon	Qty	Unit	Points	
Headquarters				
Compagnia Bersaglieri HQ - p.31	2	Cmd Rifle team	40	
	1	Solothurn anti-tank rifle		
Combat Platoons				
Bersaglieri Platoon - p.31	1	Cmd Rifle/MG team	110	
	6	Rifle/MG team		
Bersaglieri Platoon - p.31	1	Cmd Rifle/MG team	110	
	6	Rifle/MG team		
Regimental Support				
Bersaglieri Machine-gun Platoon - p.32	1	Cmd Rifle team	70	
	3	Mod 37 HMG		
Bersaglieri Anti-tank Platoon - p.32	1	Cmd Rifle team	105	
	4	47/32 gun		
Bersaglieri Mortar Platoon - p.33	1	Cmd Rifle team	75	
	1	Observer Rifle team		
	3	81/14 mortar		
Divisional Support				
Carri Platoon - p.29	5	M13/40 with AA MG	350	
Carri Platoon - p.29	5	M13/40 with AA MG	350	
Flame-thrower Platoon - p.44	4	L3/35 Lanciafiamme	125	
Demolisher Platoon - p.45	1	Cmd Pioneer Rifle team	145	
	6	Pioneer Rifle team		
	2	Brixia 45mm mortar		
Motorised Howitzer Battery - p.44	Artillery	1	Cmd Rifle team	180
		1	Staff team	
		1	Observer Rifle team	
		4	100/17 howitzer	
Air Support - p.46	3	Sporadic Air Support FIAT CR.42 Falco	90	
			Company Points:	1750

Source document: Hellfire and Back!



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
M13/40 with AA MG	Fully-tracked	3	2	1	Co-ax MG, Twin hull MG, Slow tank, Unreliable, AA MG.
<i>47/32 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>6</i>	<i>4+</i>	
L3/35 Lanciافiamme	Half-tracked	0	0	1	
<i>Lanciافiamme</i>	<i>4"/10cm</i>	<i>3</i>	<i>-</i>	<i>5+</i>	<i>Flame-thrower, Hull mounted.</i>

Tanks

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
100/17 howitzer	Immobile	24"/60cm	1	7	2+	Gun shield.
Firing bombardments		72"/180cm	-	4	4+	
47/32 gun	Man-packed	24"/60cm	3	6	4+	
81/14 mortar	Man-packed	48"/120cm	-	2	6+	Smoke bombardment.
Brixia 45mm mortar	Man-packed	16"/40cm	2	1	5+	Can fire over friendly troops.
Firing bombardments		24"/60cm	-	-	6+	
Mod 37 HMG	Man-packed	24"/60cm	6	2	6+	ROF 2 when pinned down.
Solothurn anti-tank rifle	Man-packed	16"/40cm	3	5	5+	

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team		-	cannot shoot	--	Moves as a Heavy Gun team.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
<i>FIAT CR.42 Falco</i>	<i>MG</i>	<i>3</i>	<i>5</i>	<i>5+</i>	
	Bombs	4	5	2+	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Compagnia Bersaglieri

Elite

Jim_McKinney_Axis

Italian

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Compagnia Bersaglieri HQ - p.31	2	Cmd Rifle team	40
	1	Solothurn anti-tank rifle	
Combat Platoons			
Bersaglieri Platoon - p.31	1	Cmd Rifle/MG team	110
	6	Rifle/MG team	
Bersaglieri Platoon - p.31	1	Cmd Rifle/MG team	110
	6	Rifle/MG team	
Bersaglieri Platoon - p.31	1	Cmd Rifle/MG team	110
	6	Rifle/MG team	
Regimental Support			
Bersaglieri Anti-tank Platoon - p.32	1	Cmd Rifle team	105
	4	47/32 gun	
Bersaglieri Mortar Platoon - p.33	1	Cmd Rifle team	75
	1	Observer Rifle team	
	3	81/14 mortar	
Divisional Support			
Carri Platoon - p.29	5	M13/40	325
Carri Platoon - p.29	5	M13/40	325
Anti-tank Platoon - p.45	1	Cmd Rifle team	125
	4	47/32 gun	
Demolisher Platoon - p.45	1	Cmd Pioneer Rifle team	145
	6	Pioneer Rifle team	
	2	Brixia 45mm mortar	
Motorised Cannon Battery - p.44	1	Cmd Rifle team	190
	1	Staff team	
	1	Observer Rifle team	
	1	3-ton truck	
	4	75/27 gun	
	4	TL37 tractor	
Air Support - p.46	3	Sporadic Air Support Ju.87 Picchiatello	90
Company Points:			1750

Source document: Hellfire and Back!

Jim McKinney



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

Tanks

M13/40	Fully-tracked	3	2	1	Co-ax MG, Twin hull MG, Slow tank, Unreliable.
<i>47/32 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>6</i>	<i>4+</i>	

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
75/27 gun	Heavy	24"/60cm	2	7	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6+	Smoke bombardment.
47/32 gun	Man-packed	24"/60cm	3	6	4+	
81/14 mortar	Man-packed	48"/120cm	-	2	6+	Smoke bombardment.
Brixia 45mm mortar	Man-packed	16"/40cm	2	1	5+	Can fire over friendly troops.
Firing bombardments		24"/60cm	-	-	6+	
Solothurn anti-tank rifle	Man-packed	16"/40cm	3	5	5+	

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team		-	cannot shoot	++	Moves as a Heavy Gun team.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
SPA TL37, Dovunque 3-ton, or Lancia 3 RO 6-ton truck	Wheeled	-	-	-	

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
<i>Ju.87 Picchiatello</i>	<i>Bombs</i>	<i>4</i>	<i>5</i>	<i>2+</i>	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Leichte Panzerkompanie

Confident Veteran

Joe Lewis

Platoon	Qty	Unit	Points
Headquarters			
Leichte Panzerkompanie HQ - p.61	2	Panzer III F (late) or G	305
Combat Platoons			
Panzer III Platoon - p.61	5	Panzer III F (late) or G	770
Panzer II Platoon - p.61	3	Panzer II C (late)	170
Weapons Platoon			
Leichte Pionier Platoon - p.77	1	Cmd Pioneer SMG team	225
	1	Motorcycle & Sidecar	
	3	Kfz 15 field car	
	9	Pioneer Rifle team	
	3	Kfz 70 truck	
Divisional Support			
Anti-tank Gun Platoon - p.87	1	Cmd SMG team	170
	2	5cm PaK38 gun	
Heavy Panzerspäh Platoon - p.73	2	Sd Kfz 231 (8-rad) with PaK shield armour	110
Company Points:			1750

Source document: Hellfire and Back!

Joe Lewis



Arsenal

Tank Teams

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

Tanks

Panzer II C (late)	Fully-tracked	2	1	1	Co-ax MG, Protected ammo.
2cm KwK38 gun	16"/40cm	3	5	5+	
Panzer III F (late) or G	Fully-tracked	3	3	1	Co-ax MG, Hull MG, Protected Ammo.
5cm KwK gun	24"/60cm	3	7	4+	

Armoured Cars

Sd Kfz 231 (8-rad) with PaK shield armour	Jeep	2	0	0	Co-ax MG.
2cm KwK38 gun	16"/40cm	3	5	5+	

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Leichte Panzerkompanie

Confident Veteran		John Hess		German	Early-War
Platoon	Qty	Unit		Points	
Headquarters					
Leichte Panzerkompanie HQ - p.61	1	Panzer III F (late) or G		225	
	1	Generalmajor Erwin Rommel in Greif			
Combat Platoons					
Panzer III Platoon - p.61	3	Panzer III F (late) or G		460	
Panzer II Platoon - p.61	5	Panzer II C (late)		280	
Weapons Platoon					
Mittlere Panzer Platoon - p.63	2	Panzer IV D		300	
Leichte Pionier Platoon - p.77	1	Cmd Pioneer SMG team		225	
	1	Motorcycle & Sidecar			
	3	Kfz 15 field car			
	9	Pioneer Rifle team			
	6	Kfz 70 truck			
Divisional Support					
Tank-hunter Platoon - p.87	2	Panzerjäger I		165	
Heavy Panzerspäh Platoon - p.73	2	Sd Kfz 231 (8-rad)		95	
				Company Points:	1750

Source document: Hellfire and Back!

John Hess



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

Tanks

Panzer II C (late)	Fully-tracked	2	1	1	Co-ax MG, Protected ammo.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	
Panzer III F (late) or G	Fully-tracked	3	3	1	Co-ax MG, Hull MG, Protected Ammo.
<i>5cm KwK gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>7</i>	<i>4+</i>	
Panzer IV C or D	Fully-tracked	3	2	1	Co-ax MG, Hull MG, Protected ammo.
<i>7.5cm KwK37 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>3+</i>	<i>Smoke.</i>
<i>Firing bombardments</i>	<i>48"/120cm</i>	<i>-</i>	<i>2</i>	<i>6+</i>	

Tank-hunters

Panzerjäger I	Half-tracked	0	0	0	
<i>4.7cm PaK(t) gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>8</i>	<i>4+</i>	<i>Hull mounted.</i>

Armoured Cars

Sd Kfz 231 (8-rad, early)	Jeep	1	0	0	Co-ax MG.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	

Armoured Personnel Carriers

Generalmajor Erwin Rommel in Greif	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
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Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Stützpunkt

Confident

Veteran

Holland WK 12 (Stutzpunkt)

German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Stützpunkt HQ - p.85	2	Cmd SMG team	55
	1	Barbed Wire Entanglement	
	1	Trench Line	
Combat Platoons			
Stützpunkt Platoon - p.85	1	Cmd MG team	360
	1	Light Mortar team	
	4	MG team	
	2	Trench Line	
	2	HMG Nest	
	1	Stützpunkt 5cm Nest	
	1	Stützpunkt 2cm Nest	
	3	Barbed Wire Entanglement	
Stützpunkt 88 FlaK Nest - p.86	1	Stützpunkt 8.8cm Nest	235
Stützpunkt 88 FlaK Nest - p.86	1	Stützpunkt 8.8cm Nest	235
Weapons Platoons			
Schützen Mortar Platoon - p.66	1	Cmd SMG team	125
	1	Motorcycle & Sidecar	
	1	Observer Rifle team	
	4	8cm GW34 mortar	
Regimental Support			
Leichte Pionier Platoon - p.77	1	Cmd Pioneer Rifle team	245
	1	Motorcycle & Sidecar	
	1	Pioneer Supply 3-ton truck	
	3	Kfz 15 field car	
	9	Pioneer Rifle team	
	6	Kfz 70 truck	
Divisional Support			
Tank-hunter Platoon - p.87	4	Panzerjäger I	335
Leichte Pionier Platoon - p.77	1	Cmd Pioneer SMG team	160
	1	Motorcycle & Sidecar	
	2	Kfz 15 field car	
	6	Pioneer Rifle team	
	2	Kfz 70 truck	
			Company Points: 1750

Source document: Hellfire and Back!



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

Tank-hunters

Panzerjäger I	Half-tracked	0	0	0	
4.7cm PaK(t) gun	24"/60cm	2	8	4+	Hull mounted.

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6+	Smoke bombardment.

Fortifications

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
HMG Nest	Immobile	24"/60cm	6	2	6+	ROF 2 when Pinned Down.
Stützpunkt 2cm Nest	Immobile	16"/40cm	4	5	5+	Flak nest, Anti-aircraft.
Stützpunkt 5cm Nest	Immobile	24"/60cm	3	9	4+	
Stützpunkt 8.8cm Nest	Immobile	40"/100cm	3	13	3+	Flak nest.

Bunkers and Pillboxes

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
MG team	16"/40cm	3	2	6+	
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Pioneer Supply 3-ton truck	Wheeled	-	-	-	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Battaglione Fucilieri (Black Shirt)

Black Shirt

Kelly Wilkinson

Italian

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Battaglione Fucilieri HQ (Black Shirt) - p.17	2	Cmd Rifle team	25
Combat Platoons			
Fucilieri Company (Black Shirt) - p.18	1 24 3	Cmd Rifle team Rifle team Brixia 45mm mortar	325
Fucilieri Company (Black Shirt) - p.18	1 24 3	Cmd Rifle team Rifle team Brixia 45mm mortar	325
Divisional Support Platoons			
Mortar Platoon (Black Shirt) - p.20	1 1 6	Cmd Rifle team Observer Rifle team 81/14 mortar	130
Support Platoons			
Carri Platoon - p.21	4	M13/40	260
	Elite		
Carri Platoon - p.21	4	M13/40	260
	Elite		
Demolisher Platoon - p.23	1 6 2	Cmd Pioneer Rifle team Pioneer Rifle team Brixia 45mm mortar	145
	Elite		
Tankette Flame-thrower Platoon - p.22	4	L3/35 Lanciafiamme	125
	Elite		
Light Anti-aircraft Platoon - p.25	1 2	Cmd Rifle team 20/65 on 3-ton truck	50
	Artillery		
Air Support - p.25	3	Sporadic Air Support FIAT CR.42 Falco	90
Company Points:			1735

Source document: Burning Empires

Kelly Wilkinson



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

Tanks

M13/40	Fully-tracked	3	2	1	Co-ax MG, Twin hull MG, Slow tank, Unreliable.
<i>47/32 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>6</i>	<i>4+</i>	
L3/35 Lanciafiamme	Half-tracked	0	0	1	
<i>Lanciafiamme</i>	<i>4"/10cm</i>	<i>3</i>	<i>-</i>	<i>5+</i>	<i>Flame-thrower, Hull mounted.</i>

Anti-Aircraft

20/65 on 3-ton truck	Wheeled	-	-	-	
<i>20/65 gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft, Portee.</i>

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
20/65 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
81/14 mortar	Man-packed	48"/120cm	-	2	6+	Smoke bombardment.
Brixia 45mm mortar	Man-packed	16"/40cm	2	1	5+	Can fire over friendly troops.
Firing bombardments		24"/60cm	-	-	6+	

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
<i>FIAT CR.42 Falco</i>	<i>MG</i>	<i>3</i>	<i>5</i>	<i>5+</i>	
	Bombs	4	5	2+	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Schützenkompanie

Confident

Veteran

Larry Nicastro

German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Schützenkompanie HQ - p.65	2	Cmd SMG team	45
	2	Motorcycle & Sidecar	
Combat Platoons			
Schützen Platoon - p.65	1	Cmd MG team	210
	1	Kfz 15 field car	
	1	Light Mortar team	
	6	MG team	
	4	Kfz 70 truck	
Schützen Platoon - p.65	1	Cmd MG team	210
	1	Kfz 15 field car	
	1	Light Mortar team	
	6	MG team	
	4	Kfz 70 truck	
Weapons Platoon			
Schützen Mortar Platoon - p.66	1	Cmd SMG team	125
	1	Motorcycle & Sidecar	
	1	Observer Rifle team	
	4	8cm GW34 mortar	
Light Infantry Gun Platoon - p.67	1	Cmd SMG team	70
	1	Kfz 15 field car	
	1	Observer Rifle team	
	1	Motorcycle & Sidecar	
	2	7.5cm leIG18 gun	
	2	Kfz 70 truck	
Divisional Support			
Panzer III Platoon - p.61	3	Panzer III F (late) or G	460
Tank-hunter Platoon - p.87	3	Panzerjäger I	250
Anti-tank Gun Platoon - p.87	1	Cmd SMG team	260
	1	Motorcycle & Sidecar	
	3	5cm PaK38 gun	
	3	Kfz 70 truck	
Light Panzerspäh Platoon - p.73	1	Sd Kfz 221 (MG)	120
	2	Sd Kfz 222 (2cm)	
Company Points:			1750

Source document: Hellfire and Back!

Larry Nicastro



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

Tanks

Panzer III F (late) or G	Fully-tracked	3	3	1	Co-ax MG, Hull MG, Protected Ammo.
<i>5cm KwK gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>7</i>	<i>4+</i>	

Tank-hunters

Panzerjäger I	Half-tracked	0	0	0	
<i>4.7cm PaK(t) gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>8</i>	<i>4+</i>	<i>Hull mounted.</i>

Armoured Cars

Sd Kfz 221 (MG)	Wheeled	0	0	0	AA MG.
Sd Kfz 222 (2cm, early)	Wheeled	0	0	0	Co-ax MG.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	<i>Self-defence anti-aircraft.</i>

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
7.5cm leIG18 gun	Light	16"/40cm	2	5	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6+	
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6+	Smoke bombardment.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
MG team	16"/40cm	3	2	6+	
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Compagnia Motociclisti

Elite

Michael Lewis

Italian

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Compagnia Motociclisti HQ - p.35	2	Cmd Motorcycle Rifle team	30
Combat Platoons			
Motociclisti Platoon - p.35	1	Cmd Motorcycle Rifle/MG team	165
	8	Motorcycle Rifle/MG team	
Motociclisti Platoon - p.35	1	Cmd Motorcycle Rifle/MG team	165
	8	Motorcycle Rifle/MG team	
Motociclisti Machine-gun Platoon - p.36	1	Cmd Motorcycle MG team	110
	4	Motorcycle Mod 37 HMG	
Weapons Platoons			
Armoured Car Platoon - p.36	4	AB41	125
Divisional Support			
Carri Platoon - p.29	5	M13/40 with AA MG	350
Carri Platoon - p.29	4	M13/40 with AA MG	280
Anti-tank Platoon - p.45	1	Cmd Rifle team	120
	4	37/45 (German 3.7cm PaK36) gun	
Motorised Howitzer Battery - p.44	1	Cmd Rifle team	310
	1	Staff team	
	1	Observer Rifle team	
	4	105/28 howitzer	
Air Support - p.46	3	Sporadic Air Support FIAT CR.42 Falco	90
Company Points:			1745

Source document: Hellfire and Back!



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

Tanks

M13/40 with AA MG	Fully-tracked	3	2	1	Co-ax MG, Twin hull MG, Slow tank, Unreliable, AA MG.
<i>47/32 gun</i>	<i>24"/60cm</i>	2	6	4+	

Armoured Cars

AB41	Wheeled	1	0	0	Co-ax MG, Hull rear MG.
<i>20/65 gun</i>	<i>16"/40cm</i>	2	5	5+	

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
105/28 howitzer	Immobile	24"/60cm	1	9	2+	Gun shield.
Firing bombardments		80"/200cm	-	4	4+	
37/45 (German 3.7cm PaK36) gun	Light	24"/60cm	3	6	4+	Gun shield.
Mod 37 HMG	Man-packed	24"/60cm	6	2	6+	ROF 2 when pinned down.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
MG team	16"/40cm	3	2	6+	
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team		-	cannot shoot	++	Moves as a Heavy Gun team.

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
FIAT CR.42 Falco	MG	3	5	5+	
	Bombs	4	5	2+	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Stützpunkt

Confident Veteran

Mike McMann

German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Stützpunkt HQ - p.85	2 1 1	Cmd SMG team Barbed Wire Entanglement Trench Line	55
Combat Platoons			
Stützpunkt Platoon - p.85	1 1 6 1 2 2 1 1 1 4	Cmd MG team Light Mortar team MG team Anti-tank Rifle team Trench Line HMG Nest Stützpunkt 5cm Nest Stützpunkt 2cm Nest Minefield Barbed Wire Entanglement	495
Stützpunkt Platoon - p.85	1 1 6 1 2 2 1 1 1 2	Cmd MG team Light Mortar team MG team Anti-tank Rifle team Trench Line HMG Nest Stützpunkt 5cm Nest Stützpunkt 2cm Nest Minefield Barbed Wire Entanglement	475
Stützpunkt 88 FlaK Nest - p.86	1	Stützpunkt 8.8cm Nest	235
Weapons Platoons			
Schützen Mortar Platoon - p.66	1 1 1 4	Cmd SMG team Motorcycle & Sidecar Observer Rifle team 8cm GW34 mortar	125
Divisional Support			
Tank-hunter Platoon - p.87	3	Panzerjäger I	250
Air Support - p.90	5	Limited Air Support Ju 87B Stuka	115
			Company Points: 1750

Source document: Hellfire and Back!

Mike McMann



Arsenal

Tank Teams

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

Tank-hunters

Panzerjäger I	Half-tracked	0	0	0	
4.7cm PaK(t) gun	24"/60cm	2	8	4+	Hull mounted.

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6+	Smoke bombardment.

Fortifications

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
HMG Nest	Immobile	24"/60cm	6	2	6+	ROF 2 when Pinned Down.
Stützpunkt 2cm Nest	Immobile	16"/40cm	4	5	5+	Flak nest, Anti-aircraft.
Stützpunkt 5cm Nest	Immobile	24"/60cm	3	9	4+	
Stützpunkt 8.8cm Nest	Immobile	40"/100cm	3	13	3+	Flak nest.

Bunkers and Pillboxes

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	1	4	6+	Tank Assault 3.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
MG team	16"/40cm	3	2	6+	
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
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Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
Ju 87B Stuka	Bombs	4	5	2+	Optional Stuka Schwerpunkt (p. 102).

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Stützpunkt

Confident

Veteran

OASIS KOMPANIE 10 - MIKE PIKE - WK12

German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Stützpunkt HQ - p.85	2 1 1	Cmd SMG team Barbed Wire Entanglement Trench Line	55
Combat Platoons			
Stützpunkt Platoon - p.85	1 1 4 1 2 2 1 1 1 3	Cmd MG team Light Mortar team MG team Anti-tank Rifle team Trench Line HMG Nest Stützpunkt 5cm Nest Stützpunkt 2cm Nest Minefield Barbed Wire Entanglement	430
Stützpunkt 88 FlaK Nest - p.86	1	Stützpunkt 8.8cm Nest	235
Regimental Support			
Light Infantry Gun Platoon - p.67	1 1 1 2	Cmd SMG team Observer Rifle team Motorcycle & Sidecar 7.5cm leIG18 gun	65
Leichte Pionier Platoon - p.77	1 1 3 9 6	Cmd Pioneer Rifle team Motorcycle & Sidecar Kfz 15 field car Pioneer Rifle team Kfz 70 truck	220
Divisional Support			
Panzer III Platoon - p.61	1 2	Valentine II Panzer III H	630
Air Support - p.90	5	Limited Air Support Ju 87B Stuka	115
			Company Points: 1750

Source document: Hellfire and Back!

Mike Pike



Arsenal

Tank Teams

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

Tanks

Panzer III H	Fully-tracked	4	3	1	Co-ax MG, Hull MG, Protected Ammo.
5cm KwK gun	24"/60cm	3	7	4+	

Captured Tanks

Valentine II	Fully-tracked	6	5	1	Co-ax MG, Slow tank.
OQF 2 pdr gun	24"/60cm	2	7	4+	No HE.

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
7.5cm leIG18 gun	Light	16"/40cm	2	5	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6+	

Fortifications

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
HMG Nest	Immobile	24"/60cm	6	2	6+	ROF 2 when Pinned Down.
Stützpunkt 2cm Nest	Immobile	16"/40cm	4	5	5+	Flak nest, Anti-aircraft.
Stützpunkt 5cm Nest	Immobile	24"/60cm	3	9	4+	
Stützpunkt 8.8cm Nest	Immobile	40"/100cm	3	13	3+	Flak nest.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	1	4	6+	Tank Assault 3.
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
MG team	16"/40cm	3	2	6+	
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
Ju 87B Stuka	Bombs	4	5	2+	Optional Stuka Schwerpunkt (p. 102).

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Compagnia Bersaglieri

Elite

1750 Test Army

Italian

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Compagnia Bersaglieri HQ - p.31	2	Cmd Rifle team	40
	1	Solothurn anti-tank rifle	
Combat Platoons			
Bersaglieri Platoon - p.31	1	Cmd Rifle/MG team	110
	6	Rifle/MG team	
Bersaglieri Platoon - p.31	1	Cmd Rifle/MG team	110
	6	Rifle/MG team	
Regimental Support			
Bersaglieri Anti-tank Platoon - p.32	1	Cmd Rifle team	110
	4	47/32 gun	
	4	TL37 tractor	
Bersaglieri Mortar Platoon - p.33	1	Cmd Rifle team	75
	1	Observer Rifle team	
	3	81/14 mortar	
Divisional Support			
Carri Platoon - p.29	5	M13/40 with AA MG	350
Carri Platoon - p.29	5	M13/40 with AA MG	350
Anti-tank Platoon - p.45	1	Cmd Rifle team	130
	4	47/32 gun	
	4	TL37 tractor	
Tankette Platoon - p.43	4	L3/35	100
Motorised Cannon Battery - p.44	1	Cmd Rifle team	190
	1	Staff team	
	1	Observer Rifle team	
	1	3-ton truck	
	4	75/27 gun	
	4	TL37 tractor	
Motorised Howitzer Battery - p.44	1	Cmd Rifle team	185
	1	Staff team	
	1	Observer Rifle team	
	1	3-ton truck	
	4	100/17 howitzer	
	4	TL37 tractor	
Company Points:			1750

Source document: Hellfire and Back!

Ray Gluck



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
M13/40 with AA MG	Fully-tracked	3	2	1	Co-ax MG, Twin hull MG, Slow tank, Unreliable, AA MG.
<i>47/32 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>6</i>	<i>4+</i>	
L3/35	Half-tracked	0	0	1	Twin hull MG.

Tanks

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
75/27 gun	Heavy	24"/60cm	2	7	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6+	Smoke bombardment.
100/17 howitzer	Immobile	24"/60cm	1	7	2+	Gun shield.
Firing bombardments		72"/180cm	-	4	4+	
47/32 gun	Man-packed	24"/60cm	3	6	4+	
81/14 mortar	Man-packed	48"/120cm	-	2	6+	Smoke bombardment.
Solothurn anti-tank rifle	Man-packed	16"/40cm	3	5	5+	

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team		-	cannot shoot	++	Moves as a Heavy Gun team.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
SPA TL37, Dovunque 3-ton, or Lancia 3 RO 6-ton truck	Wheeled	-	-	-	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Compagnia Bersaglieri

Elite

Scott Dyer

Italian

Early-War

Platoon	Qty	Unit	Points	
Headquarters				
Compagnia Bersaglieri HQ - p.31	2	Cmd Rifle team	40	
	1	Solothurn anti-tank rifle		
Combat Platoons				
Bersaglieri Platoon - p.31	1	Cmd Rifle/MG team	110	
	6	Rifle/MG team		
Bersaglieri Platoon - p.31	1	Cmd Rifle/MG team	110	
	6	Rifle/MG team		
Regimental Support				
Bersaglieri Anti-tank Platoon - p.32	1	Cmd Rifle team	105	
	4	47/32 gun		
Bersaglieri Mortar Platoon - p.33	1	Cmd Rifle team	75	
	1	Observer Rifle team		
	3	81/14 mortar		
Divisional Support				
Carri Platoon - p.29	5	M13/40	325	
Carri Platoon - p.29	5	M13/40	325	
Self-propelled Coastal Gun Platoon - p.33	2	Autocannone da 102/35	240	
Artillery				
Demolisher Platoon - p.45	1	Cmd Pioneer Rifle team	145	
	6	Pioneer Rifle team		
	2	Brixia 45mm mortar		
Motorised Howitzer Battery - p.44	1	Cmd Rifle team	180	
		1		Staff team
		1		Observer Rifle team
		4		100/17 howitzer
Air Support - p.46	3	Sporadic Air Support FIAT CR.42 Falco	90	
Company Points:			1745	

Source document: Hellfire and Back!

Scott Dyer



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

Tanks

M13/40	Fully-tracked	3	2	1	Co-ax MG, Twin hull MG, Slow tank, Unreliable.
<i>47/32 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>6</i>	<i>4+</i>	

Self-propelled Guns

Autocannone da 102/35	Wheeled	-	-	-	Awkward Layout, Overloaded, Slow tank.
<i>102/35 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>11</i>	<i>2+</i>	

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
100/17 howitzer	Immobile	24"/60cm	1	7	2+	Gun shield.
Firing bombardments		72"/180cm	-	4	4+	
47/32 gun	Man-packed	24"/60cm	3	6	4+	
81/14 mortar	Man-packed	48"/120cm	-	2	6+	Smoke bombardment.
Brixia 45mm mortar	Man-packed	16"/40cm	2	1	5+	Can fire over friendly troops.
Firing bombardments		24"/60cm	-	-	6+	
Solothurn anti-tank rifle	Man-packed	16"/40cm	3	5	5+	

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Flame-thrower team	4"/10cm	2	-	6+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team		-	cannot shoot	++	Moves as a Heavy Gun team.

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
<i>FIAT CR.42 Falco</i>	<i>MG</i>	<i>3</i>	<i>5</i>	<i>5+</i>	
	<i>Bombs</i>	<i>4</i>	<i>5</i>	<i>2+</i>	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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Infanteriekompanie - SS

Fearless		Trained		Infantry Company		German	Early-War
Platoon	Qty	Unit		Points			
Headquarters							
Infanteriekompanie HQ (SS) - p.93	2	Cmd SMG team		40			
	2	Motorcycle & Sidecar					
Combat Platoons							
Old Infanterie Platoon (SS) - p.93	1	Cmd Rifle team		195			
	1	Light Mortar team					
	1	Anti-tank Rifle team					
	9	Rifle team					
Old Infanterie Platoon (SS) - p.93	1	Cmd Rifle team		195			
	1	Light Mortar team					
	1	Anti-tank Rifle team					
	9	Rifle team					
Weapons Platoons							
Infanterie Machine-gun Platoon (SS) - p.95	1	Cmd SMG team		110			
	4	MG34 HMG team					
Infanterie Mortar Platoon (SS) - p.95	1	Cmd SMG team		115			
	1	Observer Rifle team					
	1	Motorcycle & Sidecar					
	4	8cm GW34 mortar					
	2	3-ton truck					
Regimental Support							
Pionier Platoon (SS) - p.101	1	Cmd Pioneer Rifle team		240			
	1	Pioneer Supply 3-ton truck					
	9	Pioneer Rifle team					
Divisional Support							
Luftwaffe Heavy Anti-aircraft Gun Platoon - p.107	1	Cmd SMG team		280			
	2	8.8cm FlaK36 anti-aircraft gun (8 crew)					
Light Artillery Battery (SS) - p.98	1	Cmd SMG team		310			
	1	Staff team					
	1	Observer Rifle team					
	4	10.5cm leFH18 howitzer					
SS-Anti-aircraft Gun Platoon - p.106	3	Sd Kfz 10/5 (2cm)		75			
Air Support - p.102	7	Priority Air Support Ju 87B Stuka		175			
	1	Stuka Schwerpunkt (2 Aircraft Dice)					
						Company Points:	1735

Source document: Blitzkrieg Book



Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

Anti-Aircraft (SP)

Sd Kfz 10/5 (2cm)	Half-tracked	-	-	-	
<i>2cm FlaK38 gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	9	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
8.8cm FlaK36 anti-aircraft gun (8 crew)	Immobile	40"/100cm	3	13	3+	Heavy anti-aircraft, Turntable.
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6+	Smoke bombardment.
MG34 HMG team	Man-packed	24"/60cm	6	2	6+	ROF 2 when pinned down.

Infantry Teams

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

Additional Training and Equipment

Pioneer teams are rated as Tank Assault 3.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Pioneer Supply 3-ton truck	Wheeled	-	-	-	

Aircraft

Aircraft	Weapon	To-Hit	Anit-tank	Firepower	Notes
<i>Ju 87B Stuka</i>	<i>Bombs</i>	<i>4</i>	<i>5</i>	<i>2+</i>	<i>Optional Stuka Schwerpunkt (p. 102).</i>

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

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