

1.1 INTRO

This is an excerpt from my Serafimovich campaign showing some of the forces involved in the Stalingrad area in 1942. They're as accurate as I can make them although I'm always looking for more hard info.

Any questions – ping me on FB or on the TFL CoC forum under the name Sackatatties.

THE FORCES INVOLVED

ELEMENTS OF THE ITALIAN CELERE DIVISION

The Italians use a Bersaglieri company (with 3 Platoons) from the 3rd Bersaglieri Regiment of the Celere division. This is used throughout the campaign. The Celere also had support from the attached German 578th Infantry Regiment. To reflect this the Italian player has the option to substitute one Italian platoon for a German Infantry platoon at the start of the campaign (see 5.2).



ITALIAN ARMIR 3RD BERSAGLIERI (Russia - August 1942)



Italy began the Second World War with 12 Bersaglieri regiments of three battalions each. Over the preceding years the Army had resisted suggestions to dilute their quality, and recruits continued to be of above-average size and stamina, endured intense physical training and had to qualify as marksmen. 3rd Bersaglieri was part of the 3rd Motorcycle Division *Armedio Duca d'Aosta* and served on the Russian front from August 1941 until it was all but destroyed in December 1942.

The Italians have 1 motorcycle and 2 Bersaglieri platoons for this campaign. The same platoon may not be used in consecutive battles.

The Italian forces may substitute a single German Platoon from the 578th Infantry Regiment for one of the Bersaglieri platoons at the start of the campaign.

National Characteristics

SAVOIA!

The battle cry of the House of Savoy was the signal to hurl grenades and assault the enemy. To reflect this, when a Senior Leader attached to a Team or Squad uses two Command Initiatives, he may lead a charge against any enemy within 12" preceded by a hail of grenades. Roll 1D6,

subtracting 1 if the enemy is in light cover, 2 if in hard cover. On a roll of 1 or 2, one hand grenade has hit the target unit; on 3 or 4, two grenades hit; on 5 or 6, three grenades hit the target. Roll for the effect of these and the Team or Squad may then move with up to 3D6 to try to initiate Close Combat.

GRUPPO MITRAGLIATORI

It was Italian tactical doctrine that the *Commandante di Squadra*, the *Squad Sergente*, regulate the control of the machine gun group. Whenever the Sergente uses 2 Command Initiatives to activate the LMG team to shoot, 1 firepower die is added for each CI spent.

SUPERIOR REGULARS

Bersaglieri of the ARMIR are rated as Superior Regulars which means whenever a single 6 is rolled on the command dice a pip is added to the CoC die.

MOTOR TRANSPORTABLE PLATOON [66]

Force Rating: Regulars: -3; Superior Regulars: -1
Command Dice: 5

BERSAGLIERI AUTOPORTATI PLATONE HEADQUARTERS	
Tenente, <i>Senior Leader</i> , with Pistol	
SQUADRAS ONE TO THREE	
Sergente, <i>Junior Leader</i> , with Rifle	
BREDA 30 TEAM	RIFLE TEAM
LMG 3 crew, 1 Rifleman	7 Riflemen

MOTORCYCLE PLATOON [69]

Force Rating: Regulars: -3; Superior Regulars: -1
Command Dice: 5

BERSAGLIERI MOTOCICLISTI PLATONE HEADQUARTERS	
Tenente, <i>Senior Leader</i> , with Pistol	
SQUADRAS ONE TO FOUR	
Sergente, <i>Junior Leader</i> , with Rifle	
BREDA 30 TEAM	RIFLE TEAM
LMG 3 crew	4 Riflemen

Motorcycles

When deployed dismounted, troops are placed on-table without their motorcycles. For each dismounted motorcycle squad in your force you roll 1d6 before the Patrol Phase begins. On a score of 4 to 6 you gain one free Patrol Phase move with any of your markers. This is in addition to any scenario-specific rules regards bonus patrol moves, however, a force may never have more than six free patrol phase moves.

Mounted motorcycle troops use the following rules:

- 1) Mounting or dismounting requires one complete Normal Move action - no shooting allowed;
- 2) Motorcycle move like infantry adding 2" per D6 used. They may not move tactically if mounted!
- 3) When firing at mounted m/c riders count them as Green targets for effect (regardless of their actual quality);
- 4) Mounted motorcycle troops may not initiate close combat;
- 5) If moving 'At The Double' or after any Close Combat, each motorcycle team takes two Shock when mounted;
- 6) Motorcycles roll 4 Dice for moving at the double when mounted.

SUPPORT LIST

ITALIAN SUPPORT LIST
LIST ONE
Satchel Charge
Medical Orderly
2x Beretta SMGs (maximum 1 per section)
Engineer Mine Clearance Team, 3 men
Engineer Wire Cutting Team, 3 men
Engineer Demolition Team, 3 men
Minefield
Barbed Wire
Entrenchments for one Team or Section
Adjutant
Car, no crew

LIST TWO
Flamethrower Team, 2 crew
Brixia 45mm mortar Team, two crew
Pre-Game Barrage
Roadblock
LIST THREE
Solothurn 20mm ATR Team, three crew
Sniper Team
Cannone da 65/17 with five crew and a Junior Leader
Mitragliera Oerlikon da 20mm with 5 crew
M35 or M37 MMG on tripod mount, 5 crew
Fiat Ansaldo L3/35 with Junior Leader
LIST FOUR
Cannone da 47/32 with 5 crew and Junior Leader
Engineer Section with Junior Leader
Regular Bersaglieri squad with Junior Leader
Forward Observer and 81mm mortar battery
LIST FIVE
Scout Squad with Junior Leader
Autoblinda AB41 with Junior Leader
L6/40 with Junior Leader
Semovente 47/32 with Junior Leader
Cannone da 75/39 with 5 crew and Junior Leader
L3/35 Laflamme with Junior Leader

Transport only vehicles, such as the car are simply vehicles which come with no crew. Men need to be allocated to drive these.



1.1.1.1 *Support choice restrictions*

Items in **Red** may only be purchased once per scenario.

Items in **Blue** may only be purchased when defending on tables 4 and 5.

Normal scenario restrictions also apply.

SCOUT SQUAD

An Italian Scout squad is made up of one Junior Leader and twelve riflemen. A scout squad may move with 2D6 and then assume a Tactical stance when activated by a Leader using two Command Initiatives.

FLAMETHROWERS

The M35 and M40 infantry flamethrower teams are two men strong. The Italian flamethrower has a maximum range of 6". Italian flamethrower tanks have a maximum range of 12".

BRIXIA M35 45MM MORTAR

The Italian 45mm mortar is very accurate and as such adds +1 when firing at any target in line of sight. However, the mortar rounds have poor fragmentation and as a result do not reduce cover by one level. The Italian 45mm mortar has H.E. and smoke rounds available. However, only three smoke rounds may be fired by each mortar in any game.

TWIN MACHINE GUNS

The twin machine guns on Italian AFVs fire with a firepower factor of 8 to represent the enhanced firepower.

ITALIAN HAND GRENADES

Italian hand grenades depended on and impact the force of impact-based detonation system which proved unreliable in action. To reflect this, they roll with a -1 to hit their target. This does not affect the **SAVOIA!** rule.

Breda 30 LMG

Having the reputation of being 'the worst weapon of the war' the Breda LMG suffered from

multiple design deficiencies which affected its rate of fire and reliability. This LMG has a firepower rating of 5d rather than 6d.

REFERENCES

- 1) "**Manuale di regolamenti per i corsi di allievo ufficiale di complemento**", Roma 1938-XVI gives the Bersaglieri rifle platoon of 3 squads (each with 12 men and 1 LMG);
- 2) "Prima serie di aggiunte e varianti all'Addestramento della fanteria.Vol I " for the fusilier organization;
- 3) "Manuale per il graduato di fanteria e sue specialità and Nozioni di organica per i corsi allievi ufficiali di complement" for the Alpini;
- 4) Italian Armour in Russia:
 - a. III "San Giorgio" Fast Tank Group: from summer 1941 to spring 1942, 4 troops of 61 L3 tanks;
 - b. LXVII Armoured Bersaglieri Battalion: from spring 1942 to winter 1943, 2 companies of 31 L6 tanks;
 - c. XIII/14° "Alessandria Light Motorcycle" Squadron: from spring 1942 to winter 1943, 2 troops of 19 47mm Semoventi.

Italian Arsenal Table					
Armour					
Vehicle	Armour	A.P.	H.E.	Speed	Notes
L3/35	2	-	MG	Average	Twin Hull MG, Small
L3/35 Laflamme	2	Flame	Flame	Slow	Small, Co-Ax MG, No Turret, Ronson
L6/40	3	4	6	Average	Small, Co-ax MG
Autoblinda AB41	3	4	6	Wheeled	Co-ax MG, Rear hull MG
Semovente 47/32	3	6	3	Average	Small, no MG, Open top
Weapons					
Weapon	A.P.		H.E.		
Cannone da 65/17 Field Gun	3		5		
Cannone da 47/32 AT Gun	6		4		
Cannone da 75/39 AT Gun	8		6		Pak 97/38
Mitragliera Oerlikon da 20mm	4		6		
Solothurn Antitank rifle	4		1		



ELEMENTS OF THE 154TH RIFLE DIVISION

The Soviets start with three 1942 Rifle Platoons. The same platoon cannot fight in contiguous battles. See 5.4.



The Soviet force represents a company from the 154th Rifle Division, 21st Army, under the command of Colonel Jakov Fokanov.

National Characteristics are the same as those listed in the main rule book for a Soviet Force: ***Uhraaaaah!, Wrath of the Gods*** and ***Razvedchiki***

WRATH OF THE GODS

The Soviet Army is unable to provide close artillery support for her forces during battle, but can prepare the way with an initial barrage of notable severity.

This affects the pre-game barrage support option for the soviets. Enemy *Units* attempting to deploy onto the table in the first *Turn* roll with a -1 on their dice (i.e. a unit requires a 5 or a 6 to deploy rather than 4,5,6).

UHRAAAAAH!

As the Red Army infantry closed with the enemy supported by MMG's and tanks the last push would be made with an overwhelming assault. At their leader's command, the soldiers would charge the enemy, their bayonets fixed and their battle-cry rising over the battlefield. These wave attacks were effective when they caught the enemy by surprise or without proper support



weapons but many times they made little or no gain for terrible cost in men.

A Soviet *Senior Leader* may by using all his Command Initiatives order all the Squads and Teams within his Command Distance that haven't been activated yet in that Phase, to assault the enemy. Any troops so activated will move with 4D6 straight towards their chosen enemy, each squad dicing for its own movement.

They halve their Shock for the Movement purposes (rounding up). Any Squad or Squads which gets within 4" from enemy initiates Close Combat.

RAZVEDCHIKI

Soviet Scout *Teams* drawn from the sections can move with 1D6 or 2D6 and assume a *Tactical* stance at the end of their movement.

Standard Rifle Platoon

Rating: Green: -5, Regular: 0

Command Dice: 5 when Regular, 4 when Green

PLATOON HEADQUARTERS
Leytenant, Senior Leader, with pistol
SQUADS ONE TO FOUR
Serzhant, Junior Leader, with SMG One LMG with three crew Seven riflemen

Note that it's debatable whether the infantry platoons ever reached a book strength of 4 squads or were more commonly made up of 3 squads. Therefore, the soviet player has the option of using 3 squads per platoon rather than 4. If this option is taken the ratings drop to:

Rating (3 Squads): Green: -7, Regular: -3.

The choice of green or regular and 3 or 4 squads per platoon is made before the campaign starts. The choice is then fixed for the duration of the campaign.

Support Options

SOVIET SUPPORT LIST	
LIST ONE	
2 x SVT-40 Semi-Automatic Rifles	
Engineer Mine Clearance Team, 3 men	
Engineer Wire Cutting Team, 3 men	
Engineer Demolition Team, 3 men	
Medic	
Satchel charge	
Minefield	
Barbed Wire	
Entrenchments for one Section or Weapon	
Jeep, or amphibious car, no crew	
Commissar or Adjutant	
LIST TWO	
Roadblock	
RM38 50mm mortar Team, 3 men	
Flamethrower Team of three men	
PTRD AT rifle, 2 crew	
Pre-Game Barrage	
LIST THREE	
Sniper Team	
M1910 Maxim MMG, 5 crew	
M1937 45mm anti-tank gun with 5 crew and Junior Leader	
LIST FOUR	
DSHK 12.7 HMG with five crew	
Engineer Squad with Junior Leader	
Regular Infantry Squad with Junior Leader *	
76.2mm Infantry gun M1927 with five crew and a Junior Leader	
M42 45mm anti-tank gun with five crew and Junior Leader	
BA64 armoured car with Junior Leader	
BA-6 or 10 armoured car with Junior Leader	
T70 with Junior Leader	
T26 with 45mm gun with Junior Leader	
Valentine III with Junior Leader	
Matilda II with Junior Leader	
LIST FIVE	
Scout squad with Junior Leader	

LIST FIVE (Continued)	
M3 Stuart with Junior Leader	
57mm Zis 2 anti-tank gun, 5 crew	
T60 with Junior Leader	
BT-5 with Junior Leader	
BT-7 with Junior Leader	
BT-7A with Junior Leader	
LIST SEVEN	
M3 Grant with Junior Leader	
KV1s with Junior Leader	
T-34 M1940-41 76mm with Junior Leader	
LIST EIGHT	
KV1e with Junior Leader	
LIST TEN	
KV2 with Junior Leader	

* If a tank is selected as a support option, this may be a tank rider SMG squad.

Transport only vehicles, such as the car are simply vehicles which come with no crew. Remember, you will need to allocate men to drive these. These are as described in the main rules.

Support choice restrictions

Items in **Red** may only be purchased once per scenario.

Normal scenario restrictions also apply.

SVT-40 SEMI-AUTOMATIC RIFLES

There is much debate about the prevalence of these semi-automatic rifles in Soviet ranks. What is clear is that at the outbreak of Barbarossa the Red Army were partially through the process of re-equipping with this weapon. The outbreak of war saw that process end and the older but better known Mosin Nagant M1889/30 used as the standard weapon for most of the war.

To reflect the partial issue of the SVT-40 up to two men in each squad may be issued with these weapons. Men firing with these weapons dice as for normal bolt action rifles but re-roll any 1's rolled.

M39 50MM MORTAR

The Soviet 50mm light mortar is only equipped with H.E. ammunition and cannot fire smoke.

COMMISSAR

A Commissar may be deployed from a JoP on a CD roll of 3 and may be activated on a Command Dice roll of 5. If the player activates the Commissar, he does not increase his Chain of Command tally by one.

When activated a Commissar moves as normal. If attached to a squad he may move with that squad without being activated himself. He counts as two men for morale purposes when considering Shock levels and one man in any Close Combat. A Commissar does not fire or crew weapons.

In the desperate struggle to save the great Communist Revolution it may sometimes be necessary to make unpleasant sacrifices in order to defeat fascism. A Commissar may remove

1D6 points of Shock from a single *Squad* or *Team* by making an example of a backsliding revisionist traitor who is encouraging the promulgation of anti-revolutionary thoughts. To do this he will shoot dead one man in the squad. Roll a D6 to see how many points of shock are immediately removed from that squad. On a roll of 6 the man shot as an example will be the Squad Leader.

Alternatively, the soviet player can interpret the commissar's role as that of an Adjutant, as his main role was motivation and tended to be from company level rather than platoon level.

Either a Commissar OR an Adjutant can be used during the campaign. Not both.

Position of the 21st Army - August 1942



Soviet Arsenal Table					
Armoured Vehicles					
Vehicle	Armour	A.P.	H.E.	Speed	Notes
T26B	3	5	4	Average	No Hull MG, Rear MG
BT5/BT7	3	5	4	Fast	No Hull MG
BT7A	3	4	6	Fast	No Hull MG
T60	4	4	6	Average	Low Profile, No Hull MG
T70	5	5	4	Average	Low Profile, No Hull MG
T34 M1941	7	7	5	Fast	
KV1s	8	7	5	Average	Rear MG, Heavy Armour
KV1e	10	7	5	Slow	Rear MG, Heavy Armour
KV2	8	8	13	Slow	Rear MG, Heavy Armour, Slow Turret
BA6/BA10	3	5	4	Wheeled	Small
BA64	2	-	MG	Wheeled	Small, No Hull MG, open turret.
Valentine III	6	5	1	Slow	No Hull MG
Matilda II	7	5	1	Slow	No Hull MG
M3 Stuart	4	5	3	Fast	
M3 Lee	5	5/7	3/6	Average	Turret/Hull
Anti Tank Weapons					
Weapon	A.P.		H.E.		
M1927 76mm Infantry Gun	4		6		
45mm AT Gun M32, 37 and 38	5		4		
45mm AT Gun M42 L66	6		4		
57mm ZiS 2 AT Gun	8		4		
PTRD Antitank rifle	3		1		

1.2 ALTERNATIVE RUSSIAN RIFLE PLATOON TO&E

The 04/200-216 platoon from March 1942 is used in the campaign.

However.....

The Soviet platoon organization was rather ad-hoc and chaotic in 1940–1942 when divisions were having to be replaced or rebuilt on a regular basis. In 1942 there were 4 different platoon organisations in use depending on when the Rifle Division was created. It wasn't until early 1943 when the divisional attrition rate had stabilized that an attempt was made to standardize the platoons throughout the Soviet Army.

As for how many of these were achieved in practice is anyone's guess. Records are scarce but I think it's safe to assume that the platoons never met these quotas (especially in hardware) until early 1943. The August 1942 organisation being the most representative for this campaign.

Differences between divisions continued to exist for the rest of the war but mostly at the higher level. Guards having extra MG and mortar support for example.

The following information is largely from Steven Zaloga's Companion to the Red Army 1939-45

From what I can surmise the platoon organisations were as follows:

1.2.1 September-1939: 04/20-38

Rating: Green: -3, Regular: +2

Command Dice: 5 Regular, 4 Green

PLATOON HEADQUARTERS
Leytenant, Senior Leader, with pistol
SQUADS ONE TO FOUR
Serzhant, Junior Leader, with Rifle One LMG with three crew Eleven riflemen

Note that the Rifle grenades quoted in some sources were from the pre-war TO&E.

1.2.2 Post Winter War: 04/100-18

Rating: Green: -5, Regular: 0

Command Dice: 5 when Regular, 4 when Green

PLATOON HEADQUARTERS
Leytenant, Senior Leader, with pistol
MORTAR TEAM
50mm mortar, 4 crew
SQUADS ONE TO FOUR
Serzhant, Junior Leader, with Rifle One LMG with three crew Two Riflemen SVT 40s Six riflemen

1.2.3 April-1941: 04/400-17

Rating: Green: -3, Regular: +3

Command Dice: 5 when Regular, 4 when Green

PLATOON HEADQUARTERS
Leytenant, Senior Leader, with pistol
MORTAR TEAM
50mm mortar, 4 crew
SQUADS ONE TO FOUR
Serzhant, Junior Leader, with SMG 1 SMG Two LMGs with three crew Three riflemen SVT 40s

Note that this was never achieved in practice being replaced by 04/600-616.

1.2.4 July-1941: 04/600-616

Rating: Green: -5, Regular: 0

Command Dice: 5 when Regular, 4 when Green

PLATOON HEADQUARTERS
Leytenant, Senior Leader, with pistol
MORTAR TEAM
50mm mortar, 4 crew
SQUADS ONE & TWO
Serzhant, Junior Leader, with SMG One LMG with three crew Seven riflemen
SQUADS THREE & FOUR
Serzhant, Junior Leader, with SMG One SMG Nine riflemen

Note: only 2 out of 3 platoons had 50mm mortars.

1.2.5 December-1941: 04/750-769

Rating: Green: -4, Regular: +1

Command Dice: 5 when Regular, 4 when Green

PLATOON HEADQUARTERS
Leytenant, Senior Leader, with pistol
MORTAR TEAM
50mm mortar, 4 crew
SQUADS ONE to THREE
Serzhant, Junior Leader, with SMG One LMG with three crew Seven riflemen
SQUAD FOUR
Serzhant, Junior Leader, with SMG One SMG Nine riflemen

1.2.6 March-1942: 04/200-216

Rating: Green: -5, Regular: 0

Command Dice: 5 when Regular, 4 when Green

PLATOON HEADQUARTERS
Leytenant, Senior Leader, with pistol
SQUADS ONE to FOUR
Serzhant, Junior Leader, with SMG One LMG with three crew Seven riflemen

1.2.7 July-1942: 04/300-316

Rating: Green: -5, Regular: -1

Command Dice: 5 when Regular, 4 when Green

PLATOON HEADQUARTERS
Leytenant, Senior Leader, with pistol
SQUADS ONE to FOUR
Serzhant, Junior Leader, with SMG One LMG with three crew 5 riflemen

1.2.8 December-1942: 04/550-562

Rating: Green: -3, Regular: +2

Command Dice: 5 when Regular, 4 when Green

PLATOON HEADQUARTERS
Leytenant, Senior Leader, with pistol
HEAVY SQUADS ONE & TWO
Serzhant, Junior Leader, with SMG Two LMG with three crew Three riflemen SVT 40 One rifleman
SQUADS THREE & FOUR
Serzhant, Junior Leader, with SMG One LMG with three crew Four riflemen SVT 40 Three riflemen

1.2.9 August 1943: 04/550

Rating: Green: -7, Regular: -3

Command Dice: 5 when Regular, 4 when Green

PLATOON HEADQUARTERS
Leytenant, Senior Leader, with pistol
SQUADS ONE to THREE
Serzhant, Junior Leader, with SMG One LMG with three crew 7 riflemen

July 1944: Baltic Front reduced to 10 man sections.

1.2.10 July 1944: 04/550 (Baltic Front)

Rating: Green: -7, Regular: -3

Command Dice: 5 when Regular, 4 when Green

PLATOON HEADQUARTERS
Leytenant, Senior Leader, with pistol
SQUADS ONE to THREE
Serzhant, Junior Leader, with SMG One LMG with three crew 6 riflemen

THE 578TH INFANTRY REGIMENT



The 578th Infantry Regiment was a Swabian unit formed near Lake Constance and had been operating in the Serafimovich area as part of the 4th Panzer Army since June 1942. With the arrival of the Celere Division it was detached from the 305th Infantry Division and attached to the Italians. It continued to operate along with Celere until it was returned to the 305th on August 4, 1942. The sector was then occupied by the 3rd Battalion 208th Infantry Regiment belonging to the 79 Infantry Division.

The 578th suffered heavy losses in fighting for Serafimovich; HQ - Staff Group 78%; 13./IR 578: 60%; 14./IR 578: 62%; I./IR 578: 45%; II./IR 578: 38% III./IR 578: 26%. It was disbanded in December 1942.

The Italian forces may replace one of their platoons with a German 1942 Infantry platoon at the start of the campaign. It uses the following platoon organization and support options.

INFANTRY PLATOON

This force makes up a 1942 Heer platoon for Operation Blue. This force is rated as *Regular*. National Characteristics are the same as those listed in the main rule book for a German Force: *Maschinengewehr* and *Handgranaten*!

Force Rating: Regular +0 **Command Dice:** 5

PLATOON HEADQUARTERS	
Unterfeldwebel, Senior Leader, machine-pistol	
MORTAR TEAM	
1e. GrW36 5cm Mortar Team, 3 men	
SQUADS ONE TO THREE	
Obergefreiter, Junior Leader, machine pistol.	
LMG TEAM	RIFLE TEAM
MG34 3 crew, 1 rifleman	5 riflemen

SUPPORT LISTS

GERMAN SUPPORT LIST
LIST ONE
One Compound Charge
Medical Orderly
Engineer Mine Clearance Team, 3 men
Engineer Wire Cutting Team, 3 men
Engineer Demolition Team, 3 men
Minefield
Barbed Wire
Kubelwagen (no crew, no weapon)
Entrenchments for one Team/Section
Adjutant
LIST TWO
Roadblock
Panzerbusche 38/39 Team, two crew
Panzerknacker Team, four men
Pre-Game Barrage
Le. GrW36 5cm Mortar Team, 3 men
Senior Leader
LIST THREE
Pioneer flamethrower Team, three men
Sniper Team
sPzB41 2.8cm heavy AT rifle and three crew
SdKfz 221 or 223 with Junior Leader
MG34 on tripod mount with 5 crew
PaK36 3.7cm anti-tank gun with 5 crew and Junior Leader
SdKfz 251/1A-C, no crew, MG34 mounted
LIST FOUR
Pioneer squad with Junior Leader
1e18.IG with five crew and a Junior Leader
Forward Observer with 8cm mortar battery
PaK38 5cm anti-tank gun with 5 crew and Junior Leader
LIST FIVE
Regular Rifle squad with Junior Leader
SdKfz 222 with Junior Leader
Flak 30 or Flak 38 2cm L55 AA gun with five crew and Junior Leader
Panzer 38(t) E-G with Junior Leader
Pz.III E-J with Junior Leader

LIST FIVE (Continued)
Pz.IV D with Junior Leader
Pak 40 anti-tank gun with five crew and Junior Leader
LIST SIX
Panzer IV E-F1 with Junior Leader
StuG III A-E with Junior Leader
Marder II with Junior Leader
LIST EIGHT
slG33 15cm IG with five crew and a Junior Leader

Support choice restrictions

Items in **Red** may only be purchased once per scenario.

Items in **Blue** may only be purchased when defending on table 4 and 5.

Normal scenario restrictions also apply.

Support Options

These are the same as in the core rulebook with the following exceptions:

50MM MORTAR TEAM

The 50mm mortar has only H.E. rounds; no smoke being provided. It has a minimum range of 12", but for targets closer than that the crew may use their rifles.

SATCHEL CHARGE

The satchel charge is shown on Table Seven, Hand-Held Anti-Tank Weapons. The charge may be used once by any Section on the table when commanded by the Senior Leader commanding the platoon who is, we assume, carrying it with him up to that point.

Arsenal Table					
Armoured Vehicles					
Vehicle	Armour	A.P.	H.E.	Speed	Notes
SdKfz 221	2	-	MG	Wheeled	No Hull MG, open turret, small
SdKfz 222	2	4	6	Wheeled	No Hull MG, open turret, small
Pz38(t) E-G	5	5	3	Average	
StuG III A-E	5	5	6	Average	Low Profile, Exposed top MG
Pz III E-F	4	5	3	Average	Twin Co-ax (FP8)
Pz III G	4	6	4	Average	
Pz III H-J	5	6	4	Average	
Pz IV D	4	5	6	Average	
Pz IV E-F1	5	5	6	Average	
Marder II	3	9	5	Average	Hull Pintel MG only, Open body
SdKfz 250/251-1	2	-	MG	Fast	Low profile, open body
Anti Tank Weapons					
Weapon	A.P.		H.E.		
PaK 40 anti-tank gun	9		5		
PaK 38 5cm anti-tank gun	7		4		
PaK36 3.7cm anti-tank gun	5		3		
le18. 7.5cm Infantry Gun	4		6		
slG33 15cm Infantry Gun	8		13		
sPzB41 2.8cm heavy AT rifle	5		2		
Panzerbusche 38/39 AT rifle	3		1		