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WEIRD WORLD WAR II WARGAMES RULES

KONFLIKT '47

DEFIANCE



WARLORD
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KONFLIKT '47 DEFIANCE



OSPREY GAMES

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INTRODUCTION

This book is the second supplement for *Konflikt '47* and seeks to expand the game's boundaries further by introducing more units, forces, and army building options. The largest section of this supplement introduces the divided nation of Italy, with the forces of the Royalist Co-Belligerent Italian Army (*Eserciti Cobelligerante Italiano* or ECI) fighting their former allies, the German Wehrmacht. Mussolini's remaining forces, the Fascist National Republican Army (*Esercito Nazionale Repubblicano* or ENR) hold the north of the country, propped-up by the German military. As in *Konflikt '47: Resurgence*, we have looked at some of the existing rules that needed refinement, and have introduced further rules to allow the use of more elite and specialised units. Players of the existing five core armies will also find something new, with each nation getting some new units from their respective Rift-tech laboratories. Additionally, unit entries have been included to expand on the conventional forces prevalent at this stage of the war.

The book is divided into four sections, the first covers the new rules and errata, as well as the rules for national variations on the standard Reinforced Platoon structures in *Konflikt '47*. The second introduces the new units for the existing nations. Then we turn to the fractured nation of Italy, with some expanded history, and the details of its forces. The final section presents additional information on the *Konflikt '47* setting, including a small mini-campaign that is set in Western Europe.



LORD OF THE BLACK PIT

THE NORTH SEA, 22 MARCH 1947...



‘That’s Bremerhaven ahead’, the lieutenant cut the engines of the motor torpedo boat. ‘The mouth of the Weser lies just to the right. Best be going soon.’

‘Doesn’t look like much’, Sergeant Thomas Ferrante said as he snapped a magazine of .45 ACP rounds into his Thompson submachine gun, ‘not much at all.’

‘Were you expecting Coney Island all lit up, Sarge?’ Corporal Solomon Schwartz asked innocently. ‘It wouldn’t be, not with blackout conditions. There’s a war on, you know.’

Ferrante did his best to hide his annoyance. ‘Maybe just something a bit more impressive for the lair of the Lord of the Black Pit.’

‘Fortunately, we’re not going upriver as far as Valentin’, reminded Captain Arthur Camden of the 101st Airborne Division. ‘This is just the entrance to his lair, not the lair itself.’ Camden looked to Lieutenant Andrew Brand, the commander of the Royal Navy’s seventy-three-foot torpedo boat, MTB775.

‘This kind of useless chatter is what you get when you have two guys from Brooklyn in your unit.’

‘They are talkative fellows indeed’, observed Brand, ‘They haven’t stopped since we left England. I hope they shoot as well they banter.’

‘If only’, Camden wished. He turned back to his men. Clad in olive drab uniforms, they were black shadows in the darkness. ‘Get ready. We’re jumping in two minutes.’

‘Thank you for the ride’, he said to Brand. In a lower voice, ‘We hope to see you again. But if we miss the rendezvous...’

‘My orders are to leave without you’, the lieutenant finished for him. ‘I know. I will stay as long as I can.’

Eight men of the 101st Airborne’s elite Firefly Jump Infantry busied themselves with one last round of weapons checks and adjustments to their Rift-tech jump packs. They were veterans, and they all had enough points to earn transfers to safer billets Stateside, or at least they would have, had the war not taken a sharp turn for the worse back in ‘44.

For a time, it had all looked so promising. Camden’s jump with the 502nd Parachute Infantry Regiment, 101st Airborne Division on D-Day had been good. Unlike most other airborne troops, he and his squad had landed precisely where they were supposed to, and had held their position until relieved on D+1, exactly as planned. He had lost none of his men.

Next came Operation *Market-Garden*, and that had been tough. They had taken their objective bridge at St. Oedenrode and then spent the next several days fighting off counterattacks by Totenkorps zombies along Highway 69, which was dubbed ‘Hell’s Highway’ for good reason by the weary men of the 101st. Camden had ripped the head off a walking corpse with his bare hands in a small Dutch village outside Son. It was not an experience he would ever forget. At times, the memory would still wake him in the middle of the night.

Market-Garden had been less successful than hoped. The Germans still held the Rhine, the biggest barrier between the Allies and the soil of the Fatherland. But the Nazis were on their heels, and it was only a matter of time before the Allies won the war. Some of his men were even looking forward to jumping into Berlin.

Then came the Bulge. Camden had been there when the Schreckwulfen had bounded through the Ardennes forest, howling as they hunted. Giant wolf-men, ghastly creatures

vomited out of Dante's underworld, had hit them as they rushed to Bastogne, tearing the throats out of half his platoon before a Sherman had appeared out of the mist and drove off the things with a hail of .50 cal. machine gun fire.

The MTB was now within fifty yards of the coast.

'This is as close as I dare get', Lieutenant Brand said.

'Any closer and I risk grounding.' Camden nodded.

'This will do.' He patted the jump pack strapped over his shoulders.

'These will make unhelpful flares. Easily seen. Get clear as soon as we're gone.'

'On a moonless night with coast-watchers everywhere? You don't have to tell me twice', Brand smiled. 'Good luck. I'll see you at the rendezvous.'

The fight in the Ardennes had been terrible. Waffen-SS panzermechs had carefully picked their way through the snow-covered trees, getting behind American lines and shooting up rear areas. Supplies to stranded units were completely cut off.

Then there was Brussels. The 'Screaming Eagles' of the 101st Airborne, together with the rest of the U.S. Army, had reeled backward in the face of the German onslaught and had held on by their fingernails outside the Belgian capital. Brussels refused to fall but any chance of ending the war by Christmas was gone. The Battle of the Bulge had been a German victory that had restored the Western Front and had Hitler likening himself to Frederick the Great. Over two years later, no matter how many points they had, Camden and his men were still stuck in Europe. The Army needed all of the veterans it had to hold the line in Europe.

'We've got a sub to catch, and it'll be arriving any minute', Camden said quietly to his squad. 'Let's go 502nd.'

'Strike!' The men answered in unison with their regimental motto. They stood up and faced to the starboard side of the British torpedo boat. Eight jump infantrymen lifted off, one after another, from the deck of the MTB. The Firefly jump packs hummed, emitting white electrical discharges as the strange technology within them launched the paratroopers into the cold night air.

They were aloft for only a few seconds, coming to rest on a small strip of beach opposite Bremerhaven on the western side of the river mouth. At the end of a thin tidal flat were a pair of ruined forts erected on two small islands. De Havilland Mosquitoes of the RAF had done a number on them both. Now, between the two of them, they housed just a single lonely watchtower. To evade detection for as long as possible, the paratroopers would run the rest of the way to their target.

Camden still wondered just where the intel had come from. He and his men were on a suicide mission but the prize made it worthwhile. The infamous U-3008 was due to return to the Valentin pen in the suburbs of Bremen for repairs. Camden and

his men were to destroy the U-boat and put a bullet through the head of its skipper, Korvettenkapitän Ludwig Ditmar.

It wasn't often that war became so personal. Rumour had it that Admiral Isoroku Yamamoto had been ambushed by American planes in '43 in revenge for the attack on Pearl Harbor. Camden couldn't be sure. Rumours sprouted thick as mushrooms in wartime. But like Yamamoto, Ditmar had a bull's-eye painted on his back.

Just twenty-two years old when he took command of *U-3008*, a Type XXI U-boat, in early 1945. He had used the advanced submarine to evade detection by Allied sub hunters and had torn several convoys to shreds. An enormous suite of batteries enabled the Type XXI, called the 'Elektroboot' by the Germans, to stay underwater longer, where they were practically undetectable. The Type XXI's were also very fast, the protective screen of Allied corvettes and destroyers that shepherded merchantmen across the Atlantic could never catch Ditmar before he made his escape.

In the middle of the North Atlantic, in the so-called 'Black Pit' where Allied aircraft lacked the range to patrol for enemy subs, Ditmar had left behind hundreds of sinking ships and burning oil slicks. Hundreds of thousands of tons of ships and supplies and thousands of sailors had been sent to the bottom by this one U-boat and its spellbindingly capable skipper. Joseph Goebbels would crow constantly about Ditmar's achievements on German radio, giving him the title of 'Lord of the Black Pit' in a macabre celebration of his bloody deeds.

Then, only a day ago, there came a break. Allied intelligence learned that Ditmar was to receive his Knight's Cross with Oak Leaves, Swords and Diamonds from Hitler himself 'before the week was out.' It was already Friday. That meant Ditmar would be closing in on the Weser River within the next twenty-four hours on his way to the giant bomb-proof Valentin U-boat factory and pen outside Bremen, some forty miles upriver. Confidence in the intelligence – the source was unrevealed – was extremely high. If they moved swiftly they could hit Ditmar before he reached the impregnable security of the Valentin pen. Camden's mission was to catch the Korvettenkapitän when he rose above the water once he reached the Weser.

Eight figures fell gently to earth, a soft buzzing noise wafting from their jump packs. Camden hit the ground and instinctively knelt to make himself smaller. Behind him came the remaining seven men. It was so dark he could barely see them all. 'Sound off', he ordered in a hoarse whisper. 'Able', he began.

'Baker.' That was Sergeant Ferrante. A tough as boot leather kid from Brooklyn.

'Charlie.' Corporal Solomon Schwartz, armed with an M3 Grease gun and the bazooka. The other Brooklynite, and just as tough as Ferrante.

'Dog', said Corporal Philip Dekowski. He was a Chicago kid.

Six-and-a-half-feet tall, he carried a giant Browning Automatic Rifle, or BAR.

'Easy.' Private Robert Henry was from Chattanooga. He had an M1 Garand.

'Fox.' Sergeant Paul Healy. The team's demolitions man from Boston. Had enough C-3 plastic explosives on him to level a city block.

'George.' Private Raul Garcia from Texas. Garcia toted the team's second BAR.

'How.' Private Dick Sudbury. The Kentucky rifleman was a dead shot sniper. Armed with a scoped M1903 Springfield. He could shoot a man between the eyes at a thousand yards.

Camden pointed in the stygian darkness. 'The watchtower. See it?' There were a few grunts of acknowledgement. 'We take it out. No guns. U-3008 is due before midnight. We wait there for it to come by.' More grunts of affirmation. 'Henry, you're up.'

Private Henry was the best knife-man in the unit. He quickly took off his Firefly jump pack and removed his helmet, placing them gently on the sand. 'I'll be back shortly', he said. 'Got to earn the high pay Uncle Sam's been giving me these three years in the Five-Oh-Deuce.'

'Make sure you come back, rebel', Sergeant Healy warned, 'You still owe me poker money.'

'A gentleman of the South always pays his debts', Henry assured. 'And so do I.' Henry withdrew his six-and-three-quarter-inch M3 knife from his boot and hurried off into the deep gloom. Less than a minute later, there was a muffled cry, followed by a low thud.

'That's our signal', Camden said. 'Follow me.'

The seven paratroopers scurried over the marshy riverside and reached the foot of the watchtower. Camden and Ferrante climbed up its wooden ladder. A familiar voice greeted them. 'Well, hell, captain, I could have heard you coming in Tennessee. It's a wonder the Germans aren't wise to us already.'

Camden eyed the corpse of the German sentry on the floor of the tower. A slick of dark blood was expanding across the floor. Camden nodded, 'Good work. Have you seen anything?'

'Took a quick look. Zeiss binoculars are awfully sharp. But nothing to see on this night. I hope we haven't missed the good Herr Ditmar.' Ferrante took the dead sentry's binoculars from Henry and scanned from left to right while Camden did the same with his own pair. It was so dark that it was difficult to tell precisely where the sea ended and the horizon began. It was a clear night, however, and the stars were abundant in the sky. Suddenly, Ferrante stopped panning and focused the binoculars on a single point to the northeast. Camden immediately focused his own in the same direction.

'Speak the devil's name...' Ferrante began.

'...and he will appear', Camden finished.

'Damn he's close', Ferrante hissed. 'He's almost past us!'

'He's not getting away', Camden promised. 'Time to shine.'

A sleek shape emerged from the inky waters of the North Sea. It was *U-3008*, right on time. There were a handful of men visible on the sail of the charcoal grey boat. They scarcely moved as the sub entered the mouth of the Weser. Everything else the Allies had tried against the sub had failed. Low-level Catalina strikes, Liberators equipped with magnetic anomaly detection gear, massed assaults by Avenger torpedo bombers operating off of special hunter-killer escort carrier task groups – none had succeeded in nabbing Ditmar and his ghostly U-boat.

In just the past week, the Royal Navy's crack sub hunting flotilla, the 2nd Support Group, had chased Ditmar across the North Atlantic and around Scotland, mercilessly depth charging him all the way. They had never lost contact for long, managing to damage to his boat. This had kept the unholy bastard beneath the waves for five days. Camden shook his head in disbelief. Five days! A U-boat crew ought to have died of asphyxiation after just a day without surfacing.

Despite the darkness, there was visible crumpling of the U-boat's starboard hull forward of the sail. A long gash ran through the free flow holes on the upper hull, and the starboard bow plane had been torn away.

'It's like the damage has hardly slowed him down,' said Ferrante.

'Type XXI's are very fast,' Camden said, 'and Ditmar's the best sub skipper the Nazis have.'

'But to get away from the British with that much of the boat gone?' Camden had to agree with his sergeant. The 2nd Support Group had forced Ditmar to stay under for days with no chance to use his snorkel to recharge his batteries. His crew should have been dead, and his boat out of power. Yet here it was calmly sailing through the mouth of the Weser River as if returning from a peacetime exercise.

Camden's stomach began to turn. What if the Germans had harnessed some kind of Rift-tech to make their submarines even more deadly than before? Britain was always vulnerable to starvation if the supply lines to North America were ever cut. It was precisely that possibility that had caused this mission to be organised on such short notice. Every last man who made it back would be sent home. Camden had his eye an instructor's position at the Airborne School at Fort Benning, Georgia. The shooting war for them would be over. But not yet. 'Schwartz', he called down to the men below. 'Are you seeing this?'

'I'm on it, captain.'



‘Make it count.’

‘Been doing that since ‘44, sir.’ Schwartz brought his M1A1 bazooka to his shoulder and took aim while Corporal Dekowski loaded a rocket into the rear of the slender tube. He tapped Schwartz once on his helmet to indicate the weapon was ready to fire. The bazooka had been issued to U.S. troops to knock out panzers and so usually fired a high-explosive antitank round. Stopping a U-boat was a little different. Nothing the bazooka fired would kill a sub. It could make it come to a stop, however.

A high-pitched whoosh fled from the bazooka tube, accompanied by a bright flash as the rocket detonated against the mangled portion of the submarine’s hull. Within a second, the U-3008 was engulfed in an expanding cloud of white phosphorus. Small fires broke out along the forward section.

The U-boat quickly slowed, coming to a halt just inside the Weser’s mouth. The crewmen on the sail peered over the side at the flaming hull. The BAR men, Dekowski and Garcia, sprayed them with automatic rifle fire, the big .30-06 rounds they fired tearing the submariners apart.

‘Gammon bombs, now!’ Every man in the squad had a bag-like bomb filled with plastic explosive. It was a simple and almost freakishly powerful weapon. Camden, Ferrante, and Henry hurled their bombs at the torpedo tubes at the bow of the boat. Each weapon detonated as soon as it struck the side of *U-3008*. A terrible firestorm ignited once Ferrante’s struck the quaking sub.

‘The torpedo’s batteries are cooking off’, Ferrante shouted. ‘It won’t be long before we get a bigger boom. We don’t want to be around when it goes off.’

‘Not until that thing sits on the bottom of the river’, Camden answered, ‘Healy!’

Sergeant Healy stood and hurled three sticks of C-3 wrapped in duct tape at the immobilized U-boat. A titanic explosion followed, knocking the American paratroopers on their backs. *U-3008* began to sink slowly beneath the water but then sank no further. It settled into the muddy riverbed.

‘Damn!’ Camden shouted. ‘The river was supposed to be deeper here.’

‘Doesn’t matter’, Sudbury said. ‘Look.’

U-3008 began to roll over on its starboard side, slipping along the river bottom until its sail was submerged under the Weser. A lone figure popped out from behind the sub like a cork,

bobbing along until he grabbed hold of the hull and crawled onto it. His face was illuminated in the firelight of his blazing submarine. He was soaked to the skin, his blond hair slicked back on his scalp. Camden had studied Ditmar’s photo before embarking on the MTB.

There was no mistaking who the man was. The Lord of the Black Pit had come

up from the deep.

‘Sudbury?’

‘I see him, Captain.’ Sudbury brought up his Springfield and aimed until the crosshairs came to rest on the centre of Korvettenkapitän Ludwig Ditmar’s face. There came a flat crack, and Ditmar was sprawled across the hull, missing half his head. Mission accomplished.

The Germans had gone far to turn the tables on the Allies since they had halted their advance on the Rhine in late ‘44. Long-range Me264 ‘Amerikabombers’ were flying weekly raids deep into Allied territories. Me262 and Ta183 jet fighters were ripping American and British heavy bomber formations to shreds. The Luftwaffe had grown so formidable that it would have been too dangerous to use a slow C-46 Commando troop carrier to drop Camden and his men close to Bremerhaven, it would have been shot out of the sky. Instead, they used an MTB to get within striking distance. They had come on a moonless night, surprise had been on their side. Camden allowed himself a moment of satisfaction at having taken down arguably the biggest single threat to the Allied war effort. Not badly done, he allowed himself to believe. He thought of going home. He could almost feel the warmth of the Georgia sun on his face.

Then came the high-pitched screech of an MG42. The sound was unmistakable and terrifying, like a zipper being yanked up fast. The Germans had woken up. Time to clear out. Searchlights began to prowl the riverside, hunting the raiders.

‘Let’s get the hell out of here!’ Camden shouted. The Screaming Eagles rose and readied their jump packs, ‘Back the way we came!’

Healy nodded in agreement, and then seemed to come apart, his head and arms toppling from his body. Schwartz groaned and fell slack as blood-slicked claws emerged from his chest. The claws withdrew in an eye blink. Behind the fallen paratrooper stood a bellowing horror, something that had the shape of a man, but the head of a devil.

Camden had seen a *Nachtjäger* only once before while running for his life in the misty woods outside Bastogne. Hitler’s mad scientists had created this monstrosity in a laboratory somewhere in Hell. An unholy fusion of man and bat, the *Nachtjäger* was seven feet tall with leathery bat wings, razor claws, and sharpened fangs set within a demonic visage. Camden shot skyward, spraying the beast-man with a full magazine of .45 ACP rounds. The creature stumbled backward, clutching at several steaming holes in its chest. Coming back to earth, Camden hit the ground hard and rolled.

Sudbury hurried over to him. ‘Captain, are you . . .’ before he disintegrated in a storm of gunfire.

Out of the darkness emerged a clanking metallic spider, a *Spinne panzermech*, its coaxial light autocannon scything a bright line of tracers across the narrow neck of the tidal flat.



Dekowski picked up the bazooka from where it had fallen in the mud beside Schwartz. He hurriedly slammed a rocket into the back of the pipe. Crawling away from the carnage, he rose and knelt in the sand. A squeeze of the trigger and a rocket sped from the barrel. It struck the body of the panzermech just above the legs, erupting in a bright yellow-orange cloud. Inside the rocket was a shaped-charge, high-explosive antitank warhead. Upon exploding, it channelled all of the energy of the explosion in one direction, forming a slender jet of superhot gas and molten steel that bored through the armour of the light panzermech. Even over the rumble of the Spinne's engine, the screams of the crew were audible as the gas jet washed over them.

'They'll be burning in Hell soon enough', Ferrante snarled as the Spinne toppled over. 'Let's get the...'

Ferrante fell on his face and lay still. Above him stood a bloody-handed, grey-skinned corpse, a rictus grin plastered on its dead face. There were others alongside him, and more were on the way. Hitler's Totenkörps, his vile army of undead, were emerging from the overturned U-boat. Camden wanted to retch.

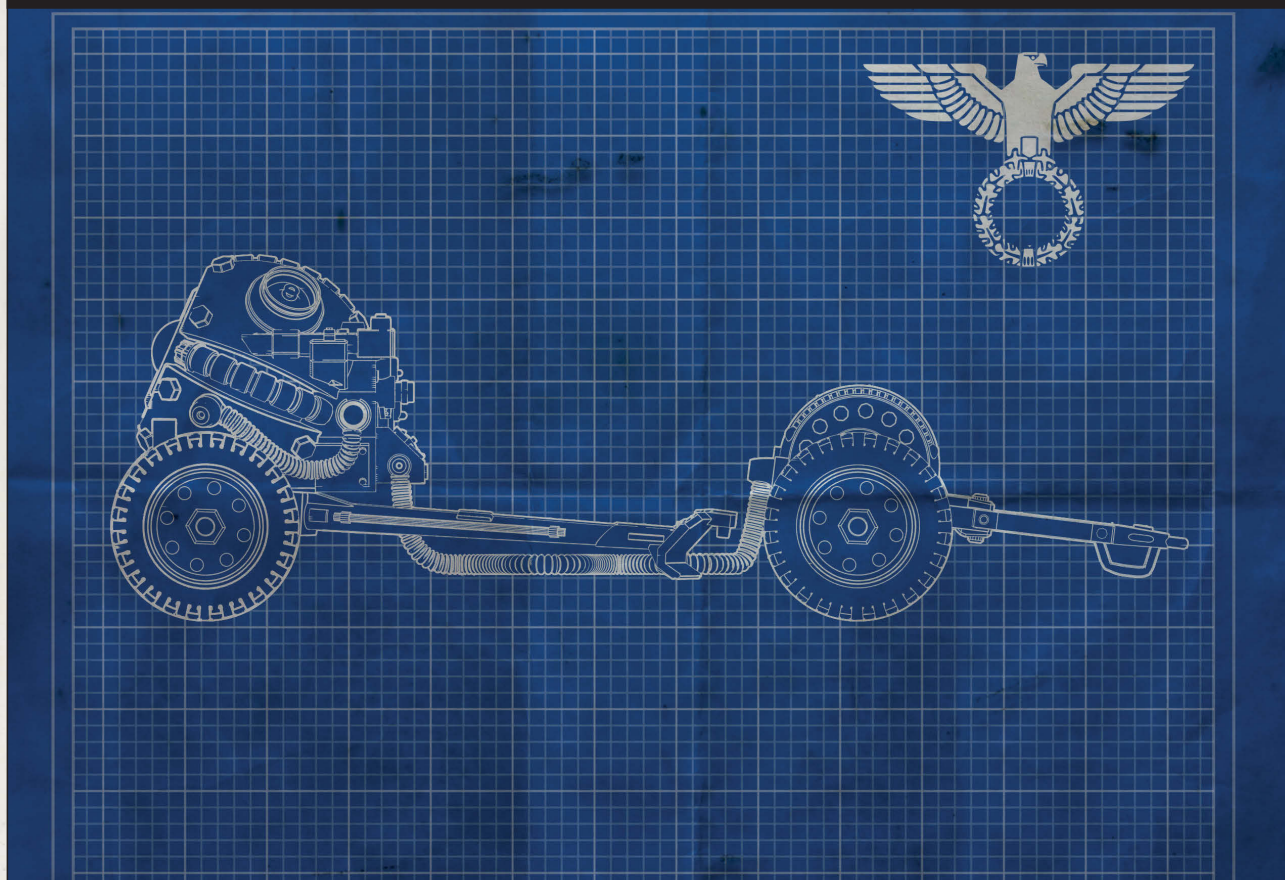
What kind of crew could have stayed submerged for five days without oxygen, but one that was already dead?

Garcia was pumping round after round into the walking corpses, splattering necrotic flesh and bone over the riverside. He began to back up as their numbers grew. 'Captain?'

'Go, go, go!' Camden shouted.

First Garcia, then Dekowski and Henry soared upward. Camden gave the corpses one last blast from his Thompson and launched himself, alighting first on the beach northwest of the tidal flat, and then once again out to sea. German anti-aircraft guns had opened up and were salting the sky with 20mm tracers. Below he saw the small shape of MTB775. Garcia, Dekowski, and Henry had already landed aboard it. Camden felt a harsh kick in his back, and lost his breath. He struggled to remain aloft, and crashed heavily onto the deck of the torpedo boat. He felt his back. It was warm and sticky. Garcia rolled him onto his side and struggled to remove his jump pack. His face was full of anguish. The last thing Camden heard was Lieutenant Brand giving the order to gun the engines. He thought of Georgia. Then he closed his eyes.

Schwerefeld Projektor







NEW AND REVISED RULES

Since the release of the *Konflikt '47* rulebook, there have been countless hours of play-testing conducted by both the team at Clockwork Goblin, and by the thousands of players who have leapt into the *Konflikt '47* world. We have also seen the release of the first *Konflikt '47* supplement which introduced some interesting rules tweaks to the core game mechanics. As a result, the following section introduces some new rules to the *Konflikt '47* game and clarifies those rules that are still causing some discussion and confusion to our players. These additions now form part of the official *Konflikt '47* rule set.

NEW AND AMENDED COMBAT RULES

With the core rules and bulk of new weapons scrutinised in the last supplement, *Konflikt '47: Resurgence*, here we look at some newer weapons entering the conflict.

SHOOTING AT VEHICLES

Long Range (Revised)

Heavy weapons have an optimum range beyond which they lose energy and become less effective. If a target is beyond half the maximum range for the weapon, its penetration value is reduced by 1 when shooting at vehicles. Some weapons are exempt from this rule as specified in their weapon description.

WEAPONS

Grenade Launcher

Developed simultaneously by both the US and Germany, the versatility of the rifle grenade has led to the dedicated grenade launcher entering service from mid-1946. Capable of firing both an HE and a shaped charge anti-tank round, the grenade launcher is a bulky weapon that adds considerable firepower to an infantry squad. Vehicle mounted versions have been trialled as an alternative to the ubiquitous machine gun but the frequent need to reload the weapon makes it poorly suited to armoured vehicle use.

When firing a grenade launcher, the firer must select either an HE or anti-tank round before rolling to hit. Any unit that has already purchased a rifle grenade upgrade option may then replace the trooper's rifle and rifle grenades with a grenade launcher for +5pts for each. Each grenade launcher normally requires one man to become a loader as specified in the relevant unit entry. If upgrading a rifle grenade option, the grenade launcher does not require a loader.

Luftfaust

Also sometimes referred to as the fliegerfaust, the luftfaust is a shoulder fired disposable anti-aircraft weapon that fires 5 or 7 small (20mm) spin-stabilised rockets in a spread pattern. The multiple tubed weapon launches all the rockets at once and can have a limited effect against ground targets as well.

Any German unit that has an option to use a panzerfaust may upgrade any or all of their panzerfausts to a luftfaust for +10pts per weapon. The luftfaust is a direct fire weapon and is not a shaped charge. It is a one-shot weapon and has the Flak special rule.

Rail Guns

The latest Rift-tech weapon to leave the laboratories in Dresden is now being installed on Germany's heaviest tank and walker chassis. A development of further research into gravitational technology, the ability to shoot a solid tungsten steel projectile along a path by gravitational energy creates an anti-tank weapon of fearsome power and accuracy. Currently the energy coils and powerpack required to power the weapon are of considerable size, but given time to generate the required charge, almost no Allied or Soviet armour is safe. The Rail Gun is now considered a greater threat than the fearsome '88mm', particularly as its range is as great and the weapon is close to silent when compared to conventional weapons. Rail guns fire a solid projectile at very high speeds in a flat trajectory. On impact the kinetic energy of the armour-piercing slug is transferred into heat and light capable of melting armour and allowing the core of the projectile to pierce the heaviest steel plate. The energy drain on the weapon system is so great that it can occasionally over match the powerpack, requiring it to be re-energised before firing further rounds.

A Rail Gun projectile's velocity is great enough that it does not suffer a reduction in penetration at long range. After each shot roll a D6, on a 1 the weapon's power supply is disrupted and it may only fire at half its normal PEN value (rounding up) in the following turn. A Rail Gun can also benefit from the Target Designator special rule in the same way as an anti-tank gun.

When shooting at buildings, a Rail Gun round delivers enough kinetic energy to potentially cause the building to collapse. Roll 2D6 if a rail gun hits a building, a roll of 11+ will collapse the structure as detailed in the building rules on page 110 of the *Konflikt '47 rulebook*.



REVISED WEAPONS SUMMARY

HEAVY WEAPONS TABLE

Type	Range (")	Shots	Pen	Special Rules
Heavy Machine Gun (HMG)	36	3	+1	Team, Fixed
Light Automatic Cannon	48	2	+2	Team, Fixed, HE(D2)
Heavy Automatic Cannon	72	2	+3	Team, Fixed, HE(D2)
Anti-tank Rifle	36	1	+2	Team
PIAT	12	1	+5	Team, Shaped Charge
Bazooka	24	1	+5	Team, Shaped Charge
Super-Bazooka	24	1	+6	Team, Shaped Charge
Panzerschreck	24	1	+6	Team, Shaped Charge
Panzerfaust	12	1	+6	One-shot, Shaped Charge
Luftfaust	24	1	+2	One-shot, Flak, HE(D2)
Light AT Gun	48	1	+4	Team, Fixed, HE(D2)
Medium AT Gun	60	1	+5	Team, Fixed, HE(D2)
Heavy AT Gun	72	1	+6	Team, Fixed, HE(D3)
Super-heavy AT Gun	84	1	+7	Team, Fixed, HE(D3)
Light Compression Cannon	36	3	+3	Team, Fixed, Compression Wave
Compression Cannon	48	3	+4	Team, Fixed, Compression Wave
M21 Light Tesla Cannon	30	1	+1/+4	Team, Fixed, Tesla
M17 Tesla Cannon	36	1	+1/+7	Team, Fixed, Tesla
Flamethrower (Infantry)	6	1 (D6)	+2	Team, Flamethrower
Light Rail Gun	72	1	+7	Team, Fixed, Rail Gun
Heavy Rail Gun	84	1	+8	Team, Fixed, Rail Gun
Light Flamethrower (Vehicle)	12	1 (D6)	+3	Flamethrower
Flamethrower (Vehicle)	12	1 (D6+1)	+3	Flamethrower
Rifle Grenade	6–18	1	HE	Indirect Fire, HE (D2)
Grenade Launcher (anti-tank)	24	1	+3	Team, Shaped Charge
Grenade Launcher (HE)	6–24	1	HE	Team, Indirect Fire, HE (D2)
Light Mortar	12–24	1	HE	Team, Indirect Fire, HE(D3)
Medium Mortar	18–60	1	HE	Team, Fixed, Indirect Fire, HE(D6)
Heavy Mortar	18–72	1	HE	Team, Fixed, Indirect Fire, HE(2D6)
Light Howitzer	0/24–48	1	HE	Team, Fixed, Indirect Fire, HE(D6)
Medium Howitzer	0/24–60	1	HE	Team, Fixed, Indirect Fire, HE(2D6)
Heavy Howitzer	0/24–72	1	HE	Team, Fixed, Indirect Fire, HE(3D6)
Meteor Launcher	60	1d6	+4	Team, Fixed, Meteor Strike
Zvukovoy Proyektor	24	Special	Special	Team, Fixed, Shockwave
Light Schwerefeld Projektor	36	2	+3	Team, Fixed, Gravity Pulse
Schwerefeld Projektor	48	2	+4	Team, Fixed, Gravity Pulse

SMALL ARMS WEAPONS TABLE

Type	Range (")	Shots	Pen	Special Rules
Rifle	24	1	-	-
Pistol	6	1	-	Assault
Submachine Gun (SMG)	12	2	-	Assault
Shotgun	18	1	-	Assault
Automatic Rifle	30	2	-	-
Assault Rifle	18	2	-	Assault
Compression Rifle	24	3	-1	-
Heavy Tesla Rifle (single shot mode)	24	1	+1	-
Heavy Tesla Rifle (rapid fire mode)	18	4	-	Assault
Light Machine Gun (LMG)	30	4	-	-
Medium Machine Gun (MMG)	36	5	-	Team, Fixed
Dual Weapon Pack (AT rifle)	18	1	+2	-
Dual Weapon Pack (SMG)	6	2	-	Assault

NEW UNIT SPECIAL RULES

The following special rules are added to the game. In some cases they already appear in a unit's force list entry but as they apply to an increasing number of units they are presented here as well.

Behind Enemy Lines

Units with this special rule have been specifically trained to operate behind the front line, they may be specialist commandos, intelligence gatherers, or other elite troops. Whatever their background, a unit with this special rule may ignore the -1 modifier to the Command Test for attempting to enter the table as part of the Outflanking rules in a scenario. The unit may also be set up in the same way as a Sniper or Forward Observer as detailed in the scenario specific instructions.

Elite

Amongst the hardened veterans and highly trained soldiers found on the battlefield, there are always some who stand out as even better than the best. These units may be trained to standards beyond normal belief, exceptionally motivated, or even Rift-tech enhanced – or more often, a combination of these factors. Whatever the reason, Elite units are able to perform heroics on the battlefield and can tip the tide of a battle wherever they appear.

A unit with the Elite special rule is activated with an order die as normal. On the completion of its order it may then take an Order Test (subject to pins, officers, and other modifiers as

normal). If successful, it can replace the order die back in to the dice cup. It can then be given another order at a later point in the turn. At least one friendly unit must receive an order die before the Elite unit can be allocated its second order die of the turn, if this is not possible for any reason, the unit may not take advantage of this rule.

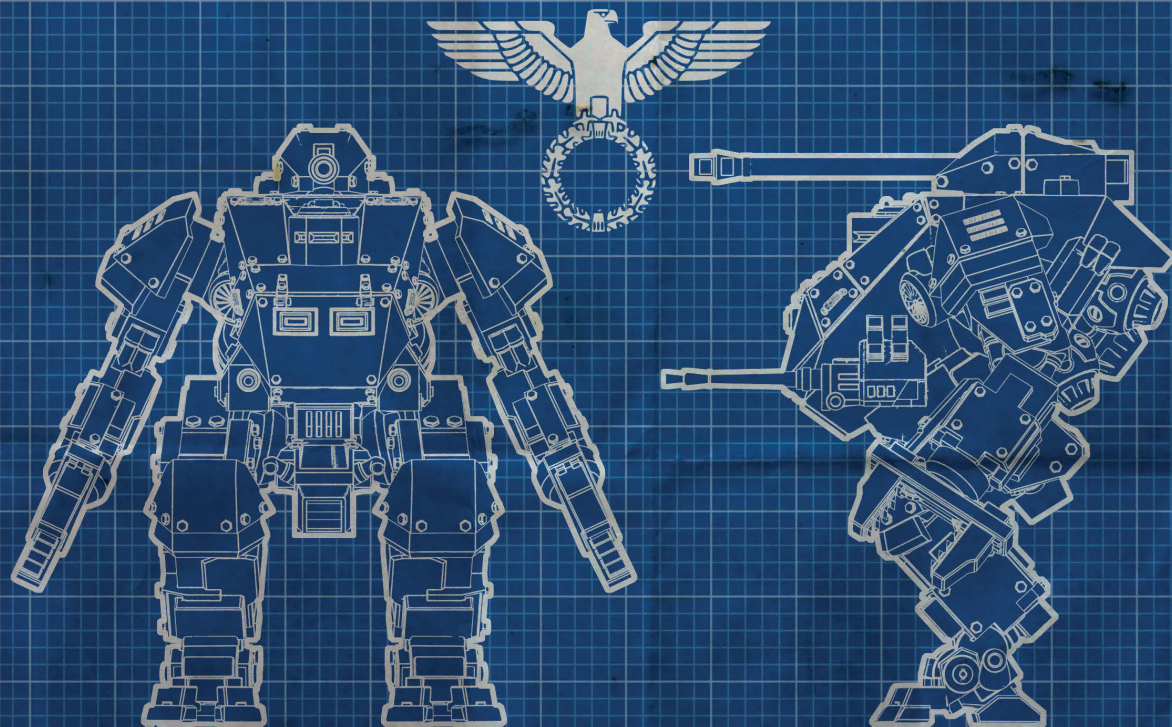
It stands to reason that should a unit with this special rule be given an Ambush or Down order, they are unable to return the die to the cup as it must stay on the table with the unit. They may however Rally, return the die to the cup and receive a further order later in the turn, a powerful ability.

Rally to the Colours!

This rule is most often found on a model with some form of national flag or patriotic banner. He or she provides a focal point for friendly troops to focus upon in a battle. Certain nations have a greater affinity to symbols of national patriotism than others. Occasionally, this rule may be found on models with great charisma and leadership, capable of motivating their fellow soldiers when morale is wavering.

All friendly infantry and artillery units within 12" of a model with this special rule can re-roll failed Orders Tests when attempting to follow a Rally order. In addition, if a Rally order is successfully issued, the unit rolls two dice to determine the number of pin markers removed and selects the higher roll. However, while a model with this special rule is in Ambush or Down, the Rally to the Colours! rule has no effect.

Heuschrecke Medium Walker

**Target Designator**

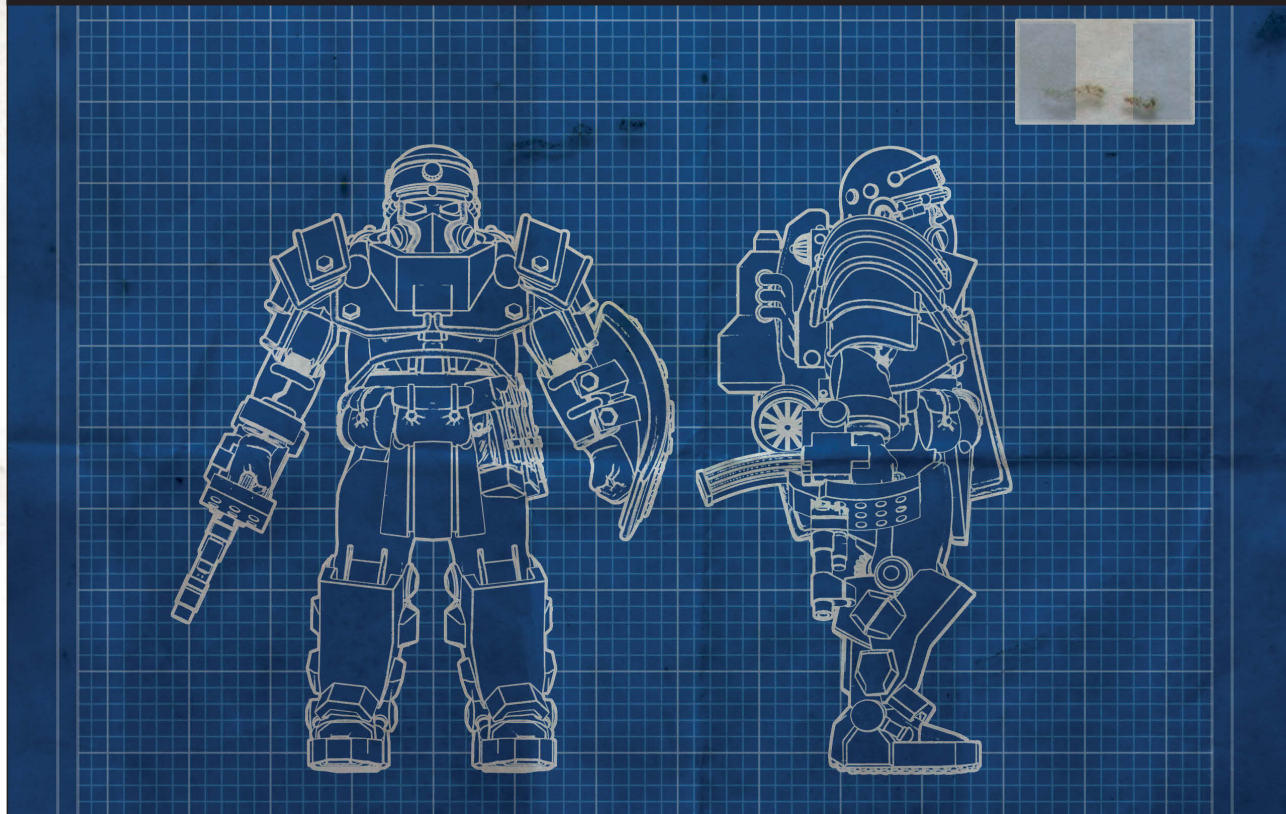
A unit with this special rule is equipped to identify targets to nearby combat units, both the Germans and the British are pioneering this technology, although they are following differing Rift-technologies to achieve the same ends. A Unit with this special rule must be given a Fire or Advance order to benefit from its rules, this represents the equipment being turned on and remaining functional. A Target Designator with the Fixed special rule (normally an infantry unit) cannot function on an Advance order, but if mounted in a vehicle would be able to do so.

Once given the appropriate order, a Target Designator's rules apply until the end of the turn, until the unit's order dice changes from Fire/Advance, or until it is destroyed. Any friendly unit firing an anti-tank gun or rail gun may benefit from the target designator if both the firing unit and the Target Designator have line of sight to the intended target. The firing unit may then benefit from a re-roll of its to-hit roll when firing. If the re-roll is used, the order die on the Target Designating unit is changed to Down, thereby making it 'inactive' for the remainder of the turn.

Japanese infantry armed with compression rifles



Italian ENR Centurion



FOCUS ON THE TOTENKORPS SPECIAL RULES

This article first appeared as a web article but is repeated here for convenience and to ensure it is available to all players.

The Thing About Totenkorps (and Shibito)

When the original *Konflikt '47* rules were written, the requirement to include the 'pin-up' of the alternate-war genre, the German zombie, was taken as a given. Although a well-trodden path, it was considered inconceivable that the game could not include such an iconic unit. Without using the magic or supernatural element of other games, a scientific rationale was created for their existence. The addition of a neural power pack and re-energiser that could 'jump-start' a deceased combatant was a simple creative step that gave all the traditional 'zombie' options whilst allowing us to vary their nature as we thought necessary.

Players are welcome to interpret the nature of their Totenkorps as they see fit, this is a core principle behind the design of the game. However, in our view, a Totenkorps soldier is broadly an obedient drone, capable of following basic orders that comply with its former motivations and loyalties. It

is this feature that precludes the animation of non-German troops as they retain a vestige of their former allegiances and motivations. However, the Japanese enhancement to this programme appears to have overcome the condition and seemingly includes an element of re-programming the 'drone'.

From a rules perspective, the intent to ignore morale and pins, with the assumption that this was intuitively straight forward, turned out to be flawed. A number of rule interactions are not in fact as clear cut as first assumed. This has seen common sense and 'designer's intent' being challenged by



'rules as written' in more competitive environments. To that end, the following text seeks to clarify the Totenkorps/Shibito uncertainties that have appeared on the tabletop.

Both the Totenkorps and Shibito share the common 'ignore Pin Markers and Morale checks' mechanic. This is pretty straight forward at first glance, by never suffering from pin markers, they are never forced to take an orders test to receive an order, nor is their base morale ever reduced by such markers. They do not take morale checks, which creates one of the first problems; in a pass/fail situation mandated by a morale check, are they considered to pass or fail? A gallop through the *Konflikt '47* rulebook throws up the following situations:

- **Routed Units.** The term 'ignore pin markers' is vague. It is intended to mean, 'does not receive' rather than 'receive but ignore'. Therefore a unit with this rule is not removed by acquiring a number of pin markers – it ignores them and does not collect them either.
- **Taking 50% casualties** is straight forward and covered under 'ignore morale checks', the test isn't required so cannot be failed. This interpretation also applies to damage from flamethrower strikes, no test is taken.
- **In the Assault phase**, any requirement to take a morale test as a result of reaction fire or casualties is similarly ignored; the test cannot, therefore, be failed.
- **Reactions.** A Reaction Test is not a Morale Test, so a Reaction Test must be passed to carry out a reaction. As they ignore pin markers, this will almost always be tested against their base morale value.
- **Officers** can improve the morale of a Totenkorps or Shibito unit, simulating clear and comprehensive orders and direction given to the unit.

- **As they cause Horror**, there is no specific interaction with the Horror rule as they are not subject to it.
- **Tanks Assaulting Infantry.** This rule requires the target of a tank assault to pass a morale test to avoid taking casualties. As written, the Totenkorps and Shibito would not take the test and therefore not fail it. It seems counter-intuitive for these units to be immune to tank assaults, therefore in this instance they are assumed to automatically fail the test. Though they won't ultimately take pin markers, they must go through the process as described on page 99 of the *Konflikt '47* rulebook to determine if they suffer casualties.
- **Tank Fear.** This rule requires an Order Test with a -3 modifier to successfully attack a fully enclosed armoured vehicle. As it's not a Morale Test, rules as written would demand a test to be taken for Totenkorps or Shibito to carry out an attack. Again this seems counter-intuitive for a unit that is intended to be 'immune to fear'. Therefore, in an amendment in the rules, Totenkorps and Shibito are assumed to pass any test required by the Tank Fear rule to attack a vehicle.

The 'not affected by medics' rule has also raised some questions. As they cannot be affected by medics, they cannot be 'healed' by the medic's special rules, nor can they be sacrificed by a German Specialist medic to enhance his medical effects.

Hopefully these clarifications will assist in smoothing the interaction between the 'zombie' rule and some of the more niche situations that have raised concerns. Ultimately if you, as players, want to run them differently, it is of course your (or the event organiser's) prerogative.



Give the dog a bone – British War Dogs charge Japanese Shibito

NEW FORCE SELECTION RULES

The variations introduced under each nation's force lists alter the generic 'Reinforced Platoon' force lists to a greater or lesser extent dependant on the nation concerned. As a result, the following Force Selection options have been developed to incorporate the changes listed under each nation. The lists also include some variations that better represent some of the specialist forces available to certain nations. In addition to these lists, the armoured or mechanised platoon rules introduced in *Konflikt '47: Resurgence* also remain in effect.

These force lists incorporate and/or supersede rules presented in unit entries that modify the Generic Reinforced Platoon List, so these rules should not be applied again. For example, the US MMG entry allows three MMG teams to be selected as a single MMG selection in the Generic Reinforced Platoon. This has been enhanced and incorporated in to the US list presented here as 0-3 MG Teams so should not be applied again (you can't have 9 MMG teams!). The same applies for Soviet anti-tank teams and so forth. If in doubt, these platoon lists supersede unit entries.

GERMANY

The German national variations to the generic reinforced platoon are minimal, largely because the German forces can deliver the full range of tactical options using their very well equipped infantry and specialist weapon teams. As the war has continued, more machine guns have found their way to the front line to counter both the hordes of Soviet infantry and the Allies' increasing firepower. Other than the additional machine-gun option, the basic German lists varies only slightly from that presented in the *Konflikt '47* rulebook. The other change of note is that a platoon may now have both a specialist and normal medic if it so wishes.

Airborne forces remain elite and lightly scaled, true to their heritage as air mobile forces. Even if they are rarely employed in this role, airborne forces remain agile and fast. They rely on integral mortars and light vehicles that can provide immediate

fire support rather than relying on attached, heavier vehicles, walkers, and tanks. The German (Airborne) Platoon List in the table below places a reliance on a larger core of infantry and allows more artillery and air observers than the standard platoon's options. A platoon chosen using this list can also field an extra light or medium mortar representing the integral firepower of the regiment, but is denied access to heavy mortars, artillery, and vehicles.

Entire regiments of fanatical SS Shocktroopers and Wehrmacht Heavy Infantry are now being fielded on the front lines. Both formations are used as spearheads for aggressive operations, although the Heavy Infantry tend to be used for more attritional confrontations and often forego the speed of the mechanised Shocktroopers in favour of more deliberate and slower paced attacks. A German SS Shocktrooper platoon is normally mechanised, or at least motorised, so all teams and sections should have their own transport. However, recognising that this would be a little limiting from a playability perspective, this has not been enforced in the platoon list presented below. Players may wish to add the optional rule that all non-flight infantry and towed guns must have a transport or tow if that is compatible with their miniature collections. Other than access to an additional flamethrower team and the limitations placed on the choice of infantry sections, the Shocktrooper list largely mirrors that of the standard German list.

The Heavy Infantry Platoon list presented here represents the assault role that the heavy regiments are expected to deliver. There is no place for light guns within a heavy infantry regiment, although some light mortars are held at platoon level, often by the *Sturmpanzer*es that form approximately a quarter of the manpower of a heavy regiment. Heavy infantry regiments also receive a significant allotment of the best Rift-tech equipment, which includes a small *recce* squadron of walkers dedicated to screening the slower moving infantry and providing additional fire support as required.

Waffen-SS Infantry Squad



GERMAN REINFORCED PLATOON TABLE

REINFORCED PLATOON	Germany (Revised)	Germany Airborne	Germany SS Shocktrooper***	Germany Heavy Infantry
Lieutenant (1st or 2nd)	1	1	1	1
Infantry Squads	2	3*	2	2^
Plus				
Infantry Squads	0-3	0-2*	0-3	0-3^
Senior Officer	0-1	0-1	0-1	0-1
Medic	0-1	0-1	0-1	0-1
Specialist Medic	0-1	0-1	0-1	0-1
Forward Observer (Artillery)	0-1	0-1	0-1	0-1
Forward Observer (Air)		0-1	0-1	
Machine Gun Team	0-2	0-2	0-2	0-2
Light & Medium Mortar	0-1	0-2	0-1	0-2
Heavy Mortar		-		
Sniper Team	0-1	0-1	0-1	-
Flamethrower Team	0-1	0-1	0-2	0-1
Anti-Tank Team	0-2	0-2	0-2	0-3^^
Light Artillery, Light & Medium AT Guns	0-1	0-1	0-1	-
Heavy & Super Heavy AT Guns, Medium & Heavy Artillery		-		0-1
Armoured Car	0-1	0-1	0-1	-
Scout or Light Walker				0-2
Tank, Tank Destroyer, or Walker	0-1	0-1**	0-1	0-1
AA Vehicle or SP Artillery		-		
Transport per Infantry Team/ Squad	0-1	0-1**	0-1	0-1
Tow per artillery piece	0-1	0-1	0-1	0-1

* Fallschirmjäger, Nachtjäger, Schreckwulfen, or Falcon squads only.

** Maximum size of 'medium' vehicle permitted.

*** SS Shocktrooper, SS, Nachtjäger, or Schreckwulfen infantry squads only, no heavy armoured infantry weapon teams.

^ Heavy Infantry or Sturmionere squads only.

^^ Heavy sniper team or Heavy Panzerschreck teams only.



German Panzerschreck Anti-Tank team

UNITED STATES

The industrial might of the United States means that US infantry platoons are some of the best equipped in the world. The most tangible aspect of this is in the quantity of anti-tank weapons and heavy machine guns that a US infantry platoon can field. Using this revised Platoon list the number of machine gun teams is increased to 3, and these can now also be the heavier .50 cal. weapons as the threat of heavy infantry and more horrific German super soldiers have led veteran platoons to equip themselves accordingly. The number of bazooka teams has also increased in response to the increasingly heavy vehicles now prevalent on the battlefield.

United States Airborne and specialist forces such as the Rangers of the Paragon Special Forces pride themselves on their ability to deploy by air, carrying their weaponry and ammunition into battle. Heavily armed and laden with as much ammunition as they can carry, they stubbornly fight on until the last round, or until relief arrives. The list presented below seeks to represent their lighter equipment scale and reliance on a core of infantry. The mandatory number of squads is increased by one and a full allotment of observers is often found forward at platoon level. With less access to heavy mortars and artillery, lighter weapon systems are normally dropped in with the airborne forces. Beyond these variations and the limitations placed on the type of infantry squads available, the list is otherwise similar to the regular US army platoon list described above.

The United States Marine Corps (USMC) fighting in the Pacific finds itself utilising lighter, mobile troops and encountering less heavily armoured opposition. As such its



basic infantry formations rely more on the machine gun and mortar than the bazooka and anti-tank gun. Assaulting across difficult terrain has seen the USMC develop their tactics around the support of mobile walkers, particularly the Pondskeer, Coyote, Jackal, and heavier Mudskipper. With taskforces often built for specific operations, the USMC has become very

flexible in its force generation processes, so increasingly it is hard to label any force structure as 'generic'. The result of this flexibility is an increased opportunity to field specialist heavy weapon teams around an abundant core of marines. The nature of the Pacific Island battlefields ensures that flamethrowers, snipers, and mortars are a staple requirement for successful operations.

The US industrial base has gradually increased its ability to produce Rift-tech armaments in quantity and one of the first mass produced items is infantry heavy armour. With industry able to equip whole regiments, the doctrinal use of such regiments has been called into question. Arguments revolve around heavy armoured infantry forming a single regiment within a brigade, or whether whole brigades should be formed for mass impact on the battlefield. At the tactical level, it is quite feasible to form a force from an armoured infantry regiment as presented in the force selector in the table below. Often supported by troops from the elite Paragon programme, a heavy infantry platoon will likely comprise of a core of high quality troops supported by specialist teams tailored for the mission at hand. Doctrinally, all Armoured Infantry units are fully mechanised, but to avoid restricting players' choice, the option of transports and tows is left to players' discretion.

US M18 Hellcat



UNITED STATES REINFORCED PLATOON TABLE

REINFORCED PLATOON	United States (Revised)	United States Airborne*	United States Marine Corps***	United States Heavy Infantry ^
Lieutenant (1st or 2nd)	1	1	1	1^^
Infantry Squads	2	3	3	2
Plus				
Infantry Squads	0-3	0-2	0-2	0-3
Senior Officer	0-1	0-1	0-1	0-1
Medic	0-1	0-1	0-1	0-1
Forward Observer (artillery)	0-1	0-1	0-1	0-1
Forward Observer (Air)		0-1	0-1	
Machine Gun Team	0-3	0-3	0-3	0-3
Lt & Med Mortar	0-1	0-2	0-2	0-2
Heavy Mortar		-	-	
Sniper Team	0-1	0-1	0-2	0-1
Flamethrower Team	0-1	0-1	0-2	0-1
Anti-Tank Team	0-4	0-4	0-2	0-4^^
Light Artillery, Light & Medium AT Guns	0-1	0-1	0-1	0-1
Medium & Heavy Artillery		-		
Heavy & Super Heavy AT Guns,		-	-	
Armoured Car, Scout, or Light Walker	0-1	0-1	0-2	0-1
Tank, Tank Destroyer, or Walker		0-1**		
AA Vehicle or SP Artillery	0-1	-	0-1**	0-1
Transport per Infantry Team/Squad	0-1	0-1	0-1	0-1
Tow per artillery piece	0-1	0-1	0-1	0-1

* Airborne, Firefly, Paragon, or Paragon Support squads only. No heavy armoured weapon teams.

** Maximum size of 'medium' vehicle permitted.

*** Marine, Paragon or Paragon Support squads only. No heavy armoured weapon teams.

^ Heavy Infantry, Paragon or Paragon Support squads only.

^^ Heavy armoured or Paragon options only.



US Tesla Turret Emplacement

GREAT BRITAIN AND COMMONWEALTH

The resilient and stalwart British and Commonwealth forces fight on with a traditional stoic resolve. Lacking the industrial power of the US they nonetheless greatly benefit from their membership of the Alliance. British and Commonwealth platoons are adequately equipped and benefit from larger numbers of anti-tank weaponry now reaching the front line. The revised British and Commonwealth force selector is little changed from that presented in the *Konflikt '47* rulebook, bar the addition of the extra anti-tank option and the additional observer option being added, the first artillery observer being free if selected of course.

As with other nations, the elite British Airborne Divisions pride themselves of their self-reliance and ability to deploy rapidly with all they need to fight and survive. Common to the US and Germany, British Airborne forces lack heavy artillery and armour, favouring instead lighter and more mobile vehicles and weapon systems. The force selector presented in the table below emphasises this lighter nature, restricting heavier vehicle and weapon options in favour of increased mortar and light vehicle options. The mandatory number of infantry sections is also increased to three

to represent the reliance on infantry by an airborne force.

The creation of battalions of Heavy Infantry is a relatively new direction for the British Army and a change from the initial intention of forming a Galahad company within each Battalion. The new Galahad battalions include an integral light walker squadron ensuring the infantry have the necessary close support to achieve their objectives. Galahad platoons drawn from the platoon selector presented here are less well supported by specialist weapon teams, the sections themselves deemed to have sufficient integral firepower. With an option for an extra walker in close support, the Galahad platoon can relentlessly advance whilst laying down a devastating volume of fire.

Although all these selectors can be used for both British and Commonwealth forces, the Canadians have developed a unique doctrine where Rift-tech equipment is concerned. By integrating Automated Infantry into their regular infantry formations, most Canadian platoons will have access to AI support. The Platoon selector is otherwise the same as the core British and Commonwealth list, but must field AI sections if it to deploy on the

Allied Tesla anti-tank gun

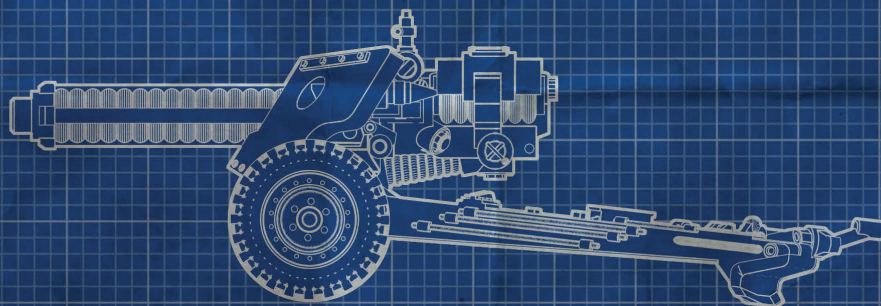
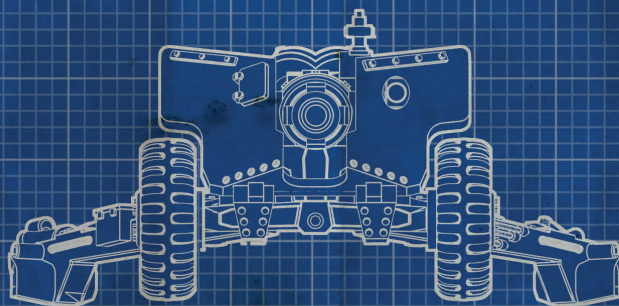


table as a full strength platoon. Although not enforced by the list, the Canadians are also pioneering the use of armoured personnel carriers in the form of the Ram family of converted tanks. The

nature of Canadian force structures is amply expanded upon in the letter from Colonel Frederick Roberts presented below.

BRITISH AND COMMONWEALTH REINFORCED PLATOON TABLE

REINFORCED PLATOON	Britain and Commonwealth	British (Airborne)	British (Heavy Infantry)	Canadian
Lieutenant (1st or 2nd)	1	1	1^	1
Infantry Squads	2	3*	2^	2
Plus				
Infantry Squads	0-3	0-2*	0-3^	0-2
Automated Infantry Squads				0-2
Senior Officer	0-1	0-1	0-1^	0-1
Medic	0-1	0-1	0-1	0-1
Free Forward Observer (Arty)	0-1	0-1	0-1	0-1
Forward Observer	0-1	0-1	0-1	0-1
Machine Gun Team	0-1	0-1	0-1	0-1
Lt & Med Mortar	0-1	0-2	0-1	0-1
Heavy Mortar		-		
Sniper Team	0-1	0-1	-	0-1
Flamethrower Team	0-1	0-1	0-1	0-1
Anti-Tank Team	0-4	0-4	0-2	0-4
Light Artillery, Light & Medium AT Guns	0-1	0-1	0-1	0-1
Heavy & Super Heavy AT Guns, Medium &, Heavy Artillery		-		
Armoured Car	0-1	0-1	-	0-1
Scout or Light Walker		0-1**	0-2	
Tank, Tank Destroyer, or Walker	0-1		0-1	0-1
AA Vehicle or SP Artillery		-		
Transport per Infantry Team/Squad	0-1	0-1	0-1	0-1
Tow per artillery piece	0-1	0-1	0-1	0-1

* Paratrooper and SAS squads only. ** Maximum size of 'medium' vehicle permitted.

^ Galahad Armoured Officer, Galahad Heavy Infantry or Automated Infantry squads only.



British Infantry Section

Colonel Fredrick Roberts, US Army Ordinance

Department to Committee on the Impact of Rift-technology.

February 1947

Gentleman,

As I finished up my talks with the staff officers of the British XXX Corps, it was suggested to me by these same officers that my report to the Committee would be greatly enhanced by interviewing some of their counterparts within the 1st Canadian Army. I admit, I was a bit surprised at their suggestion. While I am aware that the Canadians have a fine reputation as tough fighters I, as I imagine many within the US Army, have just assumed that the Canadian TO&E was identical to that of their Empire brethren.

As I have found out, this is far from the case. Currently the Canadian Army's organization and how they are using the weapons provided by Rift-technology makes them unique, not only among the western allies, but perhaps all combatants in the European Theater of Operations.

Background: Manpower issues: 1st Canadian Army

The flight from the Belgium frontier to Amsterdam was fortunately uneventful and thanks to my British hosts, a delegation of Canadian personnel was waiting for me at the airport. After a brief security check, I was taken to the Canadian Quartermaster's Headquarters. Here I had a rather good dinner with senior Canadian officers. I explained my mission and they were eager to help.

The following is a brief summary of the history of the 1st Canadian Army and how events which occurred both in Canada and in Theater have shaped current Canadian organization.

The Canadian army, like its British and American counterparts is facing a potential loss of combat effectiveness. In part, this is caused by the war fatigue of the civilian population. Having been at war for close to eight years the Canadian people are tired of war. Though still committed to a just resolution of the conflict, the ongoing shocks of the past three years, in particular, the loss of the Soviet Union as an ally and the Japanese attempts at incendiary and biological attacks against the west coast of North America has caused many to question the strategic goals of their war leaders.

However, many also feel that the western allies have badly bungled the early use of Rift-technology and squandered the lead that, in hindsight, we had obviously possessed. The war fatigue is not helped by the distances between Canada and the threats they face. Despite the threat of further attacks on both coasts, it is hard for a Toronto factory worker or a farmer in Alberta to actually work harder when they don't perceive an

actual threat to their person. As well, the problem of distance also means that like us; the Canadian government must ship overseas much of the material and personnel needed by the Canadian armed forces. Once there, the material has to be unloaded into already congested ports, and shipped on newly repaired railroads and highways. Bottlenecks have been bound to happen.

All of these issues came to a head when trying to replace the substantial infantry casualties that the army had sustained over the previous two years. Canadian formations have been near constantly at the top of the casualty lists for the 21st Army Group and trying to keep up with replacements became increasingly difficult. At first it was hoped that forcing Canadian draftees to fight overseas would solve the problem. Unfortunately, a combination of political opposition and the threat that a resurgent Japanese Navy represented, made this possibility less and less viable. Adding to the Canadian manpower crisis was the need to reconstitute previously disbanded divisional and corps anti-aircraft battalions to defend the army from a resurgent Luftwaffe and the need to create new walker and armoured infantry battalions.

At this point, I may guess, that some of the committee members are wondering how a foreign army's manpower shortages would matter to a committee constituted to suggest ways to effectively utilize Rift-technology. However, it is how the Canadians dealt with these critical shortages and actually managed to substantially increase their firepower that I believe will be of great interest to the committee.

1945 Saving Holland

In early 1945 the 1st Canadian Corps was transferred from Italy to the Northwest Europe Front thereby placing all Canadian Army units under 1st Canadian Army Command. The Army then moved forward with the task of liberating the Netherlands just in time to prevent the country from starving to death. Mercifully for most of the year, the German forces in the line opposite the 1st Canadian Army were content to just fortify their positions and allow Canadian relief efforts within the country to continue without significant interference. Never afraid of hard work, the Canadians rebuilt much of the Dutch infrastructure that had been destroyed by the retreating SS and Heer formations. A careful balancing act existed between keeping an eye on the German forces through aggressive patrolling and implementing both rest and reconstruction efforts. As the winter of 1945 hit, the Canadians along with their Polish Allies of the 1st Polish Armoured

Division and the Dutch people themselves could be justifiably proud of what had been accomplished. Millions, who at the start of the year were mere days away from death had recovered enough to actually help in the war effort. Dock yards had been repaired, road and railways rebuilt, and most importantly the holes blasted into the dykes by the Germans, to flood the country side and thereby slow the Allied advance, had been filled in and the sea water pumped out. Military matters had not been forgotten. Using surplus Canadian and British equipment, the Dutch army was being rebuilt and the entire frontier was being fortified in depth. A lot more work needed to be done, and Holland is still reliant upon the Allies for almost everything from food to reconstruction materials, but the crisis had past. Turning their full attention back to the war, Canadian High Command set about reorganizing the Canadian formations in Europe to better handle the realities of the modern battlefield.

Strange Sight on the Battlefield: January 1946 to Present

Perhaps the most radical, though not the most controversial, action taken by the Canadian High Command is the replacement of one entire platoon in all infantry companies with a 'platoon' of Automated Infantry. While more than doubling the company's firepower, the loss of a third of the human combat assets puts greater pressure on the two remaining platoons. Automated Infantry require continual maintenance when not in combat, and use vast amounts of ammunition while in combat. The Automated Infantry sections are also unsuited for digging in, patrolling, sentry work or the hundred-and-one other jobs that are the lot of the regular infantry. Which in turn put a greater burden of the work on the remaining human infantry. However, the 'Alfreds', the Canadian slang term for the Automated Infantry, ability to stop German Schreckwulfian and Totenkörps attacks, particularly at night, have reduced the number of complaints regarding the extra grunt worked they have generated. On a strictly personal note, like our own troops and those of the British Army, Canadian soldiers refuse to use the correct terminology for German units. The front line soldiers still refer to Schreckwulfen as werewolves and Totenkörps as zombies. How we can correct this is something that needs to be investigated further.

While not providing the same manpower savings as the Automated Infantry, the second measure taken, the use of women walker crews in combat formations has proven to be far more controversial. By mid-1945 the manpower shortage started to affect Canada's front line maintenance and repair capacity. Their answer was similar to that employed by the US Army, they requested volunteers from the Canadian Woman's Army Corp, who had been trained in field maintenance. Several thousand young women answered the call and soon 1st Canadian Army's maintenance issues resolved.

This might have been the end of the story had it not been for two unrelated factors. The first was basic walker training that a number of maintenance personnel had to go through to repair and maintain walkers in the field. During this training it was discovered that due to their generally smaller stature and their lower centre of gravity, women not only made better walker crewmen but learned to pilot the machines quicker than their male counterparts. (Note I've made inquiries to our own walker training program and they have recorded a similar phenomenon.) Second was a Nachtjäger Assault Company's attack upon 2nd Canadian Brigade's Headquarters as part of a reconnaissance in force, to probe 1st Canadian Division's defences. The attack would have eliminated the entire command staff had it not been for a counter attack of recently repaired and semi-repaired walkers piloted by the female maintenance personal. The walkers made short work of the Nachtjäger, killing them to a 'man'. When the very relieved Brigadier offered the young women leave as a reward, the group to a woman instead requested combat billets as walker crewmen. This request would most likely have gone nowhere had it not been for a Canadian Broadcasting Corporation reporter who happened to be at the HQ at the time. Sensing an opportunity to counter the Soviet propaganda regarding their Daughters of the Motherland units, he played up the valor of the young women and the patriotic nature of their request. When it was also pointed out that women could be trained quicker as walker crewmen; the pragmatist won out and the first all-woman walker platoons were formed.

Like their male counterparts, the woman walker platoons are deployed at the battalion level and when combined with the Automated Infantry more than doubled the battalion's firepower while at the same time reducing the formation's overall size from roughly 800 to 600 total personnel. An impressive feat of organization that allows the Canadians to meet the ever changing battlefield on more or less equal terms as their German, Soviet, or Japanese opponents.

Tactical organization of the Canadian Forces in the ETO: February 1947

Section

On paper, the Canadian infantry section in 1947 is little different from its 1944 counter-part. Firepower is still focused on the combination of the Bren LMG, the aimed, rapid fire of the Lee-Enfield bolt action rifle, and as many grenades that can be carried. The biggest difference between the two and half years is the typical size of the section when it enters combat. Rarely ever at full strength, by 1947 the average section is down to 5 to 6 men. This isn't just due to lack of replacements. As early as the fall of 1944, platoon commanders often formed a 'cadre' force of a sergeant and a section of soldiers, before going into a major

operation. In the, unfortunately all too likely event, that the platoon is wiped out. A nucleus of experience fighting men still exist at the platoon's HQ to reform the platoon when replacements arrived.

In contrast, the Automated Infantry sections often start an operation at full strength. The Alfred's computer includes a simple integration program that allows the robots to be switched from section to section as needed. They do not require time to get to know their new section buddies, which is a critical survival need for their human counterparts.

American commanders are often critical of the Commonwealth forces for keeping with a bolt action rifle in a time where all other armies are moving towards, or have already adopted semi-automatic and/or assault rifles. Not to mention keeping with a magazine fed, deliberately slow firing light machine gun, when they often faced belt fed machine guns with two to three times the rate of fire. However, the Canadian Quartermasters I met with, pointed out that every round fired by a Canadian soldier has to be transported overseas and that it is already a logistical challenge providing battalions with enough munitions given the addition of the ammunition intensive Automated Infantry. Field trials by the British using new infantry weapons that also used an increased amount of ammunition produced mixed results and opened a debate on the increase in combat effectiveness balanced against the logistical strain added to the supply chain.

Platoon

With the often smaller sections, it was not uncommon for 'combat effective' platoons to enter an operation with as few as 20 human personnel (this included anti-tank and light mortar teams, as well as the command section), and a sections of 5 Alfreds (more on how this combination came up in the company description below). Of course, various other sections or teams are added in an attack. This includes everything from tanks, walkers, carriers, and additional infantry sections, to anti-tank guns (motorized and towed), anti-aircraft guns, and, of course, Ram Kangaroos.

The Automated Infantry platoon was, on paper, organized like other platoons into 3 sections of 5 Alfreds, each with an enlarged command/maintenance section of 10 men. These platoons often kept two or three 'extra' functional Alfred bodies around. This allowed quick swap outs of still functioning Alfred heads salvaged from damaged bodies onto fully functional bodies. This quick turnaround of repaired Automated Infantry has saved more than one Canadian unit from being overwhelmed from a recently taken position by the inevitable German counter attack.

Company

It is at the company level that the real changes due to the introduction of the Automated Infantry are actually felt. The problem is how to actually integrate the Alfreds into the unit effectively. At first, company commanders used the Automated Infantry as an integrated whole; leaving the other two platoons to fend for themselves. While the sheer firepower that this represented did prove effective in some instances the other two human platoons were often still left vulnerable to the very German Rift-technology that the Automated Infantry were designed to protect them against.

It was the soldiers of the 3rd Canadian Infantry Division that actually came upon what was considered the best workable solution. Each of the two remaining human infantry platoons swapped one of their sections for a section of Automated Infantry prior to the start of an operation or when occupying a defensive position. This provided the company with three platoons, each with two sections of infantry and one section of Alfreds. PIATs and 2-inch mortars were provided through battlefield replacements and were operated either by the Alfred platoon's maintenance section or by members of the company's headquarters platoon.

Battalion

The biggest change of the Canadian infantry battalion Table of Equipment (ToE) is the introduction of the walker platoon to the support company. The platoon, which on paper, consists of one section of two Grizzlies and two sections of two Guardians, has proven to be extremely popular with most battalion commanders; as they were the most significant increase in battalion firepower since the introduction of the 6pdr anti-tank gun in 1942. That the walker crews and their maintenance teams are increasingly women is considered a small price to pay to have so much direct firepower under their control. The Guardian's flamethrowers are highly prized as the single most effective means of dislodging entrenched German infantry. While the Grizzly's 75mm cannon is capable of firing all ammunition normally available to the Sherman, including the white phosphorous and chemical smoke rounds. That all the lend lease walkers also have powered fists and can assist the overworked human infantry in entrenching and construction is also considered a major asset.

It is still at the battalion level that most division and support units are attached for combat operation. The Lieutenant Colonel in command often has squadrons of tanks, heavy mortars, and Vickers machine gun sections to assist in an attack. At this time, the armoured regiments of the 1st and 2nd Canadian Armoured Brigades are still largely equipped with American built Shermans, including the M4A3, M4A3E8 and M4A9 Sherman T. The armoured regiments of the 4th and 5th Canadian Armoured

Divisions are slated to be equipped with US Pershing tanks but are still using Sherman's in the interim.

If tough resistance is expected the commander is provided with Corps or Army assets like the Crocodile and Wasp flamethrower vehicles or the Galahad Armoured Infantry in their Kangaroo transports. Of course, no matter what other support they have, a battalion is always tied into the Army's artillery network. If needed, their forward observers can potentially call upon every battery in the Army to stop a German attack, or to soften up an objective. Ultimately however; it is the job of the infantry, human or automated, to go in and actually take and hold the objective.

Conclusion

Of all the Commonwealth nations, the Canadians have most integrated the fruits of Rift-technology into their regular forces. Unlike the German or Soviet Armies, who keep much of their Rift-technology in small separate elite units, or their American and British allies who have deployed their new technology into independent battalions and brigades at the Corps or Army level. When I mentioned this to the new 1st Canadian Corps commander he just snorted and said, 'What has been the main lesson that we were supposed to have learned after seven years of war? I'll tell you what: combined arms win battles and that good combined arms operations need training time and experience to pull off. My men are used to fighting with Alfreds and they're rapidly getting used to fighting with walkers manned by women. This familiarity is paying off. We increased our operational performance at the same time as we have seen a reduction of battlefield casualties that is not being realized in other armies.'

When I asked the Corps Commander what the downside the integration has been, he replied. 'Oh, there have been plenty of headaches. Given the close nature of the battlefield, relationships between female walker crews and their male comrades are bound to happen. Some new medications, created with Rift-technology, are helping to lessen the results of such relationships. But its impact upon the unit is just something else on the long list of things that unit commanders have to deal with on an ever changing battlefield.'

'However, the most unexpected consequence of these integrations is the relationship that appears to be developing

between the Alfreds and their assigned human platoons. Given how superstitious some soldiers become during a campaign, it isn't unexpected for the average infantryman to 'adopt' particular Automated Infantryman as 'theirs', preferring to work with that one unit over others. However, what wasn't expected has been the reaction of some Alfreds to this loyalty. While no empirical evidence exists at this time, there are plenty of stories about how an Alfred or unit of Alfreds sacrificed themselves to allow for the rescue of a wounded human comrade. In the other extreme there are as many stories about an Alfred going berserk and wreaking havoc on a German or Soviet unit after the death of a popular soldier. The eggheads are convinced that there is in fact nothing going on. That soldiers, all human beings in fact, projecting their emotions upon machines that are just following through with their current programing. Yes they save soldier's lives because that is what they are programmed to do.'

Final Thoughts

The necessity of spreading out their limited manpower resources has required the Canadian Armed Forces to take a more pragmatic and progressive approach to their Table of Organization and Equipment than any other armed force in the ETO. While some may balk at women in combat roles, or giving control of such advanced pieces of equipment as an Automated Infantryman to the equivalent of a 2nd Lieutenant, I believe the Canadian Commanders have a point. While we have no equivalent to the British Automated Infantry, we do have walkers. I highly recommend further study of their walker deployment at the battalion level and how successful women crewed walkers are in actual combat situations.

I also suggest we move quickly with these studies. The 1st Dutch Corp (Following the Canadian TO&E) is about to be activated into the 1st Canadian Army, and the Canadian forces as a whole, are gearing up for a major operation. It appears that SHAFE has finally realized that the Canadians are already north of the Rhine and that all that stands between them and the North German Plain is the Siegfried line. Both the 1st and 2nd Canadian Corps have commanders and staff teams that have experience in breaking German defensive lines both in Italy and France. Could they actually breakthrough for a third time?

TO BE KEPT UNDER
LOCK AND KEY

SOVIET UNION

The Soviet military juggernaut has made huge gains in both its technology and industrial capacity since its entry into the war, and its subsequent split from the Allies. This uplift is now being seen at the front line in the quality and nature of the equipment provided to their infantry forces. Whilst the reforms of 1943 led to more balanced and capable infantry formations, the Soviets continue to use massed infantry as a weapon in its own right. This is often made a necessity by the frequent, politically motivated purges and the subsequent lowering of morale of the fighting soldier. At the tactical level, officers must keep their men close, as unsupervised, they may just melt into the wilderness. The core platoon force selector presented here includes the prevalence of anti-tank teams in Soviet battalions and allows both a senior officer and a commissar to take the field if desired. Otherwise, it is little changed from that presented in the *Konflikt '47* rulebook.

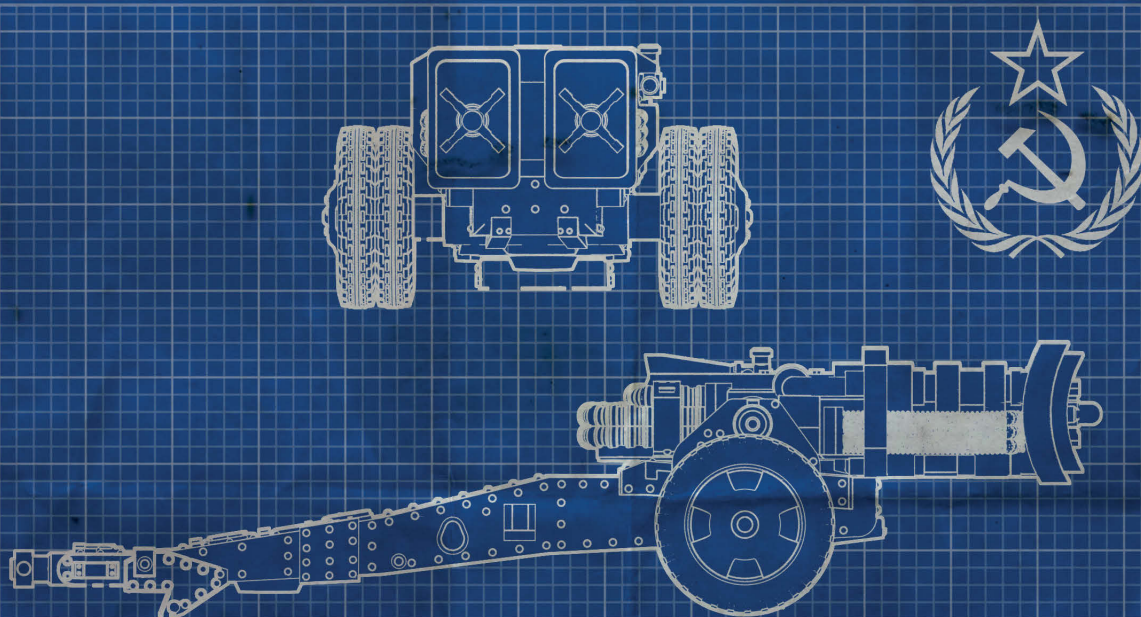
As the Soviets stabilise their frontline and push west, they have developed more aggressive tactics using the more elite Guard and Airborne formations to spearhead assaults and create gaps for regular units to exploit. Lacking their own rift, the Soviets have become adept at gathering Rift-technology from the battlefield and through espionage, to ensure their

forces maintain some level of parity with their opponents. Soviet airborne forces are both large and well-trained, led by the most reliable officers in the military. As such they usually escape the worst of the purges and subsequently maintain a level of command and control some Divisional Commanders can only envy. As with other airborne force selectors, the emphasis is on a core of elite infantry, with extra light team weapons available at the expense of heavier vehicles and weapons.

In contrast, the Guards Divisions are superbly equipped, particularly with artillery. Whilst they fight in the same manner as their non-Guard counterparts, the firepower they can muster from integral mortar and artillery batteries is substantial. This is reflected in the list presented below with an extra observer available to a Guards formation and a second mortar team and towed gun also available as an option. The potential downside is that a Guards platoon is almost entirely veteran, presenting a smaller, higher quality force than some Soviet players may be used to.

The Heavy Assault Battalions concentrate the pinnacle of Soviet Rift-tech derived weaponry. The bulk of these platoons are comprised of heavy infantry, mostly the older anti-tank

Soviet Towed ZP gun



focussed suits, but more recently including the more versatile Mark 2 suits. To this heavily armed and armoured core, the fearsome Ursus infantry and faster Siberian Terror squads provide specialist capabilities to compliment the slower heavy infantry. The remainder of the list is similar to the core Soviet list, although with the preponderance of anti-tank rifles

amongst the infantry, fewer specialist teams are required. Additional flamethrowers have become a feature of these platoons, especially when facing the fearsome German super-soldiers. Heavy Assault battalions also include a large mortar company, making the availability of such weapons greater than in an ordinary platoon.

SOVIET REINFORCED PLATOON TABLE

REINFORCED PLATOON	Soviet Union	Soviet (Airborne)	Soviet (Guards) [^]	Soviet (Heavy Assault) ^{^^}
Lieutenant (1st or 2nd)	1	1	1	1
Infantry Squads	2	3**	2	2
Plus				
Infantry Squads	0-3	0-2**	0-3	0-3
Inexperienced Infantry Squad	0-1*	-	-	-
Senior Officer	0-1	0-1	0-1	0-1
Commissar	0-1	0-1	0-1	0-1
Medic	0-1	0-1	0-1	0-1
Forward Observer (artillery or air)	0-1	0-1	0-2	0-1
Machine Gun Team	0-1	0-1	0-1	0-1
Mortar Team	0-1	0-1	0-2	0-2
Sniper Team	0-1	0-1	0-1	0-1
Flamethrower Team	0-1	0-1	0-1	0-2
Anti-Tank Team	0-6	0-6	0-6	0-2
Light Artillery, Light & Medium AT Guns	0-1	0-2	0-2	0-1
Heavy & Super Heavy AT Guns, Medium &, Heavy Artillery		-		
Armoured Car, Scout, or Light Walker	0-1	0-2	0-1	0-1
Tank, Tank Destroyer, or Walker	0-1	0-1***	0-1	0-1
AA Vehicle or SP Artillery		-		
Transport per Infantry Team/Squad	0-1	-	0-1	0-1
Tow per artillery piece	0-1	0-1	0-1	0-1

* Free squad from National Special Rule, one per force (not platoon)

** Airborne and Daughters of the Motherland squads only.

*** Maximum size of 'medium' vehicle permitted.

[^] All HQ teams, infantry squads and weapon teams must be Veteran.

^{^^} Heavy Infantry and officers (either type), Daughters of the Motherland, Assault engineers, Ursus, and Siberian Terror squads only.

JAPAN

The Japanese Empire has found itself fighting across a large swathe of the Pacific, often in extremely variable types of terrain. The nature of conflict across the Pacific Islands is very different to that required in China and on the Asian mainland. Lacking a heavy industry capable of mass producing armoured vehicles and tanks, the IJA is infantry centric and relies heavily on the resilience, tenacity, and morale of its regular soldiers. The scale of the Japanese Empire also now means that they are increasingly reliant on native and conscripted forces to bolster their numbers, particularly in their extended operations in China.

The Japanese force selectors presented below represent either those forces fighting the US across the Pacific Islands, or the more ponderous and conscript heavy forces that are inching their way across China and other parts of Asia. In the Pacific, the platoon selector presented below varies little from the core list presented in the *Konflikt '47: Resurgence* supplement. A Kempetei Officer is now permitted in addition to a senior officer, and the Japanese use of snipers is represented by an additional team being available if desired.

On the Chinese front, and in other mainland areas, the increasing use of locally conscripted forces can be represented using the platoon selector on the table below. A mandatory Kempetei Officer and associated conscript squad define the platoon, which can field an impressive number of infantry if fully manned. These forces are also better resourced with mechanical and armoured vehicles, being less reliant on the Imperial Japanese Navy for logistics.

In the long running campaign on New Guinea, the outnumbered and erratically resupplied Japanese forces rely heavily on Rift-tech enhanced infantry, be they battle-frames or recently animated fallen comrades or foes. Hugely limited with regards motorised or armoured support, this is mitigated somewhat by the terrain being fought over, which is predominantly an infantry environment. The difficult terrain and limited logistics tail in New Guinea makes weapon teams vital in small scale skirmishes. This is represented by an option for a second machine gun and more use of sniper teams in the dense terrain.



Assault Exo-Skeletons lead the Japanese advance

JAPANESE REINFORCED PLATOON TABLE

REINFORCED PLATOON	Japan (Pacific)	Japan (China)	Japan (New Guinea)
Lieutenant (1st or 2nd)	1	1	1
Infantry Squads	2	1	2
Conscript Squad	-	1	-
Plus			
Kempetei Officer	0-1	1	0-1
Infantry Squads	0-3	0-2	0-3
Conscript Squad		0-3	-
Senior Officer	0-1	0-1	0-1
Medic	0-1	0-1	0-1
Forward Observer (artillery or air)	0-1	0-1	0-1
Machine Gun Team	0-1	0-1	0-2
Mortar Team	0-1	0-1	0-1
Sniper Team	0-2	0-2	0-3
Flamethrower Team	0-1	0-1	0-1
Anti-Tank Team	0-2	0-2	0-2
Artillery or Anti-tank gun	0-1	0-2	0-1
Armoured Car, Scout, or Light Walker	0-1	0-2	0-1
Tank, Tank Destroyer, AA Vehicle, or SP Artillery, or Walker	0-1	0-1	0-1
Transport per Infantry Team/Squad	0-1	0-1	-
Tow per artillery piece	0-1	0-1	0-1

*IJA Battle Exoskeletons*

ITALY

Both nations of the divided country of Italy have built up their forces along broadly similar lines. This is a logical progression from a common military history and the recent harsh lessons learnt in North Africa. Recognising the nations' deficiencies in heavy armoured vehicles the RSI and Kingdom of Italy have chosen divergent paths for the reconstruction of their armies. In the north, the fascist National Republican Army (Esercito Nazionale Repubblicano or ENR) have concentrated their mechanised forces into flying reinforcement columns, being designed to block any Allied breach in the defensive Gustav line. In the south, the Co-belligerent Italian Army (Esercito Cobelligerante Italino or ECI) is forming more conventional armoured forces, utilising the Allied willingness to provide US and British tanks and walkers.

Regardless, Italian forces are infantry heavy, lacking large quantities of mechanised transport, armour, and walkers. Both nations have invested heavily in elite infantry forces that use the bulk of their mechanised transports. On both sides of the imposing Gustav Line, the more elite Italian formations are built around newly acquired Rift-tech equipment such as heavy armour and jump infantry. Still in relatively small numbers, these specialist infantry are rarely fielded as a single large formation and are often attached to regular units for specific missions or tasks. The lists presented below are largely similar to the core selector presented in the *Konflikt '47* rulebook. Unless building a fully mechanised force, transports would be very scarce for most infantry formations, but no compulsory restriction has been factored into the list.

ITALIAN REINFORCED PLATOON TABLE

REINFORCED PLATOON	Italy (ENR)	Italy (ECI)
Lieutenant (1st or 2nd)	1	1
Infantry Squads	2	2
Plus		
Infantry Squads	0-3	0-3
Inexperienced Infantry Squad	-	0-1*
Senior Officer	0-1	0-1
Mentor / Technical Advisor	0-1	0-1
Medic	0-1	0-1
Forward Observer (artillery or Air)	0-1	0-1
Machine Gun Team	0-1	0-1
Mortar Team	0-1	0-1
Sniper Team	0-1	0-1
Flamethrower Team	0-1	0-1
Anti-Tank Team	0-2	0-3
Artillery or Anti-tank gun	0-1	0-1
Armoured Car, Scout, or Light Walker	0-1	0-1
Tank, Tank Destroyer, AA Vehicle, or SP Artillery, or Walker	0-1	0-1
Transport per Infantry Team/Squad	0-1	0-1
Tow per artillery piece	0-1	0-1

* Free squad from National Special Rule, one per force (not platoon)

Italian Army light machine gun teams



FINLAND

The German backed forces that effectively constitute the Finnish army follow a fairly typical composition at platoon level. In the field, a core of trained infantry supported by Platoon and Company support weapons would often be accompanied by a local partisan unit, who would act as guides and assist in the interaction with the local population. The more elite elements of the SS Freiwilligen Division are normally marshalled into heavier strike formations, often used to attack objectives once the local partisans and any attached SS forces have identified and fixed the target. In this regard, the Freiwilligen Platoon selector presented below is very little changed from the generic platoon

presented in the *Konflikt '47* rulebook. Remember that the Finnish national rules also allow an attached German unit that must comply with the limits in this list.

Alongside these regular forces are the Finnish resistance and partisan forces, represented by their own platoon force selector on the table. These irregular platoons are often accompanied by regular military advisors or include former regular troops now operating in an irregular fashion. Whilst the partisans may lack heavy vehicles, they often use an overwhelming number of support weapons to target the Soviet occupiers.

FINNISH REINFORCED PLATOON TABLE

REINFORCED PLATOON	Finland (Freiwilligen)	Finland (Partisan)
Lieutenant (1st or 2nd)	1	1
Infantry Squads	2	-
Partisan Infantry Squad	-	2
Plus		
Infantry Squads	0-3	0-2*
Partisan Squads		0-2
Senior Officer	0-1	-
Medic	0-1	0-1
Forward Observer (artillery or Air)	0-1	0-1
Machine Gun Team	0-1	0-1
Mortar Team	0-1	0-2
Sniper Team	0-1	0-2
Flamethrower Team	0-1	-
Anti-Tank Team	0-2	0-4
Artillery or Anti-tank gun	0-1	0-1**
Armoured Car, Scout, or Light Walker	0-1	0-2
Tank, Tank Destroyer, AA Vehicle, or SP Artillery, or Walker	0-1	0-1***
Transport per Infantry Team/Squad	0-1	0-1
Tow per artillery piece	0-1	0-1

* Kaukopartio, Sissi, Schreckwulfen, or Nachtjäger squads only

** Light guns only

*** Medium sized or smaller



NEW SCENARIO RULES

The period depicted in the *Konflikt '47* rulebook focuses on the gradual escalation of hostilities as Europe emerges from an incredibly harsh and cold winter. Players may wish to add the following rules to their scenarios or games to represent some of the extreme conditions that can negatively affect the fighting soldier. It is suggested that both players agree to add these rules prior to the game, they can have a dramatic effect on certain forces or troops.

EXTREME WEATHER CONDITIONS

Weather can be the defining feature of a battlefield, having more impact than terrain, troop quality, or even firepower. Extremes of weather can render weapon systems inoperable or reduce all weapons to the same effectiveness, if you can't see your target, the type of weapon you're holding is largely irrelevant! The effects of rain, mud, and snow on both a vehicle's and a soldier's mobility can also not be under-estimated. Trying to advance on foot in a tactical manner whilst knee deep in mud

is not an ideal scenario. The following rules present some options to represent snow, snowfall, fog, and mud.

SNOW

Heavy snow on the ground can prove highly problematic for vehicles that are not equipped to deal with the lack of traction or hidden perils that may lie underneath the snowfall. Infantry, tracked vehicles, and walkers can generally cope with snow, although it will hamper movement. It is wheeled vehicles that suffer the most, especially if they are not equipped with tire chains or similar aids to movement.

In rules terms, heavy or deep snow is treated as Rough terrain. For infantry, tracked vehicles, and walkers this will restrict their ability to receive a Run order, and for wheeled vehicles and artillery the terrain is impassable. Wheeled vehicles may be equipped with snow chains or equivalent for +10pts, in which case they count as tracked vehicles when moving through snow (for movement purposes only).



Finnish and German troops brave the deep winter conditions

*German Tiger II*

SNOWFALL OR FOG

Both heavy snowfall and fog can have a similar impact on combat. Both reduce visibility and can distort or dampen noise. This can add to confusion and impact morale, particularly in inexperienced troops.

Games played in dense fog or heavy snowfall may not call in air support. In addition, visibility is reduced to a maximum of 18". When firing, long range is determined as over half the weapon's range as normal, not half the visibility range. Indirect fire may fire as normal, but spotters for artillery and mortars have their visibility reduced to 18" as with other troops. Troops with the IR vision special rule have slightly better visibility in fog, out to 24", but are restricted to 18" in heavy snow fall like other troops.

As a variation of this rule, if both players agree, the 18" visibility limit can be altered to suit the scenario as desired. Additionally, with both players consent the fog or snowfall may intensify or clear during the game. If both players agree they can roll a D6 at the start of each turn and adjust the visibility range as follows:

SNOWFALL AND FOG TABLE

D6 Roll	Result
1-2	Thickening fog or heavier snowfall. Reduce maximum visibility by 2D6 inches to a minimum of 12".
3-4	No change.
5-6	Clearing. Increase maximum visibility range by 2D6 inches.

MUD

Many of the most significant battles fought in the war have been fought against both the enemy and the terrain. Mud is the natural enemy of manoeuvre. At its worst, it can be as dangerous as quicksand, will slow tracked vehicles to a crawl, and can fix wheeled vehicles in place. Assuming both players are happy to use these rules for mud, they can be applied to the whole table or to clearly defined areas of soft ground (perhaps a track or along a stream).

Mud should be treated as difficult ground for wheeled vehicles and any tractor and towed artillery combination. In addition, if any vehicle or artillery unit crosses an area of mud during any part of their move, roll a d6 and consult the following table.

MUD TABLE

D6 Roll	Result
0-1	Buried deep. The unit is immobilised for the rest of the game.
2-3	Bogged down. The unit has to stop where it contacts the mud. The unit must roll again on this table before it next moves with a -1 modifier to the roll.
4-5	Struggle. The vehicle or unit slips and slides but continues moving slowly. The vehicle may not move through more than 6" of mud during this activation. Man-handled artillery can only move 2".
6+	Fairly solid going. Continue moving normally
Modifiers	
-1	Wheeled vehicle or man-handled artillery
0	Half-tracked vehicle
+1	Tracked vehicle
+2	Walker



MINEFIELDS

Minefields have become an increasing feature of the ongoing conflict in Europe, with the largely static front lines in the East and Italy. Even on the more fluid Western Front, the lull over the winter of 1946–47 has given both sides a chance to build minefields in key strategic locations and on likely enemy avenues of advance.

Mines are also a favourite of the numerous partisan and guerrilla forces. Cheap and easy to deploy without having to be present to trigger their use, they are a perfect partisan weapon. Whilst the employment of minefields has increased, so too has the technology and skills required to defeat them. Combat engineers form the first line of attack, able to clear minefields if given sufficient time. Modifications to vehicles, such as flails and rollers, can also quickly clear a path through a minefield. Rift-technology has also lent itself to the problem with improved mine detectors and equipment designed to make the engineer's lives easier.

MINEFIELD RULES

Players can decide to add minefields to their games by mutual consent. Normally the defender will have the option to place minefields since the attacker is unlikely to have placed such an obstacle in his direction of advance. As an agreed

convention of war, it is required to clearly mark a minefield, and we will assume this is the case for these rules. Minefields can be anti-personnel, anti-tank, or mixed in their composition.

MINEFIELD SECTIONS

The default minefield section on the table is a 6" by 6" square area. Larger minefields can be built using multiple 6" square sections. A defender in a scenario may place two minefield sections per full 1000pts of his force. Alternatively you can consider a minefield to cost 50pts per section and limit the available points to purchase minefields to 10% of your force's points. Representing a minefield is relatively straight forward, either by using a 6" square base, decorated with suitable scenery (dead animals, warning signs or craters for example), or by using four 6" fences (or barbed wire) to mark the outer edge of the minefield.

Effect of Minefields

When any unit (friend or foe) moves into an anti-personnel minefield section, their opponent can immediately interrupt the unit's movement and resolve an 'attack' by the minefield on the active, moving unit. Note the active unit's remaining movement allowance, it will be able to continue its movement once the attack has been resolved.



British engineers clear a path through an enemy minefield

If the target unit is following an Advance order, it stops at the point of the minefield's attack. The opponent rolls a D6 to see if a mine has detonated against the target. If the target unit is following a Run order, then 3D6 are rolled for the attack. A minefield section needs a 3+ to hit an Inexperienced unit, a 4+ to hit a Regular unit and a 5+ to hit a Veteran unit. Units of combat engineers (engineers, pioneers, or similar) are trained to deal with these sorts of obstacles so may force their opponent to re-roll a successful hit when they are following an Advance order only.

If the minefield fails to score a hit then the target unit can complete its movement normally. Any successful hits are resolved at +2 PEN against infantry and artillery and +3 PEN against vehicles against their front armour. Roll to damage as normal. A unit that suffers a hit also takes D3 Pin markers rather than the normal one to represent the confusion a mine strike will create. If the target unit is not destroyed or broken by a resultant morale check then it can finish its movement as normal.

A single minefield can only attack a unit once per move, but can attack multiple units that make contact with it. If a unit crosses more than one minefield section, each section could make an attack against the unit.

Before the game starts, you can elect to nominate any of your minefields as anti-tank minefields by secretly writing down the nature of each minefield section. This can then be revealed at the point a minefield makes an attack. Anti-tank minefields only affect vehicles and are ignored by infantry and artillery units that move over them. However, hits inflicted on vehicles are at +5 PEN rather than the normal +3 PEN.

The most effective minefields are mixed minefields that combine both anti-personnel and anti-tank mines. A mixed

minefield can be built using up two minefield sections. A mixed minefield combines the effects of both types, attacking +2 PEN against infantry and artillery and +5 PEN against vehicles.

Flamethrower Mines

This particularly effective development in mines was first used by the Soviets, but subsequently copied by the Germans. These one shot flamethrowers are triggered by a moving unit in the same way as a minefield. They are treated exactly as anti-personnel minefield sections except they require two normal minefield sections to be used, the same as mixed minefields. In addition to the effects of the mines, a flamethrower minefield section forces its target to take a morale test if the target suffers a hit or took casualties. Vehicles hit by a flamethrower minefield section roll a D6 in addition to any damage they may or may not take. On a 6 they are on fire as per the On Fire entry on the vehicle damage table.

Dummy Minefields

During the scenario set up you may choose to replace any minefield section that you are about to place with two dummy minefield sections. Your opponent will not know these a dummy minefields so make sure you write down clearly (in secret) what type of minefield each section represents.

When a unit enters a dummy minefield, make an attack by the minefield as normal. However, if it scores a hit, it causes no damage or pin markers and must be revealed as a dummy minefield. For the remainder of the game it is treated as a cleared minefield (see below) as some mines were often placed in dummy minefields to reinforce the effect of the ruse.



German Pioneers sweep for mines

Concealed Minefields

Whilst it is completely against the principles of gentlemanly warfare and a thoroughly despicable act, you may agree with your opponent to place your minefields secretly. This can add a great deal of tension to a game and can be a lot of fun – this requires an accurate map of the minefield locations and you cannot place them in your opponent's deployment zone. During the game, when a unit moves into a minefield, you must reveal it and place a minefield section on the table, then resolve its attack as normal.

Clearing Minefields

Once a minefield has scored a hit on a target, after the attack is resolved, roll a D6. On a 6 the minefield section is considered to be Cleared. A cleared minefield section remains on the table but can now only score hits on its targets with a to hit roll of a 6 regardless of the quality of the target unit. Re-rolls for engineers still apply as normal.

MINE CLEARING MODIFIERS (CUMULATIVE)

Veterans	+1
Inexperienced	-1
Engineers	+1
Mine clearing equipment*	+2
Per pin marker on unit	-1

*Any engineer unit may be bought mine-clearing equipment for +1pt per model



Alternatively, infantry can manually attempt to clear a minefield. Any infantry unit with at least five models can attempt to clear a minefield, it must be given a 'mine-clearing' order (place the order die to Down) and then makes a mine-clearing roll requiring a 6 to clear the minefield. This roll is modified as shown. A natural 6 is always a success and a natural 1 is always a failure. In addition, a roll of a 1 triggers an attack by the minefield on the clearing unit as if it has just moved into the minefield with an Advance order. If successfully cleared, replace the minefield section with a cleared section as detailed above.

A safer way to deal with minefields is to blow them apart with concentrated high explosive fire. Any indirect fire weapon can target a visible minefield section, aiming for the centre point of the minefield. Roll to hit as normal (including ranging shot modifiers). If a hit is scored, roll the HE value of the weapon. It takes 6 hits in a single shot to clear a minefield section. When resolving a Fire for Effect artillery barrage, roll a die for each minefield section within range of the barrage (including concealed ones), if you roll a 6, the minefield section is hit by a heavy howitzer as normal and if you score at least 6 hits, it is cleared.

When firing a preparatory bombardment, roll a d6 for each minefield section in the defender's set-up zone (including concealed ones). If you roll a 6 that minefield is cleared.



A British Automated Carrier supporting the British advance





NEW UNITS

The following pages contain new unit entries for each of the four nations introduced in the *Konflikt '47* rulebook. These new forces are designed to add further Weird War options to the existing lists and the emphasis has been to develop these new units in preference to more historically-based units. In a couple of cases, units from the original rulebook have been reprinted here to take account of the errata that has been issued since the release of the rules.

GERMANY

These additional units may be fielded in a German force in line with the normal force selection rules. As the conflict builds momentum after the savage winter of 1946, the race to perfect Rift-tech weapons and advantages continues. The German's industrial capacity is enhanced with several Rift-tech inspired solutions to raw material shortages and new soldiers are being equipped with weaponry and technology thought to be the stuff of fantasy a few years before. Technology gifted to Japan in the previous two years is now returning to the Reich, enhanced and developed in ways the German scientists had not considered, the resurgence of the Axis is inevitable.

INFANTRY SQUADS AND TEAMS

Fallschirmjäger Squad (replaces entry on page 129 of the *Konflikt '47* rulebook)

Although quick to train and employ parachute infantry, Germany suffered heavy losses during their early deployments; particularly in Crete. As the war has continued, the Fallschirmjäger have largely maintained their status as elite infantry and form highly mobile and effective assault formations. However, a regular influx of new recruits and replacements after heavy casualties can reduce the combat effectiveness of some units, so an option to field them as Regular is offered. Officially part of the Luftwaffe, they prize

their identity and favour the Luftwaffe's FG42 assault rifle over the Wehrmacht alternative.

Selection	Infantry Squad
Cost	50pts (Regular), 65pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles for +10pts (Regular) or +13pts (Veteran) each - The NCO and up to 6 men can replace their rifles with an SMG for +3pts each - Any model can replace their rifles with an assault rifle for +5pts each - Up to two men can replace their rifle with an LMG for +20pts, one other man must become a loader for each LMG taken - Up to four men may be equipped with a panzerfaust for +5pts each - The entire squad may be given anti-tank grenades at +2pts per model - Veteran squads may be given Stubborn for +1pt per model
Special Rules	<ul style="list-style-type: none"> - Tank Hunter (if anti-tank grenades taken) - Stubborn (if taken)



German assault gun troops speed past a German field hospital

German Fallschirmjäger**Sturmpioniere Squad**

Germany's assault engineers are skilled at building all manner of fortifications, communication lines, and obstacles including minefields and tank traps. They are equally skilled at the destruction of enemy fortifications, obstacles, and lines of communication. During the defence of the Fatherland, the assault engineers were tasked with destroying key bridges and preventing Allied crossings. Assault pioneers are also excellent soldiers and can operate as infantrymen or engineers as the situation dictates. Fortunately, they can be deployed with an impressive array of heavy weaponry.

Selection	Infantry Squad
Cost	65pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles for +13pts each - The NCO and up to 6 men can replace their rifles with an SMG for +3pts each or an assault rifle for +5pts each - One man may replace his rifle with an LMG for +20pts, one other man must become a loader - One man may replace his rifle with a flamethrower for +20pts, another man becomes its loader - One man may replace his rifle for a grenade launcher for +25pts, another man becomes its loader - Up to four men may be equipped with a panzerfaust for +5pts each - The entire squad may be given anti-tank grenades at +2pts per model - The entire squad may be equipped with mine clearing equipment for +1pt per model
Special Rules	- Tank Hunter (if anti-tank grenades taken)

Nachtalben Squad

Using technology derived from the dreaded Nachtjäger programme, the scientists at Dresden's Rift-tech labs have stabilised a quicker, less dramatic DNA enhancement process capable of effective results. Closely tied to the Nachtjägers, these 'night-demon' infantry are enhanced with some but not all of the Nachtjäger's gifts, creating very effective infantry with fewer of the bestial drawbacks and training costs associated with their larger cousins. Capable of using weaponry and trained to fully exploit their enhanced senses and capabilities, the Nachtalben squads are used as elite reconnaissance troops attached to SS and other specialist units. Sightings of these Rift-tech troops are few. Allied and Soviet intelligence has yet to fully determine their potential threat, but early reports suggest Germany's enemies will become uncomfortably familiar with these Rift-tech creations.

Selection	Infantry Squad
Cost	150pts (Veteran)
Team	1 NCO and 4 men
Weapons	SMG
Options	<ul style="list-style-type: none"> - Add up to 3 additional men with SMGs for +30pts (Veteran) each - Up to two men may be equipped with a panzerfaust for +5pts each - The entire squad may be given anti-tank grenades at +2pts per model
Special Rules	<ul style="list-style-type: none"> - Fast - IR Vision - Tough - Behind Enemy Lines - Elite - Tank Hunter (if grenades taken)

Wehrmacht Target Designator

Using a combination of developing Rift-technologies to track and identify targets on the battlefield, a target designation team can provide nearby anti-tank guns with accurate target location data. The nature of the technology is highly classified but appears to combine some form of ground sensor capability combined with heat and radio wave tracking. They pass the data to firing units either by radio or directly to the enhanced sights that are becoming more common on larger fighting vehicles. The team of two men comprises an NCO who operates the radio and an operator who carries the equipment needed to 'illuminate' the target for the nearby guns.

Selection	Counts as Sniper, AT Team, or Observer for selection purposes
Cost	30pts (Veteran)
Team	NCO and 1 operator
Weapons	SMG (NCO only), target designator (operator only)
Special Rules	- Team weapon - Target Designator (whilst operator present) - Fixed

ANTI-TANK GUNS

Towed Schwerefeld Projektor

Improvements in Rift-tech power sources have enabled the scientific minds in Dresden to gradually reduce the size of the earliest Rift-tech weaponry. One such system is the Towed Schwerefeld Projektor, the placing of a projector weapon system onto a towed artillery mount with a separate power unit also towed by the same vehicle. After field trials using heavily armoured crew, the effectiveness of the weapon system has meant it has been rolled out to infantry units as a regimental close support gun.

Selection	Anti-tank gun
Cost	105pts (Regular), 125pts (Veteran)
Team	3 men
Weapons	Schwerefeld Projektor
Special Rules	- Team weapon - Fixed - Towed as Medium Gun

TANKS

Panther-X

The versatile and highly effective Panther tank has been upgraded with a modernised and field tested Schwerefeld Projektor to create a well-armed and armoured medium tank. The Panther's versatility has also led to it being fielded with the latest Rift-tech weapon in the form of light rail gun capable of destroying any Allied or Soviet tank it faces.

Selection	Medium Tank
Cost	340pts (Regular), 405pts (Veteran)
Weapons	One turret mounted Schwerefeld Projektor with co-axial MMG, one forward facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May add pintle-mounted MMG to turret for +15pts - May replace the Schwerefeld projector with one turret mounted light rail gun with co-axial MMG for +20pts
Special Rules	- Heavy frontal armour. Any shots striking the front arc of the Panther treat its Damage Value as 10+ rather than 9+

King Tiger-X

Whilst production of the King Tiger remains limited and has been further curtailed by resources diverted to the heavy panzermech programme, the tank remains a highly potent vehicle. As Rift-tech developments have led to newer and more potent weapon systems, the King Tiger has been included in a joint weaponry programme with the Zeus heavy panzermech. This programme has developed a turret capable of being fitted to any vehicle that mounts a heavy rail gun. The rail gun demonstrates Germany's technological supremacy and can reduce even the heaviest armoured target to scrap at tremendous ranges.

Selection	Super Heavy Tank
Cost	540pts (Regular), 630pts (Veteran)
Weapons	one turret mounted heavy rail gun and forward facing hull-mounted MMG
Damage Value	11+ (super heavy tank)
Options	- May add pintle-mounted MMG to turret for +15pts

WALKERS

Heuschrecke Medium Panzermech

With further developments of the Rift-tech walker technology, Germany has been able to enhance its panzermech programme with the addition of a bipedal jump-capable walker, able to compete with the versatility of the US Grizzly and Mudskipper chassis. The Heuschrecke or Locust medium panzermech benefits from both heavy utility arms and a considerable weapon load, whilst its use of grav technology to jump over difficult ground or obstacles only adds to its versatility, when supporting Falcon fallschirmjägers.

Selection	Medium Walker
Cost	240pts (Veteran)
Weapons	Two linked forward facing hull-mounted light automatic cannons, forward facing hull-mounted light rocket system, two fists
Damage Value	8+ (medium walker)
Options	<ul style="list-style-type: none"> - may replace both light automatic cannon with MMGs for -40pts - may replace light rocket system with medium AT gun for +20pts
Special Rules	<ul style="list-style-type: none"> - Walker - Assault - Fist - Jump - Light Rocket System (counts as a light howitzer, may not fire indirectly)

Zeus-X

As part of a combined research and development programme, Germany's Rift-tech scientists have perfected an effective rail-gun technology that is small enough to be fitted into a large vehicle. The King Tiger and Zeus were selected to be fitted with a universal rail gun turret adapted for each hull. Both vehicles provided the necessary hull capacity for the power units and generators required to fire the weapon without long periods recharging the firing coils. Using a turret that is 85% similar in parts simplifies both the logistical and repair chains for the vehicles and also allows some crossover in trained crews.

Selection	Super heavy Walker
Cost	400pts (Regular), 490pts (Veteran)
Weapons	One turret mounted heavy rail gun with one hull mounted, forward facing light autocannon. One pintle-mounted MMG on turret.
Damage Value	10+ (super-heavy walker)
Special Rules	<ul style="list-style-type: none"> - Walker - Slow - Tough (front arc only)



Heuschrecke medium panzermech

Pantherurm



FORTIFICATIONS

Schwerfeld Projektor Turret Emplacement

Having used Panther tank turrets in concealed defensive positions successfully during the defence of the Rhine, the practice of enhancing prepared positions with modified tank turrets is now considered as routine doctrine. Working alongside conventional turrets placed along the Gustav Line, numerous Rift-tech Schwerfeld Projektor turrets have been installed to disrupt Allied attacks. The Projektor is particularly dangerous as it hampers a vehicles movement, making them an easy target for convention guns working alongside the turrets. Without the need to use well trained tank crews, the turrets are often manned by conscript crews or injured personnel not fit for frontline duties.

Selection	Special (See scenario rules)
Cost	185pts (Inexperienced)
Weapons	1 turret mounted Schwerfeld Projektor
Damage Value	9+ (medium tank)
Special Rules	The turret emplacement counts as a vehicle. It is always counted as in Hard Cover to attackers and counts immobilised damage results as crew stunned instead. It cannot move for the entire game and is therefore always set-up onto the table (up to 12" from the player's table edge) even in scenarios that do not allow initial set-up of units.

Pantherurm Turret Emplacement

From 1943, Panther turrets were mounted in fixed fortifications, some were normal production models but most were modified with additional roof armour to withstand artillery fire. These turrets were often built into a larger structure in which they could house ammunition and crew quarters. With barely any part other than the turret itself showing above ground, a well camouflaged position could dominate a vast swathe of ground, vital approaches to towns, or other objectives and would prove extremely costly to approach.

Selection	Special (See scenario rules)
Cost	282pts (Inexperienced)
Weapons	1 turret mounted super-heavy anti-tank gun with co-axial MMG
Damage Value	10+ (heavy tank)
Special Rules	The turret emplacement counts as a vehicle. It is always counted as in Hard Cover to attackers and counts immobilised damage results as crew stunned instead. It cannot move for the entire game and is therefore always set-up onto the table (up to 12" from the player's table edge) even in scenarios that do not allow initial set-up of units.

Schwerfeld Projektor Turret emplacement



UNITED STATES

These additional units may be fielded in an American force in line with the normal force selection rules. America's industrial might and steady development of Rift-tech weapons gives confidence to the Allied leadership, but the need to defeat an apparently resurgent Germany and resilient Japan weighs heavy on the President.

INFANTRY SQUADS AND TEAMS

Airborne Infantry Squad

(Replaces entry in *Konflikt '47* rulebook page 148)

As the conflict has continued, use of paratroopers in an air-dropped role has gradually been reduced as the logistic-heavy and attritional nature of such operations has become apparent. Specialist operations still require a paratrooper's skills however, and the quality and motivation of airborne forces make them among the most elite of infantry formations. The US Army maintains a sizable airborne element and continues to use paratroopers for dedicated air-dropped missions. They also use these elite infantry in more traditional roles, particularly in tough or austere environments where the hardiness of the paratroopers

comes to the fore. Glider forces can be represented using a Regular or Veteran infantry squad.

Selection	Infantry Squad
Cost	84pts (Veteran)
Team	1 NCO and 5 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles for +14pts each - The NCO and up to 4 men can replace their rifle with an SMG for +3pts each - 1 man can replace his rifle with a BAR automatic rifle for +5pts - Up to 2 men can replace their rifles with an LMG for +20pts each, for each LMG, 1 other man must become a loader - 1 man may be given a rifle grenades for +20pts - The entire squad may be given anti-tank grenades at +2pts per model
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken) - Stubborn



Allied walkers stalk through a shattered town



US Airborne Squad

US Marine Squad

As combat in the Pacific theatre has intensified, the US Marine Corps has equipped its forces to handle any problem thrown at them by the Japanese. This includes less conventional weapons such as shotguns and pistols for tunnel and close quarter combat.

Selection	Infantry Squad
Cost	70pts (Regular), 91pts (Veteran)
Team	1 NCO and 6 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles for +10pts (Regular) or +13pts (Veteran) each - The NCO and up to 2 men can replace their rifle with an SMG for +3pts each - Up to 3 men can replace their rifle with a BAR automatic rifle for +5pts each - Up to 3 men can carry a pistol in addition to their other weapons for +1pt each - Up to 3 men can replace their rifle with a shotgun for +3pts each - 1 man may be given a rifle grenades for +20pts - The entire squad may be given anti-tank grenades at +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken)

Paragon Support Unit (PSU)

As the Paragon programme sent squads of genetically enhanced soldiers in to the field, it became apparent that they required support to fully maximise their combat potential. Volunteers from the Ranger and Airborne forces were drafted into elite commando units trained to protect and support the Paragon soldiers to which they were assigned. Receiving some of the best equipment available, these support units rapidly became highly effective Special Forces, working with Paragon Soldiers to counter the Axis super-soldier programme. The Paragon NCO has its own special rules as noted in the table and grants a special rule to the unit as well.

Selection	Infantry Squad
Cost	90pts (Veteran)
Team	1 Paragon and 5 men
Weapons	Paragon NCO (see below), Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles for +14pts each - Any man may replace their rifle with an SMG for +3pts each - Up to 2 men may replace their rifle with a BAR automatic rifle for +5pts each - Up to 2 men can replace their rifle with a Heavy Tesla rifle for +15pts, 1 other man becomes a loader for each Tesla rifle taken - 1 man may replace his rifle with a grenade launcher for +25pts, 1 other man becomes a loader. - 1 Paragon Support Unit can be upgraded to Elite for +11ts per model - Select one of the following Paragon NCOs to lead the Squad from the table below
Special Rules	<ul style="list-style-type: none"> - Fast (Paragon only) - Tough (Paragon only) - Immune to Horror (do not suffer any penalties or take tests caused by Horror) - Elite (if option taken) - First to the fight (A PSU unit may make a Run move after set-up but before the first turn of the game).

PARAGON NCO TABLE

Paragon NCO Type	Weapon	Model Skill	Unit Skill
Paragon NCO A	SMG	Strong	Tank Hunter
Paragon NCO B	Knives, SMG	Tooth & Claw	Tough Fighter
Paragon NCO C	Pistol, Sword	Tooth & Claw	Fanatic
Paragon NCO D	BAR	Tough Fighter	Stubborn

ANTI-TANK GUNS

Tesla AT Gun

With the introduction of towed Tesla weapons within US Armoured Infantry units, the US naturally expanded their use to the wider infantry as they become more available. The addition of a gun shield helps protect the crew from incoming small arms and shrapnel, whilst heavy protective vests and gloves help with the frequent electrical burns that often result from operating the weapon.

Selection	Anti-tank Gun
Cost	85pts (Regular), 100pts (Veteran)
Team	3 men
Weapons	M17 Tesla Cannon
Special Rules	<ul style="list-style-type: none"> - Team weapon - Fixed - Gun Shield - Towed as a medium gun

TANKS

M4 Sherman T34 Calliope

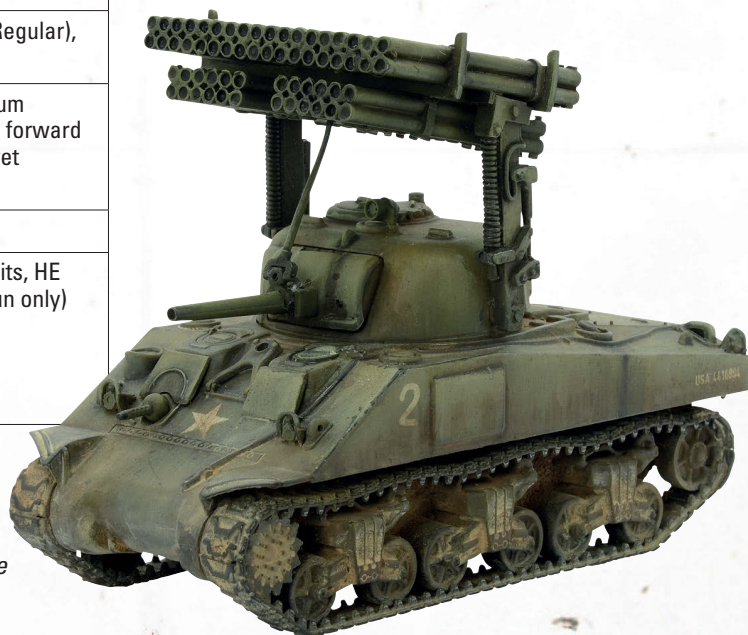
The Calliope is a rocket launcher mounted in a frame above a standard M4 Sherman's turret. It can fire sixty M8 or M16 4.5" rockets in just a few minutes. 36 of the rocket tubes were fixed to the framework of the launcher, whilst two pods of 12 tubes were removable once they were empty. Beneath the T34 Launcher, the Sherman remained fully operational and was conventionally armed with a 75mm gun.

Selection	Medium Tank
Cost	200pts (Inexperienced), 250pts (Regular), 310pts (Veteran)
Weapons	1 turret mounted stabilised medium anti-tank gun with coaxial MMG, forward facing hull-mounted MMG, 1 turret mounted multiple-launcher
Damage Value	9+ (medium tank)
Special Rules	<ul style="list-style-type: none"> - HE (instead of causing D2 HE hits, HE shell causes D6 hits, anti-tank gun only) - Multiple-Launcher - Busy Turret (may fire main gun or the multiple-launcher, but not both in same turn)

M4A3E2 Sherman Jumbo Heavy Assault Tank

Although the requirement for a heavy main battle tank has been largely met by the Pershing, there remains a requirement for a specialist heavy tank capable of breaching fortifications and prepared defensive positions. The Sherman Jumbo first saw service in 1944 as a stop gap measure before the Pershing appeared in large numbers. It remains in service as a specialist assault tank, supporting infantry with its versatile 75mm gun. Over time, many Jumbo Shermans have been modified by their units with the 76mm anti-tank gun.

Selection	Heavy Tank
Cost	222pts (Inexperienced), 275pts (Regular), 338pts (Veteran)
Weapons	1 turret mounted stabilised medium anti-tank gun with coaxial MMG, forward facing hull-mounted MMG
Damage Value	10+ (heavy tank)
Options	<ul style="list-style-type: none"> - May add pintle-mounted MMG to turret for +15pts - may replace the 75mm medium anti-tank gun with a 76mm heavy anti-tank gun for +35pts
Special Rules	<ul style="list-style-type: none"> - HE (instead of causing D3 HE hits, an HE shell causes D6 hits, medium AT gun only) - Slow



M4 Sherman T34 Calliope

M4A2 Sherman 'Zippo' (Crocodile) Flamethrower Tank

Only in use in significant numbers in the Pacific theatre, and most commonly operated by the USMC, the flamethrower Sherman excels at rooting out heavily defended Japanese positions. The tank's main gun is replaced with a heavy flamethrower. In Europe, the addition of British fuel trailers, taken from their Crocodile Churchill tanks, has led to a second variation of the tank with a larger fuel capacity.

Selection	Medium Tank
Cost	140pts (Inexperienced), 175pts (Regular), 210pts (Veteran)
Weapons	1 turret mounted flamethrower with coaxial MMG, forward facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	<ul style="list-style-type: none"> - May add pintle-mounted HMG to turret for +25pts - May take external fuel trailer (Crocodile) for -10pts.
Special Rules	<ul style="list-style-type: none"> - Internal tanks (see flamethrower rules for risk of extra damage) - Slow (Crocodile only)



M4A3E2 Sherman Jumbo
heavy assault tank

TRANSPORTS AND TOWS

LVT-3/LVT-4/LVT(A)-5 Amphibious Vehicle

The LVT-4 Landing Vehicle Tracked is the current in-service variant of a family of amphibious landing vehicles designed for supporting amphibious assaults. Used in large numbers by the US Marine Corps, they are also in service with the US and British armies. The LVT-4 features a large rear ramp door that greatly enhances its versatility and increases troop capacity to as many as 30 soldiers. The standard US weapon load is a .50cal HMG with a gunshield and two .30cal MMG at the rear of the vehicle. The LVT-3 is a similar vehicle with a differing mechanical design that allows a slightly heavier payload, in game terms they can use the same profile. The armoured LVT(A)-5 sacrifices troop carrying capability for an armoured hull and turret mounted gyro-stabilised 75mm howitzer (from the M8 HMC), some of these models have been converted to carry a flamethrower.

Selection	Transport (LVT-3 or 4), SP Artillery (LVT(A)-5)
Cost	112pts (Inexperienced), 140pts (Regular), 168pts (Veteran)
Weapons	2 pintle-mounted MMGs with 360 degree arc of fire
Damage Value	7+ (Armoured Carrier)
Options	<ul style="list-style-type: none"> - LVT-4, may add forward facing pintle-mounted HMG for +18pts (MMGs lose forward arcs) - LVT(A)-5, replace MMGs with turret mounted 75mm gyro-stabilised light howitzer with pintle-mounted HMG with a 360 degree arc of fire, losing transport capacity for -15pts - May exchange the light howitzer and pintle-mounted HMG for a vehicle flamethrower for free
Transport	30 men or a jeep or a towed artillery unit (LVT-3 or 4 only)
Special Rules	<ul style="list-style-type: none"> - Open-topped - Amphibious



US LVT-4

FORTIFICATIONS

Tesla Turret Emplacement

Having encountered German Panther and Schwerefeld Projector turrets in prepared defensive lines along the Rhine and in Italy, the Allies quickly recognised the potential of these quick to install and hard to destroy defensive emplacements. Whilst US doctrine promotes fire and manoeuvre over heavy defensive positions, the ability to quickly install Rift-tech Tesla cannons with enhanced power supplies is now a feature of the Corps of Engineers designs. Combining anti-personnel and anti-tank capability into a single emplacement is also very versatile. An added bonus is the option to employ inexperienced crews or injured personnel not otherwise fit for frontline duties. The US has installed many of these turrets across the islands of the Pacific Theatre and a small number in Italy along the largely static frontlines.

Selection	Special (See scenario rules)
Cost	165pts (Inexperienced)
Weapons	1 turret mounted M17 Tesla Cannon
Damage Value	9+ (Medium Tank)
Special Rules	- The turret emplacement counts as a vehicle. It is always counted as in Hard Cover to attackers and counts immobilised damage results as crew stunned instead. It cannot move for the entire game and is therefore always set-up onto the table (up to 12" from the player's table edge) even in scenarios that do not allow initial set-up of units.



US Rift-tech leads the way. A Kodiak walker and Heavy Infantry support an M26 heavy tank

GREAT BRITAIN AND THE COMMONWEALTH

This list provides additional units that can be included in any Great Britain and Commonwealth force selection. The Commonwealth continues to fight all over the globe, from

Europe to the Far East, only Germany's defeat will now satisfy the weary British population.

British Commando Section



INFANTRY SQUADS AND TEAMS

Veteran Infantry Section

As the conflict has continued, many British and Commonwealth units have been on the frontlines for months and even years. Veteran troops have an ability to acquire additional equipment during the course of extended combat, sometimes officially, other times by 'chance'.

Selection	Infantry Squad
Cost	65pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles for +13pts each - The NCO and up to two other men can replace their rifle with an SMG for +3pts each - Up to two men can replace their rifles with an LMG for +20pts each, for each LMG, one other man must become a loader - One man may be given rifle grenades for +20pts - The entire squad may be given anti-tank grenades at +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken)

Commando Section (Replaces the entry in the *Konflikt '47* rulebook on page 165)

Formed early in the war, the Army Commandos are a tough and elite force that specialises in lightning raids and specialist operations. Specifically trained to fight at close range and to attack with surprise, the British Commandos have secured a fearsome reputation as some of the best soldiers in the Commonwealth forces. As the Commandos have increased in size, they have developed assault tactics that allow larger forces to strike the enemy in targeted operations, before retreating back to safety before the enemy can effectively react.

Selection	Infantry Squad
Cost	75pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles for +15pts each - The NCO and any other men can replace their rifle with an SMG for +3pts each - Up to one man can replace his rifle with an LMG for +20pts, one other man must become a loader. - The LMG can be upgraded to a Vickers K LMG for +5pts - One man may be given rifle grenades for +20pts - The entire squad may be given anti-tank grenades at +2pts per model.
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken) - Tough Fighter - Raiders (Commando units do not suffer the -1 penalty when entering the table using the outflanking scenario rules) - Vickers K (this rapid fire LMG fires with +1 dice, 5 rather than 4 for an LMG).



British Commandos storm a German Schwerefeld Projektor turret

Airborne Infantry (Paratroop) Section (Replaces the entry in the *Konflikt '47* rulebook on page 165)

Paratrooper units have played a significant part in the Allied assault into Western Europe and continue to be used as elite or spearhead forces to outflank, surprise or overwhelm positions as part of a larger tactical operation. Renowned for their stubbornness under fire and ability to operate with little or no lines of supply, the Red Devils and their Commonwealth partners are often found in the thickest of the fighting. Although official equipment scales are similar to the regular infantry, most paratrooper sections have secured additional weaponry to better suit their battlefield role.



Selection	Infantry Squad
Cost	70pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles for +14pts each - The NCO and up to 4 men can replace their rifle with an SMG for +3pts each - Up to two men can replace their rifles with an LMG for +20pts each, for each LMG, one other man must become a loader - One man may be given rifle grenades for +20pts - The entire squad may be given anti-tank grenades at +2pts per model
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken) - Stubborn



Gurkha Infantry Section

The Gurkhas are a Nepalese people who have served with distinction within the British Army since the early 19th Century. They are a legendary fighting force, resilient, tough, and proud. A significant part of the warrior culture is the kukri fighting knife, a weapon they are skilled at using and can often be their preferred weapon in close quarters.

Selection	Infantry Squad
Cost	75pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles for +15pts each - The NCO and one other man can replace their rifle with an SMG for +3pts each - One man can replace his rifle with an LMG for +20pts each, one other man must become a loader - One man may be given rifle grenades for +20pts
Special Rules	<ul style="list-style-type: none"> - Tough Fighters - Fearsome (as per the Horror rules but Gurkha's do not inflict a -1 Morale penalty on friendly units).

SAS Section

Captain David Stirling's SAS (Special Air Service) gained notoriety and a fearsome reputation through their daring raids in the Western Desert. With the North African campaign won by the Allies, the SAS have been split up to prey on German, Soviet, and Italian forces in other theatres. In North-western Europe they are a full brigade-strength formation within Lt-General 'Boy' Browning's Allied Airborne Corps. It consists of two British, two French, and one Belgian SAS Regiments. Supremely flexible, as ever, the SAS have quickly adapted from their desert tactics and they retain the regimental philosophy of setting up bases behind enemy lines, gathering

vital intelligence and, if the opportunity present itself, wreaking havoc before slipping away. In the Balkans and Norway (as in France previously) the SAS often have four-man units working with local Resistance cells to harass and disrupt the enemy. The SAS Brigade continues in this role today, it can certainly be said that the remarkable men of the Special Air Service live by their regimental motto, 'Who Dares Wins'! Although they have access to the best equipment, their reliance on proven, low-maintenance technology means they rarely deploy with fragile or experimental Rift-tech weaponry. Once that technology is proven however, the SAS get first refusal.

Selection	Infantry Squad
Cost	72pts (Veteran)
Team	1 NCO and 3 men
Weapons	Pistol and rifles
Options	<ul style="list-style-type: none"> - Add up to 4 additional men with rifles and pistols for +18pts each - The NCO and any other man can replace their rifle with an SMG for +3pts each - Up to two men can replace their rifles with an LMG for +20pts each, for each LMG, one other man must become a loader - One man may be given rifle grenades for +20pts - The squad can be given anti-tank grenades for +2pts per model - May be upgraded to Elite for +11pts per model
Special Rules	<ul style="list-style-type: none"> - IR Vision - Tank Hunters (if grenades taken) - Elite (if option taken) - Behind Enemy Lines - Who Dares Wins! (SAS Squads are Stubborn and immune to the effects of Horror, so do not suffer any penalties or take tests caused by Horror)

ANTI-TANK GUNS

Tesla AT Gun

Both US and British commanders recognised the versatility of towed Tesla weaponry supporting both specialist and general infantry units. The early weapons were reserved for the Armoured Infantry battalions, however as production has increased, regular artillery batteries are now receiving a variant of the gun with a gun shield to better protect the crew.

Selection	Anti-tank gun
Cost	85pts (Regular), 100pts (Veteran)
Team	3 men
Weapons	M17 Tesla Cannon
Special Rules	<ul style="list-style-type: none"> - Team weapon - Fixed - Gun Shield - Towed as medium gun

TANKS

M22 Locust Light Tank

The M22 light tank was designed partly to British requirements but took too long to develop and was immediately superseded by the M24 Chaffee in US service. The British, however, took ownership of production and design to use the tank as a replacement for the obsolete Tetrarch airborne tank.

Selection	Light Tank
Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value	7+ (Armoured Car)
Options	- May be given Recce for +10pts.
Special Rules	- Recce (if chosen)

Sherman V Medium Tank

The Canadians continue to build (and lease) the reliable US Sherman medium tank for their own use. Plans to adopt the Cromwell were quickly discarded as the costs and industrial implications became apparent. However, they have adopted the British Firefly variant of the Sherman to alleviate supply

issues in Europe. This tank entry can only be selected if using the Canadian Reinforced Platoon List presented on page 25.

Selection	Medium Tank
Cost	166pts (Inexperienced), 205pts (Regular), 244pts (Veteran)
Weapons	1 turret-mounted medium anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value	9+ (Medium Tank)
Options	- May replace medium anti-tank gun with super-heavy anti-tank gun for +80pts (Inexperienced), +100 pts (Regular) or +110pts (Veteran)
Special Rules	- HE (Instead of causing D2 HE hits, an HE shell causes D6 hits), medium AT gun only

Churchill Meteor (Revised)

The large size and suspension of the Churchill tank makes it an ideal hull to test experimental weapons on top of. The Meteor Turret is a variation of the US Calliope principal but carrying Rift-tech designed rockets containing a metal weakening enzyme as well as explosive ordinance. The Churchill retains its normal weaponry but may instead of firing its main weapon, launch a Meteor rocket barrage instead. The weight of the weapon system hardly impacts the performance of the Churchill, and the tanks survivability means it can normally get into position to launch its rockets to best effect.

Selection	Super-heavy tank
Cost	450pts (Regular), 550pts (Veteran)
Weapons	1 turret mounted medium anti-tank gun with coax MMG. One turret mounted Meteor Rocket Launcher, and a forward facing hull-mounted MMG
Damage Value	11+ (super-heavy tank)
Special Rules	<ul style="list-style-type: none"> - Slow - HE – instead of causing HE(D2) hits, an HE shell causes HE(D6) hits. - Busy turret - May not fire meteor launcher and AT gun in the same turn.

WALKERS

Merlin Heavy Walker

As the development of the Automated Infantry moved into the area of autonomous vehicles, the concept of merging human crews and automated processors was explored in depth by the British Rift-tech scientists. The first battlefield ready result is the Merlin heavy walker. With a mixed human and automated crew, it combines the best of human reactions and decision making with automated sensors and weapon controls. Unable to carry the fearsome 17pdr, the Merlin utilises the surplus M7 3" anti-tank guns from the older M10 tank destroyers giving it a respectable anti-tank capability. For anti-infantry defence and for targeting light vehicles it carries twin .50cal heavy machine guns on its left arm and an automated medium machine gun in the hull. Maintaining the utility arms that are so popular with the crews of the smaller Grizzly, the Merlin is truly versatile and has taken Allied walker design to a new level.

Selection	Heavy Walker
Cost	290pts (Regular), 350pts (Veteran)
Weapons	1 forward facing casement mounted heavy anti-tank gun, 1 forward facing MMG, 2 linked HMG on left arm, 2 fists
Damage Value	9+ (Heavy Walker)
Special Rules	- Walker - Assault - Fists



AEC III Armoured Car

ARMoured CARS

AEC Heavy Armoured Car Mk I-III

The AEC armoured car combines levels of protection normally found on a tank with a conventional armoured car design. The Mark I utilised a Valentine turret and a 2pdr gun as its principal weapon, whilst the Mark II and Mark III modified the turret and added a 6pdr and 75mm anti-tank gun respectively.

Selection	Armoured Car
Cost	108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with coaxial MMG
Damage Value	8+ (light tank)
Options	- Replace the light anti-tank gun with a 6pdr medium ant- tank gun for +20pts (Mark II). - Replace the light anti-tank gun with a 75mm medium ant- tank gun for +30pts (Mark III).
Special Rules	- Recce - HE (75mm medium anti-tank gun only, instead of causing D3 HE hits, an HE shell causes D6 hits)

Airborne/SAS Recce Jeep

In addition to using jeeps as tows for light guns, British Airborne forces also used jeeps in the recce role. These jeeps would carry at least MMG for self-protection and were often modified to carry extra machine guns by their crews. This profile can also be used for the recce jeeps used by the SAS in Europe, which carried an HMG as standard and usually included rear facing MMGs as well.

Selection	Armoured Car
Cost	42pts (Veteran)
Weapons	1 forward facing MMG
Damage Value	6+ (soft skin)
Options	- May add second forward facing linked MMG on the same mount for +10pts - May add pintle mounted, forward facing HMG for +25pts - May add 2 rear facing linked MMG on same mount for +20pts
Special Rules	- Recce

ANTI-AIRCRAFT VEHICLES

Polsten AA Truck

The Canadians produce a number of AA trucks mounting Polsten cannons on CMP bodies of different types. These light autocannons were often mounted in multiples. This vehicle entry can only be selected if using the Canadian Reinforced Platoon List presented on page 25.

Selection	Anti-aircraft vehicle
Cost	36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)
Weapons	1 light automatic cannon with a 360-degree arc of fire
Damage Value	6+ (Soft Skin)
Options	- May add a linked second, third or fourth light autocannon to the mount at a cost of + 30pts per gun
Special Rules	- Flak

TRANSPORTS AND TOWS

LVT-4 Buffalo II Amphibious Vehicle

The LVT-4 Landing Vehicle Tracked is the current in-service variant of a family of amphibious landing vehicles designed for supporting amphibious assaults. Used in large numbers by the US Marine Corps, they are also in service with the US and British armies. The LVT-4 features a large rear ramp door that greatly enhances its versatility and increases troop capacity to as many as 30 soldiers. The standard British weapon load is a 20mm Polsten automatic cannon with a gun-shield and two .30cal MMG at the rear of the vehicle. The armoured LVT(A)-4 sacrifices troop carrying capability for an armoured hull and turret mounted 75mm howitzer (from the M8 HMC).

Selection	Transport (LVT-4), SP Artillery (LVT(A)-4)
Cost	112pts (Inexperienced), 140pts (Regular), 168pts (Veteran)
Weapons	2 pintle-mounted MMGs with 360 degree arc of fire
Damage Value	7+ (armoured carrier)
Transport	30 men or a jeep or a towed artillery unit (LVT-4 only, not LVT(A)-4)
Options	- LVT-4, may add forward facing pintle-mounted light autocannon for +25pts (MMGs lose forward arcs) - LVT(A)-4, replace MMGs with turret mounted 75mm light howitzer with pintle-mounted HMG with a 360 degree arc of fire, losing transport capacity for -15pts
Special Rules	- Open-topped - Amphibious

TOP SECRET

KANGAROO

The Kangaroo is a conversion of a tank or self-propelled gun to serve as a fully armoured troop carrier. The practice of field modifying armoured vehicles in this way to serve as troop carriers began after D-Day with the Canadian army. The idea soon spread across the British forces. The first examples were 'defrocked' Priests – M7 Howitzer Motor Carriages with the 105mm gun removed). The majority are now Ram Kangaroos, Canadian Ram tanks with their turrets removed. Since their first appearance shortly after the Normandy landings, Kangaroos have become increasingly common on the battlefield, and whilst not fully embraced by many Commonwealth nations, have certainly been adopted by the Canadians in large numbers.

Canadian Ram Kangaroo



Priest Kangaroo

The first Kangaroos were converted from M7 Priest self-propelled guns by the simple expedient of removing the guns and stowage.

Selection	Transport
Cost	70pts (Inexperienced), 87pts (Regular), 104pts (Veteran)
Weapons	None
Damage Value	8+ (Light Tank)
Transport	up to 11 men
Tow	Light, medium, or heavy anti-tank gun, light or medium howitzer
Options	- May add forward facing MMG for +10pts
Special Rules	- Open-topped

Ram Kangaroo

The majority of Kangaroos were converted from obsolete Canadian Ram tanks. The details given here will cover Kangaroos converted from Sherman tanks.

Selection	Transport
Cost	102pts (Inexperienced), 127pts (Regular), 152pts (Veteran)
Weapons	None
Damage Value	9+ (Medium Tank)
Transport	up to 11 men
Tow	Light, medium, or heavy anti-tank gun, light or medium howitzer
Options	- May add forward facing MMG for +10pts
Special Rules	- Open-topped



British Churchill Meteor

FORTIFICATIONS

Tesla Turret Emplacement

Having encountered German Panther and Schwerefeld Projector turrets in prepared defensive lines along the Rhine and in Italy, the Allies quickly recognised the potential of these quick to install and hard to destroy defensive emplacements. Whilst the Allies do not lack conventional anti-tank guns to use along a defensive line, the ability to quickly install Rift-tech Tesla cannons with enhanced power supplies and a reduced maintenance bill is a very effective combination. Combining anti-personnel and anti-tank capability into a single emplacement is also very versatile. An added bonus is the option to employ inexperienced crews or injured personnel not otherwise fit for frontline duties. The British have installed many of these turrets in their defensive positions in Iran, and also around strongpoints in Italy.

Selection	Special (See scenario rules)
Cost	165pts (Inexperienced)
Weapons	1 turret mounted M17 Tesla Cannon
Damage Value	9+ (Medium Tank)
Options	- May have pintle-mounted MMG on top of turret for +15pts
Special Rules	- The turret emplacement counts as a vehicle. It is always counted as in Hard Cover to attackers and counts immobilised damage results as crew stunned instead. It cannot move for the entire game and is therefore always set-up onto the table (up to 12" from the player's table edge) even in scenarios that do not allow initial set-up of units



British Tesla Turret emplacement



British Mobile Automated Artillery deployed for action

SOVIET UNION

This list provides additional units that can be included in any Soviet Union force selection. The Soviet juggernaut moves relentlessly west but the morale of the average fighting soldier remains less than it should. By fielding the products of Soviet Rift-tech, the enemies of the Motherland shall be defeated.

Soviet Infantry



HEADQUARTERS UNITS

Mk2 Armoured Officer

The latest armour to be issued to heavy infantry units is designed to be more versatile than the first early copies of Allied and German Rift-technology. The need for officers to be at the spearhead of attacks has ensured that this version of the armour has included a version tailored to junior officers, with limited communications equipment and rudimentary optics.

Selection	Officer
Cost	- 2nd Lieutenant 85pts (Veteran) - 1st Lieutenant 110pts (Veteran) - Captain 145pts (Veteran) - Major 185pts (Veteran)
Team	1 officer
Weapons	SMG or assault rifles as modelled
Options	- May add up to 2 men with assault rifles for +23pts (Veteran) each
Special Rules	- Large infantry - Tough - Slow - Resilient

Commissar (Revised)

At various time since its formation during the Revolution, the Red Army has deployed a Politruk – a political commissar with its field units. Politruks are Communist Party members charged with educating the troops and monitoring the officers for signs of counter-revolutionary ideology. They are placed within a unit's command structure, all the way down to company level, and report independently to the Revolutionary Military Councils that sits up at Army level. This dual command system is often problematic, as is the lack of genuine military experience found in most Commissars. Whilst diligent and highly motivated, many innocent soldiers and officers have suffered at the hands of these Politruks, often ending up in penal units or worse.

Selection	Commissar (or Senior Officer if not using revised platoon force selectors)
Cost	15pts (Inexperienced)
Team	1 Commissar
Weapons	1 Commissar and up to 2 further men
Options	- The Commissar can be accompanied by up to 2 men for +7pts (Inexperienced) per man - 1 man may replace his weapons with a Flag for +25pts
Special Rules	- Not One Step Back - Rally to the Colours (if flag option selected)

INFANTRY SQUADS AND TEAMS

Mk 2 Heavy Armour Squad

Although the early heavy infantry armour fielded by the Soviets was both effective and functional, it was clear there was room to improve the design. Initial trials to convert the existing design to a more anti-infantry role were of limited worth and a new suit was commissioned to take advantage of increased understanding of the other nations' Rift-tech advances. The Mark II suits benefit from more power assisted movement, heavier armour, and a broader range of weaponry, making them far more effective than the earlier suits. Production rates are not yet satisfactory and currently only the elite Guards units are receiving limited numbers, to spearhead shock assault formations.

Selection	Infantry Squad
Cost	92pts (Veteran)
Team	1 NCO and 3 men
Weapons	Assault rifles, anti-tank grenades
Options	<ul style="list-style-type: none"> - Add up to 4 additional men with assault rifles for +23pts each - Up to 2 men can replace their assault rifles with an LMG for +15pts each
Special Rules	<ul style="list-style-type: none"> - Large infantry - Tough - Slow - Resilient - Tank hunters

Airborne Squad

The Soviets adopted paratroopers eagerly; they were pioneering tactics and doctrine whilst other nations were still considering the use of air-droppable forces. At their height, the Soviets could field five Airborne Corps, by far the biggest airborne force in the world. However, like the rest of the military they did not escape the purges of Stalin, nor were they spared the high attrition suffered by Soviet forces in their bitter fight with Germany. After a number of moderately successful airborne operations, several airborne formations were converted to normal infantry units but the Soviet Union still maintains a large airborne force.

Selection	Infantry Squad
Cost	65pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 7 additional men with rifles for +13pts each - The NCO and any man can replace their rifle with an SMG for +3pts each - Up to one man can replace his rifles with an LMG for +20pts each, one other man must become a loader - The entire squad may be given anti-tank grenades at +2pts per model - The squad can be given Tough Fighter for +2pts per model
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken) - Tough Fighter (if taken)

Scout Squad

Specialised scout units were formed in 1943 to provide better intelligence of enemy operations and therefore reduce the excessive casualty rates the army was suffering. Lightly armed, they are discouraged from engaging the enemy but are used to perform commando operations such as eliminating observation posts or sentries. They are also trained in demolitions as part of their role.

Selection	Infantry Squad
Cost	70pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 2 additional men with rifles for +14pts each - The NCO and any man can replace their rifle with an SMG for +3pts each - The entire squad may be given anti-tank grenades at +2pts per model
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken) - Behind Enemy Lines



Soviet Scout squad

Special Forces Squad

As the Scouts were being formed and trained by the Army, other intelligence and counter-intelligence Departments within the Soviet Union were creating their own special purpose forces and special operations commandos. Allied intelligence often generalised these units under one term, Spetsnaz. Different Departments train to differing standards and roles but all these specialist troops are generally highly skilled in close quarter combat, espionage, assassination, and demolitions. Although not routinely in the thick of combat, many such teams find themselves on missions that bring them on to the battlefield. One such example would be the NKVD's OMSBON (Independent Motorized Brigade for Special Operations) that specialised in demolitions and recovery of Rift-tech.

Selection	Infantry Squad
Cost	135pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 2 additional men with rifles for +27pts each - The NCO and any man can replace their rifle with an SMG for +3pts each - The entire squad may be given anti-tank grenades at +2pts per model
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken) - Tough Fighters - Immune to Horror (do not suffer any penalties or take tests caused by Horror) - Behind Enemy Lines - Elite

Tank Hunters Anti-Tank Team

Shortages of specialist equipment often means that regular infantry units have to improvise methods of dealing with enemy armour and walkers. Early in the war, brave volunteers would lay in wait for tanks to pass them by, before leaping up and attaching explosives or throwing Molotov cocktails at the enemy. As the war has progressed, these tactics have been refined and most infantry units maintain specialist teams of tank hunters that now benefit from better equipment and training.

Selection	Anti-tank Team
Cost	20pts (Inexperienced), 26pts (Regular), 32pts (Veteran)
Team	1 NCO and 1 man
Weapons	Rifles, anti-tank grenades
Options	<ul style="list-style-type: none"> - Add up to 2 additional men with rifles for +10pts (Inexperienced), +13pts (Regular) or +16pts (Veteran) each - The NCO and any man can replace their rifle with an SMG for +3pts each - Up to 2 models can carry a captured panzerfaust for +5pts each
Special Rules	<ul style="list-style-type: none"> - Tank hunters - Behind Enemy Lines



A Soviet Cossack Walker stands guard as the Red Army advances

ANTI-TANK GUNS

Towed ZP Gun

With gradual developments in Rift-tech power packs, Soviet scientists have managed to produce a trail mounted Zvukovoy Proyektor that can deliver its disruptive effect from a much cheaper and easier to deploy weapon system. Crewed by experienced artillery crews, the ZP guns are being fielded in Guards and Shock formations to soften up ground targets prior to infantry assaults.

Selection	Anti-tank Gun
Cost	102pts (Veteran)
Team	3 men
Weapons	Zvukovoy Proyektor
Special Rules	<ul style="list-style-type: none"> - Team weapon - Fixed - Gun Shield - Towed as medium gun

ANTI-AIRCRAFT VEHICLES

Tokarev 4m Quad Maxim on Gaz-A AA Truck

The quad-mounted anti-aircraft Maxim was developed to provide effective short range air defence for infantry formations. The weight of four weapons, ammunition, and their recoil make the system too heavy for anything smaller than a truck to move around. The AA crews manning this weapon are therefore reluctant to push too far forward, despite the vehicles undoubted effectiveness against ground targets.

Selection	Self-propelled Artillery
Cost	60pts (Regular), 72pts (Veteran)
Weapons	4 linked MMG in 360 degree pintle-mount
Damage Value	6+ (soft-skinned)
Special Rules	- Flak



FORTIFICATIONS

Zvukovoy Proyektor Turret Emplacement

Having encountered German Panther and Schwerefeld Projector turrets in prepared defensive lines, the Soviets quickly came to appreciate the tactical strengths of such a weapon system. Although predominantly on the offensive, as momentum stalled, the use of ZP turrets to bolster static infantry positions was considered and then implemented. The turrets are very effective at disrupting attacks allowing the adjacent infantry units to inflict maximum casualties on their attackers. Without the need to use well trained tank crews, the turrets are often manned by conscript crews or injured personnel not fit for frontline duties.

Selection	Special (See scenario rules)
Cost	170pts (Inexperienced)
Weapons	1 turret mounted Zvukovoy Proyektor
Damage Value	9+ (medium tank)
Special Rules	<ul style="list-style-type: none"> - The turret emplacement counts as a vehicle. It is always counted as in Hard Cover to attackers and counts immobilised damage results as crew stunned instead. It cannot move for the entire game and is therefore always set-up onto the table (up to 12" from the player's table edge) even in scenarios that do not allow initial set-up of units.

Soviet ZP Turret



Tokarev 4m Quad Maxim on Gaz-A AA Truck



Japanese Ghost Warriors clash with US Marines in an isolated village

JAPAN

This list provides additional units that can be included in any Japanese force selection. The forces of the Emperor are holding their own against the American and western invaders across the Pacific. On the mainland and in China, the Japanese expansion is slow but relentless.

HEADQUARTERS UNITS

Battle-Frame Infantry Officer

As the Imperial Japanese Army increases the production and deployment of its armoured exoskeleton suits, it is trialling the use of complete units of battle-frames capable of extended operations. Whether these are used as assault troops to overwhelm a defensive position, or used to flank fixed or slower enemy formations, the options presented by the exoskeletons are varied. In order to maximise these abilities, veteran officers have been trained in the use of the suits to better lead these exoskeleton platoons and companies. Each officer has a proven record and is utterly respected by his men.

Selection	Officer
Cost	<ul style="list-style-type: none"> - 2nd Lieutenant 75pts (Veteran) - 1st Lieutenant 100pts (Veteran) - Captain 135pts (Veteran) - Major 175pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Officer SMG, men SMG or Compression rifle as modelled
Options	<ul style="list-style-type: none"> - The officer may be accompanied by up to 2 men for +20pts per man - 1 man may replace his weapons with a Flag for +25pts
Special Rules	<ul style="list-style-type: none"> - Tough - Tough Fighter - Fast - IR Vision - Rally to the Colours (if flag taken)



INFANTRY SQUADS AND TEAMS

Battle-Frame Anti-Tank Team

The speed and agility of the IJA's exoskeleton battle frames makes them ideal at manoeuvring around slow, lumbering vehicles to maximise the firepower of their anti-tank weaponry. Equipped with the latest anti-tank rocket launchers to come out of Germany, the lightweight and reloadable Panzerfaust 250, the Battle-frame Anti-tank teams are fast enough to get off multiple shots against Allied armour trying to navigate the dense terrain of the Pacific Islands. They then have the agility and speed to get away to safety before targeting another tank or walker.

Selection	Anti-tank Team
Cost	120pts (Veteran)
Team	1 NCO and 1 man
Weapons	Panzerschreck
Special Rules	- Tough - Fast - IR Vision - Team weapon



*IJA Battle
Exoskeletons*

TOP SECRET

FLAGS

Japanese Infantry squads (not teams) may include the following option in their force list entry.

Options: - One man may replace all of his weapons with a flag for +25pts. The model gains the Rally to the Colours special rule.

WALKERS

Locust Medium Battlewalker

Once German scientists had been able to deliver a reliable bipedal walker chassis, the best minds of Imperial Japan resolved to improve the designs and develop a multi-purpose walker capable of defeating Allied armour as well as supporting infantry in close and difficult terrain. To simplify the logistical burden and enhance fuel efficiency, the Locust's jump engines have been removed. The additional weight saving has allowed increased speed and agility which meets the Imperial requirement for manoeuvrability. Plans to adjust the weaponry fitted to the chassis were postponed until after initial field trials, and the success of the walker in those trials has meant only some changes have been made to the original weaponry supplied on the German prototypes.

Selection	Medium Walker
Cost	210pts (Veteran)
Weapons	Two linked forward facing hull-mounted light automatic cannons, forward facing hull-mounted light rocket system, two fists
Damage Value	8+ (medium walker)
Options	- May replace light rocket system with medium AT gun for +20pts
Special Rules	- Walker - Agile - Assault - Fist - Light Rocket System (counts as a light howitzer, direct-fire only)





THE FORCES OF ITALY

The nation of Italy finds itself in a perilous position, occupied by no less than three nations' armies and split geographically and politically between those that oppose and those that support the fascist regime of Mussolini. The Kingdom of Italy is keen to prove its worth to the Allies to better position itself once the war finally ends, whilst the Italian Social Republic under Mussolini sees no other result other than an Axis victory and a share of the spoils alongside Germany.

THE ITALIAN SITUATION

BEFORE 1943.....

Italy, under the Fascist dictatorship of Benito Mussolini was quick to side with the apparently unbeatable German war machine at the outbreak of the War. Although a willing ally, Mussolini's military efforts in the early stages of the conflict were of limited effect. Attacks into France in 1940 were only marginally effective and resulted in significant casualties. Likewise, Italy's invasion of Greece in 1940 quickly stalled and required German assistance to achieve its goals. Italy's efforts to expand its colonial empire in Africa were similarly beset with difficulties. Early successes against ill-prepared and under-resourced British forces in North Africa were quickly reversed as the British rapidly organised and upgraded their military presence in the region. Again, the Germans and their Afrika Korps, were required to rescue the Italian forces from a potentially embarrassing defeat.

Whilst the Italian forces were not lacking in fighting spirit or intent, the light industrial base of the country meant it was always disadvantaged in terms of armour, equipment, and mechanised forces. Lacking the number of tanks and armoured vehicles required for operations in the open terrain of North Africa, their infantry always struggled without the firepower,

protection, and mobility that mechanised forces could provide.

After numerous setbacks in Africa, that saw the German and Italian forces repulsed from the borders of Egypt after the second Battle of El Alamein, the Axis armies were pushed back to Tunisia. Italy alone is estimated to have had approximately 250,000 men taken prisoner. With US forces pressuring Tunisia from the west and the British advancing from the south-east, Axis forces were forced to abandon North Africa, withdrawing to Sicily, largely in good order because of poor Allied co-ordination.

By 1943 Italian forces were in disarray. By now an entire Italian Army had been defeated on the Eastern Front, with significant quantities of manpower and heavy equipment lost in the desperate retreat from Stalingrad. Combined with the withdrawal from North Africa, Mussolini's popularity was on the wane, with citizens and Army survivors seeking to blame the Fascist political elite for deploying such poorly prepared and under equipped forces on operations. The immediate refitting and retraining of the heavily-depleted Italian Divisions began in earnest in the north of the country. The new Italian formations were better equipped with heavy and support weapons albeit with less manpower, although a lack of



Italian troops take control of a vital bridge

Italian Army infantry



armoured vehicles and aviation support remained a key concern. However, with the fight likely to take place in Italy itself, over the broken and rough terrain flanking the Apennine Mountain range running down the spine of the Country, the infantry were considered to be the key to Italian success. Germany assisted as best it could, realising that the loss of their Italian allies would be a huge drain on the Wehrmacht. An open German southern flank, the so called "soft under belly of Europe", would surely be exploited by the Allies. A campaign in Italy afforded the Germans the opportunity not only to prevent huge quantities of its troops being fixed on the Austrian border, but allowed the defence of Germany as far away from Berlin as possible.

OPERATION HUSKY

The Allied invasion of Sicily from July-August 1943 dealt a terminal hammer blow to Italian ambitions of being a major power in southern Europe and the Mediterranean. The Allied operation lasted several weeks and saw British 8th and US 5th Armies drive the Italian and German forces on the island back to the Italian mainland. Led by Generalfeldmarschall Albert Kesselring, a man who would later in the campaign win a fierce reputation for tenacious defensive operations, he had little chance of holding Sicily. The only silver-lining for the Axis was the Allies failed to cut-off the Island's defenders, and the majority of Axis forces escaped to the mainland in good order.



Italian forces advance across a vital bridge

A NATION DIVIDED

In response to the Allied landings on the Italian soil, in September 1943, Mussolini was arrested and his government overthrown by Royalist forces loyal to King Victor Emmanuel III. Italy immediately sought an armistice with the Allies which was agreed in that same month. This led to a short period of confusion within the Italian armed forces with differing elements receiving contradictory briefings and orders that led to the Army in particular splintering into several factions. In this brief period of confusion, Germany acted swiftly. Rescuing Mussolini from prison in a daring raid by German paratroopers, he was reinstated as the ruler of the *Repubblica Sociale Italiana* – the Italian Social Republic (RSI) – which was effectively a German controlled puppet state covering the northern half of the country. In the south, the King and his Royalist government joined the Allies, declaring war on the Axis, the RSI, and the Soviet Union. This declaration would ensure they would receive large quantities of military equipment with which to regenerate the Co-belligerent Italian Army (*Esercito Cobelligerante Italino* or ECI). Thousands of prisoners of war captured in Africa were repatriated to Italy, many choosing to man the new ECI. However, equally large

numbers also melted away north to join the RSI and the ranks of the Fascist National Republican Army (*Esercito Nazionale Repubblicano* or ENR). Against this backdrop, Fascist, Royalist, and even some Communist guerrillas appeared in the areas away from concentrations of either government's forces. These guerrillas initiated an irregular war-within-a-war alongside the conventional forces operating in the country.

The opening of an Italian Front was the brainchild of Churchill and the British generals. For the Americans, who wanted to liberate France and drive straight to Berlin as soon as possible, opening a second major front, at best, seemed like a poor economy of force and, at worst, supported British Imperialist ambitions in the Mediterranean and North Africa. By 1945 the Allies had reached the compromise was that the Italian campaign would never be on their main effort. However, the emergence of Rift-tech and a resurgent Germany, shifted this even further and the Allies directed that the "Italian Problem" would require an "Italian Solution". The ECI would need serious investment so that Allied manpower could be diverted to North-Western Europe, although the British 8th and US 5th Armies would remain to partner and mentor the fledgling ECI.



ECI Bersaglieri armoured infantry lead British troops in storming enemy fortifications

1944-1945

By the middle of 1945, Italy had stabilised into its two national identities. In the north the ENR formed a formidable defensive force centred on The Gustav Line, a strategic barrier that stretched across the mainland from coast to coast south of Rome. Under the command and guidance of Kesselring, reinforced with German units in key areas and imbued with a near fanatical determination to resist the Allied invaders, they would pose a significant obstacle to any Allied efforts to attack Germany from the South. Adding to ENR resolve was the knowledge that should they be defeated they would receive little compassion from a victorious Royalist Italy, surrender was not an option to be considered. With similar fortitude, the ECR were keen to prove their worth to their allies, with concerns that a lack of effort would result in being abandoned to deal with the ENR on their own. Receiving large quantities of Allied equipment, they quickly developed into a respectable force under their British and American mentors.

1946

As part of the Allied effort to push north, the ECI were integrated into several Allied divisions, often providing an infantry brigade within each British and Commonwealth Division. Their integration included liaison and exchange officers in many cases. Inclusion into US formations was less prevalent, with the US being reluctant to absorb the Italians into their chain of command. However, a complete Italian Mountain Division was added to the US 5th Army to assist in its efforts against the ENR. The ENR meanwhile dug into its defensive fortifications, reinforcing them with static emplacements and bunkers where practical. Bolstered by German Rift-tech and advisors, the ENR proved difficult to dislodge from their formidable defensive positions.

Lacking the resources that the Allies were pouring in to other theatres, the Allied push north was slow and cautious. Knowing that casualties and destroyed equipment would potentially be hard to replace, Allied commanders were reluctant to enter any battles of attrition that would tie up and deplete their forces. Where practical, Italian forces were used to engage and fix the ENR defenders to prevent their ability to raid or advance south. In exchange, the Kingdom of Italy demanded access to modern Rift-tech equipment, which was generally granted (much to the frustration of the Allied Generals who were desperate for the equipment themselves). Also as part of this arrangement, some Italian units were seconded to British formations in the Persian theatre, being

better suited to the mountainous terrain and climate of southern Iran. Efforts to quickly punch through the Gustav Line were emphatically repulsed and lacking the resources to exploit any fleeting opportunities, the Allies find themselves in a stalemate facing the Axis across the centre of Italy.

1947

The thaw in the Spring of 1947 finds the stalemate in Italy continuing. Having suffered through the winter weather, Axis forces remain dug in and resolute in their defence of the Gustav Line. Training with German Rift-tech walkers and armour now provides the ENR with a swift and first-rate counter attacking force to block any potential Allied breakthrough. For the Allies however, Italy remains a secondary theatre with regards to receiving precious Rift-tech supplies and reinforcements, much of their fighting power still includes older weapon systems brought up from the North African campaign. With no sign of the ENR pushing south, higher priority conflicts in the Far East, Persia, and Western Europe repeatedly divert Allied reinforcements from the Italian campaign.

The Spring and early Summer of the year see a regular pattern of probing attacks by Allied forces against the defences of the Gustav Line. Indications of any weakness are exploited where possible but, overall, caution remains the watchword for US 5th and British 8th Armies. By supplying the RSI with a steady stream of technology and technical advisors, Germany has capitalised on the lack of Allied ambition and is able to move much of its own combat power north and to other, more hard-pressed, theatres and fronts.

PLAYING ITALY IN KONFLIKT '47

The Italians present a number of unique opportunities for *Konflikt '47* players. They retain the flamboyant forces familiar to historical gamers, but each part of the divided nation now has access to Rift-tech units and equipment to further characterise their forces. The small numbers of partisans and guerrillas also provide the opportunity for additional variety. Finally, each force can include a unit of Allied or Axis advisors or technical specialists to represent the Allied and Axis efforts to bolster and integrate the Italians into their forces. The Italian special rules make the armies unique within the world of *Konflikt '47* and allow a player to build an effective force capable of confronting any opponent they face.

THE ARMIES OF ITALY

The following army entries allow players to field either an Italian Army fighting for the ENR and the Italian Social Republic (RSI) alongside its German allies, or a force from the ECI supporting the Allies and freshly equipped with its new tanks and weapons. The national rules for both forces are presented, followed by three lists of units. One list contains the forces common to both Italian armies and the other two lists show the unique options available to the ECI and ENR respectively

ECI or ENR

An Italian force must represent either the ECI or the ENR, it cannot be mixed. Both Armies may choose forces from the 'common' Italian units but may not mix and match between ECI and ENR.

THE ITALIAN SOCIAL REPUBLIC

With the nation of Italy divided, many members of the Italian Armed Forces continue to believe in the socialist cause under

Mussolini. Backed by the powerful German war machine, the ENR has been re-organised to take advantages in the Rift-tech developments provided by the Germans. Manning strong defensive positions across the middle of Italy, they present a formidable obstacle to Allied ambitions to threaten the underbelly of Germany. They have maintained much of the uniform and equipment from before the national divide but have embraced newer Rift-tech equipment and German training to become a more resilient and reliable defensive force. The ENR's lack of mechanised equipment and associated doctrine is more than compensated by the infantry-heavy demands of its battlefields.

THE KINGDOM OF ITALY

This list is based upon the troops and equipment available to Italian forces loyal to King Victor Emmanuel III, and commanded by the government of Marshal Pietro Badoglio. The ECI has been rebuilt around a core of experienced veterans, many of whom fought in Africa. The Allies have



Italian forces advance across a vital bridge

bolstered this force with thousands of released POWs and equally massive stocks of military supplies. The ECI is keen to prove its worth to the Allies but is predominantly motivated by its desire to liberate the rest of Italy from German occupation. The ECI is keen to develop more and heavier mechanised forces but the nature of the likely battlefields in Italy will demand a highly trained infantry core to the Army.

ARMY SPECIAL RULES

'Avanti!'

The morale of Italian troops is often subject to very radical, and very quick, changes, both for good and for ill. As the war has progressed, experience has tempered these excesses. Italian soldiers remain bold on the front foot but are less fragile under pressure than earlier in the war. At the beginning of each turn, subtract the number of units lost by the Italian player from the number of units lost by their opponent (you can keep track of the Order Dice lost by both sides). If the number is +3 or better, all friendly Italian units have their basic morale increased by 1 (to a maximum of 10).

LMG: Breda vs MG42 & Bren

The Italian Breda Model 1930 light machine gun suffers from a slow rate of fire and a smaller calibre than most of its rivals. Therefore models equipped with the Breda LMG have their Rate of Fire reduced to 3 rather than the usual 4. When equipped with the German MG42, a reduced training regime and less plentiful ammunition means that weapon's full rate of fire is rarely utilised, therefore when using an MG42 LMG, the rate of fire remains at 4 (rather than 5 when in German hands). Most ECI units attempt to get hold of the reliable British Bren gun as an alternative to the Breda. When so equipped their rate of fire is 4 as is normal for an LMG.

Defensive Strategy (ENR)

Italian strategic thinking and the structure of the ENR is geared to a fairly static and defensive approach to combat. In scenarios with an attacker and a defender, first roll as normal to determine which side is going to be the defender. If the ENR player is not the defender, you must re-roll the dice – the second result stands. (If both players are fielding ENR forces, no second roll is made). If the ENR player is the defender, it gets the following advantages:

Defensive Strategy Layout



- During the first turn of the game the enemy cannot order his units to Run as they cautiously probe the terrain for minefields and obstacles placed by the defenders.
- The player can re-roll the die on the Artillery Barrage and Smoke Barrage chart – the ENR artillery is already ranged in on no-man's land.
- During set-up, any ENR unit starting the game Hidden (as described in the scenario rules) may start the game already in Ambush. If you decide to do so, place an order die from the pot next to them as if you had given them an order.
- After determining table edges but before deployment, roll a D3 – the result is the number of emplacements available to the ENR player. Each emplacement is made up of three linear 6" obstacles up to 1" tall representing hard cover such as earthworks or sandbags. They are placed as shown in the diagram opposite so that the emplacement is completely within 12" of the ENR player's table edge.

Wehrmacht Mentorship (ENR)

Under the terms of Mussolini's continued rule, Germany maintains a technical role within, (and a close watch on), the RSI armed forces. Any ENR force may include a single vehicle, infantry section, infantry team, anti-tank gun, or artillery piece chosen from the German force list. This additional unit must be paid for in points and must still fit within the reinforced platoon selector being used for the game. For example, if a Zeus Heavy panzermach is chosen then it fills the tank/heavy walker slot for the platoon. The unit does not benefit from other ENR national rules but may benefit from German national rules where applicable. The German unit does count when determining the Italian 'Avanti!' Special Rule.

Allied Mentorship (ECI)

Under the terms of the Allies support to the Kingdom of Italy, Britain and the US maintain a technical role within the ECI. Any Italian force may include a single vehicle, infantry section, infantry team, anti-tank gun, or artillery piece chosen from either the British or US force lists. This additional unit must be paid for in points and must still fit within the reinforced platoon

selector being used for the game. For example, if a Kodiak Assault Walker is chosen then it fills the tank/heavy walker slot for the platoon. The unit does not benefit from other Italian Army Special rules but may benefit from British or US special rules where applicable. The Allied unit does count when determining the Italian 'Avanti!' Special Rule.

Eight Million Bayonets (ECI)

Whilst the claims of an army of 8 million bayonets may have lain at the heart of Mussolini's ambitions at the outbreak of the war, the reality was of an effective force of far lower numbers. Regardless of the actual numbers of men under arms, the Italians are, undeniably, an infantry heavy army that can field large numbers of well-equipped soldiers on to the battlefield.

A force generated from this force list may include a single, full strength Conscript Infantry Squad with all options for free. This squad does not count against the generic reinforced platoon limits but is limited to one per force, not one per platoon.

TYPES OF UNIT

1	Infantry	Headquarters Units
		Infantry Squads
		Infantry Teams
2	Artillery	Anti-tank Guns
		Field Artillery
3	Vehicles	Tanks
		Tank Destroyers
		Walkers
		Armoured Cars
		Self-Propelled Artillery
		Anti-Aircraft Vehicles
		Transports and Tows



Italian M13/40 medium tank

COMMON ITALIAN TROOPS



Italian Officer Team

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher ranking officers, as well as medical units and supporting observers. Italian officers are of varying quality, like much of the rest of the army. The addition of either German or Allied advisors or mentors normally prevents too many poor officers from rising to positions of dangerous importance.

Officer

Platoons are typically commanded by a First or Second Tenente (Lieutenant). Lieutenants in both factions are committed to the defeat of their rival Italian counterparts, often more so than to the broader war. An Officer consists of the officer himself and can include up to two other men acting as his immediate attendants.

Selection	Officer
Cost	- Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) - First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran) - Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran) - Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, SMG, rifle, or assault rifle as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular), or +13pts per man (Veteran)

Medic

As with any other modern army, soldiers trained to treat their wounded comrades were an essential part of the Italian army. The largely static front lines of the Gustav line often means that Italian soldiers find themselves in medical facilities far faster than in some other theatres.

Selection	Medic
Cost	30pts (Veteran)
Team	1 medic and up to 2 further men
Weapons	Pistol or none as depicted on the models
Options	- The medic may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)

Forward Observer

Whether directing an Italian artillery battery safely to the rear or calling in ground attack aircraft from the Italian Air Force, RAF, or Luftwaffe, a well-trained forward observer is often the difference between a successful attack and failure. Each infantry division is assigned its own artillery regiment and although many of these weapons are outdated, they are nonetheless effective.

Selection	Forward Observer
Cost	Artillery Forward Observer 100pts (Regular), 115pts (Veteran) Forward Air Observer 75pts (Regular), 90pts (Veteran)
Team	1 Forward Observer and up to 2 further men
Weapons	Pistol, SMG or rifle as depicted on the models
Options	- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY SQUADS AND TEAMS

Mussolini once boasted that his army had 8 million bayonets ready for action. The reality was much less, and now in 1947, both Italian nations can field only a shadow of this much vaunted number. Years of conflict have added experience to what was a very naïve army in Africa, but the need to maintain the numbers required to defend the young nations still requires conscription to man the front lines. Problems of inferior infantry equipment have largely been resolved with the adoption of German or Allied materiel. The ENR have adopted the German MG42 to replace many of the slower firing Breda M38 LMGs, just as Bren guns now appear regularly in the hands of ECI infantry. In prepared defensive positions, the resolute ENR infantry pose a dangerous threat to the Allies, whilst the ECI continue to take the fight to the enemy with credible enthusiasm.

Regular Infantry Squad

Italian infantry battalions are the direct descendants of the forces that fought their way across North Africa. Although many soldiers could be considered veterans, they are rarely concentrated in enough numbers to counteract the impact of the numerous new recruits in the units. Therefore a veteran option is provided to represent a concentration of Italy's most experienced soldiers. Whilst Italian infantry may not have the reputation of some of their peers, they are a stalwart and steady force capable of almost any task.

Selection	Infantry Squad
Cost	50pts (Regular), 65pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles for +10pts (Regular) or +13pts (Veteran) each - The NCO can replace his rifle with an SMG for +3pts - One man can replace their rifle with a Breda LMG for +15pts, one other man becomes a loader - The entire squad may be given anti-tank grenades at +2pts per model - ECI: The LMG may be upgraded to a Bren LMG for +5pts - ENR: The LMG may be upgraded to an MG42 for +5pts - ENR: One man may be given a panzerfaust for +5pts
Special Rules	- Tank hunters (if anti-tank grenades taken)

Conscript Infantry Squad

Both nations of Italy have been forced to field large numbers of soldiers that have only completed rudimentary training before being thrust into the front line. The lack of high-tempo offensive operations and the influence of mentors in the field will rapidly bring these soldiers up to speed, but often they remain lacking some basic skills until they have survived their first encounters.

Selection	Infantry Squad
Cost	35pts (Inexperienced)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles for +7pts each - The NCO can replace his rifle with an SMG for +3pts - One man can replace their rifle with a Breda LMG for +15pts, one other man becomes a loader - ECI: The LMG may be upgraded to a Bren LMG for +5pts - The entire squad may be given anti-tank grenades at +2pts per model - The squad can be Green at no extra points cost - The squad can be Shirkers for a reduction of 3pts per model
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken) - Shirkers (if taken) - Green (if taken)

Italian Infantry Squad



Paracadutisti (Paratroopers) Infantry Squad

Incredibly brave and with a well-earned reputation for tough fighting, the paratroopers not chosen to fill the new Firefly or Falco formations remain effective in their own traditional fighting role. Even without Rift-tech equipment, Italian paratroopers are well-equipped with automatic weapons.

Selection	Infantry Squad
Cost	70pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 4 additional men with rifles for +14pts each - Any model may replace their rifle with an SMG for +3pts each - One man can replace his rifle with a Breda LMG for +15pts, one other man becomes the loader - ECI: The LMG may be upgraded to a Bren LMG for +5pts - ENR: The LMG may be upgraded to an MG42 for +5pts - ENR: Up to 2 men may be given a panzerfaust for +5pts - The entire squad may be given anti-tank grenades at +2pts per model
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken) - Stubborn

Alpini Infantry Squad

The Alpini mountain infantry are drawn mostly from the regions neighbouring the Alps and are well trained in fieldcraft, combat, and survival techniques in broken terrain and wintery conditions. This training and skill set makes them ideal for operation on the mountainous Gustav Line.

Selection	Infantry Squad
Cost	65pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles for +13pts each - The NCO can replace his rifle with an SMG for +3pts - One man can replace their rifle with a Breda LMG for +15pts, one other man becomes a loader - ECI: The LMG may be upgraded to a Bren LMG for +5pts - ENR: The LMG may be upgraded to an MG42 for +5pts - ENR: One man may be given a panzerfaust for +5pts - The entire squad may be given anti-tank grenades at +2pts per model - The entire squad may have skis for +1pt per model
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken) - Skis (if taken): ski troops ignore movement penalties for snow and winter conditions.

Italian Paracadutisti squad



Italian Bersaglieri squad



Bersaglieri Infantry Squad

Elements of the Bersaglieri formations found themselves on both sides of the divided country. Those that remained on the Kingdom of Italy's side during the split of the armed forces were quickly refitted and resourced by the Allies to create an elite formation that the rest of the Army could be built around. They remain elite and impressive but now benefit from increased numbers and resources. Small numbers of Bersaglieri also remain in the ENR forces.

Selection	Infantry Squad
Cost	65pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles for +13pts each - The NCO may replace his rifle with an SMG for +3pts - Up to two men may replace their rifle with a Breda LMG for +15pts each, for each LMG one man must become a loader - ENR: The LMG may be upgraded to an MG42 for +5pts - ENR: Up to 2 men may be given a panzerfaust for +5pts each - ECI: The LMG may be upgraded to a Bren LMG for +5pts - ECI: One squad may be upgraded to Elite for +10pts per model - The entire squad may be given anti-tank grenades at +2pts per model - The entire squad can be mounted on motorcycles for +5pts per model
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if grenades taken) - Motorbikes (if taken) - ECI: Elite (if taken)

Machine Gun Team

Italian troops use a variety of medium machine guns from several manufacturers but they often suffer from over-complex designs and, therefore, unreliability. The most popular version is the Breda M37 8mm, a weapon that was considered good enough to be used by the British SAS when captured in North Africa.

Selection	MMG Team
Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapon	1 MMG
Special Rules	<ul style="list-style-type: none"> - Team Weapon - Fixed



Italian Army MMG

Sniper Team

Lacking a purpose designed sniper rifle, snipers are not as prevalent in Italian infantry formations as in some other nations. However, with a good telescopic sight, many units can utilise the marksmanship of their best shots in a sniper role.

Selection	Sniper Team
Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapon	1 Rifle
Special Rules	<ul style="list-style-type: none"> - Team Weapon - Sniper

Anti-Tank Rifle Team

Employing the Solothurn 20mm anti-tank rifle, a well-trained AT team can fire as many as 20 shots a minute due to the stable weapon platform and the rifle's magazine feed. As part of a layered, defensive position, AT Rifle teams pose a significant threat to light vehicles and heavily armoured infantry.

Selection	Anti-tank Team
Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapon	1 Anti-tank rifle
Special Rules	- Team Weapon

Italian Anti-tank rifle

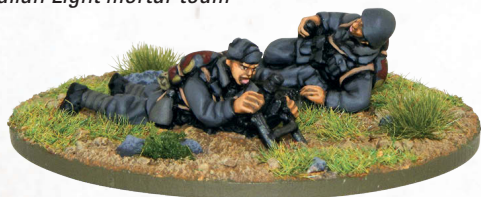


Light Mortar Team

The powerful Brixia 45mm mortar might be difficult to manufacture in large quantities but it is effective with a high rate of fire and unparalleled accuracy. Recognising many of its limitations were in the quality of its ammunition, the German and Allied advisory teams working with Italian forces have ensured ample stocks of working ammunition are provided to the front lines.

Selection	Light Mortar Team
Cost	24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	2 men
Weapon	1 light mortar
Special Rules	- Team Weapon - Indirect Fire - HE (D3)

Italian Light mortar team



Flamethrower Team

On paper every Italian infantry division is equipped with a platoon of 8 flamethrower teams for digging out entrenched infantry and for assaulting fortifications. In practice, of course, these weapon systems are much scarcer. In the hands of the Guastatori (assault engineers) they are a fearsome tool and when available, is the preferred weapon for leading an assault in close terrain.

Selection	Flamethrower Team
Cost	50pts (Regular), 65pts (Veteran)
Team	2 men
Weapon	1 infantry flamethrower
Special Rules	- Team Weapon - Flamethrower

Medium Mortar Team

Common to most other nations, the Italians employ an 81mm calibre weapon in the medium mortar role. A well trained crew can certainly get the most from the Mortaio da 81/14 modello 35 weapon system, which was very similar to that used by US forces.

Selection	Medium Mortar Team
Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapon	1 medium mortar
Special Rules	- Team Weapon - Fixed - Indirect Fire - HE (D6)

Italian Medium mortar





*Italian Modello 100/17
medium artillery*

ARTILLERY

Italy has many artillery units in the defensive lines across the centre of the country. Many of the weapons are outdated weapons that go back as far as WWI but in a static defensive position with fire missions pre-planned and prepared, they pose a potent threat.

Light Artillery

Many differing models of weapon are referred to collectively as Light Artillery including the: Cannone da 75/27, lightly built mountain guns such as the Cannone da 65/17 modello 13, and even French WWI weapons. Whatever the vintage and model of the artillery piece, Italian crews are not lacking in skill and effectiveness. Additionally, the Kingdom of Italy has taken possession of small numbers of British 25pdrs to provide additional firepower.

Selection	Artillery
Cost	50pts (Regular), 60pts (Veteran)
Team	3 men
Weapon	1 light howitzer
Options	- May add spotter for +10pts
Special Rules	- Team Weapon - Gun Shield - Fixed - Howitzer - HE (D6)

Medium Artillery

The primary medium artillery piece of the ENR is the 100/17 modello 14, although other older models can be found throughout the ENR artillery units. Some US 105mm guns are entering service in limited numbers to increase the number of field artillery regiments available to support ECI infantry.

Selection	Artillery
Cost	75pts (Regular), 90pts (Veteran)
Team	4 men
Weapon	1 medium howitzer
Options	- May add spotter for +10pts
Special Rules	- Team Weapon - Gun Shield - Fixed - Howitzer - HE (2D6)

Heavy Artillery

Lacking many heavy artillery pieces other than those in coastal fortifications, the few units of ENR heavy artillery use German supplied weapons and ammunition. In a similar fashion, Allied weapon systems such as the US M2 and British 7.2 inch guns have been provided to the ECI.

Selection	Artillery
Cost	115pts (Regular), 138pts (Veteran)
Team	5 men
Weapon	1 heavy howitzer
Options	- May add spotter for +10pts
Special Rules	- Team Weapon - Gun Shield - Fixed - Howitzer - HE (3D6)



ANTI-TANK GUNS

The ENR employs numerous anti-tank guns but lacks mechanised tows for all its deployed systems. Many are dug in and ready to defend against an Allied advance but would be destroyed in place if they cannot be withdrawn ahead of an Allied breakthrough. In contrast, the Kingdom of Italy employs numerous anti-tank guns and has the mechanised tows to ensure they are a mobile and potent threat to their enemies.

Light Anti-Tank Gun

Although Italy has produced effective light AT guns and used them to great effect, Germany has supplied large numbers of older, lighter weapons to bolster the ENR formations. The largest number of these weapons is the PaK 36, known to the ENR soldiers as the 37/45. More prevalent in the ECI is the US supplied 37mm anti-tank gun.

Selection	Light Anti-tank Gun
Cost	41pts (Inexperienced), 50pts (Regular), 59pts (Veteran)
Team	3 men
Weapon	1 light anti-tank gun
Special Rules	- Team Weapon - Gun Shield - Fixed

*Italian Elefantino
47mm light anti-
tank gun*



Medium Anti-Tank Gun

The 75/39 is a German made 75mm anti-tank gun that is effectively the PaK 38 used by the German Army. As the Germans introduced the more capable PaK 40, the less potent PaK 38's were also passed to their allies, including the ENR. Requiring an alternate to the German made PaK 38, a mix of British 6pdrs and some US 57mm guns can be found in ECI batteries.

Selection	Medium Anti-tank Gun
Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	3 men
Weapon	1 medium anti-tank gun
Special Rules	- Team Weapon - Gun Shield - Fixed

75/46 Dual-Purpose Gun

This very reliable and powerful anti-aircraft gun fires a high velocity shell that is well suited to the anti-tank role. Not as powerful as the famous German '88' it is still a threat to most armour of the period.

Selection	Heavy Anti-tank Gun
Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team	4 men
Weapon	1 heavy anti-tank gun
Special Rules	- Team Weapon - Gun Shield - Flak

90/53 Dual-Purpose Gun

With a calibre of 90mm, this weapon was very similar to the famous German 8.8cm FlaK 36, and in a similar fashion, is very effective against armour as well as aircraft. Production rates are slow and the Germans have provided FlaK 36 weapons in some ENR positions to better protect the front line. This entry can be used for both weapons.

Selection	Super-heavy Anti-tank Gun
Cost	112pts (Inexperienced), 140pts (Regular), 168pts (Veteran)
Team	4 men
Weapon	1 super-heavy anti-tank gun
Special Rules	- Team Weapon - Gun Shield - Flak

TANKS AND SELF-PROPELLED GUNS

The ENR suffers the same issues that have plagued Italian forces since the start of the conflict. Italy's industrial capacity is ill-suited to mass-produce vehicles, particularly heavily armoured tanks. Supplies from Germany have helped but the armoured formations of the ENR remain woefully under-equipped when compared to the mechanised Allied forces facing them. The ECI, however, has taken a fresh perspective on its armoured forces. Using Allied supplied medium tanks they have mechanised the 2nd Cavalry Division to concentrate their heavier armour. Lighter *recce* formations have utilised the limited Italian tanks still in service, which have been complimented by the highly effective M3 Stuarts that are no longer in front line use with the Allies. The Stuarts in the armoured division have even been upgraded with Rift-tech Tesla weaponry. More effort has also been placed in mechanised infantry with appropriate support vehicles as an alternative to fielding large armoured forces.

L3/35 Tankette

Although still outclassed by all its contemporaries, the L3/35 remains in service as an infantry support tank, able to plug the gaps in the defensive line and buy time for heavier reinforcements to arrive. Variants equipped with 20mm AT rifles and flamethrowers make these vehicles a threat to even heavy infantry, but will be brushed aside when facing heavier vehicles.

Selection	Tank
Cost	58pts (Inexperienced), 70pts (Regular), 82pts (Veteran)
Weapons	2 forward-facing casement-mounted linked MMGs
Damage Value	7+ (armoured car)
Options	<ul style="list-style-type: none"> - May replace both MMGs with an AT rifle for -5pts - May replace both MMGs with a single HMG for no cost - May replace both MMGs with a vehicle flamethrower and co-axial MMG for +25pts
Special Rules	- Slow (when equipped with a flamethrower)

M14/41 Medium Tank

The Fiat M14/41 was the most prevalent Italian tank in the middle war years and a large quantity of the tanks remain in service, although normally with second line units. Its 47mm gun was sufficient in its earlier years of service but is now outmatched by most opposing tanks.

Selection	Tank
Cost	108pts (Inexperienced), 135pts (Regular), 152pts (Veteran)
Weapons	1 turret mounted light anti-tank gun with co-axial MMG, 2 forward facing hull mounted MMGs
Damage Value	8+ (light tank)
Options	- May add pintle-mounted MMG to turret for +15pts
Special Rules	- Vulnerable (riveted construction means shots to the side or rear of this vehicle gain an additional +1 Pen modifier)

M15/42 Medium Tank

The Fiat M15/42 only started production as the nation tore itself apart and are the best that the ENR industrial capacity can build. Its limitations led to a range of tank destroyers able to carry heavier guns, but as a 'light' medium tank, the M15 can give comparable tanks a challenge.

Selection	Tank
Cost	116pts (Inexperienced), 145pts (Regular), 174pts (Veteran)
Weapons	1 turret mounted light anti-tank gun with 2 linked co-axial MMGs, 2 forward facing hull mounted MMGs
Damage Value	8+ (light tank)
Options	<ul style="list-style-type: none"> - May add pintle-mounted MMG to turret for +15pts - May add <i>Recce</i> for +10pts



Italian L3/35 tankette



*Italian Semovente
75/18*

Semovente 75/18

Copying the idea behind the German StuG, the Semovente 75/18 is probably one of the more effective armoured vehicles in the Italian armoury with a relatively modern anti-tank gun and good frontal armour. Since its first use in 1942, the Semovente 75/18 has been an integral part of every Italian and ENR armoured formation. Tank destroyer doctrine has been marginalised in the newly restructured Italian Army but many remain in service supporting infantry divisions.

Selection	Tank Destroyer
Cost	136pts (Inexperienced), 170pts (Regular), 204pts (Veteran)
Weapons	1 forward facing hull-mounted medium anti-tank gun
Damage Value	9+ (medium tank)
Options	- May add forward facing pintle-mounted MMG for +15pts.
Special Rules	- Vulnerable (riveted construction means shots to the side or rear of this vehicle gain an additional +1 Pen modifier). - HE (Instead of causing D2 HE hits, this weapon caused D6 HE hits)

Semovente 90/53

Designed to tackle Soviet heavy tanks on the Eastern Front, the division of Italy prevented any of these tanks reaching that theatre. It mounts the deadly 90mm gun but suffers from a lack of protection for the crew. As with the Semovente 105/25, limited production capability in both nations of Italy restricts the numbers of these deadly tank killers that can be deployed.

Selection	Tank Destroyer
Cost	180pts (Inexperienced), 225pts (Regular), 270pts (Veteran)
Weapons	1 forward facing hull-mounted super heavy anti-tank gun
Damage Value	7+ (tankette)
Special Rules	- Vulnerable (riveted construction means shots to the side or rear of this vehicle gain an additional +1 Pen modifier). - Open-topped

ARMoured CARS

With little heavy industry to produce heavier armoured vehicles, the ENR has continued to produce armoured cars to provide both recce and scouting functions. Elite formations and units expected to face the initial Allied assaults are being equipped with Spinne walkers but reserve and flanking forces still have to rely on the trusty armoured car. In the south, armoured car manufacture continues, supplemented by Allied contributions.

Autoblinda 41 (AB41)

Although largely replaced by the L6/40 (and the Spinne within the ENR), the number of AB41's produced means that several Italian units are still equipped with these stalwart armoured cars. Dual directional steering increases their capability and their proven reliability make them well liked by their crews.

Selection	Armoured Car
Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 turret mounted light automatic cannon with coaxial MMG and 1 rear facing hull-mounted MMG
Damage Value	7+ (armoured car)
Options	- may add turret-mounted pintle-mounted MMG for +15pts
Special Rules	- Recce (dual directional steering)

Italian Autoblinda 41



Italian Sahariana



Sahariana

Although the SPA-Viberti AS-42 Camionetta Sahariana is no longer operating in the deserts of North Africa, the theatre that built its reputation, it remains a highly effective and specialist vehicle. Primarily used by Italian special forces and commandos to conduct raids behind enemy lines, or to counter the efforts of Allied commandos doing the same. Numbers are few and maintenance is complicated, but the vehicles are well looked after by their crews.

Selection	Armoured Car
Cost	30pts (Veteran)
Weapons	See below
Damage Value	6+ (soft skin)
Options	<ul style="list-style-type: none"> - May add a forward facing pintle-mounted MMG for +15pts - May add a rear facing pintle-mounted MMG for +15pts - May add one of the following weapons on a 360 degree mount: <ul style="list-style-type: none"> - Pintle-mounted MMG for +15pts - An anti-tank rifle for +15pts - A light automatic cannon for +35pts - A light anti-tank gun for +50pts
Special Rules	<ul style="list-style-type: none"> - Recce (dual directional steering) - Flak (only for pintle-mounted MMGs and the light automatic cannon)

L6/40

Originally designed as a light tank, the L6/40 proved completely unsuitable for this role and was quickly re-rolled to scouting and reconnaissance duties. Its small size and low silhouette make it well suited to this task and although its main armament had a good rate of fire it lacks enough punch to threaten Allied armoured vehicles.

Selection	Armoured Car
Cost	76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons	1 turret mounted light automatic cannon with coaxial MMG
Damage Value	8+ (light tank)
Options	<ul style="list-style-type: none"> - May replace the automatic cannon with a flamethrower for +10pts - May be upgraded to a command tank if no flamethrower chosen for +20pts
Special Rules	<ul style="list-style-type: none"> - Vulnerable (riveted construction means shots to the side or rear of this vehicle gain an additional +1 Pen modifier) - 1-Man Turret (it is always necessary to take an orders test when issuing an Advance order, even if not pinned) - Recce

Italian L6/40



TRANSPORT AND TOWS

FIAT 508 CM

The Fiat 508 CM is the militarised version of the popular Fiat 508 C, Rugged and reliable it is used as a staff car, scout vehicle, and light transport.

Selection	Transport
Cost	18pts (Inexperienced), 23pts (Regular), 28pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	4 men

Trucks

As with all other nations of the period, the Italians employ a number of different trucks for logistic and infantry transport.

Selection	Transport
Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	12 men
Tow	Light howitzer, light or medium anti-tank gun
Options	- May add a forward facing pintle-mounted MMG for +15pts



Italian Centurion Heavy Infantry supported by a German Flammespinne panzermech

Artillery Tractor

The Italians utilise a number of different tractors such as the Fiat-SPA TM series or the Breda 61 to ensure its artillery is mobile enough to keep up with its infantry.

Selection	Transport
Cost	Wheeled - 12pts (Inexperienced), 15pts (Regular), 18pts (Veteran) Tracked - 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons	None
Damage Value	Wheeled 6+ (soft skin) Tracked 7+ (armoured carrier)
Tow	Any howitzer or anti-tank gun
Special Rules	- Open Topped (if tracked)

Tank Recovery Tractor

All nations use variations of the humble tractor to recover damaged combat vehicles. The variety is endless, from commandeered agricultural machines to military models with lightly armoured cabins and weaponry for self-defence.

Selection	Special
Cost	10pts (Inexperienced), 12pts (Regular), 14pts (Veteran)
Weapons	None
Damage Value	6+ (soft-skinned)
Options	- May add a pintle-mounted forward facing MMG for +15pts
Special Rules	- ARV - Open Topped (as modelled)

CO-BELLIGERENT ITALIAN ARMY (ECI)

HEADQUARTERS UNITS

Allied Senior Mentor

Like the Germans, the Allies quickly recognised the need to mentor and assist inexperienced or war weary Italian officers. The Allies have appointed a large number of British and US Advising Officers to Italian formations. These advisors would almost always be accompanied by assistants to both train the Italians and protect the Allied officer from harm.

Selection	Officer
Cost	- Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran) - Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, SMG, or rifle as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)
Special Rules	Allied (not subject to Italian national rules, may use British or US national rules where applicable)

INFANTRY SECTIONS AND TEAMS

Firefly Paracadutisti Infantry Squad

To further enhance the strike capability of the elite Italian paratrooper formations, the US have provided training and resources to allow each Parachute battalion to deploy at least one company by jump pack rather than parachute. The ability to enhance the mobility of these elite troops, without being reliant on aircraft, allows the Paracadutisti to get to the thick of the fighting in quick order.



Selection	Infantry Squad
Cost	95pts (Veteran)
Team	1 NCO and 4 men
Weapons	SMG
Options	- Add up to 4 additional men with SMGs for +19pts each - Up to 2 men may replace their SMG with a grenade launcher for +22pts each. For each grenade launcher, one other man must become a loader - The entire squad may be given anti-tank grenades at +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken) - Stubborn - Flight

Bersaglieri Armoured Infantry Squad

With a largely infantry based force, the use of Rift-tech designed heavy armour is a logical development for the Italy. Selecting the British Galahad suits as a base, the Italians have looked to their elite Bersaglieri units to provide armoured spearhead troops for their mechanised and close assault operations.

Selection	Infantry Squad
Cost	144pts (Veteran)
Team	1 NCO and 3 men
Weapons	LMG
Options	- Add up to 4 additional men with LMGs for +36pts each - The entire squad may be given anti-tank grenades at +2pts per model
Special Rules	- Tank hunters (if grenades taken) - Resilient - Tough - Tough fighters - Large infantry - Slow

Italian Bersaglieri Armoured Infantry

Sherman III medium tank

107mm Heavy Mortar

Before the War, the US 4.2 inch mortar was designed to fire chemical rounds. The US Army quickly developed an HE round that could be fired in excess of 4,000 yards. Lacking heavy mortars of Italian manufacture, Italy gratefully accepted large numbers of US heavy mortars to complement its rapidly growing artillery forces.

Selection	Heavy Mortar
Cost	46pts (Inexperienced), 65pts (Regular), 84pts (Veteran)
Team	4 men
Weapons	1 heavy mortar
Options	- may add spotter for +10pts
Special Rules	- Team weapon - Fixed - Indirect fire - HE (2D6)

ANTI-TANK GUNS

17pdr Anti-Tank Gun

Although the Kingdom of Italy was gifted some older US 3 inch anti-tank guns, they have also received a larger number of British 17pdr guns which are preferred in front line service.

Selection	Super-heavy Anti-tank Gun
Cost	112pts (Inexperienced), 140pts (Regular), 168pts (Veteran)
Team	5 men
Weapons	1 super-heavy anti-tank gun
Special Rules	- Team Weapon - Gun Shield - Fixed

TANKS AND SELF-PROPELLED GUNS

Stuart Light Tank

The Stuart (or Honey in British service) is a popular and efficient light tank ideally suited to recce tasks. Fast, reliable, and with good cross-country capability, only its firepower eventually stopped it serving in the frontline. With the Italians in desperate need of armoured vehicles, provision of the Stuart seemed a logical choice. Easy to maintain, good in rough terrain, and well-armed for a recce tank, it is well suited to the Italian theatre.

Selection	Tank
Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons	1 turret mounted light anti-tank gun with co-axial MMG, a forward facing hull mounted MMG
Damage Value	8+ (light tank)
Options	- May add pintle-mounted MMG to turret for +15pts - May replace turret with 360 degree pintle-mounted HMG for -25pts
Special Rules	- Vulnerable (riveted construction means shots to the side or rear of this vehicle gain an additional +1 Pen modifier) - Recce and open-topped (if turret removed)

Stuart-T Light Tank

Within the Italian Army's armoured division, each regiment of medium tanks included a squadron of M3A1 tanks. This included a number of M3A1 Stuarts modified with light Tesla Cannons to improve their versatility. They are not used as recce vehicles but can provide added firepower for infantry support in terrain the medium tanks could not operate within.

Selection	Tank
Cost	136pts (Regular), 160pts (Veteran)
Weapons	1 turret mounted light tesla cannon, a forward facing hull mounted MMG
Damage Value	8+ (light tank)
Options	- May add pintle-mounted MMG to turret for +15pts

Sherman Medium Tank

As the British switched to the Cromwell in preference to the Sherman, the surplus Sherman's brought over from Africa and Sicily formed the core of the new Italian Armoured Division. Well-tested, proven, and with the Allied lines of supply behind them, these tanks are superior to the Italian produced tanks that they have replaced. Many of these older tanks have been upgraded with the heavier 76mm anti-tank gun and a small number have received Rift-tech Tesla turrets in an attempt to rapidly modernise the Italian Armoured Division.

Selection	Tank
Cost	166pts (Inexperienced), 205pts (Regular), 244pts (Veteran)
Weapons	1 turret mounted medium anti-tank gun with co-axial MMG, forward facing hull mounted MMG
Damage Value	9+ (medium tank)
Options	- May add pintle-mounted MMG to turret for +15pts - May replace medium anti-tank gun with a heavy anti-tank gun for +22pts (Inexperienced), +30pts (Regular) or +38pts (Veteran) - May replace the medium anti-tank gun and co-axial MMG with a M17 Tesla Cannon for +5pts (Regular) or +15pts (Veteran)
Special Rules	HE (medium anti-tank gun only, instead of causing D2 HE hits, this weapon causes D6 HE hits)

WALKERS

The ECI have separated the walkers and tanks under their command into two divisions. The 132nd Ariete Division was effectively destroyed at the Battle of El Alamein but has been reformed by the King to concentrate Italy's Rift-tech walkers into a focussed fighting force. With a Brigade of Bersaglieri Infantry, a Brigade of Rift-tech walkers and supporting artillery and engineers, the Division is the most potent force at Italy's disposal.

Pondskater Scout Walker

In order to operate in the rough terrain of the Italian mountains, and to keep watch on the ENR positions, the ECI operate numerous reconnaissance units, some of which are equipped with the US Pondskater. Although not well equipped to go toe-to-toe with rival recce units such as the Spinne, the Pondskater is more often used to support infantry recce patrols to give them additional firepower and radio range.

Selection	Scout Walker
Cost	75pts (Regular), 95pts (Veteran)
Weapons	360 degree pintle-mounted HMG, forward mounted hull MMG
Damage Value	6+ (scout walker)
Special Rules	- Recce - Open topped - Agile - Walker

Coyote Light Walker

Since its introduction by the US in late 1945, the Coyote has served with distinction in all theatres and environments and the Italian theatre is no exception. Manoeuvrable, well-armed, and mechanically reliable the Coyote has proven adaptable to any combat role.

Selection	Light Walker
Cost	90pts (Regular), 110pts (Veteran)
Weapons	Right arm mounted MMG, 2x Fist, fixed forward mounted HMG
Damage Value	7+ (light walker)
Special Rules	- Walker - Assault - Agile - Single Crew – may only fire one weapon each turn.

Jackal Light Jump Walker

With the outfitting of Italy's elite paratroopers with Firefly jump packs, the addition of the versatile Jackal light jump walker maximises the impact the paratrooper formations can have on the battlefield. The US have reluctantly distributed this highly advanced Rift-tech walker under immense pressure from the British who are keen to enhance Italy's ability to break the deadlock in the country.

Selection	Light Walker
Cost	90pts (Regular), 110pts (Veteran)
Weapons	Right arm mounted MMG, 2x Fist
Damage Value	7+ (light walker)
Options	- May replace one Fist with Infantry Flamethrower for +20pts losing Assault special rules
Special Rules	- Walker - Agile - Assault - Fist - Jump - Single Crew – may only fire one weapon each turn.

Grizzly Medium Walker

The Italian 132nd Armoured Division is fully equipped with the reliable and well-proven Grizzly Medium walker. Its 75mm gun is well suited to both anti-tank and anti-infantry operations, the mechanical reliability of the Grizzly is useful in Italy's rugged terrain. With the US reluctant to divert the more scarce Bruin and Kodiak walkers to Italy, many Italian Grizzlies have been refitted with 105mm howitzers to provide intimate fire support to infantry formations.

Selection	Medium Walker
Cost	200pts (Regular), 245pts (Veteran)
Weapons	1 forward facing casement-mounted medium anti-tank gun, 1 pintle-mounted HMG, Two fists
Damage Value	8+ (medium walker)
Options	- May replace the medium anti-tank gun with a medium howitzer for -20pts
Special Rules	- Walker - Assault - Fist - HE – instead of causing HE(D2) hits, a HE shell causes HE(D6) hits (medium anti-tank gun only)

ARMoured CARS

Bren Carrier

The Bren or, more properly, Universal Carrier is a fully tracked weapons and personnel carrier. It is used by the Italian Army exclusively in a reconnaissance role.

Selection	Armoured Car
Cost	68pts (Inexperienced), 85pts (Regular), 102pts (Veteran)
Weapons	1 forward facing, hull-mounted LMG, 1 pintle-mounted forward facing MMG
Damage Value	7+ (armoured carrier)
Special Rules	- Open-topped - Recce - Turn on the spot (the carrier can turn on the spot enabling it to make a full speed run rate reverse, ending facing in the direction of travel)

TRANSPORT AND TOWS

M3 Half-Track

Huge numbers of US M3 half-tracks have been shipped to Italy to allow the creation of a modern, mechanised and mobile force of infantry. Also employed as anti-tank and artillery tows, columns of Italian half-tracks are a common sight travelling north to the front lines.

Selection	Transport
Cost	79pts (Inexperienced), 99pts (Regular), 119pts (Veteran)
Weapons	1 pintle-mounted HMG with 360 degree arc of fire
Damage Value	7+ (armoured carrier)
Transport	12 men
Tow	Light, medium, or heavy anti-tank gun, light or medium howitzer
Special Rules	Open-topped



Universal Carrier

NATIONAL REPUBLICAN ARMY (ENR)

HEADQUARTERS UNITS

German Technical Advisor

To provide an element of professional leadership and to better identify those ENR officers that required either promotion or removal, the German Army appointed large numbers of Advising Officers to ENR formations. These could take charge if needed or provide a training and mentoring function to promising young ENR officers. These advisors would almost always be accompanied by assistants to both train the ENR and protect the officer from harm.

Selection	Officer
Cost	- Captain 110pts (Regular), 125pts (Veteran) - Major 150pts (Regular), 165pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, SMG, assault rifle, or rifle as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)
Special Rules	German (not subject to ENR national rules, may use German national rules where applicable)

INFANTRY SECTIONS AND TEAMS

Camicie Nere (Blackshirt) Militia Infantry Squad

The MVSN of Milizia Volontaria per la Sicurezza Nazionale (Volunteer Militia for National Security) is made up of Fascist Party volunteers in a paramilitary organisation similar in concept to the German SS. Using ranks and terminology drawn from ancient Rome history they are mostly employed as civil police and counter-partisan operations. In extreme circumstances they are organised into 'assault legions' and fielded alongside the regular army. The quality of the Blackshirts varies considerably as represented by their special rules.

Selection	Infantry Squad
Cost	50pts (Regular)
Team	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 6 additional men with rifles for +10pts each - The NCO can replace his rifle with an SMG for +3pts - 1 man can replace their rifle with a Breda LMG for +15pts, one other man becomes a loader - The LMG may be upgraded to an MG42 for +5pts - The entire squad may be given anti-tank grenades at +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken) - Non Testati (Untested): The first time your opponent rolls to hit in shooting or for casualties against a section of Camicie Nere, its owner rolls a D6. On a result of 1-2 the section gains the Shirker ability as it realises it's not up for the fight. On a 3-4 the section resolutely carries on as normal and on a 5-6 the section rises to the patriotic challenge and gains the Stubborn special rule. These abilities are applied before any subsequent shooting or close quarters assault.

ENR Centurion Heavy Infantry squad





Italian and German forces on the move

Falco Paratroopers

The flamboyant and well trained paratroopers of the Italian army largely sided with the ENR when they were forced to choose a side in the Italian campaign. Whilst some units retained their traditional parachute role, the core of the force was retrained and equipped with the Rift-tech Falcon armour that has proved so effective on other fronts. Heavily supported by German advisors and mentors, the Falco paratroopers are the special forces of choice for tough and difficult missions, often behind enemy lines.

Selection	Infantry Squad
Cost	120pts (Veteran)
Team	1 NCO and 4 men
Weapons	SMGs
Options	<ul style="list-style-type: none"> - Add up to 4 additional men with SMGs for +24pts (Veteran) each - Up to 2 soldiers can replace their SMGs with an MG42 LMG for +15pts each, one other man becomes a loader for each LMG - Up to 2 men can have a panzerfaust for +5pts each - The entire squad may be given anti-tank grenades at +2pts per model
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken) - Stubborn - Resilient - Flight

Legio Aquila

The most fanatical and loyal soldiers within the ENR forces are trained and equipped along the same lines as the German SS Shocktroopers. They receive the best equipment and training but are expected to spearhead any counter-attacks against an Allied breakthrough along the Gustav Line. Styled after the ancient Romans, the Legio Aquila combines patriotic fervour, dogged resilience, and aggressive tactics to achieve its goals. Led by experienced NCOs and officers, the effectiveness of the Legion is only hampered by its small size and limited mobility.

Selection	Infantry Squad
Cost	65pts (Regular), 85pts (Veteran)
Team	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles for +12pts (Regular) or +15pts (Veteran) each. - Any model can replace their rifle with an assault rifle for +5pts each - The NCO may replace his rifle with an SMG for +3pts - Up to 2 men can replace their rifles with an MG42 LMG for +20pts each, one other man becomes a loader for each LMG. - Up to 2 men can have a panzerfaust for +5pts each. - The entire squad may be given anti-tank grenades at +2pts per model. - 1 veteran squad may be upgraded to Elite for +11pts per model.
Special Rules	<ul style="list-style-type: none"> - Tank hunters (if anti-tank grenades taken) - Elite (if taken) - Tough - Stubborn - IR Vision

Centurion Heavy Infantry Squad

Germany has been willing to enhance the ENR's best infantry units with an Italian variant of their Rift-tech derived heavy armour. Once the German mentors assess the ENR unit as both reliable and effective, they may be issued heavy armour for a single company in the battalion. The amount of armour available is not yet sufficient to equip whole units, but it gives the ENR a heavy assault force for countering or blunting Allied attacks.

Selection	Infantry Squad
Cost	110pts (Veteran)
Team	1 NCO and 4 men
Weapons	Assault rifles
Options	- Add up to 4 additional men with assault rifles for +22pts each
Special Rules	- Resilient - Tough - Large infantry - Slow

ANTI-TANK GUNS

PaK 40 Anti-tank Gun

Recognising the need for the ENR to be able to handle newer and heavier Allied armour and walkers, the Germans have outfitted several anti-tank gun units with the highly effective PaK 40. This could deal with almost any vehicle the Allies had at their disposal. These guns received tows and expert crews to maximise their effectiveness.

Selection	Heavy Anti-tank Gun
Cost	110pts (Regular), 132pts (Veteran)
Team	4 men
Weapons	1 heavy anti-tank gun
Special Rules	- Team Weapon - Gun Shield - Fixed

TANKS AND SELF-PROPELLED GUNS

StuG III

Limited numbers of StuG III tank destroyers have been provided to the RSI to bolster their meagre manufacturing capability.

Selection	Tank Destroyer
Cost	184pts (Inexperienced), 230pts (Regular), 276pts (Veteran)
Weapons	1 forward facing hull-mounted heavy anti-tank gun, one MMG with 360 degree arc of fire.
Damage Value	9+ (medium tank)

Semovente 105/25

Arguably the best armoured fighting vehicle produced by the Italians thus far in the war, the Semovente 105/25 'Bassotto' (Dachshund) mounts the formidable 105mm anti-tank gun on a low profile chassis with sufficient armour to ensure its survivability. It is used by the ENR in limited numbers as the single factory producing this tank destroyer struggles to keep up with demand.

Selection	Tank Destroyer
Cost	240pts (Inexperienced), 300pts (Regular), 360pts (Veteran)
Weapons	1 forward facing hull-mounted super heavy anti-tank gun
Damage Value	9+ (medium tank)
Options	- May add forward facing pintle-mounted MMG for +15pts.

WALKERS

Lacking direct access to Germany's Rift-tech research facilities, the RSI has not been able to develop its own advanced technology weapons and systems. Instead it has embraced Germany's offer of Rift-tech machinery to improve its military might. With a focus on defence in mountainous terrain, the Spinne and its variants have been an obvious German export.

Spinne Light Panzermech

Combining the agility of an infantryman with the armour and firepower of a heavily built armoured car, the (Spider) is almost the perfect recon vehicle for close terrain, particularly mountainous and urban environments. The open-turret allows the gunner/commander to maintain anti-air overwatch and also maximise his situational awareness. The Flammspinne sacrifices its versatility for a flamethrower and an enclosed turret. The ENR recon formations have embraced the Spinne as

a vehicle perfectly suited to their role, often ranging ahead of the Gustav Line's defences to disrupt advancing Allied attacks.

Selection	Light Walker
Cost	125pts (Regular), 145pts (Veteran)
Weapons	Turret mounted light anti-tank gun and co-axial light automatic cannon.
Damage Value	7+ (light walker)
Options	- Replace light automatic cannon with a small vehicle flamethrower and remove the Open-topped, Recce, and Flak special rules for +20pts
Special Rules	- Walker - Agile - Open-topped - Flak - Recce

Locust Medium Panzermech

With further developments of the Rift-tech walker technology, Germany has been able to enhance its panzermech programme with the addition of a bipedal jump-capable walker able to compete with the versatility of the US Grizzly and Mudskipper chassis. Although Germany has only reluctantly presented the ENR with Rift-tech weapon systems, the refit of the ENR Paratrooper Regiments made the deployment of the brand new Locust medium panzermech an obvious decision. It benefits from both heavy utility arms and a considerable weapon load, whilst its use of grav technology to jump only adds to its versatility, when supporting Falco paratroopers.

Selection	Medium Walker
Cost	260pts (Veteran)
Weapons	2 linked forward facing hull-mounted light automatic cannons, 1 forward facing hull-mounted light rocket system, 2 fists
Damage Value	8+ (medium walker)
Options	- May replace both light automatic cannons with a pair of linked MMGs for -30pts - May replace light rocket system with medium AT gun for +20pts
Special Rules	- Walker - Fist - Jump - Assault - Light Rocket System (fires as light howitzer, may not indirect fire)

TRANSPORT AND TOWS

Autoprotetto S37

The Fiat-SPA Autocarro Protetto S37 is an armoured personnel carrier that uses a robust 4 wheel drive, rather than the tracks seen with other nations. Under the mentorship of the Wehrmacht, the ENR aspires to fully mechanised infantry formations but their production capability limits this intent.

Selection	Transport
Cost	49pts (Inexperienced), 61pts (Regular), 73pts (Veteran)
Weapons	None
Damage Value	7+ (armoured carrier)
Transport	8 men
Tow	Light howitzer, light, or medium anti-tank gun
Special Rules	Open-topped

FORTIFICATIONS

Schwerefeld Projektor Turret Emplacement

Having used heavy tank turrets in concealed defensive positions successfully during the German defence of the Rhine, the practice of enhancing prepared positions with modified tank turrets is increasingly considered as routine. In addition to conventional turrets placed along the Gustav Line, numerous Rift-tech Schwerefeld Projektor turrets have been installed to disrupt Allied attacks. The Projektor is particularly dangerous as it hampers a vehicles movement, making them an easy target for conventional guns working alongside the turrets. Without the need to use well trained tank crews, the turrets are often manned by conscript crews or injured personnel not fit for frontline duties.

Selection	Special (See scenario rules)
Cost	185pts (Inexperienced)
Weapons	1 turret mounted Schwerefeld Projektor.
Damage Value	9+ (medium tank)
Special Rules	The turret emplacement counts as a vehicle. It is always counted as in hard cover to attackers and counts 'immobilised' damage results as 'crew stunned' instead. It cannot move for the entire game and is therefore always set-up onto the table (up to 12" from the player's table edge) even in scenarios that do not allow initial set-up of units.





NEW BACKGROUND MATERIAL

The following pages introduce some additional history and fiction to further round out elements of the *Konflikt '47* alternate timeline.

NEW BACKGROUND MATERIAL

Whilst this supplement doesn't expand the timeline presented in both the *Konflikt '47* rulebook and *Konflikt '47: Resurgence* supplement, the following information was produced to support a specific event held in the UK in 2017. It is reproduced here to ensure it is available to the wider community.

NORWAY

Pre-1945

Norway is occupied by Germany on 9 April 1940 and suffers substantial damage to its industrial and civil infrastructure in a short but vicious conflict that concludes by 10 June 1940. Expeditionary forces from the UK and France make a limited contribution to the Country's defence but are withdrawn when Germany invades France. The ruling Norwegian royal family and government are forced to flee to the UK and avoid capture by German forces. With a small population and military, the occupation of Norway is relatively easy for Germany. Political control of the Norwegian Police and the installation of the pro-

Nazi *Nasjonal Samling* (National Socialist) Government allows the country to continue operating without a heavy German military presence.

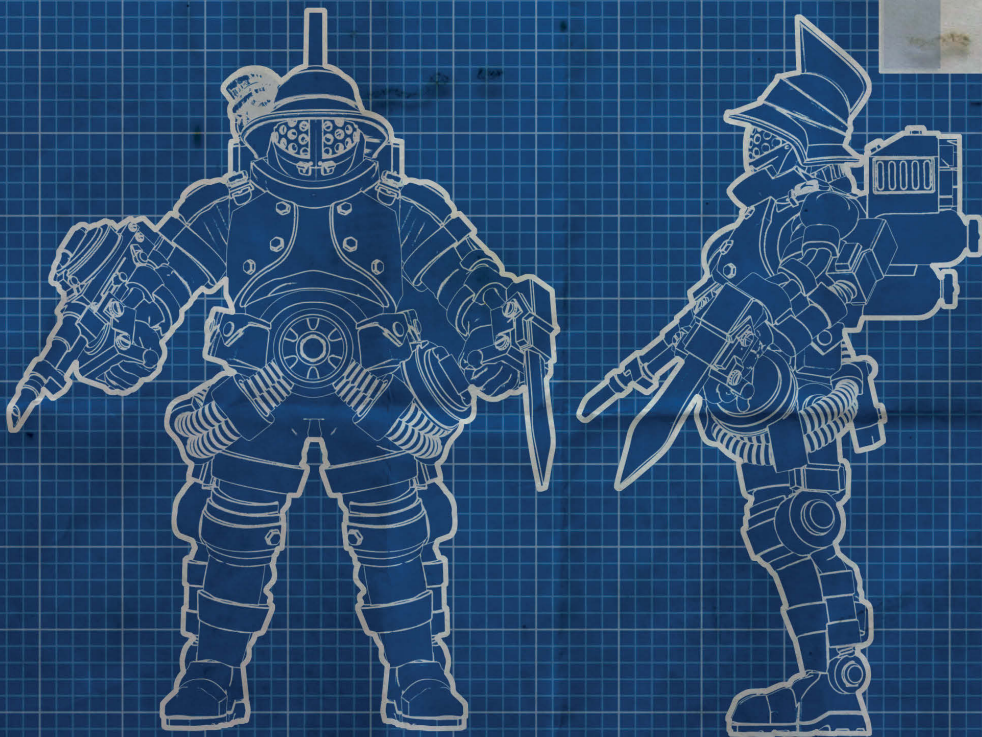
For Germany, this relatively uncomplicated occupation brings great dividends. Control of Norway and the strategic port of Narvik are critical to maintaining the flow of Swedish iron ore to Germany's industrial heartlands. The denial of Norway to the Allies is equally important, ensuring Allied attempts to control the Baltic Sea are limited, and the use of the Norwegian coastline to launch German naval attacks adds an additional threat to Allied shipping lanes.

Norwegian resistance (the Milorg) is active but relatively ineffective, focussing more on the spread of counter-German propaganda and small scale nuisance attacks that do little to disrupt the normal business of the population in general. Apart from rationing and a restriction on trading outside German-controlled Europe, life for the average Norwegian continues relatively normally. Despite the restrictions, Norwegian merchant ships continue to trade with non-Axis countries,



A German Heavy Sniper team covers the latest assault

Italian ECI Bersaglieri Heavy Infantry



often facilitated by the Government-in-Exile in London. Efforts to stop this activity see Norwegian merchant ships attacked by German aircraft and submarines when caught in hostile waters. By 1945, an estimated 4,000 Norwegian sailors are thought to have been lost to Axis military activity.

1945 - 1946

Germany's struggle in Central Europe emboldens the Norwegian Resistance to become more active, increasing both the scope and intensity of their operations. Although physical attacks on the German puppet regime increase the Resistance's standing amongst the population, the Resistance's main effort is to ensure a guerrilla force is ready to assist an Allied invasion force, should one arrive. By the end of 1946, an estimated 40,000 resistance fighters are ready to assist in the liberation of the country.

The creation of a Norwegian Navy, Army, and Air Force in the UK adds to the impression that operations in Norway are imminent. The Norwegian Navy increases activities in the

North Sea, specifically targeting the Norwegian coastline and German operations within Norwegian waters.

Initially as a response to the upsurge in resistance activity, then accelerated by the Soviet invasion of Finland and subsequent German evacuation, German forces are reinforced in northern Norway. The National Socialist puppet regime in the south is left to administer southern Norway with little but a political presence from Germany.

German efforts to generate a fighting force of Finnish volunteers to defend the Norwegian/Finnish border lead to an increased German footprint in northern Norway. Well away from Allied air attacks and interference, northern Norway is identified as a secure and remote area in which to develop advanced industry and Rift-technology facilities. The north of the country becomes a quarantined zone, where the small Norwegian population are forced into working in German research factories and facilities. Total military control effectively separates the north of the country from the National Socialist government controlled, and more populated, south.

1947

Whilst the effects of the ferocious winter force the occupying German forces to cease meaningful operations, preparations for the invasion of Finland continue at a reduced tempo. As Operation *UKKO* unfolds in Finland, the German logistical operation from Norway maintains a critical lifeline to the Finnish forces fighting the Russians for their homeland. The research facilities in Norway continue their lines of development, the numbers of sinister Rift-tech super-soldiers in the Finnish ranks shows that the winter months had not been wasted. New research facilities are constructed in what is now considered to be a nearly impregnable frozen wasteland, impervious to Allied attacks.

Allied efforts to determine the nature of the operations in northern Norway have met with limited success. The lack of a civilian infrastructure to hide within makes strangers obvious

and prone to capture. The British SOE, working with Norwegians from the region establishes a small cell in Trondheim, but its ability to gather intelligence in the north is limited. It does however, allow the more detailed planning of special forces raids and attacks by Allied commandos, an option of increasing likelihood as concern over the German research programmes grows in both London and Washington. The Soviets also increase their efforts to penetrate Norway, recognising the north of the country is critical to Axis operations in Finland, and offers a potential goldmine of scientific development if captured or exploited.

In the south, the Socialist regime operates under a relatively light touch. The German presence is low key but maintains a close watch on state, ensuring smooth passage for German forces and resources moving to and from the north.



OPERATION TRIDENT

Operation *Trident* is a short mini-campaign set within *Konflikt '47*'s historical timeline. After the savage winter of 1946-47, Germany seeks to break out of its defensive positions in the west....

SETTING

It is late April 1947. On the Western front the Allied and Axis nations emerge from what had been the worst winter on record for mainland Europe. With operations almost at a standstill over the winter months due to the extreme weather conditions, both sides have taken the opportunity to rest, reconstitute, and rearm in anticipation of the impending Spring offensives.

Despite the warming temperatures, conditions in April are far from ideal to resume campaigning again. Melt water from the winter snows still saturates the ground and rivers across the front are running high. Water-logged supply routes quickly turn to impassable bogs under the weight of wheel, track and walker

alike. Having seen the Canadian 1st Army fail to make rapid gains, the Allied High Command determines that no genuine offensive can begin until the ground allows better manoeuvre and the Rhine presents a less formidable water obstacle. Germany, however, does not agree with this assessment and had been planning in detail over the winter months...

BACKGROUND

1947 marks the eighth year of the war for Germany. Her manpower and materiel reserves are diminishing at a rate barely held in check by Rift-technology. Consequently, Oberkommando der Wehrmacht (Supreme Command of the German Armed Forces) is unwilling to commit forces across any broad front. A radical new strategy is required.

Over the bleak winter Germany has taken advantage of the recently restored air parity and cessation of large scale Allied bombing raids to re-tool large sectors of its industry

German Opel Blitz and Totenkorps

with Rift-technology. This enables Germany's Minister of Armaments, Albert Speer, to reinvigorate its industrial base and, for the first-time, mobilise its economy and population onto a total war footing. However, this work has come at a cost. The rebuilding effort, having taken significant time to establish, causes a dip in production levels over the winter. By March 1947 equipment levels in Germany's frontline commands are still not at the levels the Wehrmacht requires for a broad-fronted offensive.

To overcome shortfalls in Rift-tech numbers, Generalfeldmarschall Kesselring, in charge of Oberbefehlshaber West, proposes a series of focussed offensives. These advances will allow Germany to concentrate their force in the west, using army-level manoeuvres that have been proven on the Eastern front, primarily to pit Axis strength against Allied weakness.

OPERATION *TRIDENT*

Germany initiates the Spring Offensive with Operation *Trident*. A bold drive to the coast intended to split the Allied forces in two and allow the Wehrmacht to defeat the Allied Northern flank in isolation.

The plan is simple. Army Group B under Generalfeldmarschall Rommel is to rapidly advance West through southern Holland to Antwerp and the coast before turning to cut Allied forces off in the Netherlands. The plan would give the Wehrmacht a chance to prove just how effective Blitzkrieg tactics could be when combined with Rift-technology. The German 5th Panzer Army is to lead the race for the coast.

Not only does this early move catch the Allies by surprise, it capitalises on the disarray within 21st Army Group. The

*A British Churchill Meteor crashes across a country road*

Canadians have been heavily engaged and the main elements of Dempsey's 2nd Army are in the process of trying to execute a passage of lines. Troop dispositions and logistics routes are confused, cluttered and impeded by the weather. The line of advance was not fully anticipated by the Supreme Headquarters Allied Expeditionary Force under General Eisenhower. The route chosen was formerly well defended and occupied by the British 2nd Army, but their dispositions are no longer optimal. Rather than driving a wedge between the Allied armies, Operation *Trident* seeks to defeat the British 2nd Army and drive through it to Antwerp and the Allied ports. By striking through the heart of the British Army, Allied attempts to reinforce them are hampered by the Canadians engagement further north, and the US/British difficulties in co-ordinating operations across army group boundaries. US and British forces are placed under a huge strain and the coordination measures between the army groups whilst they each try to re-orientate forces suffer from numerous frictions and failures. It is, however, essential that the Allies block the German spearhead before it cuts Field Marshall Montgomery's lines of communication and threatens the Allied logistical tail.

H-Hour (0100hrs 18 April 1947)

German forces belonging to the 15th Army commenced an assault west from form-up points around Monchengladbach. Allied forces from the British 2nd Army occupied defensive positions along the frontline and took the brunt of the initial attack but were not slow to respond despite the long lull in fighting over the winter months. Sensing the danger of a German breakthrough in this sector, General Dempsey ordered his reserve units south to reinforce his positions and ensure the Axis advance was crushed before it had even begun.

H+2

At 0300hrs in the northern sector of the salient, the lead elements from the 5th Panzer Army crossed their line of departure. Massed Schreckwulfen and Nachtjäger troops advanced in silence, under the cover of darkness taking the Allied troops by complete surprise. The German enhanced soldiers made swift work of the British defenders, working their way from foxhole to foxhole in the cold wet darkness. In under an hour, a narrow gap had been made in the British lines. Outflanked and without adequate reserves remaining in the sector, the already thinned British front in the area began to collapse.

H+5

Realising the danger of the breakthrough, British forces threw all they could in the way of the German spearhead to delay the advance and allow defences to be established in depth. Although this slowed the German Blitzkrieg, the pace of the German walkers from the breakthrough force carried with it sufficient momentum to keep the German forces moving. Spinne light panzermechs kept up the pressure on British forces attempting the delay and troops were continually harassed and forced to conduct a fighting withdrawal between positions.

Despite the best efforts of the delaying force German forward troops arrived at the first crossing of the Meuse River by 1100hrs 18 April.

H+13

At approximately 1400hrs 18 April, the German lead elements reached the River Meuse close to a crossing point next to the village of Yvoir. The delaying tactics had won the Allies some limited time and reinforcements had been rushed to defensive positions along the river. Key crossing points behind the front line had already been pre-prepared for demolition over the winter. General Dempsey was adamant that the destruction of the bridges would significantly hamper any future Allied counter-offensive and so refused to give any crossing up without a fight. After a brief re-consolidation period by the Germans, the attack was launched.

German Waffen-SS



THE CAMPAIGN

This campaign covers the tactical activity at the start of the 5th Panzer Army's advance as part of the operation. The objective of the German player is critical to the success of the operation. He commands the lead force responsible for the swift, intact capture of a key bridge across the Meuse River. The Allied player must stop him at all costs. The campaign consists of 3 core scenarios, making it playable in a day, with two optional additional scenarios allowing the option to spread the campaign out and extend the fun if players so wish.

TOP SECRET

Campaign Notes

Although specific to the Western Front this campaign could be adapted to encompass any forces, from a similar assault on the Eastern Front to a shift in Allied positions resulting in a US defence force. Players should feel free to extend or re-model the concept as they feel fit, adding extra scenarios wherever they wish to. The campaign is only limited by your imagination!

CAMPAIGN SPECIAL RULES

Tactical V-Weapons (V-3)

Not every weapon designed using Rift-technology was successful. Advances in miniaturisation and guidance systems were immediately incorporated into the V-Weapons programme as soon as they were available. Engineering changes resulted in far more compact designs as well as significant improvement to the precision of the weapon system. However, these enhancements came at the cost of reduced range and payload, limiting the V-3 to tactical use only. Although hailed as a revolutionary step forward in Germany, the weapon was found to be of little use on the battlefield. Without any loitering capability, the delay between launch and impact proved too long to be of any practical use by forces on the frontline. Additionally, the noise of the system was sufficient to give ample warning to ground troops allowing likely targets to be evacuated.

The V-3 was used for the first time to support the 5th Panzer Army's advance in Belgium. During one battle of the campaign the Axis player can choose to use this weapon. The decision to utilize V-3s must be made during scenario setup (before deployment). Additionally, to make use of this rule the German force must contain a Forward Observation Team (Air or Artillery).

V-3 Procedure

Prior to deployment the German player places 3 markers on the battlefield. Each marker must be a minimum of 12" apart. At the start of each turn a D6 is rolled, on a roll of 6 the V-3 weapon arrives over the battlefield. At the end of the same turn a second roll is made to select a marker (1–2 left marker, 3–4 central marker, 5–6 right marker, etc.), the weapon then lands on this marker with the following effect:

Roll a die for each unit, friend and enemy, within D6+3" of the aiming marker. On a result of 1–5 the unit is not hit directly but takes D3 pin markers from shock and blind terror. On a result of 6 the unit is hit by the V-3 blast – it takes 2D6 hits with a penetration value of +5 and D6 pin markers. Vehicles are hit on their top armour and other units are allowed to take a Down action to reduce the damage. Note that the target must declare it is going Down before rolling to determine the number of hits suffered.

Once the weapon has arrived, no further V-3 rolls are made for the duration of the battle.

OPTIONAL BATTLE: FEINT

If players would like to run an extended campaign then they have the option to start on the feint made by 15th Army against the southern British positions.

Scenario

Feint (see (see *Konflikt '47: Resurgence* page 91).

Forces

This scenario is played with equal points on both sides.

Set-up

Battlefield setup as per the standard game rules.

Special Rules

All other standard scenario rules apply.

Campaign Outcome

Axis Victory	No Allied forces may be placed in reserve for the next battle. Allied forces suffer a 10% reduction in points for the next battle.
Draw	No effect.
Allied Victory	Allied forces gain 10% more points for the next scenario.

BATTLE 1: BREAKTHROUGH!

German forces advance out of the darkness to take the British defenders by surprise close to the small town of Herungerberg. The German player must penetrate the Allied line and pave a way through for the remainder of the 5th Panzer Army to follow.

Scenario

Envelopment (see the *Konflikt '47* rulebook page 114).

Forces

The German player picks a force to the agreed points limit for the campaign. The Allied player picks a force equal to half that number of points. The German player is under the following restrictions:

The Axis force may not include any vehicles or artillery units (including transports).

Set-up

Battlefield setup as per the standard game rules. A map showing the actual ground that the 5th Panzer Army advanced over on 18 April is provided below, players may use this to base their terrain on.

Special Rules

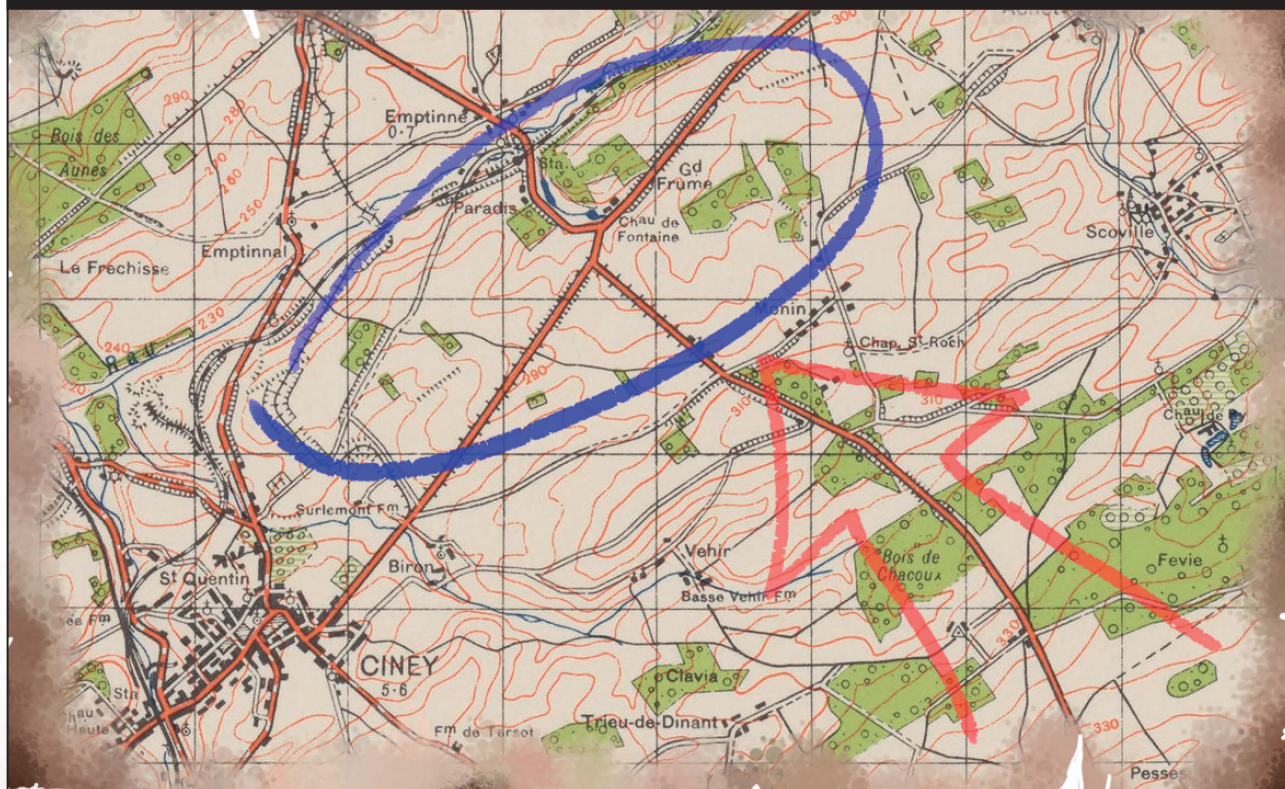
This battle represents a silent night attack onto a prepared enemy position:

- No Preparatory Bombardment is allowed.
- Defending units may be dug-in (see *Konflikt '47: Resurgence* page 87)
- Night fighting rules are in place for the whole game (Flare! or Dawn Assault variants are not to be used).
- SURPRISE! If the German player does not shoot any weapons during the first turn of the game, the Allied player may not engage the enemy (either with a shooting or assault attack). As soon as the German player fires a weapon this rule is lifted and the Allied player may engage the enemy forces. This rule ends once the second turn of the game starts.

Victory

Victory is calculated as per the scenario rules. However, if the German player scores double the number of points than the Allied player then he achieves a 'Major Victory'.

Battle 1



Campaign Outcome

Axis Major Victory	The next battle is fought under the Dawn Assault special rules (see <i>Konflikt '47: Resurgence</i> page 85).
Axis Minor Victory	No effect.
Draw	Axis forces points reduced by 10% for the next battle.
Allied Victory	Axis forces points reduced by 20% for the next battle.

If the result is an Allied victory, players still progress on to the next battle. The 5th Panzer Army launched a series of assaults to guarantee the breakthrough of the Allied line. Battle 2 can represent anyone of those other, more successful assaults. Proceed to Battle 2.

BATTLE 2: FIGHT TO THE BRIDGE

British forces attempt to delay the German spearhead as it exploits out of the break in the Allied frontline. The German player must advance as quickly as possible and not allow himself to lose momentum due to enemy forces. The Allied player must trade space for time and delay German troops in order to allow friendly forces to build up their blocking positions around the River Meuse.

Scenario

Delay (see *Konflikt '47: Resurgence* page 93).

Forces

The German player picks a force to the agreed points limit for the campaign. The Allied player picks a force equal to three quarters that number of points (rounded up).

Set-up

Battlefield setup as per the standard game rules. A map showing the actual ground that the 5th Panzer Army advanced over on 16 March is provided below, players may use this to base their terrain on.

Battle 2



Special Rules

This battle represents a silent night attack onto a prepared enemy position:

- The attacker may not decide whether the scenario is a night assault or not, this is determined by the result of the previous battle.
- The attacker is allowed to roll for a Preparatory Bombardment.

Victory

Victory is calculated as per the scenario rules (see *Konflikt '47: Resurgence* page 95). There is no 'Draw' outcome.

BATTLE 3: BATTLE FOR THE BRIDGE

The bridge is prepared for demolition. British forces have rushed reinforcements to hold the position, of which more may arrive through the battle. The bridge must only be destroyed if it is certain to be overrun by enemy forces. Germany – this vital crossing is key to the success of Operation *Trident*, the bridge must be captured intact for the offensive to maintain its momentum.

Scenario

Reserve Demolition (narrative scenario, see page 110).

Forces

This scenario is played with equal points on both sides.

Set-up

Battlefield setup as per the standard game rules, but must include a river, road, and bridge as per the scenario set-up instructions. A map showing the actual crossing near Yvoir assaulted by the 5th Panzer Army is provided below, players may use this to base their terrain on.

*Sandbag armoured M4A3 Sherman
(76mm) medium tank*

Campaign Outcome

Axis Victory	Allied forces cannot be dug-in for the next battle.
Allied Victory	Allied force can be dug-in for the next battle.

Even in the event of an Allied victory players still progress to the next battle. Although the German force was successfully delayed, it is assumed that the British front would be penetrated elsewhere in the line and that German Forces would still eventually make it to the Meuse by weight of numbers. Proceed to Battle 3.

Victory

Victory is calculated as per the scenario rules.

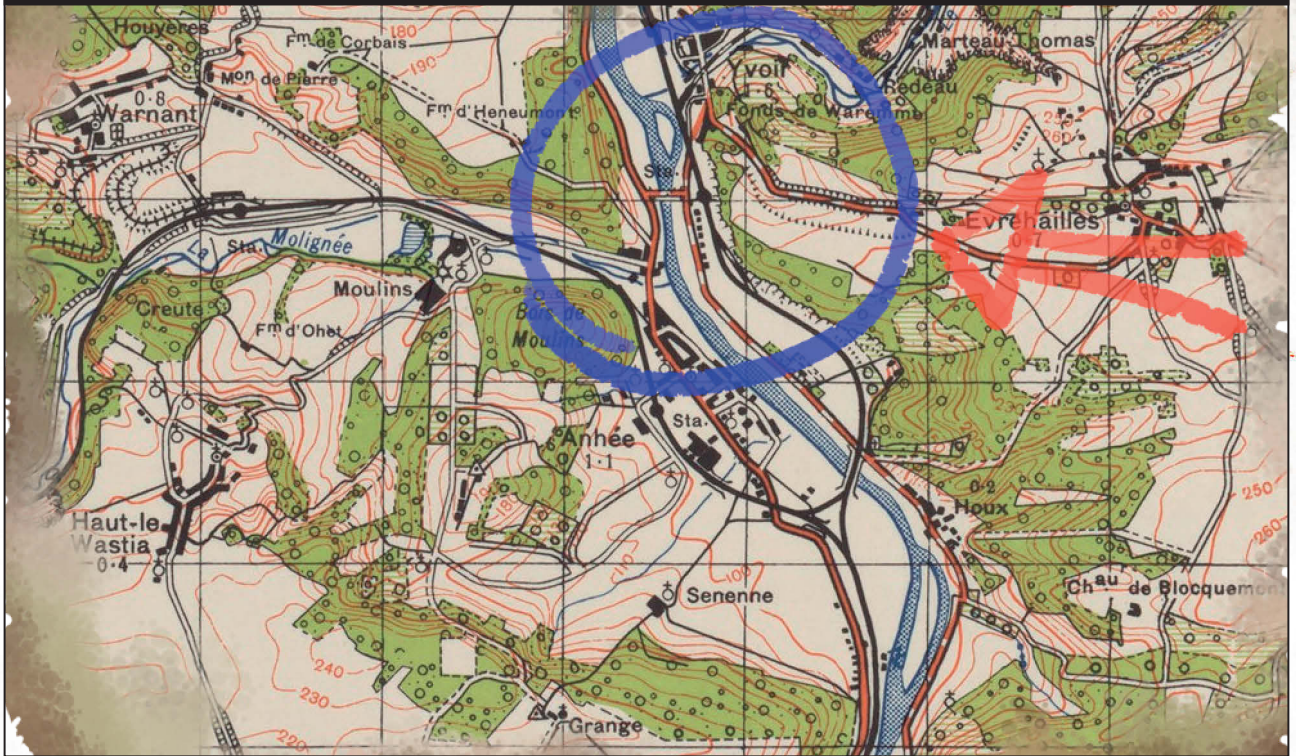
Campaign Outcome

Axis Victory	German campaign victory!
Draw	Campaign draw – the bridge is destroyed.
Allies Victory	Allied campaign victory!

If the result of the battle is either an Allied or Axis victory then players may choose to go on to play the final optional battle. If a draw then the bridge has been destroyed with both sides losing out – the campaign ends!



Battle 3



OPTIONAL BATTLE: COUNTER ATTACK

A further opportunity to extend the campaign. If the German player claimed victory in the last battle then it's only fair that the Allied get a chance to counter-attack and re-take the bridge! By this stage, German lead elements have pushed on and an Allied counter-attack has managed to penetrate the bridgehead and drive to the bridge. The German player takes up defensive positions around the bridge and waits for relieving forces. The bridge must be held at all costs to keep the 5th Panzer Army's main supply route open; the fate of the Spring offensive depends upon it.

Scenario

Hold Until Relieved (see *Konflikt '47* rulebook, page 116).

Forces

This scenario is played with equal points on both sides.

Set-up

As this is a counter-attack onto the same position as Battle 3, it is suggested players use the same board setup. The objective for this scenario is the German end of the bridge location.

Campaign Outcome

Axis victory	The Allied player buys the German player a beverage of their choice.
Draw	Both players retire to the bar to discuss where it all went wrong...
Allied Victory	The German player buys the Allied player a beverage of their choice.



Schreckwulfen

NARRATIVE SCENARIO: RESERVE DEMOLITION

Your force is positioned at a vital point in the defensive line that is key to the enemy plan of attack. You are to hold this position if possible but be prepared to demolish the feature if the attacking forces are looking likely to overrun and capture the position.

Forces

This scenario is designed to be played with equal points value on both sides.

Set-up

Ideally, the Reserve Demolition should be setup with a bridge spanning a river running across the length of the board but could easily be a narrow pass, ammo or fuel dump, airstrip, or command bunker (or any asset that a force would wish to deny to its enemy). Start by setting up the bridge or target-feature in the centre of the table.

Both players roll a die. The highest scorer decides whether to be the attacker or the defender. The defender picks a side

of the table and sets up his demolition control point, this should be a small position of some sort or a bunker within 6" of the objective.

Deployment

The defender must start by placing one unit within 3" of the demolition control point. He then sets up at least half his remaining units in his set-up area (see below). These units can use the Hidden Set-Up rules (see Hidden Set-Up in the *Konflikt '47 rulebook* p120) and the Dug-In special rules (see *Konflikt '47: Resurgence* page 87). Once the defender has set up all his units the attacker deploys his forces in his allocated set-up area (see below).

The attacker's units are not set up on the table at the start of the game, less those Behind Enemy Lines or advanced deployment rules. The attacker must nominate at least half of his force to form the first wave. This can be his entire army if he wishes. Any units not included in the first wave are left in Reserve.

Reserve Demolition

DEFENDER SET-UP ZONE

18"

Special Rules

- **Preparatory Bombardment:** The attacker rolls a die: on a 2+, a Preparatory Bombardment strikes the enemy positions (see Preparatory Bombardment on page 121 of the *Konflikt '47* rulebook). On a result of 1, the barrage fails to materialise but you have your orders and the attack must go ahead as planned.
- **Blow the Bridge!** (see text box)

Reserves

Any units left in reserve by the attacker may make an out-flanking manoeuvre. However, as they are faced with a large river obstacle only infantry units may use this scenario rule. All vehicles and artillery pieces in reserve may only come on along the attacker's board edge.

Objective

The aim for the defender is to hold the position if possible and destroy the location only if it is going to fall into enemy hands. The attacker must prevent the destruction of the feature by capturing the demolition control point and holding it until the end of the game. To do so there must be a model from one of your infantry or artillery units within 3" of the control point and no enemy infantry or artillery models within 3" of the same control point.

First Turn

The battle begins. During turn 1 the attacker must bring his first wave onto the table. These units can enter the table from any point on the attacker's table edge, and must be given either a run or advance order. No order test is required to move units onto the table as part of the first wave.

Games Duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 7, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

Victory!

If one side controls the objective at the end of the game it is the winner. If neither side can claim control of the objective the game is a draw.

If the bridge was destroyed then the game is also a draw.

To capture the demolition control point there must be a model from one of your infantry or artillery units within 3" of the objective at the end of the turn and there must be no enemy infantry or field artillery models within 3" of the objective, if there is the control point remains contested.

US Airborne LMG team

TOP SECRET

Blow the Bridge!

At the start of any turn (less turn 1) the defender may declare that he is going to blow the bridge. To do so the defender must have an infantry or artillery unit within 3" of the demolition control point. This unit must take and pass a standard orders test (i.e. taking pin modifiers and the like into account). If successful a further roll is made, and the result referred to the following table:

Result	Effect
1	Fizz... Sparks and smoke, problem with the explosive chain! Requires 1 turn to fix. A fresh 'Blow the Bridge!' attempt can only be made in 2 turns time.
2	Silence. No effect. Check the connections. A fresh 'Blow the Bridge!' attempt may be made at the start of next turn.
3	Partial Detonation! The charges go but fail to destroy the bridge. All units on or touching the bridge suffer D6 pins
4	EXPLOSION! The bridge charges detonate, destroying the bridge and all units on or touching it. The game ends a draw.
5	Slow Burn. Engineers have accidentally used too much safety fuse. Charges will detonate with an 'EXPLOSION!' result at the end of this turn. If the enemy contests the demolition control point by the end of the turn he may prevent this on a roll of 4+. If the enemy controls the demolition point he can stop the explosion. The defender must re-gain control of the demolition point to initiate a fresh attempt.
6	Delay. There is a problem at the demolition control point. The charges will detonate with an 'EXPLOSION!' result at the end of Next turn. If the enemy contests the demolition control point by the end of either turn he may prevent this on a roll of 4+. If the enemy controls the demolition point at the end of either turn he can stop the explosion. The defender must re-gain control of the demolition point to initiate a fresh attempt.

For details on the control of the demolition objective see the Victory! section.



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IS-2 heavy tank