

18th Infantry Division

1939



Soldier

COST
3

DEFENSE
4/4

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	5	-	-
2	-	-	-

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

Hand to Hand 12: This unit has an attack value of 10 against Soldiers in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Also known as the Chrysanthemum Division, it was one of two infantry divisions newly raised after the Russo-Japanese War.

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Bamboo Soldier

1939



Soldier - Support

COST
3

DEFENSE
3/3

SPEED
0

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

Dummy Men: While this unit is in the same hex as a Soldier with a base speed of 1, it gets speed 1. This unit does not count toward stacking limits.

Perceived Threat: While this unit is in the same hex with a Soldier in cover at medium or long range all assaults to the hex will target this unit until it receives a face-down destroyed marker. This unit does not get to roll for cover.

Superior Armor 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

The Japanese used cunning and tricks during jungle warfare. These dummy Japanese 'soldiers' were exposed from secure cover to draw and locate Allied fire.

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Japanese Cavalry

1939



Soldier - Cavalry

COST
4

DEFENSE
3/3

SPEED
3

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	5	-	-
2	-	-	-

Hand to Hand 10: This unit has an attack value of 10 against Soldiers in its hex. This attack ignores cover.

Ruthless: This unit gets +1 on each attack die against disrupted and damaged units.

Japanese Cavalry saw heavy use in China until being disbanded later in the war.

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Type 93 13.2mm AA

1939



Soldier

COST
10

DEFENSE
4/4

SPEED
0

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	8	7	-
4	3	3	-

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Seasoned Crew: Target gets -1 to cover rolls.

Licensed-built version of the Hotchkiss M1930 machine gun.

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Type 97 Kurogane

1939



Soldier - Motorcycle

COST
6

DEFENSE
3/3

SPEED
5

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
2	2	-	-

Thin Wheels: This unit can't cross streams or enter marshes except along a road.

Limited Covering Fire: Soldiers attacked by this unit at short range can't make defensive-fire attacks this turn.

This motorcycle and sidecar combination carried 3 soldiers and a light machine gun.

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Type 90 75mm Field Gun

1939



Soldier - Artillery

COST
13

DEFENSE
3/3

SPEED
0

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	7	6	6
14	11	8	8

Smoke Round: As only action per turn during movement phase, unit may roll 1d6. With 3 successes, deploy Smoke Screen within range and line of sight of unit or Spotter.

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Japanese Sapper

1939



Soldier

COST
4

DEFENSE
4/4

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	-	-	-
2	-	-	-

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

Demolition: This unit may attempt to destroy a bridge or Obstacle in its hex instead of moving or attacking in your assault phase. Roll a die. If you roll a 4 or higher, destroy the bridge or Obstacle. (Units now need to make a movement roll to cross the stream, and the road is broken at that point.)

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SNLF Shiki-kan

1939



Soldier - Paratrooper

COST
9

DEFENSE
4/4

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	5	-	-
2	-	-	-

Paratrooper: This unit doesn't get placed on the map during deployment. At the end of any movement phase, you may deploy this unit on the map in any hex that isn't adjacent to any enemy unit. It can't move that phase.

COMMANDER ABILITIES
Initiative +2

From Above (Ue Kara No Shi): Friendly Paratrooper units deployed adjacent to this unit can move into an adjacent hex after being deployed.

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Japanese Forward Observer

1939



Soldier - Spotter

COST
6

DEFENSE
3/3

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	-	-	-
-	-	-	-

Spotter: If this unit is within 8 hexes of an enemy unit and has line of sight to it, friendly Aircraft roll one extra die when attacking that unit.

Chatting on the Radio: This unit only counts as a Spotter if it doesn't move in the assault phase.

Concealed: While this unit has cover enemy units can't attack this unit at long range.

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Teishan Shudan

1944



Soldier

COST

5

DEFENSE

4/4



SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	5	-	-
2	-	-	-

High Gear
or
Relocate

Gliderborne: Deploy unit in any unoccupied hex not in enemy deployment area.

Close Assault 5: This unit has an attack value of 5 against Vehicles in its hex. This attack ignores cover.

Hand to Hand 10: This unit has an attack value of 10 against Soldiers in its hex. This attack ignores cover.

Japanese airborne unit part of the Imperial Japanese Army Air Force, not to be confused with the SNLF paratrooper units.

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Type 95 Kurogane

1939



Vehicle - Car

COST

3

DEFENSE

1/1



SPEED

4

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

High Gear
or
Relocate

Transport: This unit can carry 1 Soldier.

Japan's jeep.

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SS-Ki

1939



Vehicle - Tank

COST

14

DEFENSE

2/2



SPEED

3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
11	5	4	-
8	2	2	-

High Gear
or
Relocate

Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately.

AVRE: Unit ignores Obstacles. Unit destroys Obstacles in hexes it enters or on hexside it crosses.

Armored work vehicle considered by the IJA to be one of its most versatile multi-function support vehicles.

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Japanese Special Attack Unit

1944



Soldier

COST

3

DEFENSE

4/4



SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	-	-	-
2	-	-	-

High Gear
or
Relocate

Close Assault 11: This unit has an attack value of 11 against Vehicles in its hex. This attack ignores cover.

Lunge Mine: After the Close Assault dice are rolled remove unit immediately.

The lack of powerful antitank weaponry and a willingness to sacrifice for the Emperor led to improvised antitank weapons.

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Type 91 Sumida M2593

1939



Vehicle - Armored Car

COST

7

DEFENSE

2/2



SPEED

4

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	5	-
2	2	2	-

High Gear
or
Relocate

Transport: This unit can carry 1 Soldier.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

Railway Wheels: Can use railroad tracks as roads, adds +1 to High Gear when using tracks.

Designated Type 91 by the Army and Sumida Model P for the SNLF Vehicle had 6 road wheels that could be exchanged for flanged railway wheels.

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SS-Otsu Gata

1939



Vehicle - Tank

COST

16

DEFENSE

2/2



SPEED

3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
11	5	4	-
8	2	2	-

High Gear
or
Relocate

Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately.

Bridgelayer: If unit is adjacent to a stream or river, friendly Vehicles may cross the stream or river without a movement roll, if they pass through the units hex.

Fire Hazard: When this unit receives a damage counter, roll a die. On a 5 or higher, destroy it immediately.

Armored bridgelayering vehicle equipped with folded bridge, twin mine rake arms, and three flamethrowers with external tanks. Eight were produced.

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FB Swamp Vehicle

1939



Vehicle

COST

4

DEFENSE

2/2



SPEED

3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

High Gear
or
Relocate

Marsh Crossing: This unit can cross marshes at double cost.

Trench Crossing: This unit can cross streams without making a movement roll.

Transport: This unit can carry 1 Soldier.

Transport carrier developed for crossing difficult swampy terrain as part of a series of vehicles to give mobility to their forces.

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Type 94 6-Wheeled Truck

1939



Vehicle - Truck

COST

3

DEFENSE

1/1



SPEED

3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

High Gear
or
Relocate

Large Transport: This unit has the Transport ability but can carry 2 Soldiers. 1 of which can be Artillery.

Largest produced Japanese truck built by Isuzu and widely used until the end of the war.

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Type 100 Te-Re

1940



Vehicle - Tank - Spotter

COST

7

DEFENSE

3/3



SPEED

3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

High Gear
or
Relocate

Spotter: If this unit is within 8 hexes of an enemy unit and has line of sight to it, friendly Aircraft roll one extra die when attacking that unit.

Chatting on the Radio: This unit only counts as a Spotter if it doesn't move in the assault phase.

Hard to Spot: Unit gets +1 to cover rolls.

Based off of the Type 97 Te-Ke tankette, this vehicle was used to spot and recon for artillery.

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Type 95 Ha-Go Commander

1940
Vehicle – Tank
Commander



COST
12

DEFENSE
2/2

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		7	7	6	-
High Gear or Relocate		8	7	5	-

Forest Camouflage: While this unit is in a forest hex, it automatically succeeds at cover rolls against long range attacks.

COMMANDER ABILITIES
Initiative +2

Command Forest Runners: Friendly Vehicles within 2 hexes of this unit can enter forest hexes as though they were clear hexes.

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Type 1 Ho-Ki

1944



Vehicle

COST
4

DEFENSE
2/2

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		-	-	-	-
High Gear or Relocate		-	-	-	-

Gun Transport: This unit has the Transport ability. It can carry non-large Artillery.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

First introduced in 1942, not put into production until 1944.

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Type 97 Chi-Ha 120mm

1944



Vehicle – Tank

COST
11

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		10	9	6	-
High Gear or Relocate		8	7	6	-

Bombardment: This unit can't attack Aircraft. This unit's attacks ignore cover.

Blast: When this unit attacks, make a separate attack roll against each unit in the target hex, including friendly units.

120mm Short Barrel Gun was equipped to the Chi-Ha to support SNLF infantry units as an assault gun, sometimes known as the SNLF Chi-Ha.

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Type 97 Shi-Ki

1942
Vehicle – Tank
Commander



COST
9

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		-	-	-	-
High Gear or Relocate		7	6	5	-

No Turret: This unit can attack Vehicles only if they are in front of this unit.

COMMANDER ABILITIES
Initiative +2

Command Surprise Fire: Friendly Vehicles within 2 hexes of this unit get Surprise Fire – Units roll 1 extra attack die when attacking from a forest hex.

Replacing the main gun with the turret ring antennae and adding a hull mounted 37mm ATG produced this command tank.

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Type 97 Chi-Ha Buried

1944



Vehicle – Fortification

COST
6

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		6	6	5	-
High Gear or Relocate		10	8	7	-

Surprise Fire: Units roll 1 extra attack die when attacking from a forest hex.

Hard to Spot: Unit gets +1 to cover rolls.

Low Silhouette: This unit gets cover rolls in clear hexes and succeeds on a roll of 6.

Some Type 97 Chi-Ha tanks were placed in hull defilade, buried up to their turrets and used as fortified emplacements.

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Type 4 Chi-To

1945



Vehicle – Tank

COST
21

DEFENSE
5/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		7	7	6	-
High Gear or Relocate		14	12	10	-

Type 4 Chi-To medium tank was the most advanced Japanese tank to reach the production stage with 2 being completed and neither saw combat.

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Type 97 Chi-Ha Kai

1942



Vehicle – Tank

COST
12

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		7	7	6	-
High Gear or Relocate		11	10	8	-

Forest Camouflage: While this unit is in a forest hex, it automatically succeeds at cover rolls against long range attacks.

The rapid ground advance during the invasion of Malaya showed how skillful and imaginative Japanese tank commanders could be.

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Type 1 Ho-Ha

1944



Vehicle – Half-Track

COST
6

DEFENSE
2/2

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		8	8	6	-
High Gear or Relocate		2	2	2	-

Gun Transport: This unit has the Transport ability. It can carry non-large Artillery.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

While resembling the German Sd. Kfz. 251 in appearance it did not resemble it's service record.

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Type 5 To-Ku

1945



Vehicle – Tank

COST
26

DEFENSE
5/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		7	7	6	-
High Gear or Relocate		6	5	4	-

Amphibious: This unit can cross streams without making a movement roll. This unit can enter water hexes as though they were double-cost terrain hexes.

Additional Hull Mounted Cannon: In your assault phase, this unit can make an extra attack at 11/10/8. The target must be a Vehicle in front of this unit.

A Japanese prototype amphibious tank developed in 1945. The development status by the end of the Pacific War is not clearly known.

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Beretta MAB 38

1939



Soldier

COST

3

DEFENSE

4/4

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	7	-	-	
2	-	-	-	

Close Assault 5: This unit has an attack value of 5 against Vehicles in its hex. This attack ignores cover.

Limited Range 2: This unit can attack only at ranges of 2.

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Italian Lancieri

1939



Soldier - Cavalry

COST

5

DEFENSE

3/3

SPEED

4

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	5	-	-	
2	-	-	-	

Hand to Hand 10: This unit has an attack value of 10 against Soldiers in its hex. This attack ignores cover.

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Italian Forward Observer

1939



Soldier - Spotter

COST

5

DEFENSE

3/3

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
5	-	-	-	
2	-	-	-	

Concealed: While this unit has cover enemy units can't attack this unit at long range.

Spotter: If this unit is within 8 hexes of an enemy unit and has line of sight to it, friendly Aircraft roll one extra die when attacking that unit.

Chatting on the Radio: This unit only counts as a Spotter if it doesn't move in the assault phase.

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Alpine Engineer

1939



Soldier

COST

6

DEFENSE

4/4

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	5	-	-	
2	-	-	-	

Close Assault 9: This unit has an attack value of 9 against Vehicles in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Bridge Demolition: This unit may attempt to destroy a bridge or Obstacle in its hex instead of moving or attacking in your assault phase. Roll a die. If you roll a 4 or higher, destroy the bridge or Obstacle.

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Italian Sniper

1939



Soldier - Sniper

COST

7

DEFENSE

3/3

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
5	5	5	-	
1	1	1	-	

Crack Shot: Unit gets +1 on each attack die against Soldiers and Vehicles.

Superior Camouflage: While this unit has cover, enemy units can't attack this unit at medium or long range.

Partisan Hunter: This unit rolls 2 extra attack dice when attacking Partisans.

Engaged in Anti-Partisan hunting in multiple theaters of operations, from Russia to Italy.

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Breda 81/35 Mortar

1939



Soldier - Artillery

COST

11

DEFENSE

3/3

SPEED

0

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
-	8	8	8	16
-	5	5	5	16

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Inaccurate 1: Unit gets -1 on each attack die.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

This Italian mortar had a separate charge and fuse.

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Breda M37

1939



Soldier

COST

7

DEFENSE

4/4

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	7	6	-	
3	2	2	-	

Rapid-Fire: This unit can make an additional attack in the assault phase. If this unit rolls any 1s during the additional attack, put a face-up disrupted counter on it. This counter isn't removed at the beginning of the next casualty phase.

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Bersaglieri

1939



Soldier - Motorcycle

COST

6

DEFENSE

3/3

SPEED

5

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	6	-	-	
2	-	-	-	

Close Assault 5: This unit has an attack value of 5 against Vehicles in its hex. This attack ignores cover.

Thin Wheels: This unit can't cross streams or enter marshes except along a road.

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Cannone da 105/28

1939



Soldier - Artillery

COST

16

DEFENSE

3/3

SPEED

0

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	8	8	8	12
12	10	7	7	12

Large: This unit is treated as a Vehicle for stacking purposes.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Bombardment: This unit can't attack Aircraft. This unit's attacks ignore cover.

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Obice da 75/18
M13
1939



Soldier – Artillery

COST
6

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		9	8	7	7
High Gear or Relocate		6	5	4	4

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this units attack against that Soldier ignores line of sight.

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Albanian Infantry

1940



Soldier

COST
2

DEFENSE
4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		6	4	-	-
High Gear or Relocate		2	-	-	-

Command Dependent: In your movement phase, this unit can't move unless it starts its move adjacent to a friendly Commander.

Lack of Determination: If this unit gets a face-up disrupted counter, destroy it immediately.

Close Assault 4: This unit has an attack value of 4 against Vehicles in its hex. This attack ignores cover.

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Carabinieri
Paratrooper
1940



Soldier – Paratrooper

COST
10

DEFENSE
5/5

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		10	6	-	-
High Gear or Relocate		2	-	-	-

Paratrooper: This unit doesn't get placed on the map during deployment. At the end of any movement phase, you may deploy this unit on the map in any hex that isn't adjacent to any enemy unit. It can't move that phase.

Close Assault 8: This unit has an attack value of 8 against Vehicles in its hex. This attack ignores cover.

Limited Range 2: This unit can attack only at ranges of 2.

Pride of the Italian Special Forces.

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Cannone da 65/17
M13
1939



Soldier – Artillery

COST
5

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		6	7	6	6
High Gear or Relocate		4	4	3	3

Light Artillery: This unit can be carried by units with the Transport ability.

A light and reliable canon from World War I.

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Albanian
Blackshirts
1940



Soldier

COST
4

DEFENSE
4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		7	5	-	-
High Gear or Relocate		2	-	-	-

Close Assault 4: This unit has an attack value of 4 against Vehicles in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Ruthless: This unit gets +1 on each attack die against disrupted and damaged units.

After the Conquest of Albania four legions of Blackshirts were formed.

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Coastal Defense
Infantry
1941



Soldier

COST
2

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		6	4	-	-
High Gear or Relocate		2	-	-	-

Close Assault 5: This unit has an attack value of 5 against Vehicles in its hex. This attack ignores cover.

Royal Italian Army coastal divisions were second line divisions formed with reservists and equipped with second rate materiel.

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Cannone da 75/32
M37
1939



Soldier – Artillery

COST
12

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		8	8	7	7
High Gear or Relocate		12	10	8	8

Light Artillery: This unit can be carried by units with the Transport ability.

Was suppose to replace the aging Modello 06 and 11 but ended up serving alongside them.

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Albanian
Commander
1940



Soldier – Commander

COST
5

DEFENSE
4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		7	4	-	-
High Gear or Relocate		2	-	-	-

COMMANDER ABILITIES
Initiative +1

Resolve: Friendly Soldiers adjacent to this unit ignore Lack of Determination – If this unit gets a face-up disrupted counter, destroy it immediately.

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Fucile Modello
1891, Veteran
1941



Soldier

COST
5

DEFENSE
4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		9	6	-	-
High Gear or Relocate		2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

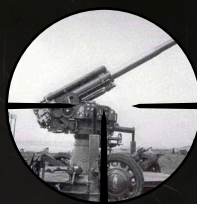
Charge: This unit can move while disrupted if it moves closer to an enemy Soldier.

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Cannone da 90/53

1941



Soldier – Artillery

COST

20

DEFENSE

3/3

SPEED

0

High Gear or Relocate

2

ATTACK

8

17

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	8	7	7	16
17	15	12	12	16

Large: This unit is treated as a Vehicle for stacking purposes.

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

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Breda Type 61

1939



Vehicle – Half-Track

COST

4

DEFENSE

2/2

SPEED

4

High Gear or Relocate

1

ATTACK

6

6

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
-	-	-	-	-
-	-	-	-	-

Large Transport: This unit has the Transport ability but can carry 2 Soldiers. 1 of which can be Artillery.

Italy's version of the German Sd Kfz 7.

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L3/35 Flamer

1939



Vehicle – Tank

COST

11

DEFENSE

2/2

SPEED

4

High Gear or Relocate

ATTACK

9

7

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	5	4	-	-
7	2	2	-	-

Excellent Suspension: This unit can enter hill hexes as though they were clear hexes.

Hull-Mounted Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately. This ability doesn't work against enemy units that are behind this unit.

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Lancia 3RO

1939



Vehicle – Truck

COST

4

DEFENSE

1/1

SPEED

3

High Gear or Relocate

2

ATTACK

8

17

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
-	-	-	-	-
-	-	-	-	-

Large Transport: This unit has the Transport ability but can carry 2 Soldiers. 1 of which can be Artillery.

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CV33 Bridgelay

1939



Vehicle – Tank

COST

8

DEFENSE

2/2

SPEED

3

High Gear or Relocate

ATTACK

6

6

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
-	-	-	-	-
-	-	-	-	-

Bridgelay: If unit is adjacent to a stream or river, friendly Vehicles may cross the stream or river without a movement roll, if they pass through the units hex.

Italians developed this vehicle after their experience in the Spanish Civil War.

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Lancia 3RO 90/53

1940



Vehicle – Truck

COST

16

DEFENSE

1/1

SPEED

3

High Gear or Relocate

2

ATTACK

8

17

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	8	7	7	16
17	15	12	12	16

Tall Silhouette: This unit fails cover rolls.

No Turret: This unit can attack Vehicles only if they are in front of this unit.

Italian Engineers improved the mobility of their best ATG by mounting it on a truck.

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Fiat Spa TL 37

1939



Vehicle – Truck

COST

3

DEFENSE

1/1

SPEED

3

High Gear or Relocate

1

ATTACK

8

17

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
-	-	-	-	-
-	-	-	-	-

Gun Transport: This unit has the Transport ability. It can carry non-large Artillery.

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L3/35 Solothurn 20mm

1939



Vehicle – Tank

COST

8

DEFENSE

2/2

SPEED

4

High Gear or Relocate

ATTACK

6

6

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
6	6	5	-	-
6	5	3	-	-

Excellent Suspension: This unit can enter hill hexes as though they were clear hexes.

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Fiat Spa S37

1941



Vehicle – Truck

COST

8

DEFENSE

2/2

SPEED

5

High Gear or Relocate

1

ATTACK

8

17

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
-	-	-	-	-
-	-	-	-	-

Transport: This unit can carry 1 Soldier.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

Sand Tires: This unit can enter sand hexes as though they were clear hexes.

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Carro Comando

M41

1941

Vehicle – Tank
Commander



COST
12

DEFENSE
4/3

SPEED
3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	8	6	-
3	3	2	-

High Gear
or
Relocate

No Turret: This unit can attack Vehicles only if they are in front of this unit.

COMMANDER ABILITIES
Initiative +1

Command Semovente Spotter: Semovente within 4 hexes get Indirect Fire – If this unit is within 8 hexes of an enemy Soldier and has line of sight to it, this units attack against that Soldier ignores line of sight.

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Sahariana AS 42

Breda 20mm

1942



Vehicle – Armored Car

COST
14

DEFENSE
1/1

SPEED
5

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	8	7	-
4	3	2	-

High Gear
or
Relocate

Transport: This unit can carry 1 Soldier.

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Sand Tires: This unit can enter sand hexes as though they were clear hexes.

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Carro Armato

M16/43

1943



Vehicle – Tank

COST
14

DEFENSE
4/3

SPEED
5

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	7	6	-
11	9	7	-

High Gear
or
Relocate

Vanguard: After both armies are deployed, this unit can move at speed 4 before the first turn begins.

Excellent Suspension: This unit can enter hill hexes as though they were clear hexes.

The M16/43 was the first Italian tank to feature a torsion bar suspension system a more robust and faster suspension system. The project was canceled following the expulsion of Axis forces from North Africa in May

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Sahariana AS 42

1942



Vehicle – Armored Car

COST
4

DEFENSE
1/1

SPEED
5

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

High Gear
or
Relocate

Transport: This unit can carry 1 Soldier.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

Sand Tires: This unit can enter sand hexes as though they were clear hexes.

Italy's version of vehicles similar what the LRDG were using.

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Sahariana AS 42

MG

1942



Vehicle – Armored Car

COST
15

DEFENSE
1/1

SPEED
5

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	9	7	-
3	3	2	-

High Gear
or
Relocate

Transport: This unit can carry 1 Soldier.

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Sand Tires: This unit can enter sand hexes as though they were clear hexes.

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Semovente 75/34

1943



Vehicle – Assault Gun

COST
16

DEFENSE
4/3

SPEED
3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	7	6	-
13	10	9	-

High Gear
or
Relocate

Fixed Howitzer: Unit may only attack units in front of it.

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Sahariana AS 42

ATG

1942



Vehicle – Armored Car

COST
11

DEFENSE
1/1

SPEED
5

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	5	4	-
10	8	7	-

High Gear
or
Relocate

Transport: This unit can carry 1 Soldier.

No Turret: This unit can attack Vehicles only if they are in front of this unit.

Sand Tires: This unit can enter sand hexes as though they were clear hexes.

Some Sahariana's were fitted with a Cannone da 47/32.

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Carro Armato

M15/42

1943



Vehicle – Tank

COST
13

DEFENSE
4/3

SPEED
3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	7	6	-
11	9	7	-

High Gear
or
Relocate

Superior Armor 2: An attack against this unit's defense must beat it by 2 or more in order to score 2 hits against it.

Obsolete before it even got to the front lines.

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Semovente 105/25

1943



Vehicle – Assault Gun

COST
18

DEFENSE
5/3

SPEED
3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	9	8	-
9	8	7	-

High Gear
or
Relocate

Fixed Howitzer: Unit may only attack units in front of it.

Bombardment: This unit can't attack Aircraft. This unit's attacks ignore cover.

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Mountain Troops - Gebirgsjager

1939



Soldier

COST

4

DEFENSE

4/4



SPEED

1

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
2	-	-	-

Close Assault 5: This unit has an attack value of 5 against Vehicles in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Mountaineering: Unit gets +1 movement rolls.

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5th Don Cossacks

1942



Soldier - Cavalry

COST

5

DEFENSE

3/3



SPEED

4

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	4	-	-
2	-	-	-

Hand to Hand 9: This unit has an attack value of 9 against Soldiers in its hex. This attack ignores cover.

Limited Range 2: This unit can attack only at ranges of 2.

Soviet Hunters: This unit rolls 2 extra dice when attacking Soviet Soldiers.

An entire regiment of Don Cossacks deserted to the Germans in 1942.

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Raketenwerfer 43

1944



Soldier - Artillery

COST

10

DEFENSE

3/3



SPEED

0

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
14	9	-	-

Extended Medium Range: Units medium range is 2-7 hexes.

Backblast: If unit attacks, it fails cover rolls for the rest of the turn.

The Puppchen was a panzerschreck mounted on a small carriage that gave it better sights and accuracy, and the range was doubled.

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Wehrmacht NCO

1939



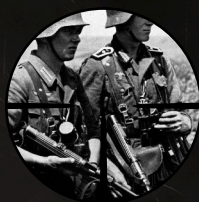
Soldier - Commander

COST

6

DEFENSE

4/4



SPEED

1

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

COMMANDER ABILITIES

Initiative +1

Pinpointer: Units attacked by friendly non-SS Soldiers adjacent to this unit get -1 on cover rolls.

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MP-40

1943



Soldier

COST

4

DEFENSE

4/4



SPEED

1

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	7	-	-
2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Limited Range 2: This unit can attack only at ranges of 2.

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Sd Kfz 10/5

1939



Vehicle - Half-Track

COST

14

DEFENSE

2/2



SPEED

4

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

Large Transport: This unit has the Transport ability but can carry 2 Soldiers. 1 of which can be Artillery.

The 1 ton model served primarily as a means of pulling light artillery.

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Fallschirmjager Lieutenant

1939



Soldier - Paratrooper
Commander

COST

12

DEFENSE

4/4



SPEED

1

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
2	-	-	-

Paratrooper: This unit doesn't get placed on the map during deployment. At the end of any movement phase, you may deploy this unit on the map in any hex that isn't adjacent to any enemy unit. It can't move that phase.

COMMANDER ABILITIES

Initiative +3

Well Led: Friendly Paratrooper adjacent to this unit get to roll 1 extra attack dice when attacking during your assault phase.

The German airdrop on Crete would have been a disaster if not for the superb airborne officers.

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Maschinengewehr

13

1944



Soldier

COST

4

DEFENSE

3/3



SPEED

1

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	6	6	-
2	2	2	-

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Overheat: If this unit rolls three or more 1s on a single attack, put a face-up disruption counter on it. This counter isn't removed at the beginning of the next casualty phase.

As Germany was falling apart these antiques were given out to help defend the fatherland.

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Sd Kfz 10/5 Pak 38

1939



Vehicle - Half-Track

COST

14

DEFENSE

2/2



SPEED

4

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	3	3	-
11	9	7	-

The 1 ton model served primarily as a means of pulling light artillery, which during the course of war were also mounted on the loading bed.

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Sd Kfz 8 Bunkerflak 88 1939

Vehicle – Half-Track

COST
27

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		3	3	3	-
High Gear or Relocate 2		17	15	12	10

No Turret: This unit can attack Vehicles only if they are in front of this unit.

Open Back: Enemy units can use their anti-Soldier attack values when attacking this unit from behind.

8.8cm Anti-air gun mounted on an armored Sd Kfz 8 developed to attack the Maginot Line.

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Sd Kfz 250/3

1940
Vehicle – Half-Track
Commander

COST
15

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		6	5	4	-
High Gear or Relocate 2		2	2	2	-

COMMANDER ABILITIES
Initiative +3

Command Angriff: Friendly Soldiers within 2 hexes of this unit get Angriff – In your assault phase, friendly non-disrupted non-Artillery Soldiers can move into an adjacent hex and attack an enemy Soldier or Vehicle in that hex. They get +1 on each attack die for that attack.

Field Marshall Erwin Rommel used this vehicle class to lead the Afrika Korps.

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Sd Kfz 250/7

1941
Vehicle – Half-Track

COST
16

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		3	8	8	8
High Gear or Relocate 2		-	6	5	5

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Inaccurate 1: This unit gets -1 on each attack die.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

A SgrW 34 81mm mortar paired with a Sd Kfz 250, a useful combo used throughout the war.

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Sd Kfz 223

1939
Vehicle – Armored
Car Commander

COST
10

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5		8	7	6	-
High Gear or Relocate 2		3	2	2	-

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

COMMANDER ABILITIES
Initiative +2

Command Battlefield Awareness: Friendly Vehicles within 2 hexes of this unit get Battlefield Awareness – This unit can make defensive-fire attacks against Vehicles that move out of hexes adjacent to this unit. (The defensive-fire attack must be made while the target is still in an adjacent hex.)

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Pz I Engineers

1940
Vehicle – Tank

COST
12

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		6	6	4	-
High Gear or Relocate 2		2	2	2	-

AVRE: Unit ignores Obstacles. Unit destroys Obstacles in hexes it enters or on hexside it crosses.

Engineer Vehicles used to deal with obstacles and fortifications that stood in the way.

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Sd Kfz 251/9

1942
Vehicle – Half-Track

COST
12

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		7	6	4	-
High Gear or Relocate 2		10	9	8	-

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

No Turret: This unit can attack Vehicles only if they are in front of this unit.

Short barrels from the refitted Pz IV's were paired with the Sd Kfz 251.

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Pz I Command

1939
Vehicle – Tank
Commander

COST
10

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		7	7	6	-
High Gear or Relocate 2		2	2	2	-

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

COMMANDER ABILITIES
Initiative +2

Command Aggression 1: Friendly Vehicles within 2 hexes of this unit get Aggression 1 – In your assault phase, this unit can move at speed 1 before attacking.

Pz I command tanks were mounted with two radios.

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Beobachtungspanzer Vickers Mk VI

1940
Vehicle – Tank – Spotter

COST
5

DEFENSE
2/1



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		-	-	-	-
High Gear or Relocate 2		-	-	-	-

Weak Suspension: This unit must make a successful movement roll to enter a hill hex except along a road.

Spotter: If this unit is within 8 hexes of an enemy unit and has line of sight to it, friendly Aircraft roll one extra die when attacking that unit.

Large number of these tanks were captured in France and some were used on the Eastern Front as observation tanks.

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Sd Kfz 4/1 42 'Mule'

1942
Vehicle – Half-Track

COST
20

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		8	15	12	12
High Gear or Relocate 2		7	9	9	9

Inaccurate 1: Unit gets -1 on each attack die.

Bombardment: This unit can't attack Aircraft. This unit's attacks ignore cover.

Blast: When this unit attacks, make a separate attack roll against each unit in the target hex, including friendly units.

Rocket Salvo: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle, you can declare you are using a rocket salvo. If you do, roll 10 attack dice against each Soldier adjacent to the target and 5 attack dice against each Vehicle adjacent to the target. (This includes the target unit and friendly units.)

The 42 Nebelwerfer was also mounted on the 'Mule', its configuration was altered, and the number of barrels increased to ten.

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Pz III ausf N Veteran 1942



Vehicle – Tank

COST
19

DEFENSE
5/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		8	8	7	-
High Gear or Relocate		10	9	8	-

Smoke Screen: Once per game at the end of your movement phase, you may put a smoke screen in this unit's hex. A Smoke Screen blocks line of sight into, out of and through its hex. Remove the Smoke Screen at the end of the turn.

Side-Skirts: This unit gets +1 defense against units that have the Close Assault ability.

Veteran Crew: While disrupted, this unit can still move and doesn't suffer -1 penalty to each attack die. (It still suffers -1 defense and no defensive-fire.)

The Pz III ausf N was phased into an infantry support role.

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Sd Kfz 234/1



Vehicle – Armored Car

COST
10

DEFENSE
3/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5		8	7	6	-
High Gear or Relocate		4	3	3	-

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

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Flakpanzer IV Mobelwagen 1944



Vehicle – Tank

COST
17

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		11	10	9	9
High Gear or Relocate		6	6	5	5

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Open Back: Enemy units can use their anti-Soldier attack values when attacking this unit from behind.

Panzer IV hull and a mounted Flak 37 created this mobile antiair vehicle.

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Pz 38H Wurfrahmen 1942



Vehicle – Tank

COST
23

DEFENSE
4/4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		6	6	4	-
High Gear or Relocate		8	7	5	-

Rocket Salvo: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle, you can declare you are using a rocket salvo. If you do, roll 10 attack dice against each Soldier adjacent to the target and 5 attack dice against each Vehicle adjacent to the target. (This includes the target unit and friendly units.)

Captured French Hotchkiss tanks were equipped with Wurfrahmen rocket launchers

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Sd Kfz 234/3



Vehicle – Armored Car

COST
14

DEFENSE
3/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5		7	6	4	-
High Gear or Relocate		10	9	8	-

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

No Turret: This unit can attack Vehicles only if they are in front of this unit.

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Aufklarungspanzer 38(t) 1944



Vehicle – Tank

COST
10

DEFENSE
3/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		6	6	4	-
High Gear or Relocate		4	3	2	-

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Experienced Recon: This unit can attack units with the Camouflaged ability or the Superior Camouflaged ability at medium range.

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StuH 42



1942

Vehicle – Assault Gun

COST
18

DEFENSE
4/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		10	10	8	-
High Gear or Relocate		9	8	7	-

Bombardment: Unit's attack ignore cover.

Fixed Howitzer: Unit may only attack units in front of it.

Side-Skirts: This unit gets +1 defense against units that have the Close Assault ability.

This StuH variant was designed to protect tank destroyers from enemy infantry.

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Pantherturnm



Vehicle – Fortifications

COST
25

DEFENSE
6/6



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		7	7	6	-
High Gear or Relocate		16	14	11	-

Low Silhouette: This unit gets cover rolls in clear hexes and succeeds on a roll of 6.

Panther turret mounted in fixed fortifications, Allies called them 'Tobruks'. Reinforced roof armor made these emplacements costly and difficult to destroy.

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Flammpanzer Hetzer 1944



Vehicle – Tank Destroyer

COST
15

DEFENSE
5/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		9	5	-	-
High Gear or Relocate		10	3	-	-

Hull-Mounted Flamethrower: This unit's short range attack ignores cover. If this unit rolls three or more 6's on a short-range attack, the target is destroyed immediately. This ability doesn't work against enemy units that are behind this unit.

Hard to Spot: Unit gets +1 to cover rolls.

Fixed Howitzer: Unit may only attack units in front of it.

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2nd Mountain 'Flint Division'

1941

Soldier

COST
7

DEFENSE
4/4



SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	6	-	-	
2	-	-	-	

High Gear
or
Relocate

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Close Assault 7: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Mountaineering: Unit gets +1 movement rolls.

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M1937 MG

1941

Soldier

COST
8

DEFENSE
4/4



SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	8	7	-	
3	3	2	-	

High Gear
or
Relocate

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

The model 1937 gave the Romanian army a reliable and effective medium machine gun.

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M1939 80mm Mortar

1941

Soldier - Artillery

COST
11

DEFENSE
3/3



SPEED
0

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
3	8	8	8	16
-	5	5	5	16

High Gear
or
Relocate

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

Inaccurate 1: Unit gets -1 on each attack die.

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M1930 LMG

1941

Soldier

COST
5

DEFENSE
4/4



SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	7	-	-	
2	2	-	-	

High Gear
or
Relocate

Covering Fire: Soldiers attacked by this unit can't make defensive-fire attacks this turn.

The Model 1930 was the main Romanian light machine gun during the Second World War.

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Romanian Combat Engineer

1941

Soldier

COST
7

DEFENSE
4/4



SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	6	-	-	
2	-	-	-	

High Gear
or
Relocate

Close Assault 12: This unit has an attack value of 12 against Vehicles in its hex. This attack ignores cover.

Bridge Demolition: This unit may attempt to destroy a bridge or Obstacle in its hex instead of moving or attacking in your assault phase. Roll a die. If you roll a 4 or higher, destroy the bridge or Obstacle.

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Obuzierul 100mm M1934

1941

Soldier - Artillery

COST
18

DEFENSE
3/3



SPEED
0

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
10	9	8	8	12
6	6	4	4	12

High Gear
or
Relocate

Light Artillery: This unit can be carried by units with the Transport ability.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

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M1907/12 HMG

1941

Soldier

COST
7

DEFENSE
4/4



SPEED
0

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	8	6	-	
3	3	3	-	

High Gear
or
Relocate

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Heavy Rifle: While this unit is adjacent to a friendly Soldier with a base speed of 1, it gets speed 1.

The standard heavy machine gun used by the Austro-Hungarian army during the First World War, still available in large numbers.

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Romanian Spotter

1941

Soldier - Spotter

COST
6

DEFENSE
3/3



SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
6	4	-	-	
-	-	-	-	

High Gear
or
Relocate

Spotter: If this unit is within 8 hexes of an enemy unit and has line of sight to it, friendly Aircraft roll 1 extra die when attacking that unit.

Chatting on the Radio: This unit only counts as a Spotter if it doesn't move in the assault phase.

Superior Camouflage: While this unit has cover, enemy units can't attack this unit at medium or long range.

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Obuzierul 150mm M1934

1941

Soldier - Artillery

COST
21

DEFENSE
3/3



SPEED
0

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
11	11	10	9	16
10	8	6	6	16

High Gear
or
Relocate

Large: This unit is treated as a Vehicle for stacking purposes.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Bombardment: This unit can't attack Aircraft. This unit's attacks ignore cover.

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Tunul de Camp

75mm M1902/36
1941



Soldier – Artillery

COST
DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		9	8	7	7
High Gear or Relocate 2		6	5	4	4

Light Artillery: This unit can be carried by units with the Transport ability.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this units attack against that Soldier ignores line of sight.

PROJECT
Ogou-Feray



Resita 120mm Heavy Mortar

1942



Soldier – Artillery

COST
DEFENSE
15 3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		3	10	10	10
High Gear or Relocate 2		-	7	6	6

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this units attack against that Soldier ignores line of sight.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

Inaccurate 1: Unit gets -1 on each attack die.

These were built by the Romanian firm Resita and were issued in early 1942, a simply copy of the Soviet PM-38 heavy mortar.

PROJECT
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75mm Resita Model 1943

1943



Soldier – Artillery

COST
DEFENSE
10 3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		3	3	3	-
High Gear or Relocate 1		14	12	10	10

Large: This unit is treated as a Vehicle for stacking purposes.

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Tunul Antitanc

37mm M1936
1941



Soldier – Artillery

COST
DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		3	3	3	-
High Gear or Relocate 2		9	8	5	-

Light Artillery: This unit can be carried by units with the Transport ability.

PROJECT
Ogou-Feray



Orlita SMG M1941

1943



Soldier

COST
DEFENSE
4 4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		9	7	-	-
High Gear or Relocate		2	-	-	-

Limited Range 2: This unit can attack only at ranges of 2.

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

The Orlita M1941 was designed and built in Romania and was first issued to the troops in 1943.

PROJECT
Ogou-Feray



Oa vz27

1941



Vehicle – Armored Car

COST
DEFENSE
7 2/2

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		8	6	6	-
High Gear or Relocate 1		2	2	2	-

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

Thin Wheels: This unit can't cross streams or enter marshes except along a road.

PROJECT
Ogou-Feray



Tunul Antitanc

47mm M1936
1941



Soldier – Artillery

COST
DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		3	3	3	-
High Gear or Relocate 2		11	9	7	-

Light Artillery: This unit can be carried by units with the Transport ability.

PROJECT
Ogou-Feray



Arges Assault Pioneers

1943



Soldier

COST
DEFENSE
9 4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		10	5	-	-
High Gear or Relocate		8	-	-	-

Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately.

Bridge Demolition: This unit may attempt to destroy a bridge or Obstacle in its hex instead of moving or attacking in your assault phase. Roll a die. If you roll a 4 or higher, destroy the bridge or Obstacle.

PROJECT
Ogou-Feray



Oa vz30

1941



Vehicle – Armored Car

COST
DEFENSE
6 2/2

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5		7	6	5	-
High Gear or Relocate 2		2	2	2	-

Strike and Fade 2: In your assault phase, this unit can move at speed 2 after attacking.

PROJECT
Ogou-Feray



Tancuri T38

1941



Vehicle – Tank

COST

10

DEFENSE

3/2

SPEED

4

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	7	6	-	
8	7	5	-	

Robust: This unit gets +1 on movement rolls. While disrupted, this unit has speed 1.

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Vanatorul de Care R35

1943



Vehicle – Tank Destroyer

COST

10

DEFENSE

4/4

SPEED

2

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
-	-	-	-	
10	8	7	-	

Trench Crossing: This unit can cross streams without making a movement roll.

The R-35 paired with a Soviet 45mm tank gun taken off captured BT-7 tanks.

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TA T3 Assault Gun

1943



Vehicle – Assault Gun

COST

15

DEFENSE

4/3

SPEED

3

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	8	7	-	
10	9	8	-	

Fixed Howitzer: This unit can attack only units in front of it.

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Tancuri R-1

1941



Vehicle – Tank

COST

7

DEFENSE

2/2

SPEED

4

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	7	6	-	
2	2	2	-	

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Recon: While this unit has line of sight to an enemy unit, add +1 to your initiative rolls.

The R-1 was a CKD AH-IV tankette used as a reconnaissance tank and served in mechanized cavalry brigades.

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Tacam R-1

1943



Vehicle – Tank Destroyer

COST

9

DEFENSE

2/2

SPEED

2

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
6	6	4	-	
10	9	7	-	

No Turret: This unit can attack Vehicles only if they are in front of this unit.

Open Back: Enemy units can use their anti-Soldier attack values when attacking this unit from behind.

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Tacam R-2

1944



Vehicle – Tank Destroyer

COST

12

DEFENSE

3/2

SPEED

3

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
6	6	4	-	
13	11	10	-	

No Turret: This unit can attack Vehicles only if they are in front of this unit.

Open Back: Enemy units can use their anti-Soldier attack values when attacking this unit from behind.

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Tancuri T-3

1943



Vehicle – Tank

COST

13

DEFENSE

3/3

SPEED

3

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	7	6	-	
10	9	8	-	

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Tacam T-60

1943



Vehicle – Tank Destroyer

COST

18

DEFENSE

3/2

SPEED

4

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
6	6	4	-	
14	12	10	-	

No Turret: This unit can attack Vehicles only if they are in front of this unit.

Open Back: Enemy units can use their anti-Soldier attack values when attacking this unit from behind.

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

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M-Tank 'Maresal'

1944



Vehicle – Tank Destroyer

COST

17

DEFENSE

4/3

SPEED

3

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
3	2	-	-	
14	12	10	-	

No Turret: This unit can attack Vehicles only if they are in front of this unit.

Hard to Spot: Unit gets +1 to cover rolls.

Camouflaged: Until this unit attacks or moves, enemy units can't this unit at medium or long range.

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Schwarzlose
M1907
1941



Soldier

COST

8

DEFENSE

4/4

SPEED

0

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	7	5	-
3	2	2	-

Heavy Rifle: While this unit is adjacent to a friendly Soldier with a base speed of 1, it gets speed 1.

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Gun Shield: This unit gets +1 defense against Soldiers at long range.

PROJECT
Ogou-Feray



Mountain Brigade

1941



Soldier

COST

5

DEFENSE

4/4

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	5	-	-
2	-	-	-

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

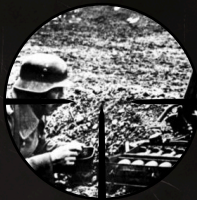
Mountaineering: Unit gets +1 movement rolls.

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39M Light Mortar

1941



Soldier

COST

5

DEFENSE

3/3

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	6	5	-
-	4	3	-

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

Inaccurate 1: Unit gets -1 on each attack die.

Maximum Range 6: This unit's long range is 6 hexes.

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Gyorshadtest –
'Rapid Corps'
1941



Soldier

COST

6

DEFENSE

4/4

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	5	-	-
2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Mechanized Tactics: At the end of its movement phase, unit may dismount from Transport.

Hardened Veteran: This unit can move while disrupted and rerolls 1 attack die during its turn.

PROJECT
Ogou-Feray



Border Guards

1941



Soldier

COST

4

DEFENSE

4/4

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	5	-	-
2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Entrenched: Until this unit moves, it gets a +1 defense.

PROJECT
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Assault Pioneers

1941



Soldier

COST

6

DEFENSE

4/4

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
2	-	-	-

Close Assault 10: This unit has an attack value of 10 against Vehicles in its hex. This attack ignores cover.

Bridge Demolition: This unit may attempt to destroy a bridge or Obstacle in its hex instead of moving or attacking in your assault phase. Roll a die. If you roll a 4 or higher, destroy the bridge or Obstacle.

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39M Danuvia SMG

1941



Soldier

COST

4

DEFENSE

4/4

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	6	-	-
2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Limited Range 2: This unit can attack only at ranges of 2.

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Hungarian Bicycle
Troop
1941



Soldier

COST

4

DEFENSE

4/4

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	5	-	-
2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Recon: While this unit has line of sight to an enemy unit, add +1 to your initiative rolls.

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Hungarian
Gendarmerie
1941



Soldier

COST

3

DEFENSE

3/3

SPEED

1

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
2	-	-	-

Bravado 2: This unit rolls 2 extra attack dice when attacking if none of your units have been destroyed this game.

Paramilitary police responsible for the public safety and the maintenance of law and order in the rural Hungary.

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Solothurn S 18-1000 Motorcycle 1941

Soldier – Motorcycle

COST
8

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5		7	6	4	-
High Gear or Relocate		5	4	3	-

Thin Wheels: This unit can't cross streams or enter marshes except along a road.

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Honved NCO

1941

Soldier – Commander

COST
6

DEFENSE
4/4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		8	-	-	-
High Gear or Relocate		2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

COMMANDER ABILITIES
Initiative +2

Dispersal: Friendly soldiers adjacent to this unit get +1 defense against attacks from units with the Blast ability.

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40M 210mm Howitzer 1941

Soldier – Artillery

COST
14

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		11	10	9	9
High Gear or Relocate		9	8	7	7

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Bombardment: This unit can't attack Aircraft. This unit's attacks ignore cover.

Blast: When this unit attacks, make a separate attack roll against each unit in the target hex, including friendly units.
Large: This unit is treated as a Vehicle for stacking purposes.

Improvements were made on Italian purchased 210/22 heavy howitzers 39M which resulted in the 40M.

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Hungarian Paratrooper 1941

Soldier – Paratrooper

COST
8

DEFENSE
4/4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		9	6	-	-
High Gear or Relocate		2	-	-	-

Paratrooper: This unit doesn't get placed on the map during deployment. At the end of any movement phase, you may deploy this unit on the map in any hex that isn't adjacent to any enemy unit. It can't move that phase.

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Formed in 1936 and involved in the invasion of Yugoslavia.

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Hungarian Spotter

1941

Soldier – Spotter

COST
6

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		6	-	-	-
High Gear or Relocate		2	-	-	-

Spotter: If this unit is within 8 hexes of an enemy unit and has line of sight to it, friendly Aircraft roll 1 extra die when attacking that unit.

Chatting on the Radio: This unit only counts as a Spotter if it doesn't move in the assault phase.

Concealed: While this unit has cover enemy units can't attack this unit at long range.

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38M 20mm AA

1941

Soldier – Artillery

COST
6

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		8	7	6	-
High Gear or Relocate		3	3	3	-

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Light Artillery: This unit can be carried by units with the Transport ability.

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Hussar Cavalry 1941

Soldier – Cavalry

COST
5

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		8	5	-	-
High Gear or Relocate		2	-	-	-

Hand to Hand 10: This unit has an attack value of 10 against Soldiers in its hex. This attack ignores cover.

Hard Charger: At the end of your movement phase, remove any face-up disrupt counters from this unit.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

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15M 75mm Mountain Gun 1941

Soldier – Artillery

COST
7

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		5	8	8	8
High Gear or Relocate		3	4	4	4

Mountaineering: Unit gets +1 movement rolls.

The Hungarian military had a quantity of Skoda mountain guns which had been left to them from the old Austrian Hungarian Empire and these were the 75mm M1915 mountain guns

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36M 80mm AA

1941

Soldier – Artillery

COST
9

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		10	9	8	8
High Gear or Relocate		6	5	5	5

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Large: This unit is treated as a Vehicle for stacking purposes.

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36M 37mm ATG

1941



Soldier – Artillery

COST

5

DEFENSE

3/3



SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
3	3	3	-	
9	7	5	-	

Light Artillery: This unit can be carried by units with the Transport ability.

Hungarian version of the German PaK 36

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44M Raketaveto

1944



Soldier

COST

7

DEFENSE

4/4



SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	5	-	-	
10	5	-	-	

Close Assault 12: This unit has an attack value of 12 against Vehicles in its hex. This attack ignores cover.

Limited Range 2: This unit can attack only at ranges of 2.

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38M Raba Botond

1941



Vehicle – Truck

COST

3

DEFENSE

1/1



SPEED

4

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
-	-	-	-	
-	-	-	-	

Gun Transport: This unit has the Transport ability. It can carry non-large Artillery.

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40M 40mm ATG

1941



Soldier – Artillery

COST

6

DEFENSE

3/3



SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
3	3	3	-	
10	8	6	-	

Light Artillery: This unit can be carried by units with the Transport ability.

The 40M 40mm was Hungary's first real anti-tank gun.

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44M Buzoganyveto

1944



Soldier

COST

20

DEFENSE

3/3



SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
6	-	-	-	
-	-	20	20	12

Heavy Rifle: While this unit is adjacent to a friendly Soldier with a base speed of 1, it gets speed 1.

The 'Mace Thrower' was an unguided anti-tank rocket designed in Hungary for use against Soviet heavy tanks.

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37M Hansa-Lloyd

1941



Vehicle – Half Track

COST

6

DEFENSE

2/2



SPEED

4

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
-	-	-	-	
-	-	-	-	

Large Transport: This unit has the Transport ability but can carry 2 Soldiers. 1 of which can be Artillery.

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38M 50mm ATG

1941



Soldier – Artillery

COST

8

DEFENSE

3/3



SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
3	3	3	-	
11	9	7	-	

Light Artillery: This unit can be carried by units with the Transport ability.

Hungarian version of the German PaK 38

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37M Krupp Protze

1941



Vehicle – Truck

COST

5

DEFENSE

1/1



SPEED

3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
-	-	-	-	
-	-	-	-	

Transport: This unit can carry 1 Soldier.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

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39M Csabo

1941



Vehicle – Armored Car

COST

8

DEFENSE

2/2



SPEED

5

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
6	6	5	-	
4	3	2	-	

Aggression 2: In your assault phase, this unit can move at speed 2 before attacking.

Recon: While this unit has line of sight to an enemy unit, add +1 to your initiative rolls.

The 39M became the standard armored car of the Hungarian army. They equipped reconnaissance detachments and issued to armored mechanized and mountain formations.

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35M Ansaldo

1941



Vehicle - Tank

COST
7

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		6	5	4	-
High Gear or Relocate		2	2	2	-

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Excellent Suspension: This unit can enter hill hexes as though they were clear hexes.

The Hungarian army purchased around 150 CV-35 tankettes from Italy. These were modified to Hungarian specifications and weapons with some having a square cupola.

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Marder II

1942



Vehicle - Tank Destroyer

COST
17

DEFENSE
3/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		6	5	4	-
High Gear or Relocate		15	13	11	10

No Turret: This unit can attack Vehicles only if they are in front of this unit.

Open Back: Enemy units can use their anti-Soldier attack values when attacking this unit from behind.

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44M Zrinyi I

1945



Vehicle - Assault Gun

COST
20

DEFENSE
5/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		7	7	6	-
High Gear or Relocate		12	13	10	9

Fixed Howitzer: This unit can attack only units in front of it.

Rocket Salvo: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle, you can declare you are using a rocket salvo. If you do, roll 10 attack dice against each Soldier adjacent to the target and 5 attack dice against each Vehicle adjacent to the target. (This includes the target unit and friendly units.)

The 44M Zrinyi I was fitted with 6 rocket launcher tubes, 3 launchers were mounted on either side of the rear of the hull around the engine deck. Only 1 was built.

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40M Nimrod

1941



Vehicle - Tank

COST
15

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		11	10	9	9
High Gear or Relocate		6	6	5	5

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

The Nimrod was built on the chassis of the Toldi light tank and mounted a licensed built version of the Bofors 40mm anti-aircraft gun.

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41M Turan II

1943



Vehicle - Tank

COST
14

DEFENSE
4/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		7	6	5	-
High Gear or Relocate		10	9	8	-

Side-Skirts: This unit gets +1 defense against units that have the Close Assault ability.

The 41M Turan II had a short-barreled 75 mm gun, improved armour and a new turret over the Turan I

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Slovakian Captain

1939



Soldier - Commander

COST
7

DEFENSE
4/4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		9	7	-	-
High Gear or Relocate		2	-	-	-

Limited Range 2: This unit can attack only at ranges of 2.

COMMANDER ABILITIES
Initiative +1

Stalwart: Friendly Soldiers adjacent get +1 on each attack die when making defensive-fire attacks.

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42M Toldi II

1941

Vehicle - Tank
Commander

COST
10

DEFENSE
3/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		6	6	5	-
High Gear or Relocate		5	4	3	-

Mobility: This unit gets +1 defense against defensive-fire attacks.

COMMANDER ABILITIES
Initiative +2

Command Quick Reactions: Each friendly Vehicle within 2 hexes of this unit can change facing after making an attack.

The 41M Toldi II was virtually the same as the 38M except for a better radio and a few minor improvements.

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43M Turan III

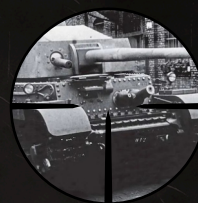
1944



Vehicle - Tank

COST
19

DEFENSE
4/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		7	6	5	-
High Gear or Relocate		15	13	10	9

Superior Frontal Armor 2: An attack against this unit's front defense must beat it by 2 or more in order to score 2 hits against it.

Prototypes were manufactured, but work on the project stopped in 1944 when mass-production terminated in the country.

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37mm KPV vz37 ATG

1939



Soldier - Artillery

COST
6

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		3	3	3	-
High Gear or Relocate		10	7	5	-

Light Artillery: This unit can be carried by units with the Transport ability.

Gun Shield: This unit gets +1 defense against Soldiers at long range.

The first anti-tank gun issued to Czech troops. It was a fine weapon and at the time it was one of the best in the world.

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Barrage Balloons

1939

Obstacles Fortifications

COST

2

DEFENSE

3/3



Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Barrage Balloons: Once placed in a hex any Aircraft cannot enter that hex.

Barrage Balloons were designed to prevent enemy aircraft from commencing low-level attacks against ground targets.

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Hemmbalken Wooden Ramps

1944

Obstacles Fortifications

COST

2

DEFENSE



Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Hemmbalken: Whenever a Vehicle with the special ability "Amphibious" or "Water Craft" ends its move or leaves a hex containing this Obstacle, the unit's controller rolls a die. On a 3 or less, put a face-up Disruption counter on that unit.

Among the many defensive obstacles covering the beaches on the Normandy coast were these Hemmbalken that were designed to destroy incoming landing craft by tipping them over with the occupants still inside. These giant obstructions were often tipped with Teller mines.

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Hemmkurvenhindernis Tank Obstacle

1940

Obstacles Fortifications

COST

0.5

DEFENSE



Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Hemmkurvenhindernis: This Obstacle is placed along the boundary between hexes. A Vehicle must make a successful movement roll to cross this Obstacle.

These obstacles were built out of bent railway tracks. One of the most famous examples seen was from Trouville, France.

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Rommelspargel Rommel's

1944

Obstacles Fortifications

COST

1

DEFENSE



Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Rommelspargel: This Obstacle must be placed in a clear hex, any unit with the Special Ability "Gliderborne" or "Paratrooper" that is deployed in the hex containing this Obstacle, the unit's controller rolls a die. On a 4 or less, put a face-up Disruption counter on that unit.

Field Marshall Erwin Rommel saw the danger coming from the sky. To prevent the landing of gliders and paratroopers, he ordered that every field in the Atlantic Wall should be obstructed by these 3m high poles, some even had explosives attached to them.

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Anti-Tank Ditches

1939

Obstacles Fortifications

COST

2

DEFENSE



Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Tank Ditch: This Obstacle is placed along the boundary between hexes. This Obstacle is impassable for a Vehicle and a Soldier must make a successful movement roll to cross this Obstacle.

Large ditches dug so tanks would get stuck, usually 6 meters across and 2 meters deep. These ditches could be placed with other obstacles to deter advancement.

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Dragons Teeth

1939

Obstacles Fortifications

COST

2

DEFENSE



Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Dragons Teeth: This Obstacle is impassable for a Vehicle and a non-artillery Soldier has cover on a roll of 5+.

Dragons Teeth were designed to impede vehicle movement and channel them into killing zones.

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Tank Buoy

1940

Obstacles Fortifications

COST

0.5

DEFENSE



Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Tank Buoy: This Obstacle must be placed in a Town or Road hex. This Obstacle stops movement for any Vehicle for that Phase. Any Unit in the hex instead of moving or attacking in a phase may attempt to remove this Obstacle. Roll a die. If you roll a 3 or higher, remove the Obstacle.

Buoys were intended to impeded enemy movements, they could be used to block roads quickly. They proved to be ineffective.

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Cointet-element – Belgian Gate

1939

Obstacles Fortifications

COST

1

DEFENSE



Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Belgian Gate: This Obstacle must be placed in a Town or Road hex. This Obstacle is impassable for a Vehicle.

Tank barricade built during the early war and later used along the Atlantic Wall.

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Fox Holes

1939

Obstacles Fortifications

COST

1

DEFENSE



Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Fox Holes: This Obstacle can be placed in any hex within two hexes of the starting position. A non-Artillery Soldier in this Obstacle has Cover, even from units with the Bombardment ability. If this Obstacle is placed in Cover add +1 to cover roll.

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Sandbag Emplacements 2

1939

Obstacles Fortifications

COST	DEFENSE
2	

Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Sandbag Emplacements 2: 2 connected hexsides are protected with sandbags. Soldiers in this Obstacle have a facing, adds +1 to Defense, has Cover, and gets +1 on Cover Rolls.

Undefended Back: Enemy units +1 on each attack die when attacking this unit from behind. Soldiers must make a successful movement roll to cross this Obstacle.

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Sandbag Emplacements 3

1940

Obstacles Fortifications

COST	DEFENSE
3	

Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Sandbag Emplacements 3: 3 connected hexsides are protected with sandbags. Soldiers in this Obstacle have a facing, adds +1 to Defense, has Cover, and gets +1 on Cover Rolls.

Undefended Back: Enemy units +1 on each attack die when attacking this unit from behind. Soldiers must make a successful movement roll to cross this Obstacle.

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Sandbag Emplacements 4

1941

Obstacles Fortifications

COST	DEFENSE
4	

Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Sandbag Emplacements 4: 4 connected hexsides are protected with sandbags. Soldiers in this Obstacle have a facing, adds +1 to Defense, has Cover, and gets +1 on Cover Rolls.

Undefended Back: Enemy units +1 on each attack die when attacking this unit from behind. Soldiers must make a successful movement roll to cross this Obstacle.

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Camouflage Netting

1939

Obstacles Fortifications

COST	DEFENSE
1	

Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Camouflage Netting: This Obstacle can be placed in any hex within two hexes of the starting position. Enemy units can't attack any units at long range until the unit under the netting attacks.

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Observation Post

1939

Obstacles Fortifications

COST	DEFENSE
2	4/4

Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Observation Post: This Obstacle when placed in a hill or town hex gains Superior Optics – While in a hill or town hex, it can ignore the terrain in any one hex when determining Line of Sight.

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Stone Walls

1939

Obstacles Fortifications

COST	DEFENSE
1	

Fortifications: During deployment, Fortifications are placed by each player in turn before all other units. Fortifications can be placed on the map in any hex that isn't adjacent to the objective. Fortifications don't count against stacking limits.

Stone Walls: This Obstacle is placed along the boundary between hexes. This Obstacle is passable for a Vehicle and a Soldier if they make a successful movement roll. This Obstacle provides Cover.

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Battalion Aid Station

1939

Soldier – Support

COST	DEFENSE
6	3/3

Support Units: During deployment, Support Units are placed by each player in turn before all other units. Support Units can be placed on the map in any hex that isn't adjacent to the objective. Support Units don't count against stacking limits.

Triage: Any Soldier that receives a Face-up Destroyed Counter, roll a die. On a 6 ignore the Destroyed counter.

Dug In: This unit can't move and can't be carried with the Transport ability.

The forwardmost medically staffed treatment location.

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Motor Pool

1939

Soldier – Support

COST	DEFENSE
6	3/3

Support Units: During deployment, Support Units are placed by each player in turn before all other units. Support Units can be placed on the map in any hex that isn't adjacent to the objective. Support Units don't count against stacking limits.

Mechanical Repair: Vehicles with the Special Abilities Prone to Breakdown, Fire Hazard, Unreliable, or Weak Suspension no longer suffer from the effect.

Dug In: This unit can't move and can't be carried with the Transport ability.

Basic maintenance and repair schedules help keep vehicles working at peak performance.

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Off Board Bombardment

1939

Soldier – Support

COST	DEFENSE
75	

Off Board Support Unit: This unit is not placed.

Off Board Bombardment: Spotter unit needs line of sight to target hex. Unit rolls 2 dice to determine deviation from target hex. Before the dice are thrown a hex-side is chosen as number 1 and going in a clockwise rotation number hex-sides 1 through 6. The first die represents if bombardment is on target: 4-6: Hits target, 1-3: misses target hex by number shown. The second die represents which direction the bombardment misses; using the previous numbered hexsides determines where the bombardment lands. Roll 25 attack dice against each unit in the hex. Fire for Effect: Once per game, after the die rolls for targeting are established you may use Fire for Effect and you roll for all units in the target hex and the 6 surrounding hexes.

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AT Rifle wz35

1939



Soldier

COST

4

DEFENSE

4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	3	2	-
7	5	3	-

High Gear
or
Relocate

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Polish MG Team

1939



Soldier

COST

8

DEFENSE

4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	8	6	-
3	3	2	-

High Gear
or
Relocate

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

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Sokol 1000

1939



Soldier – Motorcycle

COST

7

DEFENSE

3/3

SPEED

5

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
2	-	-	-

High Gear
or
Relocate

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Recon: While this unit has line of sight to an enemy unit, add +1 to your initiative rolls.

Thin Wheels: This unit can't cross streams or enter marshes except along a road.

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Polish Forward Observer

1939



Soldier – Spotter

COST

5

DEFENSE

3/3

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5	4	-	-
-	-	-	-

High Gear
or
Relocate

Spotter: If this unit is within 8 hexes of an enemy unit and has line of sight to it, friendly Aircraft roll 1 extra die when attacking that unit.

Chatting on the Radio: This unit only counts as a Spotter if it doesn't move in the assault phase.

Camouflaged: Until this unit attacks or moves, enemy units can't see this unit at medium or long range.

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Granatnik wz36

1939



Soldier – Artillery

COST

8

DEFENSE

4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	6	5	-
-	4	4	-

High Gear
or
Relocate

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

Inaccurate 1: Unit gets -1 on each attack die.

A crossover between a light mortar and a grenade launcher.

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Mortar 3inch wz28

1939



Soldier – Artillery

COST

11

DEFENSE

3/3

SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	8	8	8
-	6	5	5

High Gear
or
Relocate

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

Inaccurate 1: Unit gets -1 on each attack die.

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105mm Field Gun wz29

1939



Soldier – Artillery

COST

16

DEFENSE

3/3

SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	8	8	8
12	10	7	7

High Gear
or
Relocate

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

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100mm Haubica Howitzer

1939



Soldier – Artillery

COST

18

DEFENSE

3/3

SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	9	8	8
6	6	4	4

High Gear
or
Relocate

Light Artillery: This unit can be carried by units with the Transport ability.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

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65mm Mountain Gun wz06

1939



Soldier – Artillery

COST

5

DEFENSE

3/3

SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5	7	6	-
3	3	3	-

High Gear
or
Relocate

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

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37mm ATG wz36

1939



Soldier – Artillery

COST
DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		3	3	3	-
High Gear or Relocate		9	7	5	-

Light Artillery: This unit can be carried by units with the Transport ability.

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Bofors 40mm AA wz36

1939



Soldier – Artillery

COST
DEFENSE
9 3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		11	10	9	9
High Gear or Relocate		6	6	5	5

Large: This unit is treated as a Vehicle for stacking purposes.

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

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Polish Lancer

1939

Soldier – Cavalry
Commander



COST
DEFENSE
8 3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		8	5	-	-
High Gear or Relocate		2	-	-	-

Hand to Hand 6: This unit has an attack value of 6 against Soldiers in its hex. This attack ignores cover.

COMMANDER ABILITIES
Initiative +2

Command Cavalry Charge: Friendly Cavalry within 2 hexes of this unit get Hard Charger - At the end of your movement phase, remove any face-up disrupt counters from this unit.

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Polish Grenadiers

1940



Soldier

COST
DEFENSE
4 4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		8	6	-	-
High Gear or Relocate		2	-	-	-

Hand to Hand 6: This unit has an attack value of 6 against Soldiers in its hex. This attack ignores cover.

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

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Home Army SMG

1943



Soldier – Partisan

COST
DEFENSE
4 3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		9	5	-	-
High Gear or Relocate		2	-	-	-

Partisan: During deployment, deploy this unit in any unoccupied hex adjacent to the edge of the battle map.

Limited Range 2: This unit can attack only at ranges of 2.

Close Assault 4: This unit has an attack value of 4 against Vehicles in its hex. This attack ignores cover.

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Polski Fiat 508

1939



Vehicle – Car

COST
DEFENSE
3 1/1

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5		-	-	-	-
High Gear or Relocate		-	-	-	-

Transport: This unit can carry 1 Soldier.

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Ursus A

1939



Vehicle – Truck

COST
DEFENSE
3 1/1

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		-	-	-	-
High Gear or Relocate		-	-	-	-

Large Transport: This unit has the Transport ability but can carry 2 Soldiers. 1 of which can be Artillery.

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Samochod wz28 AC

1939



Vehicle – Half-Track

COST
DEFENSE
6 2/2

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		6	6	5	-
High Gear or Relocate		8	7	5	-

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

Prone to Breakdown: This unit can't move while damaged.

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Half-Track wz34

1939



Vehicle – Half-Track

COST
DEFENSE
4 1/1

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		-	-	-	-
High Gear or Relocate		-	-	-	-

Gun Transport: This unit has the Transport ability. It can carry non-large Artillery.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

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Samochod wz29

HAC

1939



Vehicle – Armored Car

COST

10

DEFENSE

2/2

SPEED

4

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	7	6	-
8	7	5	-

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	7	5	-
8	7	5	-

High Gear
or
Relocate

1

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

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Samochod wz34

LAC

1939



Vehicle – Armored Car

COST

7

DEFENSE

2/2

SPEED

4

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	5	-
8	7	5	-

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	5	-
8	7	5	-

High Gear
or
Relocate

2

Strike and Fade 2: In your assault phase, this unit can move at speed 2 after attacking.

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Vickers E Type A

1939



Vehicle – Tank

COST

5

DEFENSE

2/2

SPEED

3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	5	-
3	3	3	-

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	5	-
3	3	3	-

High Gear
or
Relocate

3

Weak Suspension: This unit must make a successful movement roll to enter a hill hex except along a road.

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Vickers E Type B

1940



Vehicle – Tank

COST

8

DEFENSE

3/2

SPEED

3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	6	6	-
11	9	7	-

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	6	6	-
11	9	7	-

High Gear
or
Relocate

3

Weak Suspension: This unit must make a successful movement roll to enter a hill hex except along a road.

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50mm DBT Mortar

1940



Soldier

COST

3

DEFENSE

4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	4	-	-
4	4	-	-

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	4	-	-
4	4	-	-

High Gear
or
Relocate

1

Limited Range 2: This unit can attack only at ranges of 2.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

Inaccurate 1: Unit gets -1 on each attack die.

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47mm M1931 ATG

1940



Soldier – Artillery

COST

5

DEFENSE

3/3

SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	3	3	-
9	9	6	-

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	3	3	-
9	9	6	-

High Gear
or
Relocate

1

Camouflaged: Until this unit attacks or moves, enemy units can't see this unit at medium or long range.

Light Artillery: This unit can be carried by units with the Transport ability.

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Berliet VUDB

1940



Vehicle – Armored Car

COST

6

DEFENSE

2/1

SPEED

3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	7	6	-
2	2	-	-

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	7	6	-
2	2	-	-

High Gear
or
Relocate

3

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

Excellent Suspension: This unit can enter hill hexes as though they were clear hexes.

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T15 Tankette

1940



Vehicle – Tank

COST

9

DEFENSE

2/2

SPEED

5

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	8	6	-
6	4	3	-

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	8	6	-
6	4	3	-

High Gear
or
Relocate

1

Prone to Breakdown: This unit can't move while damaged.

Fast, but poorly protected and lacking firepower, the T15 was only marginally better than an armored car.

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ACG-1

1940



Vehicle – Tank

COST

13

DEFENSE

3/3

SPEED

3

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	8	6	-
10	8	7	-

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	8	6	-
10	8	7	-

High Gear
or
Relocate

3

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Hotchkiss Gras 11mm 1940



Soldier

COST
10

DEFENSE
4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		10	9	8	-
High Gear or Relocate		4	3	3	-

Heavy Rifle: While this unit is adjacent to a friendly Soldier with a base speed of 1, it gets speed 1.

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

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Brandt 60mm Mortar 1940



Soldier

COST
6

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		3	6	6	-
High Gear or Relocate		-	4	4	-

Inaccurate 1: Unit gets -1 on each attack die.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

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Senegalese Tirailleurs 1940



Soldier

COST
4

DEFENSE
4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		7	5	-	-
High Gear or Relocate		1	-	-	-

Close Assault 5: This unit has an attack value of 5 against Vehicles in its hex. This attack ignores cover.

Hand to Hand 8: This unit has an attack value of 8 against Soldiers in its hex. This attack ignores cover.

French colonial infantry units recruited from across French West and Central Africa.

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Moroccan Goumiers 1940



Soldier

COST
8

DEFENSE
4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		8	6	-	-
High Gear or Relocate		1	-	-	-

Close Assault 5: This unit has an attack value of 5 against Vehicles in its hex. This attack ignores cover.

Hand to Hand 10: This unit has an attack value of 10 against Soldiers in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Most military analysts consider the goumiers' maneuver to be the decisive victory that finally opened the road to Rome to the Allies.

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French Foreign Legionnaires 1940



Soldier

COST
5

DEFENSE
4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		8	6	-	-
High Gear or Relocate		2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Reflecting the divisions of the time, part of the Foreign Legion joined the Free French movement while another part served the Vichy government.

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Erma EMP

1940



Soldier

COST
3

DEFENSE
4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		9	5	-	-
High Gear or Relocate		2	-	-	-

Close Assault 5: This unit has an attack value of 5 against Vehicles in its hex. This attack ignores cover.

Limited Range 2: This unit can attack only at ranges of 2.

Obtained over 3000 of these weapons from Spanish Civil War refugees and pressed into service during the Battle of France.

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French Colonial Sergeant 1940



Soldier - Commander

COST
8

DEFENSE
4/4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		8	5	-	-
High Gear or Relocate		2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

COMMANDER ABILITIES
Initiative +1

Tenacity: Friendly non-Artillery Soldiers adjacent to this unit roll one extra attack die when attacking targets in their hex.

French Colonial Sergeants were dedicated career soldiers.

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French Sniper

1940



Soldier - Sniper

COST
7

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		5	5	5	-
High Gear or Relocate		1	1	1	-

Crack Shot: Unit gets +1 on each attack die against Soldiers and Vehicles.

Superior Camouflage: While this unit has cover, enemy units can't attack this unit at medium or long range.

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Spahi

1940



Soldier - Cavalry

COST
5

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		7	4	-	-
High Gear or Relocate		1	-	-	-

Hand to Hand 10: This unit has an attack value of 10 against Soldiers in its hex. This attack ignores cover.

Light Cavalry units recruited from French North Africa.

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French Light Cavalry

1940

Soldier – Cavalry

COST
4

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		7	5	-	-
High Gear or Relocate		2	-	-	-

Hand to Hand 8: This unit has an attack value of 8 against Soldiers in its hex. This attack ignores cover.

In 1940 France decided to transform the three cavalry divisions into five light divisions.

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French Forward Observer

1940

Soldier – Spotter

COST
5

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		6	3	-	-
High Gear or Relocate		-	-	-	-

Spotter: If this unit is within 8 hexes of an enemy unit and has line of sight to it, friendly Aircraft roll one extra die when attacking that unit.

Chatting on the Radio: This unit only counts as a Spotter if it doesn't move in the assault phase.

Concealed: While this unit has cover enemy units can't attack this unit at long range.

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Brandt 27/31 Mortar

1940

Soldier – Artillery

COST
11

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		3	8	8	8
High Gear or Relocate		-	5	5	5

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit attacks against that Soldier ignores line of sight.

Inaccurate 1: Unit gets -1 on each attack die.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

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Brandt 120mm Mortar

1940

Soldier – Artillery

COST
15

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		3	10	10	10
High Gear or Relocate		-	7	6	6

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit attacks against that Soldier ignores line of sight.

Inaccurate 1: Unit gets -1 on each attack die.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

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47mm SA Mle 37

1940

Soldier – Artillery

COST
6

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		3	3	3	-
High Gear or Relocate		10	8	7	-

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Hotchkiss 25mm ATG

1940

Soldier – Artillery

COST
5

DEFENSE
3/3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		3	3	3	-
High Gear or Relocate		7	6	4	-

Light Artillery: This unit can be carried by units with the Transport ability.

These Hotchkiss 25mm's were the main ATG's of the French army in 1940.

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French Resistance Saboteur

1941

Soldier – Partisan

COST
7

DEFENSE
4/4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		7	5	-	-
High Gear or Relocate		2	-	-	-

Partisan: During deployment, deploy this unit in any unoccupied hex adjacent to the edge of the battle map.

Close Assault 10: This unit has an attack value of 10 against Vehicles in its hex. This attack ignores cover.

Bridge Demolition: This unit may attempt to destroy a bridge or Obstacle in its hex instead of moving or attacking in your assault phase. Roll a die. If you roll a 4 or higher, destroy the bridge or Obstacle.

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French Resistance Leader

1941

Soldier – Partisan Commander

COST
10

DEFENSE
4/4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
1		9	5	-	-
High Gear or Relocate		2	-	-	-

Partisan: During deployment, deploy this unit in any unoccupied hex adjacent to the edge of the battle map.

COMMANDER ABILITIES
Initiative +2

Partisan Commander: Friendly Partisans adjacent to this unit roll 2 extra attack die when attacking.

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Laffly S20TL

1940

Vehicle

COST
5

DEFENSE
1/1



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5		6	5	-	-
High Gear or Relocate		2	2	-	-

Transport: This unit can carry 1 Soldier.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

Trench Crossing: This unit can cross streams without making a movement roll.

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Laffly S15T

1940



Vehicle

COST
3

DEFENSE
1/1

SPEED
5

ATTACK
[Gun Icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

High Gear
or
Relocate 1

Gun Transport: This unit has the transport ability. It can carry non-large Artillery.

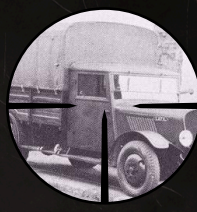
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Latil B1

1940



Vehicle – Truck

COST
3

DEFENSE
1/1

SPEED
4

ATTACK
[Gun Icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

High Gear
or
Relocate 1

Large Transport: This unit has the Transport ability but can carry 2 Soldiers. 1 of which can be Artillery.

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Laffly AMD 50

1940



Vehicle – Armored Car

COST
6

DEFENSE
2/2

SPEED
4

ATTACK
[Gun Icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5	5	4	-
8	7	5	-

High Gear
or
Relocate 1

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

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AMC Schneider P16

1940



Vehicle – Armored Car

COST
6

DEFENSE
2/2

SPEED
4

ATTACK
[Gun Icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	5	-
8	7	5	-

High Gear
or
Relocate 1

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

Recon: While this unit has line of sight to an enemy unit, add +1 to your initiative rolls.

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Hotchkiss H-39-Short

1940



Vehicle – Tank

COST
9

DEFENSE
4/4

SPEED
3

ATTACK
[Gun Icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	4	-
8	6	5	-

High Gear
or
Relocate

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AMC 35

1940



Vehicle – Tank

COST
12

DEFENSE
3/3

SPEED
3

ATTACK
[Gun Icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	4	-
10	8	7	-

High Gear
or
Relocate

Considered by some one of the most advanced French tanks for its size.

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Renault R-40

1940



Vehicle – Tank

COST
11

DEFENSE
4/4

SPEED
2

ATTACK
[Gun Icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	4	-
9	8	7	-

High Gear
or
Relocate

Trench Crossing: This unit can cross streams without making a movement roll.

R-40's were equipped with a radio and a more powerful SA38 Long 35 37mm gun.

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Laffly W15 TCC

1940



Vehicle – Tank Destroyer

COST
11

DEFENSE
2/3

SPEED
4

ATTACK
[Gun Icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
11	9	7	-

High Gear
or
Relocate 1

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

Fixed Rear Gun: This unit can attack Vehicles only if they are behind this unit.

The W15TCC, although lightly armored, was fast and proved very good at hit and run tactics.

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Char D-2 Commander

1940



Vehicle – Tank
Commander

COST
13

DEFENSE
4/4

SPEED
2

ATTACK
[Gun Icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	7	6	-
10	8	7	-

High Gear
or
Relocate

Superior Armor 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

COMMANDER ABILITIES
Initiative +2

Command Dismounted Attack: Friendly Vehicles within 2 hexes of this unit get Dismounted Attack – While there are no enemy Soldiers adjacent to this unit, this unit's short range against Vehicles is 0-2 hexes.

The command vehicles had a second antenna to serve their ERS1 long range set.

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Hanyang 88

1939



Soldier

COST
3

DEFENSE
4/4

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
2	-	-	-

High Gear
or
Relocate

Green: This unit must roll a 4+ to remove a disrupted counter.

Close Assault 4: This unit has an attack value of 4 against Vehicles in its hex. This attack ignores cover.

The most common Chinese rifle during the war, based on the German Gewehr 88.

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Liao Type 13

1939



Soldier

COST
2

DEFENSE
4/4

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	5	-	-
2	-	-	-

High Gear
or
Relocate

Close Assault 4: This unit has an attack value of 4 against Vehicles in its hex. This attack ignores cover.

Command Dependent: In your movement phase, this unit can't move unless it starts its move adjacent to a friendly Commander.

Green: This unit must roll a 4+ to remove a disrupted counter.

A hybrid Arisaka and Mauser 4 rifle produced in the Japanese puppet state Manchukuo.

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Bergmann 'Flower Mouth' SMG

1939



Soldier

COST
3

DEFENSE
4/4

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	5	-	-
2	-	-	-

High Gear
or
Relocate

Close Assault 4: This unit has an attack value of 4 against Vehicles in its hex. This attack ignores cover.

Limited Range 2: This unit can attack only at ranges of 2.

Urban Combat: While this unit is in a town hex, it gets +1 cover rolls.

The Bergmann was the most common SMG in China.

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ZB vz26 'Czech LMG'

1939



Soldier

COST
3

DEFENSE
4/4

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
2	1	-	-

High Gear
or
Relocate

Limited Covering Fire: Soldiers attacked by this unit at short range can't make defensive-fire attacks this turn.

China's favorite light machine gun.

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Degtyarev DP-27

1939



Soldier

COST
4

DEFENSE
4/4

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	5	-	-
2	2	-	-

High Gear
or
Relocate

Covering Fire: Soldiers attacked by this unit can't make defensive-fire attacks this turn.

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Type Triple-Ten MG

1939



Soldier

COST
6

DEFENSE
4/4

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	8	7	-
3	3	3	-

High Gear
or
Relocate

Rapid-Fire: This unit can make an additional attack in the assault phase. If this unit rolls any 1s during the additional attack, put a face-up disrupted counter on it. This counter isn't removed at the beginning of the next casualty phase.

Chinese copy of the Browning M-1917A1 Machine Gun that suffered from poor performance issues..

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ZB vz37 Machine Gun

1939



Soldier

COST
7

DEFENSE
4/4

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	7	6	-
2	2	2	-

High Gear
or
Relocate

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Command Dependent: In your movement phase, this unit can't move unless it starts its move adjacent to a friendly Commander.

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Type 89 50mm

1939



Soldier

COST
7

DEFENSE
3/3

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	7	7	-
-	4	4	-

High Gear
or
Relocate

Inaccurate 1: Unit gets -1 on each attack die.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

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'dare-to-die' Corps

1939



Soldier

COST
3

DEFENSE
4/4

SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	-	-	-
2	-	-	-

High Gear
or
Relocate

Close Assault 11: This unit has an attack value of 11 against Vehicles in its hex. This attack ignores cover.

'dare to die': After the Close Assault dice are rolled remove unit immediately.

Due to lack of anti-armor weaponry, Chinese troops would strap model 24 grenades and other explosives and rush Japanese tanks.

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NRA Rifleman

1939



Soldier

COST

4

DEFENSE

4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	5	-	-
2	-	-	-

High Gear
or
Relocate

Hand to Hand 8: This unit has an attack value of 8 against Soldiers in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

The fighting in Taierzhuang was characterized by vicious close quarters combat. The win broke the myth of Japanese Military invincibility and boost Chinese morale.

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NRA Commander

1939



Soldier - Commander

COST

9

DEFENSE

4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	-	-	-
2	-	-	-

High Gear
or
Relocate

COMMANDER ABILITIES
Initiative +2

Resolve: Friendly Soldiers adjacent to this unit ignore Lack of Determination - If this unit gets a face-up disrupted counter, destroy it immediately.

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Chinese Sniper

1939



Soldier - Sniper

COST

10

DEFENSE

3/3

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5	5	5	-
1	1	1	-

High Gear
or
Relocate

Crack Shot: Unit gets +1 on each attack die against Soldiers and Vehicles.

Superior Camouflage: While this unit has cover, enemy units can't attack this unit at medium or long range.

SNLF Hunter: This unit rolls 2 extra attack die when attacking a SNLF unit.

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Chinese Forward Observer

1939



Soldier - Spotter

COST

4

DEFENSE

3/3

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5	-	-	-
-	-	-	-

High Gear
or
Relocate

Spotter: If this unit is within 8 hexes of an enemy unit and has line of sight to it, friendly Aircraft roll one extra die when attacking that unit.

Chatting on the Radio: This unit only counts as a Spotter if it doesn't move in the assault phase.

Concealed: While this unit has cover enemy units can't attack this unit at long range.

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Type 15 82mm Trench Mortar

1939



Soldier - Artillery

COST

9

DEFENSE

3/3

SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	7	7	7
-	5	4	4

High Gear
or
Relocate

Heavy Rifle: While this unit is adjacent to a friendly Soldier with a base speed of 1, it gets speed 1.

Inaccurate 1: Unit gets -1 on each attack die.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

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Type 20 82mm Mortar

1939



Soldier - Artillery

COST

11

DEFENSE

3/3

SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	8	8	8
-	5	5	5

High Gear
or
Relocate

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit attacks against that Soldier ignores line of sight.

Inaccurate 1: Unit gets -1 on each attack die.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

Chinese copy of the 81mm Brandt mortar.

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57mm Gelusen Guo Gun

1939



Soldier - Artillery

COST

7

DEFENSE

3/3

SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	5	4	-
10	8	7	-

High Gear
or
Relocate

Light Artillery: This unit can be carried by units with the Transport ability.

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70mm Gai Liang Gun

1939



Soldier - Artillery

COST

5

DEFENSE

3/3

SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	7	7	7
4	3	3	3

High Gear
or
Relocate

Light Artillery: This unit can be carried by units with the Transport ability.

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75mm Type 46 Jin Mountain Gun

1939



Soldier - Artillery

COST

6

DEFENSE

3/3

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	8	7	7
5	4	4	4

High Gear
or
Relocate

Light Artillery: This unit can be carried by units with the Transport ability.

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Type 41 77.7mm Field Gun

1939



Soldier – Artillery

COST
7

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		10	9	8	8
High Gear or Relocate		6	5	4	4

Light Artillery: This unit can be carried by units with the Transport ability.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this units attack against that Soldier ignores line of sight.

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Type 16 Jin 105mm Field Gun

1939



Soldier – Artillery

COST
13

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		7	7	6	6
High Gear or Relocate		14	11	8	8

Smoke Round: As only action per turn during movement phase, unit may roll AI dice. With 3 successes, deploy Smoke Screen within range and line of sight of unit or Spotter.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this units attack against that Soldier ignores line of sight.

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Type 30 ATG

1939



Soldier – Artillery

COST
5

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		3	3	3	-
High Gear or Relocate		9	7	5	-

Light Artillery: This unit can be carried by units with the Transport ability.

Chinese copy of German 3.7cm PaK 35/36 Antitank Gun.

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Solothurn ST5 AA

1939



Soldier – Artillery

COST
7

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		8	8	7	-
High Gear or Relocate		4	4	3	-

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Light Artillery: This unit can be carried by units with the Transport ability.

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Madsen 20mm AA

1939



Soldier – Artillery

COST
10

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		10	8	8	-
High Gear or Relocate		5	5	4	-

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Primary weapon of the Danish military and exported around the world.

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47mm Type 1 AT Gun

1942



Soldier – Artillery

COST
5

DEFENSE
3/3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
0		3	3	3	-
High Gear or Relocate		9	8	6	-

Captured from the Japanese and put into service.

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Sd. Kfz 222

1939



Vehicle – Armored Car

COST
6

DEFENSE
2/2

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5		7	6	4	-
High Gear or Relocate		4	3	2	-

Strike and Fade 2: In your assault phase, this unit can move at speed 2 after attacking.

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Shanghai Arsenal Armored Car

1939



Vehicle – Armored Car

COST
6

DEFENSE
2/2

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		9	8	7	-
High Gear or Relocate		3	3	3	-

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

Rapid-Fire: This unit can make an additional attack in the assault phase. If this unit rolls any 1s during the additional attack, put a face-up disrupted counter on it. This counter isn't removed at the beginning of the next casualty phase.

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Pz. I A

1939



Vehicle – Tank

COST
4

DEFENSE
2/2

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		7	7	6	-
High Gear or Relocate		2	2	2	-

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

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VCL Light Tank Amphibious

1939

Vehicle – Tank

COST
6

DEFENSE
2/2

SPEED
4

ATTACK
6

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	4	-
2	2	2	-

Amphibious: This unit can cross streams without making a movement roll. This unit can enter water hexes as though they were double-cost terrain hexes.

29 Vickers sold to China but never put into British service.

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Vickers Mk E Type B

1939

Vehicle – Tank
Commander

COST
5

DEFENSE
2/2

SPEED
3

ATTACK
6

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	5	-
3	3	3	-

Weak Suspension: This unit must make a successful movement roll to enter a hill hex except along a road.

COMMANDER ABILITIES
Initiative +1

Command Trained: Friendly Soldiers adjacent to this unit do not suffer from the effects of Lack of Determination – If this unit gets a face-up disrupted counter, destroy it immediately.

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CV-35

1940

Vehicle – Tank

COST
7

DEFENSE
2/2

SPEED
4

ATTACK
6

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	5	4	-
2	2	2	-

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Excellent Suspension: This unit can enter hill hexes as though they were clear hexes.

Purchased these from Italy.

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Type 91 M10 GMC

1943

Vehicle – Artillery

COST
18

DEFENSE
4/3

SPEED
4

ATTACK
11

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
11	10	9	9
10	8	7	7

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit attacks against that Soldier ignores line of sight.

Fixed Howitzer: This unit can attack only units in front of it.

Demilitarized M10 rearmed with a Japanese Type 91 105mm howitzer.

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Chauchat LMG

1941

Soldier – Partisan

COST
5

DEFENSE
4/4

SPEED
1

ATTACK
8

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	7	-	-
3	3	-	-

Partisan: During deployment, deploy this unit in any unoccupied hex adjacent to the edge of the battle map.

Covering Fire: Soldiers attacked by this unit can't make defensive-fire attacks this turn.

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Peugeot AC

1941

Vehicle – Armored Car

COST
6

DEFENSE
2/1

SPEED
3

ATTACK
4

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4	3	3	-
9	7	6	-

Aggression 2: In your assault phase, this unit can move at speed 2 before attacking.

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St. Etienne Mle

1907

1940

Soldier

COST
6

DEFENSE
4/4

SPEED
1

ATTACK
8

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	8	7	-
2	2	2	-

Rapid-Fire: This unit can make an additional attack in the assault phase. If this unit rolls any 1s during the additional attack, put a face-up disrupted counter on it. This counter isn't removed at the beginning of the next casualty phase.

Limited Covering Fire: Soldiers attacked by this unit at short range can't make defensive-fire attacks this turn.

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Greek Forward Observer

1940

Soldier – Spotter

COST
6

DEFENSE
3/3

SPEED
1

ATTACK
6

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	4	-	-
2	-	-	-

Spotter: If this unit is within 8 hexes of an enemy unit and has line of sight to it, friendly Aircraft roll 1 extra die when attacking that unit.

Chatting on the Radio: This unit only counts as a Spotter if it doesn't move in the assault phase.

Concealed: While this unit has cover enemy units can't attack this unit at long range.

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65mm M1906 Mountain Gun

1940

Soldier – Artillery

COST
7

DEFENSE
3/3

SPEED
0

ATTACK
7

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	7	6	6
3	3	2	2

Light Artillery: This unit can be carried by units with the Transport ability.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit attacks against that Soldier ignores line of sight.

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Rifle Brigade

1939

Soldier

COST
5

DEFENSE
4/4



SPEED
1

ATTACK
8 6 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
2	-	-	-

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Mechanized Tactics: At the end of its movement phase, unit may dismount from Transport.

During the First World War, they determined there was a need to develop theories of maneuvers and armored warfare.

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Enfield No 4 Mk I (T) Sniper

1939

Soldier - Sniper

COST
10

DEFENSE
3/3



SPEED
1

ATTACK
5 5 5 -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5	5	5	-
1	1	1	-

Crack Shot: Unit gets +1 on each attack die against Soldiers and Vehicles.

Superior Camouflage: While this unit has cover, enemy units can't attack this unit at medium or long range.

Vast Experience: Each 6 this unit rolls against an enemy unit counts as 2 successes.

Of the Allied sniping rifles in WWII, only the British built a sniper rifle from the ground up as a complete sniper weapon system.

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3.4in 25-Pounder Field Gun

1939

Soldier - Artillery

COST
13

DEFENSE
3/3



SPEED
0

ATTACK
10 8 7 7

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	8	7	7
10	9	7	7

Large: This unit is treated as a Vehicle for stacking purposes.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Blast: When this unit attacks, make a separate attack roll against each unit in the target hex, including friendly units.

Bombardment: This unit can't attack Aircraft. This unit's attacks ignore cover.

The 25-Pounder was one of the first weapons that could be deployed both as a cannon and as a howitzer.

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Royal Marines

1940

Soldier

COST
5

DEFENSE
4/4



SPEED
1

ATTACK
9 7 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Urban Combat: While this unit is in a town hex, it gets +1 cover rolls.

Established in 1664 they would eventually be re-organized into the British Commandos.

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Home Guard Volunteer

1940

Soldier

COST
3

DEFENSE
3/3



SPEED
1

ATTACK
7 5 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
2	-	-	-

Close Assault 4: This unit has an attack value of 4 against Vehicles in its hex. This attack ignores cover.

Coordinated Fire: This unit rolls 1 extra die while adjacent to a friendly Commander.

The Home Guard in 1940 were an armed uniformed civilian militia, entirely distinct from the regular armed forces. Volunteers originally had no military rank, were not subject to military discipline and could withdraw at any time.

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Home Guard Sergeant

1941

Soldier - Commander

COST
6

DEFENSE
4/4



SPEED
1

ATTACK
9 6 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	6	-	-
2	-	-	-

Limited Range 2: This unit can attack only at ranges of 2.

COMMANDER ABILITIES
Initiative +1

Terrain Expert: Friendly soldiers adjacent to this unit get +1 defense against long-range attacks.

In 1941, nominal ranks were introduced for Home Guard 'officers.'

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SAS Trooper

1941

Soldier - Partisan

COST
5

DEFENSE
4/4



SPEED
1

ATTACK
10 6 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	6	-	-
2	-	-	-

Partisan: During deployment, deploy this unit in any unoccupied hex adjacent to the edge of the battle map.

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

Limited Range 2: This unit can attack only at ranges of 2.

Small teams of parachute-trained soldiers to operate behind enemy lines to gain intelligence, destroy enemy aircraft, and attack their supply and reinforcement routes.

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British Commando

1942

Soldier

COST
8

DEFENSE
5/5



SPEED
1

ATTACK
10 6 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	6	-	-
2	-	-	-

Close Assault 8: This unit has an attack value of 8 against Vehicles in its hex. This attack ignores cover.

Limited Range 2: This unit can attack only at ranges of 2.

Hand to Hand 10: This unit has an attack value of 10 against Soldiers in its hex. This attack ignores cover.

Winston Churchill requested special forces that could carry out raids against German-occupied Europe, a call for volunteers went out.

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Chindits

1942

Soldier - Partisan

COST
5

DEFENSE
4/4



SPEED
1

ATTACK
8 6 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
2	-	-	-

Partisan: During deployment, deploy this unit in any unoccupied hex adjacent to the edge of the battle map.

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Elusive: While this unit is in a forest, jungle or a marsh hex, it gets +1 defense.

Brigadier Orde Wingate organized this British Indian Army special force to operate deep behind Japanese lines.

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Rolls-Royce Armored Car

1939

Vehicle – Armored Car

COST
9

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		9	8	6	-
High Gear or Relocate		3	3	2	-

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Developed during the First World War, during the early stages of the Second World War saw action in North Africa and the Middle East.

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Lanchester 6x4 MkI

1939

Vehicle – Armored Car

COST
5

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		9	8	7	-
High Gear or Relocate		3	3	3	-

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

Fire Hazard: When this unit receives a damage counter, roll a die. On a 5 or higher, destroy it immediately.

After service in Egypt they were sent to the Far East to defend Singapore.

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Vickers MkVIC

1939

Vehicle – Tank

COST
5

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		9	7	6	-
High Gear or Relocate		3	3	3	-

Weak Suspension: This unit must make a successful movement roll to enter a hill hex except along a road.

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Armadillo MkI

1940

Vehicle – Truck

COST
4

DEFENSE
2/1



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		8	7	-	-
High Gear or Relocate		3	3	-	-

Transport: This unit can carry 1 Soldier.

The Armadillo was an extemporized improvised armored fighting vehicle used by the Home Guard during the invasion crisis.

PROJECT Ogou-Feray 01.2210 designs copyright © 2024

Bedford OXA

1940

Vehicle – Truck

COST
6

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3		5	4	4	-
High Gear or Relocate		5	4	2	-

Transport: This unit can carry 1 Soldier.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

The vehicle was used by regular British Army units in 1940 and British Home Guard units until 1942.

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AEC Command

1941

Vehicle – Commander

COST
6

DEFENSE
2/2



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		8	7	-	-
High Gear or Relocate		2	2	-	-

Recon: While this unit has line of sight to an enemy unit, add +1 to your initiative rolls.

COMMANDER ABILITIES
Initiative +2

Command Leadership: Friendly Vehicles within 2 hexes of this unit get Well Led – This unit rolls one extra attack die when attacking during your assault phase.

During the Second World War, the United Kingdom was the only country to develop and widely employ purpose-built armored command vehicles.

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LRDG Chevy Bofors 37mm

1941

Vehicle

COST
14

DEFENSE
1/1



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		3	3	3	3
High Gear or Relocate		9	7	5	2

Transport: This unit can carry 1 Soldier.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

Fixed Rear Howitzer: Unit may only attack units behind it.

In the early stages of the war, the Bofors 37mm QF antitank gun was capable of defeating any enemy armor vehicles.

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LRDG Chevy Breda 20mm

1941

Vehicle

COST
15

DEFENSE
1/1



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		8	8	7	-
High Gear or Relocate		4	3	2	-

Transport: This unit can carry 1 Soldier.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

A large number of captured Breda Modello 35 20mm guns became available to Commonwealth forces. The Brenda was considered a highly effective antitank/antiaircraft gun.

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LRDG Chevy Vickers

1941

Vehicle

COST
14

DEFENSE
1/1



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4		9	8	7	-
High Gear or Relocate		3	3	2	-

Transport: This unit can carry 1 Soldier.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

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SAS Jeep

1941



Vehicle – Car

COST

12

DEFENSE

1/1

SPEED

5

ATTACK



Short 0-1 Medium 2-4 Long 5-8 Extra 9+

9 8 7 - Range

3 3 3 - Range

High Gear or Relocate

2

Transport: This unit can carry 1 Soldier.

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Overlapping Fire: This unit can make defensive-fire attacks against Soldiers.

With all guns blazing a single SAS Jeep could deliver an impressive 5000 rounds a minute!

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LRDG Bantam

1942



Vehicle – Car

COST

12

DEFENSE

1/1

SPEED

5

ATTACK



Short 0-1 Medium 2-4 Long 5-8 Extra 9+

9 8 7 - Range

3 3 3 - Range

High Gear or Relocate

2

Transport: This unit can carry 1 Soldier.

All Guns Blazing: After this unit attacks in your assault phase, it can make 1 extra attack against a Soldier.

Overlapping Fire: This unit can make defensive-fire attacks against Soldiers.

Despite being made principally by Willys and Ford, Commonwealth forces continued to call the jeeps (including the Willys MB) Bantams throughout most of the desert war.

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Churchill 3" Gun Carrier

1942



Vehicle – Tank Destroyer

COST

31

DEFENSE

7/6

SPEED

2

ATTACK



Short 0-1 Medium 2-4 Long 5-8 Extra 9+

5 5 4 - Range

14 10 10 10 10

High Gear or Relocate

2

No Turret: This unit can attack Vehicles only if they are in front of this unit.

General Staff wanting to mount high-velocity cannons onto tanks, they ended up adding a Navy QF 3-inch Anti-Aircraft gun to the hull.

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Bishop

1942



Vehicle – Artillery

COST

20

DEFENSE

3/3

SPEED

3

ATTACK



Short 0-1 Medium 2-4 Long 5-8 Extra 9+

11 10 9 - Range

10 9 7 - Range

High Gear or Relocate

2

Tall Silhouette: This unit fails cover rolls.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attacks ignore line of sight.

Fixed Howitzer: Unit may only attack units in front of it. Bombardment: This unit can't attack Aircraft. This unit's attacks ignore cover.

While the Bishop did house the 25-pounder, the angular superstructure proved to be a major disadvantage as the barrel could only be raised a maximum of 15 degrees, roughly reducing its maximum range in half.

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Terrapin

1943



Vehicle – Truck

COST

4

DEFENSE

2/2

SPEED

2

ATTACK



Short 0-1 Medium 2-4 Long 5-8 Extra 9+

- - - - Range

- - - - Range

High Gear or Relocate

2

Amphibious: This unit can cross streams without making a movement roll. This unit can enter water hexes as though they were double-cost terrain hexes.

Gun Transport: This unit has the Transport ability. It can carry non-large Artillery.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

Due to a shortage of US-manufactured DUKWs, the British decided to build their own amphibious vehicle capable of ferrying supplies and troops from ship to shore.

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Crusader III AA MkI

1943



Vehicle – Tank

COST

17

DEFENSE

3/3

SPEED

3

ATTACK



Short 0-1 Medium 2-4 Long 5-8 Extra 9+

11 10 9 9 Range

6 6 5 5 10

High Gear or Relocate

2

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Tall Silhouette: This unit fails cover rolls.

The 6-pounder was replaced with a Bofors 40mm AA and a powered open-top turret. Later in the war the Bofors was mounted directly on the hull.

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Wasp

1944



Vehicle

COST

10

DEFENSE

2/2

SPEED

4

ATTACK



Short 0-1 Medium 2-4 Long 5-8 Extra 9+

11 - - - Range

7 - - - Range

High Gear or Relocate

2

Hull-Mounted Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately. This ability doesn't work against enemy units that are behind this unit.

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Churchill ARK MkII

1944



Vehicle – Tank

COST

10

DEFENSE

7/6

SPEED

2

ATTACK



Short 0-1 Medium 2-4 Long 5-8 Extra 9+

- - - - Range

- - - - Range

High Gear or Relocate

2

Trench Crossing: This unit can cross streams without making a movement roll.

Armored Ramp: If unit is adjacent to a stream, friendly Vehicles may cross the stream without a movement roll, if they pass through the unit's hex.

ARK was a turretless Churchill with ramps at either end and trackways along the body to form a mobile bridge.

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A30 Challenger

1944



Vehicle – Tank

COST

30

DEFENSE

5/3

SPEED

4

ATTACK



Short 0-1 Medium 2-4 Long 5-8 Extra 9+

7 7 6 - Range

15 13 11 11 10

High Gear or Relocate

2

Vanguard: After both armies are deployed, this unit can move at speed 4 before the first turn begins.

Tall Silhouette: This unit fails cover rolls.

The Challenger was built with the elongated Cromwell chassis and the 17-pounder as its main armament.

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C Force

1941



Soldier

COST
4

DEFENSE
4/4

SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	6	-	-
2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Hand to Hand 8: This unit has an attack value of 8 against Soldiers in its hex. This attack ignores cover.

Fierce hand-to-hand fighting occurred with both sides using their bayonets to avoid killing their own as the close quarters made it inadvisable to fire their rifles. Finally the Japanese were expelled by the Royal Rifles of C Force.

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Veterans Guard of Canada

1941



Soldier

COST
3

DEFENSE
4/4

SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
2	-	-	-

Close Assault 5: This unit has an attack value of 5 against Vehicles in its hex. This attack ignores cover.

Formed during the early days of WW2 as a defense force composed largely of WW1 veterans.

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Lewis Gunner M1915

1941



Soldier

COST
8

DEFENSE
4/4

SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	7	-	-
3	3	-	-

Limited Covering Fire: Soldiers attacked by this unit at short range can't make defensive-fire attacks this turn.

Antiair Support: While in the same hex as a friendly unit with the Antiair ability this unit gains the Antiair - This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

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2-inch Mortar

1941



Soldier

COST
8

DEFENSE
3/3

SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	6	6	-
-	3	3	-

Inaccurate 1: Unit gets -1 on each attack die.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

Smoke Round: As only action per turn during movement phase, unit may roll AI dice. With 3 successes, deploy Smoke Screen within range and line of sight of unit or Spotter.

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Boys AT Rifle

1941



Soldier

COST
4

DEFENSE
4/4

SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5	4	4	-
5	4	2	-

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Canadian Light Infantry

1942



Soldier

COST
3

DEFENSE
4/4

SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
2	-	-	-

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Mechanized Tactics: At the end of its movement phase, unit may dismount from Transport.

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1st Canadian Paratroopers

1943



Soldier - Paratrooper

COST
7

DEFENSE
4/4

SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
2	-	-	-

Paratrooper: This unit doesn't get placed on the map during deployment. At the end of any movement phase, you may deploy this unit on the map in any hex that isn't adjacent to any enemy unit. It can't move that phase.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

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RCN Commando

1944



Soldier

COST
6

DEFENSE
4/4

SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
2	-	-	-

Limited Range 2: This unit can attack only at ranges of 2.

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

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Land Matress

1944



Soldier - Artillery

COST
11

DEFENSE
3/3

SPEED
0

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	12	10	10
7	7	7	7

Bombardment: This unit can't attack Aircraft. This unit's attacks ignore cover.

Blast: When this unit attacks, make a separate attack roll against each unit in the target hex, including friendly units.

Inaccurate 1: Unit gets -1 on each attack die.

Rocket Salvo: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle, you can declare you are using a rocket salvo. If you do, roll 10 attack dice against each Soldier adjacent to the target and 5 attack dice against each Vehicle adjacent to the target. (This includes the target unit and friendly units.)

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Polsten-Oerlikon

AA Quad

1944



Soldier – Artillery

COST
9

DEFENSE
3/3



SPEED
0

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	9	6	-
4	3	3	-

High Gear
or
Relocate

2

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Light Artillery: This unit can be carried by units with the Transport ability.

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Lynx MkI

1941



Vehicle – Armored Car

COST
7

DEFENSE
2/2



SPEED
4

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	5	-
2	2	-	-

High Gear
or
Relocate

2

Strike and Fade 2: In your assault phase, this unit can move at speed 2 after attacking.

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Otter LRC

1942



Vehicle – Armored Car

COST
9

DEFENSE
2/2



SPEED
5

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	7	5	-
5	4	2	-

High Gear
or
Relocate

2

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

Recon: While this unit has line of sight to an enemy unit, add +1 to your initiative rolls.

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Churchill Oke

1942



Vehicle – Tank

COST
25

DEFENSE
7/6



SPEED
2

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	5	4	-
9	8	6	-

High Gear
or
Relocate

Hull-Mounted Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately. This ability doesn't work against enemy units that are behind this unit.

Prone to Breakdown: This unit can't move while damaged.

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Fox AC

1943



Vehicle – Armored Car

COST
8

DEFENSE
3/2



SPEED
5

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	8	7	-
2	2	2	-

High Gear
or
Relocate

2

Strike and Fade 2: In your assault phase, this unit can move at speed 2 after attacking.

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Sexton I

1943



Vehicle – Artillery

COST
22

DEFENSE
4/3



SPEED
3

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	8	7	7
9	8	6	6

High Gear
or
Relocate

Fixed Howitzer: This unit can attack only units in front of it. Open Back: Enemy units can use their anti-Soldier attack values when attacking this unit from behind.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Bombardment: This unit can't attack Aircraft. This unit's attacks ignore cover.

Ram chassis mounted with a QF 25-pounder gun.

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CF15TA Armored Truck

1944



Vehicle – Truck

COST
8

DEFENSE
3/2



SPEED
5

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

High Gear
or
Relocate

2

Transport: This unit can carry 1 Soldier.

Fighting Platform: A non-Artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

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Grizzly

1944



Vehicle – Tank

COST
16

DEFENSE
5/3



SPEED
3

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	8	7	-
12	10	9	-

High Gear
or
Relocate

1

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Skink

1944



Vehicle – Tank

COST
16

DEFENSE
5/3



SPEED
3

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	9	6	-
4	3	3	-

High Gear
or
Relocate

1

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

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Ram Badger MkI

1945



Vehicle – Tank

COST
13

DEFENSE
5/4



SPEED
4

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
11	-	-	-	
7	-	-	-	

Hull-Mounted Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately. This ability doesn't work against enemy units that are behind this unit.

Ram Kangaroos with the Wasp II flamethrower installed on the hull.

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Volunteer Defense Corps

1940



Soldier

COST
2

DEFENSE
3/3



SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	5	-	-	
1	-	-	-	

Close Assault 5: This unit has an attack value of 5 against Vehicles in its hex. This attack ignores cover.

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3.7-inch Mountain Howitzer

1940



Soldier – Artillery

COST
6

DEFENSE
3/3



SPEED
0

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	8	7	7	10
5	5	4	4	10

Light Artillery: This unit can be carried by units with the Transport ability.

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BSA WM20

1940



Soldier – Motorcycle

COST
6

DEFENSE
3/3



SPEED
4

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	5	-	-	
2	-	-	-	

Close Assault 4: This unit has an attack value of 4 against Vehicles in its hex. This attack ignores cover.

Thin Wheels: This unit can't cross streams or enter marshes except along a road.

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Pattern P1914 No3 MkI

1940



Soldier – Sniper

COST
9

DEFENSE
3/3



SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
5	5	5	-	
2	2	2	-	

Superior Camouflage: While this unit has cover, enemy units can't attack this unit at medium or long range.

Jungle Fighter: This unit can enter jungle hexes as though they were clear hexes.

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Charlton Automatic Rifle

1942



Soldier

COST
6

DEFENSE
4/4



SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	
2	-	-	-	

Limited Covering Fire: Soldiers attacked by this unit at short range can't make defensive-fire attacks this turn.

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Z Special Unit

1942



Soldier

COST
9

DEFENSE
4/4



SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	7	-	-	
2	-	-	-	

Gliderborne: Deploy unit in any unoccupied hex not in enemy deployment area.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Close Assault 8: This unit has an attack value of 8 against Vehicles in its hex. This attack ignores cover.

Predominantly Australian, Z Special Unit was a specialist clandestine operation, direct action, long-range penetration, sabotage, and special reconnaissance unit that operated behind Japanese lines in South East Asia.

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Jungle Carbine

1944



Soldier

COST
6

DEFENSE
4/4



SPEED
1

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	5	-	-	
2	-	-	-	

Jungle Fighter: This unit can enter jungle hexes as though they were clear hexes.

Close Assault 5: This unit has an attack value of 5 against Vehicles in its hex. This attack ignores cover.

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CTLS-4TAC

1941



Vehicle – Tank

COST
6

DEFENSE
3/2



SPEED
5

ATTACK
[Helmet icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	8	7	-	
2	2	2	-	

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Sentinel

1942



Vehicle – Tank

COST

14

DEFENSE

4/3

SPEED

4

ATTACK



Short 0-1

7

Medium 2-4

7

Long 5-8

6

Extra 9+

-

High Gear or Relocate

It was the first tank to be built with a hull cast as a single piece, and the only tank to be produced in quantity in Australia.

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Rhino HAC

1942



Vehicle – Armored Car

COST

7

DEFENSE

3/1

SPEED

4

ATTACK



Short 0-1

7

Medium 2-4

6

Long 5-8

6

Extra 9+

-

High Gear or Relocate

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

Rhino, was an armoured car designed in Australia during the Second World War. Due to enemy action and design problems the project never got beyond a prototype stage.

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Rover LAC

1942



Vehicle – Armored Car

COST

6

DEFENSE

2/2

SPEED

3

ATTACK



Short 0-1

7

Medium 2-4

7

Long 5-8

6

Extra 9+

-

High Gear or Relocate

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

The Rover entered service with the Australian Army in April 1942 and it never saw combat.

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Matilda Frog

1944



Vehicle – Tank

COST

19

DEFENSE

6/5

SPEED

2

ATTACK



Short 0-1

10

Medium 2-4

6

Long 5-8

4

Extra 9+

-

High Gear or Relocate

Superior Frontal Armor 2: An attack against this unit's front defense must beat it by 2 or more in order to score 2 hits against it.

Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately.

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Matilda Dozer

1945



Vehicle – Tank

COST

16

DEFENSE

6/5

SPEED

2

ATTACK



Short 0-1

6

Medium 2-4

6

Long 5-8

4

Extra 9+

-

High Gear or Relocate

Superior Frontal Armor 2: An attack against this unit's front defense must beat it by 2 or more in order to score 2 hits against it.

AVRE: Unit ignores Obstacles. Unit destroys Obstacles in hexes it enters or on hexside it crosses.

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New Zealand Home Guard

1941



Soldier

COST

6

DEFENSE

4/4

SPEED

1

ATTACK



Short 0-1

8

Medium 2-4

6

Long 5-8

-

Extra 9+

-

High Gear or Relocate

Limited Covering Fire: Soldiers attacked by this unit at short range can't make defensive-fire attacks this turn.

The New Zealand Charlton had a forward pistol grip and bipod, designed and adopted primarily for the New Zealand Home Guard.

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28th Maori Battalion

1941



Soldier

COST

8

DEFENSE

5/5

SPEED

1

ATTACK



Short 0-1

9

Medium 2-4

7

Long 5-8

-

Extra 9+

-

High Gear or Relocate

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

Hand to Hand 10: This unit has an attack value of 8 against Soldiers in its hex. This attack ignores cover.

Determined Charge: This unit doesn't immediately end its movement when hit and disrupted by defensive-fire attacks.

In total, the Maori Battalion received more individual bravery decorations than any other New Zealand battalion.

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ACV-IP MkII

1942



Vehicle – Armored Car

COST

10

DEFENSE

2/2

SPEED

6

ATTACK



Short 0-1

8

Medium 2-4

7

Long 5-8

-

Extra 9+

-

High Gear or Relocate

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

Covering Fire: Soldiers attacked by this unit can't make defensive-fire attacks this turn.

Experienced Recon: This unit can attack units with the Camouflaged ability or the Superior Camouflaged ability at medium range.

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Marmon Herrington MKIV

1943



Vehicle – Armored Car

COST

9

DEFENSE

3/2

SPEED

5

ATTACK



Short 0-1

7

Medium 2-4

7

Long 5-8

6

Extra 9+

-

High Gear or Relocate

Aggression 1: In your assault phase, this unit can move at speed 1 before attacking.

Recon: While this unit has line of sight to an enemy unit, add +1 to your initiative rolls.

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DshK 1938

1939

Soldier

COST
10

DEFENSE
4/4

SPEED
0

ATTACK
9 8 7 -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	8	7	-
4	3	3	-

Heavy Rifle: While this unit is adjacent to a friendly Soldier with base speed of 1, it gets speed 1.

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Heavy Machine Gun along the lines as the American M2 Browning.

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Red Army 50mm Light Mortar

1939

Soldier

COST
5

DEFENSE
3/3

SPEED
1

ATTACK
4 6 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
4	6	-	-
4	4	-	-

Inaccurate 1: Unit gets -1 on each attack die.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

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RokS-2

1939

Soldier

COST
5

DEFENSE
4/4

SPEED
1

ATTACK
10 - - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	-	-	-
7	-	-	-

Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately.

RokS-2 was designed for concealment, the gas tanks looked like a knapsack and the flame projector resembled a Mosin-Nagant.

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37mm AA 61-K

1939

Soldier - Artillery

COST
9

DEFENSE
3/3

SPEED
0

ATTACK
10 9 8 -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	9	8	-
6	5	4	-

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

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76mm M1927

1939

Soldier - Artillery

COST
5

DEFENSE
3/3

SPEED
0

ATTACK
8 7 6 6

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	7	6	6
5	3	3	3

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Mainly used against light fortifications.

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76mm M1939 USV

1939

Soldier - Artillery

COST
8

DEFENSE
3/3

SPEED
0

ATTACK
9 8 6 6

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	8	6	6
8	7	6	6

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203mm Howitzer M1931

1939

Soldier - Artillery

COST
21

DEFENSE
3/3

SPEED
1

ATTACK
11 11 10 10

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
11	11	10	10
10	8	6	6

Large: This unit is treated as a Vehicle for stacking purposes.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Bombardment: This unit can't attack Aircraft. This unit's attacks ignore cover.

Blast: When this unit attacks, make a separate attack roll against each unit in the target hex, including friendly units.

Self-propelled heavy howitzer nicknamed 'Stalin's Sledgehammer' by the Germans.

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Soviet Rifle Divisions

1941

Soldier

COST
5

DEFENSE
4/4

SPEED
1

ATTACK
8 5 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	5	-	-
2	-	-	-

Close Assault 8: This unit has an attack value of 8 against Vehicles in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Mechanized Tactics: At the end of its movement phase, unit may dismount from Transport.

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Red Army Combat Engineer

1941

Soldier

COST
7

DEFENSE
4/4

SPEED
1

ATTACK
7 5 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
2	-	-	-

Close Assault 12: This unit has an attack value of 12 against Vehicles in its hex. This attack ignores cover.

Bridge Demolition: This unit may attempt to destroy a bridge or Obstacle in its hex instead of moving or attacking in your assault phase. Roll a die. If you roll a 4 or higher, destroy the bridge or Obstacle.

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Soviet Sailors

1941

Soldier

COST
4

DEFENSE
4/4



SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	
2	-	-	-	Range

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Trench Crossing: This unit can cross streams without making a movement roll.

Many Soviet Naval Personnel were reassigned to fighting on land after the capture of a million soldiers during Operation Barbarossa.

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PTRS-41 AT Rifle

1941

Soldier

COST
5

DEFENSE
4/4



SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
6	6	5	-	
6	5	3	-	Range

The PTRS was more advanced than the PTRD but it was harder to use and less reliable than the cheaper PTRD.

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Soviet Marines

1942

Soldier

COST
5

DEFENSE
4/4



SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
10	6	-	-	
2	-	-	-	Range

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Military situation demanded the deployment of large numbers of naval infantry to defend important ports.

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PPS-43

1942

Soldier

COST
3

DEFENSE
4/4



SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	5	-	-	
2	-	-	-	Range

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Limited Range 2: This unit can attack only at ranges of 2.

Low-cost version of PPS-41 submachine gun.

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M-72 Motorcycle

1942

Soldier - Motorcycle

COST
15

DEFENSE
3/3



SPEED
5

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
3	8	8	8	16
-	6	5	5	16

Thin Wheels: This unit can't cross streams or enter marshes except along a road.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Inaccurate 1: Unit gets -1 on each attack die. Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

82mm Mortar as a sidecar to the M-72 Motorcycle.

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45mm M1942

1942

Soldier - Artillery

COST
6

DEFENSE
3/3



SPEED
0

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
3	3	3	-	
10	8	7	-	Range

Effective ATG against light vehicles throughout the war.

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SG-43 Gorunov MG

1943

Soldier

COST
8

DEFENSE
4/4



SPEED
1

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	7	6	-	
3	3	2	-	Range

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Replacement for the aging M1910 Maxim machine guns.

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100mm AT BS-3

1944

Soldier - Artillery

COST
17

DEFENSE
3/3



SPEED
0

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	6	5	-	
17	14	12	12	10

Large: This unit is treated as a Vehicle for stacking purposes.

Based on the B-34 naval gun, was successfully used as an antitank gun.

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SU-1-12

1939

Vehicle - Artillery

COST
6

DEFENSE
1/1



SPEED
3

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	7	6	-	
5	3	2	-	Range

Fixed Rear Howitzer: Unit may only attack units behind it.

Gun Shield: This unit gets +1 defense against Soldiers at long range.

Improvised mobile infantry support.

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Zis-5 45mm AA

1941

Vehicle

COST
8

DEFENSE
2/2

SPEED
3

ATTACK
[Icon: Tank]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	8	6	-
4	3	3	-

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Open Back: Enemy units can use their anti-Soldier attack values when attacking this unit from behind.

Quick solution to the Luftwaffe, naval AA guns mounted to armored trucks.

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IZ Armored Car

1941

Vehicle – Armored Car

COST
7

DEFENSE
2/2

SPEED
3

ATTACK
[Icon: Tank]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	4	-
8	6	4	-

Strike and Fade 1: In your assault phase, this unit can move at speed 1 after attacking.

Tall Silhouette: This unit fails cover rolls.

Improvised mobile antitank support.

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T-40 Amphibious Tank

1941

Vehicle – Tank

COST
6

DEFENSE
2/2

SPEED
4

ATTACK
[Icon: Tank]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	8	7	-
3	3	2	-

Amphibious: This unit can cross streams without making a movement roll. This unit can enter water hexes as though they were double-cost terrain hexes.

Experienced Recon: This unit can attack units with the Camouflaged ability or the Superior Camouflaged ability at medium range.

Primary intentions for this tank was for reconnaissance as it could cross bodies of water without the need of bridges.

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LL Ford GPA Amphibian

1942

Vehicle – Car

COST
4

DEFENSE
1/1

SPEED
4

ATTACK
[Icon: Tank]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

Transport: This unit can carry 1 Soldier.

Amphibious: This unit can cross streams without making a movement roll. This unit can enter water hexes as though they were double-cost terrain hexes.

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KV-8

1942

Vehicle – Tank

COST
30

DEFENSE
6/5

SPEED
3

ATTACK
[Icon: Tank]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	6	5	-
12	8	7	-

Heavy Armor: Ignore first Damaged counter this unit receives each game.

Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately.

A flamethrower housed in the turret made this a monster.

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OT-34 M1942

1943

Vehicle – Tank

COST
32

DEFENSE
5/5

SPEED
4

ATTACK
[Icon: Tank]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	6	-
13	11	10	-

Superior Armor 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Hull-Mounted Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately. This ability doesn't work against enemy units that are behind this unit.

A flamethrower mounted where the machine-gun used to be, highly effective against infantry.

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PT-34

1943

Vehicle – Tank

COST
28

DEFENSE
5/5

SPEED
3

ATTACK
[Icon: Tank]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	7	6	-
13	11	10	-

Superior Armor 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

AVRE: Unit ignores Obstacles. Unit destroys Obstacles in hexes it enters or on hexside it crosses.

T-34 mounted with mine-clearing equipment.

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ISU-122S

1944

Vehicle – Assault Gun

COST
52

DEFENSE
6/6

SPEED
3

ATTACK
[Icon: Tank]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	10	8	-
16	14	12	-

Heavy Armor: Ignore first Damaged counter this unit receives each game.

Fixed Howitzer: Unit may only attack units in front of it.

Bombardment: This unit can't attack Aircraft. This unit's attacks ignore cover.

ISU-122S had a modified A-19 gun, the semi-automatic modifications increased rate of fire to 3 rounds a minute.

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ZSU-37

1945

Vehicle – Tank

COST
14

DEFENSE
3/3

SPEED
3

ATTACK
[Icon: Tank]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	8	7	-
6	5	4	-

Antiair: This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Open Back: Enemy units can use their anti-Soldier attack values when attacking this unit from behind.

Dedicated mobile antiair unit.

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Browning M1919 A4

1941



Soldier

COST
7

DEFENSE
4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	6	-
3	2	2	-

High Gear
or
Relocate

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

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US Forward Observer

1941



Soldier - Spotter

COST
6

DEFENSE
3/3

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
5	-	-	-
2	-	-	-

High Gear
or
Relocate

Spotter: If this unit is within 8 hexes of an enemy unit and has line of sight to it, friendly Aircraft roll one extra die when attacking that unit.

Chatting on the Radio: This unit only counts as a Spotter if it doesn't move in the assault phase.

Superior Camouflage: While this unit has cover, enemy units can't attack this unit at medium or long range.

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Signal Corp Photographer

1941



Soldier - Support

COST
6

DEFENSE
4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

High Gear
or
Relocate

'Eyes Of The World': At the beginning of your movement phase, remove and disrupted counters from friendly Soldiers occupying the same hex as this unit.

Not A 'Hollywood' Soldier: While this unit is in the same hex with a friendly Commander this unit can assault with the same attack dice as the friendly Commander at short range.

Cameras, those are the eyes of the world and there are no cowards in front of a camera. -Holland McTyeire "Howlin' Mad" Smith

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Medic

1941



Soldier - Support

COST
10

DEFENSE
4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-

High Gear
or
Relocate

Medic: At the end of the assault phase, remove any face-down disrupt counters from all friendly Soldiers in the same hex.

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Browning M2 .50

1942



Soldier

COST
12

DEFENSE
4/4

SPEED

0

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	8	8	6
4	3	3	3

High Gear
or
Relocate

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Heavy Rifle: While this unit is adjacent to a friendly Soldier with base speed of 1, it gets speed 1.

Seasoned Crew: Target gets -1 to cover rolls.

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Armored Infantry

1942



Soldier

COST
5

DEFENSE
4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	7	-	-
2	-	-	-

High Gear
or
Relocate

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

Mechanized Tactics: At the end of its movement phase, unit may dismount from Transport.

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USMC Gunnery Sergeant

1942



Soldier - Commander

COST
8

DEFENSE
4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	7	2	-
2	-	-	-

High Gear
or
Relocate

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

COMMANDER ABILITIES
Initiative +1

Leatherneck Charge: In your assault phase, non-Artillery, non-disrupted USMC Soldiers adjacent to this unit can move into an enemy's hex and then attack that unit.

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USMC Major

1942



Soldier - Commander

COST
10

DEFENSE
4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	7	2	-
2	-	-	-

High Gear
or
Relocate

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

COMMANDER ABILITIES
Initiative +3

Leatherneck Spirit: In your assault phase, adjacent non-Artillery USMC Soldiers gain Hand to Hand 10.

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Ranger Captain

1942



Soldier - Commander

COST
10

DEFENSE
4/4

SPEED

1

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
2	-	-	-

High Gear
or
Relocate

Close Assault 6: This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

COMMANDER ABILITIES
Initiative +3

Ranger Captain: Friendly Rangers adjacent to this unit get +1 on movement rolls.

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10th Mountain Division

1943



Soldier

COST
4

DEFENSE
4/4

SPEED
1

ATTACK
8

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	7	-	-
2	-	-	-

Close Assault 7: This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

Mountaineering: Unit gets +1 movement rolls.

The 10th Mountain Division's successes set the stage for an advance into German held Northern Italy.

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442nd RCT

1943



Soldier

COST
7

DEFENSE
4/4

SPEED
1

ATTACK
9

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
2	-	-	-

Close Assault 8: This unit has an attack value of 8 against Vehicles in its hex. This attack ignores cover.

Steely Resolve 2: An attack must beat this unit's defense by 2 or more in order to score 2 hits against it.

Hard Charger: At the end of your movement phase, remove any face-up disrupt counters from this unit.

Japanese-American unit that won 21 Medals of Honor.

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Alamo Scouts

1944



Soldier

COST
7

DEFENSE
5/5

SPEED
1

ATTACK
10

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	7	-	-
2	-	-	-

Close Assault 5: This unit has an attack value of 5 against Vehicles in its hex. This attack ignores cover.

Limited Range 2: This unit can attack only at ranges of 2.

Commander Hunter: This unit rolls 2 extra die when attacking a Commander.

Over 100 missions were performed by the Alamo Scouts behind Japanese Lines.

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M8 Pack Howitzer

1944



Soldier - Artillery

COST
11

DEFENSE
3/3

SPEED
0

ATTACK
9

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	8	7	7
6	5	4	4

Gliderborne: Deploy unit in any unoccupied hex not in enemy deployment area.

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this units attack against that Soldier ignores line of sight.

This howitzer could be broken down into multiple parachute loads and a trained team could assemble the gun in 3 minutes.

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M18 57mm RR

1945



Soldier - Artillery

COST
6

DEFENSE
3/3

SPEED
1

ATTACK
7

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	3	-
9	7	5	-

Backblast: If unit attacks, it fails cover rolls for the rest of the turn.

Light Artillery: This unit can be carried by units with the Transport ability.

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CTL-6

1941



Vehicle - Tank

COST
6

DEFENSE
2/2

SPEED
3

ATTACK
7

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	7	6	-
3	2	2	-

Double Shot: This unit can make 2 attacks in your assault phase. When making a defensive-fire attack, this unit makes 2 attack rolls against the unit that provoked the attack.

Hard to Spot: Unit gets +1 to cover rolls.

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T48 57mm GMC

1942



Vehicle - Half-Track

COST
11

DEFENSE
2/2

SPEED
4

ATTACK
7

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	3	3	-
11	9	7	-

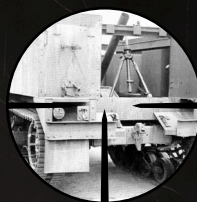
Fixed Howitzer: Unit may only attack units in front of it.

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M21 81mm MMC

1942



Vehicle - Half-Track

COST
15

DEFENSE
2/2

SPEED
4

ATTACK
3

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	8	8	8
3	6	5	5

Inaccurate 1: Unit gets -1 on each attack die.

Shrapnel 2: Each success this unit rolls against a Soldier counts as 2 successes.

Improved Indirect Fire: If a friendly US Commander is within 4 hexes or friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this units attack against that Soldier ignores line of sight.

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M2A4

1942



Vehicle - Tank

COST
9

DEFENSE
3/2

SPEED
3

ATTACK
9

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	9	7	-
9	7	5	-

Saw limited combat in Guadalcanal with the Marines.

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M5A1

1942



Vehicle – Tank

COST
16

DEFENSE
4/3

SPEED
4

ATTACK
[Turret icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	8	6	-
9	7	5	-

Superior Frontal Armor 2: An attack against this unit's front defense must beat it by 2 or more in order to score 2 hits against it.

Brushcutters: This unit can enter forest hexes without making a movement roll.

The M5 remained in use as a main battle tank for much longer in the Pacific than in other theaters.

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M8 Scott HMC

1942



Vehicle – Artillery

COST
17

DEFENSE
4/3

SPEED
5

ATTACK
[Turret icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	8	7	7
6	5	4	4

Indirect Fire: If a friendly Spotter within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Open Crew: If this unit is within 2 hexes of an enemy Soldier, this unit gets -1 on each attack die.

The M8 was mostly used by the US Army and Marine Corps.

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M20 Armored Command Car

1943



Vehicle – Armored Car Commander

COST
15

DEFENSE
2/2

SPEED
5

ATTACK
[Turret icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	5	-
9	4	0	-

Robust: This unit gets +1 on movement rolls. While disrupted, this unit has speed 1.

COMMANDER ABILITIES
Initiative +1

Tank Destroyer Scout: If unit has line of sight to enemy Vehicle and friendly Tank Destroyer, that Tank Destroyer gets Aggression 1 - In your assault phase, this unit can move at speed 1 before attacking.

Tank Destroyer battalions used this turretless 'Greyhound' as Command and utility vehicles.

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M3A1 75mm GMC

1943



Vehicle – Half-Track

COST
14

DEFENSE
3/2

SPEED
4

ATTACK
[Turret icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	6	-
9	8	7	-

Fixed Howitzer: Unit may only attack units in front of it.

Old French 75mm Cannons were added to the M3A1 to help bolster mobile antitank capabilities.

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M3 Satan

1943



Vehicle – Tank

COST
13

DEFENSE
4/3

SPEED
5

ATTACK
[Turret icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	6	5	-
11	2	2	-

Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately.

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Sherman Dozer

1943



Vehicle – Tank

COST
23

DEFENSE
6/4

SPEED
3

ATTACK
[Turret icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	9	7	-
13	11	9	-

AVRE: Unit ignores Obstacles. Unit destroys Obstacles in hexes it enters or on hexside it crosses.

Exposed Hydraulics: If damaged Vehicle speed reduces to 1.

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T55E1 GMC

1943



Vehicle – Tank Destroyer

COST
22

DEFENSE
2/2

SPEED
5

ATTACK
[Turret icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
6	6	5	-
14	12	10	-

Strike and Fade 2: In your assault phase, this unit can move at speed 2 after attacking.

Excellent Suspension: This unit can enter hill hexes as though they were clear hexes.

Production began in 1943, however by this time preference had shifted to tracked anti-tank vehicles, and the T55E1 was canceled.

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Sherman Jumbo

1944



Vehicle – Tank

COST
25

DEFENSE
6/4

SPEED
3

ATTACK
[Turret icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	9	7	-
13	11	9	-

Superior Frontal Armor 2: An attack against this unit's front defense must beat it by 2 or more in order to score 2 hits against it.

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Sherman Zippo

1944



Vehicle – Tank

COST
20

DEFENSE
5/4

SPEED
4

ATTACK
[Turret icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	5	4	-
12	-	-	-

Flamethrower: This unit's short range attack ignores cover. If this unit rolls 3 or more 6's on a short-range attack, the target is destroyed immediately.

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A6M2 "Zeke"

1940



Aircraft – AA Air Force

COST
12

DEFENSE
3

SPEED
A

ATTACK
[Gun icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

The Zeke was the best carrier-borne fighter plane in the world in 1941 and 1942, renowned for its excellent climbing and turning ability.

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A6M2 Zero Ace

1941



Aircraft – AA Air Force

COST
14

DEFENSE
3

SPEED
A

ATTACK
[Gun icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
4	3	-	-

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

The Zero was an offensive fighter first and foremost. However, its famous agility came at a cost of armor and self-healing fuel tanks, and the Zero didn't stand up to damage very well.

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Ki-61 "Tony"

1943



Aircraft – AA Air Force

COST
13

DEFENSE
4

SPEED
A

ATTACK
[Gun icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

The Ki-61 Hien, "Tony" was designed around a German in-line engine built under license, giving it a very un-Japanese profile. It was fast and sturdy, and quite capable of keeping up with Allied aircraft.

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A6M3 Zero Escort

1942



Aircraft – AA Bandits High

COST
13

DEFENSE
3

SPEED
A

ATTACK
[Gun icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

Steady Firing: This unit rolls 2 extra Attack die when attacking a Soldier.

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A6M3 Zero Rookie

1942



Aircraft – AA Bandits High

COST
9

DEFENSE
3

SPEED
A

ATTACK
[Gun icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

Inaccurate 1: This unit gets -1 on each Attack die.

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Ki-43 "Oscar"

1941



Aircraft – AA Bandits High

COST
11

DEFENSE
3

SPEED
A

ATTACK
[Gun icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	4	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

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Ki-44 "Tojo"

1942



Aircraft – AA Bandits High

COST
13

DEFENSE
4

SPEED
A

ATTACK
[Gun icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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Ki-61 "Tony" Ace

1943



Aircraft – AA Bandits High

COST
15

DEFENSE
4

SPEED
A

ATTACK
[Gun icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
3	2	-	-

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

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Kawasaki Ki-45 "Nick"

1941



Aircraft

COST
13

DEFENSE
4

SPEED
A

ATTACK
[Gun icon]

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
4	3	-	-

Strafe: After this unit attacks a Soldier in your Airstrike phase, it can make 1 extra attack against another Soldier in a hex adjacent to the original target.

The Toriyu found some success as a ground-attack aircraft.

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Aichi D3A "Val"

1939



Aircraft

COST
10

DEFENSE
4

SPEED
A

ATTACK
7 4 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	4	-	-
2	2	-	-

Slow: Enemy Aircraft get +1 on each attack die when attacking this unit.

Bombs: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 Attack dice against that unit if it's a Soldier or 8 Attack dice if it's a Vehicle.

The Val led the Japanese attack on Pearl Harbor and stayed in service until the end of the war.

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Kyushu J7W1 Shinden

1945



Aircraft

COST
19

DEFENSE
4

SPEED
A

ATTACK
9 7 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
5	4	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Speed Boost: Once per game, before you roll this unit's attack against an Aircraft, you can declare you are using a speed boost. If you do, the results of that attack are resolved immediately.

Was one of the very few 'tail-first' fighters developed during the war, it never achieved production status.

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Mitsubishi A7M2 "Sam"

1945



Aircraft

COST
20

DEFENSE
4

SPEED
A

ATTACK
10 8 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	8	-	-
5	4	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

Performance objectives were to achieve superior speed, climb, diving, and armament over the Zero, as well as better maneuverability - all parameters that were ultimately achieved towards the end of its development in 1945, it

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Bf 109E Ace

1939



Aircraft - AA Air Force

COST
17

DEFENSE
4

SPEED
A

ATTACK
9 7 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
4	3	-	-

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Steely Resolve 2: An Attack must beat this unit's Defensive by 2 or more in order to score 2 Hits against it.

The Luftwaffe didn't use the term "ace" or recognize five victories as a special achievement. Top-scoring pilots were known as "Experten."

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Bf 109E Wingman

1939



Aircraft - AA Air Force

COST
14

DEFENSE
4

SPEED
A

ATTACK
8 6 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

The Luftwaffe's basic tactical element was the "Rotte," a pair of fighters. The leader, "Rottenfuhrer," and the wingman, "Rottenhund." Two of these two-plane elements normally worked together in a loose four-plane "Schwarm."

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Bf 109F "Friedrich"

1940



Aircraft - AA Air Force

COST
13

DEFENSE
4

SPEED
A

ATTACK
7 5 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

The "Friedrich" was considered by many German pilots to be the pinnacle of the series.

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Bf 109G "Gustav" Ace

1942



Aircraft - AA Air Force

COST
17

DEFENSE
4

SPEED
A

ATTACK
8 6 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
3	2	-	-

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Ruthless: This unit gets +1 on each Attack die against Disrupted and Damaged units.

Erich Hartmann, the highest-scoring ace of the war, made all of his 352 kills in the Bf 109G.

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Bf 110C

1939



Aircraft - AA Air Force

COST
17

DEFENSE
4

SPEED
A

ATTACK
9 7 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
5	4	-	-

The Bf 110 was originally designed to operate as a fighter. Its twin engines and stable airframe allowed it to carry a large amount of weapons and to operate in a variety of roles.

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Channel Front Fw 190A

1942



Aircraft - AA Air Force

COST
15

DEFENSE
4

SPEED
A

ATTACK
9 6 - -

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

The Fw 190's first major operation was to provide air cover for the famous Channel Dash of the battle-cruisers Scharnhorst and Gneisenau.

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Fw 190A Wurger

1941



Aircraft – AA Air Force

COST
14

DEFENSE
4



SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

When the first model appeared in 1941, it overmatched the British Spitfire Mk V and established dominance in the skies over France for more than a year.

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Fw 190A Afrika Korps Ace

1942



Aircraft – AA Bandits High

COST
20

DEFENSE
4



SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
4	3	-	-

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Vast Experience: Each 6 this unit rolls against an enemy unit counts as 2 successes.

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F190D “Dora”

1944



Aircraft – AA Bandits High

COST
15

DEFENSE
4



SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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F190D Rookie

1944



Aircraft – AA Bandits High

COST
13

DEFENSE
4



SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Inaccurate 1: This unit gets -1 on each Attack die.

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JU-87 Stuka

1939



Aircraft – AA Bandits High

COST
16

DEFENSE
4



SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
6	4	-	-

Sirens: This unit gets 1 extra success when attacking Soldiers. This extra success only counts towards disruptions.

Slow: Enemy Aircraft get +1 on each attack die when attacking this unit.

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JU-88P-1

1944



Aircraft

COST
25

DEFENSE
4



SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
3	2	-	-
12	10	-	-

Slow: Enemy Aircraft get +1 on each attack die when attacking this unit.

Armed with a 75mm PaK cannon this tank-buster saw action on the Eastern Front.

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Messerschmitt ME 263

1945



Aircraft

COST
20

DEFENSE
5



SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Jet: This unit can't attack Soldiers in forest, town, or marsh hexes. Each 6 this unit rolls against an Aircraft counts as 2 successes.

Rockets 8: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle within 4 hexes, you can declare you are using Rockets. If you do roll 8 Attack dice against that unit.

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C.200 Saetta Rookie

1940



Aircraft – AA Air Force

COST
9

DEFENSE
4



SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Inaccurate 1: This unit gets -1 on each Attack die.

Underpowered and underarmed, the C.200 Saetta was the most modern aircraft in the Regia Aeronautica's inventory when war broke out in 1940.

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C.202 Folgore

1941



Aircraft – AA Air Force

COST
12

DEFENSE
4



SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

The C.202 quickly proved superior to the Hawker Hurricane and was a match for the excellent Spitfire V.

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C.202 Folgore Ace

1941



Aircraft – AA Air Force

COST

15

DEFENSE

4



SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
3	2	-	-

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

Sottotenente Pilota Adriano Visconti shot down two Spitfires and damaged two more in his C.202 when he and his wingman were bounced on a reconnaissance flight over Malta.

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Expeditionary C.200 Saetta

1940



Aircraft – AA Air Force

COST

13

DEFENSE

4



SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

In August 1941, fifty-one Saettas were sent to fight in Russia as part of the Corpo Italiano di Spedizione-the Italian Air Force Expeditionary Corps. The Macchis performed well against the older Soviet fighters.

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R.2001 Falco II

1941



Aircraft – AA Bandits High

COST

11

DEFENSE

4



SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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R.2001 CB Fighter-Bomber

1942



Aircraft – AA Bandits High

COST

11

DEFENSE

4



SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Bombs: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 Attack dice against that unit it's a Soldier or 8 Attack dice it's a Vehicle.

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Fiat G.50 Freccia

1939



Aircraft

COST

9

DEFENSE

3



SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	4	-	-
2	1	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

Highly maneuverable but it was lightly armed, two key factors in Italian fighter design.

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Fiat G.55 Centauro

1943



Aircraft

COST

15

DEFENSE

4



SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

The G55 was a powerful, robust and fast aircraft that proved itself to be an excellent interceptor at high altitude.

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Ambrosini SAI.207

1943



Aircraft

COST

8

DEFENSE

3



SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	4	-	-
2	1	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

the light wooden structure prevented more powerful cannon from being used as the recoil forces over-stressed the mounting structure.

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Macchi MC.205 Veltro

1943



Aircraft

COST

17

DEFENSE

4



SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	7	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

Widely regarded as one of the best Italian aircraft of World War II, it proved to be extremely effective.

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Reggiane RE-2005 Sagittario

1943



Aircraft

COST

16

DEFENSE

4



SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
5	4	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

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Guards Yak 1

1941

Aircraft – AA Air Force

COST

14

DEFENSE

4

SPEED

A

ATTACK

8 6 - -

Short 0-1 Medium 2-4 Long 5-8 Extra 9+

4 3 - -

High Gear or Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

The Soviet Air Force frequently designated units that demonstrated exceptional courage and success in battle as "Guards" regiments.

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I-16 "Ishak"

1939

Aircraft – AA Air Force

COST

11

DEFENSE

4

SPEED

A

ATTACK

7 4 - -

Short 0-1 Medium 2-4 Long 5-8 Extra 9+

2 1 - -

High Gear or Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

The I-16 was one of the most advanced fighters in the world when it was introduced in 1935.

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Tomahawk MK. II Lend-Lease

1941

Aircraft – AA Air Force

COST

13

DEFENSE

4

SPEED

A

ATTACK

7 5 - -

Short 0-1 Medium 2-4 Long 5-8 Extra 9+

3 2 - -

High Gear or Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Steady Firing: This unit rolls 2 extra Attack die when attacking a Soldier.

These fighters were among the first Lend-Lease aircraft shipped to the Soviet Union in 1941.

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Yak-1 Rookie

1941

Aircraft – AA Air Force

COST

9

DEFENSE

4

SPEED

A

ATTACK

7 5 - -

Short 0-1 Medium 2-4 Long 5-8 Extra 9+

3 2 - -

High Gear or Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Inaccurate 1: This unit gets -1 on each Attack die.

The Yak-1 was the best Soviet fighter widely available at the beginning of Operation Barbarossa, The German invasion of Russia.

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IAR-80A

1941

Aircraft – AA Bandits High

COST

11

DEFENSE

4

SPEED

A

ATTACK

8 5 - -

Short 0-1 Medium 2-4 Long 5-8 Extra 9+

3 2 - -

High Gear or Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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IL-2 Sturmovik

1941

Aircraft – AA Bandits High

COST

21

DEFENSE

4

SPEED

A

ATTACK

8 6 - -

Short 0-1 Medium 2-4 Long 5-8 Extra 9+

7 5 - -

High Gear or Relocate

Superior Armor 2: An attack must beat this unit's Defense by 2 or more in order to score 2 hits against it.

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La-5FN Ace

1942

Aircraft – AA Bandits High

COST

15

DEFENSE

4

SPEED

A

ATTACK

8 6 - -

Short 0-1 Medium 2-4 Long 5-8 Extra 9+

4 3 - -

High Gear or Relocate

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

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P-39 Lend Lease

1942

Aircraft – AA Bandits High

COST

12

DEFENSE

4

SPEED

A

ATTACK

8 6 - -

Short 0-1 Medium 2-4 Long 5-8 Extra 9+

3 2 - -

High Gear or Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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P-39D Rookie

1942

Aircraft – AA Bandits High

COST

11

DEFENSE

4

SPEED

A

ATTACK

8 6 - -

Short 0-1 Medium 2-4 Long 5-8 Extra 9+

3 2 - -

High Gear or Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Inaccurate 1: This unit gets -1 on each Attack die.

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Lavochkin La-7

Ace

1944



Aircraft

COST

16

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	6	-	-
4	3	-	-

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Fighter flown by Soviets top two aces.

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Hurricane Mk I

1939



Aircraft – AA Air Force

COST

13

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Steady Firing: This unit rolls 2 extra Attack die when attacking a Soldier.

The Hurricane was the backbone of the RAF during the Battle of Britain. Fighter Command deployed 32 Hurricane squadrons to 19 Spitfire squadrons.

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Spitfire Mk I Ace

1940



Aircraft – AA Air Force

COST

16

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
3	2	-	-

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

More than 2,300 Allied pilots flew fighters during the Battle of Britain. Of those, 188 scored five kills or more and were recognized as "aces."

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Typhoon Interceptor

1943



Aircraft – AA Air Force

COST

16

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
5	4	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Rockets 8: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle with in 4 hexes, you can declare you are using Rockets. If you do roll 8 Attack dice against that unit.

The Hawker Typhoon was rushed into action in order to meet the threat posed by the German Fw 190. The typhoon never succeeded as a high-altitude fighter, but it was quite capable as a low-altitude interceptor and

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Kosciuszko Hurricane Mk I

1940



Aircraft – AA Air Force

COST

13

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

The RAF's No. 303 Squadron was one of sixteen Polish squadrons that served in the RAF during the war. It became one of the highest-scoring RAF squadrons in the Battle of Britain.

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Fulmar Mk 2

1941



Aircraft – AA Bandits High

COST

11

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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Spitfire F. Mk IX Interceptor

1944



Aircraft – AA Bandits High

COST

15

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

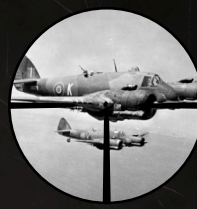
Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

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Bristol Beaufighter

1940



Aircraft

COST

20

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
6	4	-	-

Steady Firing: This unit rolls 2 extra Attack die when attacking a Soldier

Rockets 8: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle with in 4 hexes, you can declare you are using Rockets. If you do roll 8 Attack dice against that unit.

Superior Armor 2: An attack must beat this unit's Defense by 2 or more in order to score 2 hits against it.

Based on the torpedo bomber it developed into rather capable ground-attack fighter earning the name "Whispering Death" from the Japanese.

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de Havilland Mosquito

1942



Aircraft

COST

22

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
10	8	-	-
6	4	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Strafe: After this unit attacks a Soldier in your Airstrike phase, it can make 1 extra attack against another Soldier in a hex adjacent to the original target.

Bombs: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 Attack dice against that unit it's a Soldier or 8 Attack dice it's a Vehicle.

A British combat aircraft made from plywood.

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Hawker Tempest Mk. V

1944



Aircraft

COST

18

DEFENSE

4

SPEED

A

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	7	-	-	Range
4	3	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Hubert Lange, a Me 262 pilot, said: "the Messerschmitt Me 262's most dangerous opponent was the British Hawker Tempest — extremely fast at low altitudes, highly maneuverable and heavily armed."

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Westland Whirlwind Mk I

1940



Aircraft

COST

19

DEFENSE

4

SPEED

A

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	7	-	-	Range
5	4	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Strafe: After this unit attacks a Soldier in your Airstrike phase, it can make 1 extra attack against another Soldier in a hex adjacent to the original target.

The relatively small number of Whirlwinds that reached the RAF the type remained in combat service, virtually unmodified, for a remarkably long time.

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I-16 "Abu"

1939



Aircraft — AA Air Force

COST

10

DEFENSE

4

SPEED

A

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	5	-	-	Range
3	2	-	-	Range

Inaccurate 1: This unit gets -1 on each Attack die.

When the Sino-Japanese War broke out in 1937, The Soviet Union embarked on a massive military aid program, delivering hundreds of I-15 and I-16 fighters to China.

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P-40C Flying Tiger

1941



Aircraft — AA Air Force

COST

15

DEFENSE

4

SPEED

A

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	Range
3	2	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Superior Armor 2: An attack must beat this unit's Defense by 2 or more in order to score 2 hits against it.

The 1st American Volunteer Group of the Chinese Air Force entered combat for the first time on 20 December 1941, intercepting a Japanese bombing raid against Kunming.

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Curtiss Hawk Model 75

1939



Aircraft

COST

9

DEFENSE

3

SPEED

A

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
6	4	-	-	Range
2	1	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Chinese Hawks saw limited action as the Japanese settled down to a campaign of bombing cities in Szechwan province.

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Dewoitine D.510

1939



Aircraft

COST

12

DEFENSE

3

SPEED

A

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	6	-	-	Range
3	2	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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Being Model 281

1939



Aircraft

COST

10

DEFENSE

3

SPEED

A

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
5	4	-	-	Range
2	-	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Bombs: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 Attack dice against that unit if it's a Soldier or 8 Attack dice if it's a Vehicle.

Chinese 281 pilots and Japanese Navy Mitsubishi A5Ms were the first aerial dogfights and kills between all-metal monoplane fighter aircraft.

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Spitfire F. Mk IX Raider

1944



Aircraft — AA Bandits High

COST

15

DEFENSE

4

SPEED

A

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	Range
4	3	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Steady Firing: This unit rolls 2 extra Attack die when attacking a Soldier.

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PZL P.24

1939



Aircraft

COST

10

DEFENSE

3

SPEED

A

High Gear or Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	Range
3	2	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Slow: Enemy Aircraft get +1 on each attack die when attacking this unit.

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MS.406
"Matimaha"
1940

Aircraft – AA Air Force

COST
12

DEFENSE
4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		7	5	-	-
High Gear or Relocate		3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

During the Winter War Finland's air force was outnumbered by 10 to 1, but Finland received planes from a number countries, including thirty MS.406 fighters from France.

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B239 Brewster Ace
1941

Aircraft – AA Bandits High

COST
13

DEFENSE
3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		8	5	-	-
High Gear or Relocate		3	2	-	-

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Steely Resolve 2: An Attack must beat this unit's Defensive by 2 or more in order to score 2 Hits against it.

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VL Myrsky II
1944

Aircraft

COST
8

DEFENSE
4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		8	5	-	-
High Gear or Relocate		5	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Unreliable: Face-up Disrupted counters aren't removed from this unit at the beginning of the Casualty phase.

Although the VL Myrsky II aircraft met the specifications set for it, it did not fulfill all expectations due to structural problems.

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MS.406 Rookie
1939

Aircraft – AA Air Force

COST
9

DEFENSE
4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		7	5	-	-
High Gear or Relocate		3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Inaccurate 1: This unit gets -1 on each Attack die.

The most numerous French fighter at the beginning of the war, it was outclassed by the Bf 109E and fared poorly in the Battle of France.

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D.520 Ace
1940

Aircraft – AA Bandits High

COST
17

DEFENSE
4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		9	7	-	-
High Gear or Relocate		4	3	-	-

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

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MS. 406 Veteran
1940

Aircraft – AA Bandits High

COST
11

DEFENSE
4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		7	5	-	-
High Gear or Relocate		3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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Breguet 693
1939

Aircraft

COST
12

DEFENSE
4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		8	6	-	-
High Gear or Relocate		4	3	-	-

Bombs: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 Attack dice against that unit it's a Soldier or 8 Attack dice it's a Vehicle.

The Bre 693 arrived too late to effect the outcome of the Battle of France.

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Caudron C.714 Cyclone
1940

Aircraft

COST
10

DEFENSE
3



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		7	5	-	-
High Gear or Relocate		2	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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Potez 631
1939

Aircraft

COST
20

DEFENSE
4



SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		9	7	-	-
High Gear or Relocate		6	4	-	-

Steady Firing: This unit rolls 2 extra Attack die when attacking a Soldier

Bombs: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 Attack dice against that unit it's a Soldier or 8 Attack dice it's a Vehicle.

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Bloch 152

1939



Aircraft

COST

11

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	5	-	-	
3	2	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

The MB.152 was the most numerous aircraft remaining in service during the final weeks prior to the signing of the Armistice of 22 June 1940.

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Arsenal VG-33

1940



Aircraft

COST

14

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	
4	3	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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Navy F4F-3 Wildcat

1941



Aircraft – AA Air Force

COST

12

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	5	-	-	
3	2	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

The F4F-3 Wildcat was the US Navy's principal fighter plane throughout the opening months of the war.

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P-40B Rookie

1941



Aircraft – AA Air Force

COST

11

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	
3	2	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Inaccurate 1: This unit gets -1 on each Attack die.

The P-40 was the US Army's principal fighter plane in the early months of World War II. The P-40 proved to be a fast, rugged, and surprisingly agile opponent.

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P-51B Mustang Ace

1943



Aircraft – AA Air Force

COST

14

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	
3	2	-	-	Range

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Major James Howard, former Flying Tiger who won a Medal of Honor for his courageous defense of a B-17 formation. He single-handedly stood off thirty Luftwaffe fighters for a half-hour, shooting down six of them.

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P-51C Escort

1943



Aircraft – AA Air Force

COST

13

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	
3	2	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

The P-51C was fast nimble, and tough, its most important characteristic was its outstanding range; no part of Germany was out of its reach.

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USMC F4F-4 Wildcat

1942



Aircraft – AA Air Force

COST

14

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	7	-	-	
3	2	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

This new model was slower, but it was more heavily armed. USMC pilots flew the F4F-4 from Henderson Airfield on Guadalcanal as part of the famous Cactus Air Force.

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F4U-1 USMC Corsair

1943



Aircraft – AA Bandits High

COST

20

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	7	-	-	
3	2	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Bombs: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 Attack dice against that unit it's a Soldier or 8 Attack dice it's a Vehicle.

Superior Armor 2: An attack must beat this unit's Defense by 2 or more in order to score 2 hits against it.

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FM1 Wildcat

1943



Aircraft – AA Bandits High

COST

11

DEFENSE

4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
7	5	-	-	
2	1	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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Navy F4U Corsair

1942



Aircraft – AA Bandits High

COST

20

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Bombs: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 Attack dice against that unit it's a Soldier or 8 Attack dice it's a Vehicle.

Superior Armor 2: An attack must beat this unit's Defense by 2 or more in order to score 2 hits against it.

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P38J Lightning Ace

1943



Aircraft – AA Bandits High

COST

18

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
4	3	-	-

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Strafe: After this unit attacks a Soldier in your Airstrike phase, it can make 1 extra attack against another Soldier in a hex adjacent to the original target.

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P-51 Mustang

1944



Aircraft – AA Bandits High

COST

17

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Rockets 8: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle with in 4 hexes, you can declare you are using Rockets. If you do roll 8 Attack dice against that unit.

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P-47 Thunderbolt

1943



Aircraft

COST

23

DEFENSE

5

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
5	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Rockets 8: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle with in 4 hexes, you can declare you are using Rockets. If you do roll 8 Attack dice against that unit.

Superior Armor 2: An attack must beat this unit's Defense by 2 or more in order to score 2 hits against it.

Nicknamed the "Jug" owing to its appearance if stood on its nose, the P-47 was noted for its firepower and its ability to resist battle damage and remain airworthy.

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P-61 Black Widow

1943



Aircraft

COST

14

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

The Northrop P-61 Black Widow was the first operational US. warplane designed as a night fighter.

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Bf 109E Escort

1941



Aircraft – AA Bandits High

COST

14

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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He 112B

1941



Aircraft

COST

12

DEFENSE

3

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

The He-112B performed well as a fighter, but its lack of armor made it vulnerable in a ground-attack role.

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IAR-80C

1944



Aircraft

COST

14

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	6	-	-
4	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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IAR-81B

1942



Aircraft

COST

15

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Bombs: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 Attack dice against that unit it's a Soldier or 8 Attack dice it's a Vehicle.

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Buffalo Mk I Rookie 1942

Aircraft – AA Bandits High

COST
13

DEFENSE
3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		8	6	-	-
High Gear or Relocate		4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Inaccurate 1: This unit gets -1 on each Attack die.

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CA-12 Boomerang I 1942

Aircraft

COST
12

DEFENSE
4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		8	5	-	-
High Gear or Relocate		5	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Australia developed their own air defense fighter after the Japanese air raid on Darwin.

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Kittyhawk Mk. IA 1942

Aircraft

COST
13

DEFENSE
4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		7	5	-	-
High Gear or Relocate		3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Steady Firing: This unit rolls 2 extra Attack die when attacking a Soldier.

Lend-Lease P-40 was renamed the Kittyhawk and was the workhorse for the RAAF and RNZAF in the Pacific.

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A-35B Vengeance IV 1943

Aircraft

COST
17

DEFENSE
4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		8	6	-	-
High Gear or Relocate		4	2	-	-

Bombs: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 Attack dice against that unit if it's a Soldier or 8 Attack dice if it's a Vehicle.

Slow: Enemy Aircraft get +1 on each attack die when attacking this unit.

Saw limited action in Europe before being sent over to the Pacific. They were phased out as they were considered less efficient than fighter bombers.

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D.520 Interceptor 1943

Aircraft

COST
14

DEFENSE
4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		8	6	-	-
High Gear or Relocate		4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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Typhoon Mk IB Raider 1944

Aircraft – AA Bandits High

COST
19

DEFENSE
4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		8	6	-	-
High Gear or Relocate		5	4	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Rockets 8: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle with in 4 hexes, you can declare you are using Rockets. If you do roll 8 Attack dice against that unit.

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Ikarus IK-2 1939

Aircraft

COST
9

DEFENSE
3

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		7	5	-	-
High Gear or Relocate		3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Slow: Enemy Aircraft get +1 on each attack die when attacking this unit.

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Rogozarski IK-3 1940

Aircraft

COST
13

DEFENSE
4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		7	5	-	-
High Gear or Relocate		3	2	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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Fokker D XXI 1939

Aircraft

COST
12

DEFENSE
4

SPEED	ATTACK	Short 0-1	Medium 2-4	Long 5-8	Extra 9+
A		8	5	-	-
High Gear or Relocate		5	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

The D.XXI was designed as an inexpensive, rugged, and compact fighter aircraft.

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Fokker G.1

1939



Aircraft

COST
17

DEFENSE
4

SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
6	4	-	-

Strafe: After this unit attacks a Soldier in your Airstrike phase, it can make 1 extra attack against another Soldier in a hex adjacent to the original target.

Bombs: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 Attack dice against that unit if it's a Soldier or 8 Attack dice if it's a Vehicle.

In the "Five-day War", the available G.1 fighters were mainly deployed in ground attack missions, strafing advancing German infantry units.

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Fokker D XXIII

1939



Aircraft

COST
14

DEFENSE
4

SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	5	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Speed Boost: Once per game, before you roll this unit's attack against an Aircraft, you can declare you are using a speed boost. If you do, the results of that attack are resolved immediately.

Only one aircraft was flown before the country was invaded by the Germans in May 1940.

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Axis & Allies Miniature Planes

Aircraft

COST
-

DEFENSE
-

SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
-	-	-	-
-	-	-	-



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Mitsubishi A6M Zero

Aircraft - AA Miniatures

COST
12

DEFENSE
3

SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

The Mitsubishi A6m Zero fighter could outmaneuver any Allied opponent during the early part of the war. Japan built over ten thousand of these lightly protected fighters-more than any other Japanese aircraft.

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Nakajima Ki-43 "Oscar"

Aircraft - AA Miniatures

COST
11

DEFENSE
3

SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	4	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

Much like the Zero, the Oscar was lightly armed and armored but exceptionally maneuverable.

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Kawanishi HIK-J "Shiden-Kai"

Aircraft - AA Miniatures

COST
16

DEFENSE
4

SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	6	-	-
7	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

Piloting a Shiden, Kaneyoshi Muto once fought a dozen Navy Hellcats, downing four of them and forcing the others to disengage.

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Macchi C.202 Folgore

Aircraft - AA Miniatures

COST
14

DEFENSE
4

SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

An excellent fighter, the Folgore was a challenging opponent for the Allies.

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Messerschmitt Bf 109E

Aircraft - AA Miniatures

COST
14

DEFENSE
4

SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
4	3	-	-

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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Messerschmitt Ace

Aircraft - AA Miniatures

COST
16

DEFENSE
4

SPEED
A

ATTACK

Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
4	3	-	-

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Many of the better German pilots first flew a Messerschmitt.

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Messerschmitt Me 110

1939



Aircraft – AA Miniatures

COST
17

DEFENSE
4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	7	-	-	
5	4	-	-	Range

Originally designed as a long-range heavy fighter, the Me 110 had trouble defeating single-engine fighters during the Battle of Britain. However, its size and firepower allowed it to perform well as a ground-attack aircraft.

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Junkers JU87B Stuka

1939



Aircraft – AA Miniatures

COST
21

DEFENSE
4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	
6	4	-	-	Range

Sirens: This unit gets 1 extra success when attacking Soldiers. This extra success only counts towards disruptions.

Slow: Enemy Aircraft get +1 on each attack die when attacking this unit.

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Focke-Wulf Fw190A

1941



Aircraft – AA Miniatures

COST
14

DEFENSE
4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
9	6	-	-	
4	3	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

By most accounts the best German piston-engined fighter of the war, the Fw 190 had excellent maneuverability, a high speed, and was heavily armed with four 20mm cannons.

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Junkers JU 87G Stuka

1943



Aircraft – AA Miniatures

COST
21

DEFENSE
4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
5	3	-	-	
10	8	-	-	Range

Slow: Enemy Aircraft get +1 on each attack die when attacking this unit.

Decorated Stuka dive-bomber pilot Hans Ulrich Rudel destroyed over 500 Soviet tanks, 150 artillery positions, 700 trucks, and sunk the Russian battleship Marek.

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Messerschmitt ME 262

1944



Aircraft – AA Miniatures

COST
19

DEFENSE
5

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
10	7	-	-	
5	4	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Jet: This unit can't attack Soldiers in forest, town, or marsh hexes. Each 6 this unit rolls against an Aircraft counts as 2 successes.

The first operational jet fighter, plagued by various delays, proved a great danger to Allied air superiority.

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Dornier Do 335

1945



Aircraft – AA Miniatures

COST
15

DEFENSE
4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	
4	3	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Speed Boost: Once per game, before you roll this unit's attack against an Aircraft, you can declare you are using a speed boost. If you do, the results of that attack are resolved immediately.

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MiG-1

1941



Aircraft – AA Miniatures

COST
13

DEFENSE
4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	5	-	-	
3	2	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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IL-10 Sturmovik

1945



Aircraft – AA Miniatures

COST
21

DEFENSE
4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	
7	5	-	-	Range

Superior Armor 2: An attack must beat this unit's Defense by 2 or more in order to score 2 hits against it.

An all-metal successor to the earlier Il-2, the Sturmovik was one of the most heavily armored planes of the war. Armed with twin 23mm cannons, machine guns, and assorted bombs, it proved more effective and less vulnerable than

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Spitfire Mk.I

1939



Aircraft – AA Miniatures

COST
15

DEFENSE
4

SPEED

A

High Gear
or
Relocate

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+	Range
8	6	-	-	
4	3	-	-	Range

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

Produced in over two-dozen variants, it was Britain's premier fighter during the war. Wherever British soldiers fought, the fast and maneuverable Spitfire was almost always above them.

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Spitfire Ace

1940



Aircraft – AA Miniatures

COST

17

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
4	3	-	-

High Gear
or
Relocate

Ace: If an enemy Aircraft is placed within 4 hexes of this unit, this unit may make a Defensive-fire attack against it.

Agility: This unit's Short range against Aircraft is 0-2 hexes and its Medium range against Aircraft is 3-5 hexes.

A pilot becomes an 'Ace' by downing five enemy aircraft.

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Hawker Typhoon

1943



Aircraft – AA Miniatures

COST

21

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
8	6	-	-
7	5	-	-

High Gear
or
Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Rockets 8: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle with in 4 hexes, you can declare you are using Rockets. If you do roll 8 Attack dice against that unit.

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Gloster Meteor

1944



Aircraft – AA Miniatures

COST

17

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	6	-	-
4	3	-	-

High Gear
or
Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Jet: This unit can't attack Soldiers in forest, town, or marsh hexes. Each 6 this unit rolls against an Aircraft counts as 2 successes.

Put into action less than a month after the appearance of the Messerschmitt ME 262, the Meteor was the first and only Allied jet to see combat in World War II.

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P-40 Tomahawk

1941



Aircraft – AA Miniatures

COST

13

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
3	2	-	-

High Gear
or
Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Steady Firing: This unit rolls 2 extra Attack die when attacking a Soldier.

Made famous by the Flying tigers, the P-40 was a solid performer, relying on toughness over maneuverability.

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P-38G Lightning Lockheed

1942



Aircraft – AA Miniatures

COST

17

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	6	-	-
3	2	-	-

High Gear
or
Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Strafe: After this unit attacks a Soldier in your Airstrike phase, it can make 1 extra attack against another Soldier in a hex adjacent to the original target.

Its twin engines made the Lightning both a very stable firing platform and blistering fast.

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F4U Corsair

1943



Aircraft – AA Miniatures

COST

20

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
3	2	-	-

High Gear
or
Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Bombs: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 Attack dice against that unit it's a Soldier or 8 Attack dice it's a Vehicle.

Superior Armor 2: An attack must beat this unit's Defense by 2 or more in order to score 2 hits against it.

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P-51 Mustang

1944



Aircraft – AA Miniatures

COST

17

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
9	7	-	-
3	2	-	-

High Gear
or
Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

Rockets 8: Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle with in 4 hexes, you can declare you are using Rockets. If you do roll 8 Attack dice against that unit.

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Morane-Saulnier MS-406

1940



Aircraft – AA Miniatures

COST

12

DEFENSE

4

SPEED

A

ATTACK



Short 0-1	Medium 2-4	Long 5-8	Extra 9+
7	5	-	-
4	3	-	-

High Gear
or
Relocate

Antiair: If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a Defensive-fire attack against it.

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