



World War II Wargames Rules

BOLT ACTION™

www.boltaction.com

JUGGERNAUT

BOLT ACTION



FORMAT V3

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Hello Bolt Action Gamers!

Presented below is a set of guidelines that adjust and modify a “relatively” small number of rules for your games of Bolt Action.

This pack was primarily written & play tested by the Hosts of the Juggernaut Bolt Action Podcast with lots of help from the wider community.

As fans of competitive games, this pack was primarily written with that style of play in mind. This is not attempting to completely rewrite or fully “balance” the game; instead this pack aims to:

- Encourage players to bring units which are otherwise rarely seen at events.
- Tone down or penalize the spam of units which are seen all too often.
- Encourage list variety by giving all armies the same level of platoon flexibility as well as access to additional units
- Provide missions where both players have an equal opportunity to succeed.
- Make games fun!

The rules are split into four separate sections for your own convenience:

- The House Rules
- The Selector
- The Missions
- Additional Units

The rules in this pack are entirely optional, and can be changed/modified to suit your own tastes and requirements. If you think our idea of giving some discounts to German heavy panzers is ridiculous, simply omit or change that rule for your own games/events.

Please feel free to only use specific parts of this pack; if you like the selector but hate the missions, go right ahead!

All we ask is that you give us any constructive feedback good or bad, give credit where it’s due if you are using our format (or parts thereof) in your events, and make sure you go and give our Podcast a listen.

Make sure you get in touch if you have any further questions, queries or suggestions.

Stay Petty!



Photos from ‘Not One Step Back’ 2019 and ‘Not Two Steps Back’ 2021



PART 1 – THE HOUSE RULES

NATIONAL CHARACTERISTIC CHANGES

Multiple Sources (All Armies)

An army that has national rules in both an Army Book & Theatre book may only receive the national rules from one source. Specifically for the British if you choose to take “Manpower of the Empire” national characteristic for an Indian platoon – you gain the free squad but do not get the free observer from the “Artillery Support” national rule. These must be noted in the army list.

(For example, a British or Italian army may choose their national characteristics from their army books or the Western Desert book, but not both.)

Tiger Fear (Germany, Bulgaria, Romania, Hungary)

This rule will not be in use, instead the following rule will be in effect:

Panzer Superiority – You may select one of the following discounts for **one** eligible unit:

- Panther Tank: -75pts
- Heavy Tank w/ Super Heavy AT Gun: -100pts
- Super Heavy Tank: - 150pts

(Example: A player with a single regular Panther would only pay 280pts. A Player with a 2x Regular Tigers would pay a combined 690pts for both.)

Defensive Strategy (Italians)

When playing the missions presented in this pack, Italian armies always gain D3 emplacements as outlined in their army book.

LIST BUILDING CHANGES

Banned Units

The following units are banned and may not be used:

- Special Characters/Units
- War-Planes
- War-Correspondents
- Horse/Mule Tows

Maxed-out squads – Free LMGs

Any squad that is taken at full strength & is 10 men or over may take their first LMG option for free. For example a 10 man regular squad with LMG would cost 100 points, not 120. A 10 man regular squad with 2x LMGs would cost 120 points.

(Author note: BARs are not LMGs and are not subject to this rule.)

Additional Units

Units should be taken from your nation’s army book. Specific armies, units & upgrades from theatre & campaign books may also be taken if they are listed in the Additional Units section of this document.

UNIT RULE CHANGES

Multiple Launchers

Multi Launchers hit with a 2” template rather than a 3”. Please note this does not affect the weapon range.

Turret Jam

This rule will not be in effect.

Suppressive Fire! (All Infantry MMG & HMG Teams)

When an infantry unit enacts a fire order with an MMG or HMG and the declared target is an Infantry or Artillery Unit; the target unit suffers a single pin for being targeted by the Infantry MMG/HMG. The pin for being targeted can only be given once the shot is determined to be possible (I.E. target is in LOS, in range, didn’t recce away etc).

The pin for being targeted in this way can only be given to a unit once per turn.

If the Infantry MMG/HMG then gets at least one hit on the target Infantry or Artillery unit; the target unit suffers a further pin.

- Infantry unit with MMG/HMG given an order that allows them to shoot (Fire, Ambush)
- Infantry unit with MMG/HMG declares a target Infantry/Artillery unit.
- Target Infantry/Artillery unit reacts
- Measure range and open fire; if target Infantry/Artillery unit is in range, line of sight etc then give them a pin.
- Roll to hit; If you manage to hit the target Infantry/Artillery unit then give it another pin as per the normal shooting rules.
- Follow the remaining shooting procedure on pg49 Bolt Action V2 rulebook.





PART 2– THE SELECTOR

IMPORTANT:

For this format, the main generic reinforced selector, reinforced armoured selector & ALL theatre selectors will **not be in use**.

This includes the following;

- ALL theatre selectors from ALL source books/PDFs
- ALL armoured selectors from ALL source books/PDFs
- ALL generic selectors from ALL source books/PDFs (main rulebook, armies of books etc)

All players must build a list using the selector below.

JUGGERNAUT SELECTOR

- 1 1st/2nd Lieutenant/Major/Captain
- 0-1 Forward Artillery Observer/ Forward Air Observer
- 0-1 Other HQ (e.g. Medic/Intelligence Officer/Commissar etc)
- 2-5 Infantry squads
- 0-1 Sniper Team
- 0-1 Machine Gun Team
- 0-1 Mortar team
- 0-1 Anti Tank Team
- 0-1 Flamethrower Team
- 0-1 Artillery Piece (Artillery, Anti-Tank Gun, Anti-Air Gun)
- 0-1 Armoured Car
- 0-1 Tank (Tank, Self Propelled Artillery, Anti-Air Vehicle)
- 0-1 Transport per Infantry unit
- 0-1 Tow per unit per Artillery unit

Multiple units per slot

Some armies (Japanese, Soviets, USA etc) are allowed to take multiple units per slot. Using this selector, only the first slot may be used to purchase multiples. Any extra slots can only take a single unit. For example a Japanese army which has purchased an additional Anti Tank Team slot would only be able to take 4 Suicide AT Teams, not 6.

Free Units

Free units such as the British FAO, Soviet Squad & French Artillery piece may be taken in addition to the unit slots. I.e. taking a FAO does not count towards your 0-1 FAO slot. They do still count as units in your army however and therefore would need to pay slot points. For example, a French player taking their free Medium Howitzer would need to pay a slot point for it.

This US Army has:

- 1 Free LMG as the ranger squad is full strength and above 10 men.
- 5 Available slot points as the points limit is 1000pts which have been spent;
 - 2SP (2 Infantry squads with Flamethrower. Flamethrower team is also an infantry unit with a flamethrower)
 - 3SP (Additional Tank Slot for the 2nd M18 Hellcat)

Slot Points

Players get 1 slot point per full 200pts for the agreed point's value of the game(s). A 600pts game would be 3 slot points, whilst a 1250pts game would be 6 slot points (1000pts = 5 slot points etc).

Slot points can be spent on purchasing Additional Selector Slots or on Specific Units as below;

Additional Selector Slots:

- 1 point - Infantry squad
- 1 point - LT/Major/Captain/Other HQ
- 2 point - Machine gun team
- 1 point - Flamethrower team
- 2 point - Armoured car
- 2 point - Sniper Team
- 2 point - Mortar team
- 2 point - Anti-Tank team
- 2 point - Artillery Piece (Artillery, Anti-Tank Gun, Anti-Air Gun)
- 3 point - Tank (Tank, Self Propelled Artillery, Anti-Air Vehicle)
- 3 point - Forward Artillery Observer/ Forward Air Observer

Specific Units:

These slot points need to be paid from your slot points in addition to the Additional Selector Slots. E.g. taking 2 multiple rocket launchers would be 4 slot points; 2 for the additional artillery slot and 1 for each multiple rocket launcher (1+1=2)

- 1point - Infantry unit with Flamethrower, after the first
- 1point - Forward deploying infantry unit with 3 models or more
- 1point - Captain/Major taken instead of 1st Lt/2nd Lt
- 1point - Any unit with a Multiple Launcher
- 1point - Any unit with a Medium/Heavy Howitzer.

please note this does not apply to a Anti-Tank gun or Anti-Air gun that can fire as a howitzer (e.g. German Flak 88)

Regular 1st LT	
11 Rangers, Veteran, Free LMG & 1 BAR	75
6 Regular Infantry, SMG	159
6 Regular Engineers, Flamethrower, SMG	63
Regular Sniper	83
Regular Flamethrower	83
Regular Medium Mortar w/ Spotter	52
Reg Light Howitzer w/ Gun shield & Spotter	50
Regular M18 Hellcat	60
Regular M18 Hellcat	65
	155
	155
Total: 1000	



PART 3– THE MISSIONS

The below missions have been written and play tested to replace those out of the main rulebook. Please be aware that outflanking & forward deploying are allowed in these missions unless otherwise stated.

Objectives

Objectives must be between 30mm and 50mm in size and all of the objectives must be the same size.

To gain control of an objective you must have;

- A model from one of your infantry or artillery units within 3" of it at the end of the turn.
- No enemy unit within 3" of it. If both players have one or more infantry/artillery units within 3" at the end of the turn then neither gain control, it remains contested.

Moving away from an objective you control does not relinquish control of it.

Vehicles cannot gain control of an objective for you, only remove an opponent's control by;

- Being within 3" of it at the end of the turn.
- No enemy unit within 3" of it at the end of the turn

D6	MISSION	DESCRIPTION
1	Maximum Attrition	Kill-points
2	Capture & Control	D3+2 Objectives
3	Alpha Target	Single Central Objective
4	Breaking the Line	Central Line of Objectives
5	Penetrating Attack	Kill-points + Envelopment
6	Cleanse	Table Quarter Objectives

Please note; Spotters, medics, chaplains and other non combatants cannot be used to control or contest an objective.



MISSION 1: MAXIMUM ATTRITION

SETUP	Both players roll a die. The highest scorer picks a table side. No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in reserve.
OBJECTIVE	The objective is simple – both sides must attempt to destroy the other whilst preserving their own forces.
FIRST TURN	The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their table edge, and must be given either a run of advance order. Note that no order test is required to move units onto the table as part of the first wave.
GAME DURATION	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.
VICTORY!	Each player receives 2 Victory Points for each enemy unit killed. If one player scores 4 or more points than the other they win, otherwise the result is a draw.



MISSION 2: CAPTURE AND CONTROL

SETUP	Players determine D3+2 objectives to be placed on the battlefield. Players roll a die and the winner places an objective. The players then alternate in placing objectives until all objectives are placed. Objectives must always be more than 12" away from each other and 6" from the board edge. Next, both players roll a second die, the highest chooses a table side. No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in reserve.
OBJECTIVE	The players need to control as many objectives as possible at the end of the game.
FIRST TURN	The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a run of advance order. Note that no order test is required to move units onto the table as part of the first wave.
GAME DURATION	The game plays until turn 6, there is a final 7 th turn on a D6 roll of a 4+
VICTORY!	Players get 5 Victory Points for controlling each objective. They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win. Otherwise the game is a draw.

MISSION 3: ALPHA TARGET

SETUP	Both players roll a die and the highest scorer chooses a table side. The other player then places an objective on the central line of the board that is within 12 inches of the centre. No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in reserve.
OBJECTIVE	The players need to control the central objective and score points for every turn it is held. In this mission, the objective can only be held by infantry and artillery units that have at least 3 models. In addition, the objective can only be contested by infantry and/or artillery units that have at least 3 models.
FIRST TURN	The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their table edge, and must be given either a run of advance order. Note that no order test is required to move units onto the table as part of the first wave.
GAME DURATION	The game ends on turn 6.
VICTORY!	Players do not score victory points for controlling the objective on turn 1 or 2. On subsequent turns, they gain a number of victory points equal to the turn number (i.e. players will score 5 VP for holding the objective on turn 5). They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win. Otherwise the game is a draw.



MISSION 4: BREAKING THE LINE

SETUP	Both players roll a die. The highest scorer chooses his/her table side. The other player then sets up 3 objectives along the central line of the table. Each objective must be at least 18 inches apart and 6 inches away from either board edge. No units are set up at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in reserve.
OBJECTIVE	The players need to capture the central objectives.
FIRST TURN	The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their table edge and must be given either a run or an advance order. Note that no order test is required to move units onto the table as part of the first wave.
GAME DURATION	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.
VICTORY!	At the end of the game, each player gets 5 points for each objective controlled. They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win. Otherwise the game is a draw.

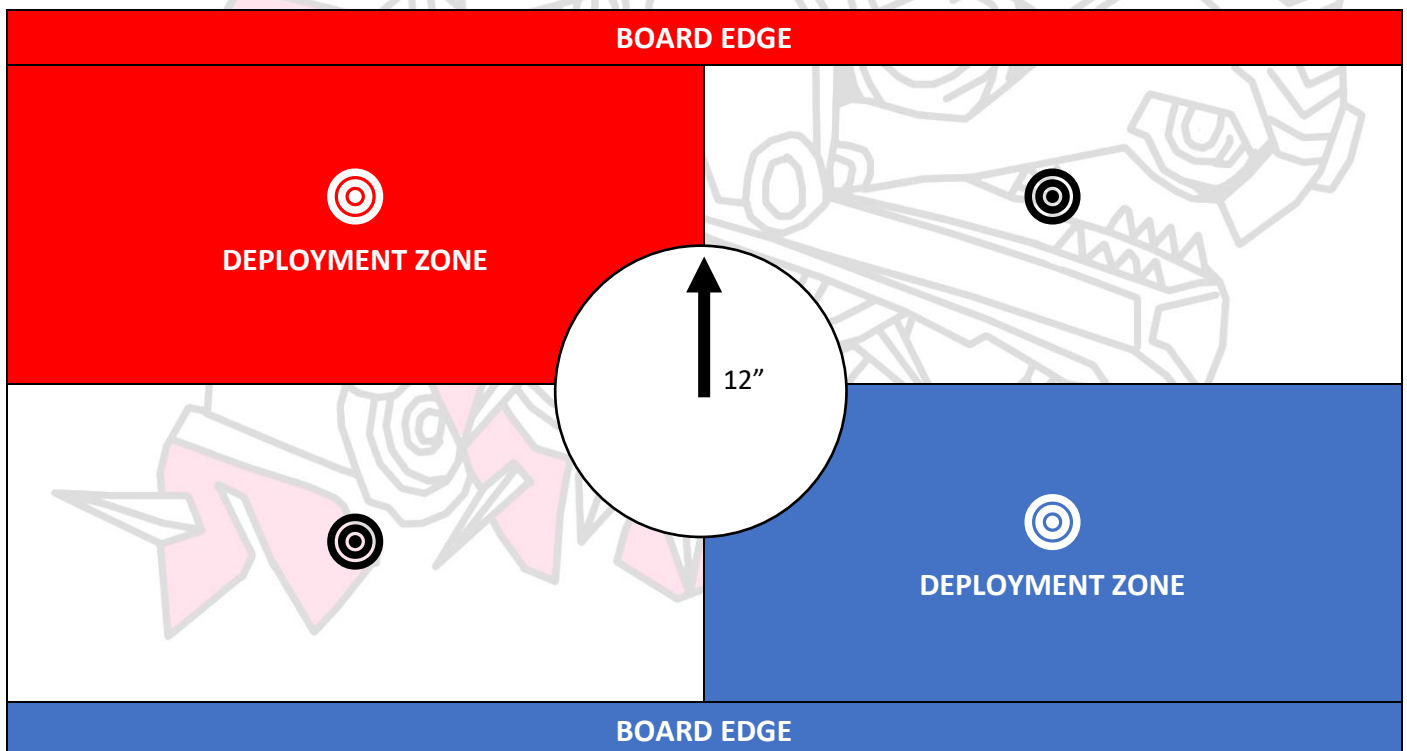
MISSION 5: PENETRATING ATTACK

SETUP	This battle is fought lengthways across the table, short end to short end. Both players roll a die. The highest scorer chooses a table edge. Players must deploy at least 50% of their army and any units not deployed are left in reserve. Units to be deployed have their dice placed inside the bag. Pull dice and deploy corresponding units until all armies are deployed. Units may be deployed within 24" of their table edge.
OBJECTIVE	Both sides must attempt to destroy the other and move their army into the other half of the table.
FIRST TURN	The game begins as normal. Any units that have been left in reserve will come on from their short board edge. Any outflanking units will come on from the long table edges in the usual manner.
GAME DURATION	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.
VICTORY!	At the end of the game, players score 1 victory points for each unit outside of any deployment zone. Players also score 3 victory points for each unit in enemy deployment zones. They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win. Otherwise the game is a draw.



MISSION 6: CLEANSE

SETUP	The table is split up into 4 equally sized quarters as per the below diagram, an objective is placed in the centre of each quarter. Both players roll a die. The highest scorer chooses a table quarter to deploy in and the lowest scorer deploys in the opposite corner. Players must deploy at least 50% of their army and any units not deployed are left in reserve. Units to be deployed have their dice placed inside the bag. Pull dice and deploy corresponding units until all armies are deployed. Units may be deployed anywhere within their table quarter except within 12" of the central point on the table. See the deployment setup diagram below for details. Units may not outflank in this mission.
OBJECTIVE	The players need to capture the quarter objectives.
FIRST TURN	The game begins as normal. Any units that have been left in reserve will come on from their board edge.
GAME DURATION	The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.
VICTORY!	At the end of the game, players gain 1 point if they control their home quarter objective, 10 points if they control their opponent's quarter objective and 5 points for the other two quarter objectives. They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win. Otherwise the game is a draw.





PART 4 – Additional Units

Nation	Unit Name	Type	Slot	Book	Notes
ALL	Chaplain	Infantry	Other HQ	Battle of The Bulge	
ALL	Armoured Field Ambulance	Vehicle	Other HQ	Battleground Europe	
ALL	Field Ambulance	Vehicle	Other HQ	Battleground Europe	
ALL	Messengers	Infantry	Officer	Campaign: Stalingrad	Additional Options
ALL	Support Officer	Infantry	Officer	D-Day US Sectors	
ALL	Forward Observer (Limited Support)	Infantry	Artillery Observer	D-Day US Sectors	



Armies of Australia

Australia	Armies of Australia	#####	#####	Campaign: New Guinea	Entire Army List
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Armies of China

China	Armies of China	#####	#####	Empires In Flames	Entire Army List
China	Native Irregulars	Infantry	Infantry Squad	Empires In Flames	



Armies of Denmark

Denmark	The Danish Army List	#####	#####	Germany Strikes	Entire Army List
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Armies of France

France	Early War Motorcycle and Sidecar	Vehicle	Armoured Car	Battle of France	0-3 per slot
France	Dragons Portes VB Group	Infantry	Infantry Squad	Battle of France	Squad size 4
France	French Engineer Section	Infantry	Infantry Squad	Battle of France	0-1 per platoon
France	French Intelligence Squad	Infantry	Infantry Squad	Battle of France	0-1 per platoon
France	AMR 35 ZT 2	Vehicle	Tank	Battle of France	
France	AMR 35 ZT 3	Vehicle	Tank	Battle of France	
France	Armies of Free France	#####	#####	Battle of The Bulge	Entire Army List
France	Free French Forces	#####	#####	Western Desert	Entire Army List



Armies of Germany

Germany	Kraftradschützen Squad	Vehicle	Armoured Car	Battle of France	
Germany	Spahtruppen	Infantry	Infantry Squad	Battle of France	0-1 per platoon
Germany	German LMG Team	Infantry	Machine Gun Team	Battle of France	
Germany	Feldgendarmarie Squad	Infantry	Infantry Squad	Battle of The Bulge	
Germany	Feldjägerkorps Squad	Infantry	Infantry Squad	Battle of The Bulge	
Germany	Feldstrafgefangenenabteilung Convict Squad	Infantry	Infantry Squad	Battle of The Bulge	
Germany	Feldstrafgefangenenabteilung Guard Force	Infantry	Infantry Squad	Battle of The Bulge	
Germany	Green Fallschirmjäger Squad (Late War)	Infantry	Infantry Squad	Battle of The Bulge	
Germany	Grenadier Radfahrzeug Squad	Infantry	Infantry Squad	Battle of The Bulge	
Germany	Intelligence Officer	Infantry	Other HQ	Battle of The Bulge	
Germany	French Milice Squad	Infantry	Infantry Squad	Battleground Europe	
Germany	Flammpanzer 38(T) Hetzer	Vehicle	Tank	Battleground Europe	
Germany	Flammpanzer B2(F)	Vehicle	Tank	Battleground Europe	
Germany	Somua MCG	Vehicle	Tank	Battleground Europe	
Germany	Alarm Unit	Infantry	Infantry Squad	Campaign: Stalingrad	
Germany	Croatian Legion Squad	Infantry	Infantry Squad	Campaign: Stalingrad	
Germany	Jäger Squad	Infantry	Infantry Squad	Campaign: Stalingrad	
Germany	Panzergrenadier Squad (Stalingrad)	Infantry	Infantry Squad	Campaign: Stalingrad	
Germany	12th HitlerJugend	#####	#####	D-Day British & Canadian	Entire Army List

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Germany	Luftwaffe Field Division	#####	#####	D-Day British & Canadian	Entire Army List
Germany	heldenklaue squad	Infantry	Infantry Squad	D-Day British & Canadian	
Germany	Fusilier Squad	Infantry	Infantry Squad	D-Day Overlord	
Germany	Green Grenadier Squad	Infantry	Infantry Squad	D-Day Overlord	
Germany	ROA (Russian Liberation Army) Fanatics	Infantry	Infantry Squad	D-Day Overlord	
Germany	Hotchkiss H35 and H39 (Panzer 35H/38H)	Vehicle	Tank	D-Day Overlord	
Germany	Panzer 35R (Renault R35)	Vehicle	Tank	D-Day Overlord	
Germany	Panzerjager 35R	Vehicle	Tank	D-Day Overlord	
Germany	Renault FT	Vehicle	Tank	D-Day Overlord	
Germany	SF39H Assault Gun	Vehicle	Tank	D-Day Overlord	
Germany	Somua MCG Halftrack	Vehicle	Tank	D-Day Overlord	
Germany	Somua S35	Vehicle	Tank	D-Day Overlord	
Germany	UNIC U304(F) AA or Mortar Carrier	Vehicle	Tank	D-Day Overlord	
Germany	UNIC U304(F) AK 36	Vehicle	Tank	D-Day Overlord	
Germany	Laffly Heavy Tractors	Vehicle	Transport	D-Day Overlord	
Germany	Sd.kfz 263 Armoured Car	Vehicle	Armoured Car	Duel In The Sun	
Germany	Sd.kfz 6/3 Diana Halftrack	Vehicle	Armoured Car	Duel In The Sun	
Germany	999th Light Afrika Division (Strafbattalion)	Infantry	Infantry Squad	Duel In The Sun	
Germany	22nd SS Cavalry Division Squad	Infantry	Infantry Squad	Fortress Budapest	
Germany	8th SS Cavalry Division Squad	Infantry	Infantry Squad	Fortress Budapest	
Germany	Late War SS Replacement Squad	Infantry	Infantry Squad	Fortress Budapest	
Germany	SS Panzer Pioneer Squad	Infantry	Infantry Squad	Fortress Budapest	
Germany	Polizei M15/42 Tank (PZ KPFW M15/42 738(I))	Vehicle	Tank	Fortress Budapest	
Germany	Steyr ADGZ M35 Heavy Armoured Car	Vehicle	Armoured Car	Germany Strikes	
Germany	Alarm Patrols	Infantry	Infantry Squad	Market Garden	
Germany	Aufklarungs Infantry Squad	Infantry	Infantry Squad	Market Garden	
Germany	German Line of Communications Section	Infantry	Infantry Squad	Market Garden	
Germany	SS Training and Replacement Battalion Squad	Infantry	Infantry Squad	Market Garden	
Germany	Wacht Battalion Infantry Squads	Infantry	Infantry Squad	Market Garden	
Germany	Opel Blitz with Flak 38	Vehicle	Artillery Piece	Ostfront	
Germany	33rd Waffen-SS Charlemagne Squad	Infantry	Infantry Squad	Ostfront	
Germany	Begleit Stug Escort Infantry Squad	Infantry	Infantry Squad	Ostfront	
Germany	Brandenburgers - German Special Forces Squad	Infantry	Infantry Squad	Ostfront	
Germany	Sturmpioneere Assault Engineer Squad	Infantry	Infantry Squad	Ostfront	
Germany	3.7cm PAK 35/36 Fahrgestellbren (E)	Vehicle	Tank	Ostfront	
Germany	Ferdinand Tank Destroyer	Vehicle	Tank	Ostfront	
Germany	Panzerjagdfahrzeugen Auf Fahrgestellbren (E)	Vehicle	Tank	Ostfront	
Germany	RSO/PAK 40	Vehicle	Tank	Ostfront	
Germany	Artillerie Schlepper VA 601 (B)	Vehicle	Transport	Ostfront	
Germany	Polizei BA-10 Armoured Car	Vehicle	Armoured Car	The Road to Berlin	
Germany	Sdkfz 234 MIT 'Luchs' Turm	Vehicle	Armoured Car	The Road to Berlin	
Germany	Czech Patriot Squad	Infantry	Infantry Squad	The Road to Berlin	
Germany	Panzer Zestorer Truppen	Infantry	Infantry Squad	The Road to Berlin	
Germany	Replacement Army Squad	Infantry	Infantry Squad	The Road to Berlin	
Germany	Sicherungs (Security) Battalion Squad	Infantry	Infantry Squad	The Road to Berlin	
Germany	Strafbattalion Penal Infantry Squad	Infantry	Infantry Squad	The Road to Berlin	
Germany	Pantherturnm	Vehicle	Tank	The Road to Berlin	
Germany	Panzer VIII Maus	Vehicle	Tank	The Road to Berlin	
Germany	Polizei M14/41 Medium Tank (PzKpFw 41)	Vehicle	Tank	The Road to Berlin	
Germany	Aufklarungs Gruppe	Vehicle	Armoured Car	Western Desert	
Germany	Sdkfz 251/4	Vehicle	Armoured Car	Western Desert	
Germany	Sdkfz 251/6	Vehicle	Armoured Car	Western Desert	
Germany	Sdkfz 254	Vehicle	Armoured Car	Western Desert	
Germany	Sdkfz 265 Kleine Panzerbefehlswagen	Vehicle	Armoured Car	Western Desert	
Germany	7.62cm FK36(R) and PAK 36(R) Anti Tank Gun	Artillery	Artillery Piece	Western Desert	
Germany	Arika Korps Kradschutzen Squad	Infantry	Infantry Squad	Western Desert	
Germany	Schutzen Squad	Infantry	Infantry Squad	Western Desert	
Germany	MG34 LMG Team	Infantry	Machine Gun Team	Western Desert	
Germany	Panzer III Ausf G,H,J	Vehicle	Tank	Western Desert	
Germany	Sig 33 Panzerkampfwagen II	Vehicle	Tank	Western Desert	
Germany	Panzergrenadier Squad (Italy,1943)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Germany	Festung Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	
Germany	Feldersatz Squad (Training Squad)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Germany	88MM Raketenwerfer 43 Puppchen	Artillery	Artillery Piece	Italy, Soft Underbelly	

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Germany	Stug M41 MIT 75/18 850(l)	Vehicle	Tank	Italy, Soft Underbelly	
Germany	Stug M43(l) (105/25)	Vehicle	Tank	Italy, Soft Underbelly	
Germany	Fallschirmjäger Officer	Infantry	Officer	Italy, Soft Underbelly	
Germany	Fallschirmjäger Squad (Italy, 1943)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Germany	Fallschirmjäger Squad (Ortona)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Germany	Fallschirmjäger Rear Echelon Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	
Germany	Fallschirmjäger Squad (Ortona)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Germany	Fallschirmjäger Support Officer	Infantry	Officer	D-Day US Sector	
Germany	Fallschirmjäger Scout Squad	Infantry	Infantry Squad	D-Day US Sector	
Germany	Fallschirmjäger Support Section	Infantry	Infantry Squad	D-Day US Sector	
Germany	42mm Pak 41 Anti-Tank Gun	Artillery	Artillery Piece	D-Day US Sector	
Germany	Kriegsmarine Officer	Infantry	Officer	D-Day US Sector	
Germany	LMG Team	Infantry	Machine Gun Team	D-Day US Sector	Replaces MMG Teams
Germany	Alert Battalion Paris Squad	Infantry	Infantry Squad	D-Day US Sector	
Germany	Paris Alert Security Squad	Infantry	Infantry Squad	D-Day US Sector	
Germany	Panzer 1 Ausf C	Vehicle	Tank	D-Day US Sector	
Germany	Horse Wagon	Vehicle	Transport	D-Day US Sector	
Germany	Waffen-SS Officer (Late-War)	Infantry	Officer	D-Day US Sector	
Germany	Waffen-SS Pioneers (Late-War)	Infantry	Infantry Squad	D-Day US Sector	
Germany	Waffen-SS Aufklarungs Squad	Infantry	Infantry Squad	D-Day US Sector	Needs Waffen-SS Officer
Germany	Waffen-SS Aufklarungs Schimmwagen	Vehicle	Transport	D-Day US Sector	



Armies of Great Britain

Great Britain	Early War Motorcycle and Sidecar	Vehicle	Armoured Car	Battle of France	0-3 per slot
Great Britain	Auxiliary Military Pioneer Corps Section	Infantry	Infantry Squad	Battle of France	
Great Britain	Corps of Military Police Section	Infantry	Infantry Squad	Battle of The Bulge	0-1 per platoon
Great Britain	Intelligence Officer	Infantry	Other HQ	Battle of The Bulge	
Great Britain	Land Mattress	Artillery	Artillery Piece	Battleground Europe	
Great Britain	Wasp Flamethrower Carrier	Vehicle	Tank	Battleground Europe	
Great Britain	British & Inter-Allied Commandos	#####	#####	D-Day British & Canadian	Entire Army List
Great Britain	The Canadian Army	#####	#####	D-Day British & Canadian	Entire Army List
Great Britain	Fox armoured car	Vehicle	Armoured Car	D-Day British & Canadian	
Great Britain	Humber Light Reconnaissance car	Vehicle	Armoured Car	D-Day British & Canadian	
Great Britain	Lynx scout car	Vehicle	Armoured Car	D-Day British & Canadian	
Great Britain	Otter Light Reconnaissance Car	Vehicle	Armoured Car	D-Day British & Canadian	
Great Britain	Staghound Options	Vehicle	Armoured Car	D-Day British & Canadian	Additional Options
Great Britain	Bren AA Gun	Artillery	Artillery Piece	D-Day British & Canadian	
Great Britain	Anti-tank Platoon rifle detachment	Infantry	Infantry Squad	D-Day British & Canadian	
Great Britain	Armoured Car Support/assault section	Infantry	Infantry Squad	D-Day British & Canadian	
Great Britain	Support Officers	Infantry	Officer	D-Day British & Canadian	0-1 per platoon
Great Britain	Sexton Options	Vehicle	Tank	D-Day British & Canadian	Additional Options
Great Britain	WASP IIC	Vehicle	Tank	D-Day British & Canadian	
Great Britain	C1TA armoured truck	vehicle	Transport	D-Day British & Canadian	
Great Britain	Ram Kangaroo Options	Vehicle	Transport	D-Day British & Canadian	Additional Options
Great Britain	British Intelligence Section	Infantry	Infantry Squad	D-Day British & Canadian	
Great Britain	591st Parachute Engineers	Infantry	Infantry Squad	D-Day Overlord	
Great Britain	Airborne Pathfinders Section	Infantry	Infantry Squad	D-Day Overlord	
Great Britain	Airborne Royal Engineer Section	Infantry	Infantry Squad	D-Day Overlord	
Great Britain	Commando/RMC Sub-Section (Normandy)	Infantry	Infantry Squad	D-Day Overlord	
Great Britain	Pioneer Section	Infantry	Infantry Squad	D-Day Overlord	
Great Britain	DD Sherman	Vehicle	Tank	D-Day Overlord	
Great Britain	Command Armoured Trucks	Vehicle	Armoured Car	Duel In The Sun	
Great Britain	Maori Infantry Section	Infantry	Infantry Squad	Duel In The Sun	
Great Britain	SAS Infantry Squad	Infantry	Infantry Squad	Duel In The Sun	
Great Britain	Australian Commandos	Infantry	Infantry Squad	Empires In Flames	
Great Britain	Gurkha Paratroops	Infantry	Infantry Squad	Empires In Flames	1 slot point per unit
Great Britain	Native Irregulars	Infantry	Infantry Squad	Empires In Flames	
Great Britain	MKIV Heavy	Vehicle	Tank	Campaign Gigant	
Great Britain	21st Independent Company Section	Infantry	Infantry Squad	Market Garden	1 slot point per unit
Great Britain	British Airlanding Rifle Section	Infantry	Infantry Squad	Market Garden	
Great Britain	British Airlanding Scout Section	Infantry	Infantry Squad	Market Garden	
Great Britain	British Glider Pilot Regiment Section	Infantry	Infantry Squad	Market Garden	

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Great Britain	British Line of Communications Section	Infantry	Infantry Squad	Market Garden	
Great Britain	Dorchester Command Armoured Truck	Vehicle	Transport	Western Desert	
Great Britain	Highland Officer	Infantry	Officer	Italy, Soft Underbelly	
Great Britain	Royal Engineers Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	Recce Corps Assault Troop Section (Mid-War)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	Irish Infantry Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	Guards Infantry Section (Mid/Later War)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	Indian Infantry Section (Italy, 1943)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	Canadian Infantry Section (MTO)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	Royal Canadian Engineer Section (MTO)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	Universal Carrier (Late War)	Vehicle	Transport	Italy, Soft Underbelly	
Great Britain	1 st Airborne Division Paratroop Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	1 st Para Squadron, Royal Engineer Team	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	Airborne Captured MG42	Infantry	Machine Gun Team	Italy, Soft Underbelly	
Great Britain	Special Raiding Squadron Sub-Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	PPA Officer	Infantry	Officer	Italy, Soft Underbelly	
Great Britain	PPA Team	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	PPA Jeep	Vehicle	Armoured Car	Italy, Soft Underbelly	
Great Britain	PPA Flamethrower Jeep	Vehicle	Armoured Car	Italy, Soft Underbelly	
Great Britain	Commando/RMC Subsection (MTO,1943)	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	Copp Commando Team	Infantry	Infantry Squad	Italy, Soft Underbelly	
Great Britain	Who Dares Wins: The SAS In France	#####	#####	D-Day US Sector	Entire Army List



Armies of Hungary

Hungary	44M Pancelrem Rocket Launcher	Infantry	Anti Tank Team	Fortress Budapest	
Hungary	44M Buzoganyveto Rocket Launcher	Artillery	Artillery Piece	Fortress Budapest	
Hungary	80MM 29/38M Heavy Anti Aircraft Gun	Artillery	Artillery Piece	Fortress Budapest	
Hungary	Arrow Cross Militia Section	Infantry	Infantry Squad	Fortress Budapest	
Hungary	Assault Pioneer Section	Infantry	Infantry Squad	Fortress Budapest	
Hungary	Border Guards Section	Infantry	Infantry Squad	Fortress Budapest	
Hungary	Danube Flotilla Infantry Section	Infantry	Infantry Squad	Fortress Budapest	
Hungary	Experienced Honved Division Section	Infantry	Infantry Squad	Fortress Budapest	
Hungary	Gendarmerie Battalion Section	Infantry	Infantry Squad	Fortress Budapest	
Hungary	Parachute Assault Section	Infantry	Infantry Squad	Fortress Budapest	
Hungary	Replacement Honved Division Section	Infantry	Infantry Squad	Fortress Budapest	
Hungary	University Assault Battalion Section	Infantry	Infantry Squad	Fortress Budapest	
Hungary	Vannay Battalion Flying Squad	Infantry	Infantry Squad	Fortress Budapest	
Hungary	43M Sorozatveto	Infantry	Mortar Team	Fortress Budapest	
Hungary	43M Zrinyi II	Vehicle	Tank	Fortress Budapest	
Hungary	Jagdpanther 38(T) Hetzer	Vehicle	Tank	Fortress Budapest	
Hungary	Panzer IV Ausf G and H	Vehicle	Tank	Fortress Budapest	
Hungary	Panzer V Panther	Vehicle	Tank	Fortress Budapest	
Hungary	Stug III Ausf G	Vehicle	Tank	Fortress Budapest	
Hungary	Tiger I	Vehicle	Tank	Fortress Budapest	



Armies of Italy

Italy	Lancia Ansaldo IZ and IZM	Vehicle	Armoured Car	Duel In The Sun	
Italy	Late War Paracadutisti Infantry Section	Infantry	Infantry Squad	Duel In The Sun	
Italy	Semovente 75/34	Vehicle	Tank	Duel In The Sun	
Italy	75/50 Medium Anti-Aircraft/Anti-Tank Gun	Artillery	Artillery Piece	Western Desert	
Italy	FIAT 634N 102/35	Vehicle	Artillery Piece	Western Desert	
Italy	Lancia 3 RO Breda 20mm OR SPA 35 Dovunquu	Vehicle	Artillery Piece	Western Desert	
Italy	AS42 Infantry Squad	Infantry	Infantry Squad	Western Desert	
Italy	Bersaglieri MG Squad	Infantry	Infantry Squad	Western Desert	
Italy	Folgore Paracadutisti	Infantry	Infantry Squad	Western Desert	
Italy	Bersaglieri MG Command Team	Infantry	Officer	Western Desert	
Italy	Morris CS8 65/17, FIAT 634N 76/30	Vehicle	Tank	Western Desert	
Italy	Semovente Carro Comando	Vehicle	Tank	Western Desert	
Italy	Divisione Costiera Section	Infantry	Infantry Squad	Italy, Soft Underbelly	

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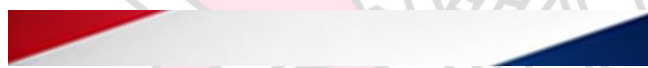


Italy	Motociclisti Infantry Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
Italy	Guastatori Destruction Group	Infantry	Infantry Squad	Italy, Soft Underbelly	
Italy	Guastatori Support Group	Infantry	Infantry Squad	Italy, Soft Underbelly	
Italy	X Arditi Officer	Infantry	Officer	Italy, Soft Underbelly	
Italy	X Arditi Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
Italy	X Arditi Saboteur Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
Italy	Sahariana Spa-Viberti AS42	Vehicle	Armoured Car	Italy, Soft Underbelly	
Italy	Carabinieri Section	Infantry	Infantry Squad	Western Desert	
Italy	Sahariana MMG Team	Infantry	MMG Team	Western Desert	
Italy	Sahariana Light Mortar Team	Infantry	Mortar Team	Western Desert	
Italy	Autocarro Sahariana AS37 Gun Truck	Vehicle	Armoured Car	Western Desert	
Italy	Spa AS37	Vehicle	Transport	Western Desert	Ignore reference to 'Deflate Those Tyres!'
Italy	Camionettisti Section	Infantry	Infantry Squad	Western Desert	
Italy	Camionettisti Demolition Team	Infantry	Anti Tank Team	Western Desert	
Italy	Camionettisti Flamethrower Team	Infantry	Flamethrower Team	Western Desert	
Italy	Camionettisti Sniper Team	Infantry	Sniper Team	Western Desert	



Armies of Japan

Japan	Type 88 75mm Dual Purpose AA Gun	Artillery	Artillery Piece	Campaign: New Guinea	
Japan	Type 92 Hokoku-Go Armoured Car	Vehicle	Armoured Car	Empires In Flames	
Japan	IJN or SNLF Scout Teams	Infantry	Infantry Squad	Empires In Flames	
Japan	Japanese/Manchukuoan Cavalry Squad	Infantry	Infantry Squad	Empires In Flames	
Japan	Native Irregulars	Infantry	Infantry Squad	Empires In Flames	
Japan	The Indian National Army	Infantry	Infantry Squad	Empires In Flames	No national rules.
Japan	Type 93 13.2mm Anti-Aircraft MMG	Artillery	Machine Gun Team	Empires In Flames	
Japan	IJA Cavalry Command	Infantry	Officer	Empires In Flames	
Japan	Soko Sagyo SS-KI Armoured Work Vehicle	Vehicle	Tank	Empires In Flames	
Japan	Improvised Anti Tank Team	Infantry	Anti Tank Team	Mariana & Palau Islands	
Japan	320MM Type 98 (1938) Spigot Mortar	Artillery	Artillery Piece	Mariana & Palau Islands	
Japan	80MM Coastal Gun	Artillery	Artillery Piece	Mariana & Palau Islands	
Japan	IJA Engineer Squad	Infantry	Infantry Squad	Mariana & Palau Islands	
Japan	IJA Naval Militia Squad	Infantry	Infantry Squad	Mariana & Palau Islands	
Japan	IJA Machine Gun Section	Infantry	Machine Gun Team	Mariana & Palau Islands	
Japan	Lone Sniper	Infantry	Sniper Team	Mariana & Palau Islands	
Japan	SU-KI 2-Ton Amphibious Truck	Vehicle	Transport	Mariana & Palau Islands	



Armies of The Netherlands

Netherlands	KNIL Guerilla Light Machine Gun Section	Infantry	Infantry Squad	Campaign: New Guinea	
Netherlands	KNIL Guerilla Rifle Section	Infantry	Infantry Squad	Campaign: New Guinea	



Partisans

Partisans	Anti Tank Team	Infantry	Anti Tank Team	The Road to Berlin	
Partisans	Kubus Armoured Car/Personnel Carrier	Vehicle	Armoured Car	The Road to Berlin	
Partisans	Flamethrower Team	Infantry	Flamethrower Team	The Road to Berlin	
Partisans	AK Militia Squad	Infantry	Infantry Squad	The Road to Berlin	
Partisans	Kedyw Squad	Infantry	Infantry Squad	The Road to Berlin	
Partisans	Machine Gun Team	Infantry	Machine Gun Team	The Road to Berlin	
Partisans	Officer	Infantry	Officer	The Road to Berlin	
Partisans	Medic	Infantry	Other HQ	The Road to Berlin	
Partisans	Sniper Team	Infantry	Sniper Team	The Road to Berlin	
Partisans	Captured German Sdkfz 251/1 Szary Wilk	Vehicle	Transport	The Road to Berlin	
Partisans	Jedburgh Team	Infantry	Other HQ	D-Day US Sectors	
Partisans	Maquis Squad	Infantry	Infantry Squad	D-Day US Sectors	
Partisans	Molotov Anti-Tank Squad	Infantry	Anti Tank Team	D-Day US Sectors	
Partisans	Paris Police Prefecture Squad	Infantry	Infantry Squad	D-Day US Sectors	

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Armies of Poland

Poland	Samochod Pancerny WZ.29 Ursus Heavy	Vehicle	Armoured Car	Germany Strikes	
Poland	Polski FIAT 508IIIW Lazik Jeep	Vehicle	Transport	Germany Strikes	
Poland	PZINZ 222 Half Track Truck	Vehicle	Transport	Germany Strikes	



Armies of Romania

Romania	R-1 Tankette	Vehicle	Tank	Campaign: Stalingrad	
Romania	Combat Pioneer Section	Infantry	Infantry Squad	Fortress Budapest	
Romania	Mountain Division Section	Infantry	Infantry Squad	Fortress Budapest	
Romania	Tacam R-2 Tank Destroyer	Vehicle	Tank	Fortress Budapest	



Armies of The Soviet Union

Soviet Union	Storm Group	Infantry	Infantry Squad	Campaign: Stalingrad	
Soviet Union	Student Officer Squad	Infantry	Infantry Squad	Campaign: Stalingrad	
Soviet Union	Politrुक	Infantry	Officer	Campaign: Stalingrad	
Soviet Union	Frontnik Commissar	Infantry	Other HQ	Campaign: Stalingrad	
Soviet Union	Sniper Detachment	Infantry	Sniper Team	Campaign: Stalingrad	
Soviet Union	Zaichata Squad	Infantry	Sniper Team	Campaign: Stalingrad	
Soviet Union	Tractor Factory T-34	Vehicle	Tank	Campaign: Stalingrad	
Soviet Union	Mongolian Cavalry Troop	Infantry	Infantry Squad	Empires In Flames	
Soviet Union	Buda Volunteer Regiment Section	Infantry	Infantry Squad	Fortress Budapest	
Soviet Union	Mounted Reconnaissance Squad	Infantry	Infantry Squad	Fortress Budapest	
Soviet Union	Lend Lease M4A2 75MM Sherman	Vehicle	Tank	Fortress Budapest	
Soviet Union	Lend Lease M4A2 76MM Sherman	Vehicle	Tank	Fortress Budapest	
Soviet Union	Lend Lease M3 White Scout Car	Vehicle	Transport	Fortress Budapest	
Soviet Union	Lend Lease Universal Carrier	Vehicle	Transport	Fortress Budapest	
Soviet Union	BA-3/6 Heavy Armoured Car	Vehicle	Armoured Car	Ostfront	
Soviet Union	D-8 Light Armoured Car	Vehicle	Armoured Car	Ostfront	
Soviet Union	FAI Light Armoured Car	Vehicle	Armoured Car	Ostfront	
Soviet Union	M-30	Artillery	Artillery Piece	Ostfront	
Soviet Union	Bielski Partisan Squad (Late War)	Infantry	Infantry Squad	Ostfront	
Soviet Union	BM-31-12 Heavy Katyusha	Vehicle	Tank	Ostfront	
Soviet Union	IS-3 Heavy Tank	Vehicle	Tank	Ostfront	
Soviet Union	OT-130 Light Flamethrower Tank	Vehicle	Tank	Ostfront	
Soviet Union	SMK/T-100 Experimental Heavy Tanks	Vehicle	Tank	Ostfront	
Soviet Union	SU-76(Early Production Model)	Vehicle	Tank	Ostfront	
Soviet Union	Second Line NKVD Squads	Infantry	Infantry Squad	The Road to Berlin	
Soviet Union	Smersh Squads	Infantry	Infantry Squad	The Road to Berlin	



Armies of The USA

USA	Armoured Jeep with Twin Bazookas	Vehicle	Armoured Car	Battle of The Bulge	
USA	I&R Squad	Infantry	Infantry Squad	Battle of The Bulge	0-2 per platoon
USA	US Army Military Police Corps Squad	Infantry	Infantry Squad	Battle of The Bulge	
USA	I&R Platoon HQ	Infantry	Officer	Battle of The Bulge	0-1 per platoon
USA	Intelligence Officer	Infantry	Other HQ	Battle of The Bulge	
USA	US Paratrooper Squad (Late -War)	Infantry	Infantry Squad	Battle of The Bulge	
USA	Land Mattress	Artillery	Artillery Piece	Battleground Europe	
USA	Reconnaissance Jeep	Vehicle	Armoured Car	D-Day Overlord	
USA	Airborne Engineers	Infantry	Infantry Squad	D-Day Overlord	
USA	Airborne Pathfinders Squad	Infantry	Infantry Squad	D-Day Overlord	
USA	DD Sherman (US)	Vehicle	Tank	D-Day Overlord	
USA	Mortar Jeep	Vehicle	Tank	D-Day Overlord	
USA	USMC War Dog Team	Infantry	#####	Empires In Flames	0-1 per platoon
USA	Philippine Scouts	Infantry	Infantry Squad	Empires In Flames	

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USA	USMC Raiders	Infantry	Infantry Squad	Empires In Flames	
USA	M29 Weasel	Vehicle	Transport	Empires In Flames	
USA	Twin 20mm AA gun Mk4	Artillery	Artillery Piece	Mariana & Palau Islands	
USA	US Army Infantry Assault Squad	Infantry	Infantry Squad	Mariana & Palau Islands	
USA	US Army Veteran Infantry Squad	Infantry	Infantry Squad	Mariana & Palau Islands	
USA	US Marine Squads (Replacements)	Infantry	Infantry Squad	Mariana & Palau Islands	
USA	60MM T-20 Shoulder Mortar Team	Infantry	Mortar Team	Mariana & Palau Islands	
USA	LVT-4 Ronson Mk 1 Flamethrower	Vehicle	Tank	Mariana & Palau Islands	
USA	USMC International M-2-4 Rocket Truck	Vehicle	Tank	Mariana & Palau Islands	
USA	US Airborne Armoured Jeep	Vehicle	Armoured Car	Market Garden	
USA	Dutch Resistance Squad	Infantry	Infantry Squad	Market Garden	
USA	Armoured Rifle Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	
USA	Armoured LMG Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	
USA	Rear Echelon Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	
USA	Reconnaissance Jeep	Vehicle	Armoured Car	Italy, Soft Underbelly	
USA	FSSF Section	Infantry	Infantry Squad	Italy, Soft Underbelly	
USA	FSSF Scout Team	Infantry	Infantry Squad	Italy, Soft Underbelly	
USA	Ranger Force Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	
USA	Ranger Force M3 (T12) GMC	Vehicle	Tank	Italy, Soft Underbelly	
USA	Parachute Rifle Squad (MTO)	Infantry	Infantry Squad	Italy, Soft Underbelly	
USA	Parachute/Glider Engineer Squad (MTO)	Infantry	Infantry Squad	Italy, Soft Underbelly	
USA	Heavy Weapon Rifle Detachment	Infantry	Infantry Squad	D-Day US Sector	
USA	Armoured Infantry Rifle Squad	Infantry	Infantry Squad	D-Day US Sector	
USA	Armoured Infantry Mortar Squad	Infantry	Infantry Squad	D-Day US Sector	
USA	Armoured Infantry Machinegun Squad	Infantry	Infantry Squad	D-Day US Sector	
USA	Artillery Battery 5 th Section Heavy MG Team	Infantry	Machine Gun Team	D-Day US Sector	0-1 per platoon
USA	Ranger Officer	Infantry	Officer	D-Day US Sector	Rangers Lead the Way!
USA	Ranger Medic	Infantry	Other HQ	D-Day US Sector	Rangers Lead the Way!
USA	Ranger Intelligence Officer	Infantry	Officer	D-Day US Sector	Additional Option, Rangers Lead the Way!
USA	Ranger Chaplain	Infantry	Other HQ	D-Day US Sector	Rangers Lead the Way!
USA	Mid-War Ranger Assault Section	Infantry	Infantry Squad	D-Day US Sector	Rangers Lead the Way!
USA	Mid-War Ranger Mortar Section	Infantry	Mortar Team	D-Day US Sector	Rangers Lead the Way!
USA	Late-War Ranger Assault Section	Infantry	Infantry Squad	D-Day US Sector	Rangers Lead the Way!
USA	Late-War Ranger Special Weapons Section	Infantry	Infantry Squad	D-Day US Sector	Rangers Lead the Way!
USA	Ranger Intelligence and Operation Section	Infantry	Infantry Squad	D-Day US Sector	0-1 per platoon, Rangers Lead the Way!
USA	Ranger Anti-Tank Rifle Team	Infantry	Anti Tank Team	D-Day US Sector	Rangers Lead the Way!
USA	Ranger Bazooka Team	Infantry	Anti Tank Team	D-Day US Sector	Rangers Lead the Way!
USA	Ranger Medium Mortar Team	Infantry	Mortar Team	D-Day US Sector	Rangers Lead the Way!
USA	Airborne Officer	Infantry	Officer	D-Day US Sector	
USA	Glider Weapon Platoon Officer	Infantry	Officer	D-Day US Sector	
USA	Airborne Medic	Infantry	Other HQ	D-Day US Sector	
USA	Airborne Intelligence Officer	Infantry	Officer	D-Day US Sector	Additional Option
USA	Paratrooper Squad (Normandy)	Infantry	Infantry Squad	D-Day US Sector	
USA	Glider Squad	Infantry	Infantry Squad	D-Day US Sector	
USA	Pathfinders Squad	Infantry	Infantry Squad	D-Day US Sector	
USA	Airborne Engineer Squad	Infantry	Infantry Squad	D-Day US Sector	
USA	Glider Machine Gun Squad	Infantry	Infantry Squad	D-Day US Sector	
USA	Airborne Light Mortar Team	Infantry	Infantry Squad	D-Day US Sector	