

# WAGE WAR FORCES FOR IRON CROSS

The Orders of Battle in the Iron Cross rule book represent typical (“vanilla”) formations for the Western and Eastern fronts in 1944 and 45. This pdf supplements those forces by adding rules and force organisations for both elite troops and less effective ones.

For creating any type of unit (or scenario) for Iron Cross, players can use these additional unit rules to add flavour to elite or raw troops. Within the context of a scenario, it is also useful to add particular rules, perhaps allowing a force extra command tokens or by marginally adjusting the roll required for success for a specific action.

These rules are very much work in progress and we look forward to receiving your feedback on them. We will be producing a number of publications that focus on specific theatres of World War II and encompassing new unit rules and scenario conditions.

**Assault troops:** Equipped with submachine guns, assault troops benefit from an additional +1 to hit at ranges up to 6” (15cm). They suffer a -1 to hit at ranges over 12” (30cm).

**Conscripts:** At the start of a turn, for each conscript unit, roll a d6; for each 6 rolled, the force loses one command token.

**Elite:** Elite units generate extra command tokens at the start of each turn. Roll a d6 for each command token generated by elite units (including those for the command unit); each 6 rolled generates an additional command token.

When taking a CMT, if a ‘5’ is rolled, two morale markers may be removed from an elite unit.

**Ersatztruppen:** Ersatz units get a +1 bonus for Fall Back reaction tests.

**Fanatic:** Morale markers are ignored for the purpose of a unit making a roll for reacting, except in the case of a Fall Back reaction.

**Light Infantry:** A light infantry unit may react on a 2+ instead of a 3+. Morale markers (but not command tokens) are ignored for this test.

**LMG:** On its first activation of a turn, as long as the unit is stationary, it rolls 2 dice for firing at infantry regardless of range.

**Not One More Inch!:** The unit suffers a -1 penalty on all reactions that involve a Fall Back move or any move that takes the unit further away from enemy troops.

**Nuts!:** When a unit with the Nuts! rule is fired upon, and the owning player declares he will react with a CMT, the reaction test is successful on a 2+ instead of a 3+. The following CMT follows all of the normal rules.

**Panzer Ace:** Ignores the -1 reactivation penalty for heavy vehicle.

**Red Devils:** When attempting to reactivate within 6” (15cm) of an enemy unit, Red Devils both ignore negative modifiers for morale markers and ignore negative to hit modifiers for morale markers.

**Unmotivated:** The unit receives a -1 penalty to the die roll for reactivations.



# WAFFEN SS ORBAT 1944/45

Waffen SS forces use the German orbat in the Iron Cross rule book. Duplicate listings below replace their counterpart in the rule book. *All Waffen SS units are subject to the Not One More Inch! rule.*

One unit may be designated as a command unit at no cost. Command units bestow an additional two command tokens per turn. If infantry, it may upgrade its haltrack to a 251/10 as listed below (it is the only unit that may do so). This effectively gives it a longer ranged anti-tank capability. One additional unit may be designated as a sub-commander.

Infantry units, MG Teams, Mortar Teams and Anti-tank Guns may purchase transports for the points listed in the German orbat in the Iron Cross rule book. Any infantry detachment may add IAW's (panzerfausts, panzerschrecks; weapon value of 9) for +8 pts per unit. The number of infantry detachments in the force must exceed the number of support squads.

TYPE	NAME	ARMOUR	WEAPON	MORALE	NOTE	PTS	BP
Heavy Vehicle	Tiger I	17/14	10	6	Elite, Heavy	117	15
Heavy Vehicle	Tiger II	19/15	11	6	Elite, Heavy	156	20
Heavy Vehicle	Jagdtiger	19/15	11	6	Elite, Heavy, Howitzer, Rare	187	24
Heavy Vehicle	Ferdinand/Elefant	20/15	11	6	Elite, Heavy, Rare	164	21
Medium Vehicle	Panther	17/13	10	6	Elite	115	15
Medium Vehicle	Jagdpanther	17/13	11	6	Elite	137	18
Infantry Detachment	Infantry Detachment	n/a	3	5	Elite, Fanatic, LMG	35	5
Infantry Detachment	Assault Detachment	n/a	3	5	Elite, Fanatic, Assault Troops	33	5

## KAMPFGRUPPE

SS units may form ad hoc groups for platoon movement (see page 9) comprising any three units, not just those of the same type. The Kampfgruppe may only move at the rate of the slowest unit.

## NOT ONE MORE INCH!

The unit suffers a -1 penalty on all reactions that involve a Fall Back move or any move that takes the unit further away from enemy troops.

## PANZER ACE

A single heavy vehicle may upgrade to a Panzer Ace at the points cost listed below:

Tiger I - 12

Tiger II - 16

Jagdtiger - 19

The upgrade adds 2 to the BP of the vehicle.





# VOLKSGRENADIER BATTALION ORBAT 1944/45

One unit may be designated as a command unit at no cost. Command units bestow an additional two command tokens per turn and do not count as Conscripts if infantry.

Infantry units, MG Teams, Mortar Teams and Anti-tank Guns may purchase transports for the points listed below. Any infantry detachment may add IAW's (panzerfausts, panzerschrecks; weapon value of 9) for +8 pts per unit.

The number of infantry plus assault detachments in the force must exceed the number of support squads. The number of infantry plus assault detachments in the force must also exceed the number of medium/heavy vehicles.

TYPE	NAME	ARMOUR	WEAPON	MORALE	NOTE	PTS	BP
Heavy Vehicle	Tiger I	17/14	10	6	Heavy, Rare	102	13
Heavy Vehicle	Tiger II	19/15	11	6	Heavy, Rare	136	17
Medium Vehicle	Panther	17/13	10	6	Rare	100	13
Medium Vehicle	Panzer IV G (late) to J	14/10	9	5		55	7
Medium Vehicle	StuG IV, StuG III F-H	15/10	9	5		59	8
Medium Vehicle	StuG III A-E	13/10	7	5		39	5
Medium Vehicle	Panzer III J (late)/K	12/10	8	5		40	5
Medium Vehicle	Panzer III L-N	13/10	8	5		44	6
Light Vehicle	Marder II	10/9	9	4		34	5
Light Vehicle	251/10 Halftrack	10/9	5	n/a	Transport	9	0
Light Vehicle	Truck/Kubelwagen	7	n/a	n/a	Transport	3	0
Infantry Detachment	Infantry Detachment	n/a	3	5	Conscripts	21	3
Infantry Detachment	Assault Detachment	n/a	3	5	Assault Troops, Conscripts	21	3
Support Squad	PaK40 Anti-tank Gun	n/a	9	3	Conscripts	25	4
Support Squad	Flakvierling 38	n/a	4	4	Conscripts, Infantry Gun	23	3
Support Squad	MG Team	n/a	0	3	Conscripts	17	3
Support Squad	Mortar Team	n/a	0	3	Conscripts	21	3
Support Squad	Sniper Team	n/a	n/a	3		18	3

Armour is given as the value for the front followed by the value for the side/rear/top; armour values are reduced by 1 if the firer is within 6.



# BRITISH/CANADIAN PARACROOPERS 1944/45

One unit may be designated as a command unit at no cost. Command units bestow an additional two command tokens per turn.

Up to half of the Infantry Detachments in the force may purchase transports for the points listed below. Up to half of the infantry detachments in the force may add IAW's (PIAT; weapon value of 7) for +5 pts per unit. Up to half of the infantry detachments in the force may be assault troops (with the Assault rule) at no cost.

The number of infantry detachments in the force must exceed the number of support squads. The number of infantry detachments in the force must also exceed the number of medium vehicles. There may be one airlanding detachment for every three paratrooper detachments.

TYPE	NAME	ARMOUR	WEAPON	MORALE	NOTE	PTS	BP
Medium Vehicle	Sherman 75mm	13/11	8	5		45	6
Medium Vehicle	Sherman 76mm	15/11	9	5		60	8
Medium Vehicle	Sherman Firefly	13/11	10	5		64	8
Medium Vehicle	Cromwell IV	14/11	8	5		49	7
Light Vehicle	Tetrarch/Locust						
Light Vehicle	Truck/Jeep	7	n/a	n/a	Transport	3	0
Infantry Detachment	Paratroop Detachment	n/a	5	5	Elite, Red Devils	35	5
Infantry Detachment	Airlanding Detachment	n/a	3	5		25	4
Support Squad	6 Pdr Anti-tank Gun	n/a	9	3	Elite, Red Devils, Rare	36	5
Support Squad	MG Team	n/a	0	3	Elite, Red Devils	28	4
Support Squad	Mortar Team	n/a	0	3	Elite, Red Devils	30	4
Support Squad	Sniper Team	n/a	n/a	3	Light Infantry	21	3

## GAMMON BOMBS

The paratroopers' tendency to carry improvised but powerful anti-tank grenades is reflected in their weapon value.

## INITIATIVE

A paratrooper detachment may use the command unit's ability to allow a unit to reroll a failed activation or reaction roll even if beyond the normal range of the rule.





# US AIRBORNE ORBAT 1944/45

One unit may be designated as a command unit at no cost. Command units bestow an additional two command tokens per turn.

Infantry units, MG Teams, Mortar Teams and Anti-tank Guns may purchase transports for the points listed below. Up to half the infantry detachments in the force may add IAW's (bazooka; weapon value of 7) for +5 pts per unit. The number of infantry detachments in the force must exceed the number of support squads. The number of infantry detachments in the force must also exceed the number of medium vehicles.

TYPE	NAME	ARMOUR	WEAPON	MORALE	NOTE	PTS	BP
Medium Vehicle	Sherman 75mm	13/11	8	5		45	6
Medium Vehicle	Sherman 76mm	15/11	9	5		60	8
Medium Vehicle	M10 Tank Destroyer	12/10	9	5		48	6
Light Vehicle	M18 Tank Destroyer	10/9	9	5		42	6
Light Vehicle	Truck/Jeep	7	n/a	n/a	Transport	3	0
Infantry Detachment	Airborne Detachment	n/a	5	5	Elite, Nuts!	35	5
Support Squad	57mm Anti-tank Gun	n/a	8	3	Elite, Nuts!	35	5
Support Squad	MG Team	n/a	0	3	Elite, Nuts!	28	4
Support Squad	.50 cal MG Team	n/a	2	3	Elite, Nuts!	36	5
Support Squad	Mortar Team	n/a	0	3	Elite, Nuts!	30	4
Support Squad	Sniper Team	n/a	n/a	3	Light Infantry	21	3

Armour is given as the value for the front followed by the value for the side/rear/top; armour values are reduced by 1 if the firer is within 6.

## GAMMON BOMBS

The paratroopers' tendency to carry improvised but powerful anti-tank grenades is reflected in their weapon value.

## INITIATIVE

An airborne detachment may use the command unit's ability to allow a unit to reroll a failed activation or reaction roll even if beyond the normal range of the rule.



# SOVIET ASSAULT BATTALION ORBAT 1944/45

One unit may be designated as a command unit at no cost. Command units bestow an additional two command tokens per turn.

Infantry units, MG Teams, Mortar Teams and Anti-tank Guns may purchase transports for the points listed below. Any of the infantry detachments in the force may add IAW's (PTRD, PTRS; weapon value of 6) for +3 pts per unit. The number of infantry detachments in the force must exceed the number of support squads. The number of infantry plus support squads must exceed the number of heavy plus medium vehicles in the force.

TYPE	NAME	ARMOUR	WEAPON	MORALE	NOTE	PTS	BP
Heavy Vehicle	IS-II	18/16	10	6	Heavy	135	17
Heavy Vehicle	KV-1	16/14	8	6	Heavy	74	10
Heavy Vehicle	KV-2	15/14	8	6	Heavy, Howitzer, Rare	71	9
Heavy Vehicle	SU-152 Assault Gun	13	9	5	Heavy, Howitzer, Rare	66	9
Heavy Vehicle	ISU-122 Assault gun	17/14	10	6	Heavy, Howitzer, Rare	123	16
Medium Vehicle	T-34/85	14/11	9	5		56	7
Medium Vehicle	T-34/76	13/11	7	4		32	4
Medium Vehicle	OT-34	13/11	n/a	4	Flamethrower, Heavy, Rare	48	6
Medium Vehicle	KV-1S	15/14	8	5		57	8
Medium Vehicle	KV-85	15/14	9	5		65	9
Medium Vehicle	SU-76 Tank Destroyer	10/9	8	5		34	5
Medium Vehicle	SU-85M Tank Destroyer	12/11	9	5		49	7
Medium Vehicle	SU-122 Assault Gun	12/11	8	5	Heavy, Howitzer, Rare	50	7
Light Vehicle	M5 Halftrack	10/9	n/a	n/a	Transport	6	0
Light Vehicle	Truck/Jeep	7	n/a	n/a	Transport	3	0
Infantry Detachment	Infantry Detachment	n/a	3	5	Assault troops	25	4
Support Squad	Flamethrower Team	n/a	n/a	3	Flamethrower, Heavy, Rare	30	4
Support Squad	85mm Anti-tank Gun	n/a	9	4		40	5
Support Squad	76mm Anti-tank Gun	n/a	8	3		25	4
Support Squad	57mm Anti-tank Gun	n/a	9	3		30	4
Support Squad	MG Team	n/a	0	3		20	3
Support Squad	Mortar Team	n/a	0	3		25	4

Armour is given as the value for the front followed by the value for the side/rear/top; armour values are reduced by 1 if the firer is within 6.

Note that the 85mm anti-tank gun has no gun shield.

## DESANT

Infantry Detachments and Support Squads, apart from Anti-tank Guns, may use medium and heavy vehicles as transport.

## SHOCK TROOPS

Assault Battalions may take up to two rare units (may not have two units with the Flamethrower rule).

