

MINOR NATIONS (LATE WAR) FOR IRON CROSS

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).

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.

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.

Sisu: Translated as "guts", this is the same as the "Nuts!" rule above.



FINNISH 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.

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 (panzerschreck/faust; weapon value of 9) for +8 pts per unit. Up to one quarter 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.

TYPE	NAME	ARMOUR	WEAPON	MORALE	NOTE	PTS	BP
Heavy Vehicle	KV-1	16/14	8	6	Heavy	74	10
Medium Vehicle	T-34/85	14/11	9	5	Rare	56	7
Medium Vehicle	T-34/76	13/11	8	5		42	6
Medium Vehicle	StuG IIIG (Sturmi)	13/10	9	5		59	8
Light Vehicle	T-26	9/8	6	5		14	3
Light Vehicle	Truck/Jeep	7	n/a	n/a	Transport	3	0
Infantry Detachment	Infantry Detachment	n/a	3	5	Sisu	28	4
Support Squad	Reconnaissance Section	n/a	3	4	Light Infantry	25	4
Support Squad	Pioneer Team	n/a	n/a	3	Flamethrower, Heavy, Rare	30	4
Support Squad	PaK40 Anti-tank Gun	n/a	9	3	Sisu	33	5
Support Squad	Sniper Team	n/a	n/a	3		18	3
Support Squad	MG Team	n/a	0	3		20	3
Support Squad	MortarTeam	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.

Many thanks to Neil Mancer for submitting his Finnish list (with some modifications by teh Iron Cross team).



ROMANIAN 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 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
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	R-35 Light Tank	10/10	5	4		20	3
Light Vehicle	Tacam R-2	10/9	8	4		30	4
Light Vehicle	SdKfz 222 Arm'd Car	9	4	4	Scout Car	15	2
Light Vehicle	251/1 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		24	4
Support Squad	PaK40 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
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.



HUNGARIAN 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 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
Medium Vehicle	Jagdpanzer IV Hetzer	16/10	10	5	Rare	75	10
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	Zrinyi II	14/10	8	5	Heavy, Howitzer, Rare	56	7
Medium Vehicle	Turan I	13/10	5	5		32	4
Medium Vehicle	Turan II	13/10	7	5		39	5
Light Vehicle	Tacam R-2	10/9	8	4		30	4
Light Vehicle	Csaba Arm'd Car	9	4	4	Scout Car	15	2
Light Vehicle	251/1 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		24	4
Support Squad	PaK40 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
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.

