

NORTH AFRICA FORCES FOR IRON CROSS

The Orders of Battle in this pdf are designed to be used for mid-war battles in the Mediterranean theatre.

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. Please see the Iron Cross rule book and the Elite Forces 1944-45 pdf at www.greatescapegames.co.uk for more. 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.

Aggressive Command: The commander of the force generates an additional d6 command tokens per turn instead of the normal 2. Roll each turn.

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

Weak Firepower: The unit does not gain a +1 to hit when at close range.

Clarification

This addendum should be added to the Transports rule on page 20 of the rule book.

All transports have a nominal morale value of 2. This only applies when the vehicle is carrying no passengers. When it is carrying passengers, refer to Armour Penetration (page 12 Iron Cross) as normal.

This means that transports may be fired on if they are foolish enough to stay in the combat area. Transports that accumulate morale markers may remove them in the normal way.

By Darryl Morton with contributions from Mark Kettelman, Stuart McCorquodale, Mark Mainwaring, Florian & Richard Meredith and James Morris.



GERMAN

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.

Support Squads and 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 (Panzerbüchse 39; weapon value of 4) for +4 pts per unit.

TYPE	NAME	ARMOUR	WEAPON	MORALE	NOTE	PTS	BP
Heavy Vehicle	Tiger I	17/13	10	6	Heavy, From December 1942	100	13
Medium Vehicle	Panzer III E/F/G	11/10	5	5		26	4
Medium Vehicle	Panzer III H	12/10	7	5		36	5
Medium Vehicle	Panzer III J(early)	12/10	6	5		31	4
Medium Vehicle	Panzer IV D	10/9	5	5		23	3
Medium Vehicle	Panzer IV E	11/9	5	5		28	4
Medium Vehicle	Panzer IV F1	12/10	5	5	From April 1941	28	4
Light Vehicle	Panzer II A-C	9/9	4	4		16	2
Light Vehicle	Panzer II D/E	10/9	4	4		17	3
Light Vehicle	Panzer II F	11/9	4	4		19	3
Light Vehicle	SdKfz 232 8-Rad	9/8	4	4	Scout car	17	3
Light Vehicle	Truck	7	n/a	n/a	Transport 2	3	0
Light Vehicle	Haltrack	9/8	n/a	2	Transport 1	5	0
Light Vehicle	251/10C Haltrack	9/8	n/a	2	Transport 1	9	0
Infantry Detachment	Infantry Detachment	n/a	3	5		25	4
Support Squad	PaK 36 Anti-tank Gun	n/a	5	3		18	3
Support Squad	PaK 38 Anti-tank Gun	n/a	8	3		25	4
Support Squad	Flakvierling 38	n/a	4	4	Infantry gun	27	4
Support Squad	88mm PaK 43	n/a	11	4	Immobile	62	8
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	3	5		25	4

AGGRESSIVE COMMAND

All DAK forces may choose to have an aggressive command. The commander of the force generates an additional d6 command tokens per turn instead of the normal 2. Roll each turn.

KAMPFGRUPPE

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



ITALIAN

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

Support Squads and Infantry Detachments in the force may purchase transports for the points listed below.

TYPE	NAME	ARMOUR	WEAPON	MORALE	NOTE	PTS	BP
Medium Vehicle	M11/39	10/9	5	5		23	3
Medium Vehicle	M13/40 or M14/41	11/10	6	5		29	4
Medium Vehicle	Semovente 47/32	11/9	6	5	From Oct. 1942	28	4
Medium Vehicle	Semovente 75/18	13/10	7	5	From Jan. 1942, Heavy, Howitzer, Rare	28	4
Medium Vehicle	Semovente 75/34	11/10	8	5	From Jan. 1942, Heavy, Howitzer, Rare	38	5
Medium Vehicle	Semovente 90/53 M41	11/10	10	5	Rare	57	8
Medium Vehicle	CV35 Flame Tank	9/8	8	3	Flamethrower, Heavy, Rare	20	3
Light Vehicle	L3/CV35 Light Tank	9/8	0	4		10	2
Light Vehicle	Fiat L6/40	11/9	4	4	Autocannon	19	3
Light Vehicle	Lancia 90/53 Gun Truck	7/7	10	3	Rare	28	4
Light Vehicle	Spa-Viberti AS42 Sahariana	7/7	4	4	Scout car	11	2
Light Vehicle	AB43 Armoured Car	9/8	6	4	Scout car, from 1942, Rare	19	3
Light Vehicle	AB41 Armoured Car	9/8	3	4	Scout car	15	2
Light Vehicle	Truck/Staff Car	7	n/a	2	Transport	3	0
Infantry Detachment	Infantry (Regular)	n/a	4	5	Weak firepower	25	4
Infantry Detachment	Infantry (Colonial or Poor Quality Regular)	n/a	4	4	Unmotivated, Weak firepower	20	3
Support Squad	20mm Breda or Solothurn Anti-tank Rifle	n/a	4	3		18	3
Support Squad	Cannone da 37/54 Anti-tank Gun	n/a	5	3		20	3
Support Squad	Cannone da 47/32 Anti-tank Gun	n/a	6	3			
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

Up to 1 in 3 CV35 Light Tanks may upgrade its weaponry to a 20mm AT rifle (Weapon Value 4) at a cost of 4 points.



BRITISH

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

Support Squads and 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 (Boys ATR; weapon value of 4) for +4 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	Matilda II	15/12	6	5		45	6
Heavy Vehicle	Matilda II CS	15/12	4	5	Infantry gun, Rare	44	6
Medium Vehicle	Crusader I	11/9	6	5		28	4
Medium Vehicle	Crusader II	12/10	6	5	From January 1942	31	4
Medium Vehicle	Crusader III	12/10	8	5	From October 1942	40	5
Medium Vehicle	Grant/Lee	14/11	8/5	5	From May 1942	49	7
Medium Vehicle	Valentine II/III	14/12	6	5		41	6
Light Vehicle	Vickers MkVI C	9/8	4	4		16	2
Light Vehicle	Honey/M3 Stuart	11/10	6	4		23	3
Light Vehicle	Marmon Herrington III	9/8	4	4	Scout car	16	2
Light Vehicle	Humber MkI-III	9/8	4	4	Scout car	16	2
Light Vehicle	Daimler Armoured Car	9/9	6	4	Scout car	20	3
Light Vehicle	Truck	7	n/a	2	Transport	3	0
Infantry Detachment	Infantry Detachment	n/a	3	5		25	4
Support Squad	2 Pdr Anti-tank Gun	n/a	6	3	Upgrade to Portee +3pts	23	3
Support Squad	6 Pdr Anti-tank Gun	n/a	8	3		25	4
Support Squad	17 Pdr Anti-tank Gun*	n/a	10	4		49	7
Support Squad	25 Pdr Anti-tank Gun	n/a	8	4	Howitzer, Rare	41	6
Support Squad	Boys ATR Team	n/a	4	3		23	3
Support Squad	MG Team	n/a	0	3		20	3
Support Squad	MortarTeam	n/a	0	3		25	4
Support Squad	Sniper Team	n/a	n/a	3		18	3

GRANT/LEE

The 75mm gun (Weapon Value 8) may only be used straight ahead (i.e. in an imaginary column drawn straight forward from the tank's footprint). The 75mm gun may not be used if the tank is hull down in cover. In other circumstances, the tank uses the turret gun (Weapon Value 5).

PORTEE

The weapon may be used from the bed of the vehicle. It may not move and fire.

