Bolt Action WTC 2024 Singles Player Pack

Welcome to the Bolt Action WTC 2024 Singles player pack. In this document we will be setting out the code of conduct, and what is expected of players. It will also provide detailed information on Army Selection, Missions, Match-Up System and Scoring.

Please note, this is a living document, and may be subject to change due to new FAQ's, campaign book releases etc.

Code of Conduct

The following is a list of what is expected of players during the event. We want to make sure as little time as possible is lost and more time is available to play the games.

- **Language** – players must be able to speak enough English to complete a full game with no major translation issues.
- **Slow Play** – players are expected to complete a minimum of 5 turns during games.
- **Rules Queries** – any rules / LOS debates / odd scenarios that cannot be quickly cleared up via the rulebook, please call a Referee over immediately.
- **Dice Etiquette** – please ensure all dice rolls are done on an open section of the board, or dice tray, in full view of your opponent. Any dice that hits the floor will be re-rolled.
- **Order Dice Etiquette** – please ensure all order dice are placed next to their activated units, with the correct order showing. *For example*, we do not want arguments about a unit benefitting from being Down, when their order dice incorrectly shows a rally order.
- **Terrain** – a document that details how each terrain type works will be released separately. It is the 'two players' responsibility to classify the terrain on their tables from the list provided, before the game starts.
- **Referee rulings are final** - During a query referees will listen to both sides of the argument and come up with a decision based on the evidence. Once a decision has been made both players are to accept that ruling.
- **After Game** - Once a game has been completed, players are to record their scores, hand them to TOs and leave the gaming hall.

3 Strike System

This year we will be using a '3 Strike System', for instances of poor behaviour and bad sportsmanship. Which includes but is not limited to,

- Arguing with referees
- Foul, abusive or bullying language to another member of the event
- Slow play
- Dice Bag manipulation
- Moving terrain during a game to gain an advantage.
- Not turning up on time to start the game.
- Causing unnecessary distractions to other players games
- Not leaving the gaming area after your game has finished.

If at any point during the event players meet one or more of the above criteria, they will be issued the following.

First, players will be issued a warning.

Second, players will be issued a 'Yellow Card'. This is a second warning, and their games / behaviour will be monitored by referees more closely.

Third, Players will be issued a 'Red Card'.

If a player is issued a 'Red Card' they will 'Concede' the match immediately (see concessions in scoring below) and will not be allowed to participate in further matches. The player will also automatically 'Concede' all remaining matches left for the event.

Any of the following actions may be given an automatic 'Red Card',

- Physical abuse of any kind
- Homophobic or Racist abuse

Obviously, we would prefer not to have to issue any warnings at all and we hope everyone has a memorable and enjoyable event.

Player Scoring

This event will be a Single Player Event.

A Player Win = 3 points, a Draw = 1, a Loss = 0 tournament points

Concessions: If a player wishes to concede a game, the opposing player will win the game.

A concession due to illness, or other unforeseen circumstances, will be judged by a referee and a decision on final score made.

Missions

Here are the six missions we will be using during the event. Whilst they are based on the rule book missions or missions you may have played before, please read them carefully as some details may have changed.
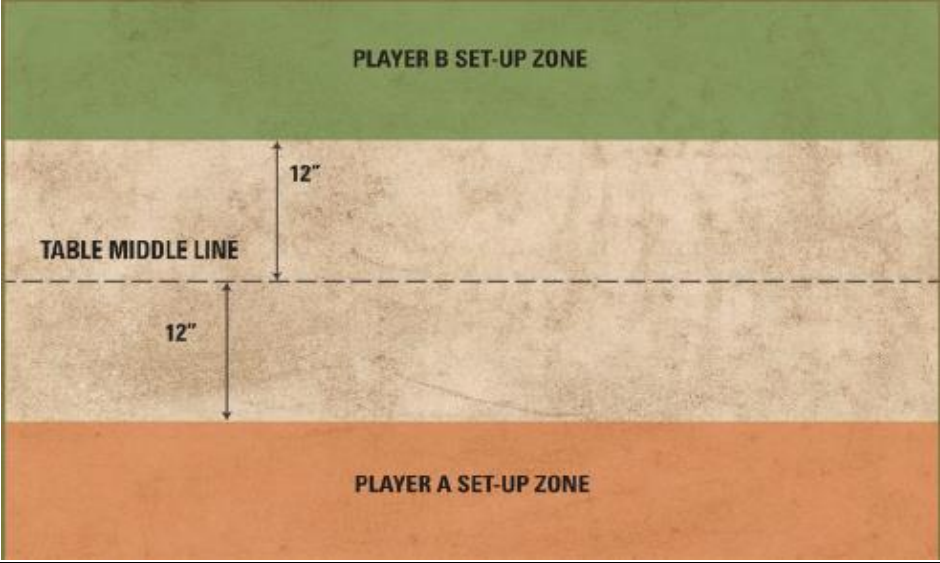
Secondary Victory Points – in all mission's secondary victory points will be awarded for order dice kill totals. (In kill points missions you will win by having a certain number of kill dice difference, but the total you kill is your secondary score). **For Example,** you win a kill point mission 7-3, your secondary score is 7 points.
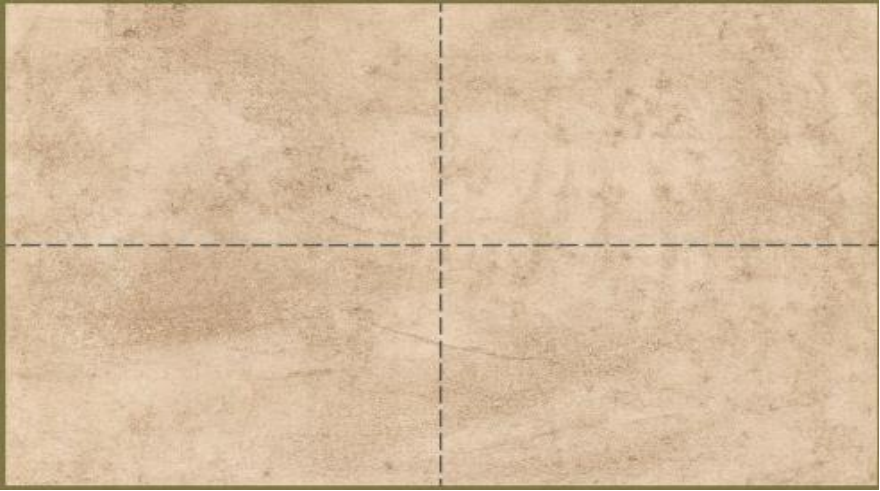
Tertiary Victory Points – in all mission's tertiary victory points will be awarded for any Officer kills (LT, Captain or Major) and Armoured Vehicle Kills (**any** vehicle with AV8+) you score one point for each, **For Example** your opponent is using 2 platoons and you kill both officers, and a Panzer III. You will score 3 Tertiary victory points.
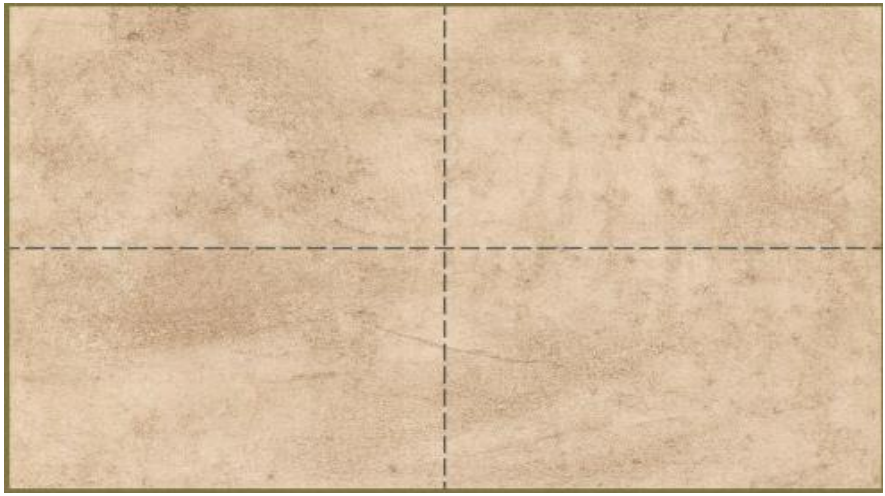
Scenario Special Rules – each mission below will detail which special rules can be used from Pg 131 + 132 of the main rulebook during set up. If a special rule is not listed, such as preparatory bombardment, forward deploying or outflank, you may not use it for that mission.
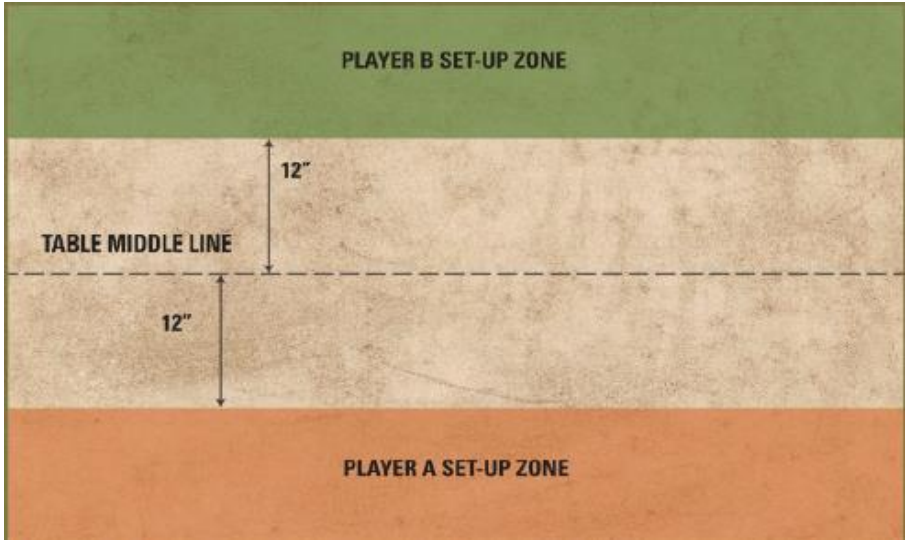
Mission 1 – Meeting Engagement	
Set Up	Both players roll a die. The highest scorer picks a long table edge to be their side. No units are set up on the table at the start of the game. Both sides must nominate at least half (rounding up) of their force to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in reserve. Reserves may outflank in the usual manner. Players roll off to place the first forward deploying unit, then alternate deploying, until all units are deployed, as long as the forward deploying units are part of your first wave and not in reserve.
Scenario Special Rules	Outflank, Forward Deployment
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 long table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.
Game Length	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. On a 1,2 or 3 then the game ends.
Win Conditions	At the end of the game calculate the number or order dice lost by both sides, if one player has removed 3 or more dice than their opponent they win, otherwise the game is a draw. **For Example,** player A killed 6 dice, player B killed 3 dice, Player A wins the game. If player B had killed 4 the difference would be 2, and the game would be a draw.

Mission 2 – Key Positions

Set Up	First, 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 long table edge to be their side. No units are set up on the table at the start of the game. Both sides must nominate at least half (rounding up) 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. Reserves may outflank in the usual manner. Players roll off to place the first forward deploying unit, then alternate deploying, until all units are deployed, as long as the forward deploying units are part of your first wave and not in reserve.
Scenario Special Rules	Outflank, Forward Deployment
Objective	The objective is to capture and control as many objectives as possible.
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 long table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.
Game Length	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. On a 1,2 or 3 then the game ends.
Win Conditions	At the end of the game calculate the number of objectives controlled by each player. The player with the most objectives, wins. If both players control the same number of objectives, the game is a draw. An objective is controlled if there are any infantry (including cavalry) or artillery models within 3 inches of the centre of the objective, and no enemy models of any kind within 3 inches of the centre of the objective. Vehicles cannot claim objectives, but they can contest/deny if within 3 inches of the centre of the objective.

Mission 3 – Penetrating Strike

Set Up	Both players roll a die. The highest scorer chooses a long table edge. Players must deploy at least 50% of their army (rounding up) and any units not deployed are left in reserve. Units you wish to deploy have their dice placed in the order dice bag. Pull dice and deploy corresponding units until all armies are deployed. Units may be deployed wholly within 12" of their table edge. Reserves may outflank in the usual manner. Forward Deploying is not allowed. Any unit deployed may start turn 1 hidden.
Scenario Special Rules	Hidden, Outflank
Objective	The objective is to break through the enemy lines and get as many units in to the opponents deployment zone as possible.
First turn	The game begins as normal. Any units that have been left in reserve will come on from their long board edge. Any outflanking units will come on from the short table edges in the usual manner.
Game Length	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. On a 1,2 or 3 then the game ends.
Win Conditions	At the end of the game, players score 1 victory point for each unit outside of either deployment zone. Players also score 3 victory points for each unit in the enemy deployment zone. A unit must have more than 50% of its models in an 'area' to get the points. They also get 1 point for each order die the opponent lost. If one player scored 3 points more than the other, then they win. Otherwise, the game is a draw. ***For Example,*** player A killed 6 dice has 4 units outside either deployment zone and 1 in the opponents deployment zone (6+4+3 = 13), player B killed 3 dice has 5 units outside either deployment zone but none in the opponents deployment zone (3+5+0 = 8), Player A wins the game. If player B had 1 unit in the opponent's deployment zone, their total would then be 11, meaning a difference of 2, and a draw.

Mission 4 - Heartbreak Ridge

Set Up	The table is split up into 4 quarters as per the example diagram below, one objective is placed on the centre of the table. Both players roll a die – the highest scorer picks a table quarter to be their deployment zone and places an objective more than 6" away from the board edge and more than 12" from other objectives. The other player then does the same in the diagonally opposite table quarter which is their deployment zone. The highest scorer sets up two infantry units or one infantry unit and one artillery unit in their deployment zone more than 12" away from the centre point. Then nominates half (rounding up) of the remaining units to be in the first wave – the rest are in reserve. The other player then does the same. Units may not outflank in this mission. Forward Deploying is not allowed.
Scenario Special Rules	None
Objective	The objective is to capture and control as many objectives as possible.
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 long table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.
Game Length	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. On a 1,2 or 3 then the game ends.
Win Conditions	At the end of the game, players will score 1 point for the objective in their deployment zone, 5 points for the centre objective and 10 points for the objective in their opponent's deployment zone. At the end of the game players also get 1 point for each order die the opponent lost. If one player scored 3 points more than the other then they win, otherwise the game is a draw. An objective is controlled if there are any infantry (including cavalry) or artillery models within 3 inches of the centre of the objective, and no enemy models of any kind within 3 inches of the centre of the objective. Vehicles cannot claim objectives, but they can contest/deny if within 3 inches of the centre of the objective.

Mission 5 - Sectors

Set Up	Divide the table in to 4 quarters, as per the diagram below.
	Both players roll a die. The highest scorer chooses any of the 4 table quarters to deploy in and the lowest scorer deploys in the opposite corner. Players must deploy at least 50% of their army (rounding up) 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. Players roll off to place the first forward deploying unit, then alternate deploying, until all units are deployed, as long as they are not in reserve.
	Units may not outflank in this mission.
	Any unit deployed may start turn 1 hidden.
Scenario Special Rules	Prep Bombardment, Forward Deploying, Hidden
Objective	The objective is to capture the other table quarters and damage the enemy forces.
First turn	The battle begins with all dice in the bag.
Game Length	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. On a 1,2 or 3 then the game ends.
Win Conditions	At the end of the game calculate the number of victory points for each player as below
	Each enemy dice killed = **1 point**
	A unit with more than 50% of its models in a 'neutral' quarter = **1 point**
	A unit with more than 50% of its models in the opponents' quarter = **3 points.**
	If a vehicle is across 2 quarters, you count the quarter with the majority of the vehicle in it. If in doubt, please call a referee.
	If a player scores 3 or more points than their opponent, they win the game, otherwise it is a draw.

Mission 6 – Timely Objectives

Set Up	There are 3 objectives, both players roll a die – starting with the highest scorer, players alternate placing objectives along the centre line of the board. Objectives must be at least 12" away from each other. Both players roll a die. The highest scorer chooses a long 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 wholly within 12" of their long table edge. Reserves may outflank in the usual manner. Units that have been deployed may be Hidden. Forward Deploying is not allowed.
Scenario Special Rules	Outflank, Hidden
Objective	Both sides must attempt to take and hold the centreline objectives.
First turn	The game begins as normal. Any units that have been left in reserve will come on from their board edge, unless in outflank.
Game Length	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. On a 1,2 or 3 then the game ends.
Win Conditions	At the end of **each turn** players will score 3 points for each objective that they control, keep track of victory points scored at the end of each turn. If one player scored more points than the other then they win, otherwise the game is a draw. An objective is controlled if there are any infantry (including cavalry) or artillery models within 3 inches of the centre of the objective, and no enemy models of any kind within 3 inches of the centre of the objective. Vehicles cannot claim objectives, but they can contest/deny if within 3 inches of the centre of the objective.

Army Selection

• Armies are to be made to a total of 1000 points, using 1-2 Generic Reinforced Platoons from pg153-154 of the main rule book. Tank platoons and theatre selectors WILL NOT be allowed.

• Force Selection – Armies are to be selected from the 'Armies of' books, including those in campaign books. For example, Army A is chosen from the Armies of The United States book, Army B is chosen from Armies of Australia from the New Guinea campaign book. A detailed list of allowed campaign 'Armies of' will be included with the additional units in the player pack.

• Each team should submit 5 army lists, the captains will declare which 4 are being used for the tournament on the day of the event, and you may not switch between days.

• The 5 lists submitted need to 5 different nations, EG Team A submits lists for Great Britain, Finland, Soviet Union, The United States and Japan.

• Lists are to be submitted to **Dave Nolan** by midnight December 1st, 2023.

PENALTIES – late submissions or errors reported back to the Team Captain will incur a penalty. In the spirit of gaming this penalty will oddly be a selection of chocolates representing your country. My kids spend a few nights after the event exploring the world through your chocolate. This is a fun experience for them. Logistically late or wrong entries cause both myself and the TO team a lot of headaches and interrupt the deadline of the events. Any offending country not abiding by this humorous consequence will incur a 1-point tournament penalty.

Additional Units and 'Armies Of'

The Armies available to be selected are as follows;

Army/Nation	Source (Book)	Page Reference
Australia	Campaign: New Guinea	76 to 89
Belgium	Armies of France and the Allies	37 to 51
Bulgaria	Armies of Italy and the Axis	62 to 69
China	Empires in Flames	31 to 46
Denmark	Germany Strikes	93 to 101
Finland	Armies of Italy and the Axis	36 to 54
France	Armies of France and the Allies	7 to 31
Free France (Late War)	Campaign: Battle of the Bulge	103 to 113
Germany	Armies of Germany	16 to 78
Great Britain	Armies of Great Britain	16 to 62
Greece	Armies of France and the Allies	87 to 93
Hungary	Armies of Italy and the Axis	71 to 80
Italy	Armies of Italy and the Axis	7 to 28
Japan	Armies of Imperial Japan	14 to 38
Norway	Armies of France and the Allies	65 to 71
Partisans	Armies of France and the Allies	95 to 105

Poland	Armies of France and the Allies	*73 to 85*
Romania	Armies of Italy and the Axis	*85 to 93*
Soviet Union	Armies of the Soviet Union	*17 to 56*
The Netherlands	Armies of France and the Allies	*53 to 62*
United States	Armies of the USA	*17 to 52*

The list of additional units available to each Army/Nation are as listed below along with any notes on restrictions/changes.

ALL NATIONS

Unit	Unit Type	Slot	Book	Page	Notes
Forward Observer Limited	Infantry	HQ	D-Day US Sector	66	
Field Ambulance	Vehicle	Medic	FAQ	2	
Chaplain	Infantry	HQ	Italy, Soft Underbelly	162	
Forward Naval Observer	Infantry	HQ	Italy, Soft Underbelly	163	
Intelligence Officer	Infantry	HQ	Italy, Soft Underbelly	164	
Mule Team	Vehicle	Transport	Italy, Soft Underbelly	164	
Horse Drawn Limber	Vehicle	Transport	Italy, Soft Underbelly	164	
Forward Observer (Super-Heavy)	Infantry	HQ	Italy: Tough Gut		Cannot be used as upgrade to the British Free Observer

CHINA

Unit	Unit Type	Slot	Book	Page	Notes
Merrill's Marauders	Infantry	Infantry Squad	Empires In Flames	80	

FRANCE

Unit	Unit Type	Slot	Book	Page	Notes
Dragons Portes VB Group	Infantry	Infantry Squad	Battle of France	159	
Early War French Intelligence Squad	Infantry	Infantry Squad	Battle of France	159	1 per platoon
French Engineer Section	Infantry	Infantry Squad	Battle of France	160	1 per platoon
Navy Matelot	Infantry	Infantry Squad	Battle of France	161	
Officer Cadet Section	Infantry	Infantry Squad	Battle of France	162	
Officer Cadet Machine Gun Team	Infantry	Infantry Squad	Battle of France	163	
Early War Motorcycle and Sidecar	Vehicle	Armoured Car	Battle of France	164	0-3 per slot
AMR 35 ZT 2	Vehicle	Tank	Battle of France	166	
AMR 35 ZT 3	Vehicle	Tank	Battle of France	167	

GERMANY

Unit	Unit Type	Slot	Book	Page	Notes
GEP.M.TRSP.WG.Bedford (E) Armoured-Carrier	Vehicle	Armoured Car	FAQ	3	
UNIC P107 Command Half Track	Vehicle	Transport	FAQ	3	
Panzerkamfwagen 35R 731(F) MIT T-26 Turm	Vehicle	Tank	FAQ	4	
Flakpanzer V 'Coelian'	Vehicle	Tank	FAQ	4	

Krupp Protze with PaK 36	Vehicle	Tank	FAQ	5	
Sdkfz 10 'Gepanzerte'	Vehicle	Tank	FAQ	5	
Grenadier Radfahrzug Squad	Infantry	Infantry Squad	Battle of The Bulge	33	
Sd.kfz 263 Armoured Car	Vehicle	Armoured Car	Duel In The Sun	62	
Sd.kfz 6/3 Diana Halftrack	Vehicle	Armoured Car	Duel In The Sun	62	
Kriegsmarine Officer	Infantry	Officer	D-Day US Sector	82	Must include Kriegsmarine squad
LMG Team	Infantry	Team	D-Day US Sector	83	replaces MMG Team
Panzer 1 Ausf C	Vehicle	Tank	D-Day US Sector	85	
Green Fallschirmjager Squad (Late War)	Infantry	Infantry Squad	Battle of The Bulge	89	
88MM Racketenwerfer 43 Puppchen	Artillery	Artillery Piece	Italy, Soft Underbelly	89	
Feldstrafgefangenenabteilung Guard Force	Infantry	Infantry Squad	Battle of The Bulge	90	
Feldstrafgefangenenabteilung Convict Squad	Infantry	Infantry Squad	Battle of The Bulge	90	
Stug M41 MIT 75/18 850(I)	Vehicle	Tank	Italy, Soft Underbelly	90	
Stug M43(I) (105/25)	Vehicle	Tank	Italy, Soft Underbelly	90	
Fallschirmjager Officer	Infantry	HQ	Italy, Soft Underbelly	91	compulsory platoon squads must be Fallschirmjager Squads
Fallschirmjager Squad (Italy, 1943)	Infantry	Infantry Squad	Italy, Soft Underbelly	92	
Fallschirmjager Rear Echelon Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	93	
Fallschirmpioneer Squad (Italy, 1943)	Infantry	Infantry Squad	Italy, Soft Underbelly	94	
Fallschirmjager Officer (Italy 1944)	Infantry	HQ	Italy: Tough Gut	99	
Italian Waffen-SS Squad	Infantry	Infantry Squad	Italy: Tough Gut	99/100	
Heer Grenadier Squad (Italy, Early-Mid 1944)	Infantry	Infantry Squad	Italy: Tough Gut	100	
Berlin-Spandau Lehr Pioneer Assault Squad	Infantry	Infantry Squad	Italy: Tough Gut	101	
Gebirgsjager Squad (Early-Mid 1944)	Infantry	Infantry Squad	Italy: Tough Gut	102	
Jager Squad (Italy, Early-Mid 1944)	Infantry	Infantry Squad	Italy: Tough Gut	102	
Panzergrenadier Squad (Italy, Early-Mid 1944)	Infantry	Infantry Squad	Italy: Tough Gut	103	
Spahtrupp	Infantry	Infantry Squad	Italy: Tough Gut	103	
Fallschirmjager Squad (Cassino & Anzio)	Infantry	Infantry Squad	Italy: Tough Gut	104	
Fallschirmpioneer Squad (Cassino & Anzio)	Infantry	Infantry Squad	Italy: Tough Gut	105	
Gewehr 43 Sniper Team	Infantry	Team	Italy: Tough Gut	105	Sniper Team
Tiger I (Mechanically Unreliable)	Vehicle	Tank	Italy: Tough Gut	106	
Elefant (Mechanically Unreliable)	Vehicle	Tank	Italy: Tough Gut	106	
Borgward B-IV Remote Controlled Demolition Vehicle	Vehicle	Tank	Italy: Tough Gut	107	
Armoured Sd.kfz 9 with 88mm Flak 37	Vehicle	Tank	Italy: Tough Gut	107	
Flakpanzer T34R	Vehicle	Tank	Italy: Tough Gut	108	
Panzer VIII Maus	Vehicle	Tank	The Road to Berlin	112	
Alarm Unit	Infantry	Infantry Squad	Campaign: Stalingrad	125	
Panzergrenadier Squad (Stalingrad)	Infantry	Infantry Squad	Campaign: Stalingrad	126	
Jager Squad	Infantry	Infantry Squad	Campaign: Stalingrad	126	
Croatian Legion Squad	Infantry	Infantry Squad	Campaign: Stalingrad	127	
Fallschirmjager Pionner Squad (Late-War)	Infantry	Infantry Squad	D-Day US Sector	136	
Waffen-SS Pioneers (Late-War)	Infantry	Infantry Squad	D-Day US Sector	144	
Spahtruppen	Infantry	Infantry Squad	Battle of France	171	1 per platoon
8th SS Cavalry Division Squad	Infantry	Infantry Squad	Fortress Budapest		
22nd SS Cavalry Division Squad	Infantry	Infantry Squad	Fortress Budapest		
Late War SS Replacement Squad	Infantry	Infantry Squad	Fortress Budapest		
SS Panzer Pioneer Squad	Infantry	Infantry Squad	Fortress Budapest		
Polizei M15/42 Tank (PZ KPFW M15/42 738(I))	Vehicle	Tank	Fortress Budapest		
Brandenburgers - German Special Forces Squad	Infantry	Infantry Squad	Ostfront		Cannot use "Unconventional Warfare Tactics"
Begleit Stug Escort Infantry Squad	Infantry	Infantry Squad	Ostfront		

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Strafbattalion Penal Infantry Squad	Infantry	Infantry Squad	Ostfront		
33rd Waffen-SS Grenadier Division 'Charlemagne' (1st French) Squad	Infantry	Infantry Squad	Ostfront		
Nachtjager Squad	Infantry	Infantry Squad	Ostfront		
Sdkfz 251/20 UHU	Vehicle	Armoured Car	Ostfront		
3.7cm PAK 35/36 Fahrgestellbren (E)	Vehicle	Tank	Ostfront		
Ferdinand Tank Destroyer	Vehicle	Tank	Ostfront		
RSO/PAK 40	Vehicle	Tank	Ostfront		
Artillerie Schlepper VA 601 (B)	Vehicle	Transport	Ostfront		

GREAT BRITAIN

Unit	Unit Type	Slot	Book	Page	Notes
Auxillary Military Pioneer Corps Section	Infantry	Infantry Squad	Battle of France	151	
Corps of Military Police Section	Infantry	Infantry Squad	Battle of France	153	
Early War Motorcycle and Sidecar	Vehicle	Armoured Car	Battle of France	156	0-3 per slot
The 'Land Mattress'	Artillery	Artillery	Battleground Europe	140	
SAS Armoured Jeep	Vehicle	Armoured Car	D-Day US Sector	131	
Māori Infantry Section	Infantry	Infantry Squad	Duel In The Sun	35	
Command Armoured Trucks	Vehicle	Armoured Car	Duel In The Sun	61	
Australian Commandos	Infantry	Infantry Squad	Empires In Flames	81	
Gurkha Paratroops	Infantry	Infantry Squad	Empires In Flames	81	
SAS Infantry Section	Infantry	Infantry Squad	FAQ	10	
SAS Armoured Jeep	Vehicle	Armoured Car	FAQ	10	
Armadillo	Vehicle	Armoured Car	FAQ	11	
Wasp Flamethrower Carrier	Vehicle	Tank	FAQ	11	
Royal Engineers Section	Infantry	Infantry Squad	Italy, Soft Underbelly	96	
Highland Officer	Infantry	HQ	Italy, Soft Underbelly	96	
Recce Corps Assault Troop Section (Mid-War)	Infantry	Infantry Squad	Italy, Soft Underbelly	97	
Irish Infantry Section	Infantry	Infantry Squad	Italy, Soft Underbelly	98	
Guards Infantry Section (Mid/Later War)	Infantry	Infantry Squad	Italy, Soft Underbelly	99	
Indian Infantry Section (Italy, 1943)	Infantry	Infantry Squad	Italy, Soft Underbelly	99	
Canadian Infantry Section (MTO)	Infantry	Infantry Squad	Italy, Soft Underbelly	100	
Royal Canadian Engineer Section (MTO)	Infantry	Infantry Squad	Italy, Soft Underbelly	101	
Universal Carrier (Late War)	Vehicle	Transport	Italy, Soft Underbelly	102	
1st Airborne Division Paratroop Section	Infantry	Infantry Squad	Italy, Soft Underbelly	103	
Special Raiding Squadron Sub-Section	Infantry	Infantry Squad	Italy, Soft Underbelly	104	
Airborne Captured MG42	Infantry	Team	Italy, Soft Underbelly	104	MMG team
PPA Team	Infantry	Infantry Squad	Italy, Soft Underbelly	106	
PPA Officer	Infantry	HQ	Italy, Soft Underbelly	106	
PPA Jeep	Vehicle	Armoured Car	Italy, Soft Underbelly	106	
PPA Flamethrower Jeep	Vehicle	Armoured Car	Italy, Soft Underbelly	107	
Commando/RMC Subsection (MTO,1943)	Infantry	Infantry Squad	Italy, Soft Underbelly	108	
Copp Commando Team	Infantry	Infantry Squad	Italy, Soft Underbelly	108	
New Zealand/Māori Officer	Infantry	HQ	Italy: Tough Gut	73	
New Zealand Infantry Section (Late-War)	Infantry	Infantry Squad	Italy: Tough Gut	73	
Māori Infantry Section (Late-War)	Infantry	Infantry Squad	Italy: Tough Gut	74	
Indian Infantry Squad (MTO, 1944-45)	Infantry	Infantry Squad	Italy: Tough Gut	74	
Gurkha Infantry Section (MTO 1944-45)	Infantry	Infantry Squad	Italy: Tough Gut	75	
Canadian Infantry Section (MTO 1944-45)	Infantry	Infantry Squad	Italy: Tough Gut	76	
Polish Infantry Section (Late-War)	Infantry	Infantry Squad	Italy: Tough Gut	76	
Polish Command Subsection (1944)	Infantry	Infantry Squad	Italy: Tough Gut	77	
Staghound Mk II (CS)	Vehicle	Armoured Car	Italy: Tough Gut	78	

HUNGARY

Unit	Unit Type	Slot	Book	Page	Notes
80MM 29/38M Heavy Anti Aircraft Gun	Artillery	Anti Air	Fortress Budapest		
44M Buzoganyveto Rocket Launcher	Artillery	Artillery	Fortress Budapest		WTC FAQ
Arrow Cross Militia Section	Infantry	Infantry Squad	Fortress Budapest		
Assault Pioneer Section	Infantry	Infantry Squad	Fortress Budapest		
Border Guards Section	Infantry	Infantry Squad	Fortress Budapest		
Danube Flotilla Infantry Section	Infantry	Infantry Squad	Fortress Budapest		
Experienced Honved Division Section	Infantry	Infantry Squad	Fortress Budapest		
Gendarmerie Battalion Section	Infantry	Infantry Squad	Fortress Budapest		
Parachute Assault Section	Infantry	Infantry Squad	Fortress Budapest		
Replacement Honved Division Section	Infantry	Infantry Squad	Fortress Budapest		
University Assault Battalion Section	Infantry	Infantry Squad	Fortress Budapest		
Vannay Battallion Flying Squad	Infantry	Infantry Squad	Fortress Budapest		
44M Pancelrem Rocket Launcher	Infantry	Team	Fortress Budapest		Anti tank Team
43M Sorozatveto	Artillery	Artillery	Fortress Budapest		
Jagdpanther 38(T) Hetzer	Vehicle	Tank	Fortress Budapest		
Panzer IV Ausf G and H	Vehicle	Tank	Fortress Budapest		No Tiger Fear
Panzer V Panther	Vehicle	Tank	Fortress Budapest		No Tiger Fear
Stug III Ausf G	Vehicle	Tank	Fortress Budapest		
Tiger I	Vehicle	Tank	Fortress Budapest		No Tiger Fear
43M Zrinyi II	Vehicle	Tank	Fortress Budapest		

ITALY

Unit	Unit Type	Slot	Book	Page	Notes
Divisione Costiera Section	Infantry	Infantry Squad	Italy, Soft Underbelly	79	
Motociclisti Infantry Section	Infantry	Infantry Squad	Italy, Soft Underbelly	79	
Guastatori Destruction Group (Engineer Demolishers)	Infantry	Infantry Squad	Italy, Soft Underbelly	80	
Guastatori Support Group	Infantry	Infantry Squad	Italy, Soft Underbelly	81	
X Arditi Officer	Infantry	HQ	Italy, Soft Underbelly	81	
X Arditi Section	Infantry	Infantry Squad	Italy, Soft Underbelly	82	
X Arditi Saboteur Section	Infantry	Infantry Squad	Italy, Soft Underbelly	82	
Sahariana Spa-Viberti AS42	Vehicle	Armoured Car	Italy, Soft Underbelly	83	
Carabinieri Section	Infantry	Infantry Squad	Italy, Soft Underbelly	84	
First Motorised Group/CIL Officer	Infantry	HQ	Italy: Tough Gut	94	
CIL 'Nembo' Paracadutisti Section	Infantry	Infantry Squad	Italy: Tough Gut	94	
Motorised Group/CIL Infantry Section	Infantry	Infantry Squad	Italy: Tough Gut	95	
CIL/Aplini Section	Infantry	Infantry Squad	Italy: Tough Gut	95	
CIL Bersaglieri Section	Infantry	Infantry Squad	Italy: Tough Gut	96	
RSI Officer	Infantry	HQ	Italy: Tough Gut	112	
Nembo/Folgore Paracadutisti Section (Anzio)	Infantry	Infantry Squad	Italy: Tough Gut	112	
Paracadutisti MG42 Team	Infantry	Team	Italy: Tough Gut	113	MMG team
Decima MAS Naval Infantry Section (Anzio)	Infantry	Infantry Squad	Italy: Tough Gut	113	
Late War Paracudutisti (Paratroopers) Infantry Section	Infantry	Infantry Squad	Duel In The Sun	117	
Semovente 75/34	Vehicle	Tank	Duel In The Sun	117	

JAPAN

Unit	Unit Type	Slot	Book	Page	Notes

IJA Cavalry Command	Infantry	HQ	Empires In Flames	27	
Japanese/Manchukuoan Cavalry Squad	Infantry	Infantry Squad	Empires In Flames	28	
IJN or SNLF Scout Teams	Infantry	Infantry Squad	Empires In Flames	28	
Type 93 13.2mm Anti-Aircraft Machine Gun Team	Infantry	Team	Empires In Flames	29	HMG Team
Type 92 Hokoku-Go Armoured Car	Vehicle	Armoured Car	Empires In Flames	30	
Soko Sagyo SS-KI Armoured Work Vehicle	Vehicle	Tank	Empires In Flames	30	
IJA Engineer Squad	Infantry	Infantry Squad	Campaign: New Guinea	91	1 per platoon
Lone Sniper	Infantry	Team	Campaign: New Guinea	94	replaces sniper team
Type 88 75mm Dual Purpose AA Gun	Artillery	Anti Air	Campaign: New Guinea	96	
320MM Type 98 (1938) Spigot Mortar	Artillery	Artillery	Mariana & Palau Islands	126	

NETHERLANDS

Unit	Unit Type	Slot	Book	Page	Notes
KNIL Guerilla Rifle Section	Infantry	Infantry Squad	Campaign: New Guinea	97	
KNIL Guerilla Light Machine Gun Section	Infantry	Infantry Squad	Campaign: New Guinea	98	

PARTISANS

Unit	Unit Type	Slot	Book	Page	Notes
Maquis Squad	Infantry	Infantry Squad	D-Day US Sectors	70	
Jedburgh Team	Infantry	Other HQ	D-Day US Sectors	70	
Molotov Anti-Tank Squad	Infantry	Anti Tank Team	D-Day US Sectors	73	

POLAND

Unit	Unit Type	Slot	Book	Page	Notes
Polish Motorbike Section	Infantry	Infantry Squad	FAQ	14	
Wz.29 Ursus Heavy Armoured Car	Vehicle	Armoured Car	FAQ	14	

ROMANIA

Unit	Unit Type	Slot	Book	Page	Notes
Combat Pioneer Section	Infantry	Infantry Squad	Fortress Budapest		
Mountain Division Section	Infantry	Infantry Squad	Fortress Budapest		
Tacam R-2 Tank Destroyer	Vehicle	Tank	Fortress Budapest		

SOVIET UNION

Unit	Unit Type	Slot	Book	Page	Notes
FAI Light Armoured Car	Vehicle	Armoured Car	FAQ	12	
Mongolian Cavalry Troop	Infantry	Infantry Squad	Empires In Flames	30	
Frontnik Commissar	Infantry	Officer	Campaign: Stalingrad	119	
Politruk	Infantry	Officer	Campaign: Stalingrad	119	
Sniper Detachment	Infantry	Infantry Squad	Campaign: Stalingrad	121	replaces sniper team
Zaichata Squad	Infantry	Infantry Squad	Campaign: Stalingrad	121	replaces sniper team
Student Officer Squad	Infantry	Infantry Squad	Campaign: Stalingrad	122	
Storm Group	Infantry	Infantry Squad	Campaign: Stalingrad	122	
Mounted Reconnnaissance Squad	Infantry	Infantry Squad	Fortress Budapest		
Buda Volunteer Regiment Section	Infantry	Infantry Squad	Fortress Budapest		

M-30	Artillery	Artillery	Ostfront		
Bielski Partisan Squad (Late War)	Infantry	Infantry Squad	Ostfront		
SU-76 Self Propelled Gun (Early Production Model)	Vehicle	Tank	Ostfront		
IS-3 Heavy Tank	Vehicle	Tank	Ostfront		
BM-31-12 Heavy Katyusha	Vehicle	Tank	Ostfront		

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UNITED STATES OF AMERICA (USA)

Unit	Unit Type	Slot	Book	Page	Notes
Veteran Infantry Squad	Infantry	Infantry Squad	FAQ	6	
Sherman Zippo (Earlier Version)	Vehicle	Tank	FAQ	7	replaces armybook entry
Sherman Zippo (Later Version)	Vehicle	Tank	FAQ	7	replaces armybook entry
Sherman Crocodile	Vehicle	Tank	FAQ	7	replaces armybook entry
Quad 50 Gun Truck	Vehicle	Tank	FAQ	8	
M51 Multiple Machine Gun Carriage	Vehicle	Tank	FAQ	8	
US Paratrooper Squad (Late War)	Infantry	Infantry Squad	Battle of The Bulge	56	
Armoured Infantry Rifle Squad	Infantry	Infantry Squad	D-Day US Sector	76	
Armoured Infantry Mortar Squad	Infantry	Infantry Squad	D-Day US Sector	77	
Armoured Infantry Machinegun Squad	Infantry	Infantry Squad	D-Day US Sector	77	
Artillery Battery 5th Section Heavy MG Team	Infantry	Machine Gun Team	D-Day US Sector	78	0-1 per platoon
Airborne Engineer Squad	Infantry	Infantry Squad	D-Day US Sector	122	
Pathfinders Squad	Infantry	Infantry Squad	D-Day US Sector	122	
M29 Weasel	Vehicle	Transport	Duel In The Sun	116	
Merills Marauders	Infantry	Infantry Squad	Empires In Flames	80	
USMC Raiders	Infantry	Infantry Squad	Empires In Flames	104	
USMC War Dog Team	Infantry	Team	Empires In Flames	104	Must have at least 1 US Marine Squad in platoon.
Armoured LMG Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	112	
Rear Echelon Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	112	
Reconnaissance Jeep	Vehicle	Armoured Car	Italy, Soft Underbelly	113	
Ranger Force Squad	Infantry	Infantry Squad	Italy, Soft Underbelly	115	
Ranger Force M3 (T12) GMC	Vehicle	Tank	Italy, Soft Underbelly	116	
FEC Officer	Infantry	HQ	Italy: Tough Gut	82	
US LMG Section	Infantry	Infantry Squad	Italy: Tough Gut	82	
Reconnaissance Squad	Infantry	Infantry Squad	Italy: Tough Gut	83	
100th Battalion Nisei Infantry Squad	Infantry	Infantry Squad	Italy: Tough Gut	84	
US 3rd Division Squad	Infantry	Infantry Squad	Italy: Tough Gut	84/85	
FSSF Section (Anzio)	Infantry	Infantry Squad	Italy: Tough Gut	85	
US 45th Division Squad	Infantry	Infantry Squad	Italy: Tough Gut	86	
Goum Irregulars	Infantry	Infantry Squad	Italy: Tough Gut	87	
North-West African Tirailleurs Squad	Infantry	Infantry Squad	Italy: Tough Gut	87	
1st Motorised Division Infantry Squad (Italy 1944)	Infantry	Infantry Squad	Italy: Tough Gut	88	
French Foreign Legion Squad (Italy 1944)	Infantry	Infantry Squad	Italy: Tough Gut	88	
Spahi Squad	Infantry	Infantry Squad	Italy: Tough Gut	89	
US Army Infantry Assault Squad	Infantry	Infantry Squad	Mariana & Palau Islands	130	Replaces Flamethrower Team
US Marine Assault Squad	Infantry	Infantry Squad	Mariana & Palau Islands	130	Replaces Flamethrower Team, Must have at least 1 US Marine Squad in platoon.