



Mongolian Helmet

Forgotten Forces

A Unofficial Supplement for Bolt Action 2nd Edition

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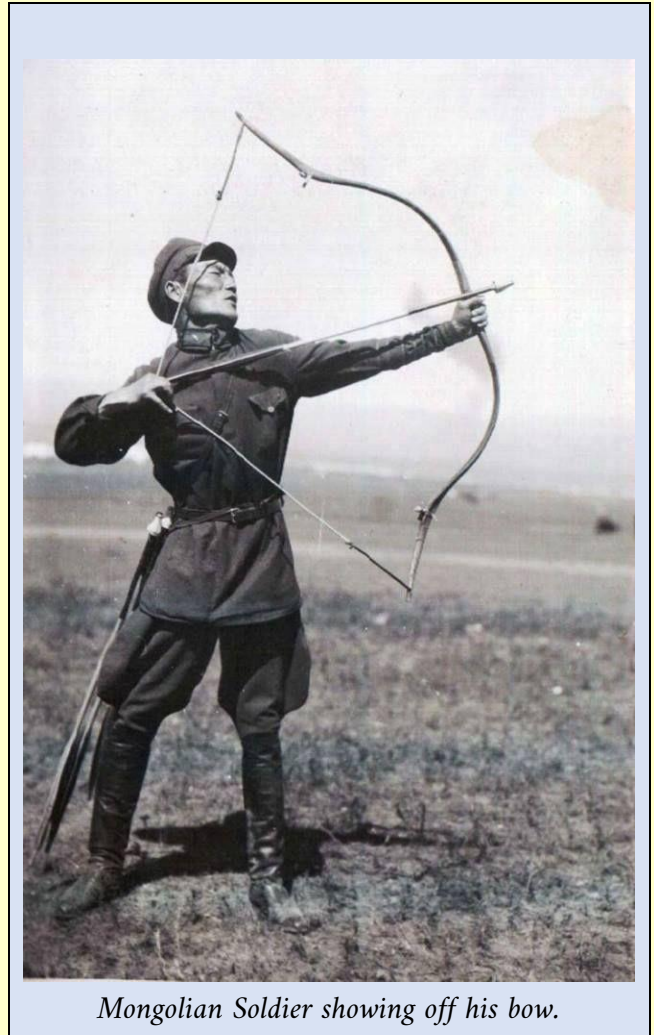
New Equipment

Bows:

While the concept of using such a simplistic weapon during the Second World War might seem insane the truth was that not everyone who fought on the frontline had access to a firearm. Many poorer or nomadic nations caught up in the war simply did not have enough modern weaponry to equip every member of their armed forces. People living in isolated communities would often have more experience using a bow (or similar weapon) than a firearm. On top of this bows did have a few advantages over a rifle often capitalized by their users, though there is no hiding the fact that a rifle performs substantially better in traditional combat.

Just like longbows found in the Operation Sea Lion book, these weapons are treated as rifles with a -1 to penetration (IE a roll of 6 counts as 5, 5 counts as 4 etc). However due to their more simplistic design and smaller size their range is halved to 12 inches. The smaller size does allow this weapon to be used on horseback with the same profile as on foot.

Type	Range	Shots	Pen	Special Rules
Bow	12	1	-1	Infectious



Special Rules:

Infectious: While applying something as exotic as poisons were off the table, users of these weapons would often get creative with their arrowheads. Some were modified with barbs or cuts to make removing the head possibly more damaging than the penetration, while others were often dipped in animal or human feces. Such wounds would have been much more difficult to deal with than bullet flesh wounds.

When rolling for a medical bonus that negates a unit's wound (medics, ambulances etc) re-roll any successful rolls in regards to this weapon's attack.

Camel

For almost as long as cavalry has existed there has also been camelry. While slower over firm ground camels were substantially faster over sand and other rough terrains. The sounds and smells camels give off also panic horses giving a great advantage in melee combat. Just like cavalry camelry saw its final days during World War 2 used by many middle eastern powers and guerrilla factions.

Camels have the same rules as horses but with the following differences. Camels move at 7" and advance at 14". They can move over rough terrain as if it was open ground.

When fighting in melee with a mounted cavalry unit, gain a +1 modifier to hit rolls.



Iraqi patrol on their Camel mounts

Mongolia



Despite not playing as major a role as other allied powers the strategic importance of Mongolia as a barrier between Russia and Japanese forces cannot be underestimated. Being stationed directly between Russia and the Japanese army stationed in northern China its mere existence made the possibility of a Japanese invasion, even during the chaotic early days of Operation Barbarossa, extremely unlikely if not an impossibility. Even if Japan attempted to invade Russia by going around its borders still opened themselves up for Mongolian attacks from the rear or flank, as the nation was a staunch and absolute military supporter and ally to the Soviets.

While always considered a part of the Russian sphere of influence since the Russian Civil War, the close alliance was strengthened during the Great Purge when after several disagreements with the previous government the Soviet Union used ongoing Japanese incursions as an excuse to station troops directly inside the country before purging those not deemed loyal to the communist ideal. These individuals also just so happen to include all political rivals of one Khorloogiin Choibalsan, a staunch supporter of Stalin who would take over leadership of the country. With the threat of the Japanese still lingering over Mongolia public support was still on the side of the Soviets to the point where large donations in both money and resources were sent to assist with the Eastern Front. This was not all one-sided. Russia also assisted Mongolia providing much of their modern technology while also working closely with Mongolian military leaders supporting their military actions with Russian troops.

The Mongolian army did see serious action though this was at the very start and the very end of the war, specifically the Soviet-Japanese Border Conflicts (which they played a major role in starting) and the Soviet Invasion of Manchuria. While the nation was extremely poor and still mostly populated by nomads' Mongolian horses remained some of the best in the world, matching the ability and skill of their riders. While the Mongolian army was transitioning to a Soviet backed modern fighting force cavalry was still the bread and butter of the Mongolian army with it being quite rare for a soldier to not know how to ride. These units complimented the Russian light tanks donated by the Soviets to form a highly mobile force that in the open planes of northern Asia made rapid response front and center while also allowing a much smaller force to monitor and defend a very large section of land.

Special Rules

Descendants of the Khans

The riders of Mongolia have existed since before there even was a Mongolia, being closely intertwined with Mongolian culture. For thousands of years this remained unchanged and has influenced its military for just as long. Not only has horse riding been a requirement in many communities but generations of selective breeding have resulted in some of the best horse breeds on the planet with Mongolia becoming the biggest exporter of horses to the Soviet Union.

Any HQ and Infantry section can take horses, as shown in their articles. In addition, cavalry units advance at 10" and run at 20".

Better to Fire and Retreat than Face them Toe to Toe!

Horse archers have always been the primary military unit of Mongolian armies, having been a useful skill for hunting and protecting the tribes or towns herds from raiders and wild animals. An extremely difficult skill to learn, it was the art of hit and run tactics that once brought the known world to its knees. While their bows may have been replaced with rifles, the tradition lives on even to this day.

Cavalry carbines are treated as having a range of 12” when mounted, as opposed to the normal 6” range of a pistol. In addition, rifles can be fired when mounted if the unit remains stationary (with an ambush or shooting order) but is treated as having a range of 12” and an additional -1 hit penalty.

Riders of the Plains

Mongolia and Northern China mostly comprises of wide-open planes which have always been capitalized on by the Mongolian Army. It's excellent cavalry and light motorized elements often knew the lay of the land well and could move to intercept, cut off and flank Japanese forces with ease.

When Cavalry, Camelry and motorized units (such as tanks, transports etc) in reserves fail the order roll to come onto the board, it may reroll that test.

Religious Purges

Political rivals were not the only people targeted during the Great Purge. Every religious organization within the country was also targeted with temples, churches and shrines being destroyed and their occupants slaughtered. It's considered one of the largest religious massacres in Mongolian history.

Mongolian armies cannot take any Chaplains.

Reinforced Platoon

1 Lieutenant (1 st or 2 nd LT)	Armoured Car
2 Infantry squads	0-1 Armoured Car
Plus:	Tanks, Tank destroyers and Self-propelled artillery
Headquarters	
0-1 Captain or Major	0-1 Tank, Tank Destroyer or Self-propelled artillery
0-1 Medic	
0-1 Forward Observer (either Artillery or Air)	Transports and Tows
0-1 Intelligence Officer	0-1 Transport or tow
Infantry	
0-3 Infantry Squads	
0-1 Machine Gun Team	
0-1 Mortar Team	
0-1 Anti-tank Rifle Team	
0-1 Sniper Team	
0-1 Flamethrower team	
Artillery	
0-1 Field Artillery, Anti-Aircraft or Anti-Tank gun	

Headquarters

Officer:

While poorly educated and chosen based more on loyalty than skill, Mongolian and Japanese armies had almost constant small scale border crosses, light raiding and skirmishes giving leaders important experience under fire. In addition, tactical advice would have been provided by Russian agents, especially when the importance of the Mongolian boarder became clearer as the war approached.

Officers use the same rules as found in the 'Armies of the Soviet Union' book except for the following option.

.Each member can be mounted on horses for +2 pts per model.

Medic

Medics use the same rules as found in the 'Armies of the Soviet Union' book except for the following options.

.The entire section can be mounted on horses for +2 pts per model. Medics count as normal infantry while mounted.



Mongolian Trumpeter

Forward Observer:

While Mongolia might not have had an especially large Airforce they were equipped with modern Russian fighters, going on to challenge Japanese control of the air.

Forward Observers use the same rules as found in the 'Armies of the Soviet Union' book except for the following options.

.The entire section can be mounted on horses for +2 pts per model. Forward Observers count as normal infantry while mounted.

Troops

Regular Infantry Section

Most divisions under the Mongolian People's Army were cavalry with an Armored brigade and even a chemical defense regiment. While the decentralized nature of the Mongolian people made managing the entire defense force difficult the core army was well trained and quick to react to any incursion by Japanese forces.

Cost: Regular Infantry 50 pts

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- . Add up to 5 additional soldiers at +10pts each
- . The NCO may have a sub-machine gun for +3pts
- . One soldier may have a light machine gun for +20pts - another soldier becomes the loader
- . If unmounted, the entire section can be given anti-tank grenades for +2pts per man
- . The entire section can be mounted on horses for +2 pts per model.

. Each unit can be given a cavalry carbine for +2 pts per model

Special rules

- . Tank-Hunters (if options are taken)



Mongolian soldiers with captured MP40

Inexperienced Infantry Section

While the core army was relatively well trained with the assistance of Soviet Russia, others were local volunteers and herdsmen. With how wide and open the Mongolian plane are these individuals were still essential for scouting, monitoring the border and keeping civil issues in check. Due to the remote locations these units were stationed in some had to do with whatever was on hand.

Cost: Inexperienced Infantry 35 pts

Composition: 1 NCO and 4 men

Weapons: Rifles

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Options:

- . Add up to 5 additional soldiers at +7pts each
 - . The NCO may have a sub-machine gun for +3pts
 - . One soldier may have a light machine gun for +20pts - another soldier becomes the loader
 - .The entire section can be Green for no extra cost.
 - .The entire section can be mounted on horses for +2 pts per model.
 - .Each unit can be given a cavalry carbine for +2 pts per model.
 - .Each unit can be given a bow for -2 pts per model.
- ### Special rules
- . Green (If option taken)

Mongolian Hunters

Due to the nomadic lifestyle of many Mongolians hunting and sharpshooting stayed an everyday aspect of life for many. Predators such as the famed Mongolian Wolf meant even herders had to learn how to use a rifle or fire a bow with pinpoint accuracy.

Individuals with a hunting background were therefore especially good shots and were used to extreme conditions.

Cost: Veteran Infantry 65 pts

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- . Add up to 4 additional soldiers at +13pts each
- . The NCO may have a sub-machine gun for +3pts
- . One soldier may have a light machine gun for +20pts - another soldier becomes the loader
- .The entire section can be mounted on horses for +2 pts per model.
- .Each unit can be given a cavalry carbine for +2 pts per model.

Special rules

- . Stubborn

Border Petrol

With small scale skirmishes, border crossing and raids becoming a constant threat monitoring the Mongolian border became an essential aspect of everyday life. Some of these patrols were formed from army personal not far from military radios provided by the Russians. Others were militia or even local herders more concerned with protecting their livestock while they grazed on disputed lands. Regardless of combat ability these men were essential for countering any Japanese invasion.

Cost: Inexperienced Mounted Infantry 28 pts, Regular Mounted Infantry 56 pts

Composition: 1 NCO and 2 men

Weapons: Rifles

Options:

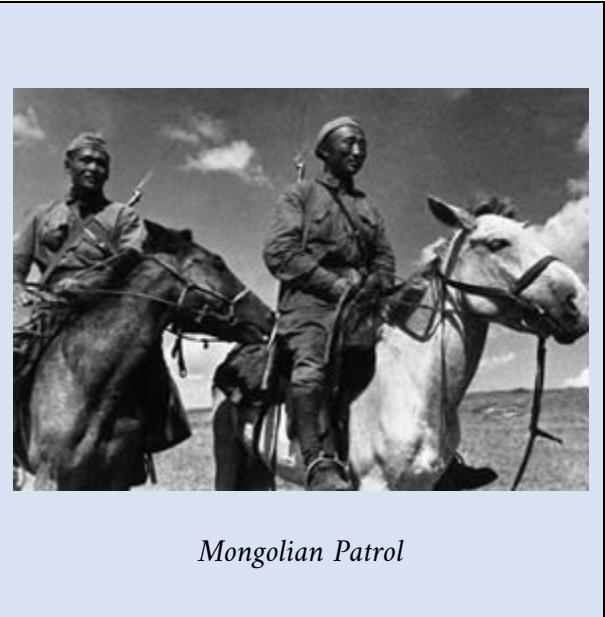
- . Add up to 7 additional inexperienced soldiers at +9pts each, regular +12pts each
- . The NCO may have a sub-machine gun for +3pts
- .If this unit is inexperienced, the entire section can be Green for no extra cost.
- .If this unit is Regular, the entire section can be Tough Fighters for +1 pts per model.
- .Each unit can be given a cavalry carbine for

+2 pts per model.

.Each unit can be given a bow for -2 pts per model.

Special rules

. Green (If option taken)



Mongolian Patrol

Mongolian Camelry

While Mongolia has been known for their cavalry the use of camels as war mounts have existed for about as long as their horsemen. Mostly used for transportation and moving heavy loads, they could be mounted in emergencies while other tribes knew the advantages such creatures had in combat against frightened and skittish horses. Camelry as a unit still struggled to ever take off as the faster horses synergized

better with their focus on mounted archery, though the endurance and adaptability of such creatures' meant units were never really phased out either.

Cost: Inexperienced Mounted Infantry 30 pts, Regular Mounted Infantry 45 pts, Veteran Mounted Infantry 60 pts

Composition: 1 NCO and 4 men

Weapons: Rifles and Camels

Options:

- . Add up to 5 additional inexperienced soldiers at +8pts each, regular +11pts each, veteran +14pts each
- . The NCO may have a sub-machine gun for +3pts
- .If this unit is inexperienced, the entire section can be Green for no extra cost.
- .If this unit is Regular or Veteran, the entire section can be Tough Fighters for +1 pts per model.
- .Each unit can be given a cavalry carbine for +2 pts per model.
- .Each unit can be given a bow for -2 pts per model.

Special rules

- . Green (If option taken)

Medium Machine Gun Team

Although the DSHK machine gun would only see widespread deployment during the Cold War many Maxim machine guns were available to the Mongolian forces. In addition, these guns could be hitched to a horse, a common practice during the first and early second world wars but with the decline of frontline cavalry and the increase in motorized vehicles made this an increasingly rare sight. For the Mongolians and their cavalry based armed forces a weapon like this allowed a heavier weapon to be taken along on patrols or into battle quickly.

Medium Machine Gun Team uses the same rules as found in the 'Armies of the Soviet Union' book, in addition to the following option:

- .Each model can be given horses for +2 pts each. While mounted, the team cannot make a Run order and the firer cannot fire any kind of weapon.
- . Each loader can be given cavalry carbines for +2 pts per model.

DSHK Heavy Machine Gun Team

While not nearly as common as the Maxim, some DSHKs were provided in small numbers though due to their size shape and weight it wasn't as suited to being pulled by a horse in the same way.

DSHK Heavy Machine Gun Team uses the same rules as found in the 'Armies of the Soviet Union' book.

Sniper Team

While a traditional sniping unit wasn't present in the Mongolian army marksmen were, and with a culture of hunting these were especially good shots. Due to the informality of some units, it wasn't uncommon for these shooters to operate as scouts or provide fire from a separate, elevated position.

Sniper Team uses the same rules as found in the 'Armies of the Soviet Union' book.

Anti-Tank Rifle Team

While the Mongolians had access to the same PTRD and PTRS as the Russians it wasn't in the same large numbers seen in the Soviet Union. They could be carried on

horseback however making it invaluable against the lighter armor of the Japanese.

Anti-Tank Rifle Team uses the same rules as found in the 'Armies of the Soviet Union' book with the following changes:

.This team no longer has access to the Extra Selection special rule.

.Each model can be mounted for +2 pts each. While mounted the firer cannot fire any weapons.

.Each loader can be equipped with a cavalry carbine for +2 pts each.

Light Mortar Team

Due to the lighter weight of the 50-PM 40 it could be carried on horseback easily, allowing close support fire for a fast-moving mobile infantry force.

Light Mortar Team uses the same rules as found in the 'Armies of the Soviet Union' book in addition to the following options:

.Each model can be mounted for +2 pts each. While mounted the firer cannot fire any weapons.

.Each loader can be equipped with a cavalry carbine for +2 pts each.

Medium and Heavy Mortar Teams

Medium and Heavy Mortar Teams use the same rules as found in the 'Armies of the Soviet Union' book.

Flamethrower Team

Flamethrower Team use the same rules as found in the 'Armies of the Soviet Union' book.



Mongolian soldiers eating, 1942

Artillery

Light Howitzer

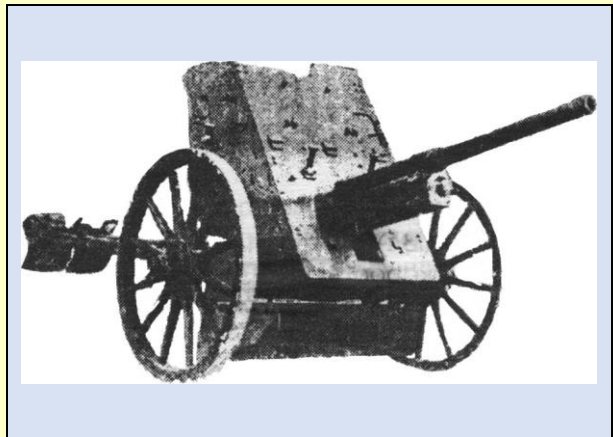
While supplemented by the Soviet Union most of the Mongolian artillery was limited to the otherwise light 76 mm regimental guns, which while better suiting their faster mobile forces did limit their capability against fortified defenses.

Light Artillery uses the same rules as found in the 'Armies of the Soviet Union' book.

Anti-Tank Guns

37MM Anti-Tank Gun M1930 1-K

The first anti-tank gun developed for the post-revolutionary Russian forces due to their age most of these weapons were passed on to allied nations such as Mongolia, though a few left-over models were used against the Germans during the early days of Operation Barbarossa. While used against the famously lightly armored Japanese infantry support tanks these guns were very out of date and struggled against larger tanks.



Cost: Inexperienced 30 pts, Regular 40 pts, Veteran 50 pts

Composition: 3 men

Weapons: 1 Low-Velocity light anti-tank

gun

Special rules:

.Team Weapons

.Gun Shield

.Fixed

Anti-Aircraft Weapon

Surprisingly the Mongolian armed forces had almost no anti-aircraft weaponry, with only a couple of un-uniformed examples used to offer some level of protection to armored sections.

Since these were most likely light models use the 25MM72-K MODEL 1940 profile from 'Armies of the Soviet Union' minus the gun shield. The extra point cost for the shieldless weapon would represent how difficult it would have been to obtain.

45MM Model 1937 Anti-Tank Gun

Unlike the M1930 the Model 1937 was provided to the Mongolians due to the share number available. Being based on the excellent Pak 36 it proved a more modern and effective weapon than the leftover M1930 while keeping its light, easily transported advantages.

Cost: Inexperienced 40 pts, Regular 50 pts, Veteran 60 pts

Composition: 3 men

Weapons: 1 light anti-tank gun

Special rules:

.Team Weapons

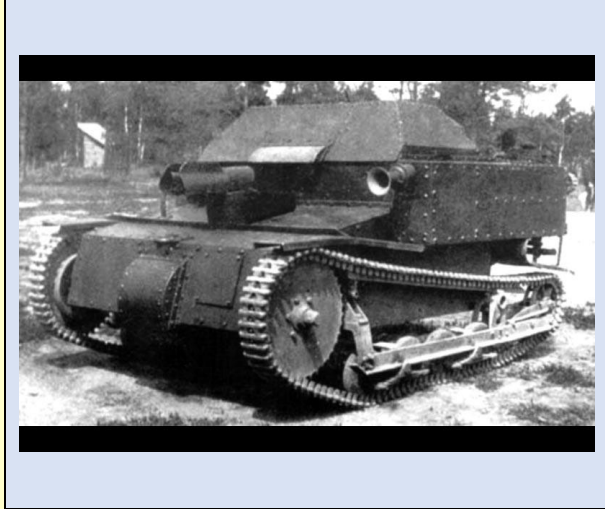
.Gun Shield

.Fixed

Tank

T-27 Tankette

An old Russian infantry support vehicle produced in the early interwar period by the time of World War 2 the vehicle was exclusively used for training purposes. It was likely the original idea as well for the Mongolians but due to their extremely limited access to armoured vehicles they were brought out into combat against the Japanese.



Cost: Inexperienced 30 pts, Regular 40 pts, Veteran 50 pts

Weapons: 1 Hull Mounted HMG

Damage Value: 7+ (Armoured Carrier)

BT-5 and BT-7 Light Tank

The famous lightning speed of the BT series along with the wide-open plains of Mongolia made the series perfect for the Mongolians, keeping up with their cavalry even at full gallop while also serving in the perfect environment for its design, an issue it struggled with in the muddy, thick forest of Russia during a brutal defensive war.

BT-5 and BT-7 Light Tank use the same rules as found in the 'Armies of the Soviet Union' book.

T-34 and T-34/85 Medium Tank

Being the mainstay tank of the Soviet Union having produced more than a hundred thousand of the vehicles, it's no surprise that a few dozen landed in the hands of the Mongolians.

T-34 and T-34/85 Medium Tank uses the same rules as found in the 'Armies of the Soviet Union' book.

SU-100

With a distinct lack of heavy firepower exacerbated by the extremely limited number of T-34 tanks the powerful 100mm cannon would have been greatly appreciated. Still, such a large weapon would have been somewhat overkilled against the overall lightly armoured Japanese tanks.

SU-100 uses the same rules as found in the 'Armies of the Soviet Union' book.

Self-Propelled Artillery

Katyusha

Just like the T-34 series the quantity of these vehicles produced by the Russians resulted in a number ending up in Mongolian hands.

Katyusha uses the same rules as found in the 'Armies of the Soviet Union' book.

Armoured Cars

BA-10 and BA-64

Armoured cars were very valuable to the Mongolians being one of the few armoured vehicles able to not only keep up with a galloping mounted division but in some cases surpass it. They were also much easier to repair and maintain compared to complex tanks while the lower caliber ammunition could be carried on horses and the limited Mongolian motorized elements easily.

BA-10 and BA-64 uses the same rules as found in the 'Armies of the Soviet Union' book.

Transports and Tows

Trucks, Half-Track Trucks, Gaz 'Jeep' and Artillery Tractors

These vehicles uses the same rules as found in the 'Armies of the Soviet Union' book.

Horse-drawn Limber

One would expect access to such a unit considering Mongolia's heavy focus on cavalry, though while the Mongolian Army received a few bonuses based on their unique horse breeds and culture, two Mongolian horses pulling an artillery gun would have done so about as quickly as any other nations.

Horse-drawn Limber uses the same rules as found in the 'Soft Underbelly' book.

Theatre Selectors

Soviet-Japanese Border Conflicts

Occurring between 1932 to 1939, this period covered many incidences and skirmishes that erupted into full on battles before both forces ultimately backed down and returned to their side of the border. Mongolia played a major part in many of these battles, and on rare occasions were the instigators.

1 Lieutenant (1st or 2nd LT)

2 Border Petrol Section

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (either Artillery or Air)

0-1 Intelligence Officer

Infantry

0-4 Infantry Sections from: Inexperienced

Infantry Sections, Regular Infantry sections, Border Petrol Section, a maximum of 1 Mongolian Camelry section and 1 Mongolian Hunters section sections

0-1 Machine Gun Team

0-2 Light Mortar Team

0-1 Anti-Tank Rifle Team

0-1 Sniper Team

Artillery

0-1 guns from:

Field Artillery: Light

Anti-Tank gun: 37MM Anti-Tank Gun
M1930 1-K

Tanks, Tank destroyers and Self-propelled artillery

0-1 vehicles from: BT-5

Transports and Tows

0-1 transport per infantry unit from:
Trucks, Half-Trucks

Battles of Khalkhin Gol

0-1 tow per artillery piece from: Trucks,
Half-Track Trucks, Artillery Tractors,
Horse-drawn Limber

Multinational Forces: A multinational force
may be created with the Fortified Region
Reinforced Platoon theatre selector found in
“Armies of the Soviet Unions”.

The final decisive battle of the Soviet
Japanese Border Conflicts, the conflict began
after several Mongolian horsemen moved
over the Khalkhin Gol river in search of
grazing land. The river itself had been the
source of much contention between the
Japanese and Mongolians as the nation’s
border was considered to be south of the
river, while the Japanese Army believed the
border to start at the river proper. These
units were attacked and forced back over the
river by Japanese cavalry, only for both
factions to build up forces on either side.
This buildup continued from May to July
before the Japanese decided to strike before
the communists did. Their strategy involved
a two-prong attack, one comprising infantry
crossing the Khalkin Gol in boats while the
second with armored and mechanized
elements.



Mongolian Cavalry at the Battle of Khalkhin

While the infantry thrust was quite successful the Mongolian and Soviet forces, now under command of the famed Georgy Zhukov, had predicted such a move and used their own armored force to directly counter the Japanese. This led the battle into a stalemate until several routed probing attacks from the Mongolians caused the Japanese to counter attacker into the plains proper, where they were quickly surrounded and annihilated. Almost the entire Japanese Sixth Army was count in this ambush, resulting in cease-fire being organized and an end to serious Japanese incursions into Mongolia.

1 Lieutenant (1st or 2nd LT)

2 Regular Infantry Section

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (either Artillery or Air)

0-1 Intelligence Officer

Infantry

0-4 Infantry Sections from: Inexperienced Infantry Sections, Regular Infantry sections, Border Petrol Section, Mongolian Hunters section

sections

0-1 Machine Gun Team

0-1 Mortar Team

0-1 Anti-Tank Rifle Team

0-1 Sniper Team

Artillery

0-1 guns from:

Field Artillery: Light

Anti-Tank gun: 37MM Anti-Tank Gun

M1930 1-K

Armoured Car

0-1 BA-10

Tanks, Tank destroyers and Self-propelled
artillery

0-2 vehicles from: T-27, BT-5, BT-7

Transports and Tows

0-1 transport per infantry unit from:

Trucks, Gaz 'Jeep', Half-Trucks

0-1 tow per artillery piece from: Trucks,
Half-Track Trucks, Gaz 'Jeep', Artillery
Tractors, Horse-drawn Limber

Multinational Forces: A multinational force
may be created with the Fortified Region
Reinforced Platoon theatre selector found in
"Armies of the Soviet Unions".

Soviet-Japanese War

While Mongolian forces didn't take part in the more iconic battles between Russia and Japan at the end of the war, the nation still threw everything they had at the Japanese in support. Since 1932 Mongolia had been constantly threatened by Japanese invasion. Now, in 1945, the war between the Soviets and Japanese was the perfect opportunity to finally remove the looming threat that overshadowed all aspects of civilian life. Moral was high, Russian munition support at its peak and with the full support of the Soviet Army and Airforce complete victory finally seemed at hand.

1 Lieutenant (1st or 2nd LT)

2 Regular Infantry Section

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (either Artillery or
Air)

0-1 Intelligence Officer

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Infantry

0-4 Infantry Sections from: Inexperienced Infantry Sections, Regular Infantry section, Mongolian Camelry section, Mongolian Hunters section

sections

0-1 Machine Gun Team

0-1 Mortar Team

0-1 Anti-Tank Rifle Team

0-1 Sniper Team

0-1 Flamethrower team

Artillery

0-1 guns from:

Field Artillery: Light

Anti-Tank gun: 37MM Anti-Tank Gun
M1930 1-K, 45MM Model 1937 Anti-Tank Gun

Armoured Car

0-1 BA-10, BA-64

Tanks, Tank destroyers and Self-propelled artillery

0-1 vehicles from: T-27, BT-5, BT-7, T-34, T-34/85, SU-100

Self-Propelled Artillery

0-1 vehicles from: Katyusha

Transports and Tows

0-1 transport per infantry unit from:
Trucks, Gaz 'Jeep', Half-Trucks

0-1 tow per artillery piece from: Trucks, Half-Track Trucks, Gaz 'Jeep', Artillery Tractors, Horse-drawn Limber

Final Days: The Mongolian forces are highly motivated, first from the opportunity to finally bring an end to the threat of Japanese invasion then from how quickly resistance was crushed.

Once per turn, if a unit fails an Order test, you may re-roll that test.

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Unfamiliar Lands: While the borders of Mongolia had always been a bit murky even before the rise of Imperial Japan Chinese Warlords in the area kept tensions high. While not completely alien, the Mongolians would have been less knowledgeable of the local area, especially after over a decade of Japanese occupation.

This selector does not have access to the Riders of the Plains army ability.

Multinational Forces: A multinational force may be created with the Seelow Heights Reinforced Platoon theatre selector found in “Armies of the Soviet Unions”.

Abyssinia/ Ethiopia



Since the end of the First Italo-Ethiopian War in 1889 Italy had held a grudge. In a sense marking the end of Italian hopes of becoming a major colonial power, they were the most obvious target for a 'swift and easy' victory for Benito's new empire. Italian eyes were on the nation for more than just settling a grudge, however. With Germany moving into Austria Mussolini believed the future of his nation was in seizing control of the Suez Canal from Egypt all the way to the Pacific Ocean, with only the British colony in Sudan being considered an obstacle. If Abyssinia (the current name of Ethiopia at the time) could be taken, a quick two front

invasion of Sudan could be performed before Britain was capable and sending serious reinforcements. Italy hoped to instigate a conflict by building fortifications within Abyssinian territory daring the League of Nations to get involved, a gamble that paid off as France and Britain hoped that with Italy and German disagreements regarding the Nazi occupation of Austria Benito could be appeased into becoming an ally. Ironically, the only serious support Abyssinia would receive was from Germany. While at face value this was as a reaction to the Austrian disagreement it's also believed Hitler hoped that by prolonging the conflict Britain and France could be forced by the League to execute serious sanctions against Italy forcing the country to rely on German assistance.

Great Britain and France did organize some sanctions, but these did not include materials essential to wartime manufacturing. Both nations also began negotiating with Italy behind both Abyssinia's and the League's back, showing that even the two largest members of the League were unwilling to abide by its rules making the "Abyssinia Crisis" a central component in its downfall.

While it is unknown who fired the first shot, it is clear Benito got exactly what it wanted. As he found out however, getting Abyssinia into an unsupported conflict would be the easiest part of his invasion. Despite having a substantial advantage in armored vehicles and aircraft Italy suffered from a series shortage on ammunition and supplies, a common issue for the Italian Army for the rest of the war. Worse still, the undeveloped land made maneuvering and flanking a slog made worse by civilian resistance and guerrilla fighters. In comparison Abyssinia, under emperor Haile Selassie I, had predicted an invasion ever since their victory

in the First Italo-Ethiopian War doing their best to modernize and equip their forces with foreign firearms. Despite lacking armored vehicles, a handful of planes, making use of conscription and still unable to fully equip their armed forces with rifles, Abyssinia was able to turn a sure victory into a slow costly slog for the Italian Army. Abyssinia troops and resistance fighters engaged the Italians at every opportunity moral kept high despite continuing losses thanks to the charismatic leadership of their Emperor.

Abyssinia even managed to organize and launch a Christmas counter offensive, however both it and the war itself turned against the army after Italian forces unleashed unrestricted use of Mustard Gas against both military and civilian targets. Italy would go on to use almost all its poison gas stockpile not only combating Abyssinia forces but also against civilian population centers often without any military targets. Numbers of dead are recorded to be in the hundreds of thousands, and while that

number has been questioned in recent times there is no mistake that a shockingly high percentage of Abyssinian population was killed with these weapons. The fighting was far from over despite the official end of the war. Emperor Haile managed to escape to the United Kingdom creating a government in exile while members of the army retreated into the hills to begin a dedicated resistance. Using poison gas on women and children did not exactly win the hearts and minds of the people either. With the North African front opening many troops were taken out of the country only making the situation for the Italians worse. In January 1941 Haile Selassie I would return to the country with British assistance uniting the Ethiopian people under his rulership and overthrowing the Italian occupation force in May. Fighting continued as Italian forces and their allies retreated into the wild to conduct their own guerrilla war until the 1943 Armistice.

Special Rules

Communication Breakdown!

Although the Italian invasion was predicted, the undeveloped state of the roads and general transportation system was often time as much a hindrance to the Abyssinians as the Italians. While local knowledge of the environment helped mitigate this regarding maneuvering to some extent, communication between forces was a constant issue.

This army uses the Communication Breakdown! army special rule seen in 'Armies of France and the Allies'

Old Rifles

Abyssinian forces were mostly equipped with woefully out of date rifles from before even the 1900s. While Germany did provide several Gewehr 98 rifles for the Ethiopian veteran troops the run of the mill soldier was more likely to have Snider-Enfields, Remington Rolling Blacks and Fusil Gras mle 1874s.

At a -1 pts discount (already applied to each section where applicable), rifles have a -1 to hit modifier at Long Range. Some units may purchase New Rifles, which function without this penalty.

Fast on Foot

While having a mostly foot-based army had obvious disadvantages the untamed undeveloped state of Ethiopia meant this also came with its own advantages.

Abyssinian forces quickly learned how to use the terrain to slip away or flank Italian forces while also bringing heavy weapons along in record time. This was used to great effect during the occupation. At the end of the day Italy's greatest advantage in the field was its access to substantial amounts of tanks and aircraft, vehicles made useless in bushland, mountainous terrain, and rough dessert environments.

At the beginning of the game once deployment is complete, each of your infantry units may make a regular move action, as if the unit has performed an Advanced order without firing their weapon. If a unit that would otherwise be hidden, in ambush or dug in is moved in this way, they lose that status, and their order dice is returned to the bag.

Rough Terrain

The hard to navigate Ethiopian country combined with constant harassment from the locals made fast moving maneuvers extremely difficult.

Enemy units in reserve take an additional -1 modifier to order tests to come onto the board.

Reinforced Platoon

1 Lieutenant (1st or 2nd LT)

Armoured Car

2 Infantry squads

0-1 Armoured Car

Plus:

Tanks, Tank destroyers and Self-propelled artillery

Headquarters

0-1 Tank, Tank Destroyer or Self-propelled artillery

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (Artillery)

Transports and Tows

0-1 Intelligence Officer

0-1 Transport or tow

0-1 Chaplain

Infantry

Headquarters

0-3 Infantry Squads

Officer:

0-1 Machine Gun Team

While an undeveloped country, Abyssinia did what it could to keep its officers trained in modern combat, hiring foreign officers and mercenaries to train NCOs in the art of warfare. The Abyssinian army had also been watching the rise of Fascist Italy expected the previously defeated to return to their borders and prepared their command staff to the best of their ability.

0-1 Mortar Team

0-1 Anti-tank Rifle team

0-1 Sniper Team

Artillery

0-1 Field Artillery, Anti-Aircraft or Anti-Tank gun

Officers uses the same rules as found in the 'Armies of Germany' book.

Medic

Medic uses the same rules as found in the 'Armies of Germany' book.

Forward Observer:

While Abyssinia had an air force it was extremely limited in planes even with foreign aid, attempts to acquire bombers and ground attack planes limited to converting civilian planes. On top of that being landlocked denied Abyssinia any serious navy limiting the Abyssinian Army to artillery support only.

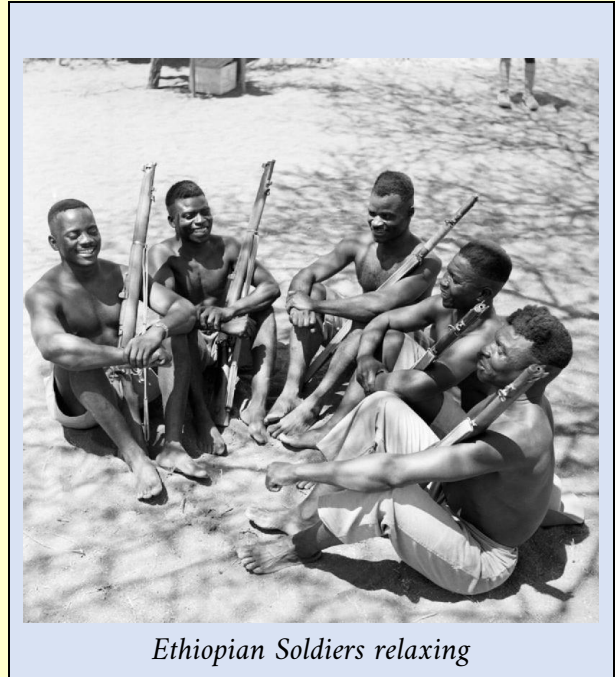
Forward Observers uses the same rules as found in the 'Armies of Germany' book. They can only be of the Artillery variant.

Troops

Regular Infantry Section

While the majority of the Abyssinian Army during the war was made up of conscripts, the nation did have a standing army during peacetime drilled and trained by foreign mercenaries. While poorly equipped they were constantly drilled in the leadup to the

Italian invasion.



Cost: Regular Infantry 45 pts

Composition: 1 NCO and 4 men

Weapons: Old Rifles

Options:

. Add up to 5 additional soldiers at +9pts each

. The NCO may have a sub-machine gun for +4pts

. One soldier may have a light machine gun for +21pts - another soldier becomes the loader

.If a light machine gun is not taken, One

soldier can be given a BAR M1918A2 at a cost of +6pts

.The entire section can replace its Old Rifles with New Rifles for +1 pts per unit

.The entire section can be given anti-tank grenades for +2pts per man

Special rules

. Tank-Hunters (if options are taken)

Inexperienced Infantry Section

The Abyssinian Army managed to get their numbers up to half a million during mobilization, though most of these soldiers were conscripts taken from all over the nation. Only women, boys and the disabled were exempting from the callup, and even then, they were expected to follow the men providing cooking and cleaning duties. In addition, only four fifths of these forces were armed with firearms with the others, in addition to militia, military police and garrisons armed with traditional tribal weapons.



Ethiopian Recruits, 1935

Cost: Inexperienced Infantry 30 pts

Composition: 1 NCO and 4 men

Weapons: Old Rifles

Options:

. Add up to 5 additional soldiers at +6pts each

. The NCO may have a sub-machine gun for +4pts

. One soldier may have a light machine gun for +20pts - another soldier becomes the loader

.If a light machine gun is not taken, One soldier can be given a BAR M1918A2 at a cost of +6pts

.The entire section can be Green for no extra cost.

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.Each unit can be given a bow for -1 pts per model.

.Each unit can be given Improvised Hand Weapons for -2 pts each

.Two units can be given Shotguns for +3 pts each

.One unit can be given a Blunderbuss for +3 pts

.The entire section can be given anti-tank grenades for +2pts per man

Special rules

. Tank-Hunters (if options are taken)

. Green (If option taken)

Civilian Mob

To say the civilian population of Ethiopia were hostile to the Italian invaders would have been an understatement, made all the worse as atrocities only proved to rile the locals up. The harder the Italians pushed only made the population more resistant to occupation. When the emperor returned from exile the people rose up to overthrow their 'colonial masters'. These rules can also be used to represent irregulars, Militia and even soldier's families who were expected to

take care of their fathers and husbands even at war.



Cost: Inexperienced Infantry 40 pts

Composition: 1 NCO and 9 men

Weapons: Improvised Hand Weapons

Options:

. Add up to 5 additional soldiers at +4pts each

. Up to Five units can be given an Old Rifle at +2 pts each

.Each unit can be given a bow for +1 pts per model.

.Up to Five units can be given Shotguns for +5 pts each

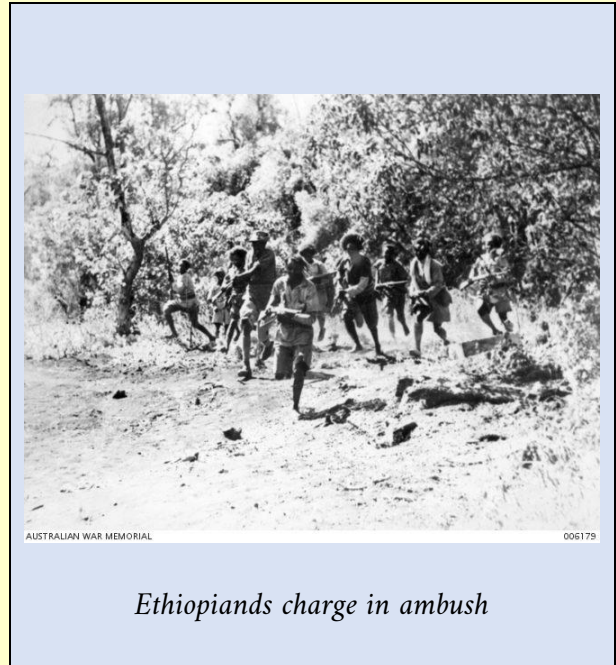
.One unit can be given a Blunderbuss for +5 pts

Special rules

. Green

Ethiopian Guerillas

While obviously rules for veteran experienced resistance fighters during the occupation it should be noted that Guerilla tactics have always been an essential aspect of the Abyssinian Army, and before that the Ethiopian. The Ethiopian people have had extensive contact with western powers and quickly learned that a frontal confrontation was a path to defeat. Invasions from western powers in such inhospitable lands, especially before medicine was created to deal with the myriad of exotic diseases common to the region, required quick decisive victory to be successful. Denying this to the enemy was key to Ethiopian independence. This continued into the Second Italo-Ethiopian War where small groups of soldiers harassed, ambushed and raided supplies playing a major role in the initial Abyssinian success against the invading Italy.



Cost: Regular Infantry 39 pts, Veteran Infantry 48 pts

Composition: 1 NCO and 2 men

Weapons: Old Rifles

Options:

. Add up to 2 additional soldiers at + 13 pts for regular, +16pts for veteran each

. The NCO may have a sub-machine gun for +4pts

.Two soldiers can be given a BAR M1918A2 at a cost of +6pts

.The entire section can be given anti-tank grenades for +2pts per man

Special rules

- . Tank-Hunters (if options are taken)
- . This unit may use the normal sniper rules except for a modified set up. They may be set up anywhere in the attacker's half of the table as well as the defender's provided they are more than 8" from an enemy unit. They may set up as hidden.

Kebur Zabagna

The Kebur Zabagna, or Honorable Guard, were the elite infantry division of the Abyssinian Army. While their primary purpose was to provide security for the emperor and was separate from the main army, Emperor Haile Selassie I wasn't afraid to take the field of battle and played a major part in the Battle of Maychew, the turning point of the war. Many did not flee with the Emperor after Italian occupation with most retreating into the countryside to continue the fight with other resistance groups. They were reformed when Haile returned to the nation and would continue to see service even into the Korean war. They were only disbanded in 1974 when the PMAC seized control of the country.

Cost: Veteran Infantry 75 pts

Composition: 1 NCO and 4 men

Weapons: New Rifles

Options:

- . Add up to 4 additional soldiers at +15pts each
- . The NCO and up to 4 men may have a sub-machine gun for +3pts each
- . One soldier may have a light machine gun for +20pts - another soldier becomes the loader
- . If a light machine gun is not taken, two soldiers can be given a BAR M1918A2 at a cost of +5pts
- . The entire section can be given anti-tank grenades for +2pts per man

Special rules

- . Tank-Hunters (if options are taken)
- . Stubborn
- . Tough Fighters

Abyssinian Cavalry

Due to the undeveloped infrastructure cavalry played a very big part of the Abyssinian army, just as essential for communication and scouting as they were for combat and flanking. A platoon at full gallop could in many situations outrun enemy vehicles in rough terrain, plus since mounts were still more common than motor vehicles those skilled in horseback riding were more readily available.



Ethiopian Cavalry on the outbreak of the war

Cost: Regular Mounted Infantry 60 pts,

Veteran Mounted Infantry 75 pts

Composition: 1 NCO and 4 men

Weapons: Cavalry Carbines

Options:

. Add up to 5 additional Regular soldiers at +12pts each, Veteran soldiers +15pts

. The NCO may have a sub-machine gun for +3pts

.The entire section can be Tough Fighters for +1 pts per model.

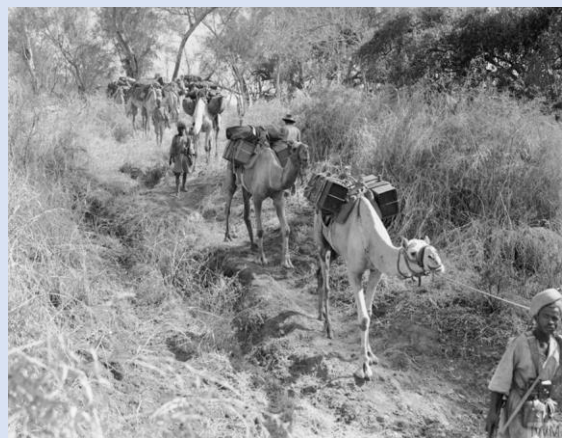
.Each unit can be given a bow for -2 pts per model.

Special rules

. Tough Fighters (if option taken)

Abyssinian Camelry

Camels were common for mercantile pursuits in the more arid areas of the country since it was first founded, with camelry regiments soon following. Although more of an informal unit they were would have been effective at guerrilla actions during the occupation.



Ethiopian troops transporting munition 1941

Cost: Inexperienced Mounted Infantry 40 pts, Regular Mounted Infantry 55 pts, Veteran Mounted Infantry 70 pts

Composition: 1 NCO and 4 men

Weapons: Cavalry Carbines and Camels

Options:

. Add up to 5 additional inexperienced soldiers at +8pts each, regular +11pts each, veteran +14pts each

. The NCO may have a sub-machine gun for +3pts

.If this unit is inexperienced, the entire section can be Green for no extra cost.

.If this unit is Regular or Veteran, the entire section can be Tough Fighters for +1 pts per model.

.Each unit can be given a bow for -2 pts per model.

Special rules

. Green (If option taken)

Foreign Mercenaries

While few, quite a large selection of quirky characters from all over the world came to help one way or another...For a price anyhow. These filled all sorts of roles such as pilots, medical aid, and most importantly training and tactical insight. While Italy would contribute these Mercenaries to Abyssinian's initial successes, they reported thousands of these mercenaries while in reality there was between fifty to a hundred.

Cost: Veteran Infantry 45 pts

Composition: 1 NCO and 2 men

Weapons: Pistols

Options:

. Each member may have a sub-machine gun for +3pts each

Special rules

. Stubborn

.Get back in the Fight!: If any

Abyssinian/Ethiopian infantry fails an attempt to rally it can immediately roll a second attempt within 12" of this squad.

Machine Gun Team

Abyssinia had a variety of machine guns, with many still in use by western nations at the time. Several MG 34s were also donated by Germany though in limited numbers.

Machine Gun Team uses the same rules as found in the 'Armies of Germany' book.

Captured Anti-Tank Rifle

Due to the huge variety of small arms used by the Abyssinians it is difficult to pin down what, if any, anti-tank weapons were available to them. Either way, ample quantities of captured weapons were used including armoured vehicles, so it is very likely Italian anti-tank rifles were turned on their former owners as well. They would have most likely been the Solothurn S-18/100.

Captured Anti-Tank Rifle uses the same rules as the Anti-Tank Rifle Team found in the 'Armies of Germany' book.

Sniper Team

While modern sniping training wouldn't have been available the history of guerrilla warfare and big game hunting would have produced quite a few excellent marksmen.

Sniper Team uses the same rules as found in the 'Armies of Germany' book.

Light and Medium Mortar Team

Light Mortar Team and Medium Mortar Team use the same rules as found in the 'Armies of Germany' book.

Artillery

Light, Medium and Heavy Artillery

Abyssinia lacked many modern weapons such as tanks and aircraft, forcing the army to focus heavily on stationary guns of all varieties.

Light Artillery, Medium Artillery and Heavy Artillery use the same rules as found in the 'Armies of Germany' book.

Anti-Tank Guns

37MM PAK 36

While the German munitions comprised mostly of rifles and ammunition a dozen Pak 36s were part of their shipments. While few, against the paper-thin armour of the L3/35 they would have been extremely effective.

37MM PAK 36 uses the same rules as found in the 'Armies of Germany' book.

Captured 47/32 Elefantino

Light, common, they were almost certainly used by Abyssinian forces.

Captured 47/32 Elefantino uses the same rules as the 47/32 Elefantino found in the 'Armies of Italy and the Axis' book.

Anti-Aircraft

Oerlikon 20mm Cannon

Developed during the First World War, the Oerlikon 20 mm was a top-notch design and would continue to be used even to this day as a naval anti-air weapon. Since Abyssinia was landlocked due to colonial colonies located along the East African coast they

were instead deployed as standard anti air emplacements.

Cost: Inexperienced 35pts, Regular 45pts, Veteran 55pts

Team: 3 men

Weapons: 1 Light Automatic Cannon

Special rules

. Fixed

.Team Weapon

.Flak

Tanks

Fiat 3000

Despite being an Italian design, four Fiat 3000 were acquired by the Abyssinian government some whiles before the war. Few in number, the Italians were still limited to their own Fiat 3000 and L3 tankettes making them less 'obsolete' than one would initially believe.

Fiat 3000 uses the same rules as found in the 'Armies of Italy and the Axis' book.

Captured L3/33 and L3/35

There are many recorded cases, and even photos, of Italian tankettes being captured and operated by Abyssinian soldiers in combat, though since tank crews were limited these would most likely have been manned by untrained individuals. Still, the L3 was very easy to operate and wouldn't have been that much trouble with a little practice, but it's unlikely any were manned by what we could describe as veteran crew.



Ethiopian troops with captured L3

Captured L3/33 and L3/35 use the same rules as L3/33 and L3/35 found in the 'Armies of Italy and the Axis' book. They cannot be taken as Veteran however.

Self-Propelled Guns

AT Truck

With a lack of armoured vehicles alternatives had to be found in providing fast-moving fire support. AT guns were often loaded onto the beds of trucks to provide a quick moving fire position.

Cost: Inexperienced 42pts, Regular 55pts, Veteran 68pts

Weapons: 1 rear mounted light anti-tank gun.

Damage Value: 6+ (Soft-skin)

Options:

.May add an open platform providing the light anti-tank gun with 360-degree arc of fire for +10 pts

.May add up to one additional pintle-mounted MMG covering the front arc for +15pts

Anti-Aircraft Vehicles

AA Trucks

AA Trucks use the same rules as found in the 'Armies of Italy and the Axis' book.

Armored Cars

Ford A Armoured Car

Abyssinia not only had to tackle the issue of its own limited industrial base but also becoming isolated by the global powers as the Abyssinia Crisis was ongoing. Unable to purchase or build military grade armoured cars secondhand Ford A cars were purchased and up armoured much in the same way British soldiers produced their own vehicles during the opening raids in East Africa.

Cost: Inexperienced 56pts, Regular 70pts,
Veteran 84pts

Weapons: 1 turret-mounted MMG

Damage Value: 7+ (Armoured Car)

Options:

.May add up to one hull mounted forward facing LMG for +5pts

Special Rules:

.Recce

Transports

Trucks

Trucks use the same rules as found in the 'Armies of Italy and the Axis' book.

Wheeled Artillery Tractors

Wheeled Artillery Tractors use the same rules as found in the 'Armies of Italy and the Axis' book.

Horse-drawn Limber

Horse-drawn Limber uses the same rules as found in the 'Soft Underbelly' book.

Theatre Selectors

Second Italo-Ethiopian War

The initial Italian Offensive was effective at first, though one could contribute that to early munition supplies and the Abyssinian strategy of dragging the conflict out. The Italians were already undersupplied before the invasion began, which when combined with ongoing raids and guerilla strikes turned what was expected to be a quick victory into a quagmire. Eventually the Abyssinian Army hit back hard with a Christmas Offensive, with the goal of separating and isolating two Italian armies in the north and while these attacks were very successful, when the matter became dire the Italian forces deployed mustard gas in large quantities for the first time. One final counter-offensive was performed at the Battle of Maychew led by the emperor himself and his elite bodyguard, but substantial deployment of poison gas drove the Ethiopian soldiers to Lake Ashangi where the Regia Aeronautica killed the survivors with an airborne gas attack. Although Abyssinian forces would continue to slow the advancing Italians the complete unrestricted use of poison gas was impossible to counter. While gas itself was a

fickle and unreliable weapon (a major factor to why League of Nation members were so quick to ban its use) Italy would deploy so much that they would ultimately empty their own stockpiles by the time WW2 came about. Haile Selassie I was ultimately forced to flee to England and the capital taken by Italian forces, but although the war was over the fighting would continue...

Note that the Kebur Zabagna would only see proper combat at the Battle of Maychew during the war itself but had been added here as an option in case you wish to recreate the offensive. Feel free to ignore that option otherwise.

1 Lieutenant (1st or 2nd LT)

2 Regular Infantry Section

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (Artillery)

0-1 Intelligence Officer

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Infantry

0-4 Infantry Sections from: Inexperienced Infantry Sections, Regular Infantry sections, Abyssinian Cavalry, Guerilla Fighters section, Foreign Mercenaries section and a maximum of 1 Kebur Zabagna section

0-1 Machine Gun Team

0-1 Light Mortar Team, Medium Mortar Team

0-1 Captured Anti-Tank Rifle Team

0-1 Sniper Team

Transports and Tows

0-1 transport per infantry unit from: Trucks

0-1 tow per artillery piece from: Trucks, Wheeled Artillery Tractors, Horse-drawn Limber

All Must Fight: Conscripts were taken from all areas and from all walks of life, and while motivated there simply wasn't enough munitions to equip each man sent to fight.

Artillery

0-1 guns from:

Field Artillery: Light, Medium, Heavy

Anti-Tank gun: 37MM PAK 36

Anti-Aircraft gun: Oerlikon 20mm Cannon

This selector gets two free ten-man Inexperienced squads equipped with Improvised Hand Weapons. One squad may be upgraded with bows for the appropriate price increase. These do not count towards the infantry limit.

Tanks, Tank destroyers and Self-propelled artillery

0-1 vehicles from: Fiat 3000, AT Truck, AA Trucks

Armoured Cars and Recce Vehicles

0-1 vehicles from: Ford A Armoured Car

Ethiopian Resistance

Despite officially winning the war Italy only achieved victory with less than half the country under their control. While The Abyssinian Army had scattered, this was out of an inability to resist the ongoing gas attacks and Italian armoured columns not an unwillingness to fight. Resistance groups quickly broke out all over the country, with even every day civilians doing whatever they could to hamper Italian occupation in any small way they could. Even after three years, it is believed Italy still had 10% of the country not 'pacified'.

1 Lieutenant (1st or 2nd LT)

2 Guerilla Fighters

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Intelligence Officer

Infantry

0-4 Infantry Sections from: Inexperienced Infantry Sections, Regular Infantry sections, Civilian Mob, Abyssinian Cavalry, Guerilla Fighters section, Abyssinian Camelry sections

0-1 Machine Gun Team

0-1 Light Mortar Team, Medium Mortar Team

0-1 Captured Anti-Tank Rifle Team

0-1 Sniper Team

Artillery

0-1 guns from:

Field Artillery: Light

Anti-Tank gun: 37MM PAK 36, Captured 47/32 Elefantino

Tanks, Tank destroyers and Self-propelled artillery

0-1 vehicles from: Captured L3/33 and L3/35, AT Truck, AA Trucks

Armoured Cars and Recce Vehicles

0-1 vehicles from: Ford A Armoured Car

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Transports and Tows

0-1 transport per infantry unit from: Trucks

0-1 tow per artillery piece from: Trucks,
Wheeled Artillery Tractors, Horse-drawn Limber

Fieldcraft: This Selector uses the Fieldcraft special rule found in 'Armies of France and the Allies'. It also ignores the effects of Communication Breakdown!

East Africa Campaign

While Emperor Selassie I received a warm welcome and much public attention after fleeing the occupation, his pleas for foreign intervention ultimately fell on deaf ears.

There were still hopes Italy could be convinced to break its alliance with Germany plus the ongoing political situation in Europe with the rise of Nazism and the threat of Communism made the situation in Abyssinia seem very distant indeed. This changed during the Second World War. Italy was forced to pull troops out of the country to reinforce their holdings in North Africa leaving their already shaky hold on the

region further unstable. Ultimately Haile was brought back into the country to rally local fighters and together with British Gideon Force seize back the nation.

1 Lieutenant (1st or 2nd LT)

2 Regular Infantry Section

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (Artillery)

0-1 Intelligence Officer

Infantry

0-4 Infantry Sections from: Inexperienced Infantry Sections, Regular Infantry sections, Civilian Mob, Abyssinian Cavalry, Abyssinian Camelry, Guerilla Fighters section and a maximum of 1 Kebur Zabagna section

0-1 Machine Gun Team

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0-1 Light Mortar Team, Medium Mortar Team

0-1 Captured Anti-Tank Rifle Team

0-1 Sniper Team

Artillery

0-1 guns from:

Field Artillery: Light, Medium, Heavy

Anti-Tank gun: Captured 47/32 Elefantino

Anti-Aircraft gun: Oerlikon 20mm Cannon

Tanks, Tank destroyers and Self-propelled
artillery

0-1 vehicles from: Captured L3/33 and L3/35,
AT Truck, AA Trucks

Armoured Cars and Recce Vehicles

0-1 vehicles from: Ford A Armoured Car

Transports and Tows

0-1 transport per infantry unit from: Trucks

0-1 tow per artillery piece from: Trucks,
Wheeled Artillery Tractors, Horse-drawn Limber

Civilian Uprising: The return of Emperor Haile Selassie I rallied the Ethiopian people as a whole, people of all stripes and background rising up in arms to overthrow their colonial masters. While the liberation of Ethiopia is often credited to the British, it was the Ethiopian people that had the most to lose, and ultimately paid the highest price to defend their independence.

This selector gets One 15 men Civilian Mob for free. This section can be upgraded for the appropriate price. This section does not count towards the infantry limit.

Multinational Forces: A multinational force may be created with the Operation Compass Reinforced Platoon theatre selector found in “Armies of Great Britain”.

Iraq



Before the start of the war Iraq was in a rather unusual position. While nominally now independent from British control since 1932 there were many conditions attached to allow England continued security in their petroleum supply. England had complete military access to the country as well as the right to keep its military bases open, though by the time of the War only two RAF fields were still active. Despite this however there was still much tension between the local population and the British garrison, especially when the British backed government continued to support and supply the Allies despite being neutral on paper. Although steps were made to open secret talks with the Axis powers to the Iraqi people it looked like just another British puppet government. On the first of April

1941 Rashid Ali and four senior military commanders known as the Golden Square performed a Coup d'état completely reversing the political climate of the nation. While they did not attack the two British bases, they were isolated and no further British forces were allowed to enter the country. Meanwhile negotiations were quickly open with Italy and Germany along with requests for military support if Britain chose to invade. Finally, the many British munitions and supply stores were seized going a long way to equipping their army.



Bagdad during the Golden Square Coup

Iraq also had a sizable Airforce of over a hundred planes, though in reality only half were serviceable and ready for combat.

Supplemented with supplied German and Italian aircraft however, the Iraq air force would rival that of the British when they did eventually invade the nation. Additional supplies of Italian tankettes, German rifles and a wide assortment of Vichy French small arms from Syria come in to further support the Iraqi armed forces while also getting assistance from anti-colonial resistance fighters especially guerillas that fled the failed Pakistan uprising a decade earlier. When British forces did finally launch an amphibious landing however the two nations were still formally at peace, with both the British and Iraqi forces standing off. Messengers were exchanged with the Iraqi government stating the forces deployed were on a training exercise, a bluff the British didn't buy for a second. Fearing the Iraqi would bombard the two remained RAF airbases before their planes could take off, they decided to strike first. This ended up being an utter disaster for the Iraqi as not only were their forces taken completely by surprise, but a sizable portion of their front-line infantry really did believe they

were on a training exercise and were equipped for one. Despite greatly outnumbering the British and rivaling their air forces the sudden strike knocked out many planes, communication hubs and supply centers.

Resistance would continue regardless but after the fall of Fallujah there was little stopping British forces from advancing into Bagdad. The Iraqi government collapse, most of the upper leadership fleeing to Germany through Persia all while the city descended into riots, looting and antisemitic attacks. In the end the occupants of Bagdad would do substantially more damage to the city than the British would. Their forces were confronted by the town's mayor and the British ambassador to Bagdad who convinced the British forces to stand down and begin talks of an armistice. Since the original government under Prince Abd al-Ilah managed to flee the country only a day before the coup was instigated, they were simply reinstated by the British.

Special Rules

Communication Breakdown!

Even ignoring the undeveloped nature of the country, the initial British attack came completely by surprise. Chaos ensued, and keeping the Iraqi forces organized would continue to be difficult for the remainder of the campaign.

This army uses the Communication Breakdown! army special rule see in 'Armies of France and the Allies'

Jihad!

When war was officially declared by Iraq their Grand Mufti declared the war against the British as a Jihad. While the overall effects on morale might not have been high to the religious conflict with the United Kingdom was as much about the right to practice Islam as it was about nationhood or independence. Religious leaders had great sway over the local population and would have inspired bravery in the soldiers they talked to.

When a Chaplain in your army uses their Inspiring Presence ability, it affects two

squads within 6 inches instead of a single squad.

Ghosts of the Desert

Colonial forces have always had issues maintaining control over the Middle Eastern nations. From the 'graveyard of nations' Afghanistan to the religiously fanatic Iran and finally Iraq itself, not only were their people dedicated to their own freedoms and religious practices but also knew how best to survive the arid burning deserts and outcrops that made up large sections of their countries. There were little colonial troops could do to a force that fired first before retreating into the countryside where they could not be followed. Camels played a major role, as they could cross seemingly impassible terrain to their colonial horse counterparts.

Iraq camels move 8" and advance at 16".

Reinforced Platoon

1 Lieutenant (1st or 2nd LT)

2 Infantry squads

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (either Artillery or Air)

0-1 Intelligence Officer

Infantry

0-3 Infantry Squads

0-1 Machine Gun Team

0-1 Mortar Team

0-1 Anti-tank Rifle Team

0-1 Sniper Team

Artillery

0-1 Field Artillery, Anti-Aircraft or Anti-Tank gun

Armoured Car

0-1 Armoured Car

Tanks, Tank destroyers and Self-propelled artillery

0-1 Tank, Tank Destroyer or Self-propelled artillery

Transports and Tows

0-1 Transport or tow

Headquarters

Officer

Officers of the Iraqi forces were relatively inexperienced, more focused on police action and civil unrest than fighting foreign powers. After the failed Palestinian uprising of 1936 many of its leaders fled into Iraq where they would continue the fight alongside the Golden Square once the coup was initiated. These leaders would have had plenty of field experience fighting the British and may have taught a thing or two to the Iraqi.

The Co-Belligerent Officers have the same stats as the Italian Officers found in the 'Armies of Italy and the Axis' book.

Medic

The Co-Belligerent Officers have the same stats as the Italian Officers found in the 'Armies of Italy and the Axis' book.

Forward Observer:

While Iraq had a navy, this was more gunboats than ships, as one could expect from an arid landlocked nation. As for an air force Iraq had about a hundred planes, though by the time hostilities started only about half were serviceable. About fifty more planes were donated by the Germans and Italians bringing it back up to working numbers and even rivaled the number of aircraft the British had, but the unexpected first strike gave their air forces the advantage.

The Forward Observer uses the same stats as Italian Forward Observer in the 'Armies of Italy and the Axis' book. They cannot be Naval Observers.

Troops

Regular Infantry Section

Iraqi troops were a range of quality from the regular army trained to put down civil unrest, nomadic tribesmen, local resistance fighters, armed police officers and veterans from Palestine. The regular army itself was trained by the British and had ample access to many weapon stockpiles formed in the aftermath of the First World War, but they did sometimes struggle with the sharing of information, 'one hand not knowing what the other was doing' so to speak.



Iraqi soldiers, 1950

Cost: Regular Infantry 50 pts

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

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- . Add up to 6 additional soldiers at +10pts each
- . The NCO may have a sub-machine gun for +3pts
- . One soldier may have a light machine gun for +20pts - another soldier becomes the loader
- . The entire section can be given anti-tank grenades for +2pts per model

Special rules

- . Tank-Hunters (if options are taken)

Inexperienced Infantry Section

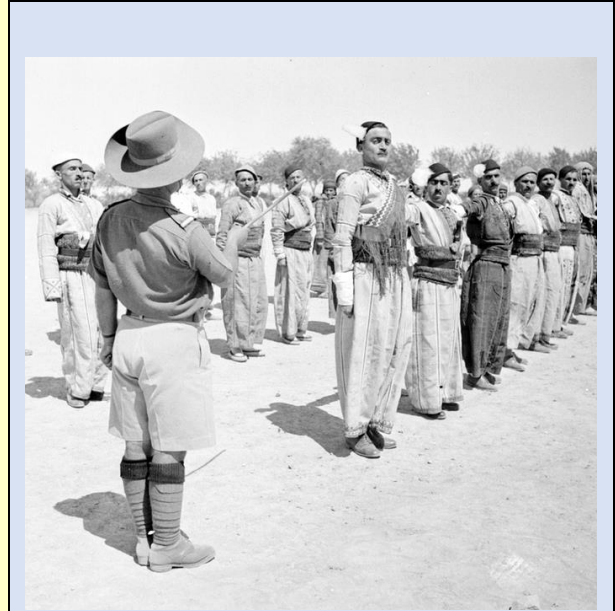
The moment the Golden Square coup was successful a military buildup was organized immediately. Every faction knew a British invasion would occur sooner or later to secure Iraq's supply of petroleum the question was only when.

Cost: Regular Infantry 35 pts

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:



British Iraqi, Assyrian and Kurd levies at RAF Habbaniya

- . Add up to 6 additional soldiers at +7pts each
- . The NCO may have a sub-machine gun for +3pts
- . One soldier may have a light machine gun for +20pts - another soldier becomes the loader
- . The entire section can be given anti-tank grenades for +2pts per model

Special rules

- . Tank-Hunters (if options are taken)

Armed Police

Iraqi police forces were called up to perform military actions to put as many bodies on the field as possible. These police units actually managed to slip out a few victories and proved to be much sterner stuff than expected.

Cost: Inexperienced Infantry 40 pts

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

. Add up to 6 additional soldiers at +8pts each

. Each member may have a Pistol for -3pts each

. One soldier may have a light machine gun for +20pts - another soldier becomes the loader

.Each member can be given a Shotgun for +2 pts each

Special rules

. Traffic direction: This Rule ensures the Iraqi forces do not suffer the -1 penalty for attempting to bring vehicles onto the table.

.Get back in the Fight!: If any

Abyssinian/Ethiopian fails an attempt to rally it can immediately roll a second attempt with 12” of this squad.

Palestinian Guerillas

The Palestinian Uprising of 1936, later known in Palestine as the Great Revolt, was the first major conflict fought over the issue of Jewish immigration to the region. While the establishment of Israel is normally presented in a post war coverage the ongoing animosity towards the Jewish people lead to Jewish immigration to rapidly increase between the world wars, in turn leading to their placement in Palestinian land. It was the mistrust of the Jews that lead to initial rebellion and while antisemitism played a major role in the conflict the hatred and oppression felt towards the British occupiers is still often overlook to this day. Many fought not to eradicate the Jews, but for liberation. When the war ended in a Jewish-British victory many fighters fled into Iraq to avoid persecution.

Cost: Veteran Infantry 51 pts

Composition: 1 NCO and 2 men

Weapons: Rifles

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Options:

- . Add up to 2 additional soldiers at + 14 pts for regular, +17pts for veteran each
- . The NCO may have a sub-machine gun for +3pts
- .Each member can be given a Shotgun for +2 pts each
- .The entire section can be given anti-tank grenades for +2pts per man

Special rules

- . Tank-Hunters (if options are taken)
- . This unit may use the normal sniper rules except for a modified set up. They may be set up anywhere in the attacker's half of the table as well as the defender's provided they are more than 8" from an enemy unit. They may set up as hidden.

Palestinian Fighters

Some of the Palestinian resistance fighters who fled into Iraq continued to harass the British occupation there but not in any serious manner. Most went underground integrating into Iraqi society. When Iraq overthrew their own pro-British government, it created an opportunity for these experienced fighters to take up arms

once again against an old foe.

Cost: Veteran Infantry 65 pts

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- . Add up to 4 additional soldiers at +13pts each
- . The NCO and up to 4 men may have a sub-machine gun for +3pts each
- . One soldier may have a light machine gun for +20pts - another soldier becomes the loader
- .The entire section can be given anti-tank grenades for +2pts per man

Special rules

- . Tank-Hunters (if options are taken)

Iraqi Cavalry

While many people imagine rolling sand covered deserts when thinking of the Middle East there are just as many flat arid grasslands and rough hilly terrain. Horses as such were just as valuable as camels in places with British military doctrine that formed a base for the Iraqi army making common use of Cavalry.

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Cost: Regular Mounted Infantry 60 pts,
Veteran Mounted Infantry 75 pts

Composition: 1 NCO and 4 men

Weapons: Cavalry Carbines

Options:

- . Add up to 5 additional Regular soldiers at +12pts each, Veteran +15pts each
- . The NCO may have a sub-machine gun for +3pts
- .The entire section can be Tough Fighters for +1 pts per model.

Special rules

- . Tough Fighters (if option taken)

Iraqi Camelry

Camelry has been a standard military unit in the middle east since ancient times, they're ability to cross even the most inhospitable terrain with little water helping to create essential lifelines for many communities out in the dessert. This in turn led to raiders using camels to rob these travelers, then the first militaries using camels to protect these travelers. Even to this day camels are still used to cross terrain even modern motor vehicles struggle to overcome. Tribesmen and resistance fighters would often use

camels to strike enemy positions before retreating over otherwise impassable terrain.

Cost: Inexperienced Mounted Infantry 40 pts, Regular Mounted Infantry 55 pts,
Veteran Mounted Infantry 70 pts

Composition: 1 NCO and 4 men

Weapons: Cavalry Carbines and Camels

Options:

- . Add up to 5 additional inexperienced soldiers at +8pts each, regular +11pts each, veteran +14pts each
- . The NCO may have a sub-machine gun for +3pts
- .If this unit is inexperienced, the entire section can be Green for no extra cost.
- .If this unit is Regular or Veteran, the entire section can be Tough Fighters for +1 pts per model.

Special rules

- . Green (If option taken)

Machine Gun Team

Large stockpiles of British machine guns quickly fell into the hands of the Iraq forces after the coup from leftover weapon stockpiles, but also received several models from Vichy France and their Syrian stockpiles.

Machine Gun Team uses the same rules as found in the 'Armies of Great Britain' book.

Anti-Tank Rifle

The most likely rifle used by the Iraqi were Boyes anti-tank rifles from their stockpiles, but many French models would have been available and even a few Italians.

Captured Anti-Tank Rifle uses the same rules as the Anti-Tank Rifle Team found in the 'Armies of Great Britain' book.

Sniper Team

Iraqi snipers had been a major hindrance to the British since the original Iraq occupation, being difficult to catch and even harder to counter in such arid, difficult to maneuver terrain. The flat planes and rocky terrain typical to northern Iraq was also perfect for snipers with a wide view and

easily available vantage points.

Sniper Team uses the same rules as found in the 'Armies of Great Britain' book.



Iraqi gorillas attack British convoy, 1941

Light and Medium Mortar Team

Light Mortar Team and Medium Mortar Team use the same rules as found in the 'Armies Great Britain' book.

Artillery

Light Artillery, Heavy Artillery

While Iraq did have large stockpiles of British equipment it was in large part weapons from the First World War, especially lighter weapons that could be transported easily. The most common was the 18 and 25 pounder field guns, which would have almost certainly been used in an anti-tank role as the British did in North Africa. Some 75mm guns were also donated by the Vichy French.

Eight 155mm guns were also donated at the end of May, serving the role of heavy artillery.

Light Artillery and Heavy Artillery use the same rules as found in the 'Armies of Great Britain' book.

Anti-Aircraft

40MM BOFERS Gun

40mm BOFORS Gun use the same rules as found in the 'Armies of Great Britain' book.

Tanks

L3/33 and L3/35, M. 13/40

Many Italian tanks were provided to the Iraqi, enough to form quite a few armored divisions. Armored thrusts were a common tactic utilized by the Iraqi army though the majority were the light L3 series of Tankette. Some 13/40 were also provided but were not the standard.

L3/33 and L3/35 as well as M. 13/40 use the same rules found in the 'Armies of Italy

and the Axis' book.

Light Tank Mk VIB and VIC

While there wasn't much variation to the vehicles stored in Iraq a few Light Tanks were amongst the stockpiles. While outdated and poorly equipped, those issues meant little when used to put down public uprisings and resistance fighters. The exact variants available are difficult to tell, but it wouldn't exactly be surprising to see both the type B and C amongst the stockpiles.

Light Tank Mk VIB and Light Tank Mk VIC use the same rules as found in the 'Armies of Great Britain' book.

Self-Propelled Guns

Marder I

While a German design based on the French series of chassis Vichy France was able to ship some models through Syria to provide the Iraqi with a greater anti-armor punch for their mechanized elements.



Marder I still in France

Cost: Inexperienced 92pts, Regular 115pts, Veteran 138pts

Weapons: 1 forward-facing medium anti-tank gun.

Damage Value: 7+ (Armoured Carrier)

.Open Topped

Anti-Aircraft Vehicles

BOFORS AA Truck

BOFORS AA Trucks use the same rules as found in the 'Armies of Great Britain' book.

Armored Cars

Vickers Crossley Armoured Car

While most well-known for its use by the Japanese Army, the original model was British designed in the aftermath of the First World War. It was mostly used by colonial powers and for export, hence how Japan had

so many when the war began. While models were part of the Iraqi stockpiles, they would have also been used to put down a uprising.

A six-wheel variant was also used, the main difference being the separation of the two-turret mount MMGs.



Cost: Inexperienced 64pts, Regular 80pts, Veteran 96pts

Weapons: 2 paired, turret mounted MMGs

Damage Value: 7+ (Armoured Car)

Options:

.You can replace the paired turret mounted MMGs with one hull mounted and one turret mounted MMGs for -5pts (Six Wheel Variant)

Special Rules:

.Recce

Adhoc Armoured Car

Several unidentified armoured cars were recorded during the war used by the Iraqi, most likely civilian vehicles modified for combat. While far from the only power to do this the lack of formality between each model would have made each design 'slapped together' so to speak.

Cost: Inexperienced 46pts, Regular 60pts, Veteran 74pts

Weapons: 1 turret mounted LMG

Damage Value: 7+ (Armoured Car)

Options:

.May add up to one hull mounted forward facing LMG for +5pts

.May replace the Turret Mounted LMG with a turret mounted MMG for +5pts or paired turret mounted LMG for +10 pts

Special Rules:

.Recce

.Unreliable

Transports

Trucks

Trucks use the same rules as found in the 'Armies of Italy and the Axis' book.

Wheeled Artillery Tractors

Wheeled Artillery Tractors use the same rules as found in the 'Armies of Italy and the Axis' book.

Horse-drawn Limber

Horse-drawn Limber uses the same rules as found in the 'Soft Underbelly' book.

Theatre Selectors

Siege of Rutbah

Before the sudden attack from British aircraft that heralded the start of the war armed police officers seized the fort of Rutbah, opening fire on the British workers resulting in a direct response from the British forces. Originally a column of the Arab Legion under Glubb Pasha surrounded and besieged the fort on 8th of May keeping the occupiers in place as they were then bombarded by the RAF for two days, only inflicting minor damage and allowing forty armed trucks of reinforcements to arrive. Once reinforced by 2nd Armoured Car Company of the RAF attacks were launched around the fort resulting in skirmishes against the armoured cars and Iraqi armed trucks with no clear victor being decided. That evening another arial night attack proved far more successful with multiple direct hits hitting the fort's center. Unable to react against these arial attacks with anything other than small arms the defenders ultimately used that very night under the cover of dark to retreat from the area.

1 Lieutenant (1st or 2nd LT)

2 Armed Police Section

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Intelligence Officer

Infantry

0-4 Infantry Sections from: Inexperienced Infantry Sections, Armed Police Sections sections

0-1 Machine Gun Team

0-1 Light Mortar Team, Medium Mortar Team

0-1 Anti-Tank Rifle Team

0-1 Sniper Team

Artillery

0-1 guns from:

Field Artillery: Light

Battle of Fallujah

Transports and Tows

0-1 transport per infantry unit from: Trucks

0-1 tow per artillery piece from: Trucks

Motorized Reinforcements: The forces at Rutbah had a substantial number of armed trucks at their disposal, enough to take on a whole company of armoured cars and reach a stalemate.

This section gets two free Regular trucks armed with machine guns. These units do not count towards unit limits. In addition, trucks (and any units they might be carrying) can come on the board from reserves ignoring the -1 order modifier.

While the name Battle of Fallujah is better well known for its connection to the modern War on Terror, during the Second World War this city saw a different kind of conflict. While seized relatively easily by the British Iraqi forces refused to give up such an important city to the invaders, as it provided a direct route straight to Baghdad. Supported by Italian tanks the Iraqi saw initial success forcing their way into the North-Eastern quarter of the town before dawn. However, they were pushed back into the city's outskirts by early morning and after a failed counterattack to the South they were slowly dislodged with heavy house to house fighting. Of note was a series of airstrikes the following day against British forces in the city, raises questions if the Iraqi attack could have been much more successful if they had access to air support a single day earlier.

1 Lieutenant (1st or 2nd LT)

2 Regular Infantry

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Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (Artillery)

0-1 Intelligence Officer

Infantry

0-4 Infantry Sections from: Inexperienced
Infantry Sections, Regular Infantry sections,
Palestinian Fighters, Iraqi Cavalry
sections

0-1 Machine Gun Team

0-1 Light Mortar Team, Medium Mortar Team

0-1 Anti-Tank Rifle Team

0-2 Sniper Team

Artillery

0-1 guns from:

Field Artillery: Light, Heavy

Anti-Aircraft gun: 40MM BOFERS Gun

Tanks, Tank destroyers and Self-propelled
artillery

0-1 vehicles from: L3/33 and L3/35, M13/40,
Light Tank Mk VIB and VIC, Marder I,
BOFORS AA Trucks

Armoured Cars and Recce Vehicles

0-1 vehicles from: Vickers Crossley Armoured
Car, Adhoc Armoured Car

Transports and Tows

0-1 transport per infantry unit from: Trucks

0-1 tow per artillery piece from: Trucks,
Wheeled Artillery Tractors

Guerrilla Actions

After the Battle of Fallujah British forces found few cases of major resistance to their push towards Bagdad, though despite offering little tactical value besides slowing the British advance Iraqi resistance fighters continued to harass their forces until the end of the war. Iraqi armed defiance would continue as it always had, though after Bagdad's surrender and the reestablishment of the old Iraq government the Axis powers would end support forcing these groups to go underground.

1 Lieutenant (1st or 2nd LT)

2 Regular Infantry Section

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (Air Force)

0-1 Intelligence Officer

Infantry

0-4 Infantry Sections from: Inexperienced Infantry Sections, Regular Infantry sections, Palestinian Fighters, Palestinian Guerrilla, Iraqi Cavalry, Iraqi Camelry

sections

0-1 Machine Gun Team

0-1 Light Mortar Team, Medium Mortar Team

0-1 Anti-Tank Rifle Team

0-1 Sniper Team

Artillery

0-1 guns from:

Field Artillery: Light

Tanks, Tank destroyers and Self-propelled artillery

0-1 vehicles from: L3/33 and L3/35, Light Tank Mk VIB and VIC, BOFORS AA Trucks

Armoured Cars and Recce Vehicles

0-1 vehicles from: Vickers Crossley Armoured Car, Adhoc Armoured Car

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Transports and Tows

0-1 transport per infantry unit from: Trucks

0-1 tow per artillery piece from: Trucks,
Wheeled Artillery Tractors, Horse-drawn Limber

Fieldcraft: This Selector uses the Fieldcraft special rule found in 'Armies of France and the Allies'. It also ignores the effects of Communication Breakdown!



Iraqi troops in Bagdad

FAQ

Q: Hey these rules are terribly balanced, the history is all wrong and this word doc looks terrible!

A: That is exactly why it's being posted as a Alpha. Please, do post on the forum any issues you find and most importantly the correct way to fix said issue in your own opinion. Criticism is very much welcomed.

Q: Yeah but the grammar!

A: My apologies for that, like above please feel free to correct me.

Q: Do bows arch or ignore line of sight?

A: No. In regards to firing, Bows act just like firearms.

Q: If another army or scenario contains rules that effect cavalry and horses, do they effect camels?

A: Yes.

Q: In regards to the Riders of the Plains army ability, are Horse Limbers affected by its effects?

A: No.

Q: You mentioned Chaplains, but none of your selectors have them as an option.

A: They're a bonus HQ option found in many Bolt Action campaign books. You can normally take one for each Selector.

Q: Where can I find rules for Shotguns and Blunderbusses?

A: The Operation Sea Lion book.

Q: What era do each army belong to?

A: The Abyssinia/Ethiopia and Iraq factions suit the early war period. The Mongolian Soviet-Japanese Border Conflicts and Battles of Khalkhin Gol also suit an early war period, while the generic reinforcement and Soviet-Japanese War selectors would better suit a mid to late war era.

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Q: Do any of these factions have access to Army Engineers?

A: Mostly no, that is to say not in the same vein as the major powers. While all armies had access to soldiers with an engineer role not all were used as front-line combatants and special weapon users. Still, feel free to use any Soviet engineering teams for the Mongolians and if a scenario has rules regarding engineers use the following profile.

Cost: Inexperienced Infantry 30 pts

Composition: 1 NCO and 4 men

Weapons: Pistols and Demolition Charges

Options:

.The entire section can be Green for no extra cost.

Special rules

. Green (If option taken)

. Engineers

. Demolition Charges