



Mongolian Helmet

Forgotten Forces

An Unofficial Supplement for Bolt Action 3rd
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 projectile weapon) than a firearm. In addition 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 combat.

These weapons are treated as a Rifle with a -1 to penetration (IE a wound roll of 6 counts as 5, 5 counts as 4 etc) plus due to their more simplistic design their range is halved to 12 inches. The smaller size and lack of recoil do 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	Wounding



Mongolian Soldier showing off his bow.

Special Rules:

Wounding: While applying something as exotic as poisons was 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

recover from than flesh wounds caused by a bullet.

If this weapon successfully wounds an Infantry model and the owner of that model uses the Medic special rule on them, they must re-roll any successful rolls.

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 terrain. 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 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 the wound rolls.

If official rules are added for Camels to represent such forces in North Africa consider those rules to represent local breeds, and these to represent Arabian and Eurasian breeds.



Iraqi patrol on their Camel mounts

Mongolia



Despite not playing as major role as other allied powers the strategic importance of Mongolia as the barrier between Russia and Japanese forces cannot be underestimated. Being 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, they would have still opened themselves up for Mongolian attacks from the rear or flank as the nation was a staunch and absolute military ally to the Soviets.

While always considered a part of the

Russian sphere of influence since the Russian Civil War, this 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 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 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 plains 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.

Russian Trained Troops

While the majority of Mongolian troops were drawn from the general population long term volunteers would receive extensive training and equipment from

Russian officials. While the Mongolian Army faced serious issues with industrialization and modernization once the strategic importance of the state became clear the Soviets understood a well-equipped and trained ally would serve as the perfect check to Japanese aggression. If Japan attacked Mongolia directly the armed forces didn't need to defeat the incoming Japanese troops but simply slow them down until better equipped Russian troops could arrive. By the time of World War 2 only half of the Mongolian army was properly equipped but a solid core of Soviet equipped troops would form the spearhead of any offensive operation. Since these forces were already limited and with the advantages of a mobile force on flat Eurasian plains these men trained quite extensively as a mechanized force, even if they were limited to mostly trucks for transportation.

Tribesmen

As mentioned before while Russian arms and training personnel went a long way towards making the Mongolian army so successful

many troops had to be conscripted from tribes. Still, this did have the advantage of easy access to nomadic guides who knew the local region inside and out. Many border patrols were formed from tribesmen who lived their whole lives migrating across its length, learning how to survive off the local environment.

Special Rules

Descendants of the Khans

The riders of Mongolia have existed since before there even was a nation of Mongolia, being closely intertwined with their 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 horses on the planet with Mongolia becoming the biggest exporter to the Soviet Union.

Any HQ and Infantry section can be mounted, as shown in their articles. While mounted, Team Weapons cannot be fired until dismounted, while Fixed act as normal Cavalry would until dismounted. In addition, any mounted unit (minus Camels) gain the Skilled Riders special rule.

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 Fire order) but is treated as having a range of 12” and an additional -1 hit roll penalty.

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.

From the Mongolian people, for the front!

Certain infantry units in this book may have additional options to represent the different distinct forces of Russian Trained Troops and Tribesmen. A unit entry may contain options to take that unit as one of those forces. If a unit is eligible to be taken as that

force, its unit entry will say so, it may also enable that unit to take further options not available to the unit ordinarily.

Russian Trained Troops

- Units cannot be taken as Inexperienced and cannot be mounted.
- Each unit must be upgraded for +1pts per model. The unit can re-roll order tests that are required to mount or dismount a transport vehicle. In addition, if their transport vehicle is destroyed, the unit suffers D3 hits rather than D6 hits.

Tribesmen

- Units cannot be taken as Veteran
- Units must be upgraded with Fieldcraft for +1pts for each model.

Headquarters

Officer

While poorly educated and chosen based more on loyalty than skill, the Mongolian and Japanese army 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.

Cost	Platoon: Inexp 21pts, Reg 30pts, Vet 39pts Company: Inexp 42pts, Reg 60pts, Vet 78pts
Period	E/M/L
Team	1 Officer
Weapons	Rifle
Options	. This Officer may be accompanied by up to 4 men with rifles at the cost of 7pts Inexperianced, 10pts Regular or 13pts for veteran

	. The Officer may replace their rifle with a sub-machine gun for +4pts . Any model may replace their rifle with a submachine gun for +4pts each . Any model may replace their rifle for a pistol at -1pts each . Each model can be given a cavalry carbine for +2 pts per model . Each model can be mounted on horses for +3 pts per model . From the Mongolian people, for the front! (<i>Russian Trained Troops, Tribesmen</i>)
Special Rules	. From the Mongolian people, for the front! (if option taken)

Medic

Cost	Reg 23pts, Vet 30pts
Period	E/M/L
Team	1 Medic
Weapons	None
Options	. This Officer may be

	accompanied by up to 4 men at the cost of 8pts Regular or 11pts for veteran . Each model can be mounted on horses for +3 pts per model . From the Mongolian people, for the front! (Russian Trained Troops)
Special Rules	. Medic . From the Mongolian people, for the front! (if option taken)

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.

Cost	Reg 75pts, Vet 90pts
Period	E/M/L
Team	1 Officer
Weapons	Rifle
Options	. Can be taken as an Artillery or Air Force Observer . This Officer may be

	accompanied by up to 2 men with rifles at the cost of 11pts Regular or 14pts for veteran . Any model may have replace their rifle with a sub-machine gun for +4pts . Any model may replace their rifle for a pistol at -1pts each . Each model can replace their rifle with a cavalry carbine for +2 pts per model . Each model can be mounted on horses for +3 pts per model . From the Mongolian people, for the front! (<i>Russian Trained Troops</i>)
Special Rules	. Infiltrators . Massed battery (if taken as an Artillery Observer) . Flying Tank (if taken as an Air Force Observer) . From the Mongolian people, for the front! (if option taken)



Mongolian Trumpeter

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	Reg 50pts
Period	E/M/L
Team	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 +4pts . One soldier may have a light machine gun for +15pts - another soldier becomes the loader . If unmounted, the entire section can be given anti-tank grenades for +2pts per model . The entire section can be mounted on horses for +3 pts per model . Each model can replace their rifle with a cavalry carbine for +2 pts per model . From the Mongolian people, for the front! (<i>Russian Trained Troops, Tribesmen</i>)
Special Rules	. Tank-Hunters (if options are taken) . From the Mongolian people, for the front! (if option taken)

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 planes 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	Inexp 35pts
Period	E/M/L
Team	1 NCO and 4 Men
Weapons	Rifles
Options	. Add up to 5 additional soldiers at +7pts each . The NCO may have a sub-machine gun for +4pts . One soldier may have a light machine gun for +15pts - another soldier becomes the loader . The entire section can be Green for no extra cost . The entire section can be mounted on horses for +3 pts

	per model . Each model can replace their rifle with a cavalry carbine for +2 pts . Each model can replace their rifle with a bow for -2 pts per model . From the Mongolian people, for the front! (<i>Tribesmen</i>)
Special Rules	. Green (If option taken) . From the Mongolian people, for the front! (if option taken)



Mongolian soldier with captured MP40

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	Vet 70pts
Period	E/M/L
Team	1 NCO and 4 Men
Weapons	Rifles
Options	. Add up to 4 additional soldiers at +14pts each . The NCO may have a sub-machine gun for +4pts . One soldier may have a light machine gun for +15pts - another soldier becomes the loader . The entire section can be mounted on horses for +3 pts per model . Each model can replace their rifle with a cavalry carbine for

	+2 pts per model . If taken without mounts, the section can gain Infiltrators for +1pts per model
Special Rules	. Stubborn . Infiltrators (if option taken)

Border Patrol

With small scale skirmishes, border crossings 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	Inexp Mounted 24pts, Reg Mounted 33pts
Period	E/M
Team	1 NCO and 2 Men

Weapons	Rifles
Options	. Add up to 7 additional inexperienced soldiers at +8pts each, regular +11pts each . The NCO may have a sub-machine gun for +4pts . 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 model can replace their rifle with a cavalry carbine for +2 pts per model . Each model can replace their Rifle with a bow for -2 pts per model . From the Mongolian people, for the front! (<i>Tribesmen</i>)
Special Rules	. Green (If option taken) . Tough Fighters (If option taken) . From the Mongolian people, for the front! (if option taken)

Engineer Squad

Cost	Vet 70pts
Period	E/M/L
Team	1 NCO and 4 Men
Weapons	Rifles
Options	. Add up to 5 additional soldiers at +14pts each . The NCO may have a sub-machine gun for +4pts . One soldier may have a light machine gun for +15pts - another soldier becomes the loader . Up to 1 man may replace their rifle with a flamethrower for +30 pts, another man becomes the assistant . Up to 1 man can take a demolition charge in addition to other weapons for +20 pts . If unmounted, the entire section can be given anti-tank grenades for +2pts per model . The entire section can be mounted on horses for +3 pts per model . Each model can replace their

	rifle with a cavalry carbine for +2 pts per model . From the Mongolian people, for the front! (<i>Russian Trained Troops</i>)
Special Rules	. Engineers . Tank-Hunters (if options are taken) . Demolition Charges (If option taken) . From the Mongolian people, for the front! (if option taken)

Mongolian Camelry

While Mongolia is 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 creature's meant units were never really phased out either.

Cost	Reg Mounted 65pts, Vet Mounted 80pts
Period	E
Team	1 NCO and 4 Men
Weapons	Cavalry Carbines
Options	. Add up to 5 additional Regular soldiers at +13pts each, Veteran +16pts each . The NCO may have a sub-machine gun for +4pts . The entire section can be Tough Fighters, for +1pts per model . The entire section can be given bows at -2pts per model
Special Rules	. Tough Fighters (if option taken)



Mongolian Patrol

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 this allowed a heavier weapon to be taken along on patrols or into battle quickly.

Cost	Inexp 35pts, Reg 50pts, Vet 65pts
Period	E/M/L
Team	3 Men
Weapons	1 MMG
Options	. The entire section can be given horses for +3pts per model. - While mounted, the team cannot make a Run order . The machine gun may have a Gun Shield for +5pts . From the Mongolian people, for the front! (<i>Russian Trained Troops, Tribesmen</i>)
Special Rules	. Team Weapon . Fixed . Gun Shield (if option taken) . From the Mongolian people, for the front! (if option taken)

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.

Cost	Inexp 49pts, Reg 70pts, Vet 91pts
Period	M/L
Team	4 Men
Weapons	1 HMG
Options	. The machine gun may have a Gun Shield for +5pts . The machine gun may have a pintle-mounted tripod for +5pts . From the Mongolian people, for the front! (<i>Russian Trained Troops</i>)
Special Rules	. Team Weapon . Fixed . Gun Shield (if option taken) . Flak (if pintle-mount tripod taken) . From the Mongolian people, for the front! (if option taken)

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.

Cost	Reg 52pts, Vet 67pts
Period	E/M/L
Team	2 Men
Weapons	Pistols and Rifles
Options	. The entire section can be given horses for +3pts per model. - While mounted, the team cannot fire their rifles and lose their Infiltrator Rule . From the Mongolian people, for the front! (<i>Russian Trained Troops, Tribesmen</i>)
Special Rules	. Team Weapon . Sniper . Infiltrator (if unmounted) . From the Mongolian people, for the front! (if option taken)

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.

Cost	Inexp 18pts, Reg 25pts, Vet 33pts
Period	E/M/L
Team	2 Men
Weapons	1 Anti-tank Rifle
Options	. May add a crewman for +5pts . The entire section can be given horses for +3pts per model . From the Mongolian people, for the front! (<i>Russian Trained Troops, Tribesmen</i>)
Special Rules	. Team Weapon . From the Mongolian people, for the front! (if option taken)

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 cavalry force.

Cost	Inexp 21pts, Reg 30pts, Vet 39pts
Period	E/M/L
Team	2 Men

Weapons	1 Light Mortar
Options	. Each model can be given horses for +3 pts each . From the Mongolian people, for the front! (<i>Russian Trained Troops, Tribesmen</i>)
Special Rules	. Team Weapon . From the Mongolian people, for the front! (if option taken)

Medium Mortar Team

Cost	Inexp 32pts, Reg 45pts, Vet 59pts
Period	E/M/L
Team	3 Men
Weapons	1 Medium Mortar
Options	. May add a spotter for +10pts . From the Mongolian people, for the front! (<i>Russian Trained Troops</i>)
Special Rules	. Team Weapon . Fixed . From the Mongolian people, for the front! (if option taken)

Flamethrower Team

Cost	Reg 50pts, Vet 65pts
Period	E/M/L
Team	2 Men
Weapons	1 Infantry Flamethrower
Options	. Each model can be given horses for +3 pts each . From the Mongolian people, for the front! (<i>Russian Trained Troops</i>)
Special Rules	. Team Weapon . Flamethrower . From the Mongolian people, for the front! (if option taken)



Mongolian soldiers eating, 1942

Artillery

Light Artillery

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.

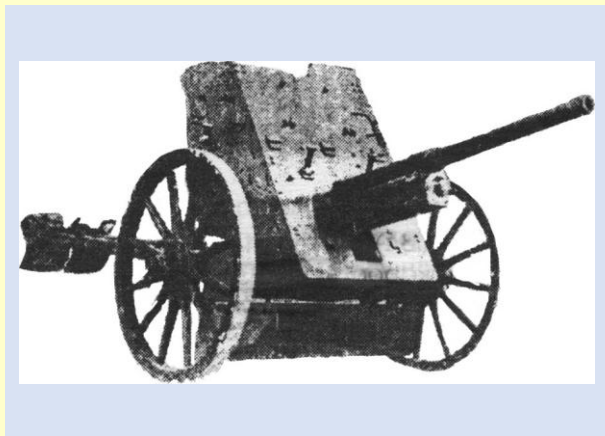
Cost	Inexp 35pts, Reg 50pts, Vet 65pts
Period	E/M/L
Team	3 Men
Weapons	1 Light Howitzer
Options	. May add a spotter for +10pts
Special Rules	. Gun Shield

Anti-Tank Guns

37MM Anti-Tank Gun M1930 1-K

The first anti-tank gun developed for 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 vehicles.



Cost	Inexp 30pts, Reg 40pts, Vet 50pts
Period	E/M
Team	3 Men
Weapons	1 Low-Velocity Light Anti-tank Gun
Special Rules	. Gun Shield

45MM Model 1937 Anti-Tank Gun

Unlike the M1930 the Model 1937 was provided to the Mongolians due to the sheer 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	Inexp 35pts, Reg 50pts, Vet 65pts
Period	M/L
Team	3 Men
Weapons	1 Light Anti-tank Gun
Special Rules	. Gun Shield

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. That 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	Inexp 30pts, Reg 40pts, Vet 50pts
Period	E
D.Value	7+
Weapons	1 Hull Mounted HMG



BT-5 and BT-7 Light Tank

The famous lightning speed of the BT along with the wide-open plains of Asia 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 forests of Russia during a

brutal defensive war.

Cost	Inexp 108pts, Reg 135pts, Vet 162pts
Period	E/M/L
D.Value	8+
Weapons	1 Turret-mounted Light Anti-tank Gun with Co-axial MMG
Special Rules	. Fast

T-34/76 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.

Cost	Inexp 156pts, Reg 195pts, Vet 234pts
Period	M/L
D.Value	9+
Weapons	1 Turret-mounted Medium Anti-tank Gun with Co-axial

	MMG and Forward-facing Hull-mounted MMG
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T-34/85 Medium Tank

Cost	Inexp 180pts, Reg 225pts, Vet 270pts
Period	M/L
D.Value	9+
Weapons	1 Turret-mounted Heavy Anti-tank Gun with Co-axial MMG and Forward-facing Hull-mounted MMG

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.

Cost	Inexp 196pts, Reg 245pts, Vet 294pts
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Period	L
D.Value	9+
Weapons	1 Forward-facing Super-heavy Anti-tank gun

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.

Cost	Inexp 60pts, Reg 75pts, Vet 90pts
Period	M/L
D.Value	6+
Weapons	1 Forward-facing Multiple Rocket Launcher
Special Rules	. Multiple Launcher . Stationary Firing Platform

Armoured Cars

BA-10

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.

Cost	Inexp 96pts, Reg 120pts, Vet 144pts
Period	E/M/L
D.Value	7+
Weapons	1 Turret-mounted Light Anti-tank Gun with Co-axial LMG and Forward-facing Hull-mounted LMG
Special Rules	. Recce

BA-64

Cost	Inexp 48pts, Reg 60pts, Vet
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	72pts
Period	E/M/L
D.Value	7+
Weapons	1 Turret-mounted LMG
Special Rules	. Recce . Open-Topped . Flak

Transports and Tows

Trucks

Cost	Inexp 22pts, Reg 27pts, Vet 32pts
Period	E/M/L
D.Value	6+
Transport	12
Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Weapons	None
Options	. Add a pintle-mounted MMG

	covering the forward arc for +10pts
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Half-Track Trucks

Cost	Inexp 22pts, Reg 27pts, Vet 32pts
Period	E/M/L
D.Value	6+
Transport	12
Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Weapons	None
Options	. Add a pintle-mounted MMG covering the forward arc for +10pts

Light Truck

Cost	Inexp 18pts, Reg 23pts, Vet 28pts
Period	E/M/L
D.Value	6+

Transport	8
Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Weapons	None
Options	. Add a pintle-mounted MMG covering the forward arc for +10pts

Wheeled Artillery Tractors

Cost	Inexp 12pts, Reg 15pts, Vet 18pts
Period	E/M/L
D.Value	6+
Tow	Any gun
Weapons	None
Options	. Field as an armoured tractor, increasing the damage value to 7+, for +20pts

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 cavalry focus two Mongolian horses pulling an artillery gun would have done so about as quickly as any other nations.

Cost	Inexp 8pts, Reg 10pts, Vet 12pts
Period	E/M/L
D.Value	3+
Tow	Any gun
Weapons	None
Special Rules	. Slow (only when towing)

Sample Armies

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.

Name	Quality	No.Models	Options	Pts
Rifle Platoons				
Platoon Commander	Reg	5	4+ Men Mounted C.Carbines Tribesmen	100
Medic	Reg	3	2+ Men Mounted	54
Inexperienced Infantry Section	Inexp	10	5+ Men Mounted Green 1x LMG 1x SMG Tribesmen	129
Inexperienced Infantry Section	Inexp	10	5+ Men Mounted Green 1x LMG 1x SMG Tribesmen	129
Border Patrol	Inexp	10	7+ Men Green Bows Tribesmen	70

Mongolian Hunters	Vet	9	+4 men 1x SMG 1x LMG Mounted	190
				672
Heavy Weapon Platoons				
Platoon Commander	Reg	3	2+ Men Mounted C.Carbines	65
Medium Machine Gun Team	Reg	3	Mounted	59
Medium Machine Gun Team	Reg	3	Mounted	59
Light Mortar Team	Inexp	2	Mounted	27
Anti-Tank Rifle Team	Reg	3	+1 Men Mounted	39
Anti-Tank Rifle Team	Reg	3	+1 Men Mounted	39
Anti-Tank Rifle Team	Reg	3	+1 Men Mounted	39
				327
				999

Battles of Khalkhin Gol

The final decisive battle of the Soviet Japanese Border Conflicts, the skirmish 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



Mongolian Cavalry at the Battle of Khalkhin

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 flanked with armoured and mechanized elements.

While the infantry thrust was quite successful the Mongolian and Soviet force, now under command of the famed Georgy Zhukov, had predicted such a move and used their own armored force to directly counter the Japanese flankers. 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 caught in this ambush resulting in cease-fire being organized and an end to serious Japanese incursions into Mongolia.

Name	Quality	No.Models	Options	Pts
Rifle Platoons				
Company Commander	Reg	5	4+ Men Mounted C.Carbines	95
Medic	Reg	3	2+ Men Mounted	48
Forward Observer	Reg	3	2+ Men Mounted Art.Obs	106
Regular Infantry Section	Reg	9	4+ Men 1x LMG 1x SMG ATGs	127
Regular Infantry Section	Reg	9	4+ Men 1x LMG 1x SMG ATGs	127
Border Patrol	Reg	5	2+ Men T.Fighters C.Carbines	70
Border Patrol	Reg	5	2+ Men T.Fighters C.Carbines	70
Sniper Team	Reg	2	-	52
				695

Heavy Weapon Platoons				
Platoon Commander	Inexp	3	2+ Men Pistols	32
Medium Machine Gun Team	Reg	3	G.Shield	55
Medium Mortar Team	Reg	3	Spotter	55
Anti-Tank Rifle Team	Reg	2	-	25
Anti-Tank Rifle Team	Reg	2	-	25
				192
Armoured Platoons				
BT-5 Light Tank	Reg	1	-	135
BT-5 Light Tank	Reg	1	-	135
T-27 Tankette	Inexp	1	-	30
T-27 Tankette	Inexp	1	-	30
T-27 Tankette	Inexp	1	-	30
				360
				1,247

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 backing of the Soviet Army and Airforce complete victory finally seemed at hand.

Name	Quality	No.Models	Options	Pts
Rifle Platoons				
Company Commander	Vet	4	3+ Men R.T.Troops	64
Medic	Reg	2	1+ Men	31
Forward Observer	Reg	1	AF.Obs	75
Regular Infantry Section	Reg	8	3+ Men 1x LMG 1x SMG ATGs R.T.Troops	125
Regular Infantry Section	Reg	8	3+ Men 1x LMG 1x SMG ATGs R.T.Troops	125
Mongolian Camelry	Reg	9	4+ Men T.Fighters	126
Truck	Reg	1	-	27
Truck	Reg	1	-	27
				600

Artillery Platoon

Platoon Commander	Inexp	3	3+ Men Pistols	32
Light Artillery	Reg	3	-	50
45MM Model 1937 Anti-Tank Gun	Reg	3	-	50
Light Truck	Reg	1	-	23
Light Truck	Reg	1	-	23
				178

Armoured Platoon

T-34/85 Medium Tank	Vet	1	-	270
T-34/76 Medium Tank	Reg	1	-	195
				465
				1,243

Force Selection Guide

While Mongolia was mostly active at the start and end of the war, Mid War options have been provided to give more options of play.

Early War

HQ Teams

- Officer
- Medic
- Forward Observer

Infantry Squads and Teams

- Regular Infantry Section
- Inexperienced Infantry Section
- Mongolian Hunters
- Border Patrol
- Engineer Squad
- Mongolian Camelry
- Medium Machine Gun Team
- Sniper Team
- Anti-Tank Rifle Team

- Light Mortar Team
- Medium Mortar Team
- Flamethrower Team

Artillery Units

Field Artillery

- Light Artillery

Anti-Tank Guns

- 37MM Anti-Tank Gun M1930 1-K

Vehicle Units

Tanks

- T-27 Tankette
- BT-5 and BT-7 Light Tank

Armoured Cars

- BA-10
- BA-64

Transports and Tows

- Trucks
- Half-Track Trucks
- Light Trucks
- Tracked Artillery Tractors

- Horse-drawn Limber

Mid War

HQ Teams

- Officer
- Medic
- Forward Observer

Infantry Squads and Teams

- Regular Infantry Section
- Inexperienced Infantry Section
- Mongolian Hunters
- Border Patrol
- Engineer Squad
- Mongolian Camelry
- Medium Machine Gun Team
- DSHK Heavy Machine Gun Team
- Sniper Team
- Anti-Tank Rifle Team
- Light Mortar Team
- Medium Mortar Team
- Flamethrower Team

Artillery Units

Field Artillery

- Light Artillery

Anti-Tank Guns

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

Vehicle Units

Tanks

- BT-5 and BT-7 Light Tank
- T-34/76 Medium Tank
- T-34/85 Medium Tank

Self-Propelled Artillery

- Katyusha

Armoured Cars

- BA-10
- BA-64

Transports and Tows

- Trucks
- Half-Track Trucks
- Light Trucks

- Tracked Artillery Tractors

- Horse-drawn Limber

Late War

HQ Teams

- Officer
- Medic
- Forward Observer

Infantry Squads and Teams

- Regular Infantry Section
- Inexperienced Infantry Section
- Mongolian Hunters
- Engineer Squad
- Mongolian Camelry
- Medium Machine Gun Team
- DSHK Heavy Machine Gun Team
- Sniper Team
- Anti-Tank Rifle Team
- Light Mortar Team
- Medium Mortar Team
- Flamethrower Team

Artillery Units

Field Artillery

- Light Artillery

Anti-Tank Guns

- 45MM Model 1937 Anti-Tank Gun

Vehicle Units

Tanks

- BT-5 and BT-7 Light Tank
- T-34/76 Medium Tank
- T-34/85 Medium Tank

Tank Destroyers and Assault Guns

- SU-100

Self-Propelled Artillery

- Katyusha

Armoured Cars

- BA-10
- BA-64

Transports and Tows

- Trucks

- Half-Track Trucks
- Light Trucks
- Tracked Artillery Tractors
- Horse-drawn Limber

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 during 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.

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 he 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 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 and had been doing their best to modernize and equip their forces with foreign firearms. Despite lacking armored vehicles, only having 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 with morale 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 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.

Kebur Zabagna

Established in 1917 by British trained troops, the Kebur Zabagna were the royal guards of the emperor. Despite being young as a force when the Second Italo-Ethiopian War broke out these troops were founded from veterans further supported by Belgium officers in addition to being supplied with the best weapons available. While these troops would only fight at the Battle of Maychew they caused catastrophic casualties on the 2nd Eritrean Division only falling back when the Abyssinian lines collapsed with the mustard gas attack. These soldiers would not put down their arms at the end of the war however, some continued to guard the emperor in exile while many others elected to stay and lead the ongoing guerilla war coming to Taskforce Gideon assistance once they invaded the country.

Partisans

It was Benito's hope that cruelly targeting civilians and crushing the Abyssinia army with chemical weapons the people would be cowed into obedience. In reality by achieving victory through use of these weapons the general population instead believed that Italy had no chance to defeat them in a straight up fair fight. Civilian resistance began immediately when the war ended and would continue until Italy's surrender. What made these resistance groups all the more dangerous was the reliance on chemical weapons meant Abyssinia ultimately surrendered because they were incapable of countering such gases, not because of an unwillingness to fight or lack of manpower. Many of these groups were led or even entirely comprised of experienced Abyssinia soldiers equipped with truckloads of weapons unable to be seized by Italian forces. Combine this with an outraged population, foreign terrain and poor infrastructure and one can quickly figure out how effective these Partisans would have been.

Civil Uprisings

When Taskforce Gideon crossed into the country news rapidly spread of the emperor's return despite the best efforts of the occupying Italians. Almost immediately riots broke out in most population centers made all the more chaotic with the occupier's lack of manpower. Attempts to squash these gatherings through violence only agitated the crowds with civilians attacking local garrisons and collaborators. It was not uncommon for Ethiopian soldiers to arrive at previously occupied villages only to find cheering crowds waving weapons and war trophies.

Special Rules

Old Rifles

Abyssinian forces were mostly equipped with woefully out of date rifles from before 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 -1pts discount (already applied to each section where applicable), Old Rifles have a -1 to hit modifier at Long Range (over 12"). Some units may purchase New Rifles, which function without this penalty.

Home Country

Enemies cannot make Outflanking Manoeuvres and cannot use the Infiltrators special rule for deployment.

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 desert environments.

At the beginning of the game once deployment is complete, each of your Infantry units may make a 6" 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.

It will be you Tomorrow

Certain infantry units in this book may have additional options to represent the different distinct forces of the Kebur Zabagna, Partisans, and Civil Uprisings. A unit entry may contain options to take that unit as one of those forces. If a unit is eligible to be taken as that force, its unit entry will say so, it may also enable that unit to take further options not available to the unit ordinarily.

Kebur Zabagna

- Units must be taken as Veteran.
- Units must be upgraded to Stubborn and Tough Fighter for +2pts per model.

Partisans

- Units must be taken as Inexperienced
- Units must be upgraded with Fieldcraft for +1pts per model.

Civil Uprisings

- Unit must be taken as Inexperienced and cannot be Shirkers.
- Units are given the Green special rule.
- Units count as having the Fanatics special rule until they take one or more casualties.

Headquarters

Officer

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 expecting the previously defeated Italians to return to their borders and had prepared their command staff to the best of their ability.

Cost	Platoon: Inexp 21pts, Reg 30pts, Vet 39pts Company: Inexp 42pts, Reg 60pts, Vet 78pts
Period	E
Team	1 Officer
Weapons	Rifle
Options	. This Officer may be accompanied by up to 4 men with rifles at the cost of 7pts Inexperianced, 10pts Regular or 13pts for veteran. . The Officer may replace their rifle with a sub-machine gun for +4pts . Any model may replace their rifle with a submachine gun for +4pts each . Any model may replace their

	rifle for a pistol at -1pts each . It will be you Tomorrow (<i>Kebur Zabagna, Partisans, Civil Uprisings</i>)
Special Rules	. It will be you Tomorrow (if option taken)

Medic

Cost	Reg 23pts, Vet 30pts
Period	E
Team	1 Medic
Weapons	None
Options	. This Officer may be accompanied by up to 4 men at the cost of 8pts Regular or 11pts for veteran. . It will be you Tomorrow (<i>Kebur Zabagna</i>)
Special Rules	. Medic . It will be you Tomorrow (if option taken)

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.

Cost	Reg 75pts, Vet 90pts
Period	E
Team	1 Officer
Weapons	Rifle
Options	. Can be taken as an Artillery Observer . This Officer may be accompanied by up to 2 men with rifles at the cost of 11pts Regular or 14pts for veteran. . Any model may have replace their rifle with a sub-machine gun for +4pts . Any model may replace their rifle for a pistol at -1pts each . It will be you Tomorrow (<i>Kebur Zabagna</i>)

Special Rules	. Infiltrators . Massed battery . It will be you Tomorrow (If option taken)
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Chaplain

Ethiopia is highly regarded as one of the earliest and longest lasting Christian nations in Africa, having fought off the Islamic Caliphate and foreign influences to remain a bastion of the faith. Its people have always been highly religious and often called upon to will of God to banish the demonic Italians from their country.

Cost	Inexp 17pts, Reg 25pts, Vet 33pts
Period	E
Team	1 Chaplain
Weapons	None
Options	. It will be you Tomorrow (<i>Partisans, Civil Uprisings</i>)
Special Rules	. HQ choice . Self-defence

	. Inspiring presence . It will be you Tomorrow (if option taken)
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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	Reg 45pts
Period	E
Team	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 +5pts . One soldier may have a light machine gun for +16pts -

	another soldier becomes the loader .If a light machine gun is not taken, One soldier can be given an Automatic Rifle at a cost of +7pts . The entire section can be given anti-tank grenades for +2pts per model . The entire section can replace its Old Rifles with New Rifles for +1 pts per model
Special Rules	. Tank-Hunters (if options are taken)



Ethiopian Soldiers relaxing

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, extremely young boys and the disabled were excluded 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 being armed with traditional tribal weapons.



Ethiopian Recruits, 1935

Cost	Inexp 30pts
Period	E
Team	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 +5pts . One soldier may have a light machine gun for +16pts - another soldier becomes the loader . If a light machine gun is not taken, One soldier can be given an Automatic Rifle at a cost of +7pts . The entire section can be

	Green for no extra cost. . 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 . The entire section can be given anti-tank grenades for +2pts per model . The entire section can replace its Old Rifles with New Rifles for +1 pts per model . It will be you Tomorrow (<i>Partisans, Civil Uprisings</i>)
Special Rules	. Tank-Hunters (if options are taken) . Green (If option taken) . It will be you Tomorrow (if option taken)

Civilian Mob

To say the civilian population of Ethiopia was hostile to the Italian invaders would have been an understatement, made all the worse as atrocities only proved to rile the locals up. Harshly punishing the locals 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.



Ethiopian rebels, 1941

Cost	Inexp 50pts
Period	E
Team	1 NCO and 9 Men
Weapons	Stones (Count as Pistols that can only wound on a roll of 6)
Options	. Add up to 5 additional soldiers at +5pts each . Up to five models can be given an Old Rifle for +2pts each

	. Up to two models can be given shotguns for +5pts each . Each unit can be given a bow for +1 pts per model. . It will be you Tomorrow (<i>Partisans, Civil Uprisings</i>)
Special Rules	. Green . Unpredictable . It will be you Tomorrow (if option taken)

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 myriads 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.



Ethiopians charge in ambush

Cost	Reg 44pts, Vet 53pts
Period	E
Team	1 NCO and 2 Men
Weapons	Old Rifles
Options	. Add up to 2 additional soldiers at +14pts for Regular, +17pts for Veteran each

	. The NCO may have a sub-machine gun for +5pts . Two soldiers can be given an Automatic Rifle at a cost of +7pts . The entire section can be given anti-tank grenades for +2pts per man
Special Rules	. Tank-Hunters (if options are taken) . Fieldcraft . Infiltrator

Kebur Zabagna Section

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	Vet 75pts
Period	E
Team	1 NCO and 4 Men
Weapons	Rifles
Options	. Add up to 4 additional soldiers at +15pts each . The NCO may have a sub-machine gun for +4pts . One soldier may have a light machine gun for +15pts - another soldier becomes the loader . If a light machine gun is not taken, two soldier can be given an Automatic Rifle at a cost of +6pts . The entire section can be given anti-tank grenades for +2pts per model
Special Rules	. Tank-Hunters (if options are taken) . Stubborn . Tough Fighters

Gideon Force Section

After the outbreak of World War 2 the English suddenly had a vetted interest in disrupting Italian control in Africa, especially since Abyssinia was taken in the first place to directly threaten British Sudan. It was deemed with the right support Ethiopian rebels backed by returning armed refugees and British colonial troops could seize back control of the nation with minimum resource investment. These outside troops, known as Gideon Force, only had British Officers and NCOs instead comprising of 8000 returning Ethiopians and 8000 Sudanese troops as its core force. They had little to no air support or access to any kind of vehicle instead relying on a massive camel train to keep their forces supplied.

Despite being put in a very rough situation the Italian garrisons they fought were deeply demoralized and understrength as many men and material were shipped out to Italy's North African holdings. Combined with a nation-wide uprising and the Italian forces in Abyssinia all but crumbled in the face of highly motivated well trained and equipped troops.

Cost	Reg 55pts
Period	E
Team	1 NCO and 4 Men
Weapons	Rifles
Options	. Add up to 5 additional soldiers at +11pts each . The NCO may have a sub-machine gun for +4pts . One soldier may have a light machine gun for +15pts - 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) . Stubborn

Abyssinian Cavalry

Due to undeveloped infrastructure cavalry played a very big part in 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	Reg Mounted 65pts, Vet Mounted 80pts
Period	E
Team	1 NCO and 4 Men
Weapons	Cavalry Carbines
Options	. Add up to 5 additional Regular soldiers at +13pts each, Veteran +16pts each . The NCO may have a sub-machine gun for +4pts . The entire section can be Tough Fighters, for +1pts per model . The entire section can be given

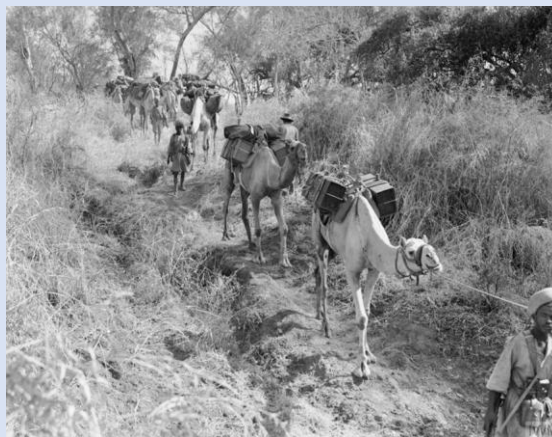
	bows at -2pts per model
Special Rules	. Tough Fighters (if option taken)

	. The entire section can be given bows at -2pts per model
Special Rules	. Tough Fighters (if option taken)

Abyssinian Camelry

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

Cost	Reg Mounted 65pts, Vet Mounted 80pts
Period	E
Team	1 NCO and 4 Men
Weapons	Cavalry Carbines
Options	. Add up to 5 additional Regular soldiers at +13pts each, Veteran +16pts each . The NCO may have a sub-machine gun for +4pts . The entire section can be Tough Fighters, for +1pts per model



Ethiopian troops transporting munition 1941

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 blame these Mercenaries to Abyssinian's initial successes, in reality there was between fifty to a hundred.

Cost	Vet 45pts
Period	E
Team	1 NCO and 2 Men
Weapons	Pistols
Options	. Each member may be given a sub-machine gun for +3pts.
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.

Medium Machine Gun Team

Abyssinia had a variety of machine guns, with many still in use by western nations at the time.

Cost	Inexp 35pts, Reg 50pts, Vet 65pts
Period	E
Team	3 Men
Weapons	1 MMG

Options	. The machine gun may have a Gun Shield for +5pts. . It will be you Tomorrow (<i>Kebur Zabagna, Partisans, Civil Uprisings</i>).
Special Rules	. Team Weapon . Fixed . Gun Shield (if option taken) . It will be you Tomorrow (if option taken)

MG-34 Machine Gun Team

While most of the Ethiopian machine guns were of western design, a number of MG-34 were donated by the German Reich.

Cost	Inexp 38pts, Reg 53pts, Vet 68pts
Period	E
Team	3 Men
Weapons	1 MMG
Options	. It will be you Tomorrow (<i>Kebur Zabagna, Partisans</i>).
Special Rules	. Team Weapon . Fixed . It will be you Tomorrow (if option taken)

	. Hitlers Buzzsaw
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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.

Cost	Inexp 21pts, Reg 30pts, Vet 39pts
Period	E
Team	2 Men
Weapons	1 Anti-tank Rifle
Options	. It will be you Tomorrow (<i>Kebur Zabagna, Partisans, Civil Uprisings</i>).
Special Rules	. Team Weapon . Fixed . High Rate of Fire . It will be you Tomorrow (if option taken)

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.

Cost	Reg 52pts, Vet 67pts
Period	E
Team	2 Men
Weapons	1 Rifles and Pistols
Options	. It will be you Tomorrow (<i>Kebur Zabagna, Partisans</i>).
Special Rules	. Team Weapon . Sniper . Infiltrator . It will be you Tomorrow (if option taken)

Light Mortar Team

Cost	Inexp 21pts, Reg 30pts, Vet 39pts
Period	E
Team	2 Men
Weapons	1 Light Mortar

Options	. It will be you Tomorrow (Kebur Zabagna, Partisans, Civil Uprisings).
Special Rules	. Team Weapon . It will be you Tomorrow (if option taken)

Medium Mortar Team

Cost	Inexp 32pts, Reg 45pts, Vet 59pts
Period	E
Team	3 Men
Weapons	1 Medium Mortar
Options	. May add a spotter for +10pts. . It will be you Tomorrow (Kebur Zabagna, Partisans, Civil Uprisings).
Special Rules	. Team Weapon . Fixed . It will be you Tomorrow (if option taken)

Artillery

Ethiopian Light Artillery

Due to international arm embargoes established after the last failed Italian

invasion the majority of Ethiopian firepower comprised on captured Italian guns from that period. While these were supplemented by foreign models after the embargo was eventually lifted, these new models were few by the time of the second Italian invasion. Another issue was their lack of training with few crews knowing how to accurately range a gun. Some foreign agents were hired to try and give proper training to some of these men but it is extremely unlikely Abyssinia had any crews which could be described as Veteran.

Cost	Inexp 30pts, Reg 40pts
Period	E
Team	3 Men
Weapons	1 Light Howitzer
Options	. May add a spotter for +10pts. . It will be you Tomorrow (Partisans, Civil Uprisings).
Special Rules	. Severely Outdated: This artillery unit requires a 6 to hit when firing indirect, even on subsequent turns against the same target. . It will be you Tomorrow (if option taken)

Ethiopian Medium Artillery

There are very few records on exactly what guns were available to the Abyssinian forces, meaning it is quite possible a few medium pieces were in their arsenal.

Cost	Reg 90pts
Period	E
Team	4 Men
Weapons	1 Medium Howitzer
Options	. May add a spotter for +10pts.
Special Rules	. Gun Shield

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.

Cost	Inexp 35pts, Reg 50pts, Vet 65pts
Period	E

Team	3 Men
Weapons	1 Light Anti-tank Gun
Options	. It will be you Tomorrow (<i>Kebur Zabagna, Partisans</i>).
Special Rules	. Gun Shield . It will be you Tomorrow (if option taken)

Captured 47/32 Elefantino

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

Cost	Inexp 32pts, Reg 45pts, Vet 59pts
Period	E
Team	3 Men
Weapons	1 Light Anti-tank Gun
Options	. It will be you Tomorrow (<i>Kebur Zabagna, Partisans, Civil Uprisings</i>).
Special Rules	. It will be you Tomorrow (if option taken)

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	Inexp 25pts, Reg 35pts, Vet 46pts
Period	E
Team	3 Men
Weapons	1 Light Automatic Cannon on a Rotating Platform
Options	. It will be you Tomorrow (<i>Kebur Zabagna, Partisans</i>).
Special Rules	. Flak . It will be you Tomorrow (if option taken)

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.

Cost	Inexp 40pts, Reg 50pts, Vet 60pts
Period	E
D.Value	7+
Weapons	2 Turret-mounted MMGs
Options	. May replace both MMGs with a light anti-tank gun for +30pts.
Special Rules	. One-Man Turret . Slow

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

Cost	Inexp 44pts, Reg 55pts
Period	E
D.Value	7+
Weapons	1 Forward-facing Hull-mounted MMG

Options	. May replace the MMG with a forward-facing hull-mounted HMG, two MMGs or a Solothurn anti-tank rifle for 10pts. . May be given the Recce special rule for 10pts.
Special Rules	. High Rate of Fire (if anti-tank rifle option is taken) . Recce (if option is taken)

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	Inexp 42pts, Reg 55pts, Vet 68pts
Period	E
D.Value	6+

Weapons	1 Rear-mounted Light Anti-tank Gun
Options	. May add an open platform providing the light anti-tank gun 360-degree arc of fire for +10pts. . May be given a additional pintle-mounted MMG covering the front arc for +15pts.

Anti-Aircraft Vehicles

AA Trucks

Cost	Inexp 36pts, Reg 45pts, Vet 54pts
Period	E
D.Value	6+
Weapons	1 Platform-mounted Light Automatic Cannon with 360-degree Arc of Fire
Special Rules	. Flak

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	Inexp 56pts, Reg 70pts, Vet 84pts
Period	E
D.Value	7+
Weapons	1 Turret-mounted MMG
Options	. May add up to one hull-mounted forward-facing LMG for +5pts.
Special Rules	. Recce

Transports and Tows

Trucks

Cost	Inexp 22pts, Reg 27pts, Vet 32pts
Period	E
D.Value	6+
Transport	12
Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Weapons	None
Options	. Add a pintle-mounted MMG covering the forward arc for +10pts

Light Truck

Cost	Inexp 18pts, Reg 23pts, Vet 28pts
Period	E
D.Value	6+
Transport	8

Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Weapons	None
Options	. Add a pintle-mounted MMG covering the forward arc for +10pts

Wheeled Artillery Tractors

Cost	Inexp 12pts, Reg 15pts, Vet 18pts
Period	E
D.Value	6+
Tow	Any gun
Weapons	None
Options	. Field as an armoured tractor, increasing the damage value to 7+, for +20pts

Horse-drawn Limber

Cost	Inexp 8pts, Reg 10pts, Vet 12pts
Period	E
D.Value	3+
Tow	Any gun
Weapons	None
Special Rules	. Slow (only when towing)

Sample Armies

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. 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...

Name	Quality	No.Models	Options	Pts
Rifle Platoons				
Platoon Commander	Vet	5	4+ Men K.Zabagna	101
Kebur Zabagna Section	Vet	9	4+ Men 1x SMG 2x A.Rifles ATGs	169
Abyssinian Cavalry	Reg	5	-	65
Regular Infantry Section	Reg	10	4+ Men 1x SMG 1x LMG	111
Regular Infantry Section	Reg	10	4+ Men 1x LMG	106
Medic	Reg	3	2+ Men	39
Forward Observer	Reg	3	2+ Men Art.Obs	97
				688
Artillery Platoon				
Platoon Commander	Inexp	3	3+ Men Pistols	32
Ethiopian Light Artillery	Reg	3	-	40
37MM PAK 36	Reg	3	-	50
Wheeled Artillery Tractors	Inexp	1	-	12
				134
Armoured Platoon				
Fiat 3000	Reg	1	LAT Gun	80
Captured L3/33 and L3/35	Inexp	1	2x MMG	54
AT Truck	Inexp	1	-	42
				176
				998

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 it 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'.

Name	Quality	No.Models	Options	Pts
Rifle Platoons				
Platoon Commander	Inexp	5	4+ Men Partisans	54
Company Commander	Reg	5	4+ Men	100
Inexperienced Infantry Section	Inexp	10	5+ Men 1x A. Rifle Partisans	77
Inexperienced Infantry Section	Inexp	10	5+ Men Partisans	70
Ethiopian Guerillas	Vet	5	+2 Men 1x SMG 2X A.Rifle ATGs	116
Ethiopian Guerillas	Vet	5	+2 Men 1x SMG 2X A.Rifle ATGs	116
Sniper Team	Reg	2	-	52
				585

Heavy Weapon Platoons

Platoon Commander	Inexp	5	2+ Men Partisans	38
Medium Machine Gun Team	Inexp	3	Partisans	38
MG-34 Machine Gun Team	Inexp	3	Partisans	41
Captured Anti-Tank Rifle	Inexp	2	Partisans	23
Light Mortar Team	Inexp	2	Partisans	23
				163
				748

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.

Name	Quality	No.Models	Options	Pts
Rifle Platoons				
Platoon Commander	Reg	5	4+ Men	70
Company Commander	Vet	5	4+ Men	130
Platoon Commander	Inexp	3	2+ Men C.Uprising	35
Gideon Force Section	Reg	10	5+ Men 1x SMG 1x LMG ATGs	149
Gideon Force Section	Reg	10	5+ Men 1x SMG 1x LMG ATGs	149
Civilian Mob	Inexp	10	5x O.Rifles 2x S.Guns C.Uprising	70

Civilian Mob	Inexp	10	5x O.Rifles 2x S.Guns C.Uprising	70
Civilian Mob	Inexp	15	C.Uprising	75
Civilian Mob	Inexp	15	C.Uprising	75
Civilian Mob	Inexp	15	C.Uprising	75
				914
Heavy Weapon Platoons				
Platoon Commander	Inexp	3	2+ Men C.Uprising	35
Medium Machine Gun Team	Reg	3	-	50
Medium Machine Gun Team	Reg	3	-	50
Medium Mortar Team	Reg	3	Spotter	55
Medium Mortar Team	Reg	3	-	45
				235
Artillery Platoon				
Platoon Commander	Inexp	3	2+ Men C.Uprising	35
Captured 47/32 Elefantino	Inexp	3	C.Uprising	32
Captured 47/32 Elefantino	Inexp	3	C.Uprising	32
				99
				1,248

Force Selection Guide

The Ethiopian/Abyssinia force covers the Second Italo-Ethiopian war starting 3rd October 1935 to the fall of Italian

occupation on the 6th of April 1941. This puts the entire force into the Early War period.

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 opened 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 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 NCOs 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.

Guerilla Irregulars

While Iraq didn't have access to specialized or elite units their close ties to the Palestine resistance movement gave the government access to a variety of veteran guerrilla fighters including a 500 men unit led by the infamous (and controversial) Fawzi al-Qawuqji, a man with ample military experience fighting the British and would even continue to do so long into the 1948 Palestine War. They would harass British from the start to the very end of the invasion.

Special Rules

Home Country

Enemies cannot make Outflanking Maneuvers and cannot use the Infiltrators special rule for deployment.

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, the 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 three Infantry units within 6 inches instead of a single unit.

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 compared to their colonial horse counterparts.

Iraq camels move 8" and advance at 16".

A Car's a Car!

With a distinct lack of armour besides those used in policing actions the Iraqi were known to arm typical trucks and drive them into battle both against enemy infantry and even against British armoured cars. While easily destroyed they were faster than their armoured counterparts, far more numerous and easily replaced.

Light Trucks, while still being taken as transports, count as combat vehicles with a transport capacity (IE are not destroyed when empty and closer to an enemy unit than a friendly one).

Until I am Dead and Buried Here

To represent this force, certain infantry units in this book may have additional options to represent Guerilla Irregulars. A unit entry may contain options to take that unit as a member of this force. If a unit is eligible to be taken as that force, its unit entry will say so, it may also enable that unit to take further options not available to the unit ordinarily.

Guerilla Irregulars

- Units must not be taken as Inexperienced.
- Units must be upgraded with Fieldcraft for +2pts per man. In addition, any unit that is set up on the table before Turn 1 may start the game already in Ambush.

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 Iraqis.

Cost	Platoon: Inexp 21pts, Reg 30pts, Vet 39pts Company: Inexp 42pts, Reg 60pts, Vet 78pts
Period	E
Team	1 Officer
Weapons	Rifle
Options	. This Officer may be accompanied by up to 4 men with rifles at the cost of 7pts Inexperienced, 10pts Regular or 13pts for veteran

	. The Officer may replace their rifle with a sub-machine gun for +4pts . Any model may replace their rifle with a submachine gun for +4pts . Any model may replace their rifle for a pistol at -1pts each . Each model can be given a cavalry carbine for +2 pts per model . This section can be mounted on horses for +3pts per model . This section can be mounted on Camels for +3pts per model. . Until I am Dead and Buried Here
Special Rules	. Until I am Dead and Buried Here (if option taken)

Medic

Cost	Reg 25pts, Vet 30pts
Period	E
Team	1 Medic
Weapons	None

Options	. This Officer may be accompanied by up to 4 men at the cost of 8pts Regular or 11pts for veteran. . This section can be mounted on horses for +3pts per model . This section can be mounted on Camels for +3pts per model
Special Rules	. Medic

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 which even rivaled the number of aircraft the British had but the unexpected first strike gave their air forces the advantage.

Cost	Reg 75pts, Vet 90pts
Period	E

Team	1 Officer
Weapons	Rifle
Options	. Can be taken as an Artillery or Air Force Observer. . This Officer may be accompanied by up to 2 men with rifles at the cost of 11pts Regular or 14pts for veteran . Any model may have replace their rifle with a sub-machine gun for +4pts . Any model may replace their rifle for a pistol at -1pts each . This section can be mounted on horses for +3 pts per model. . Each model can be mounted on Camels for +3pts per model
Special Rules	. Infiltrators . Massed battery (if taken as an Artillery Observer) . Flying Tank (if taken as an

Chaplain

The term 'Chaplain' is affiliated with Catholic or Christian sects, to be more exact an Islamic equivalent would be an Imam though the term Chaplain has been used if more rarely. Islam played a major role in Middle East resistance for as long as the area has been colonized, mostly because despite being the major religion of the region the European occupiers would push for greater Christian influence in the area though less as a 'war of faiths' and more because a society with the same faith would be easier to control. Islam also praises martyrdom though to what extent was horrifically overstated both then and sometimes now to justify crack downs on the religious group despite, ironically, the Quran calling for peace and understanding between the Islamic and the 'people of the book' such as Jews, Christians and Catholics. This animosity has reverberated throughout history, to the point one could claim that the conflicts of World War One (specifically the resistance movements against the Ottomans and English) have yet to see a true end.

The practice of Jihad, or Struggle, has been misrepresented in recent times not only by western culture but also Islamic extremists twisting the meaning to their own end. In reality a Jihad is a 'conflict' to preserve the culture and ways of the Islamic faith and doesn't have to be done through military force. For example, a 'Jihad of the Tongue' is quite the opposite combating attempts to suppress Islam through words and expression rather than through violence. There is also a Jihad of the Hand (doing what is right and leading by example) and Jihad of the Heart (combatting negative thoughts and the desire to perform immoral actions).

Although the term is poorly understood by most western populations one cannot deny that the Jihad by the Sword has been called against those viewed as enemies of the faith as a whole, not those that disagree with Islamic teachings mind you but those who seek the total destruction of the faith and its people. The Grand Mufti declared one against the British after the coup and while records of the impact this had on the average fighting man is scarce one must remember the Islamic faith had become more than just a set of religious values. It

was a symbol of Iraqi independence, a cornerstone of culture that influenced daily life even if one wasn't a direct believer. The right to practice Islam and the right to have an independent nation was seen as one and the same, and for many this was the direct reason they fought.

Cost	Inexp 17pts, Reg 25pts, Vet 33pts
Period	E
Team	1 Chaplain
Weapons	None
Options	. Until I am Dead and Buried Here
Special Rules	. HQ choice . Self-defence . Inspiring presence . Until I am Dead and Buried Here (if option taken)

Troops

Regular Infantry Section

Iraqi troops ranged in quality from the regular army trained to put down civil unrest to 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	Reg 50pts
Period	E

Team	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 +4pts . One soldier may have a light machine gun for +15pts - another soldier becomes the loader . The entire section can be given anti-tank grenades for +2pts per model . Until I am Dead and Buried Here
Special Rules	. Tank-Hunters (if option is taken) . Until I am Dead and Buried Here (if option is taken)

Inexperienced Infantry Section

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

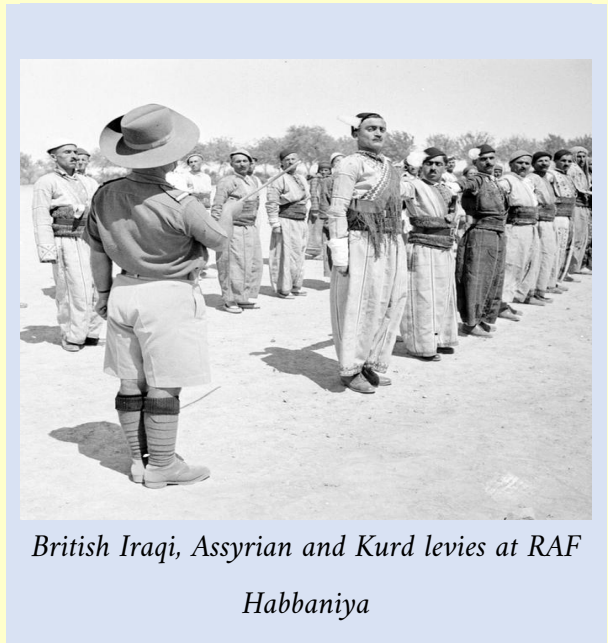
Cost	Inexp 35pts
Period	E
Team	1 NCO and 4 Men
Weapons	Rifles
Options	. Add up to 5 additional soldiers at +7pts each . The NCO may have a sub-machine gun for +4pts . One soldier may have a light machine gun for +15pts - another soldier becomes the loader . The entire section can be Green for no extra cost. per model . This section can be Shirkers for -2pts per model if not taken as Green
Special Rules	. Green (If option taken) . Shirkers (If option taken)

Armed Police

Iraqi police were called up to perform military actions in order 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	Inexp 40pts
Period	E
Team	1 NCO and 4 Men
Weapons	Rifles
Options	. Add up to 6 additional soldiers at +8pts each . Each model may replace their Rifle for a Pistol for -1pts each . One soldier may have a light machine gun for +15pts - another soldier becomes the loader . Each model may replace their Rifle for a Shotgun for +2 pts each
Special Rules	. Green (If option taken) . Traffic direction: If an Iraqi force has a Armed Police squad in reserve, it does not suffer the

-1 penalty for attempting to bring vehicles onto the table
 . Get back in the Fight!: If any Iraqi fails an attempt to rally it can immediately roll a second attempt within 12" of this squad



British Iraqi, Assyrian and Kurd levies at RAF Habbaniya

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 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 overlooked 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	Vet 56pts
Period	E
Team	1 NCO and 2 Men
Weapons	Rifles
Options	. Add up to 2 additional soldiers at +18pts each . The NCO may have a sub-machine gun for +4pts . One soldier may have a light machine gun for +15pts - 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) . Fieldcraft . Infiltrator
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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	Vet 70pts
Period	E
Team	1 NCO and 4 Men
Weapons	Rifles
Options	. Add up to 5 additional soldiers at +14pts each . The NCO may have a sub-machine gun for +4pts . One soldier may have a light machine gun for +15pts - 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) . Fieldcraft

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 the base for the Iraqi army making common use of cavalry.

Cost	Reg Mounted 65pts, Vet Mounted 80pts
Period	E
Team	1 NCO and 4 Men
Weapons	Cavalry Carbines
Options	. Add up to 5 additional Regular soldiers at +13pts each, Veteran +16pts each . The NCO may have a

	sub-machine gun for +4pts . The entire section can be Tough Fighters, for +1pts per model . The entire section can be given bows at -2pts 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, their ability to cross even the most inhospitable terrain with little water helping to create essential lifelines for many communities out in the desert. This in turn led to raiders using camels to rob these travelers, then the first militaries using camels to protect them. 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	Reg Mounted 65pts, Vet Mounted 80pts
Period	E
Team	1 NCO and 4 Men
Weapons	Cavalry Carbines
Options	. Add up to 5 additional Regular soldiers at +13pts each, Veteran +16pts each . The NCO may have a sub-machine gun for +4pts . The entire section can be Tough Fighters, for +1pts per model . The entire section can be given bows at -2pts per model
Special Rules	. Tough Fighters (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 they also received several models from Vichy France and their Syrian stockpiles.

Cost	Inexp 35pts, Reg 50pts, Vet 65pts
Period	E
Team	3 Men
Weapons	1 MMG
Options	. The machine gun may have a Gun Shield for +5pts . Until I am Dead and Buried Here
Special Rules	. Team Weapon . Fixed . Gun Shield (if option taken) . Until I am Dead and Buried Here (if option taken)

Anti-Tank Rifle Team

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.

Cost	Inexp 18pts, Reg 25pts, Vet 33pts
Period	E
Team	2 Men

Weapons	1 Anti-tank Rifle
Options	. May add a crewman for +5pts . Until I am Dead and Buried Here
Special Rules	. Team Weapon . Until I am Dead and Buried Here (if option taken)

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 hills typical to northern Iraq was perfect for sniping with a wide view and easily available vantage points.

Cost	Reg 52pts, Vet 67pts
Period	E
Team	2 Men
Weapons	Pistols and Rifles
Options	. Until I am Dead and Buried Here
Special	. Team Weapon . Sniper

Rules	. Infiltrator . Until I am Dead and Buried Here (if option is taken)
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Iraqi gorillas attack British convoy, 1941

Light Mortar Team

Cost	Inexp 21pts, Reg 30pts, Vet 39pts
Period	E
Team	2 Men
Weapons	1 Light Mortar
Options	. Until I am Dead and Buried Here
Special Rules	. Team Weapon . Until I am Dead and Buried Here (if option is taken)

Medium Mortar Team

Cost	Inexp 32pts, Reg 45pts, Vet 59pts
Period	E
Team	3 Men
Weapons	1 Medium Mortar
Options	. May add a spotter for +10pts . Until I am Dead and Buried Here
Special Rules	. Team Weapon . Fixed . Until I am Dead and Buried Here (if option is taken)

by the Vichy French.

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

Cost	Inexp 35pts, Reg 50pts, Vet 65pts
Period	E/M/L
Team	3 Men
Weapons	1 Light Howitzer
Options	. May add a spotter for +10pts . May be given the 25-pdr AT Shells special rule for +15pts to represent, as the name suggests, a 25pdr gun
Special Rules	. Gun Shield . 25-pdr AT Shells (if option taken)

Artillery

Light 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 were 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

Heavy Artillery

Cost	Inexp 98pts, Reg 140pts, Vet 182pts
Period	E
Team	5 Men
Weapons	1 Heavy Howitzer
Options	. May add a spotter for +10pts
Special Rules	. Gun Shield

Anti-Aircraft Guns

40MM BOFERS Gun

Cost	Inexp 35pts, Reg 50pts, Vet 65pts
Period	E
Team	4 Men
Weapons	1 Heavy Automatic Cannon on Rotating Platform
Special Rules	. Flak

Tanks

L3/33 and L3/35

Many Italian tanks were provided to the Iraqis, 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.

Cost	Inexp 44pts, Reg 55pts, 66pts
Period	E
D.Value	7+
Weapons	1 Forward-facing Hull-mounted MMG
Options	. May replace the MMG with a forward-facing hull-mounted HMG, two MMGs or a Solothurn anti-tank rifle for 10pts . May also replace the MMG for two HMGs for +30pts . May be given the Recce special rule for 10pts

Special Rules	. High Rate of Fire (if anti-tank rifle option is taken) . Recce (if option is taken)
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M13/40 Medium Tank

Cost	Inexp 100pts, Reg 125pts, 150pts
Period	E
D.Value	8+
Weapons	1 Turret-mounted light anti-tank gun with co-axial MMG and 2 forward-facing hull-mounted MMGs
Special Rules	. Slow . Vulnerable

Light Tank Mk VIB

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.

Cost	Inexp 56pts, Reg 70pts
Period	E
D.Value	7+
Weapons	1 Turret-mounted HMG and co-axial MMG

Light Tank Mk VIC

Cost	Inexp 68pts, Reg 85pts
Period	E
D.Value	7+
Weapons	1 Turret-mounted Light Automatic Cannon and co-axial MMG

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 great anti-armor punch for their mechanized elements. It is unknown what gun these vehicles were equipped with however and while it was most likely the 7.5 cm Pak 40 both options have been provided regardless.

While members of the Iraqi Army would have had experience with the older tankettes and British light tanks due to their role in policing the region, the Marder I would only see battle in the very short period it took for Britain to put down the uprising making veteran crews unavailable.



Marder I still in France

Cost	Inexp 84pts, Reg 105pts
Period	E
D.Value	7+
Weapons	1 forward-facing medium anti-tank gun
Options	. May exchange the Medium anti-tank gun for a heavy anti-tank gun at the cost of +30pts
Special Rules	. Open-topped

Anti-Aircraft Vehicles

BOFORS AA Truck

BOFORS AA Trucks seen in the bolt action system are used to represent those mounted on the Morris C9/B but the Iraqi instead utilized a variety of trucks including civilian models which is why they are available here at an earlier period.

Cost	Inexp 44pts, Reg 55pts, Vet 66pts
Period	E

D.Value	6+
Weapons	1 Heavy automatic cannon with a 360-degree arc of fire
Special Rules	. Flak . Stationary Firing Platform

Weapons	2 Paired turret mounted MMGs
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

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 uprisings.

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

Cost	Inexp 64pts, Reg 80pts, 96pts
Period	E
D.Value	7+



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 the models would have made each design 'slapped together' so to speak.

Cost	Inexp 46pts, Reg 60pts, 74pts
Period	E
D.Value	7+
Weapons	1 Turret mounted LMGs
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 . Vulnerable

Transports and Tows

Trucks

Cost	Inexp 22pts, Reg 27pts, Vet 32pts
Period	E

D.Value	6+
Transport	12
Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Weapons	None
Options	. Add a pintle-mounted MMG covering the forward arc for +10pts

Light Truck

Cost	Inexp 18pts, Reg 23pts, Vet 28pts
Period	E
D.Value	6+
Transport	8
Tow	Light howitzer, light or medium anti-tank gun, light anti-aircraft gun
Weapons	None
Options	. Add a pintle-mounted MMG covering the forward arc for

	+10pts
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Wheeled Artillery Tractors

Cost	Inexp 12pts, Reg 15pts, Vet 18pts
Period	E
D.Value	6+
Tow	Any gun
Weapons	None
Options	. Field as an armoured tractor, increasing the damage value to 7+, for +20pts

Horse-drawn Limber

Cost	Inexp 8pts, Reg 10pts, Vet 12pts
Period	E
D.Value	3+
Tow	Any gun
Weapons	None
Special Rules	. Slow (only when towing)

Sample Armies

Siege of Rutbah

Before the sudden attack 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 British forces. Originally a column of the British 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 receiving minor damage and allowing forty armed trucks of reinforcements to arrive. Once reinforced by the 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 aerial 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.

Name	Quality	No.Models	Options	Pts
Rifle Platoons				
Platoon Commander	Inexp	5	4+ Men 5x Pistols	44
Platoon Commander	Inexp	5	4+ Men 5x Pistols	44
Armed Police	Inexp	5	5x S.guns	50
Armed Police	Inexp	5	5x S.guns	50
Armed Police	Inexp	5	-	40
Armed Police	Inexp	5	-	40
Armed Police	Inexp	5	-	40
Light Truck	Inexp	1	1x MMG	33

Light Truck	Inexp	1	1x MMG	33
Light Truck	Inexp	1	1x MMG	33
Light Truck	Inexp	1	1x MMG	33
Light Truck	Inexp	1	1x MMG	33
Light Truck	Inexp	1	1x MMG	33
Light Truck	Inexp	1	1x MMG	33
				449
Heavy Weapons Platoons				
Platoon Commander	Inexp	5	4+ Men Pistols	50
Machine Gun Team	Inexp	3	G.Shield	40
Machine Gun Team	Inexp	3	G.Shield	40
Anti-Tank Rifle	Inexp	3	-	23
Anti-Tank Rifle	Inexp	3	-	23
Anti-Tank Rifle	Inexp	3	-	23
Light Truck	Inexp	1	1x MMG	33
Light Truck	Inexp	1	1x MMG	33
Light Truck	Inexp	1	1x MMG	33

	298
	747

Battle of Fallujah

While the name Battle of Fallujah is better 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 Bagdad. Supported by Italian tanks the Iraqis 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, raising questions whether the Iraqi attack could have been much more successful if they had access to air support a single day earlier.

Name	Quality	No.Models	Options	Pts
Rifle Platoons				
Platoon Commander	Reg	5	4+ Men 5x SMGs	90
Medic	Reg	3	2+ Men	41
Forward Observer	Reg	3	2+ Men Art.Observer	97
Regular Infantry Section	Reg	10	5+ Men 1x LMG	115
Regular Infantry Section	Reg	10	5+ Men 1x LMG	115
Palestinian Fighters	Vet	10	5+ Men 1x LMG ATGs	175
Anti-Tank Rifle Team	Inexp	3	1+ Men	23
				656

Heavy Weapon Platoons				
Platoon Commander	Inexp	3	2+ Men	35
Machine Gun Team	Reg	3	G.Shield	55
Medium Mortar Team	Reg	3	-	45
				135
Armoured Platoons				
Marder I	Reg	1	H.AT Gun Command	145
Light Tank Mk VIC	Reg	1	-	85
M13/40 Medium Tank	Inexp	1	-	100
BOFORS AA Truck	Reg	1	-	55
Vickers Crossley Armoured Car	Inexp	1	-	64
				449
				1,250

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.

Name	Quality	No.Models	Options	Pts
Rifle Platoons				
Platoon Commander	Vet	5	4+ Men G.Irregulars	101
Chaplain	Vet	1	-	33
Regular Infantry Section	Reg	8	3+ Men 1x LMG G.Irregulars ATGs	127
Regular Infantry Section	Reg	8	3+ Men 1x LMG G.Irregulars ATGs	127
Palestinian Guerillas	Vet	5	2+ Men 1x SMG 1x LMG	111
Iraqi Camelry	Reg	8	3+ Men	109
Anti-Tank Rifle Team	Reg	3	1+ Men G.Irregulars	36
				644

Armoured Platoons

Adhoc Armoured Car	Inexp	1	MMG	51
Adhoc Armoured Car	Inexp	1	H.LMG	51
				102
				746

Force Selection Guide

The Anglo-Iraqi War only occurred over a month, specifically from 2nd of May to the 31st 1941. Because of this the Iraq faction is comprised entirely of Early War units.



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 Beta. 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: Do all of these factions have access to Army Engineers?

A: Not in the case of Abyssinia and Iraq, 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, if playing a scenario that has rules regarding engineers use the following profile as an Engineer option.

Cost	Inexp 33pts
Period	E/M/L
Team	1 NCO and 4 Men
Weapons	Pistols
Options	. The entire section can be Green for no extra cost. . Up to 1 man can take a demolition charge in addition to other weapons for +20 pts . The entire section can be given

	anti-tank grenades for +2pts per man
Special Rules	. Green (If option taken) . Engineers . Tank-Hunters (if options are taken) . Demolition Charges (If option taken)

Q: Can Mongolian heavy weapons teams like the medium machine gun and anti-tank rifle teams fire while mounted?

A: No, you can't fire these weapons on horseback.

Q: For Ethiopia, are New Rifles and normal Rifles the same thing?

A: Yes.

Q: Some of your Cavalry units have options to take the Tough Fighters rule, but don't they already get that as Cavalry?

A: The additional point purchase allows the unit to retain that rule even when dismounted, reflecting the more 'hand to hand' nature of Abyssinian and Iraqi cavalry as opposed to the more scout focused

purpose seen in the other powers at the time.

Q: For the Abyssinia/Ethiopia Force Selector Civil Uprising does casualties suffered in melee count as removing the Fanatic special rule? Does this occur before deciding the winner of that fight?

A: Any casualties inflicted during melee do cancel out the Fanatic special rule however this occurs after the Fanatic rule takes effect when calculating the winner of a fight. For example, a full Civilian Mob section that loses a fight and takes casualties still stays on the board and fights a second time the next round. If they lose that second fight however, they are removed as normal.

Q: For the Abyssinia/Ethiopia Fast on Foot Army Rule does the free move require an order dice be removed from the bag or is the move made without an order dice being allocated?

A: Performing a Fast on Foot movement does not involve allocating an order dice.