

# BATTLEGROUP

ISSUE 1

# DISPATCHES



**An irregular e-zine for the Battlegroup WWII wargames rules**

**Battlegroup Partisan**

- Army lists for anti-partisan operations in Yugoslavia, '43

Painting Brits for '44

'On to the Dniepr' New Russian vehicle data for late 1943

2 new Normandy historical refight scenarios

'Pimp my Panzer', modelling tips

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Welcome to the first irregular fanzine for players of the Battlegroup series of rules and supplements. With Dispatches we hope to feature an eclectic mix of articles such as, the bits left out of books, army lists ready for play-testing for some of the more obscure theatres of WW2 and contributions from Battlegroup gamers too.

Our first issue has taken a little while longer than expected to produce, but such is life, as a freebie ‘extra’ Dispatches will always get shunted down the to do list, but we hope we can still find time to produce the fanzine as its a great way for us to get extra content out to the players.

In this issue we have test lists for Partisan actions in Yugoslavia, scenarios for Battlegroup Overlord, modelling and tutorials plus new units for moving Battlegroup Kursk further back into 1943. In all, quite a bumper selection!

As we write this, Fall of the Reich has gone to be printed, our third supplement for Battlegroup. If you haven’t already pre-ordered, why not! Its now almost a year since Battlegroup Kursk was released so its a time for a bit of reflection on what we have achieved so far. We like to think we have covered two popular periods of the war so far and are, more importantly, building a solid community of Battlegroup gamers. We are always available on The Guild forums to chat and answer queries on the rules. We also think Battlegroup has proved itself to be a fun game that retains a healthy dose of history and reality along with rules that are easy to learn too. That’s it for reflection... we have Battlegroup Barbarossa already underway, so expect to see lots of Panzer Grey on The Guild and various blogs soon, as we start playtest games!

We already have a few articles lined up for Dispatches 2, but don’t hold us to when that will be! The next few months look pretty busy with Barbarossa closely followed by Blitzkrieg, not to mention experimental work on some vehicle data cards. Don’t forget the Ironfist Publishing and Plastic Soldier Company websites for regular updates.

We you find the fanzine interesting and useful, and as always, we welcome any feedback or contributions. If you enjoy the game then don’t forget to spread the word about Battlegroup as we try and continue to grow the game. So may your Tigers always spot, your Russians always ‘Ura!’ and your dice roll better than the enemies!

Regards

Warwick and Piers  
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# BATTLEGROUP PARTISAN

by Piers Brand

After the German invasion of Yugoslavia, and the country's rapid capitulation in April 1941, the subsequent Nazi occupation of the country was severe and exceedingly brutal, as fascist militias roamed the countryside, killing at will. Law and order broke down, and in the chaos and confusion a resistance movement quickly grew. Organised by the Communist Party of Yugoslavia (which was already illegal and operating underground) and led by General Tito, an alliance of anti-fascist groups was forged into a nationwide uprising and insurrection that fought back against the Germans and their allies.

With substantial popular support the partisans began a long (and increasingly successful) campaign of guerrilla warfare against the occupation forces. In the early years the small, ill-equipped partisan forces had limited success but, by 1943, the Allies were supplying Tito's growing army with weapons and equipment via air drops, and the partisans had captured equipment as well. Their ranks had now swelled to form the 'National Liberation Army'.

In response, the Germans launched their own anti-partisan campaign. A brutal series of operations and reprisals began to drive the partisans from their mountain bases. In January 1943, *Case White* began, spearheaded by 7th SS Volunteer Mountain Division *Prinz Eugen*. Lasting four months, it saw a series of battles in western Bosnia, to be immediately followed by *Case Black*, in May and June. Despite German successes in the field, the bitter guerrilla campaign continued until the end of the war, by which time the Yugoslavian National Liberation Army contained over 800,000 men.

The battles in Yugoslavia in 1943 make for a different and interesting style of WWII wargame, pitting two lightly equipped infantry forces, with very limited armoured support, against each other in dense and mountainous terrain. One can easily envision games recreating German assaults on partisan-held mountain villages or bases, or the partisans attacking German convoys on twisting mountain roads.

## NEW SPECIAL RULES

### Local Knowledge

A senior officer with the 'local knowledge' special rule already knows the lay of the land well, and has many local supporters willing to keep him informed of enemy strengths and movements.

At the start of a game, the player with local knowledge gains +1 to any die roll for which board edge (or corner) his troops will deploy from. He also gains an additional +1 when rolling for who has the first turn (in addition to any scout units).

### 'Death to Fascism! Freedom to the People!'

Ideologically inspired to defeat the fascist invaders, a unit with this special rule gains +D6 to its Battlegroup's total BR at the start of the game.

### Mountain Goats

Lightly equipped and knowing the local paths and goat tracks, many partisan units can cross the mountainous terrain with ease.

This special rule allows a unit to count terrain as one less than the stated amount. Thus Dangerous Terrain becomes normal, and Impassable becomes Dangerous Terrain. This rule

does not apply to units taken as Platoon Support options (they have heavier equipment to manhandle).

### Climbing Equipment

Gebirgsjäger units carry ropes, climbing picks and crampons to operate more effectively in the mountains.

When using the Top Speed order, a unit with climbing equipment count impassable terrain such as cliffs or scree slopes as dangerous terrain instead. This special rule does not apply to impassable water terrain – like rivers!





- YUGOSLAVIA, 1943 -

# PARTISAN BATTLEGROUP

## FORWARD HEADQUARTERS UNITS

Each unit taken from Forward Headquarters allows a support choice from either: **Logistics** or **Additional Fire Support**

**Forward Headquarters** ..... 20 pts    3-r BR  
**Unit Composition:** 3 men  
**Special Rules:** Senior Officer, Mortar Spotter, Local Knowledge, Unique

**Radio Team** ..... 14 pts    0-r BR  
**Unit Composition:** 2 men  
**Special Rules:** Communications

**Horse Dispatch Rider** ..... 10 pts    0-i BR  
**Unit Composition:** 1 man  
**Transport:** Horse!  
**Special Rule:** Dispatches

**Political Officer** ..... 26 pts    1+D6-r BR  
**Unit Composition:** 2 men  
**Special Rules:** Officer, 'Death to Fascism! Freedom to the People!', Unique

## INFANTRY UNITS

Each unit taken from Infantry allows a support choice from: **Reconnaissance**, **Engineers** or **Specialist** units.

**Partisan Platoon** ..... 55 pts    8-i BR  
*For each Platoon you may choose 4 Support units*

**Platoon Composition:** 1 Partisan Platoon Command Squad, 3 Partisan Squads and up to 4 Platoon Support Options.

**Partisan Platoon Command Squad**  
**Unit Composition:** 6 men  
**Special Rules:** Officer, Mortar Spotter, Mountain Goats

**3 Partisan Squads**  
**Unit Composition:** 9 men with 1 Bren/ZB-28/DP LMG  
**Special Rules:** Mountain Goats

**Options:**  
 Replace all rifles with SMGs ..... free

**Platoon Support Options**  
 The Platoon may include up to four of the following additional units. No unit may be taken more than once.

**Light Mortar team** ..... 12 pts    1-i BR  
**Unit Composition:** 2 men with 50mm mortar

**Machine Gun team** ..... 18 pts    1-i BR  
**Unit Composition:** 3 men with a Maxim/MG-08 MG  
 Upgrade MG to MG-34 on tripod ..... +10 pts

**Anti-Tank Gun** ..... 24 pts    2-i BR  
**Unit Composition:** 37mmL43 gun with 3 crew  
 Upgrade anti-tank gun to 47mmL32 ..... +4 pts  
 Horse tow ..... +2 pts

**75mm Mountain Gun** ..... 19 pts    1-i BR  
**Unit Composition:** 75mm GebK 28 gun with 3 crew  
 Horse tow ..... +2 pts

**Medium Mortar team** ..... 24 pts    1-i BR  
**Unit Composition:** 3 men with 80mm mortar

**Combat Medic** ..... 8 pts    0-i BR  
**Unit Composition:** 1 man  
**Special Rules:** Mountain Goats, Medic

**Partisan Squad** ..... 15 pts    2-i BR  
**Squad Composition:** 1 Partisan Squad

**Rifle Squad**  
**Unit Composition:** 9 men with 1 Bren/ZB-28/DP LMG  
**Special Rules:** Mountain Goats  
**Options:**  
 Replace all rifles with SMGs ..... free

### Game Size Infantry Restrictions

In a Squad-level game you must include at least 1 Infantry squad. You cannot include more than 1 Infantry Platoon.  
 In Platoon-level game you must take at least 1 Infantry Platoon. You cannot include more than 2 Infantry Platoons.  
 In Company-level games you must take at least 2 Infantry Platoons. You cannot include more than 3 Infantry Platoons.  
 In Battalion-level games you must take at least 3 Infantry Platoons. You cannot include more than 6 Infantry Platoons.

## TANK UNITS

Each unit taken from Tanks allows a support choice from: **Reconnaissance, Engineers, Logistics** or **Specialist** units.

<b>Tank</b>	<i>Restricted</i>
<b>Unit Composition:</b> 1 Tank	
Hotchkiss H38 . . . . .	36 pts 2-i BR ( <i>Unique</i> )
FIAT L6/40 . . . . .	40 pts 2-i BR ( <i>Unique</i> )
FT-17 . . . . .	16 pts 2-i BR

## ARTILLERY UNITS

Each unit taken from Artillery allows a support choice from: **Additional Fire Support**.

<b>Forward Observer Team</b>	
. . . . .	16 pts 1-i BR ( <i>Restricted</i> )
<b>Unit Composition:</b> 2 men	
<b>Special Rules:</b> Artillery Spotter	

<b>Mountain Artillery Battery . .</b>	42 pts 2-i BR
<b>Unit Composition:</b> 2 75mm GebK 28 guns and 3 crew each, with pack mules and horse tows	

<b>Off-Table Mortar Fire</b>	
<b>Unit Composition:</b> 1 Battery	
2 80mm mortars. . . . .	.60 pts 0 BR

<b>Mountain Artillery Battery . .</b>	72 pts 4-i BR
<b>Unit Composition:</b> 2 100mm Vz 16 howitzers and 4 crew each, with pack mules and horse tows	
<b>Special Rules:</b> Unique	

<b>Off-Table Artillery Fire</b>	
<b>Unit Composition:</b> 1 Battery	
2 75mm howitzers . . . . .	.100 pts 0 BR
2 100mm howitzers . . . . .	150 pts 0 BR ( <i>Unique</i> )

## DEFENCES

Each unit taken from Defences allows no support choices. May only be taken if your battlegroup is the Defender in an Attack-Defence scenario.

<b>Improvised Barricades . . . . .</b>	5 pts 0 BR
10" of improvised barricades made of earth filled boxes, rubble, furniture, destroyed vehicles etc. Counts as hard cover for infantry behind it.	
<b>Machine Gun Dug-out . . . . .</b>	32 pts 1-i BR
3 men and a Maxim MG in reinforced cover. The cover is lost if the MG team move.	
<b>Mortar Pit. . . . .</b>	32 pts 1-i BR
3 men and an 80mm mortar in reinforced cover. The cover is lost if the mortar team moves.	
<b>Fortified Building . . . . .</b>	30 pts 0 BR
A single, chosen building, anywhere on the table, counts as reinforced cover rather than hard cover.	
<b>Foxholes . . . . .</b>	10 pts 0 BR
Deploy up to 10 infantry in foxholes; they count as in reinforced cover until they move.	
<b>Sniper Hideout . . . . .</b>	15 pts 0-v BR
A single sniper in reinforced cover. It can be placed anywhere outside of the opponent's deployment zone. The cover is lost if the sniper moves.	

<b>Booby Trapped Building . . . . .</b>	25 pts 0 BR
Any building on the table has been wired with booby-traps. The first time an enemy unit enters the building roll a D6. On a 2+ it detonates and the unit takes a 3/3+ HE hit. On a 1 there is a fault and the booby trap fails to go off!	
<b>Gun Cave . . . . .</b>	50 pts + artillery piece 0 BR
A dug out cave capable of holding two artillery pieces, able to fire out. Counts as in reinforced cover. Guns may elect to be dragged inside the cave to give units protected cover but they lose ability to fire out.	
<b>Cave System . . . . .</b>	40 pts 0 BR
A set of caves used for troop shelter. May hold an entire platoon, or 5 infantry units. All units inside counts as in protected cover when inside but may not fire out.	
<b>Mined Improvised Road Block . . . .</b>	5 pts 0 BR
Something large and heavy across a road. Place on any road or track, anywhere on the table. It counts as an obstacle. On a 5 or 6 any unit crossing the obstacle sets off a mine.	

## RECONNAISSANCE SUPPORT UNITS

**Sniper** . . . . . 10 pts    1-v BR  
**Unit Composition:** 1 man  
**Special Rules:** Sniper Scout

**Options:**  
 Add a spotter . . . . . +5 pts

Spotter: A sniper with a spotter increases its maximum range from 30" to 40", hitting on a 6.

**Partisan Foot Patrol** . . . . . 20 pts    3-r BR  
**Squad Composition:** 1 Partisan squad  
**Special Rules:** Scout

**Rifle Squad**  
**Unit Composition:** 8 men with 1 LMG

**Armoured Car**  
**Unit Composition:** 1 Armoured Car  
**Special Rules:** Scout, Unique  
 Autoblinda AB41 . . . . . 24 pts    1-i BR (*Restricted*)

**Mounted Partisan Patrol** . . . . . 15 pts    3-r BR  
**Squad Composition:** 1 Mounted Patrol  
**Transport:** Horses  
**Special Rules:** Scout

**Mounted Patrol**  
**Unit Composition:** 6 men with 1 LMG

**Reconnaissance Command** . . . 30 pts    3-r BR  
**Squad Composition:** 1 Command squad  
**Special Rules:** Scout, Officer, Mortar Spotter, Unique

**Command Squad**  
**Unit Composition:** 4 men

## ENGINEER SUPPORT UNITS

**Pioneer Squad** . . . . . 30 pts    3-r BR  
**Squad Composition:** 1 Pioneer Squad  
**Special Rules:** Engineers

**Pioneer Squad**  
**Unit Composition:** 9 men with an LMG and 2 demolition charges

## LOGISTICS SUPPORT UNITS

**Supply Column** . . . . . 6 pts    1-i BR  
**Unit Composition:** 1 Mule train or horse drawn wagon  
**Special Rules:** Resupply, Unique

**Options:**  
 Add up to 2 horse drawn wagons . . . . . +4 pts each

**Stretcher Party** . . . . . 10 pts    1-i BR  
**Unit Composition:** 2 men  
**Special Rules:** Medic

**Forward Aid Post** . . . . . 20 pts    5-i BR (*Restricted*)  
**Unit Composition:** 4 men with a tent  
**Special Rules:** Unique

**Ambulance** . . . . . 12 pts    2-i BR (*Restricted*)  
**Unit Composition:** 1 Horse-drawn Ambulance  
**Special Rules:** Medic

## SPECIALIST SUPPORT UNITS

**Captured Anti-Aircraft Gun**  
**Unit Composition:** 1 anti-aircraft gun with crew

20mm AA gun with 3 crew ..... 28 pts 2-i BR  
 Horse Truck tow ..... +2 pts

**Partisan Machine Gun Detachment**  
 ..... 36 pts 2-r BR

**Squad Composition:** 2 MMG teams, each with a bipod mounted MG-34s

**MMG Team**  
**Unit Composition:** 3 men with MG-34  
**Special Rules:** Mountain Goats, Unique

**Options:**  
 Add a loader team ..... +10 pts each  
 Upgrade MG-34 to MG-42. .... +10 pts each

## ADDITIONAL FIRE SUPPORT

**Off-Table Artillery Support Request**

2nd Target Priority (5+) ..... 10 pts 0 BR  
 1st Target Priority (4+) ..... 20 pts 0 BR

**Pre-Registered Target Point** .... 10 pts 0 BR

**Partisan Fire Mission Requests**

**Regimental Battery** (4+ comms test)

1-3 2 80mm mortars  
 4-6 2 75mm howitzers

**Divisional Battery** (5+ comms test)

1-4 2 75mm howitzers  
 5-6 2 100mm howitzers

**Counter-Battery Fire Mission** ... 10 pts 0 BR  
 The counter-battery fire mission is effective on a 5+.

**Timed 75mm Barrage** ..... 10 pts 0 BR  
 Fired by a battery of four 75mm howitzers. Before the game, write down which turn the guns will fire on. The points cost includes a pre-registered target as the target point of the barrage.

**Partisan Close Air Support Table 1943**  
*Partisans treat all air attack counters drawn as 'Beyond the Call of Duty' counters instead.*

**Timed 100mm Barrage**  
 ..... 20 pts 0 BR (Unique)  
 Fired by a battery of four 100mm howitzers. Before the game, write down which turn the guns will fire on. The points cost includes a pre-registered target as the target point of the barrage.

## NEW VEHICLE PROFILES

VEHICLE	MOVEMENT			ARMOUR			ARMAMENT		
	Off-Road	Road	Special	Front	Side	Rear	Weapon	Mount	Ammo
FIAT L6/40	9"	13"	-	L	O	O	20mm MG	Turret Hull	-

VEHICLE	MOVEMENT			ARMOUR			ARMAMENT		
	Off-Road	Road	Special	Front	Side	Rear	Weapon	Mount	Ammo
SdKfz 221	8"	24"	-	O	O	O	MG	Turret	-

VEHICLE	MOVEMENT			ARMOUR			ARMAMENT		
	Off-Road	Road	Special	Front	Side	Rear	Weapon	Mount	Ammo
AGDZ	8"	24"	-	O	O	O	20mm MG MG	Turret Co-axial Hull	10 - -

- YUGOSLAVIA, 1943 -

# GERMAN GEBIRGSJÄGER DIVISION BATTLEGROUP

(also 7th SS Division 'Prinz Eugen')

## FORWARD HEADQUARTERS UNITS

Each unit taken from Forward Headquarters allows a support choice from either: **Logistics** or **Additional Fire Support**

**Forward Headquarters** . . . . . 22 pts 3-r BR  
**Unit Composition:** 3 men  
**Transport:** Heavy Car  
**Special Rules:** Senior Officer, Artillery Spotter, Unique

**Options:** Replace 3 men and heavy car with:  
 Pz 35-S 739(f) . . . . . +10 pts

**Forward Signals Unit** . . . . . 18 pts 1-r BR  
**Unit Composition:** 3 men  
**Transport:** Medium Radio Truck  
**Special Rules:** Communications, Unique

**Options:** Replace 3 men and radio truck with:  
 SdKfz 232 radio armoured car . . . . . +6 pts

**Motorcycle Dispatch Rider** . . . . 12 pts 0-r BR  
**Unit Composition:** 1 man  
**Transport:** Motorcycle  
**Special Rule:** Dispatches

**Comms Relay Team** . . . . . 14 pts 0-r BR  
**Unit Composition:** 2 men  
**Special Rules:** Communications

**Luftwaffe Air Control Officer** 26 pts 1-r BR  
**Unit Composition:** 2 men  
**Transport:** Kübelwagen  
**Special Rules:** Officer, Air Spotter 3+, Unique

**Options:** Upgrade Kübelwagen to:  
 Medium radio truck . . . . . +2 pts

## INFANTRY UNITS

Each unit taken from Infantry allows a support choice from: **Reconnaissance**, **Engineers** or **Specialist** units.

**Gebirgsjäger Squad** . . . . . 26 pts 3-r BR  
**Squad Composition:** 1 Gebirgsjäger Squad and 1 LMG Team. Unit has 'Climbing Equipment'.

**Gebirgsjäger Squad**  
**Unit Composition:** 5 men  
**Transport :** mount in a medium truck . . . . . +4 pts

**LMG Team**  
**Unit Composition:** 3 men with ZB-28 LMG  
**Transport:** Transported in Squad's vehicle.

**Options:**  
 Upgrade a ZB-28 to MG-34 . . . . . +10 pts  
 Upgrade a ZB-28 to MG-42 . . . . . +20 pts

**Chetnik Partisan Squad** . . . . . 14 pts 2-i BR  
**Squad Composition:** 1 Chetnik Partisan Squad

**Chetnik Partisan Squad**  
**Unit Composition:** 10 men  
**Transport :** mount in a medium truck . . . . . +4 pts  
**Special Rules:** Mountain Goats

### Game Size Infantry Restrictions

In a Squad-level game you must include at least 1 Infantry squad.  
 You cannot include more than 1 Infantry Platoon.  
 In Platoon-level game you must take at least 1 Infantry Platoon.  
 You cannot include more than 2 Infantry Platoons.  
 In Company-level games you must take at least 2 Infantry Platoons.  
 You cannot include more than 3 Infantry Platoons.  
 In Battalion-level games you must take at least 3 Infantry Platoons.  
 You cannot include more than 6 Infantry Platoons.



<b>Gebirgsjäger Platoon</b> . . . . . 75 pts	11-r BR
<i>For each Platoon you may choose 4 Support units</i>	
<b>Platoon Composition:</b> 1 Gebirgsjäger Platoon Command squad, 3 Gebirgsjäger Squads and 3 LMG Teams and up to 4 Platoon Support Options. All units have 'Climbing Equipment'.	<b>Combat Medic.</b> . . . . . 8 pts 0-r BR <b>Unit Composition:</b> 1 man <b>Special Rule:</b> Medic
<b>Gebirgsjäger Platoon Command Squad</b> <b>Unit Composition:</b> 6 men <b>Transport:</b> Medium truck or Heavy car . . . . . +4 pts <b>Special Rules:</b> Officer, Mortar Spotter	<b>Light Mortar team</b> . . . . . 12 pts 1-r BR <b>Unit Composition:</b> 2 men with 50mm mortar Include a 3 man loader team . . . . . +10 pts
<b>3 Gebirgsjäger Squads</b> <b>Unit Composition:</b> 5 men <b>Transport:</b> mount in a medium truck. . . . . +4 pts	<b>Medium Mortar team</b> . . . . . 24 pts 1-r BR <b>Unit Composition:</b> 3 men with 80mm mortar Include a 3 man loader team . . . . . +10 pts
<b>3 LMG Teams</b> <b>Unit Composition:</b> 3 men with ZB-28 LMG <b>Transport:</b> Transported in Platoon's other vehicles <b>Options:</b> Upgrade a ZB-28 to MG-34 . . . . . +10 pts each Upgrade a ZB-28 to MG-42 . . . . . +20 pts each	<b>Anti-tank Gun.</b> . . . . . 19 pts 2-r BR <b>Unit Composition:</b> 37mm PaK36 gun with 3 crew Upgrade anti-tank gun to 50mm PaK38 . . . . +8 pts Include a 3 man loader team . . . . . +10 pts Medium Truck tow . . . . . +4 pts SdKfz 6 half track tow . . . . . +8 pts
<b>Platoon Support Options</b> The Platoon may include up to four of the following additional units. No unit may be taken more than once.	<b>75mm Mountain Gun</b> . . . . . 19 pts 1-r BR <b>Unit Composition:</b> 75mm mountain gun with 3 crew Medium Truck tow . . . . . +4 pts
<b>Heavy Machine Gun team</b> . . . . . 18 pts 1-r BR <b>Unit Composition:</b> 3 men with a tripod sMG34 Replace sMG34 with tripod sMG42 . . . . . +4 pts	

### TANK UNITS

Each unit taken from Tanks allows a support choice from: **Reconnaissance, Engineers, Logistics** or **Specialist** units.

<b>Panzer</b>	<i>Restricted</i>
<b>Unit Composition:</b> 1 Panzer	
Panzer 35R 731(f) . . . . . 36 pts	2-r BR
Panzer 38H 735(f) . . . . . 36 pts	2-r BR
Panzer 35-S 739(f) . . . . . 40 pts	2-r BR

## ARTILLERY UNITS

Each unit taken from Artillery allows a support choice from: **Additional Fire Support.**

**Forward Observer Team** . . . . . 16 pts    1-r BR  
**Unit Composition:** 2 men  
**Transport:** Kübelwagen  
**Special Rules:** Artillery Spotter+  
  
**Options:** Replace Kübelwagen with:  
     Heavy car . . . . . free

**Light Mountain Artillery Battery**  
 . . . . . 46 pts    2-r BR  
**Unit Composition:** 2 75mm GEB 36 guns and 3 crew each, with pack mules  
**Options:** Replace pack mules with:  
     Medium Truck tows . . . . . +4 pts each

**Off-Table Mortar Fire**  
**Unit Composition:** 1 Battery  
     2 80mm mortars . . . . . 60 pts    0 BR  
     2 120mm mortars . . . . . 80 pts    0 BR

**Mountain Artillery Battery**  
 . . . . . 72 pts    4-r BR  
**Unit Composition:** 2 105mm GEB 36 guns and 4 crew each, with pack mules  
**Options:** Replace pack mules with:  
     Medium Truck tows . . . . . +4 pts each

**Off-Table Artillery Fire**  
**Unit Composition:** 1 Battery  
     2 105mm howitzers . . . . . 100 pts    0 BR  
     2 150mm howitzers . . . . . 150 pts    0 BR  
     2 100mm howitzers . . . . . 140 pts    0 BR  
     2 170mm howitzers . . . . . 220 pts    0 BR

## DEFENCES

Each unit taken from Defences allows no support choices.

May only be taken if your battlegroup is the Defender in an Attack-Defence scenario.

**Improvised Barricades** . . . . . 5 pts    0 BR  
 10" of improvised barricades made of earth filled boxes, rubble, furniture, destroyed vehicles etc. Counts as hard cover for infantry behind it.

**Machine Gun Dug-out** . . . . . 34 pts    1-r BR  
 3 men and a tripod mounted sMG34 in reinforced cover. The cover is lost if the MG team move.

**Mortar Pit** . . . . . 34 pts    1-r BR  
 3 men and an 80mm mortar in reinforced cover. The cover is lost if the mortar team moves.

**Fortified Building** . . . . . 30 pts    0 BR  
 A single, chosen building, anywhere on the table, counts as reinforced cover rather than hard cover.

**Foxholes** . . . . . 10 pts    0 BR  
 Deploy up to 10 infantry in foxholes; they count as in reinforced cover until they move.

**Sniper Hideout** . . . . . 15 pts    0-v BR  
 A single sniper in reinforced cover. It can be placed anywhere outside of the opponent's deployment zone. The cover is lost if the sniper moves.

**Booby Trapped Building** . . . . . 25 pts    0 BR  
 Any building on the table has been wired with booby-traps. The first time an enemy unit enters the building roll a D6. On a 2+ it detonates and the unit takes a 3/3+ HE hit. On a 1 there is a fault and the booby trap fails to go off!

**Improvised Road Block** . . . . . 5 pts    0 BR  
 Something large and heavy across a road. Place on any road or track anywhere on the table. It counts as an obstacle.

## RECONNAISSANCE SUPPORT UNITS

**Sniper** ..... 10 pts    1-v BR  
**Unit Composition:** 1 man  
**Special Rules:** Sniper Scout

**Options:**  
 Add a spotter ..... +5 pts

Spotter: A sniper with a spotter increases its maximum range from 30" to 40", hitting on a 6.

**Gebirgsjäger Foot Patrol** ..... 36 pts    3-r BR  
**Squad Composition:** 1 Gebirgsjäger Squad and 1 LMG Team. Unit has 'Climbing Equipment'.

**Gebirgsjäger Squad**  
**Unit Composition:** 5 men  
**Special Rules:** Scout, Mortar Spotters

**LMG Team**  
**Unit Composition:** 3 men with ZB-28 LMG  
**Transport:** Transported in Squad's vehicle.

**Options:**  
 Upgrade a ZB-28 to MG-34 ..... +10 pts  
 Upgrade a ZB-28 to MG-42 ..... +20 pts

**Mounted Gebirgsjäger Patrol** ..... 20 pts    3-r BR  
**Squad Composition:** 1 Mounted Patrol  
**Transport:** Bicycles  
**Special Rules:** Scout, Mortar Spotters

**Mounted Patrol**  
**Unit Composition:** 5 men with a ZB-28

**Options:** Replace bicycles with:  
 Heavy car ..... +2 pts

**Armoured Car**

**Unit Composition:** 1 Armoured Car  
**Special Rules:** Scout, Mortar Spotter

SdKfz 221	..... 18 pts	1-r BR
SdKfz 222	..... 20 pts	1-r BR
AGDZ	..... 24 pts	1-r BR
BA-20	..... 34 pts	1-r BR

**Reconnaissance Command** ... 44 pts    3-r BR  
**Squad Composition:** 1 Command squad  
**Transport:** Heavy Car  
**Special Rules:** Scout, Officer, Artillery Spotter, Unique

**Command Squad**  
**Unit Composition:** 4 men

**Motorcycle Reconnaissance Team** ..... 18 pts    2-r BR  
**Unit Composition:** 3 men  
**Transport:** Motorcycle and sidecar  
**Special Rules:** Scout, Mortar Spotter

## ENGINEER SUPPORT UNITS

**Mountain Pioneer Squad** .... 32 pts    3-r BR  
**Squad Composition:** 1 Pioneer Squad  
**Special Rules:** Engineers

**Pioneer Squad**  
**Unit Composition:** 8 men with a ZB-28 LMG and 2 demolition charges

**Options:**  
 Upgrade a ZB-28 to MG-34 ..... +10 pts  
 Squad may have a flamethrower ..... +20 pts

**Light Bridging Unit** ..... 18 pts    2-r BR  
**Unit Composition:** 6 men  
**Transport:** Heavy Truck with a Bridge  
**Special Rules:** Bridging

**Recovery Vehicle**

**Unit Composition:** 1 Vehicle  
**Special Rules:** Vehicle Repair

Repair Truck	..... 10 pts	1-r BR
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## LOGISTICS SUPPORT UNITS

**Supply Column** . . . . . 8 pts    1-r BR  
**Unit Composition:** 1 Mule train or horse drawn wagon  
**Special Rules:** Resupply, Unique

**Options:**  
 Add up to 2 horse drawn wagons . . . . . +4 pts each  
 Replace a single wagon with a medium truck  
 . . . . . +6 pts

**Stretcher Party** . . . . . 12 pts    1-r BR  
**Unit Composition:** 2 men  
**Special Rules:** Medic

**Ambulance** . . . . . 14 pts    2-r BR (*Restricted*)  
**Unit Composition:** 1 Kübelwagen Ambulance  
**Special Rules:** Medic  
**Options:** Upgrade Kübelwagen Ambulance to:  
 Ambulance medium truck . . . . . +2 pts each

**Forward Aid Post** . . . . . 20 pts    5-i BR (*Restricted*)  
**Unit Composition:** 4 men with a tent  
**Special Rules:** Unique

## SPECIALIST SUPPORT UNITS

**Anti-Aircraft Gun**  
**Unit Composition:** 1 anti-aircraft gun with crew

20mm AA gun with 3 crew . . . . . 28 pts    2-r BR  
 Medium Truck tow . . . . . +4 pts

**Anti-Tank Gun**  
**Unit Composition:** 1 anti-tank gun with crew  
**Special Rules:** Unique

75mm PaK40 gun with 3 crew . . . . . 28 pts    2-r BR  
 Medium Truck tow . . . . . +4 pts

**Flammpanzer B-2(f)** . . . . . 50 pts    3-r BR  
**Unit Composition:** 1 Flammpanzer auf Pz B-2(f)  
**Special Rules:** Unique

## ADDITIONAL FIRE SUPPORT

**Off-Table Artillery Support Request**

2nd Target Priority (5+) . . . . . 10 pts    0 BR  
 1st Target Priority (3+) . . . . . 20 pts    0 BR

**Pre-Registered Target Point** . . . . . 10 pts    0 BR

**Counter-Battery Fire Mission** . . . 10 pts    0 BR  
 The counter-battery fire mission is effective on a 4+.

**Gebirgsjäger Fire Mission Requests**

**Regimental Battery** (3+ comms test)  
 1-4    2 80mm mortars  
 5-6    2 120mm mortars

**Divisional Battery** (4+ comms test)  
 1-4    2 105mm howitzers  
 5    2 100mm howitzers  
 6    2 150mm howitzers

**Corps Battery** (5+ comms test)  
 1-3    2 150mm howitzers  
 4-6    2 170mm cannons

**Timed 105mm Barrage** . . . . . 10 pts    0 BR  
 Fired by a battery of four 105mm howitzers. Before the game, write down which turn the guns will fire on. The points cost includes a pre-registered target as the target point of the barrage.

**Timed 150mm Barrage** . . . . . 20 pts    0 BR  
 Fired by a battery of four 150mm howitzers. Before the game, write down which turn the guns will fire on. The points cost includes a pre-registered target as the target point of the barrage.



### Gebirgsjäger Close Air Support Table 1943

- D6 Aircraft**
- 1-3 HS-123**  
 1-5 4 light bombs  
 6 1 large bomb
- 4 Fw-190 F**  
 1-2 No bombs  
 3-4 1 cluster bomb  
 5-6 1 large bomb
- 5 JU-87D**  
 1-6 1 large and 4 light bombs
- 6 Choose**  
 Select any of the above aircraft

*You may always choose an aircraft from lower down the table over a higher roll. You must still roll for armament.*

### RECREATING GUERRILLA WAR

These lists are designed to be played against each other. Players can, if they so wish, try to pit them against other lists for 1943 (from Battlegroup Kursk), but be warned, a partisan force is unlikely to stand much of a fighting chance against a fully equipped Panzer division in the open fields. The same is also true for a Gebirgsjäger battlegroup faced by the onslaught of a Russian Tank Corps. These are light infantry forces, best deployed to the environment they actually fought in.

When playing games, bear in mind that this is Yugoslavia. The partisans often fought their battles in remote places, hence why the Germans deployed mountain troops against them. We'd suggest that the boards should contain lots of rugged hills (the more the better), boulder fields and scree-slopes, as well as dense pine woods, lakes, fast streams and rivers and isolated villages, castles, monasteries, etc.

These lists are for re-creating the battles, rather than other partisan operations, such as stealthy assassination and sabotage missions. A sabotage mission, for example, to destroy a railway bridge, might form one objective on a battlefield, rather than be the focus of an entire battle. Suitable scenarios for anti-partisan operations would include High Ground (from Battlegroup Kursk), Recce Screen (from Battlegroup Overlord), Delaying Action, End of the Rat Race and Die Hexenkessel (from Battlegroup Fall of the Reich).

## PAINTING BRITISH INFANTRY UNIFORMS (FOR THE ETO, 1944-45)

by Piers Brand



1. After a black undercoat, paint the model with Vallejo (VJ) English Uniform and then wash the whole model with Citadel Shade: Agrax Earthshade.



2. When fully dried, re-highlight the raised areas with VJ English Uniform.



3. Next add a final highlight to the uniform with VJ British Tank Crew and also basecoat the webbing in this colour.



4. Use VJ British Tank Crew Highlight to, you guessed it, highlight the webbing!



5. Paint in the helmet with VJ Camo Olive Green.



6. Wash the helmet, boots and flesh areas with Citadel Shade: Nuln Oil.



7. Paint any hessian camo strips on the helmet in VJ Khaki and highlight with VJ British Tankcrew Highlight.



8. Paint in your flesh tones and you are done!

# BATTLEGROUP OVERLORD

# SCENARIOS

by Fred  
Konynenberg

## KAMPFGRUPPE PHILLIPS

### Background

Normandy – 11th July, 1944

During the first week of July, Panzer Lehr was transferred from the British front to launch a counter-attack against the US bridgehead over the Vire river. After initial probes, the main assault took place on 11th July. Panzer Grenadier Regiment 901 formed the left hook of the attack under the command of Oberst Scholze. It was then split into two sub-groups for the attack. The 2nd Battalion was ordered to seize Le Mesnil-Veneron.

Meanwhile, the 1st Battalion, commanded by Hauptmann Phillips, was to take Le Dezert and then drive north towards Saint-Jean-Daye. Kampfgruppe Phillips was reinforced with Panthers from Panzer Regiment 6, elements of Panzerjäger Abteilung 130 and the divisional reconnaissance battalion, plus several self-propelled howitzers. This formidable armoured force struck at the junction between the US 39th and 47th Infantry Regiments. Le Dezert soon fell following a morning assault. Gruppe Phillips then pushed towards Sain-Jean-de-Daye during the afternoon.

Units from the US 47th Infantry Regiment made a stand in front of Le Sellerie supported by M10s of the 899th Tank Destroyer Battalion and Shermans of the 3rd Armoured Division.

### Scenario Notes

This is a big scenario that will take some time to play and suits multi-player teams.

The board is 8' by 6'. There are 12+3 turns. At the end of Turn 12, the German player rolls a D6 and the game ends on a 5 or 6. At the end of Turn 13, the game finishes on 4-6. At the end of Turn 14, the game ends on 3-6. If not, Turn 15 is the last turn. [Historically, this represents an order by the German superior command to call off the attack after high casualties in all sectors of the counter-attack by Lehr on 11 July 1944. The task of the German player(s) is to beat the actual performance of Lehr in the operation!]

The game may end before then if either side reaches its battle-rating, in which case the other side wins.

Subject to Battle Rating, victory is determined on the following basis. The German wins 1 VP for each road that he exists a vehicle off during the game, and one VP for each building (or building complex in the case of linked/terraced buildings) that he holds exclusively by the end of the last turn (the American takes a counter in the usual way for each building that the German seizes control of during the game, and vice-versa in the event of a recapture by the American).

- Less than 3 VPs = US win
- 3-4 VPs = draw
- 5+ VPs = German win

The US player deploys first. Before deploying, the US player rolls a D6 to determine how many of his units may be given reaction orders. The German player moves first, using orders in the usual way for units to enter the board.

Both sides have substantial reinforcements. On the turn when these are due to enter the board, the owning player uses orders to activate them. If he has insufficient orders to do so, any units that are not activated are placed on the edge of the board. They have entered the game and count as on the board, but cannot do anything further that turn.

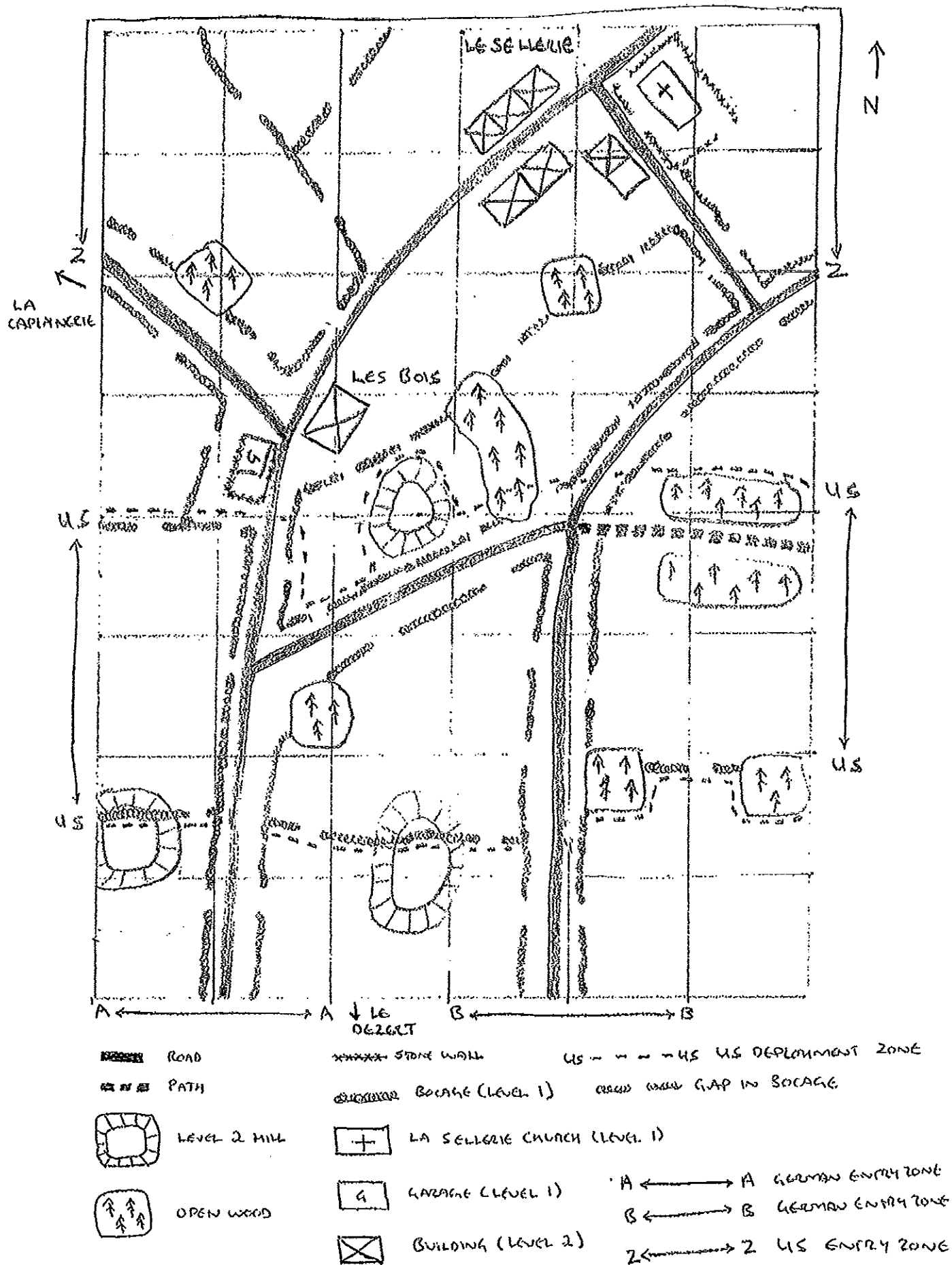
The hedges are bocage with gaps/gates as marked on the map. They are high enough to block all lines of sight at ground level except for units adjacent to them. They create a 4 inch deadzone behind them to any unit observing from a hill or upper floor of a building. The gaps in the bocage block line of sight except to/from units positioned at the gap. The gaps do not provide cover.

The board contains several stone/brick buildings/terraces which have at least one upper floor plus a ground level garage or barn.

Buildings and woods block all lines of sight from any level. Unless a unit is adjacent to it, the stone walls block line of sight to any unit at ground level except turreted vehicles firing at each other or at higher level terrain features. It is too low to create a deadzone behind it for units observing from a higher level. Roads are considered wide enough for two large vehicles side by side.

# KAMPFGRUPPE PHILIPPS

→ SAINT-JEAN-DE-DAYE



## US ORDER OF BATTLE

All US units are Regulars unless otherwise stated.

The US set up first placing their initial forces within the deployment zone marked on the map.

### INITIAL FORCES

#### Infantry Platoon

Platoon Command Squad (5 men) (Officer, Artillery Spotter)  
Infantry Squad (7 men) + BAR Squad (5 men)  
Infantry Squad (7 men) + BAR Squad (5 men)  
Infantry Squad (7 men) + BAR Squad (5 men)

#### Infantry Platoon

Platoon Command Squad (5) (Officer, Artillery Spotter)  
Infantry Squad (7) + BAR Squad (3)  
Infantry Squad (7) + BAR Squad (3)  
Infantry Squad (7) + BAR Squad (3)

#### Medium Mortar Team

81mm mortar with 3 crew

#### Medium Mortar Team

81mm mortar with 3 crew

#### Anti-Tank Platoon

57mm AT gun with 3 crew plus tow  
57mm AT gun with 3 crew plus tow  
57mm AT gun with 3 crew plus tow

#### MG Section

MMG with 3 crew  
HMG with 3 crew

All such units may start in fox-holes, trenches, MG / anti-tank gun dug-outs and mortar pits.

2 x Minefields

#### Forward Headquarters

3 men (Senior Officer, Artillery Spotter, Radio Comms Network) with M20 armoured car

#### Attached Artillery Battery

105mm with 3 crew  
105mm with 3 crew  
[sets up together and dug-in within 1' of the north edge of the board outside Le Sellerie]

**Forward Observer Team** (Officer, Artillery Spotter+)  
2 men in a jeep

### REINFORCEMENTS

The following reinforcements enter the board using orders at any point in the US entry zone marked "Z-Z":

#### TURN 1+D4

#### Self-Propelled Tank Destroyer Battery

M10 Wolverine  
M10 Wolverine  
M10 Wolverine  
M10 Wolverine

**Recon Command** (Officer, Scout, Mortar Spotter)  
M20 armoured car

#### Supply Column

1 Medium Truck

#### TURN 2+D4

#### Infantry Platoon

Platoon Command Squad (5) (Officer, Artillery Spotter)  
Infantry Squad (7) + BAR Squad (3)  
Infantry Squad (7) + BAR Squad (3)  
Infantry Squad (7) + BAR Squad (3)

#### MMG Team

.30 cal MG with 3 crew

#### TURN 3+D4

#### Medium Tank Platoon

M4 Sherman/75mm (Officer, Artillery Spotter)  
M4/75mm  
M4/75mm

#### Medium Tank Platoon

M4 Sherman/75mm (Officer, Artillery Spotter)  
M4/75mm  
M4/75mm

*[No Cullins devices allowed as they are not yet in operation]*

#### TURN 3

**Forward Air Control Officer** (Officer, Air Spotter 2+)  
2 men in a jeep

**Officers:** 10 (+3D6)  
**Total Battle Rating:** 69

#### Air Support:

Starting from Turn 6, the US Player rolls a D6 for air support. On a roll of 6, he receives an immediate air strike and rolls for the aircraft type and payload consulting the US Close Air Support Table. If the FAC is eliminated, the US player can only roll once every 2 turns.



## GERMAN ORDER OF BATTLE

All German units are veteran.

The German player moves first, entering along the south edge of the board between points "A-A" or "B-B" in the following sequence.

### TURN 1

**Recon Platoon Command** (Officer, Scout, Artillery Spotter)  
SdKfz 250/10 plus 4 men

**Recon Squad**  
SdKfz 250/1 plus 4 men with 1 Panzerfaust

**Recon Squad**  
SdKfz 250/1 plus 4 men with 1 Panzerfaust

**Armoured Car Squadron**  
SdKfz 234/1  
SdKfz 234/1

**Panzer Grenadier Platoon**  
Panzer Grenadier Command Squad (6) (Officer, Mortar Spotter)  
Grenadier Squad with 1 Panzerfaust (5) + MMG Team (3)  
Grenadier Squad with 1 Panzerfaust (5) + MMG Team (3)  
Grenadier Squad with 1 Panzerfaust (5) + MMG Team (3)  
**HMG-42 Team** with 3 men

**Panzer Grenadier Platoon**  
Panzer Grenadier Command Squad (6) (Officer, Mortar Spotter)  
Grenadier Squad with 1 Panzerfaust (5) + MMG Team (3)  
Grenadier Squad with 1 Panzerfaust (5) + MMG Team (3)  
Grenadier Squad with 1 Panzerfaust (5) + MMG Team (3)  
**HMG-42 Team** with 3 men

\* All MMG Teams have MG-42s.

### TURN 2

**Forward Headquarters** (Senior Officer, Artillery Spotter)  
SdKfz 251/3 plus 3 men

**Panther Platoon**  
Panther A (Officer, Mortar Spotter)  
Panther A  
Panther A

**Panther Platoon**  
Panther A (Officer, Mortar Spotter)  
Panther A  
Panther A

**Assault Gun Battery**  
Stug III G (Officer, Mortar Spotter)  
Stug III G  
Stug III G

**Assault Gun Battery**  
Stug III G (Officer, Mortar Spotter)  
Stug III G  
Stug III G

**Supply Column**  
2 x Medium Trucks

### TURN 3

**Armoured Pioneer Platoon**  
Command Squad (6) (Officer, Mortar Spotter) with a Panzerfaust in SdKfz 251/10  
Pioneer Squad (5) with a Panzerfaust, 2 demo charges and a minesweeper in SdKfz 251/1  
Pioneer Squad (5) with a Panzerfaust, 2 demo charges and a minesweeper in SdKfz 251/1  
Pioneer Squad (5) with a Panzerfaust, 2 demo charges and a flamethrower in SdKfz 251/1  
**3 MMG -42 Teams** with 3 men

**Assault Howitzer Battery\***  
Grille  
Grille  
1 Dedicated armoured ammunition carrier

**Officers:** 9 (+4D6)  
**Battle Rating:** 96

**Howitzer Spotters:**  
In this scenario, any units with the Mortar Spotter ability may also spot for the Assault Howitzer Battery.



# HELL IN THE BOCAGE

After the bloodbath of Omaha, the problems continued for the US as they moved into the Normandy bocage. The 38th Infantry Regiment was tasked with pushing towards Trevieres, which turned into a costly slog through heavily fortified hedgerows and was only able to make progress with the support of divisional artillery fire.

The table is 6' x 4'. The German sets up his units anywhere on the board within 18 inches of the southern edge of the board. The American then moves first using orders to enter the board along the northern edge of the board. The farmland is open field and the hedges are all bocage.

The game lasts 10 turns. The German takes a counter for each unit that the American exits off the southern edge of the board between points A and B.

## US ORDER OF BATTLE

**Forward Headquarters**  
3 men (Senior Officer, Artillery Spotter)

**Infantry Platoon**  
Platoon Command Squad (5) (Officer, Artillery Spotter)  
Infantry Squad (7) + BAR Squad (3)  
Infantry Squad (7) + BAR Squad (3)  
Infantry Squad (7) + BAR Squad (3)

**Infantry Platoon**  
Platoon Command Squad (5) (Officer, Artillery Spotter)  
Infantry Squad (7) + BAR Squad (3)  
Infantry Squad (7) + BAR Squad (3)  
Infantry Squad (7) + BAR Squad (3)

**Infantry Platoon**  
Platoon Command Squad (5) (Officer, Artillery Spotter)  
Infantry Squad (7) + BAR Squad (3)  
Infantry Squad (7) + BAR Squad (3)  
Infantry Squad (7) + BAR Squad (3)

**MMG Team**  
3 men with a .30 cal HMG

**MMG Team**  
3 men with a .30 cal HMG

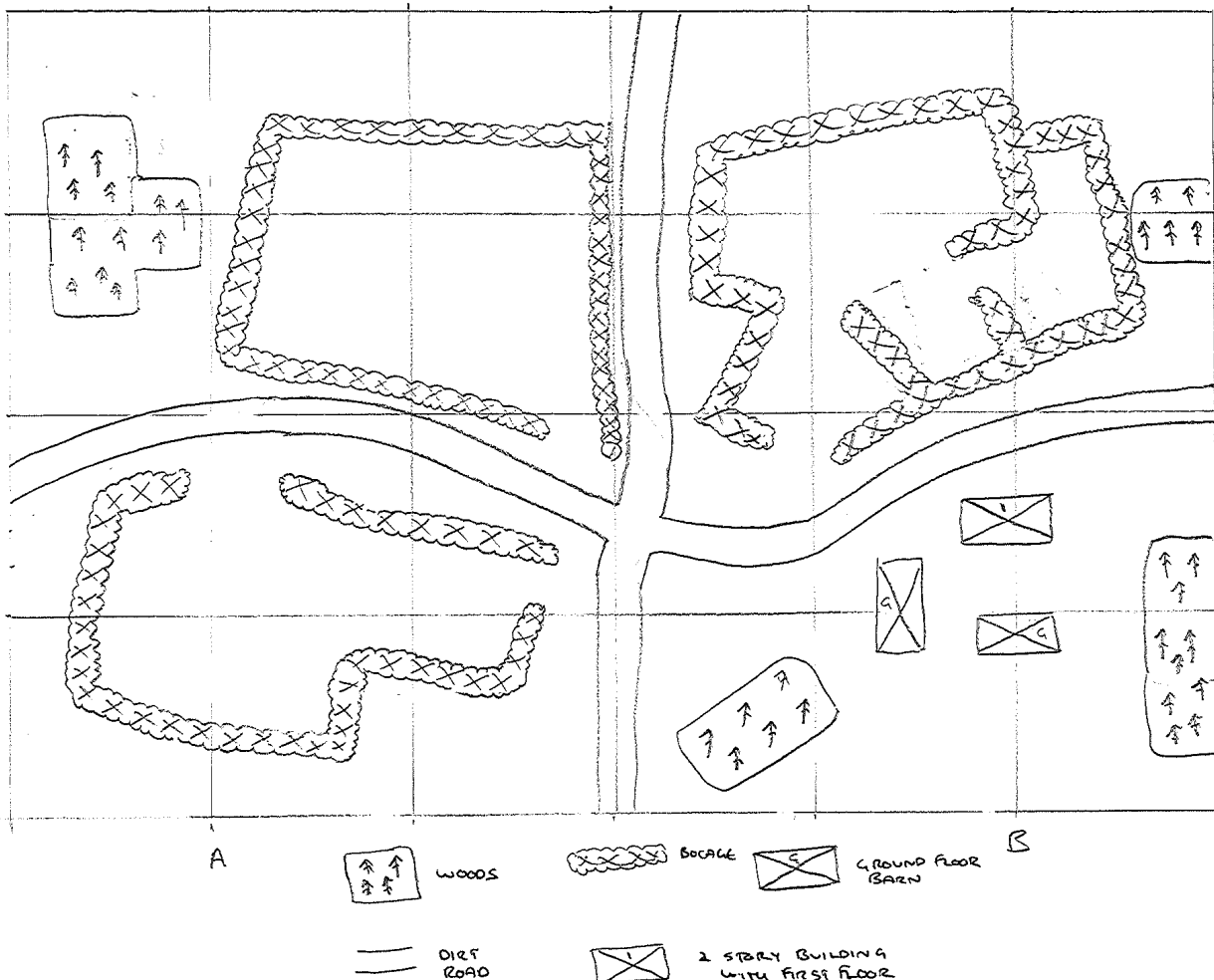
**Medium Mortar Team**  
81mm mortar with 3 crew

**Medium Mortar Team**  
81mm mortar with 3 crew

**Officers:** 4 (+2D6)  
**Battle Rating:** 28

**Artillery Support:**  
Starting from Turn 6, the American receives off-board artillery support in the form of 2 x 105mm howitzers which are available through the expenditure of orders and subject to communication checks in the usual way.

HELL IN THE BOCAGE



**GERMAN ORDER OF BATTLE**

**Grenadier Platoon**

- Grenadier Command Squad (6) (Officer, Mortar Spotter)
- Grenadier Squad (5) + MMG Team (3)
- Grenadier Squad (5) + MMG Team (3)
- Grenadier Squad (5) + MMG Team (3)

**Grenadier Platoon**

- Grenadier Command Squad (6) (Officer, Mortar Spotter)
- Grenadier Squad (5) + MMG Team (3)
- Grenadier Squad (5) + MMG Team (3)
- Grenadier Squad (5) + MMG Team (3)

**HMG Team**

- MG 34 Tripod mount with 3 crew

**Medium Mortar Team**

- 80mm mortar with 3 crew

**Sniper Team**

- Sniper & Spotter

**Defences**

- 2 x Minefields (marked on map before game starts)
- 3 x Foxholes
- 1 x Sniper Hideout

**Officers:** 2 (+2D6)

**Battle Rating:** 25

**Terrain**

The hedges are bocage with gaps/ gates as marked on the map. They are high enough to block all lines of sight at ground level except for units adjacent to them. They create a 4 inch deadzone behind them to any unit observing from a hill or upper floor of a building. The gaps in the bocage block line of sight except to/from units positioned at the gap. They do not provide cover.

The board contains a stone house with an upper level and two barns with only a ground floor.

Buildings and woods block all lines of sight from any level. Unless a unit is adjacent to it, the stone walls block line of sight to any unit at ground level except turreted vehicles firing at each other or at higher level terrain features. It is too low to create a deadzone behind it for units observing from a higher level.





# 'PIMP MY PANZER' MODELING TIPS AND TECHNIQUES

by Sean Allen

## Making a Stug III Stowage Box

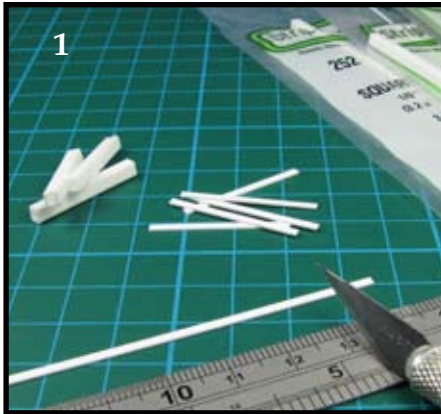
One of the best ways to add interest, individuality and variation to your table-top army is to add vehicle stowage – all the assorted bits and bobs that a crew accumulate over time at the front.

There is a huge variety of commercially available material, but an alternative is to make your own. One useful and easy to make item is the type of large stowage box that can be seen on the engine deck of German AFVs, in particular StuGs and Panzer IIIs. These were usually field modifications and in

many cases a particular style or shape was used by a specific unit – for example *Leibstandarte* StuGs at Kursk.

To make your own stowage box you will need:

- Assorted Plasticard / Strip
- Craft Knife & Panel Scriber
- Small Steel Ruler
- Sanding Stick
- Superglue
- Masking Tape

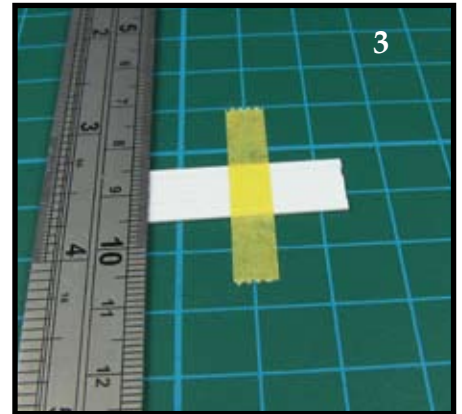


1. Take some 3.2x3.2mm Square Tube (Evergreen #252) and cut three lengths of 26mm each. These will form the body of the box and give its dimensions so you can vary these to make any size that you need.

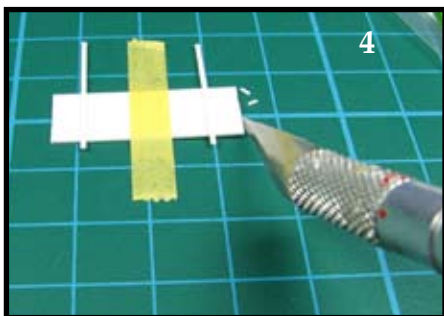
Now take a strip of 0.56mm x 1.68mm plasticard (Evergreen #8206) and cut six lengths that are 2mm longer than your base shape – in this case 28mm long. These are the planks for the lid of the box.



2. Glue the three lengths of Square Tube together to make a solid shape and use a sanding stick to make the ends flat and square.

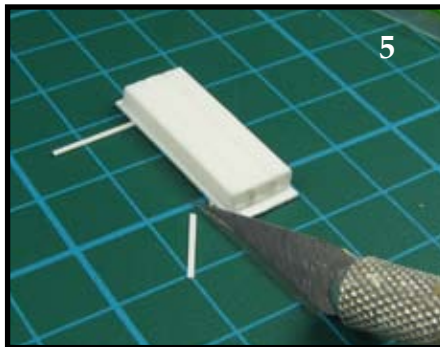


3. Line up the six planks on a cutting mat and use a piece of masking tape to hold them in place.

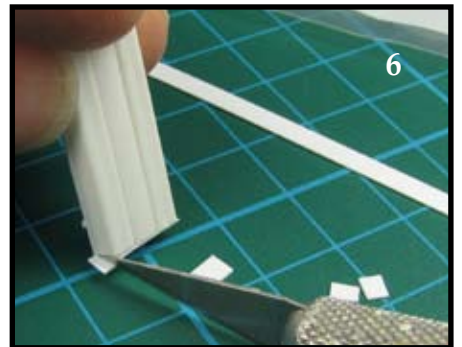


4. Cut two cross pieces from a piece of 0.25mm x 0.75mm strip (Evergreen #101). These should be longer than needed as you can trim to size later. Carefully glue these across the width of the six boards with superglue using a cocktail stick to apply it.

You can choose the exact position as long as they are evenly spaced – in this case 4mm from each end. Use a sharp knife to trim the ends of the boards to size making them all identical.



5. Glue the completed lid onto the solid body of the box, being careful to leave matching overhangs to each side and to the ends. Trim the two cross pieces square to the side edges.



6. For the end panels cut two strips from a piece of 0.5mm x 3.2mm strip (Evergreen #106). Again these should be longer than needed. Glue these in place and trim to size. The basic box is finished.

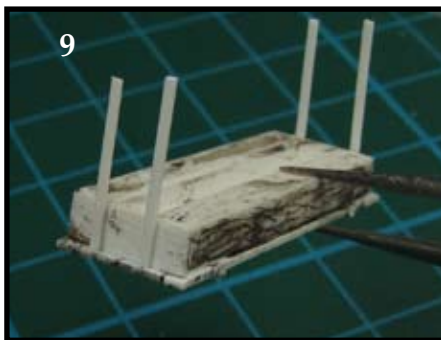




7. To add wood grain effects carefully use a panel scribing tool to score lines down the length of each board on the lid as well as the side and end panels. Don't make these too deep and keep them irregular and relatively short.

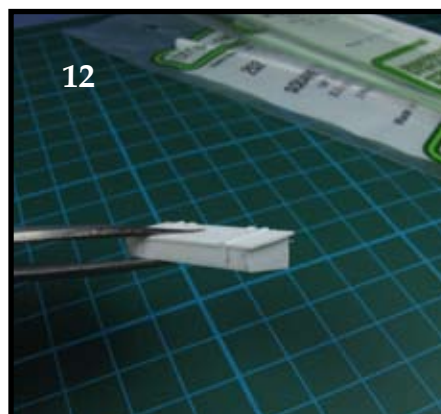
8. Here the box is stained with a wash to show the patterning.

9. If wanted you can add further cross pieces to the ends or sides of the box. As before it's easier to get these straight if you use longer strips and glue into position before trimming back to size.



10. Cut some small pieces of Evergreen #101 strip and gently round off one end with a sanding stick to represent latches. The easiest way to apply such small

pieces is to put a tiny spot of superglue on the front of the box using a cocktail stick and then use the tip of a sharp knife to pick up and position the latch.



11. Hinges can be added using small lengths of 0.75mm plastic rod (Evergreen #210).

12. On many StuGs and Panzer IIIs the stowage box was built to follow the slope at the rear of the engine deck. To recreate this simply cut angled side panels and use a wider strip for the rear side of the box, so that the lid is horizontal when the box is in place.

13. Add legs using small lengths of plastic strip. You can use square or rectangular pieces as needed trimming these to shape.



14. **Painting**  
Start by applying a coat of primer and allow to dry. Give the whole box a base coat of Vallejo Model Colour German Camouflage Orange Ochre (824).

15. Using brown and buff colours mixed with the base colour vary the tone slightly on some of the boards of the lid.

16. When dry give the whole thing a wash using a burnt umber oil paint and a good quality thinner. The wash will pool into the wood grain and between the boards bringing out the details.



17. Paint the latches and hinges with German Camouflage Black Brown (822). By varying the number and depth of the etched lines, the base colours of the planks and the strength of the wash you can achieve a range of different finishes.



18. Once you have the basic wood appearance you can weather in line with your vehicle to give a more toned-down finish.

# BATTLEGROUP KURSK 'ON TO THE DNIIEPR!'

## NEW RUSSIAN ARMOUR FOR LATE 1943

by  
Warwick Kinrade

Battlegroup Kursk deals with the war on the Eastern Front in 1943, but its main focus is really the summer fighting, and the German's great offensive. Naturally, the army lists included focus on this period of the war, and they would also be fine for playing battle's in late 1943, with the except that, deliberately excluded from the army lists were a few armoured vehicles that only appeared on the battlefields of late 1943. This was part of the retaining the character of the lists for the Kursk battles.

Of course, the development of the Soviet armoured fighting vehicles was not restricted to convenient years so, for those wanting to set their games in the post-Kursk battles and the Soviet advance towards the Dniepr river in late summer and autumn of 1943, here are three additions to the Tank Corps battlegroup lists.

### SU-85

The SU-85 reached the front line in August 1943 - to assist in the exploitation of the Kursk victory, after production of a new, more powerful, tank destroyer was ordered. It was created using the basic SU-122 hull and mounting the preferred 85mm D-5T gun in a new ball mantle. As a dedicated tank hunter it had no co-axial or pintle-mounted machine gun. Designed to combat Tigers and Panthers, the SU-85s performed well on the battlefield, although poor manufacturing techniques meant they suffered from breakdowns after long periods in the field. Utilising the T-34's excellent running gear, the SU-85 were fast and mobile, with a top speed of 32mph. The SU-85 served throughout 1944, but by early 1945 the SU-85 was deemed obsolete (after 2050 had been manufactured), and it was replaced by the up-gunned SU-100. Some remained in service until the end of the war.

### KV-85

It was known that the KV-1s days as a frontline battle tank were numbered and (once it was decided that the Red Army still needed a heavy tank) the search for a replacement began. At the beginning of 1943 there were 21 designs for heavy tanks being evaluated. Eventually, this process would create the Joseph Stalin tank series, but with the KV-1 now being out-dated and with most already having being written-off from the order of battle, there were urgent requests from front commanders for a heavy tank capable of matching the German Tiger and Panther. Technical problems had slowed the production of the IS-1 and IS-2, so a stop-gap measure was introduced, and this was very quickly put in production. The resulting tank was the KV-85. It would reach front line units in October 1943.

The KV-85 used the basic KV chassis, but mounted a new dome-shaped turret designed to house the D-5T 85mm gun, which had been chosen to replace the now underpowered 76.2mm tank gun. Only 148 KV-85s were completed before production was cancelled in favour of the now finalised IS-2 design. These few KV-85s served into 1944, but were later entirely replaced by the new IS-2s.

### T-80

The T-80 was the final upgrade of the light tank design, and very few (just 140) were finished before all light tank production ceased. Its main difference from the T-70 was its changed turret design to increase the turret crew from a single gunner/commander to two men, so the tank now had a dedicated gunner. It had some minor improvements in armour, which lowered its top speed slightly, but essentially it was very similar light tank to its forebear.

### T-70 COMPANY

At Kursk, the little T-70 was a front line battle tank. Deployed along with the T-34s, it formed fully a third of the Russian tank strength. As such, not being able to field a full company of T-70s (as with T-34s) seems a bit harsh, given the number that were present on the battlefield in the summer of 1943.

This was an idea that I considered during development of the Russian lists, but I was talked out of it, on the thinking that only the T-34 should really be the backbone of Russian tank units, and so only it should be allowed in such large numbers (and at the reduced points costs). With hindsight, I think that decision was too literal. The T-70 (hardly likely to cause German player's sleepless nights anyway) should also be available en-masse. So, I've included here a new entry for the Eastern Front 1943 Tank Corps Army List. Note, that whilst the other new entries here are limited to late 1943 (so not at Kursk itself), this entry can be used throughout 1943.

VEHICLE	MOVEMENT			ARMOUR			ARMAMENT		
	Off-Road	Road	Special	Front	Side	Rear	Weapon	Mount	Ammo
SU-85	12"	16"	T-34 mobility	L	M	N	85mmL54	Hull	5

VEHICLE	MOVEMENT			ARMOUR			ARMAMENT		
	Off-Road	Road	Special	Front	Side	Rear	Weapon	Mount	Ammo
KV-85	8"	12"		H	K	L	85mmL54 MG MG	Turret Co-axial Turret (rear)	7 - -

VEHICLE	MOVEMENT			ARMOUR			ARMAMENT		
	Off-Road	Road	Special	Front	Side	Rear	Weapon	Mount	Ammo
T-80	9"	13"	-	K	N	O	45mmL46 MG	Turret Co-axial	9 -

**ADDITIONS TO RUSSIAN 1943 TANK CORPS BATTLEGROUP- TANK UNITS** (for late 1943 only)

**SU-85 Battery** ..... 120 pts 9-r BR (Restricted)  
**Unit Composition:** 3 SU-85s  
 3 SU-85s  
*A SU-85 Battery allows 2 Support choices*

**KV-85 Platoon** ..... 178 pts 9-r BR  
**Unit Composition:** 3 KV-85s  
 3 TKV-85s  
**Special Rules:** Stal! Stal! Stal!, Unique  
*A KV-85 Platoon allows 2 Support choices*

**SU-85**  
**Unit Composition:** 1 SU-85  
 SU-76 ..... 48 pts 3-r BR (Restricted)

**KV-85**  
**Unit Composition:** 1 KV-85  
 KV-85 ..... 71 pts 3-r BR (Restricted)  
**Special Rules:** Stal! Stal! Stal!, Unique

**Light Tank Platoon** ..... 50 pts 6-r BR  
**Unit Composition:** 3 T-60s  
 3 T-60s  
**Options:** Upgrade all T-60s in the platoon to:  
 T-70s ..... +15 pts  
 T-80s ..... +20 pts  
**Special Rules:** Stal! Stal! Stal! Unique (T-80s only)  
*A Light Tank Platoon allows 2 Support choices*



**ADDITIONS TO RUSSIAN 1943 TANK CORPS BATTLEGROUP- TANK UNITS**

**Light Tank**  
**Unit Composition:** 1 Light Tank  
 T-60 ..... 20 pts 2-r BR  
 T-70 ..... 25 pts 2-r BR  
 T-80 ..... 26 pts 2-r BR (Restricted)  
**Special Rules:** Stal! Stal! Stal!

**T-70 Company** ..... 225 pts 20-r BR  
**Unit Composition:** 10 T-70s  
 1 T-70 (Officer)  
 9 T-70s  
**Special Rules:** Stal! Stal! Stal!  
*A T-70 Company allows 6 Support choices*