

Headquarter Units

Each Choice taken from infantry allows a choice from either: **Logistics**, or **Additional Firesupport** support units

Forward Headquarter:20pts 2-r BR

Unit composition: 3 Men

Special Rules: Senior Officer, Artillery Spotter, Mortar Spotter, Unique

Options:

Transport in Puch G, Pinzgauer 712 or 710.....free

Transport in SPz Saurer CMD+5 pts

Remark: If your FHQ is transported in a Pinzgauer, your battlegroup is considered to be Jäger (light Infantry), and all your Infantry units have to be Jäger (Named in unit name). If your FHQ is transported in an SPz Saurer your Battlegroup is considered to be Panzergrenadiers. Therefore all your Infantry units have to be Panzergrenadier (Named in unit name).

Forward Signals Unit (FMUO):25pts 1-i BR

Unit composition: 3 Men

Transport: Pinzgauer 712 or 710

Special Rules: Communications, Unique

Options:

Transport in SPz Saurer CMD.....+5 pts (Panzergrenadiers only)

Forward Air Controller:20pts 1-r BR

Unit composition: 3 Men

Transport: Puch G, Pinzgauer 712 or 710

Special Rules: Officer, Airspotter 2+, Unique

Options:

Transport in SPz Saurer CMD if you field Panzergrenadiers.....+5 pts

May only be taken at Company level

Motorcycle Dispatch Rider:10pts 0-i BR

Unit composition: 1 Men

Transport: Motorcycle

Special Rules: Dispatches

Wire Team:10pts 0-i BR

Unit composition: 2 Men

Transport: Puch G

Special Rules: Wire Communications

Special Rule:

As Austria declared itself neutral following rule applies:

In Attacker defender Scenarios Jäger Battlegroups always count as being the defender.

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Unit composition: 3 Men

Special Rules: Senior Officer, Artillery Spotter, Mortar Spotter, Unique

Options:

Transport in Puch G, Pinzgauer 712 or 710.....free

Transport in SPz Saurer CMD+5 pts

Remark: If your FHQ is transported in a Pinzgauer, your battlegroup is considered to be Jäger (light Infantry), and all your Infantry units have to be Jäger (Named in unit name). If your FHQ is transported in an SPz Saurer your Battlegroup is considered to be Panzergrenadiers. Therefore all your Infantry units have to be Panzergrenadier (Named in unit name).

Forward Signals Unit (FMUO):25pts 1-i BR

Unit composition: 3 Men

Transport: Pinzgauer 712 or 710

Special Rules: Communications, Unique

Options:

Transport in SPz Saurer CMD if you field Panzergrenadiers.....+5 pts

Forward Air Controller:20pts 1-r BR

Unit composition: 3 Men

Transport: Puch G, Pinzgauer 712 or 710

Special Rules: Officer, Airspotter 2+, Unique

Options:

Transport in SPz Saurer CMD if you field Panzergrenadiers.....+5 pts

May only be taken at Company level

Motorcycle Dispatch Rider:10pts 0-i BR

Unit composition: 1 Men

Transport: Motorcycle

Special Rules: Dispatches

Wire Team:10pts 0-i BR

Unit composition: 2 Men

Transport: Puch G

Special Rules: Wire Communications

Special Rule:

As Austria declared itself neutral following rule applies:

In Attacker defender Scenarios Jäger Battlegroups always count as being the defender.

Infantry

Each Choice taken from infantry allows a choice from either: **Reconnaissance**, **Engineers**, or **Specialist** support units

Jägerzug(Miliz) (Infantryplatoon Reserve Forces).....65pts 8-i BR

For each Platoon you may choose 4 Support units

Platoon Composition: 1 Zugskommandant und Zugtrupp(Platoon Command Squad), 4 Jägergruppen (Infanterysquads) and up to four Platoon Support Options.

Platoon Command Squad

Unit Composition: 3 men with assault rifles

Special Rules: Officer, Mortar Spotter, Panzerabwehr Schwergewicht (Antitank Strongpoint)

Transport: Platoon commandsquad is transported in Pinzgauer 712 of 1st Jägergruppe (1. Infantry squad)

Jägergruppe (Infantry Squad)

Unit Composition: 4 men Squad with StG77 or StG58, 1 MG 74 Team (2 Men),

1 PAR 66/79 Team (2 Men) (all together 8 Men)

Special Rules: Fireteam

Transport: Pinzgauer 712 or 710

Options:

with MG74 Tripod.....+2pts

May be equipped with NVG.....+10pts

May add up to two PAR 70.....+5pts/Weapon

Platoon Support Options:

Upgrade to regular for.....+40 Pts + 6-r BR

Remarks: When upgraded to regular the platoon should be named as Jägerzug(Kader)

The platoon may include one of each of the following additional units.

No unit may be taken more than once.

Combat Medic..... 8pts 0-i BR

Unit Composition: 1 Men

Special Rules: Trained Medic

Heavy Machine Gun Team.....20pts 1-i BR

Unit Composition: 3 men with a .50cal HMG

Transport: in Platoons vehicles

Medium Mortar Team.....22pts 1-i BR

Unit Composition: 81mm mortar and 3 men

Transport: Pinzgauer 712 or 710

Options:

My add 3 additional men as Loader Team.....10pts

Jägergruppe(Kader):15pts 2-r BR

Jägergruppe (Infantry Squad)

Unit Composition: 4 men Squad with StG77 or StG58, 1 MG 74 Team (2 Men),

1 PAR 66/79 Team (2 Men) (all together 8 Men)

Special Rules: Fireteam

Transport: Pinzgauer 712 or 710

Options:

with MG74 Tripod.....+2pts

May be equipped with NVG.....+10pts

May add up to two PAR 70.....+5pts/Weapon

Special rules:

Improvised FHQ: If you field no FHQ this unit counts as FHQ, counting as officer rather than senior officer

Panzerabwehr Schwergewicht (Antitank strongpoint)

Each Platoon may decide to form a Panzerabwehr Schwergewicht, which

means all PAR66/79 are summed up in one Infantry Squad. If you decide to do so, the platoon comprises of:

- Platoon Command Squad
- one Jägergruppe (Infantry Squad) comprising of 4 PAR66/79 teams (altogether 8 soldiers),
- one Jägergruppe (Infantry Squad) comprising of two MG Teams and 4 Soldiers with assault rifles (altogether 8 Soldiers)
- two Jägergruppen(Infantry Squads) each comprising of one MG74 team and 6 soldiers with Assault rifles (altogether 8 Soldiers/squad)

Infantry

Each Choice taken from infantry allows a choice from either: **Reconnaissance**, **Engineers**, or **Specialist** support units

Jägerkompanie(Miliz) (Infantrycompany Reserve Forces).....180pts 25-i BR

For each Company you may choose 12 Support units

Composition: 1 Kompaniekommando (Company Command Section)
3 Jägerzüge (Infantryplatoon Reserve Forces) and up to four Company Support Options.

Company Command Section

Unit Composition: 3 men with assault rifles

Special Rules: Officer, Mortar Spotter, Improvised FHQ

Transport: Companycommandsquad is transported in Pinzgauer 710/712 or Puch G

Options:

May be equipped with NVG.....+10pts

Jägerzug(Miliz) see above for details

Options:

Upgrade up to 2 platoons to Regular.....+40pts/Platoon

May be equipped with NVG.....+10pts

May add up to two PAR 70.....+5pts/Weapon

Remarks: If you upgrade 2 platoons to Regular your Company Command Section is also rated as regular and the company should be named Jägerkompanie(Kader)

Company Support Options:

*The Company may include up to 4 of the the following additional units.
No unit may be taken more than once.*

Sniper.....10pts 1-v BR

Unit composition: 1 Man

Special Rules: Sniper Scout

Options:

May add spotter.....+5pts

Spotter increases range to 40" hitting on 6+

Heavy Machine Gun Squad.....40pts 2-i BR

Unit Composition: 2 Teams comprising of 3 men with a .50cal HMG

Transport: Pinzgauer 712 or 710

Medium Mortar Squad.....44pts 2-i BR

Unit Composition: 2 81mm mortar and 3 men

Transport: Pinzgauer 712 or 710/Mortar

Options:

My add 3 additional men as Loader Team.....10pts/Mortar

R-Pak Gruppe (Recoilles Anti Tank Squad).....40pts 2-r BR

Unit Composition: 2 Teams comprising of 3 men Squad with 10.5cm R-PaK

Special Rules: Recoilles

Transport: 2 Pinzgauer 712 tow

2cm FlaK (2cm AA-Gun).....20pts 1-r BR

Unit Composition: 3 men Squad with 2cm Flak mounted on Pinzgauer 712

Special Rules: Anti Aircraft

Transport: 1 Pinzgauer 71

Pioniergruppe (Engineer Squad).....35pts 3-r BR

Unit Composition: 8 men Squad with StG77 or StG58, 1 MG 74 Team (2 Men),
(all together 10 Men)

Special Rules: Fireteam, Engineers

Transport: 1 Truck 12M18 or 680 Steyr

Options:

May be equipped with Mine Sweeper.....+5pts

May be equipped with up to 3 demo charges...+5pts/each

Special rules:

Improvised FHQ: If you field no FHQ this unit counts as FHQ, counting as officer rather than senior officer

Panzerabwehr Schwergewicht (Antitank strongpoint)

Each Platoon may decide to form a Panzerabwehr Schwergewicht, which

means all PAR66/79 are summed up in one Infantrysquad. If you decide to do so, the platoon comprises of:

- Platoon Command Squad
- one Jägergruppe (Infatrysquad) comprising of 4 PAR66/79 teams (alltogether 8 soldiers),
- one Jägergruppe (Infantrysquad) comprising of two MG Teams and 4 Soldiers with assault rifles (alltogether 8 Soldiers)
- two Jägergruppen(Infantrysquads) each comprising of one MG74 team and 6 soldiers with Assault rifles (alltogether 8 Soldiers/squad)

Infantry

Each Choice taken from infantry allows a choice from either: **Reconnaissance**, **Engineers**, or **Specialist** support units

Panzergranadierzug(armoured infantry platoon).....105pts 12-r BR

For each Platoon you may choose 4 Support units

Platoon Composition: 1 Zugskommandant und Zugtrupp(Platoon Command Squad),
3 Panzergrenadiergruppen (armoured Infantrysquads) 1 Panzerabwehrgruppe (Antitank Squad)
and up to four Platoon Support Options.

Platoon Command Squad

Unit Composition: 3 men with assault rifles

Special Rules: Officer, Mortar Spotter

Transport: Platoon commandsquad is transportet in SPz Saurer MK66

Panzergranadiergruppe (Armoured Infantry squad)

Unit Composition: 6 men with StG77 or StG58, 1 MG 74 Team (2 Men),
(all together 8 Men)

Special Rules: Fireteam

Transport: SPz Saurer .50cal Browning M2

Options:

with MG74 Tripod.....+2pts
May be equipped with NVG.....+10pts
May add up to two PAR 70.....+5pts/Weapon

Panzergranadiergruppe (Armoured Infantry squad)

Unit Composition: 4 men with StG77 or StG58, 2 PAR66/79 Teams (2 Men each),
(all together 8 Men)

Special Rules: Fireteam

Transport: SPz Saurer MK66

Options:

May be equipped with NVG.....+10pts
May add up to two PAR 70.....+5pts/Weapon

Platoon Support Options:

The platoon may include one of each of the following additional units.
No unit may be taken more than once.

Combat Medic..... 8pts 0-i BR

Unit Composition: 1 Men

Special Rules: Trained Medic

Heavy Machine Gun Team.....20pts 1-r BR

Unit Composition: 3 men with a .50cal HMG

Transport: in Platoons vehicles

Medium Mortar Team.....22pts 1-r BR

Unit Composition: 120mm mortar mounted in SPz Saurer

Transport: SPz Saurer Mortarcarrier

Panzergranadiergruppe(Armoured Infantry squad):25pts 3-r BR

Panzergranadiergruppe (Armoured Infantry squad)

Unit Composition: 6 men with StG77 or StG58, 1 MG 74 Team (2 Men), (all together 8 Men)

Special Rules: Fireteam

Transport: SPz Saurer .50 cal Browning M2

Options:

with MG74 Tripod.....+2pts
May be equipped with NVG.....+10pts
May add up to two PAR 70.....+5pts/Weapon

Panzerabwehrgruppe(Antitank Squad):25pts 3-r BR

Panzergranadiergruppe (Armoured Infantry squad)

Unit Composition: 4 men Squad with StG77 or StG58,
2 PAR 66/79 Team (2 Men each) (all together 8 Men)

Special Rules: Fireteam

Transport: SPz Saurer MK66

Options:

May be equipped with NVG.....+10pts
May add up to two PAR 70.....+5pts/Weapon

*Remark: You may not field more single Panzerabwehrgruppen
(Antitank Squads) than single Panzergranadiergruppen (Armoured
Infantry Squads)*

Tank Units

Each Choice taken from Tank units allows a choice from either: **Reconnaissance, Engineers, Logistics, or Specialist** support units

M60 Panzerzug.....240 pts 10-r BR

(unique)

Unit composition: 1 M60 MBT Zugskommandant (Platooncommander)
3 M60 MBT

Special Rules: Officer

M60.....60pts 1-r BR

(restricted)

Unit composition: 1 M60 MBT

Jagdpanzer Zug (Tank Hunter Platoon).....200pts 1-r BR

(unique)

Unit composition: 1 Jagdpanzer Kürassier Zugskommandant (Platooncommander)
3 Jagdpanzer Kürassier

Special Rules: Officer, Reconnaissance Firesupport (May be fielded as Reconnaissance Unit if there are at least 4 Aufklärungsgruppen (Reconnaissance Squad) or gepanzerte Aufklärungsgruppen (Armoured Reconnaissance Squad) per Kürassier)

May only be taken at Company level and above

Jagdpanzer Kürassier50pts 1-r BR

(restricted)

Unit composition: 1 Jagdpanzer Kürassier

Special Rules: Reconnaissance Firesupport (May be fielded as scout if there are at least 2 Aufklärungsgruppen (Reconnaissance Squad) or gepanzerte Aufklärungsgruppen (Armoured Reconnaissance Squad) per Kürassier)

Artillery Units

Each Choice taken from infantry allows a choice from either: **Additional Firesupport**

schwere Granatwerfer Gruppe60pts 4-r BR

Unit composition: 1 Battery of two 120 mm sGrW (Heavy Mortar)

Options:

May add up of two 3 men Loader teams each.....10pts

May add 2 Pinzgauer 712 or 710 as transport.....10pts

Panzerhaubitze M109 (self propelled howitzer).....60pts 2-r BR
(unique)

Unit composition: 1 self propelled Howitzer M109 155mm

Options:

May add another M109.....60 pts 2-r BR

Off-Table 155mm Battery.....130pts 0-r BR

Unit composition: 1 Battery of two M109 155 mm howitzer

Forward Observer Team:20pts 1-r BR

Unit composition: 3 Men

Transport: Pinzgauer 712 or 710

Special Rules: Officer, Artilleryspotter 2+

May only be taken at Company level

Specialist Support Units

R-Pak Gruppe (Recoilles Anti Tank Squad).....20pts 1-r BR (Restricted)

Unit Composition: 3 men Squad with 10.5cm R-PaK

Special Rules: Recoilles

Transport: 1 Pinzgauer 712 tow

Options:

Add a second 10.5cm R-PaK with Pinzgauer tow.....+20 pts 1-r BR

2cm FlaK (2cm AA-Gun).....20pts 1-r BR

Unit Composition: 3 men Squad with 2cm Flak mounted on Pinzgauer 712

Special Rules: Anti Aircraft

Transport: 1 Pinzgauer 712

Jagdkampf Gruppe (Skirmishing Patrol).....35pts 2-v BR (unique)

Unit Composition: 4 men equipped with assaultrifles, 1 MG74 Squad, 1 PAR66/79 Squad, (alltogether 8 men)

Special Rules: Infiltration, Attack their Supplis, It's an ambush, Mines, On our own

Transport: Non

Options:

Add Antitankmines.....+15 pts

Add Claymoremines.....+10 pts

May add up to two PAR 70.....+5pts/Weapon

Special rules:

Infiltration:

Place the squad in Ambush advance to Reconnaissance Units. Roll a D6, on a 1 the enemy has spotted your squad and you have to place it on the table somewhere in the enemy players side of the table, otherwise they are not noted and hidden until the squad takes an action. (you keep them of table until you want to release the ambush, then you may place the squad in contact to the enemy players edge of the table.)

If you are out scouted, the squad is spotted on 1-3.

Attack their supplis:

As long as the squad is hidden reduce the number of units arriving from the rear by 1. It will always arrive at least 1 unit.

It's an ambush:

If the squad is hidden, You may choose to release the ambush to an unit which is arriving from the rear. Place the squad on the table in contact to the enemy players edge of the table and resolve the ambush.

Mines:

If you have taken Antitankmines and/or Claymoremines, you may place a single minefield from the type or if both are taken you may place a minefield of each type. Claymoremines are lost if the unit is destroyed.

On our own:

The unit can be given an order without spending an order dice, furthermore due to the high value of this unit you draw 2 BR Markers if the unit is lost

Defences

May only be taken as defender in Attacker-Defender Scenarios

Improvised Barricades.....5pts 0-r BR
10" of improvised barricades, count as hard cover for infantry

Machine Gun Dug-Out.....33pts 1-r BR
Unit composition: 3 Men and a MG74 Tripod in reinforced cover.
The Cover is lost if the MG team move.

Mortar Pit.....56pts 1-r BR
Unit composition: 3 Men and a 120mm Mortar in reinforced cover.
The Cover is lost if the Mortar team moves.

Options:
My add 3 Men as Loader team 10pts

Cellar Shelter.....10pts 0-r BR
Choose a single building anywhere on the table, which has its cellar reinforced. Any infantry unit or gun team in the buildig has a 2+ safe against Indirect fire that hits them. Aimed or aereal fire is not effected

Fortified building.....30pts 0-r BR
Choose a single building on the table. It counts as reinforced cover rather than hard cover

Foxholes.....10pts 0-r BR
Deploy up to 8 Infantry in foxholes; they count as in reinfoced cover until they move.

Trenches.....10pts 0-r BR
20" of trenches count as reinforced cover for infantry

Tank fighting position.....5pts 0-r BR
Deploy a single vehicle in a tank fighting position, it counts as beeing obscured for observation and to hit. In addition the frontarmour is increased by 1 and 4+ roll against aereal fire

Barbed wire.....10pts 0-r BR
10" of barbed wire, count as obstacle for infantry and vehicles

Improvised Roadblock.....5pts 0-r BR
Place something large like a tree or something else across a road, it counts as an obstacle

Fortification with Centurion Tower.....60pts 1-r BR
(unique)
A bunker equipped with a Centurion Tower. Only Jäger

Anti tank ditch.....5pts 0-r BR
10" of anti tank ditch, count as impassable by vehicles without bridge or fascines

Snipers hideout.....15pts 0-r BR
Place a single sniper in reinforced cover. It can be placed anywhere outside the opponents deployment zone. The cover is lost if the sniper moves

Claymore Minefield.....10pts 0 BR
A single one use anti-personell minefield. Mark a single point on a map of the table where the minefield is placed. It can be triggered anytime by the defending player

Anti tank minefield.....15pts 0 BR
An anti tank minefield

Bridge demolition.....10pts 0 BR
A single bridge on the table is prepared for demolition. Write down in which turn the charges will explode. At the beginning of the noted turn roll a D6. On 2+ the charges will blow off and the bridge and all units on it are destroyed. On a 1 the demolitions fail to explode.

Claymore Minefield.....10pts 0 BR
A single one use anti-personell minefield. Mark a single point on a map of the table where the minefield is placed. It can be triggered anytime by the defending player

Offtable basic AA-Gun volley.....10pts 0 BR
(restricted)
Well camouflaged 3,5cm twin AA-Guns are placed behind the own lines. You may take a single AA-Shot by a 3,5cm twin gun against an enemy aircraft or helicopter. No order dice needed.

Offtable intermediate AA-Gun volley.....20pts 0 BR
(restricted)
Well camouflaged 3,5cm twin AA-Guns with surveillance radar are placed behind the own lines. You may take a single AA-Shot by a battery of tow 3,5cm twin gun against an enemy aircraft or helicopter. The radar improves the chance to hit by +1. No order dice needed.

Reconnaissance Support Units

Kdt Aufklärungszug (Recce Platoon Command).....15pts 2-r BR

Unit Composition: 3 men Squad with StG77 or StG58

1 PAR 66/79 Team (2 Men) (all together 8 Men)

Special Rules: Officer, Scout, Artilleryspotter, unique

Transport: 1 Pinzgauer 712 or 710

Options:

May be equipped with NVG.....+10pts

Only Jäger

Sniper.....10pts 1-v BR

Unit composition: 1 Man

Special Rules: Sniper Scout

Options:

May add spotter.....+5pts

Spotter increases range to 40" hitting on 6+

Only Jäger

Aufklärungsgruppe (Recce Squad).....20pts 3-r BR

Unit Composition: 4 men Squad with StG77 or StG58, 1 MG 74 Team

(2 Men),

1 PAR 66/79 Team (2 Men) (all together 8 Men)

Special Rules: Fireteam, Scout

Transport: 2 Pinzgauer 712 or 710

Options:

May be equipped with NVG.....+10pts

Only Jäger

OH58 Kiowa.....50pts 3-v BR (unique)

Unit composition: 1 OH58 Kiowa light helicopter
equipped with 1 Minigun

Special Rules: Scout, fast helicopter, officer

Gepanzerte Aufklärungsgruppe (Recce Squad armoured).....35pts 4-r BR

Unit Composition: 4 men Squad with StG77 or StG58, 1 MG 74 Team (2 Men),

1 PAR 66/79 Team (2 Men) (all together 8 Men)

Special Rules: Fireteam, Scout

Transport: 2 SPz Saurer with 2cm Autocannon

Options:

May be equipped with NVG.....+10pts

Only Panzergrenadier

Kdt gepanzerter Aufklärungszug (Recce Platoon Command armoured).....20pts 3-r BR

Unit Composition: 3 men Squad with StG77 or StG58

1 PAR 66/79 Team (2 Men) (all together 8 Men)

Special Rules: Officer, Scout, Artilleryspotter, unique

Transport: 1 SPz Saurer with 2cm Autocannon

Options:

May be equipped with NVG.....+10pts

Only Panzergrenadier

Remarks:

You may either take armoured or non armoured recce squad. The recce platoon command must be the same as your recce squad.

Engineer Support Units

Pioniergruppe (Engineer Squad).....35pts 3-r BR

Unit Composition: 8 men Squad with StG77 or StG58, 1 MG 74 Team (2 Men),
(all together 10 Men)

Special Rules: Fireteam, Engineers

Transport: 1 Truck 12M18 or 680 Steyr

Options:

May be equipped with Mine Sweeper.....+5pts

May be equipped with up to 3 demo charges...+5pts/each

Panzerpioniergruppe (Armoured Engineer Squad).....45pts 4-r BR

Unit Composition: 8 men Squad with StG77 or StG58, 1 MG 74 Team (2 Men),
(all together 10 Men)

Special Rules: Fireteam, Engineers

Transport: 2 SPz Saurer with .50 HMG

Options:

May be equipped with Mine Sweeper.....+5pts

May be equipped with up to 3 demo charges...+5pts/each

Brückenlegepanzer Biber (Bridging Unit).....30pts 2-r BR

Unit Composition: 1 Bridgelaying Biber with one Assault bridge

Special Rules: Assault Bridge

Remark: This is not displayed in the Austrian armed forces, for gaming issues it will be displayed
as a detachment from German Armed Forces

Assault bridge: One use cannot be resupplied during the game

Minenräumpanzer Keiler (Mineclearing tank).....30pts 1-r BR

Unit Composition: 1 Mineclearing Tank Keiler

Special Rules: Assault Bridge

Remark: This is not displayed in the Austrian armed forces, for gaming issues it will be
displayed as a detachment from German Armed Forces

Assault bridge: One use cannot be resupplied during the game

Logistic Support Units

Supply Column.....8pts 1-i BR
(restricted)

Unit composition: Truck 680er Steyr

Special Rules: Resupply

Options:

Add up to 4 Vehicles....+5pts/Each

Stretcher Party.....10pts 2-i BR
(restricted)

Unit composition: 2 men

Special Rules: Medic

Ambulance.....15pts 2-i BR
(restricted)

Unit composition: 1 Ambulance Pinzgauer

Special Rules: Medic

Options:

May be upgraded to Ambulance SPz Saurer....+5pts

Forward Aid Post.....20pts 5-i BR
(unique)

Unit composition: 4 men and a tent

Special Rules: Medic, unique

Armoured Recovery Vehicle.....15pts 1-i BR
(restricted)

Unit composition: 1 Armoured Recovery Vehicle, Bergepanzer Greif

Special Rules: Vehicle Recovery, Vehicle Repair

Allouette III Medevac.....15pts 2-i BR
(unique)

Unit composition: 1 Allouette III Medevac helicopter

Special Rules: Medevac

Special rules:

MEDEVAC:

If an infantry unit is wiped out a medevac can be conducted by a helicopter, therefore the medevac helicopter needs to land next to the spot the unit was wiped out. Then you can start the medevac.

Therefore the helicopter needs to take off and fly off your table edge.

If successful, you may put one of your BR Markers randomly back to the pot.

The Medevac Helicopter can be brought back to the table 3 turns after leaving the battlefield

Additional Fire Support

Pre Registered Targetpoint.....15pts 0-r BR

Timed 120mm Mortar barrage.....15pts 0-r BR

Fired by a battery of 4 120mm heavy mortars. Before the game write down in which turn the barrage will be fired. A pre registered targetpoint is included. This is a time on target barrage.

Timed 155mm Artillery barrage.....20pts 0-r BR

Fired by a battery of 4 155mm howitzers. Before the game write down in which turn the barrage will be fired. A pre registered targetpoint is included. This is a time on target barrage.
try and vehicles

Timed PC-7 airstrike.....10pts 0-r BR

An airstrike carried out by a Pilatus PC-7 equipped with rocket pods. Before the game write down in which turn the aircraft will arrive on. In this turn the PC-7 will attack a single target using its rocket pods. Carry out the Airstrike with the air to ground rules. This airstrike does not need a pre registered targetpoint or the target to be in the line of sight of a forward air controller

Combat air patrol.....20pts 0-r BR

To assist your battle plans the airforce has provided Combat Air Patrol (CAP) to attempt to gain local air superiority. The CAP can be played at the beginning of any of your turns by placing an appropriate model of a Fighter Plane on the table. You may never have more than one CAP operating over the battlefield at a time. While your CAP remains on the table uncontested you have air superiority.