

# EARLY WAR UPDATE

The first three early-war compilations: *Blitzkrieg*, *Hellfire and Back*, and *Burning Empires*, were written for the old version of the rulebook. As a result, there are a number of areas that need updating to make them work smoothly with the new Version 3 rulebook. The two major changes are the replacement of the old special rules with the new special rules in the rulebook, and updates to the arsenals to bring them in line with the new rules and fix minor errors.

## SPECIAL RULES

Replace all national special rules in *Blitzkrieg*, *Hellfire and Back*, and *Burning Empires* with those in the rulebook, unless specifically stated below.

### BRITISH SPECIAL RULES

The Unflappable, Disorderly Conduct, 4 by 2 and No. 8 Wire, War Cry, and North-west Frontier special rules remain unchanged.

Replace the Scottish Bagpipes special rule with:

*When the 2iC Command team uses the Warrior Infantry Team Casualties rule on page 106 of the rulebook, the opponent needs to roll 5+ to Destroy it rather than 4+. If the enemy's roll is unsuccessful, the piper's music inspires the surviving team members to keep going. Any hits on the 2iC Command team do not count towards Pinning Down the platoon.*

The Haka special rule loses the requirement for Maori platoons to make Breakthrough Assaults, as there are no Breakthrough Assaults in Version 3.

### FRENCH SPECIAL RULES

The High Command, Integrated Defences, Colonial Troops, Central Fire Control, Supply Carriers, Resupply Carriers, Honour and Fidelity, The Legion is Our Homeland, March or Die, and Kepi Blanc special rules remain unchanged.

Replace the second paragraph of the Trench Warfare rule with:  
*When conducting Defensive Fire, Infantry and Gun teams that are Dug In or in Entrenchments can shoot over any Man-packed or Light Gun teams that are also Dug In or in Entrenchments.*

Replace the Quick Fire rule with:

*Re-roll all failed To hit rolls from Artillery Bombardments fired with at least as many 75mm mle 1897 guns as other weapons, and at least four weapons in total. Batteries with one to three weapons, half or more of which are 75mm mle 1897 guns do not need to re-roll successful To Hit rolls.*

Replace the HMG Bunkers and Barbed Wire rule on page 164 of *Blitzkrieg* and the Fortification Deployment rule on page 111 of *Burning Empires* with:

*A company with an HMG Nest or HMG Pillbox is a Fortified Company.*

### GERMAN SPECIAL RULES

Replace the Truck-borne Tanks special rule with:

*A Verlastete Panzerkompanie Always Attacks. The Company HQ and all Combat platoons use the Spearhead Deployment special rule.*

### GREEK SPECIAL RULES

The Ochi, Sons of Leonidas, and Come and Get Them special rules remain unchanged.

Replace the second paragraph of the French Doctrine rule with:  
*When conducting Defensive Fire, Infantry and Gun teams that are Dug In or in Entrenchments can shoot over any Man-packed or Light Gun teams that are also Dug In or in Entrenchments.*

### ITALIAN SPECIAL RULES

The Heroism special rule remains unchanged.

The Avanti special rule changes to require a successful Motivation Test rather than a successful Skill Test for the platoon to move.

Platoons held in Reserves do not roll on the Eight Million Bayonets Table until they are placed on table.

### POLISH SPECIAL RULES

The Fate of the Nation, Night Counterattack, Batalion Piechoty (Centralised Control), Lancers, and Szwadron Kawalerii (Centralised Control) special rules remain unchanged.

Replace the fifth paragraph of the Bypassed special rule with:  
*When the bypassed company does arrive, roll another die. On a roll of 1 the company arrives on the table edge to the left of the opponent's Deployment Area. On a roll of 2, the company arrives within 16"/40cm of the left-hand corner of the opponent's Deployment Area. On a roll of 3 or 4, the company arrives from the table edge at the back of the opponent's Deployment Area. On a roll 5, the company arrives within 16"/40cm of the right-hand corner of the opponent's Deployment Area. On a roll of 6 the company arrives on the table edge to the right of the opponent's Deployment Area.*

*If the Deployment Area is one or more quarters of the table, pick one corner of the table in the opponent's Deployment Area instead. On a roll of 1 or 2, the company arrives on the table edge to the left of the corner. On a roll of 3 or 4, the company arrives within 16"/40cm of the corner. On a roll of 5 or 6, the company arrives on the table edge to the right of the corner.*

## CORRECTIONS

### FRENCH

The Colonial 75mm Artillery battery on page 110 of *Burning Empires* is rated Confident Trained as shown in the diagram, not Confident Veteran as written.

### BRITISH

The special rule breaking the Armoured Company into separate platoons on page 119 of *Blitzkrieg* and page 114 of *Hellfire and Back* is replaced with:

*The HQ, Light, and Cruiser Platoons of an Armoured Company operate as separate platoons, each with their own Platoon Command team. The HQ Platoon is a headquarters in name only. It operates the same as any other platoon and is led by a normal Platoon Command team.*

The Charge! rule on page 119 of *Blitzkrieg* and page 113 of *Hellfire and Back* is deleted and no longer applies.

In addition, the points for several units change as below.

### BLITZKRIEG

The points for the Armoured Regiment on pages 118 and 119 of *Blitzkrieg* change as follows:

The Regiment HQ points should be:

- 1 A10 Cruiser Mk II and 1 Light Mk VI B for 130 points.
- Replace 2iC Command Light Mk VI B tank with Light Mk VI C tank for +5 points, A9 Cruiser Mk I tank for +45 points, or A10 Cruiser Mk II tank for +60 points.
- Add A9 Cruiser Mk I tank for +80 points, A10 Cruiser Mk II for +95 points, Light Mk VI B tank for +35 points, or Light Mk VI C tank for +40 points.
- Add Light Mk VI B tank for +35 points or Light Mk VI C tank for +40 points.

The Armoured Company points should be:

HQ Platoon of:

- 2 A13 Cruiser Mk III and 2 A9 Cruiser Mk I CS 235 points
- 2 A13 Cruiser Mk III and 1 A9 Cruiser Mk I CS 200 points
- 1 A13 Cruiser Mk III and 2 A9 Cruiser Mk I CS 155 points
- 1 A13 Cruiser Mk III and 1 A9 Cruiser Mk I CS 120 points
- Replace all A9 Cruiser Mk I CS tanks with Light Mk VI C tanks at no cost.

or HQ Platoon of:

- 2 A9 Cruiser Mk I CS and 1 Light Mk VI C 115 points
- 2 A9 Cruiser Mk I CS 75 points

with Combat Platoons:

- 2 Cruiser and 2 Light Platoons +700 points
- 1 Cruiser and 2 Light Platoons +460 points
- 1 Cruiser and 1 Light Platoon +350 points
- Replace any or all A13 Cruiser Mk III tanks with A13 Mk II Cruiser Mk IV tanks for +20 points per tank.

### BRITISH ARMoured REGIMENTS UPDATE STICKERS

New copies of *Blitzkrieg* and *Hellfire and Back* have a small sheet of stickers that make it easy to make the corrections given above. A copy of the sheet can also be downloaded from [www.FlamesOfWar.com/EarlyWarV3](http://www.FlamesOfWar.com/EarlyWarV3).

### HELLFIRE AND BACK

The points for the Armoured Regiment on pages 112 to 115 of *Hellfire and Back* change as follows:

The Regiment HQ points should be:

- 4 A9 Cruiser Mk I 320 points
- 3 A9 Cruiser Mk I 240 points
- 2 A9 Cruiser Mk I 160 points
- Replace any A9 Cruiser Mk I tank with A10 Cruiser Mk IIA tank for +15 points or A13 Cruiser Mk IVA tank for +20 points per tank.

The Heavy Cruiser Armoured Company points should be:

HQ Platoon of:

- 2 A10 Cruiser Mk IIA and 2 A10 Cruiser Mk IIA CS 305 points
  - 1 A10 Cruiser Mk IIA and 2 A10 Cruiser Mk IIA CS 210 points
- with Combat Platoons with A10 Cruiser Mk IIA tanks:
- 4 Armoured Platoons +1150 points
  - 3 Armoured Platoons +860 points
  - 2 Armoured Platoons +570 points

The Light Cruiser Armoured Company points should be:

HQ Platoon of:

- 2 A9 Cruiser Mk I and 2 A9 Cruiser Mk I CS 255 points
  - 1 A9 Cruiser Mk I and 2 A9 Cruiser Mk I CS 175 points
- with Combat Platoons with A9 Cruiser Mk I tanks:
- 4 Armoured Platoons +970 points
  - 3 Armoured Platoons +725 points
  - 2 Armoured Platoons +480 points

The Light Armoured Company points should be:

HQ Platoon of:

- 4 Light Mk VI B 145 points
  - 3 Light Mk VI B 110 points
- with Combat Platoons with Light Mk VI B tanks:
- 4 Armoured Platoons +440 points
  - 3 Armoured Platoons +330 points
  - 2 Armoured Platoons +220 points

The points for the Crusader Armoured Squadron on pages 116 to 117 of *Hellfire and Back* change as follows:

The Crusader Armoured Squadron HQ points should be:

- 2 Cruiser Mk VI Crusader and  
2 Cruiser Mk VI Crusader CS 455 points
- 1 Cruiser Mk VI Crusader and  
2 Cruiser Mk VI Crusader CS 335 points

The Crusader Armoured Platoon points should be:

- 3 Cruiser Mk VI Crusader 360 points

The Heavy Armoured Platoon points should be:

- 3 A10 Cruiser Mk IIA 285 points

## RAIDERS OF THE SAHARA

### INTERDICTION RAIDS

Replace the Its All in the Timing rule with:

*A force with Interdiction Raids may choose the Time Of Day (see page 273 of the rulebook) in any Fair Fight mission and in any mission with Prepared Positions in which they are the Attacker. If both sides are eligible to choose the Time Of Day, both players roll a die with the higher score choosing the Time of Day.*

### DESERT FORTS

A force with a Desert Fort is a Fortified Company and all compulsory Combat platoons are Fortified Platoons and must be deployed in the Desert Fort.

### LRDG PATROL

The option to add an extra hull-mounted MG to any or all Chev trucks in an LRDG Patrol applies to all vehicles in the patrol, not just Chev trucks.

The arsenal entry for Vickers 0.5" MG should be Vickers 0.5" AA MG.

### COMPAGNIA AUTOSAHARIANA

The extra AA MG should not be Passenger-fired as the vehicles are Tank teams and do not carry Passengers.

### 103<sup>A</sup> COMPAGNIA ARDITI CAMIONETTISTI

The Pioneer Assault Training rule should refer to dismounted SMG teams rather than dismounted Rifle/MG teams.

## MISCELLANEOUS

### ARMoured TRAINS

Polish armoured trains use the rules on pages 205 to 212 of the rulebook rather than those on pages 51 to 55 of Blitzkrieg. The Armoured Railcar Platoon is a Supporting Tank Platoon. The Assault Car is an Infantry Car that deploys with the Assault Platoon.

### MULTI-PART PLATOONS

British and Commonwealth Armoured Companies, Carrier and Scout Platoons, and Field Batteries, Royal Artillery, German Light, Mixed, and Heavy Panzerspäh or SS-Panzerspäh Platoons, Polish Piechoty Companies, and US Armored Recon Platoons are Multi-part Platoons (see page 259 of the rulebook). As such each platoon, troop, or patrol deploys and operates as a totally separate platoon.

## MOTORCYCLE RECONNAISSANCE

### MOTORCYCLE RECONNAISSANCE

Replace the Motorcycle Reconnaissance rules with those on pages 196 to 197 of the rulebook). The Raiders' Trucks rule remains, so raiding trucks are still mounted singly on a base.

Motorcycle Reconnaissance teams are now unarmoured tanks with the characteristics shown below.

### MOTORCYCLE RECONNAISSANCE TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Top <i>Firepower</i>	Notes
			Side <i>Anti-tank</i>			
Motorcycle Rifle <i>Rifle</i>	Jeep 16"/40cm	- 1	- 2	- 6	- 6	Dismount as Rifle team. <i>Hull mounted.</i>
Motorcycle Rifle/MG <i>MG</i>	Jeep 16"/40cm	- 2	- 2	- 6	- 6	Dismount as Rifle/MG team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle MG <i>MG</i>	Jeep 16"/40cm	- 3	- 2	- 6	- 6	Dismount as MG team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle SMG <i>SMG</i>	Jeep 4"/10cm	- 3	- 1	- 6	- 6	Dismount as SMG team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle VB <i>VB grenade launcher</i>	Jeep 8"/20cm	- 2	- 1	- 4+	- 4+	Dismount as VB team. <i>Hull mounted, Awkward layout, Can fire over friendly troops.</i>
Motorcycle Light Mortar <i>Light mortar</i>	Jeep 16"/40cm	- 1	- 1	- 4+	- 4+	Dismount as Light Mortar team. <i>Hull mounted, Awkward layout, Smoke, Can fire over friendly troops.</i>
Motorcycle HMG <i>MG</i>	Jeep 16"/40cm	- 3	- 2	- 6	- 6	Dismount as HMG team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle Anti-tank Rifle <i>British anti-tank rifle</i>	Jeep 16"/40cm	- 1	- 4	- 5+	- 5+	Dismount as Anti-tank Rifle team. <i>Hull mounted, Awkward layout.</i>
<i>German anti-tank rifle</i>	16"/40cm	1	4	6	6	<i>Hull mounted, Awkward layout.</i>

Italian and Greek motorcycles use the Solo Motorcycles rule on page 197 of the rulebook and have the Awkward Layout special rule.

# ARSENALS

## STAFF TEAMS

All Staff teams can shoot as Rifle teams (see page 128 of the rulebook).

## MG TEAMS

All MG teams have ROF 2 when Pinned Down.

## HMG AND LMG TEAMS

British Vickers, French 8mm mle 1914, German sMG34 and sMG42, Polish ckm wz.30, US Captured, and Italian and Greek Mod 37 HMG teams all have ROF 3 when moving or Pinned Down. All HMG Nests have ROF 3 when Pinned Down.

US M1919 LMG teams have ROF 2 when moving or Pinned Down.

## MORTARS

Greek and Italian Brixia 45mm mortars do not have a minimum range when shooting (as opposed to firing bombardments).

French 60mm mle 35 mortars have a minimum range of 8"/20cm when shooting.

British ML 3" and 81/14, and Italian 81/14 mortars have the characteristics shown below, allowing them to shoot as well as fire bombardments. French 81mm mle 1927/31, German 8cm GW34, Greek 81mm M1927/31, Polish 81mm wz.31, and US Captured mortars all have the characteristics shown below for Medium Mortars, allowing them to shoot as well as fire bombardments.

## BREAKTHROUGH GUNS

The following weapons now have the Breakthrough Gun special rule (see page 100 of the rulebook).

- British: OQF 4.5" howitzer.
- French: 105 C mle 1935B howitzer, 105 L mle 1913 S gun.
- German: 10cm leFH30(t) howitzer, 10.5cm leFH18 howitzer. The 15cm sIG33 auf Panzer I no longer has the Heavy Infantry Gun special rule.
- Greek 105mm Schneider M1925 gun.
- Italian 100/17 howitzer, and 102/35 and 105/28 guns.
- Polish: 100mm wz.14/19 howitzer, and 105mm wz.29 gun.

## WEAPON CHARACTERISTICS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
ML 3" mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	2	6	Smoke bombardment.
81/14 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		48"/120cm	-	2	6	Smoke bombardment.
Medium Mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.

Vehicle Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
25mm on Lorraine 38L	Slow Tank	1	0	0	Two AA MG.
25mm SA-34	16"/40cm	3	6	5+	Hull mounted, No HE, Portee.

## GUN SHIELDS ON UNARMoured TANKS

The British 2 pdr portee, Bofors 37mm portee, Bofors 37mm SP, French Autocanon de 75mm, German Sd Kfz 10/5 (2cm) all have Gun Shields. Any that had the Stabiliser Jacks special rule no longer have it.

The guns on British Bofors 37mm and 47/32 portees, and the Bofors 37mm SP, Italian AS37 da 47/32 trucks, and those on Polish Taczanka machine-gun wagons are hull-rear weapons.

## BRITISH TANKS

The weapon of the A9 Cruiser Mk I CS should be listed as OQF 3.7" howitzer rather than OQF 3.7" mortar.

An OP Light Mk VI B tank has the same characteristics as a normal Light Mk VI B tank.

## FRENCH TANKS

The Laffly S15TOE does not have a 37mm SA-18 gun. Its only armament is an MG.

25mm SA-34 guns mounted on Lorraine 38L tractors are Tank teams with the characteristics shown in the weapons characteristics table below.

The HMG Bunkers in *Blitzkrieg* are Pillboxes.

## GERMAN TANKS

15cm sIG33 auf Panzer I has a mobility rating of Slow Tank.

Captured Crusader tanks have ROF 3.

## POLISH TANKS

7TP dw and 7TP jw tanks have a mobility rating of Standard Tank.

Taczanka machine-gun wagons, cavalry limbers, and cavalry wagons have a mobility rating of Wagon.