

Kugelhagel

Colonial Wars in Africa Army Lists

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Specific Army Lists for the Colonial Wars

Many players prefer army lists to ensure a balanced game between roughly equally strong armies. This is why they are included in this rulebook. However, this shouldn't prevent anyone from foregoing the army organization dictated by these lists for a game among friends and simply having an entertaining evening with the troop types they would like to field.

Generally, a brigade must consist of at least three standard units in a closed formation. This allows the army's break point to be clearly determined. Furthermore, the army must consist of at least 50% infantry **or** cavalry units in a closed formation.

For every three standard units of infantry in a closed formation, one unit of foot artillery may be fielded, and for every three standard units of cavalry in a closed formation, one unit of horse artillery may be fielded.

Brigades may generally be mixed, meaning they may contain infantry, cavalry, and artillery.

In principle, each nation may field commanders according to the overview below.

Division Commander	1 for two or more Brigades	Two Jokers 0 pts Three Jokers 20 pts
Brigade Commander	1 for each Brigade	One Joker 0 pts Two Jokers 10 pts

Example unit table

Line infantry unit				150 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard
Rifles				

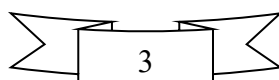
All units have individual stats that reflect their abilities during the game. The name row indicates the unit's name, the maximum number of identical units in play, and the point cost for a unit of that type. The **Firepower** and Close Combat columns indicate how many dice the unit can shoot or fight with in the respective phase.

The **Toughness** column indicates how many casualties the unit can suffer before becoming exhausted. In our example, the unit becomes exhausted after the third unprevented casualty.

The **Saving Roll** column indicates the unit's saving throw, i.e., how easily it can prevent casualties—here, all unmodified dice rolls of four or more.

Finally, only the columns for the unit's **armament** and **special rules** remain. This column indicates which firearms the unit is equipped with, if any, and which special rules it has. It also indicates whether the unit is a standard troop or a skirmisher.

Dividing the columns of the table into two rows indicates the unit's stats when fighting mounted or dismounted.



Additional Special Rules

Company Square

When cavalry attacks the front, units in marching formation within 30 cm of their company commander and in good order automatically form a company square and provide defensive fire as long as the attacker has had to complete more than one movement to complete the attack. If the attack is to the flank, the units can form a square but can no longer provide defensive fire. An attack to the rear surprises the respective units, meaning that a square cannot be formed.

To form a company square, the individual units change from the marching column to the line formation and form a square around their commander.

A company square always consists of four units. It can also be occupied voluntarily by an ace or a joker; all units in the square then receive an activation marker.

A square has neither a front, flank, nor rear, as all soldiers face the enemy. A square always receives a bonus of 2+ to the combat result against cavalry and a bonus of 1+ against infantry.

Rapid Fire

For each 6 rolled on the hit roll, another d6 may be rolled.

Rifle Line

When attacked from the front, units in marching formation and in good order automatically assume line formation and fire defensively. This requires that the enemy had to perform more than one movement action to attack.

If the attack is directed from the flank, the unit may reform into line formation and align itself with the enemy, but may no longer fire defensively. Here, too, the enemy must have completed more than one movement to attack the unit in marching column for this action.

In the case of an attack from the rear, the marching unit was surprised by the enemy and must accept the consequences. This means that it may not reform.

Rockets

Rockets aren't very accurate, but they fly quite far, and thus have a minimum range of 10 cm and a maximum range of 60 cm.

Rockets were very inaccurate at the time. Furthermore, since they always fire indirectly, they only ever hit on a hit roll of 6. This roll can never be improved.

However, a roll of a 6 creates Disorder in the hit unit.

A roll of a double six also automatically forces a moral check test against fire with a -2 modifier for the use of rockets.

The psychological effect of using rockets was usually greater than their potential damage, but they still modify the saving throw by -2, regardless of the range. It's not very encouraging to be hit by smoking, hissing, and exploding rockets.

However, since rockets were still in the experimental stage, their use entails some risks.

If a 1 is rolled on the to-hit roll, the firing unit is put into Disorder because the missile exploded prematurely or on the launch pad.

If the to-hit roll is a double 1, it also suffers a hit, against which it is entitled to a saving throw of 6. If it overshoot friendly or enemy troops during this shot, they are also automatically put into Disorder. Seeing missiles explode overhead is just as unpleasant for friendly troops as it is for the enemy.

British Empire Zulu Wars

For every three standard units, including at least two line infantry companies, one rocket or foot artillery battery may be deployed.

For every three standard units, including at least two marine infantry companies, one foot artillery battery or one Gattling/ Gardener battery may be deployed.

For every two squadrons of cavalry, one horse artillery battery may be deployed.

Artillery may be combined into a separate brigade. However, it may only contain artillery and a maximum of one marine infantry company.

No more than one-quarter of the army's standard units may consist of cavalry units.

Infantry

Line infantry units

230 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
4	6	3	4+	Closed formation, Standard, Skirmish Formation, Veterans, Stubborn, Rifle Line
Rifles				

Marine infantry units

205 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
4	6	3	4+	Closed formation, Standard, Skirmish Formation, Stubborn, Rifle Line
Rifles				

Volunteer Natal infantry units

135 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Skirmish Formation, Stubborn
Muskets				

Local auxiliary units

130 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	6	3	4+	Closed formation, Standard, Auxiliary troops, Mob, Cautious
Muskets / Assegai				

Cavalry

Dragoon Guards units				maximum 1	220 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	9	3	4+	Closed formation, Standard, Rebell Cry	
Cavalry Carbine 2	4			Dismounted: Skirmishers	

Lancer units				maximum 1	240 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	7	3	4+	Closed formation, Standard, Rebell Cry, Lancer, Impetuous	
Cavalry Carbine 2	4			Dismounted: Skirmishers	

Mounted Infantry units					185 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	5	3	4+	Closed formation, Standard, Skirmisher Formation	
Rifles 3	5				

Volunteer Natal cavalry units					160 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
1	5	2	4+	Closed formation, Standard, Small	
Cavalry Carbine 3	4			Dismounted: Skirmishers	

Local auxiliary cavalry units					130 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
1	4	2	4+	Closed formation, Standard, Small, Cautious	
Cavalry Carbine 2	4			Dismounted: Skirmishers	

Piet Uys Burger unitmaximum 1 **180 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	4	2	4+	Closed formation, Standard, Small, Scouts
Rifles 3	3			Dismounted: Skirmishers, Snipers

*Artillery***Foot artillery units****115 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	
Canon				

Horse artillery units

maximum 1

90 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	
Canon				

Gatling battery units

maximum 2

90 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	Mounted Artillery, Rapid Fire, Range 40cm
MG				

Gardener gun battery units

maximum 2

100 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Foot Artillery, Rapid Fire, Range 50cm
Heavy MG				

Rocket Artillery battery unit

maximum 1

120 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	1	2	5+	Indirect Fire
Rockets				

Zulus - Zulu War

No more units of married Zulus may be played than unmarried ones.
One squad of skirmishers may be fielded for every three standard units.

Isangoma (Medicine Man): Maximum 1 per army, 25 points

For 25 points, an Iduna (Brigade Commander) can be upgraded to an Isangoma (Medicine Man). He is in touch with the spirits of the ancestors, who hold their protective hand over the warriors. This means that, as long as he still has at least one joker, all friendly units in his brigade within 30 centimetres of him may always **reroll one** saving roll against shooting fire.

Infantry

Veteran Zulu warrior units				maximum 1 per brigade	215 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
1	6	4	4+	Closed formation, Standard, Square, Mob, Veterans, Skirmish Formation, Old Grumblers	
Rifles / Assegai					

Unmarried Zulu warrior units					190 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
1	6	4	4+	Closed formation, Standard, Square, Mob, Veterans, Impetuous	
Muskets / Assegai					

Married Zulu warrior units					180 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
1	8	4	4+	Closed formation, Standard, Mob, Veterans	
Muskets / Assegai					

Zulu skirmisher units					180 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	4	3	4+	Open formation, Small, Skirmishers, Veterans	
Muskets / Assegai					

British Empire Sudan

For every three standard units, one artillery battery (field, mountain or gatling gun battery) may be deployed. If at least one of these standard units is a unit of marine infantry, a Gardener Gun battery may be deployed

Artillery units may be combined into a separate brigade. However, it may only contain artillery and a maximum of one marine infantry company.

No more than the half of the army's standard units may consist of cavalry units.

Infantry

British Line infantry units

240 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
4	6	4	4+	Closed formation, Standard, Veterans, Company Square, Rifle Line, Skirmish Formation, Stubborn
Rifles				

Highland infantry units

260 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
4	6	4	4+	Closed formation, Standard, Veterans, Company Square, Rifle Line, Skirmish Formation, Stubborn, Old Grumblers
Rifles				

Marine infantry units

175 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Rifle Line, Skirmish formation, Stubborn
Rifles				

Sikh infantry units

200 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
4	6	3	4+	Closed formation, Standard, Skirmish formation, Stubborn, Old Grumblers
Rifles				

Egypt infantry units

180 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
4	6	3	4+	Closed formation, Standard, Skirmish formation, Stubborn
Rifles				

Jacob's Rifles unit

maximum 1

180 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Skirmish formation, Stubborn, First Volley, Snipers
Rifles				

Bombay Light infantry units**125 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Cautious
Rifles				

Sudanese infantry units**135 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Skirmish formation, Cautious
Rifles				

local auxiliary troops / recruit units**180 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	4	3	5+	Closed formation, Standard, Auxiliary Troops, Cautious
Muskets				

*Cavalry***British Camel Corps units****150 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	5	3	4+	Closed formation, Standard
Rifles 4	4			Dismounted: Skirmishers

British Husar units**195 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	7	3	4+	Closed formation, Standard, Veterans, Impetuous
Cavalry Carbine 3	5			Dismounted: Skirmishers

British Lancer units**180 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	7	3	4+	Closed formation, Standard, Lancers, Head on
Cavalry Carbine 3	5			Dismounted: Skirmishers

Bengal Lancer units**160 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Lancers
Cavalry Carbine 3	4			Dismounted: Skirmishers

Egypt Cuirassier units**160 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Head on, Impetuous

Egypt Gendarme units**100 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	5	3	4+	Closed formation, Standard, Cautious
Cavalry Carbine 2	4			Dismounted: Skirmishers

Native cavalry units**160 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	5	3	5+	Closed formation, Standard, Lancers, Impetuous
Cavalry Carbine 2	4			Dismounted: Skirmishers

Scout units**185 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	3	2	4+	Open formation, Small, Scouts, Get out of here
Cavalry Carbine				

*Artillery***Field artillery units****130 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	1	2	4+	Foot Artillery, Range 60cm
Canon				

Light mountain artillery units

maximum 1

110 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	1	2	4+	Foot Artillery, Range 50cm
Howitzer				

Gatling battery units

maximum 2

90 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	Mounted Artillery, Rapid Fire, Range 40cm
MG				

Gardener gun battery units

maximum 2

100 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Foot Artillery, Rapid Fire, Range 50cm
Heavy MG				

Troops of the Mahdi

For every four standard units, one artillery battery may be deployed.

The Army may field the **Mahdi** as its commander. He replaces the standard division commander for **30 points**.

The Mahdi (Division Commander)

standard with three Jokers 0 pts
with an additional fourth Jokers +20 pts

The Mahdi is strong in his faith, and he will hold his protective hand over his warriors. This means that, as long as he still has at least one joker, all friendly units in his army within 30 centimetres of him may always **reroll one** saving roll against shooting fire.

Infantry

Elite bodyguard infantry units

Maximum 1

225 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Mob, Old Grumblers, Veterans, Rebell Cry
Rifles				

Veteran infantry units

190 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	4	4+	Closed formation, Standard, Mob, Skirmish formation, Veterans
Rifles				

Infantry units

190 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	7	4	4+	Closed formation, Standard, Impetuous, Rebell Cry
Muskets / Spears				

Sudanese warrior units

140 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	5	3	4+	Closed formation, Standard, Mob, Skirmish formation
Spears				

Skirmisher units

175 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	4	3	4+	Open formation, Small Skirmishers, Veterans, Ambush, Scouts
Rifles				

*Cavalry***Heavy cavalry units****205 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	7	3	4+	Closed formation, Standard, Scouts, Rebel Cry, Impetuous
Cavalry Carbine 2	4			Dismounted: Skirmishers

Light Cavalry units**180 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
Lances, Spears	6	3	4+	Closed formation, Standard, Scouts, Rebel Cry, Lancers

Camel Cavalry units**185 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
Cavalry Carbine 2	5	3	4+	Closed formation, Standard, Veterans, Scouts, Rebel Cry

Egypt Gendarme units**100 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	5	3	4+	Closed formation, Standard, Cautious
Cavalry Carbine 2	4			Dismounted: Skirmishers

Cavalry Scout units**100 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	2	2	4+	Open formation, Small, Scouts, Get Out of Here

Artillery

Field artillery units				maximum 2	110 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	4+	Foot Artillery, Range 60cm, Only manhandled movement	
Canon					

Light mountain artillery units				maximum 2	100 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	4+	Foot Artillery, Range 50cm, Only manhandled movement	
Howitzer					

French colonial army

At least two Foreign Legionaries infantry units must be fielded before a Legionnaires Cavalry, Chasseurs d'Afrique or Spahis cavalry unit can be deployed.

Infantry

Foreign Legionnaires units

220 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
4	6	4	4+	Closed formation, Standard, Veterans, Skirmish formation, Rifle Line, Company Square
Rifles				

Zouave infantry units

190 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
4	6	4	4+	Closed formation, Standard, Skirmish formation, Old Grumblers
Rifles				

Tirailleurs / light infantry / Askari units

135 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Skirmish formation, Cautious
Rifles				

Chasseur Alpines units

145 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Skirmish formation
Rifles				

Marine infantry units

165 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Skirmish formation, Stubborn
Rifles				

Local auxiliary units

85 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	4	3	5+	Closed formation, Standard, Cautious, Auxiliary Troops
Muskets				

Skirmisher units

140 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	3	2	4+	Open formation, Small, Veterans, Snipers, First Volley
Rifles				

*Cavalry***Mounted Infantry units****160 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	6	3	4+	Closed formation, Standard
Rifles 4	5			Dismounted: Skirmishers

Legionnaires cavalry units**185 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	7	3	4+	Closed formation, Standard, Veterans, Impetuous
Cavalry Carbine 3	6			Dismounted: Skirmishers

Chasseurs d'Afrique units**145 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	5	3	4+	Closed formation, Standard
Cavalry Carbine 3	4			Dismounted: Skirmishers, Snipers

Spahis units**155 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	7	3	4+	Closed formation, Standard, Head on
Cavalry Carbine 2	4			Dismounted: Skirmishers

*Artillery***Field artillery units****130 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	1	2	4+	Foot Artillery, Range 60cm
Canon				

Light mountain artillery units**110 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	1	2	4+	Foot Artillery, Range 50cm
Howitzer				

Heavy Machine Gun battery units**100 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
4	1	2	5+	Foot Artillery, Rapid Fire, Range 40cm
MG				

Arab tribes

For every four standard infantry units one artillery battery may be deployed.

Infantry

Riflemen units

220 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
4	6	4	4+	Closed formation, Standard, Skirmish formation, Stubborn
Rifles				

Spearmen units

230 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, Mob, Skirmish formation, Stubborn, Old Grumblers
Muskets Spears				

Swordmen units

240 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, Mob, Skirmish formation, Stubborn, Old Grumblers, Impetuous
Muskets Swords				

Ababde (Nile Arabs) units

180 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
4	6	3	4+	Closed formation, Standard, Skirmish formation, Stubborn
Rifles				

Bashi-Bazouk units

180 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Skirmish formation, Stubborn, First Volley, Snipers
Rifles				

Berber / Kordofan / Moroccan units**135 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Skirmish formation, Cautious
Rifles				

Tuareg units**115 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	4	3	5+	Closed formation, Standard, Mob, Cautious, Auxiliary Troops
Muskets				

*Cavalry***Heavy cavalry units****210 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	8	3	4+	Closed formation, Standard, Impetuous
Cavalry Carbine 3	5			Dismounted: Skirmishers

Light Cavalry units**155 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	5	3	4+	Closed formation, Standard, Impetuous
Rifles 3	4			Dismounted: Skirmishers

Camel Cavalry units**210 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	8	3	4+	Closed formation, Standard, Veterans, Impetuous
Rifles 3	4			Dismounted: Skirmishers

Baggara - Mounted Spearmen units**180 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	7	3	4+	Closed formation, Standard, Lancers, Head on
Cavalry Carbine 3	4			Dismounted: Skirmishers

Bashi-Bazouk Mounted Riflemen units**210 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
1	6	3	4+	Closed formation, Standard
Cavalry Carbine 2	4			Dismounted: Skirmishers

Beduine Camel Cavalry units**160 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	7	3	4+	Closed formation, Standard, Impetuous, Head On

Tuareg Camel Cavalry units**160 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	5	3	5+	Closed formation, Standard, Lancers, Impetuous
Cavalry Carbine 2	3			Dismounted: Skirmishers

Spahis units**120 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	5	3	4+	Closed formation, Standard, Cautious
Cavalry Carbine 2	3			Dismounted: Skirmishers

Cavalry Scout units**100 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	2	2	4+	Open formation, Small, Scouts, Get Out of Here

*Artillery***Field artillery units****110 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	1	2	4+	Foot Artillery, Range 60cm, Only manhandled movement
Canon				

Light mountain artillery units**100 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	1	2	4+	Foot Artillery, Range 50cm, Only manhandled movement
Howitzer				

Heavy Machine Gun battery units**95points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	1	2	5+	Foot Artillery, Rapid Fire, Range 40cm
MG				