

DESERT BATTLE GROUPS

This chapter presents the battle groups for **Test of Battle** games for the early period in North Africa (1940-41). Each of the three nations has three distinct battle groups: a leg infantry-based force, a motorized force, and a tank-based force. But all of them conform to the same rules, have the same number of points available, and can be used interchangeably by players.

If a player has several different battle groups made up for a nationality, he should decide which group he is using before drawing a mission card. He does not have to disclose which group he is using, however, to his opponent. If both players agree, of course, this rule can be waived, and players can select which battle group they want to use after drawing the mission card.

In all cases, the points available for the three element of a battle group in this period are:

525 points for the Holding Force

450 points for the Reserve Force

450 points for the Assault Force

A couple things to note.

The standard convention of fielding troops which are either Regular 8, Experienced 8, or Veteran 9 is not used with the Italians. Instead, their three standard categories are Trained 7, Regular 8, and Experienced 9. Note, however, that a number of specialized troops are veteran 9, and can only be purchased at that level, while *Bersaglieri*, parachutists and most artillery may only be purchased as Experienced 9.

By the same token, although the British and German battle groups generally employ the three “standard” grades of quality and more, both lists have a number of troops which may only be purchased at the higher levels.

Note that the component companies of the core unit are given individual costs at the different quality levels. This is provided only to enable players to calculate their victory point value if lost, when determining Attritional Victory (Rule 48.2).

Part I: British Battle Groups

The three British battle groups could almost be from different armies. Some would say that they *were* from different armies. The notable differences are that the infantry is supported by infantry tanks, not cruisers or lights.

The armored battle group is based on an armored brigade group; it does not have infantry tanks as an option, and has virtually no infantry support of its own. (Infantry present was usually there just to provide security for the headquarters and artillery, which is why you may only purchase a motor company if there is a brigade headquarters also present.)

The motorized battle group is based on the support group of an armored division, and so there are options for additional armor from the armored brigades to be present. It's the closest thing available to a balanced, mobile, all-arms force.

BRITISH 1940-41 Infantry Battlegroup - North Africa (Regular 8/Experienced 8/Veteran 9)		
Core Unit	Notes	Cost
Battlegroup Battalion Headquarters (40/50/65) 1 command stand 1 car 3 Infantry Companies - each (55/70/90) 1 command infantry stand (<i>integral Boys AT rifle</i>) 2 infantry stands Headquarters Company (-) (100/125/165) 1 3" mortar stand 1 LMG stand 1 engineer stand 3 light trucks AT Gun Troop (25/30/40) 1 37mm Bofors AT gun <i>portee</i>	Required	280/335/425

Augmentations: Supplemental units and modifications

Brigade Headquarters (Veteran 9) 1 command stand 1 car	max 1	60
Brigade Headquarters Company (Veteran 9) 1 staff radio truck 1 <i>medium supply truck</i>	max 1 (note 1)	40
Infantry Company 1 command infantry stand (<i>integral Boys AT rifle</i>) 1 infantry stands	max 4 (note 2)	40/50/65
Headquarters Company (-) 1 3" mortar stand (battalion gun) 1 LMG stand 1 engineer stand 3 light trucks	Max 1 per infantry battalion HQ (note 2)	90/110/150
Upgrade 3" mortar from battalion gun to double stand	Per mortar	10/10/15
Infantry Battalion Headquarters 1 command stand 1 car	Max 1 (notes 2 & 3)	40/50/65
Infantry Platoon 1 infantry stand	max 1 per Infantry company	15/20/25

Add Integral Boys AT rifle to Company	<i>(note 4)</i>	5/5/5
RASC Truck Company 4 Heavy trucks	Max 1 (per Infantry company)	30/30/30
Carrier Platoon 1 recon LMG stand 1 Scout/recce carrier	Max 1 per infantry battalion HQ <i>(note 2)</i>	50/60/80
AT Gun Battery (-) 1 command infantry stand 1 light truck 2 37mm Bofors AT gun portees	max 2	80/95/120
AT Gun Troop 1 37mm Bofors AT gun portee	Max 2	25/30/40
Upgrade 37mm Bofors to 2-pounder AT	Per gun	5/5/5
Engineer Field Company 1 command engineer stand 1 engineer stand	max 1	50/60/80
Engineer Platoon 1 engineer stand	max 1	20/25/35
Trucks 1 heavy truck for Engineer Company	max 1	10/10/10
Infantry Tank Platoon 1 Valentine II	max 2	45/55/75
Infantry Tank Squadron (-) 1 command Valentine II 1 Valentine II	max 2	100/125/165
Infantry Tank Battalion Headquarters 1 command Valentine II Headquarters Squadron 1 recon Mark VIB light tank 1 <i>medium supply truck</i>	max 1 (note 5)	100/125/165
Upgrade Valentine II to Matilda II	1 per Valentine	20/25/35
Upgrade recon Mark VIB to Matilda II CS	1 per recon Mark VIB	25/30/40
Divisional Cavalry Squadron (-) 1 command stand 1 recon LMG stand 2 Scout/recce carriers	max 1	95/110/135
Light Tank for Divisional Cavalry Squadron 1 recon Mark VIB light tank	Max 2 per squadron	35/45/60
Machine Gun Company 1 command infantry stand (<i>integral Boys AT rifle</i>) 3 MMG stands 4 light trucks	Max 1	135/165/210
Light Antiaircraft Battery 1 command infantry stand (<i>integral Boys AT rifle</i>) 3 40L56 Bofors AA guns and crews 4 light trucks	Max 1	135/165/210
Dedicated Battery (All on-board) (Veteran 9) 1 command infantry stand 1 light truck 1 18-pounder field gun and crew (ds) 1 4.5" howitzer and crew (ds) 2 Quad prime movers Note 25 point discount	max 1 per battalion (<i>note 6</i>)	230

Upgrade 18-pounder & 4.5" howitzer to 25-pounder field guns (on-board)	Per battery	15
Dedicated Battery (off-board) (Veteran) 1 18-pounder field gun (off-board) 1 4.5" howitzer (off-board) 15 point discount	max 1 per battalion (<i>note 6</i>)	80
Upgrade 18-pounder & 4.5" howitzer to 25-pounder field guns (off-board)	Per battery	No cost
25-pounder Troop (on-board) (Veteran 9) 1 25-pounder field gun and crew (ds) 1 Quad prime mover	Max 1	75
Field Regiment, Royal Artillery (-) (Veteran) 1 command/observation stand 1 car 1 25-pounder battery (off-board) (2 guns) 1 <i>ammo truck</i> (off-board)	max 1	120
Medium Artillery Battery (Veteran) 1 60-pounder gun (off-board)	max 1	70
Upgrade 60-pounder to 6" Howitzer	per gun	15

Notes	
1	Must purchase Brigade commander
2	All companies of this battalion must be same experience level and morale
3	Must purchase at least 2 additional Infantry companies at the same troop quality level
4	This cost is per company and adds integral Boys AT rifles to each stand in the company
5	Must purchase at least 1 infantry tank squadron at the same troop quality level
6	Max of one dedicated battery (either on-board or off-board) per maneuver battalion

BRITISH 1940-41 Armored Battlegroup - North Africa (Regular 8/Experienced 8/Veteran 9)

Core Unit	Notes	Cost
Battlegroup Battalion Headquarters (55/70/90) 1 command Mark VIB light tank Battalion Headquarters Squadron (35/45/60) 1 recon Mark VIB light tank 1 medium supply truck 2 Cruiser Squadrons (100/125/165) 1 command A9 1 A9 Light Squadron (70/85/115) 1 command Mark VIB light tank 1 Mark VIB light tanks	Required	305/360/485

Augmentations: Supplemental units and modifications

Brigade Headquarters (Veteran 9) 1 command A9, A10, or A13 cruiser	max 1	135
Brigade Headquarters Company (Veteran 9) Staff radio truck 1 medium supply truck	max 1 (note 1)	40
Motor Company 1 command infantry stand (<i>integral Boys AT rifle</i>) 1 infantry stand 2 light trucks	max 1 (<i>note 1</i>)	50/60/75
Motor Platoon 1 infantry stand 1 light truck	1 per motor company (note 2)	20/25/30
Carrier Platoon 1 recon LMG stand 1 Scout/recce carrier	1 per motor company (note 2)	50/60/80
Add Integral Boys AT rifle to Motor Company	(<i>note 3</i>)	5/5/10
AT Gun Battery (-) 1 command infantry stand 1 light truck 2 37mm Bofors AT gun portees	max 2	80/95/120
AT Gun Troop 1 37mm Bofors AT gun portee	Max 2	25/30/40
Upgrade 37mm Bofors to 2-pounder AT	Per gun	5/5/5
Engineer Field Squadron 1 command engineer stand 1 engineer stand 1 heavy truck	max 1	60/70/90
Engineer Platoon 1 engineer stand	max 1	20/25/35
Tank Platoon 1 Mark VIB light tank	Max 4	30/35/50
Tank Squadron (-)	max 4	70/85/115

1 command Mark VIB light tank 1 Mark VIB light tank		
Tank Battalion Headquarters 1 command Mark VIB light tank Headquarters Squadron 1 recon Mark VIB light tank 1 medium supply truck	max 2 (note 4)	85/105/140
Upgrade Mark VIB to A9 or A10	per tank	15/20/25
Upgrade Mark VIB to A13	per tank	20/25/35
Upgrade Mark VIB to A15 Mark I or M3 Stuart (Honey)	per tank	30/40/50
Replace Btn recon Mark VIB with A9 CS	per recon Mark VIB	5/5/10
Replace Btn recon Mark VIB with A10 CS	per recon Mark VIB	15/20/25
Replace Btn recon Mark VIB with A13 CS	per recon Mark VIB	10/15/20
Armored Car Troop 1 recon Rolls Royce armored car	Max 1	25/30/40
Armored Car Squadron 1 command Morris armored car 1 recon Rolls Royce armored car	Max 1	55/70/90
Replace Morris or Rolls Royce with Marmon-Herrington I-III or Humber I-III armored car	Per car (note 5)	No cost
Replace Marmon-Herrington II/III with up-gunned version (any weapon listed)	Max 1	10/15/20
Light Antiaircraft Battery 1 command infantry stand (<i>integral Boys AT rifle</i>) 3 40L56 AA guns and crews 4 light trucks	Max 1	135/165/210
Dedicated Battery (All on-board) (Veteran 9) 1 command infantry stand 1 light truck 1 18-pounder field gun and crew (ds) 1 4.5" howitzer and crew (ds) 2 Quad prime movers Note 25 point discount	max 1 per battalion (<i>note 6</i>)	230
Upgrade 18-pounder & 4.5" howitzer to 25-pounder field guns (on-board)	Per battery	15
Dedicated Battery (off-board) (Veteran) 1 18-pounder field gun (off-board) 1 4.5" howitzer (off-board) 15 point discount	max 1 per battalion (<i>note 6</i>)	80
Upgrade 18-pounder & 4.5" howitzer to 25-pounder field guns (off-board)	Per battery	No cost
25-pounder Troop (on-board) (Veteran 9) 1 25-pounder field gun and crew (ds) 1 Quad prime mover	Max 1	75
Field Regiment, Royal Artillery (-) (Veteran) 1 command/observation stand 1 car 1 25-pounder battery (off-board) (2 guns) 1 ammo truck(off-board)	max 1	120
Medium Artillery Battery (Veteran) 1 60-pounder gun (off-board)	max 1	70
Upgrade 60-pounder to 6" Howitzer	per gun	15

Notes	
1	Must purchase Brigade commander
2	Must be purchased at the same troop quality as the company.
3	This cost is per company and adds integral Boys AT rifles to each stand in the company
4	Must purchase at least 2 additional tank squadrons at the same troop quality level
5	Must convert all armored cars in squadron to same type
6	Max of one dedicated battery (either on-board or off-board) per maneuver battalion
7	Must purchase at least 2 artillery batteries

BRITISH 1940-41 Motorized Battlegroup - North Africa (Regular 8/Experienced 8/Veteran 9)

Core Unit	Notes	Cost
Battlegroup Motor Battalion Headquarters (40/50/65) 1 command stand 1 car 3 Motor Companies, each (50/60/80) 1 command infantry stand 1 infantry stand 2 light trucks Antitank Troop (Veteran 9) (35) 1 37mm Bofors AT portee Armored Car Squadron (55/70/90) 1 command Morris armored car 1 recon Rolls Royce armored car Field Gun Troop (Veteran 9) (100) 1 25-pounder field gun and crew 1 Quad prime mover	Required	320/355/415

Augmentations: Supplemental units and modifications

Brigade Headquarters (Veteran 9) 1 command stand 1 car	max 1	60
Brigade Headquarters Company (Veteran 9) Staff radio truck 1 medium supply truck	max 1 (note 1)	40
Motor Company 1 command infantry stand (<i>integral Boys AT rifle</i>) 1 infantry stand 2 light trucks	max 1 (note 1)	50/60/75
Motor Platoon 1 infantry stand 1 light truck	1 per motor company (note 3)	20/25/35
Carrier Platoon 1 recon LMG stand 1 Scout/recce carrier	1 per motor company (note 3)	50/60/80
Add Integral Boys AT rifle to Motor Company	(note 4)	5/5/10
Motor Battalion Headquarters 1 command stand 1 car	Max 1 (note5)	40/50/65
AT Gun Battery (-) 1 command infantry stand 1 light truck 2 37mm Bofors AT gun portees	max 2	80/95/120
AT Gun Troop 1 37mm Bofors AT gun portee	Max 2	25/30/40
Upgrade 37mm Bofors to 2-pounder AT	Per gun	5/5/5
Engineer Field Squadron 1 command engineer stand	max 1	60/70/90

1 engineer stand 1 heavy truck		
Engineer Platoon 1 engineer stand	max 1	20/25/35
Tank Squadron (-) 1 command Mark VIB light tank 1 Mark VIB light tank	max 4	70/85/115
Tank Platoon 1 Mark VIB light tank	Max 1 per tank squadron	30/35/50
Tank Battalion Headquarters 1 command Mark VIB light tank Headquarters Squadron 1 recon Mark VIB light tank 1 medium supply truck	max 2 (note 10)	85/105/140
Upgrade Mark VIB to A9 or A10	per tank	15/20/25
Upgrade Mark VIB to A13	per tank	20/25/35
Upgrade Mark VIB to A15 Mark I or M3 Stuart (Honey)	per tank	30/40/50
Replace Btn recon Mark VIB with A9 CS	per recon Mark VIB	5/5/10
Replace Btn recon Mark VIB with A10 CS	per recon Mark VIB	15/20/25
Replace Btn recon Mark VIB with A13 CS	per recon Mark VIB	10/15/20
Armored Car Troop 1 recon Rolls Royce armored car	Max 3	25/30/40
Armored Car Squadron 1 command Morris armored car 1 recon Rolls Royce armored car	Max 2	55/70/90
Armored Car Regiment Headquarters 1 command Morris armored car	Max 1 (note 6)	55/70/90
Replace Morris or Rolls Royce with Marmon-Herrington II/III or Humber I-III armored car	Per car (note 7)	No cost
Replace Marmon-Herrington II/III with up-gunned version (any weapon listed)	Max 1	10/15/20
Light Antiaircraft Battery 1 command infantry stand (<i>integral Boys AT rifle</i>) 3 40L56 AA guns and crews 4 light trucks	Max 1	135/165/210
Royal Horse Artillery Dedicated Battery (On-board) (-) (Veteran 9) 1 command infantry stand 1 light truck 1 25-pounder field gun and crew (ds) 1 Quad prime mover	max 1 per battalion HQ (note 8)	150
Royal Horse Artillery Dedicated Battery (off-board) (Veteran) 2 25-pounder field guns (off-board)	max 1 per battalion HQ (note 8)	80
Royal Horse Artillery 25-pounder Troop (on-board) (Veteran 9) 1 25-pounder field gun and crew (ds) 1 Quad prime mover	Max 1	100
Royal Horse Artillery Regiment Headquarters (-) (Veteran 9) 1 command/observation stand 1 car Headquarters Battery 1 medium supply truck	max 1 (note 9)	35
Medium Artillery Battery (Veteran) 1 60-pounder gun (off-board)	max 1	125
Upgrade 60-pounder to 6" Howitzer	per gun	15

Notes	
1	Must purchase Brigade commander
2	All companies in the battalion must be the same troop quality as their battalion HQ. If a second battalion HQ is purchased at a different troop quality level than the core unit, the 2 mandatory additional companies must be at that level.
3	Must be purchased at the same troop quality as the company.
4	This cost is per company and adds integral Boys AT rifles to each stand in the company
5	Must purchase at least 2 additional motor companies at the same troop quality level
6	Must purchase at least 2 armored car squadrons at the same troop quality level
7	Must convert all armored cars in squadron to same type
8	Max of one dedicated battery (either on-board or off-board) per maneuver battalion
9	Must purchase at least 2 artillery batteries
10	Must purchase at least 2 tank squadrons at the same troop quality level per battalion HQ

Part II: German Battle Groups

The German infantry battle group represents non-motorized elements of the Africa Division, as well as static forces along the frontier defensive positions. Particularly along the Tobruk perimeter, these leg-mobile forces were called upon to attack as well as defend, and would have played a prominent role in Rommel's planned November assault on Tobruk, which was preempted by the British Crusader offensive.

The two mobile battle groups are both elements of a German panzer division, and so have much in common. In fact, the entire list of available augmentations is identical for the two; the only difference is whether the battle group starts with the cadre of a panzer battalion or a motorized rifle battalion.

GERMAN 1941 Infantry Battlegroup - North Africa (Regular 8/Experienced 8/Veteran 9)		
Core Unit	Notes	Cost
Kampfgruppe (Battlegroup) Battalion Headquarters (40/50/65) 1 command stand 1 kubelwagen 3 Infantry Companies (75/95/125) 1 command infantry stand 1 infantry stand 1 weapons stand Antitank Platoon (25/30/40) 1 37L45 AT gun and crew 1 light truck Dedicated Battery (off-board) (60/60/65) 1 10.5cm leFH 18 howitzer (off-board)	Required	295/350/440

Augmentations: Supplemental units and modifications

Regiment Headquarters (Veteran 9) 1 command stand 1 car	max 1	60
Regiment Headquarters Company (Veteran 9) Staff radio truck	max 1 (note 1)	40
Infantry Company 1 command infantry stand 1 infantry stand 1 weapons stand	max 3 (note 2)	75/95/125
Infantry Battalion Headquarters 1 command stand 1 kubelwagen	Max 1 (notes 2 & 3)	40/50/65
Infantry Platoon	max 1 per Infantry company	15/20/25
Add Integral AT rifle to Company	(note 4)	5/5/5
Add Integral sPzBchs 41 to Company	(note 5)	10/10/10
Schuetzen (Rifle) Company (-) 1 command rifle stand	max 3 (note 2)	120/145/190

1 rifle stand 1 weapons stand 2 medium trucks		
Rifle Platoon 1 rifle stand	max 1 per rifle company	25/30/40
Rifle Battalion Headquarters 1 command stand 1 kubelwagen	Max 1 (notes 2 & 3)	40/50/65
Heavy Company (-) 50+12 1 command engineer stand 1 3.7cm Pak 35/36 AT gun and crew 2 light trucks	Max 1 (note 2)	60/70/95
Infantry Gun Platoon 1 7.5cm leIG 18 infantry gun (battalion gun) and crew 1 light truck	Max 1 per heavy company	35/45/55
AT Gun Battery (-) 1 command infantry stand 1 37L45 AT gun and crew 1 50L60 AT gun and crew 3 light trucks	max 2	90/110/140
Antitank Platoon 1 37L45 AT gun and crew 1 light truck	Max 2	25/30/40
Upgrade 37L45 to 50L60	Per gun	10/10/15
Self-Propelled AT Company (80) 1 command Panzerjaeger I 1 Panzerjaeger I	Max 1	80/100/130
Engineer Company 1 command engineer stand 1 engineer stand 1 medium truck	max 1	60/70/90
Engineer Platoon 1 engineer stand 1 light truck	max 1	25/30/40
Heavy AA Battery 1 command infantry stand 1 light truck 1 8.8cm Flak 18 and crew (ds) 1 SdKfz 7 tractor	max 1	90/110/140
Light AA Battery (-) 1 command infantry stand 2 2cm Flak 38s and crews 3 light trucks	max 2	80/90/115
Light AA Platoon 1 2cm Flak 38 and crew 1 light truck		25/30/40
Replace 2cm Flak 18 and light truck with SdKfz 10/4	Per gun (note 6)	No cost
Reconnaissance Company 1 command infantry stand 1 50cm Pak 38 AT gun and crew 2 light trucks 1 recon SdKfz 222 1 SdKfz 10/4	max 1	120/150/195
Light Tank Company (-) 1 command Panzer III G	Max 1	125/155/205

1 Panzer IIF		
Light Tank Platoon 1 command Panzer IIIG	Max 1	60/75/100
Upgrade Panzer IIIG to IIIH	Per tank	5/5/10
Dedicated Battery (on-board) 1 command infantry stand 1 light truck 1 10.5cm leFH 18 howitzer and crew (ds) 1 SdKfz 10	max 1 per battalion (<i>note 7</i>)	120/145/190
Dedicated Battery (off-board) 1 10.5cm leFH 18 howitzer (off-board)	max 1 per battalion (<i>note 7</i>)	60/60/65
Field Artillery Battalion (-) 140 1 command/observation stand 1 car 1 10.5cm leFH 18 howitzer batteries (off-board) 1 <i>ammo truck</i> (off-board)	max 1	80/100/130
Medium Artillery Battery 1 15cm sFH 18 howitzer (off-board)	max 1	85/85/140
Medium Artillery Battalion (-) 190 1 command/observation stand 1 car 2 10.5cm leFH 18 howitzer batteries (off-board) 1 <i>ammo truck</i> (off-board)	Max 1	190/190/315
Upgrade 15cm sFH18 to 21cm Morser18	per gun	10/10/15

Notes	
1	Must purchase Regiment commander
2	All companies of a battalion must be same experience level and morale
3	Must purchase at least 2 additional Infantry companies at the same troop quality level
4	This cost is per company and adds integral PzBchs 39 AT rifles to each stand in the company
5	This cost is per company and adds integral sPzBchs 41 AT rifles to each stand in the company
6	If any guns in a battery are converted, all must be
7	Max of one dedicated battery (either on-board or off-board) per maneuver battalion

GERMAN 1941 Armored Battlegroup - North Africa (Regular 8/Experienced 8/Veteran 9)		
Core Unit	Notes	Cost
Panzer Kampfgruppe (Armored Battlegroup) Panzer Battalion Headquarters (80) 1 command Panzer IIIIG 2 Tank Company (135/170/225) 1 command Panzer IIIIG 1 Panzer IIIIG	Required	295/360/470

GERMAN 1941 Motorized Battlegroup - North Africa (Regular 8/Experienced 8/Veteran 9)		
Core Unit	Notes	Cost
Schuetzen Kampfgruppe (Motorized Rifle Battlegroup) Rifle Battalion Headquarters (40/50/65) 1 command stand 1 car 2 Schuetzen (Rifle) Companies (-), (110/135/170) 1 command rifle stand (integral AT rifle) 1 rifle stand 1 weapons stand 2 medium trucks Heavy Company (-) (60/75/95) 1 command engineer stand 1 3.7cm Pak 35/36 AT gun and crew 2 light trucks Dedicated Battery (off-board) (60/60/65) 1 10.5cm leFH 18 howitzer (off-board)	Required	325/370/460

**Augmentations to Armored or Motorized Battlegroup
Supplemental units and modifications**

Regiment Headquarters (Veteran 9) 1 command stand 1 car	max 1	60
Regiment Headquarters Company (Veteran 9) Staff radio truck	max 1 (note 1)	40
Rifle Company (-) 1 command rifle stand (integral AT rifle) 1 rifle stand 1 weapons stand 2 medium trucks	max 3 (note 2)	110/135/170
Rifle Platoon 1 rifle stand	max 1 per rifle company (see above)	25/30/40
Heavy Company (-) 50+12 1 command engineer stand (integral AT rifle) 1 3.7cm Pak 35/36 AT gun and crew 2 light trucks	Max 1 (note 2)	60/70/90

Infantry Gun Platoon 1 7.5cm 9leIG 18 infantry gun (battalion gun) and crew 1 light truck	Max 1 per heavy company	35/45/55
Rifle/Machine Gun Battalion Headquarters 1 command stand 1 kubelwagen	Max 1 (<i>notes 2 & 3</i>)	40/50/65
Machine Gun Company 100+18 1 command MMG stand (integral AT rifle) 2 MMG stands 3 light trucks	max 3	120/145/185
Add Integral AT rifle to Rifle or Machine Gun Company	(<i>note 4</i>)	5/5/5
Replace all trucks in rifle company with motorcycles	Per company	No cost
Replace 1 light truck in MG company with SdKfz 251/1	1 per company	15/15/15
AT Gun Battery (-) 75+18 1 command infantry stand 1 37L45 AT gun and crew 1 50L60 AT gun and crew 3 light trucks	max 2	90/110/140
Antitank Platoon (20)+6 1 37L45 AT gun and crew 1 light truck	Max 2	25/30/40
Upgrade 37L45 to 50L60	Per gun	10/10/15
Self-Propelled AT Company (80) 1 command Panzerjaeger I 1 Panzerjaeger I	Max 1	70/85/115
Engineer Company 50+10 1 command engineer stand 1 engineer stand 1 medium truck	max 1	60/70/90
Engineer Platoon 20+5 1 engineer stand 1 light truck	max 1	25/30/40
Heavy AA Battery 1 command infantry stand 1 light truck 1 8.8cm Flak 18 and crew (ds) 1 SdKfz 7 tractor	max 1	90/110/140 95/115/145
Light AA Battery (-) 60+18 ? 1 command infantry stand 2 2cm Flak 38s and crews 3 light trucks	max 2	80/90/115
Light AA Platoon 20+6 1 2cm Flak 38 and crew 1 light truck		25/30/40
Replace 2cm Flak 18 and light truck with SdKfz 10/4	Per gun (<i>note 5</i>)	No cost
Armored Car Platoon 1 recon SdKfz 222	Max 1	35/45/60
Heavy Armored Car Platoon 1 recon SdKfz 231	Max 1	40/50/65
Armored Car Company (-) 1 command SdKfz 223 1 recon SdKfz 222 1 recon SdKfz 231	max 1	105/130/175
Tank Company (135/	Max 3	135/170/225

1 command Panzer IIIG 1 Panzer IIIG		
Tank Platoon 1 Panzer IIIG	Max 1 per tank company	60/75/100
Light Tank Platoon 1 Panzer IIF	Max 1 per tank company	35/45/60
Upgrade Panzer IIIG to IIIH	Per tank	5/5/10
Upgrade Panzer IIIG to IVF1	Per tank (<i>note 6</i>)	10/10/15
Panzer Battalion Headquarters 1 command Panzer IIIG	Max 1 (<i>note 2</i>)	100/125/165
Panzer I Reconnaissance Platoon 1 recon Panzer I	Max 1, or 1 per Panzer battalion HQ, whichever is more	25/30/40
Panzer II Reconnaissance Platoon 1 recon Panzer IIF	Max 1, or 1 per Panzer battalion HQ, whichever is more	40/50/65
Dedicated Battery (on-board) 105 + 16 1 command infantry stand 1 light truck 1 10.5cm leFH 18 howitzer and crew (ds) 1 SdKfz 10	max 1 per battalion (<i>note 7</i>)	120/145/190
Dedicated Battery (off-board) 1 10.5cm leFH 18 howitzer (off-board)	max 1 per battalion (<i>note 7</i>)	60/60/65
Field Artillery Battalion (-) 80 1 command/observation stand 1 car 1 10.5cm leFH 18 howitzer batteries (off-board) 1 <i>ammo truck</i> (off-board)	max 1	80/100/130
Medium Artillery Battery 1 15cm sFH 18 howitzer (off-board)	max 1	85/85/140
Medium Artillery Battalion (-) 190 1 command/observation stand 1 car 2 15cm sFH 18 howitzer batteries (off-board) 1 <i>ammo truck</i> (off-board)	Max 1	190/190/315
Upgrade 15cm sFH18 to 21cm Morser18	per gun	10/10/15

Notes	
1	Must purchase Regiment commander
2	All companies of a battalion must be same experience level and morale
3	Must purchase at least 2 additional rifle or MG companies at the same troop quality level
4	This cost is per company and adds integral PzBchs 39 AT rifles to each stand in the company
5	If any guns in a battery are converted, all must be
6	All Panzer IIIGs in company must be converted. Max of 1 Panzer IV company per Panzer battalion HQ
7	Max of one dedicated battery (either on-board or off-board) per maneuver battalion

Part III: Italian Battle Groups

The Italian infantry battle group represents troops drawn from standard infantry divisions, but may also represent CCNN, Libyan, or GaF units early in the campaign, with higher quality infantry representing parachute units.

Armored battle groups are drawn either from the Special Armored Brigade (or its preceding Armored Groups) or the *Ariete* Division in 1941. No effort has been made to limit specific tank types to specific periods. In reality, no M11/39s were available after January of 1941 – as they had all be knocked out -- but they could have been, had the earlier battles gone differently.

Motorized battle groups represent troops drawn from a variety of units. Early in the campaign, they would be the troops of the Maletti Group. Later they would be motorized elements of a motorized division or the RECAM – and so could represent GGFF motorized infantry (at the higher morale levels) and be supported by an interesting array of mobile assets.

ITALIAN 1940-41 Infantry Battlegroup – North Africa (Trained 7/Regular 8/Experienced Morale 9)		
Core Unit	Notes	Cost
Raggruppamento Fanteria (Infantry Battlegroup) Battalion Headquarter (30/35/50) 1 command stand 3 Infantry Companies – (45/55/80 each) 1 command infantry stand (<i>integral 20mm AT rifle</i>) 2 infantry stands Headquarters and Weapons Company (75/95/135) 1 recon infantry stand 2 MMG stands 1 45mm mortar stand Attached Mortar Platoon (45/55/75) 81mm mortar stands (ds) Attached Light Tank Company (30/40/55) 1 command L3/35 (joint command) 1 L3/35	Required	265/330/460

Augmentations: Supplemental units and modifications

Regimental Headquarters (Veteran 9) 1 command stand 1 car	max 1	60
Regimental Headquarters Company (Veteran 9) Staff telephone truck	max 1 (note 1)	40
Infantry Battalion Headquarters 1 command stand	max 1 (<i>notes 2 & 3</i>)	25/35/50
Infantry Company 1 command infantry stand (<i>integral 20mm AT rifle</i>) 2 infantry stands	max 3 (<i>note 2</i>)	45/55/45
Headquarters and Weapons Company 1 recon infantry stand 2 MMG stands 1 45mm mortar stand	max 1 per infantry battalion HQ (<i>note 2</i>)	75/95/135

Infantry Gun Battery 1 command infantry stand 1 65L17 infantry gun and crew 2 light trucks	max 1	60/70/95
Add integral 25mm AT gun to company	Per company (<i>note 6</i>)	5/5/10
Mortar Platoon 1 81mm mortar stand (ds)	max 1	45/55/75
Parachutist Company 1 command infantry stand 1 infantry stand	max 1	*/60/85
Bersaglieri Motorcycle Company 1 motorcycle command infantry stand 1 motorcycle infantry stands 1 motorcycle MMG stand	max 1	*/85/115
Upgrade recon infantry stand to <i>Veteran Arditi</i>	each	35/30/20
Guastatori Company (Veteran 9) 1 command <i>guastatori</i> stand 1 recon <i>guastatori</i> stand 2 <i>guastatori</i> stands 2 medium trucks	max 1	280
Machine Gun Company 1 command infantry stand 3 MMG stands 2 medium trucks	max 2	105/130/175
Transport Platoon 2 medium trucks	max 3	15/15/15
Anti-Tank Company 1 command infantry stand 2 47L32 AT guns and crews 3 light trucks	max 2	65/80/110
Anti-Tank Platoon 1 37L45 AT gun and crew 1 light truck	max 1 per infantry battalion HQ (<i>note 2</i>)	20/25/35
Engineer Company 1 command engineer stand 1 engineer stand	max 1	40/50/70
Light Tank Platoon 1 L3/35	max 2	10/15/20
Light Tank Company (-) 1 command L3/35 (joint command) 1 L3/35	max 2	25/35/50
Light Tank Battalion Commander 1 command L3/35	max 1	40/50/70
Medium Tank Platoon 1 M11/39	max 1	30/35/50
Medium Tank Company (-) 1 command M-11/39 (joint command) 1 M11/39	max 1	50/65/90
Upgrade M-11/39 to M-13/40	1 per M-11/39	15/20/30
Upgrade joint command M13/40 to pure command	per command M13/40	5/5/10
Upgrade L3/35 to L3/35 flame	max 1	10/15/20
Upgrade L3/35 flame to L3/35 flame with trailer	max 1	5/5/5

Upgrade L3/35 to L3/35 ATR	max 1	5/5/5
Light AA Battery 1 command infantry stand 1 light truck 2 20L65 AA portees	max 2	60/80/110
Heavy AA Battery (Experienced 9) 1 command infantry stand [25] 1 light truck [5] 1 AC 75 CK [30]	max 2	80
Upgrade AC 75 CK to AC 90/53	max 1	30
Upgrade AC 75 CK to 88L56, gun crew (ds), and medium truck	max 1	55
Anti-Aircraft Battalion Headquarters (Experienced 9) 1 command stand 1 car	max 1 (note 4)	40
Light Artillery Battery (Experienced 9) 1 command infantry stand 1 light truck 1 75L27 field gun and crew 1 Fiat 708 tractor	max 4	95
Light Artillery Battalion Headquarters (Experienced 9) 1 command/observation stand 1 car	max 1 (note 5)	40
Howitzer Battery (off-board) (Experienced) 1 100L17 howitzer (off-board)	max 1 on-board or off-board	60
Howitzer Battery (on-board) (Experienced 9) 1 command infantry stand 1 light truck 1 100L17 howitzer 1 medium truck or tractor	max 1 on-board or off-board	135
Howitzer Battalion (-) (off-board) (Experienced) 1 command/observation stand 1 car 1 staff telephone truck (off-board) 2 100L17 howitzer batteries (off-board)	max 1 on-board or off-board	145
Howitzer Battalion (-) (on-board) (Experienced 9) Headquarters 1 command/observation stand [25] 1 car [5] Headquarters Battery 1 staff telephone truck [20?] 2 Firing Batteries, each 1 command infantry stand [15] 1 light truck [5] 1 100L17 howitzer [60] 1 medium truck or tractor [5]	max 1 on-board or off-board	300
Upgrade 100L17 to 105L28	Per howitzer	no cost
Medium Howitzer Battery_ (Experienced) 1 149L28 howitzer battery (off-board)	max 1	65
1 turn HV for 88 or 90	max 1 per gun	5

Notes	
1	Must buy Regimental command
2	All companies of this battalion must be same experience level and morale
3	Must purchase at least 2 additional Infantry companies

4	Must purchase at least 2 anti-aircraft batteries (heavy, light, or a mix of the two)
5	Must purchase at least 2 light artillery batteries
6	Adds integral 25mm antitank gun to every stand in company. May only be added to companies which already have an AT rifle integral to their command infantry stand (which is replaced by an AT gun).

ITALIAN 1940-41 Armored Battlegroup – North Africa (Trained 7/Regular 8/Experienced Morale 9)

Core Unit	Notes	Cost
Raggruppamento Corazzato (Armored Battlegroup) Battalion Headquarters (60) 1 command M11/39 2 Medium Tank Companies (60/75/105) 1 command M11/39 (joint command) 1 M11/39 Light Tank Company (25/35/50) 1 command L3/35 (joint command) 1 L3/35 Bersaglieri Motorcycle Company (70/85/120) 1 motorcycle command infantry stand 1 motorcycle infantry stands 1 motorcycle MMG stand	Required	260/315/440

Augmentations: Supplemental units and modifications

Regimental Headquarters (Veteran 9) 1 command M11/39	max 1	75
Regimental Headquarters Company (Veteran 9) Staff radio truck	max 1 (note 1)	40
Light Tank Platoon 1 L3/35	max 2	10/15/20
Light Tank Company (-) [40] 1 command L3/35 (joint command) 1 L3/35	max 2	25/35/50
Light Tank Battalion Commander 1 command L3/35	max 1 (note 2)	40/50/70
Medium Tank Company (-) 1 command M-11/39 (joint command) 1 M11/39	max 4	60/75/105
Medium Tank Platoon 1 M11/39	max 1 per M11/39 tank company	30/35/50
Medium Tank Battalion Headquarters 1 command M11/39	max 1 (note 3)	50/60/85
Upgrade M-11/39 to M-13/40	1 per M-11/39	15/20/30
Upgrade joint command M13/40 to pure command	per command M13/40	5/5/10
Upgrade L3/35 to L3/35 flame	max 1	10/15/20
Upgrade L3/35 flame to L3/35 flame with trailer	max 1	5
Upgrade L3/35 to L3/35 ATR	max 1	5
Armored Car Platoon (Experienced 9) 1 recon FIAT Tripoli armored car	max 1	40
Upgrade FIAT Tripoli to AB-41	max 1	5
Sahariana Squadron (Experienced 9) 1 command infantry stand 1 infantry stand 1 MMG stand 3 light trucks		120
Guastatori Company (Veteran 9) 1 command <i>guastatori</i> stand	max 1	280

1 recon <i>guastatori</i> stand 2 <i>guastatori</i> stands 2 medium trucks		
Bersaglieri Motorcycle Company (Experienced 9) 1 motorcycle command infantry stand (<i>integral 20mm AT rifle</i>) 1 motorcycle infantry stands= 1 motorcycle MMG stand	max 1	105
Bersaglieri Motorized Company (Experienced 9) 1 command infantry stand (<i>integral 20mm AT rifle</i>) 2 infantry stands 1 MMG stand 2 medium trucks	max 2	140
Bersaglieri Machine Gun Company (Experienced 9) 1 command infantry stand 1 light truck 2 MMG stands 1 medium truck	max 1	135
Bersaglieri Anti-Tank Company (Experienced 9) 1 command infantry stand 1 light truck 2 47L32 AT portees	max 1	110
Bersaglieri Mortar Platoon (Experienced 9) 1 81mm mortar stand (ds) 1 medium truck	max 1	90
Bersaglieri Battalion Headquarters (Experienced 9) 1 command stand 1 car	max 1 (note 4)	55
Add integral 20mm AT rifle to company	Per company (note 7)	5/5/5
Anti-Tank Platoon 1 37L45 AT portee	max 1	15/20/30
Light AA Battery 1 command infantry stand 1 light truck 2 20L65 AA portees	max 2	60/80/110
Heavy AA Battery 1 command infantry stand 1 light truck 1 AC 75 CK	max 2	50/60/80
Upgrade AC 75 CK tp AC 90/53	max 1	15/20/30
Upgrade AC 75 CK to 88L56, gun crew, and medium truck	max 1	30/40/55
Anti-Aircraft Battalion Headquarters 1 command stand 1 car Headquarters Battery 1 <i>ammo truck</i>	max 1 (<i>note 5</i>)	30/40/55
MILMART Mobile Coast Defense Battery 1 command infantry stand 1 light truck 1 AC 102/35	max 2	50/65/95
Light Artillery Battery (Experienced 9) 1 command infantry stand 1 light truck 1 75L27 field gun and crew 1 medium truck	max 4	95
Replace 75L27, crew, and medium truck, with AC 75/27	Per battery	No cost

Light Artillery Battalion Headquarters (Experienced 9) 1 command/observation stand 1 car	max 1 (<i>note 6</i>)	40
Howitzer Battery (off-board) (Experienced) 1 100L17 howitzer (off-board)	max 1 on-board or off-board	60
Howitzer Battery (on-board) (Experienced 9) 1 command infantry stand 1 light truck 1 100L17 howitzer 1 medium truck or tractor	max 1 on-board or off-board	135
Howitzer Battalion (-) (off-board) (Experienced) 1 command/observation stand 1 car 1 staff telephone truck (off-board) 2 100L17 howitzer batteries (off-board)	max 1 on-board or off-board	145
Howitzer Battalion (-) (on-board) (Experienced 9) Headquarters 1 command/observation stand [25] 1 car [5] Headquarters Battery 1 staff telephone truck [20?] 2 Firing Batteries, each 1 command infantry stand [15] 1 light truck [5] 1 100L17 howitzer [60] 1 medium truck or tractor [5]	max 1 on-board or off-board	300
Upgrade 100L17 to 105L28	Per howitzer	no cost
Medium Howitzer Battery (Experienced 9) 1 149L28 howitzer battery (off-board)	max 1	65
1 turn HV for 88 or 90	max 1 per gun	5

Notes	
1	Must buy Regimental command
2	Must purchase at least 1 light tank company
3	Must purchase at least 2 additional medium tank companies
4	Must purchase at least 1 additional <i>Bersaglieri</i> company
5	Must purchase at least 2 AA batteries (light, heavy, or a mix)
6	Must purchase at least 2 light artillery batteries
7	Adds integral AT rifle to every stand in company. May only be added to companies which already have an AT rifle integral to their command infantry stand.

ITALIAN 1940-41 Motorized Battlegroup - North Africa (Trained 7/Regular 8/Experienced Morale 9)

Core Unit	Notes	Cost
Raggruppamento Motorizzata (Motorized Battlegroup) Battalion Headquarters (Experienced 9) [40] 1 command stand 1 car 2 Motorized Companies, (60/70/90) 1 command infantry stand (<i>integral 20mm AT rifle</i>) 2 infantry stands 1 light truck 1 medium truck Weapons Company (110/135/180) 1 recon infantry stand 1 65L17 and crew 2 light trucks 2 MMG stands 1 medium truck Light Artillery Battery (Experienced 9) (95) 1 command infantry stand 1 light truck 1 75L27 field gun and crew 1 medium truck	Required	310/350/410

Augmentations:

Supplemental units and modifications

Regimental Headquarters (Veteran 9) 1 command M11/39	max 1	75
Regimental Headquarters Company (Veteran 9) Staff radio truck	max 1 (note 1)	40
Motorized Company 1 command infantry stand (<i>integral 20mm AT rifle</i>) 2 infantry stands 1 light truck 1 medium truck	max 4	60/70/90
Weapons Company 1 recon infantry stand 20 1 65L17 and crew 2 light trucks 2 MMG stands 60 1 medium truck	max 1	110/135/180
Replace 65L17 with 47L32	Per weapons company	No cost
Battalion Headquarters (Experienced 9) 1 command stand 1 car	max 1 (note 2)	55
Infantry Gun Battery 1 command infantry stand 1 light truck 1 65L17 portee	max 1	45/55/75
Add AT rifle to company	Per company (note 8)	5/5/5
Anti-Tank Platoon 1 37L45 AT portee	max 1 per infantry and <i>Bersaglieri</i> battalion HQ	20/25/35
Anti-Tank Company	max 2	65/80/110

1 command infantry stand 1 light truck 2 47L32 AT portees		
Machine Gun Company 1 command infantry stand 3 MMG stands 2 medium trucks	max 2	105/130/175
Light Tank Platoon 1 L3/35	max 2	10/15/20
Light Tank Company[40] 1 command L3/35 (joint command) 1 L3/35	max 2	25/35/50
Light Tank Battalion Commander 1 command L3/35	max 1 (note 3)	40/50/70
Medium Tank Company (-) 1 command M-11/39 (joint command) 1 M11/39	max 3	60/75/105
Medium Tank Platoon 1 M11/39	max 1 per M11/39 tank company	30/35/50
Medium Tank Battalion Headquarters 1 command M11/39	max 1 (note 4)	50/60/85
Upgrade M-11/39 to M-13/40	per M-11/39	15/20/30
Upgrade joint command M13/40 to pure command	per command M13/40	5/5/10
Upgrade L3/35 to L3/35 flame	max 1	10/15/20
Upgrade L3/35 flame to flame with trailer	max 1	5
Upgrade L3/35 to L3/35 ATR	max 1	5
Armored Car Platoon (Experienced 9) 1 recon FIAT Tripoli armored car	max 1	40
Upgrade FIAT Tripoli to AB-41	max 1	5
Armored Car Company (Experienced 9) 1 command AB-41 1 recon AB-41	max 1	140
Auto Sahariano Company (Experienced 9) 1 command infantry stand 1 infantry stand 1 MMG stand 3 light trucks		120
Guastatori Company (Veteran 9) 1 command <i>guastatori</i> stand 1 recon <i>guastatori</i> stand 2 <i>guastatori</i> stands 2 medium trucks	max 1	280
Bersaglieri Motorcycle Company Experienced 9 1 motorcycle command infantry stand 1 motorcycle infantry stands 1 motorcycle MMG stand	max 2	120
Bersaglieri Motorized Company (Experienced 9) 1 command infantry stand (<i>integral 20mm AT rifle</i>) 2 infantry stands 1 MMG stand 1 light truck 1 medium truck	max 2	140
Bersaglieri Machine Gun Company (Experienced 9) 1 command infantry stand	max 1	135

1 light truck 2 MMG stands 1 medium truck		
Bersaglieri Anti-Tank Company (Experienced 9) 1 command infantry stand 1 light truck 2 47L32 AT portees	max 2	110
Bersaglieri Mortar Platoon (Experienced 9) 1 81mm mortar stand (ds) 1 medium truck	max 1	90
Bersaglieri Battalion Headquarters (Experienced 9) 1 command stand 1 car	max 1 (note 5)	55
Light AA Battery 1 command infantry stand 1 light truck 2 20L65 AA portees	max 2	60/80/110
Heavy AA Battery (Experienced 9) 1 command infantry stand 1 light truck 1 AC 75 CK	max 2	80
Upgrade AC 75 CK to AC 90/53	max 1	40
Upgrade AC 75 CK to 88L56, crew (ds), and medium truck	max 1	50
Anti-Aircraft Battalion Headquarters (Experienced 9) 1 command stand 1 car Headquarters Battery 1 ammo truck	max 1 (note 6)	55
MILMART Mobile Coast Defense Battery (Experienced 9) 1 command infantry stand 1 light truck 1 AC 102/35	max 2	90
Self-Propelled Light Artillery Battalion (Experienced 9) 1 command infantry stand 1 light truck 3 AC 65I17	max 2	110
Light Artillery Battery (Experienced 9) 1 command infantry stand 1 light truck 1 75L27 field gun and crew 1 medium truck	max 3	95
Replace 75L27, crew, and tractor, with AC 75/27	Per battery	No cost
Light Artillery Battalion Headquarters (Experienced 9) 1 command/observation stand 1 car	max 1 (note 7)	40
Howitzer Battery (off-board) (Experienced 9) 1 100L17 howitzer (off-board)	max 1 on-board or off-board	60
Howitzer Battery (on-board) (Experienced 9) 1 command infantry stand 1 light truck 1 100L17 howitzer 1 medium truck or tractor	max 1 on-board or off-board	135
Howitzer Battalion (-) (off-board) (Experienced 9) 1 command/observation stand 1 car	max 1 on-board or off-board	145

1 staff telephone truck (off-board) 2 100L17 howitzer batteries (off-board)		
Howitzer Battalion (-) (on-board) (Experienced 9) Headquarters 1 command/observation stand [25] 1 car [5] Headquarters Battery 1 staff telephone truck [20?] 2 Firing Batteries, each 1 command infantry stand [15] 1 light truck [5] 1 100L17 howitzer [60] 1 medium truck or tractor [5]	max 1 on-board or off-board	300
Upgrade 100L17 to 105L28	Per howitzer	no cost
Medium Howitzer Battery_ (Experienced 9) 1 149L28 howitzer battery (off-board)	max 1	65
1 turn HV for 88 or 90	max 1 per gun	5

Notes	
1	Must purchase Regimental command
2	Must purchase at least 2 motorized companies
3	Must purchase at least 1 light tank company
4	Must purchase at least 2 medium tank companies
5	Must purchase at least 1 additional <i>Bersaglieri</i> company
6	Must purchase at least 2 AA batteries (light, heavy, or a mix)
7	Must purchase at least 2 light artillery batteries
8	Adds integral AT rifle to every stand in company. May only be added to companies which already have an AT rifle integral to their command infantry stand.