

FIRESTORM TROOPS





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ERWIN ROMMEL

AFRIKA

Generaloberst Rommel
Starting deployment (C-2)

GERMAN, FORCE, WARRIOR

SPECIAL RULES

Reinforce your company with Generaloberst Rommel.

He must accompany an Axis ground Firestorm Troop but does not count towards the 2 Firestorm Troop limit, effectively making him the third Firestorm Troop.

All of your Formation Commanders have their Command Leadership range increased from 6"/15cm to 8"/20cm.

If you win the game you gain one extra Victory Point.

If you lose the game you lose one Victory Point.

4

POINTS

⚔

PANZER III

AFRIKA

TANK PLATOON

MOTIVATION

CONFIDENT 4+

Third Reich
Last Stand 3+
Protected Ammo
Remount 3+

SKILL

VETERAN 3+

• TANK UNIT • STORMTROOPERS •

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT		5
SIDE & REAR		3
TOP		1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer III (short 5cm)	24"/60cm	2	1	8	4+	
Panzer III (long 5cm)	28"/70cm	2	1	9	4+	
Panzer III (MGs)	16"/40cm	4	4	2	6	

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PANZER III

AFRIKA

TANK PLATOON

PANZER III TANK PLATOON

- 3x Panzer III (short 5cm)
- 1x Panzer III (long 5cm)

SPECIAL RULES

Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

Panzer Regiment 8 – 15th Panzer Division
Starting deployment (C-2)

Panzer Regiment 5 – 21st Panzer Division
Starting deployment (C-2)

18

POINTS

⚔

AFRICA RIFLE PLATOON

AFRIKA

• INFANTRY UNIT • STORMTROOPERS •

MOTIVATION

CONFIDENT 4+

Third Reich
Last Stand 3+

SKILL

VETERAN 3+

• INFANTRY UNIT • STORMTROOPERS •

IS HIT ON

CAREFUL 4+

SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
MG 34 team	16"/40cm	3	2	2	6	
2.8cm anti-tank rifle	20"/50cm	2	1	7	5+	Assault 4+, Heavy Weapon, No HE
Optional sMG34 HMG	24"/60cm	6	2	2	6	Assault 4+, Heavy Weapon
Optional 8cm mortar	40"/100cm	ARTILLERY		1	4+	Assault 4+, Heavy Weapon

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AFRICA RIFLE PLATOON

AFRIKA

AFRICA RIFLE PLATOON

4x MG34 team
1x 2.8cm anti-tank rifle
1x sMG34 HMG
1x 8cm mortar
Includes Softskin Transport card

SPECIAL RULES

Assault 4+: Team hits on 4+ in Assaults.

Heavy Weapon: Team cannot Charge Into Contact.

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

Infanterie Regiment 155 – 90 Leichte Afrika Division
Starting deployment (A-2)

Infanterie Regiment 200 – 90 Leichte Afrika Division
Starting deployment (C-2)

8

POINTS

⚔

JU 87 STUKA

AFRIKA

DIVE BOMBER FLIGHT

MOTIVATION

CONFIDENT 4+

SKILL

VETERAN 3+

• AIRCRAFT UNIT •

IS HIT ON

AIRCRAFT 5+

SAVE

3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
500kg bombs	6"/15cm	ARTILLERY		4	2+	Bombs

⚔

JU 87 STUKA

AFRIKA

DIVE BOMBER FLIGHT

JU 87 STUKA DIVE BOMBER FLIGHT

2x Ju 87 Stuka

SPECIAL RULES

Bombs: No penalty for having only 1 or 2 weapons firing. Only Teams from this Unit can Spot for it.

JU 87 Stuka Dive Bomber Flight

JU 87 Stuka Dive Bomber Flight

7

POINTS

M14/41 TANK PLATOON

MOTIVATION

CONFIDENT 4+ **4+**

Avanti Follow Me 3+ 2+

Determined & Protected Remount 2+ 2+

SKILL

TRAINED 4+ **3+**

Focused Tactics 5+ 4+

• TANK UNIT •



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT  **3**

SIDE & REAR  **2**

TOP  **1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M14/41 (47mm)	24"/60CM	2	1	6	4+	HEAT
M14/41 (MGs)	16"/40CM	6	6	2	6	Self-defence AA

M14/41 TANK PLATOON

M14/41 TANK PLATOON

4x M14/41 (47mm)

132° Ariete

132° Divisione Corazzata 'Ariete'

Starting deployment (C-2)

SPECIAL RULES

HEAT: Target Armour is not increased for range over 16"/40cm.

Self-defence AA: Weapon can fire at Aircraft with ROF 1.

7

POINTS

RIFLE PLATOON

MOTIVATION

CONFIDENT 4+ **4+**


Avanti Follow Me 3+ 2+

Determined Rally 3+ 3+

SKILL

TRAINED 4+ **3+**


• INFANTRY UNIT •



IS HIT ON

CAREFUL 4+

SAVE

 **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Breda MG & Carcano rifle team	16"/40CM	2	1	2	6	

RIFLE PLATOON

RIFLE PLATOON

9x Breda MG & Carcano rifle team

Includes either a Motociclisti or Softskin transport card

101° Trieste

101° Divisione Motorizzate 'Trieste'

Starting deployment (B-1)

Trieste was a Bersaglieri unit while Trento was a Fucilieri unit. Even so Trento was of a high standard and on par with Bersaglieri.

102° Trento

102° Divisione Motorizzate 'Trento'

Starting deployment (A-2)

7

POINTS

LEGIONS OF ROME

MOTIVATION


RELUCTANT 5+ **5+**

Determined Rally 4+ 4+

SKILL

GREEN 5+ **4+**


• INFANTRY UNIT •



IS HIT ON

CAREFUL 4+

SAVE

 **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Breda MG & Carcano rifle team	16"/40CM	2	1	2	6	

LEGIONS OF ROME

RIFLE PLATOON

9x Breda MG & Carcano rifle team

17° Pavia

17° Divisione 'Pavia'

Starting deployment (B-1)

60° Sabratha

60° Divisione 'Sabratha'

Starting deployment (A-2)

27° Brescia

27° Divisione 'Brescia'

Starting deployment (B-1)

6

POINTS

CR.42 FALCO ASSAULT SECTION

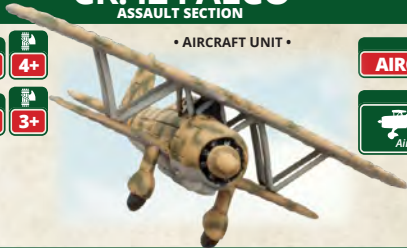
MOTIVATION

CONFIDENT 4+ **4+**

SKILL

TRAINED 4+ **3+**


• AIRCRAFT UNIT •



IS HIT ON

AIRCRAFT 5+

SAVE

 **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED	UNLIMITED	UNLIMITED	UNLIMITED	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
100kg bombs	6"/15CM	ARTILLERY		3	3+	Bombs
12.7mm MGs	6"/15CM	-	2	4	5+	

CR.42 FALCO ASSAULT SECTION

CR.42 FALCO ASSAULT SECTION

2x CR.42 Falco

CR.42 Falco Assault Section

SPECIAL RULES

Bombs: No penalty for having only 1 or 2 weapons firing. Only Teams from this Unit can Spot for it.

4

POINTS

GRANT ARMoured TROOP

MOTIVATION
CONFIDENT 4+
Fight Another Day
Last Stand 5+
Protected Ammo
Remount 3+

SKILL
TRAINED 4+

• TANK UNIT •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT	5
SIDE & REAR	4
TOP	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Grant Hull (75mm)	24"/60CM	2	1	9	3+	Forward Firing, Smoke
Grant Turret (37mm)	24"/60CM	2	1	7	4+	Secondary Weapon
Grant (MG)	16"/40CM	3	3	2	6	

GRANT ARMoured TROOP

GRANT ARMoured TROOP

3x Grant (37mm & 75mm)

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.

Secondary Weapon: Turret 37mm may fire at the same or a different target at the same time as Hull 75mm. This gives the 37mm ROF 1 and +1 To Hit.

Smoke: Can Shoot Smoke ammunition.

2nd Armd. Bde. –
1st Armoured Division
Starting deployment (B-5)

4th Armd. Bde. –
7th Armoured Division
Starting deployment (C-4)

15
POINTS

CRUSADER II ARMoured TROOP

MOTIVATION
CONFIDENT 4+
Fight Another Day
Last Stand 5+

SKILL
TRAINED 4+
Tally Ho
Tactics 5+

• TANK UNIT •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT	3
SIDE & REAR	2
TOP	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
14"/35CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Crusader II (2 pdr)	24"/60CM	2	1	7	4+	No HE
Crusader II (MG)	16"/40CM	3	3	2	6	

CRUSADER II ARMoured TROOP

CRUSADER II ARMoured TROOP

3x Crusader II (2 pdr)

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

22nd Armd. Bde. –
1st Armoured Division
Starting deployment (B-3)

4
POINTS

VALENTINE II ARMoured TROOP

MOTIVATION
CONFIDENT 4+

SKILL
TRAINED 4+

• TANK UNIT •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT	6
SIDE & REAR	6
TOP	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	14"/35CM	16"/40CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Valentine II (2 pdr)	24"/60CM	2	1	7	4+	No HE, Overworked
Valentine II (MG)	16"/40CM	3	3	2	6	

VALENTINE II ARMoured TROOP

VALENTINE II ARMoured TROOP

3x Valentine II (2 pdr)

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

Overworked: +1 To Hit for Moving ROF.

44th Battalion RTR –
1st Army Tank Bde.
Starting deployment (B-4)

32nd Army Tank Brigade
Starting deployment (A-4)

8
POINTS

6 PDR ANTI-TANK PLATOON

MOTIVATION
FEARLESS 3+

SKILL
VETERAN 3+
Gun
Assault 4+

• GUN UNIT • GUN SHIELD •

IS HIT ON
CAREFUL 4+

SAVE
Gun 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5CM	2"/5CM	4"/10CM	4"/10CM	5+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
6 pdr gun	28"/70CM	2	1	9	4+	Forward Firing, No HE

6 PDR ANTI-TANK PLATOON

6 PDR ANTI-TANK TROOP

4x 6 pdr gun

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.

Gun Shield: In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

201st Guards Brigade
Starting deployment (B-5)


10
POINTS

MOTOR PLATOON

MOTIVATION
CONFIDENT 4+
Bulldog Counterattack 3+

SKILL
TRAINED 4+
Deadly Assault 3+

• INFANTRY UNIT •



IS HIT ON
CAREFUL 4+

SAVE
Infantry 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Bren Gun team	16"/40CM	3	2	2	6	
Boys anti-tank rifle	20"/50CM	1	1	4	5+	Assault 4+, Slow Firing
2-inch mortar	16"/40CM	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing, Smoke


MOTOR PLATOON

MOTOR PLATOON

4x Bren Gun team
1x Boys anti-tank rifle
1x 2-inch mortar
Includes Softskin Transport card

SPECIAL RULES

Assault 4+: Team hits on 4+ in Assaults.
Overhead Fire: Can fire over friendly teams.
Slow Firing: +1 To Hit for Moving ROE.
Smoke: Can Shoot Smoke ammunition.



7th Motor Brigade Group
Starting deployment (C-6)

6
POINTS

RIFLE PLATOON

MOTIVATION
CONFIDENT 4+
Bulldog Counterattack 3+

SKILL
TRAINED 4+
Deadly Assault 3+

• INFANTRY UNIT •



IS HIT ON
CAREFUL 4+

SAVE
Infantry 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Bren Gun & SMLE rifle team	16"/40CM	2	1	2	6	
Boys anti-tank rifle	20"/50CM	1	1	4	5+	Assault 4+, Slow Firing
2-inch mortar	16"/40CM	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing, Smoke

RIFLE PLATOON

RIFLE PLATOON

7x Bren Gun & SMLE rifle team
1x Boys anti-tank rifle
1x 2-inch mortar

SPECIAL RULES

Assault 4+: Team hits on 4+ in Assaults.
Overhead Fire: Can fire over friendly teams.
Slow Firing: +1 To Hit for Moving ROE.
Smoke: Can Shoot Smoke ammunition.



69th Brigade Group
50th Northumbrian Division
Starting deployment (B-2)



150th Brigade Group
50th Northumbrian Division
Starting deployment (B-4)



1st South African Division
Starting deployment (A-3)



2nd South African Division
Starting deployment (A-7)


9
POINTS

MOTOR PLATOON

MOTIVATION
CONFIDENT 4+
Bulldog Counterattack 3+

SKILL
TRAINED 4+
Deadly Assault 3+

• INFANTRY UNIT •



IS HIT ON
CAREFUL 4+

SAVE
Infantry 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Bren Gun team	16"/40CM	3	2	2	6	
Boys anti-tank rifle	20"/50CM	1	1	4	5+	Assault 4+, Slow Firing
2-inch mortar	16"/40CM	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing, Smoke

MOTOR PLATOON


MOTOR PLATOON

4x Bren Gun team
1x Boys anti-tank rifle
1x 2-inch mortar
Includes Softskin Transport card
Includes Indian Motor Company card

SPECIAL RULES

Assault 4+: Team hits on 4+ in Assaults.
Overhead Fire: Can fire over friendly teams.
Slow Firing: +1 To Hit for Moving ROE.
Smoke: Can Shoot Smoke ammunition.

Enemy Units must re-roll their first successful Motivation Test to Counter-attack an Infantry Unit in this Formation.



3rd Indian Motor Brigade
Starting deployment (C-7)


7
POINTS

RIFLE PLATOON

MOTIVATION
CONFIDENT 4+
Bulldog Counterattack 3+

SKILL
TRAINED 4+
Deadly Assault 3+

• INFANTRY UNIT •



IS HIT ON
CAREFUL 4+

SAVE
Infantry 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Bren Gun & SMLE rifle team	16"/40CM	2	1	2	6	
Boys anti-tank rifle	20"/50CM	1	1	4	5+	Assault 4+, Slow Firing
2-inch mortar	16"/40CM	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing, Smoke

RIFLE PLATOON

RIFLE PLATOON

7x Bren Gun & SMLE rifle team
1x Boys anti-tank rifle
1x 2-inch mortar
Includes the Indian Motor Company card

SPECIAL RULES

Assault 4+: Team hits on 4+ in Assaults.
Overhead Fire: Can fire over friendly teams.
Slow Firing: +1 To Hit for Moving ROE.
Smoke: Can Shoot Smoke ammunition.

Enemy Units must re-roll their first successful Motivation Test to Counter-attack an Infantry Unit in this Formation.



10th Indian Brigade Group
Starting deployment (C-7)

10
POINTS

25 PDR FIELD TROOP

MOTIVATION
FEARLESS 3+

SKILL
VETERAN 3+
Gun Assault 4+

• GUN UNIT • GUN SHIELD •
• LARGE GUN • MIKE TARGET •



IS HIT ON
CAREFUL 4+

SAVE
 **4+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	2"/5CM	4"/10CM	4"/10CM	6


WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
25 pdr gun	80"/200CM	ARTILLERY		3	4+	Smoke Bombardment
or Direct Fire	24"/60CM	2	1	9	3+	Smoke


25 PDR FIELD TROOP


25 PDR FIELD TROOP

4x 25 pdr gun

 **74th Field Regiment Royal Artillery 50th Division**
Starting deployment (B-2)

 **4th Artillery Regiment 1st South African Division**
Starting deployment (A-3)

 **1st Artillery Regiment 2nd South African Division**
Starting deployment (A-6)

 **1st Regiment D'Artilerie 1ERE Brigade Francaise Libre**
Starting deployment (C-3)

SPECIAL RULES

Gun Shield: In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

Large Gun: Cannot be placed in a building. Cannot be placed from Ambush within 16"/40cm of the enemy.

Mike Target: When a Spotting Team Ranges In this Unit, it may immediately roll to Range In another Unit with Mike Target.

Smoke: Can shoot Smoke ammunition.

Smoke Bombardment: Once per game can fire a Smoke Bombardment.

11
POINTS

Technically the Free French used their 75mm mle 1897 gun. But since there is no card for it just play as if it is a 25pdr


HURRICANE

TANK-BUSTING FLIGHT


MOTIVATION
CONFIDENT 4+

SKILL
TRAINED 4+

• AIRCRAFT UNIT •



IS HIT ON
AIRCRAFT 5+


SAVE
 **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Hurricane (Vickers S gun)	8"/20CM	-	2	7	4+	


HURRICANE

TANK-BUSTING FLIGHT

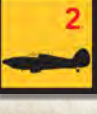


HURRICANE TANK-BUSTING FLIGHT

2x Hurricane



Hurricane Tank-Busting Flight



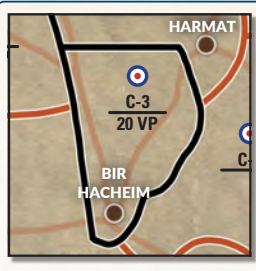
Hurricane Tank-Busting Flight

7
POINTS



MINEFIELD

(BLACK BORDER LINE)



MINEFIELD (BLACK BORDER LINE)

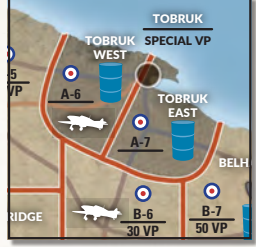
If a battle arrow is placed over a black line the defending player (the one that is attacked) may add a minefield and barbed wire for every 25 points or part of in the battle. (Example: If the Axis player attacks from B-1 against B-4 and the battle is for 80 points then the British side may add 4 minefields and 4 barbed wire sections. This is for all missions. If the mission also specifies more minefields they are ignored.

This does not count as a Firestorm Troop and does not affect the 2 Firestorm limit. Only black lines count as minefields. Attacks over brown lines have no effect.



MINEFIELD

(SHADED AREAS OF TOBRUK)



MINEFIELD (SHADED AREAS OF TOBRUK)

Tobruk Fortified Areas A-6 and A-7, the defending player (the one that is attacked) may add a minefield and barbed wire section.

Tobruk's defences had been neglected and mines and wire had been transferred to bolster the Gazala line.



FORTIFIED MARKER



FORTIFIED MARKER

Start in: A-2, A-3, B-1, B-2, B-4, B-5, C-3

The area has been fortified and if attacked the defending player may add +5 points to his force or they may have 2 minefields in addition to any other defences. This does not count as a Firestorm Troop and does not affect the 2 Firestorm limit.

In addition, if the defender loses the battle and has at least one Firestorm Troop remaining in the area, they do not lose the area but lose the Fortified Marker instead for the rest of the game.

Once the Fortified Marker is lost there is no benefit.

+5
POINTS



SUPPLY MARKER



SUPPLY MARKERS

Supply Markers represent stockpiles belonging to certain areas and units as well as organic supply of divisions. The Allies start with two Supply Markers in A-3, B-2, B-4, C-3 and one in C-5 and the Axis start with three Supply Markers in C-2. If you can trace supply to a Supply Dump you do not use Supply Markers. Supply Markers are the organic supply for the units and must be used any time they are cut off from their supply dumps. For each time an area is out of supply with a Supply Marker attacks or defends it discards one Supply Marker and they may ignore the effects of being out of supply. Supply Markers may be moved with advancing Firestorm Troops.

Once a Supply Marker is used, they do not return with one exception. If the Axis have units in B-3 area and are in control of B-1 at the end of turn 1 and 2 they may supply the Firestorm Units in B-3 with two Supply Markers. This is to represent the convoys the Italians managed to get through the minefields to Rommel. Supply Markers can advance into areas that are captured or retreat in addition to any Firestorm Troops. They are destroyed if all Firestorm Troops that are with them are destroyed.