

Basic organization for Ambush Blitz

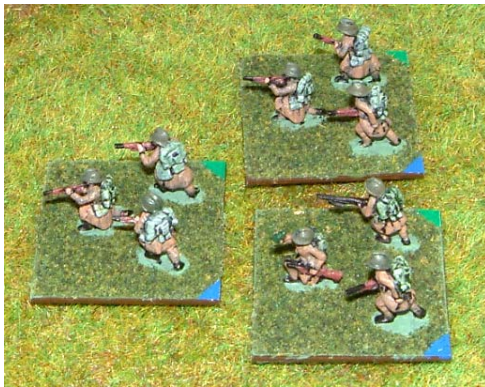
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The Coy

Your first target when building one Ambush Blitz combat group should be the infantry. The basic game unit is 3 stands that may represent one platoon as per the rules; yet in later scenarios this unit has been used to represent a full Company. We recommend starting with one Battalion of 3 Coys, or a total of 9 stands.

If the recommended basing conventions are used, to assemble one Coy you will need 9 stands and 27 figures, including rifles, SMG, LMG and infantry A/T weapons (like an A/T rifle, panzerfaust or bazooka).

Each stand will carry 3 figures, distributed as you like.



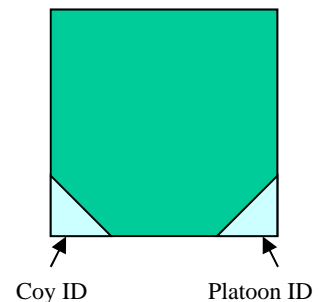
The basic infantry unit in the game.

Which kind of figures you use is up to you, but we can suggest, for example:

- 1 low ranking officer/commander
- 1 to 3 SMGs
- 15 to 21 riflemen
- 3 LMGs (3 to 6 figures including loaders)
- 1 A/T weapon (1 or 2 figures)

Total **27** infantry.

It is a good idea to use a corner of the stand to identify the Company. Some players also like to identify which Coy the base or (squad) represents within the Battalion.



Coy Types

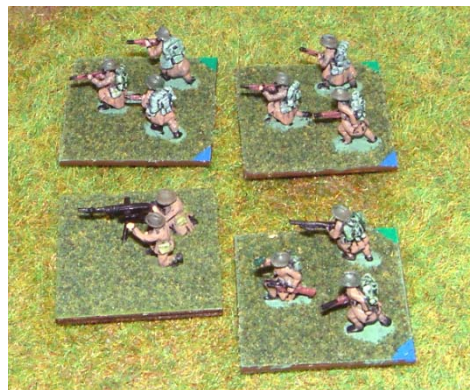
In Ambush Blitz there are 3 basic types of Coy: FIF, MIF and AIF.
To represent which kind of Coy you have during the game just add (or remove) one infantry transport model for each unit.

MIF Coys are generally carried in trucks, but can also be on motorcycles, for example.



One AIF Coy on armored H/T.

One FIF Coy with a MMG attached.



Infantry Colors

Here we provide basic color suggestions for uniforms, but before going for a new vial check if you have a similar color in your paint box first: in reality the uniform tones varied widely, because of die variations, different tissue manufacturers, washing, sun exposure and aging.

		Vallejo	Humbrol
Germany 1939-40	tunic/trousers/helmet	920/992/967	-/5/151
Variations on above	smock/trousers/helmet	886/830/995	-/116/67
Germany 1941-43	cloth/helmet	830/967	116/151
Germany 1944-45	cloth/helmet	924/967	159/151
Variations on above		921/913	26/7
Germany Tropical	cloth/helmet	913/912	7/-
British 1940	cloth/helmet	921/924	26/159
British 1944-45	cloth/helmet	921/967	26/151
British Tropical	cloth/helmet	819/988	-/72
China	cloth/cap/Adrian	843/843/924	62/62/159
Helmets	German/British/US	995/924/887	67/159/115
France 1940	cloth/helmet	843/924	62/159
Hungary	cloth/helmet	921/887	26/115
Italy	cloth/helmet	888/830	163/-
Italy Tropical	cloth/helmet	977/914	63/93
Japan Home Islands	cloth/helmet	882/921	83/26
Japan Mainland China	cloth/helmet	880/921	26/26
Japan Burma/Malasya	cloth/helmet	914/921	93/26
Poland 1939	cloth/helmet	921/924	26/159

Infantry Colours (cont)

		Vallejo	Humbrol
Soviet	cloth/helmet	880/894	26/114
Variations on above		924/924	159/159
US early	jacket/trousers/helmet	988/873/887	72/142/115
Variation on above	jacket	837	-
US 1944-45	cloth/helmet	893/887	116/115
Mackinow variation	jacket/trousers/helmet	874/893/887	29/116/115
Old pants variation	jacket/trousers/helmet	893/873/887	116/118/115

Special Units		Vallejo	Humbrol
German splinter cammo	Base: alternatives	885/924/976	95/159/103
Cammo dots	green/brown/dark	823/875/980	-/186/172
Luft. Field Div. 1942-45	cloth/helmet	816/995	-/67
US Airborne 41-42	cloth/helmet	882+893/897	83+116/75
US Airborne 43-45	cloth/helmet	977/896	94/91
US Glider	jacket/trousers/helmet	973/988/887	65/72/155
British Airborne	cloth/helmet	921/896	-/91
Cammo dots	sand/brown	819/846	-/-
Variations	scarves/beret	896/946	91/51
Canada var. 1944-45	cloth/helmet	924+887/967	159+155/151

Please note that the tone used could be a bit lighter in the smaller scales, darker and closer to the original in larger scales.

Expert painters usually highlight a dark color by adding white to the base color.