

# CROATIAN ARMY LIST

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This is an unofficial Bolt Action Army list for the Independent State of Croatia (NDH). To use this list players will need the Bolt Action Version 2 Core Rulebook from Warlord Games, and the books *Armies of Italy and the Axis*, *Armies of Germany 2<sup>nd</sup> Edition*, and *Armies of France and the Allies*.

## Yugoslavia

Since its creation in 1918 in the wake of World War I, Yugoslavia was beset by ethnic tensions. The divide between the Orthodox Serbians and the Catholic Croats was particularly deep. Throughout the 1920 and 30s the Crown and Government tried a mix of authoritarianism and political inducements to check separatist pressures with little success.

Government efforts to deal with these divisions were not helped by external meddling. Most of Yugoslav's neighbours made claims on Yugoslav territory, and Italy, Hungary and Bulgaria supported revolutionary groups inside Yugoslavia at various times. Notably, Italy harboured the Croatian ultranationalist fascist Ustase party headed by Ante Pavelic.

Agreement in 1939 on a largely autonomous Croatian region within Yugoslavia appeared to offer a prospect of stability. However some Croats saw it as a step to independence, while some Serbs saw it as a capitulation to separatists, ultimately deepening divisions. It also made the Crown and Government even more unpopular.



The outbreak of war in 1939 initially had little impact on Yugoslavia. There was no love for Yugoslavia in Berlin, but the country was not seen as economically or strategically significant, and was politically unimportant as the Government towed a pro-German line.

This changed in late 1940 as Germany prepared to invade Greece to rescue Italy's failed invasion and prevent the British from establishing themselves in the country. In March 1941 Germany demanded Yugoslavia join the Axis. Believing he had no choice, and hoping to keep Yugoslavia out of the war, the Yugoslav Regent signed the Axis Pact on 25 March 1941. This was deeply unpopular in Yugoslavia and opposed by the Serb-dominated military leadership who saw the Nazis as an irreconcilable threat. With British encouragement, the Regent was deposed on 27 March. This enraged Hitler, who immediately issued a Directive for the invasion of Yugoslavia.

Despite efforts to organise defences, mobilise troops and appeals for British support, Yugoslavia's situation was hopeless. The country was surrounded

by six Axis nations, and its forces were largely outdated and undermined by ethnic divisions.

When the Axis attack came on 6 April 1941 it was with overwhelming force from 5 directions. After 11 days of fighting the Yugoslav Government surrendered on 17 April.

### **Rise of NDH**

Four days after the start of the invasion, on 10 April, the Ustase proclaimed an Independent State of Croatia (NDH). The Ustase was still a fringe group compared to the Croatian Peasants political party, and its leader Vladko Macek, who the Germans and Italians initially asked to establish a Government, but Macek refused. Unwilling to shoulder the burden of occupation Germany and Italy turned to Pavelic and the Ustase.

Officially, until the Italian capitulation in 1943, Croatia was an Italian protectorate, divided between Italian and German occupation zones (after Italy's surrender Germany occupied all of Croatia). But Italian efforts to manage the NDH had little success.

The declaration of an Independent Croatia initially received some popular support, but the ultranationalist policies, violence and paranoia of the Ustase made for chaotic and incompetent Government. Throughout the war the NDH struggled to Govern and secure its territory, and was a source of regional instability.

Opposition in Croatia was primarily lead by communist Partisan forces. The official Yugoslavia Army in the Homeland, known as Chetniks, backed by

the Government-in-exile, was viewed as Serb dominated and struggled to attract significant popular support in Croatia.

During the war NDH armed forces grew to some 200,000 troops, with an Army, Navy and Air Force. These forces were used in anti-partisan operations, usually with Italian and German troops. Initially NDH operations were aimed at enforcing the Regimes' brutal ethno-nationalist polices. But this fed resistance and by 1943 anti-partisan operations had become major battles involving tens of thousands of troops. The final Partisan offensive in March 1945 involved four Partisan armies of 800,000 troops.



Small Croatian Army, Navy and Air Force contingents were sent to the Russia to curry favor with Germany (the army contingent being destroyed at Stalingrad). Italy and Germany also raised their own units in Croatia for anti-Partisan duties.

Even after Germany's surrender on 7 May, the NDH continued to fight as Government officials and troops retreated to Austria to surrender to British forces. The Croatian Armed Forces were the last European Axis force to capitulate on 17 May 1945.

## **REINFORCED PLATOON**

- 1 Lieutenant (First or Second); or 1 Militia Officer
- 2 Infantry sections.

Plus:

- 0-4 Infantry Section
- 0-1 Medic
- 0-1 Air Forward Observer
- 0-1 Machine Gun Team
- 0-1 Mortar Team
- 0-1 Sniper Team
- 0-1 Anti-tank team
- 0-1 Artillery, Anti-Aircraft or Anti-tank gun;
- 0-1 Armoured Car
- 0-1 Tank or Tank destroyer
- 0-1 Transport vehicles or tow (soft skin or armoured) per infantry and artillery unit in the Platoon.



## **ARMY SPECIAL RULES**

### **PARTISAN INFILTRATION**

As early as 1941 the Croatian Home Guard (Army) was being infiltrated by Partisans promoting a 'non-sectarian' Croatian state. As the war progressed Home Guard personnel passed increasing amounts of supplies to the Partisans, and defected in growing numbers. By mid-1944 this had become mass defections by battalion-sized formations.

*To represent this supply of arms, and defectors, anytime a non-Ustase NDH infantry unit fails an order check the opposing player may remove one pin maker from each of their units within 24” (a unit with no pins receives no benefit).*

### **PARTY BEFORE STATE**

The NDH state inherited a significant number of well-trained troops and officers from the Yugoslav army, but the regime had an inherent mistrust of those willing to serve the Yugoslav state and built up their own militia forces at the expense of the Home Guard (Army).



*To represent this any NDH force that includes a Militia Officer may include a free regular 10 Man Ustashe Section with rifles (no other options may be taken). This free squad is in addition to units chosen from whatever selector is used.*

### **AXIS ALLIES**

NDH units operated under, and depended on, Italian or German forces, for major operations.

*To represent this an NDH force may include one extra unit from either the Armies of Germany book or the Italian Army list in the Armies of Italy and the Axis book. This unit does not count toward the normal platoon maximum, but cannot be a Veteran unit and cannot be a vehicle with a damage value of 10+ or greater.*

## INFANTRY

### HEADQUARTERS UNITS



**Officer:** Initially many Croatian Yugoslav Army officers sought to serve the NDH, however throughout the war the Croatian officer corps suffered an exodus of many of the best officers and NCO's to serve in better equipped and paid German or Italian units, as well as defections to Partisans and Chetniks.

Cost	- Second Lieutenant 35pts (Inexperienced), 50pts (Regular) - First Lieutenant 60pts (Inexperienced), 75pts (Regular).
Team	1 officer and up to 2 further men
Weapons	Pistol, rifle or smg as depicted on the model.
Options	The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced) or +10pts per man (Regular)

**Militia Officer:** The NDH and Axis powers established a plethora of militia and police units throughout Croatia. As loyalty was often more important than skill, officer positions were given to many party hacks and extremist ideologues with little training or qualifications. Positions were also given to local power-brokers in an effort to secure loyalty. These officers could lead local anti-partisan and policing actions, but as the Partisan's capability grew many proved

unable (or unwilling) to lead troops in battle.

Cost	- Second Lieutenant (Inexperienced) 25pts
Team	1 officer and up to 2 further men
Weapons	Pistol, rifle or smg as depicted on the model.
Options	The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced)
Special Rules	- Militia officers grant no officer bonus. - If a militia officer ends a turn closer to enemy unit than any friendly unit the officer is considered to have deserted or defected and the Officer (and any accompanying men) are automatically destroyed. - Local Leader: If within 6" of a militia unit taking a <i>Hearth &amp; Home</i> test add +1 to the D6 result.

**Air Forward Observer:** The NDH inherited a significant portion of ex-Yugoslav air force personnel and planes, building a competent and capable air force that provided critical support and supplies to NDH and Axis forces.



Cost	- Air Force Forward Observer 75pts (Regular).
Team	1 Observer and up to 2 further men
Weapons	Pistol, rifle or smg as depicted on the model.
Options	The officer may be accompanied by up to 2 men at a cost of +10pts per man (Regular)

**Medic:** Access to medical support, both in combat and hospitals behind the front lines, initially gave NDH forces a morale advantage over Partisan and Chetniks hiding in mountain regions with primitive medical care. Access to medical support was often a factor in early collaboration with Axis forces.

Cost	- Medic 23pts (Regular).
Team	1 medic and up to 2 further men
Weapons	Pistol.
Options	The medic may be accompanied by up to 2 men with pistols at a cost of +10pts per man (Regular)



**Jager Squad:** During early battles with resistance forces Home Guard units failed to achieve decisive victories as Partisans escaped from the larger and slower Home Guard units into the mountainous. To provide more mobility, in 1942 the Home Guard established four mountain brigades with attached support. This capability was further refined in 1943 with the establishment of four Jager Brigades. These specially equipped light troops, with attached mountain artillery, proved effective in the hilly terrain favoured by Partisans in anti-partisan offensives across 1942-43.

## INFANTRY SECTIONS & TEAMS

**Home Guard Infantry Squad:** The NDH Home Guard (Domobrabstvo) was established in April 1941. Despite a cadre of ex-Yugoslav army troops, the effectiveness of the Home Guard was undermined by poor senior leadership, a lack of heavy weapons, sympathy for the partisans, and bitter rivalry with the Ustasha. Morale was also undermined by the loss of the Croatian Expeditionary Corp in 1943 on the Eastern Front. Many Home Guard members left to serve in Axis units or collaborated with resistance forces. While the Home Guard could perform under German control, the Germans considered the Home Guard to be so unreliable that in November 1944 they forced the NDH to merge it with the more dependable Ustashe into a single Croatian Armed Forces (HOS) under Ustashe Commanders.

Cost	Regular Infantry 55pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> <li>- Add up to 4 additional men with rifles for +11pts each.</li> <li>- The NCO may be armed with an SMG for +3pts</li> <li>- Up to 1 man can have a light machine gun for +20pts. Another man becomes a loader.</li> </ul>
Special Rules	- Mountaineers: This unit treats rough ground as open terrain.

Cost	Inexperienced Infantry 42pts
Composition	1 NCO and 5 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> <li>- Add up to 4 additional men with rifles for +7pts each.</li> <li>- Up to 1 man can have a light machine gun for +20pts. Another man becomes a loader.</li> </ul>

**Paratrooper Squad:** The Croatian Air Force formed the 1<sup>st</sup> Croatian Light Infantry Parachute Company in January 1942. Two unit members were trained in Germany, bringing training methods back to Croatia in October 1942. By

December 70 recruits had passed parachute training. Despite this investment, the unit never undertook any combat drops. The unit fought as light infantry throughout the war, most notably in October 1943 when their base at Koprivnica was besieged by a large Partisan force. The surrounded paratroopers held off the partisans until November when, low on supplies, they broke out and withdrew into Hungary. In June 1944 the unit was expanded into a Battalion, which fought on until May 1945. As an Air Force unit the paratroopers consistently showed higher esprit de corps than Home Guard units.



Cost	Veteran Infantry 70pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> <li>- Add up to 4 additional men with rifles for +14pts each.</li> <li>- The NCO and up to one other man may be armed with an SMG for +3pts</li> <li>Up to 1 man can have a light machine gun for +20pts. Another man becomes a loader.</li> <li>- Arm one man with a panzerfaust for +5pts.</li> </ul>
Special Rules	- Stubborn

**Naval Infantry Squad:** Under Italian occupation Croatia ostensibly had no Navy ships as the nation's coastline had been ceded to Italy. The small river fleet Croatia was permitted could not absorb all the ex-Yugoslavia sailors so excess

sailors were formed into a Naval Infantry Brigade. These troops, as well as other detachments of sailors, were used to assist the Home Guard in anti-Partisan operations in coastal regions. While a force of Croatian sailors served with distinction in Russian as part of the Kriegsmarine, overall Navy personnel were demoralized by Italian, and later German, occupation of the Croatia's coast and ports. Partisan influence found fertile ground in the Navy and in October 1944 sailors helped Partisans occupy the port of Split. Following a mass desertion attempt by the remaining fleet in December 1944 the Navy was disbanded and naval personnel were incorporated into HOS (Army) units.

Cost	Inexperienced Infantry 32pts
Composition	1 NCO and 7 men
Weapons	Rifles
Options	- Add up to 4 additional men with rifles for +4pts each.
Special Rules	- Shirkers



**Ustashe Squad:** The Ustashe was a paramilitary militia created in exile to fight for Croatian independence. Once the Ustahe came to power the militia remained separate from regular NDH forces to enforce the party's grip on the state. Initially the Ustashe were used for

the oppression of perceived internal political and ethnic ‘enemies’. But as concerns about the reliability of the Home Guard grew, the Ustashe evolved into a regular military force. Unlike the Home Guard, Ustashe troops were often volunteers and subject to ongoing indoctrination. Ultimately the Ustashe provided the NDH’s most loyal troops, and included the elite Poglavnik (leader) Bodyguard Battalion.



Cost	Regular Infantry 50pts
Composition	1 NCO and 5 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> <li>- Add up to 5 additional men with rifles for +10pts each.</li> <li>- The NCO can be given an SMG for +3pts or an assault rifle for +5pts.</li> <li>- Up to 1 man can have a light machine gun for +20pts. Another man becomes a loader.</li> <li>- Arm up to 2 men with a panzerfaust for +5pts each.</li> <li>- Ustashe can be Fanatics for +3pts per man.</li> </ul>
Special Rules	- Fanatics: To represent those committed and indoctrinated Ustashe troops, Ustashe can be fanatics.

**Militia Squad:** The NDH and occupying powers created a plethora of militia units in Croatia to exploit ethnic divisions, check threats (including each other), and squeeze all possible manpower from the country. In June 1942 the Italians created the first ‘anti-communist militia’ to protect villages in the countryside. While the NDH objected to the Italian militia

they created several similar militias including Home Defense Volunteer Units. Germany initially opposed militias as being Chetnik fronts, however as their fortunes declined local commanders were increasingly willing to support militias, notably among the Muslim population in Bosnia. Despite the many units created the value of the militia was doubtful as they often had no training, poor leadership and few weapons or supplies.

Cost	Inexperienced Infantry 34pts
Composition	1 NCO and 6 men
Weapons	Rifles.
Options	- Add up to Up to 8 men with rifles for +5pts each.
Special Rules	<ul style="list-style-type: none"> <li>- Shirkers</li> <li>- Hearth &amp; Home: Though poorly armed and trained many militia were protecting their home and were highly motivated. After the first casualty, but before any Morale Check, roll a D6: on a 1 the unit deserts and is removed. On a 2-3 the unit remains <i>Shirkers</i>. On a 4-5 the unit becomes <i>Regular</i>, on a 6 the unit becomes <i>Regular</i> and <i>Fanatic</i>.</li> </ul>



**Railway Security Squad:** The Croatian railways were vital for moving people, goods and troops throughout the country; communications with occupied Greece; and moving raw materials back to the Reich. As a result the NDH, Germans and Italians all raised dedicated railway security units. By the end of 1942 Croatia’s railways were guarded by 240 fortified watchtowers and bunkers every

few kilometres. But despite the importance of the railways, front-line units had the first call on manpower, therefore the railway troops were generally of poor quality with low morale. To help offset poor troop quality, railway positions were usually heavily protected by barbed wire and minefields, and supported by armoured trains which patrolled the tracks.

Cost	Inexperienced Infantry 70pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> <li>- Add up to Up to 5 men with rifles for +4pts each.</li> <li>- Up to 1 man can have a light machine gun for +20pts. Another man becomes a loader.</li> <li>- Squad can be equipped with a 6"x1" strip of barbed wire for +10pts</li> <li>- Squad can be equipped with 6"x6" minefield for +50pts.</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Prepared in Defence: Squad deploys onto the board in a bunker large enough to accommodate the unit. The bunker - with unit - must be set up in the Croatian half of the table after sides have been determined, but before any models are set up. The bunker must be more than 4" from any objectives.</li> <li>- Barbed Wire (if taken) must be placed with 1" of the squad when it deploys.</li> <li>- Minefield (if taken) must be placed within 1" of the squad when it deploys.</li> </ul>



**Chetniks Fighters:** Chetniks and Partisans generally saw each other as a greater threat than the Germans or Italians. As a result, at various times, both were willing to work with the Axis powers and their puppet regimes. Despite missives from the 'recognised' Yugoslav Army Commander in the Balkans, General Draza Mihailovic, regional collaboration between Chetnik 'affiliated' groups and Axis forces became particularly widespread and formalised.



Cost	Regular Infantry 72pts
Composition	1 NCO and 5 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> <li>- Add up to 4 additional men with rifles for +12pts each.</li> <li>- The NCO can be given an SMG for +3pts.</li> <li>- Up to 1 man can have a light machine gun for +20pts. Another man becomes a loader.</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- From the rear: Chetnik squads must begin the game in outflanking (even if the scenario rules do not allow for outflanking) and can only enter the table from the enemy's table edge.</li> <li>- Not my battle: Preserving their own forces was more important than any Axis plans. Each turn, when the Squad takes a first casualty, it must make a morale check (this in addition to any other morale checks the squad must normally make).</li> <li>- A force cannot have more Chetnik squads than NDH infantry units.</li> </ul>



**Machine Gun Team:** NDH forces initially received ex-Yugoslav Austrian Schwarlose and German Maxim machine guns, along with some Fiat-Revelli Modello 1914s provide by (or later captured from) Italy. These WW1 era weapons were supplemented by MG34s and MG42s provide by Germany.

Cost	35pts (Inexperienced), 50pts (Regular)
Team	3 men
Weapon	1 MMG
Options	- Team Weapon - Fixed - Croatian MG34/42s do not get 'Hitler Buzzsaw'.



**Light Mortar Team:** Light mortars were highly valued in anti-partisan operations in Croatia's mountainous terrain where it was often difficult, if not impossible, to bring up heavier support weapons. Both the Italian Brixia and German 5cm granatwerfer 36 were used by the NDH, as well as some heavier ex-Yugoslav 60mm Stokes mortars.

Cost	24pts (Inexperienced), 35pts (Regular)
Team	2 men
Weapon	1 light mortar
Options	- Team Weapon - Indirect fire - HE (D3)

**Medium Mortar Team:** The medium mortar was critical to all sides of the conflict in Croatia. The weapon's simplicity, mobility, firepower, and indirect fire made it perfect for mountain operations. They were also a vital component of the defence of local strong points from Partisan attacks. The NDH used an eclectic mix of mortars including ex-Yugoslav Brandt M27s, Italian Mortaio da 18/14 Modello 35s and German 8cm Granatawefer GrW 34s.

Cost	35pts (Inexperienced), 50pts (Regular)
Team	3 men
Weapon	1 medium mortar
Options	May add spotter for +10pts
Special Rules	- Team Weapon - Fixed - Indirect fire - HE (D6)

## **ARTILLERY**

### **FIELD ARTILLERY**

**Field Guns:** Croatian forces received a number of Schneider and Krupp 75mm field guns from ex-Yugoslav stocks.

Cost	40pts (Inexperienced), 50pts (Regular)
Team	3 men
Weapon	1 light howitzer
Options	May add spotter for +10ps
Special Rules	- Gun shield - Team Weapon - Fixed - Howitzer - HE (D6)

**Mountain Guns:** Dedicated mountain guns were a critical capability in the mountainous Balkans. Yugoslavia had entered the war with stocks of WWI 65mm and 75mm Skoda and Schneider guns, as well as a number of modernised 75mms gun from Skoda that had been commissioned in 1928. The firepower provided by these lighter guns was vital to Home Guard Mountain and Jager units, often giving NDH forces a critical advantage over the Partisans. Given the difficulties of handling these guns in rough terrain mountain guns normally had larger crews.

Cost	45pts (Inexperienced), 55pts (Regular)
Team	4 men
Weapon	1 light howitzer
Options	- May add spotter for +10ps - May add gun shield for +5pts
Special Rules	- Team Weapon - Fixed - HE (D6) - Howitzer - Gun shield (if taken) - Mountaineers: This unit treats rough ground as open terrain.

**Medium Artillery:** The Home Guard was established in 1941 with two artillery Battalions attached to each of Croatia's five military Regions – however each of the 'Battalions' initially only had four guns – primarily ex-Yugoslavia Skoda 100mm and 105mm howitzers. The

Home Guard planned to fill-out these Battalions, but it was quickly realised that lighter guns were more useful in combat with Partisans and the acquisition of heavier gun was deprioritised.

Cost	60pts (Inexperienced), 75pts (Regular)
Team	4 men
Weapon	1 Medium howitzer
Options	May add spotter for +10ps
Special Rules	- Gun shield - Team Weapon - Fixed - HE (2D6) - Howitzer



## ANTI-TANK GUNS

**Light Anti-Tank Gun:** For most of the war NDH forces faced few armour threats. Partisans captured some armoured vehicles, particularly after the Italian capitulation, but a lack of training and spares, and German armour superiority meant they were rarely used until mid-1944 when the Allies helped form the First Partisan Tank Brigade. The NDH probably received some ex-Yugoslav Skoda 37mm anti-tank guns, but did not invest in anti-tank weapons. Recognising the coming Russian threat the Germans belatedly passed a number of ex-Italian 47/32 Elefantino and PAK36 light anti-tank guns to Croatia in 1944.

Use **47/32 Elefantino** entry for Italy in Bolt Action Armies of Italy and the Axis.



## ANTI-AIRCRAFT GUNS

**Light Autocannon:** Air attack was not a significant concern for NDH forces until late into the war, however the light weight and ability to fire at high elevations of the German Flak 38 and Italian Breda light autocannons made these weapons useful in mountain combat and the Croats deployed both guns in ground support roles.

See **BREDA 20mm** entry for Italy in Bolt Action Armies of Italy and the Axis.

## VEHICLES

### TANKS & TANK DESTROYERS

**L3/33 and L3/35 Tankettes:** Croatia's new armed forces were quick to turn to the occupying powers of Italy and Germany to provide armour for their nascent forces. Italy respond with an offer of 15 L3/35 tankettes. While obsolete in almost every other theatre, these tankettes were still useful against lightly armed Partisan. The NDH purchased a further 10 L3/33 licenced tanks from Hungary, and seized several more when Italy surrendered.

Cost	48pts (inexperienced), 60pts (Regular)
Weapons	1 forward facing hull mmg.
Damage Value	7+ (tankette)
Options	- For L3/35 add an additional MMG for +10pts



**Panzer I:** The Germans initially passed several ex-Yugoslav FT-17s to the Croats, but these were found to be unserviceable. To provide the Croats with some armored capability the Germans transferred a small number of Panzer I tanks which had been withdrawn from German service in 1940.

Cost	56pts (inexperienced), 70pts (Regular)
Weapons	2 turret mounted mmgs
Damage Value	7+



**Renault R35:** In April 1940, just prior to the invasion of France, Yugoslavia managed to secure the sale of 52 R35 tanks. While these tanks saw some limited action in defence of Yugoslavia, most were captured intact by the Germans. The Germans took the majority of these tanks into their units, many serving in the Balkans. However a

small number were either passed to, or secured by, the Ustashe. Additional R35s were probably passed to the NDH in 1944 from German units to bolster their ally against increasing partisan threats.

Cost	91pts (inexperienced), 115pts (Regular)
Weapons	1 turret mounted low-velocity anti-tank gun with coaxial MMG*.
Damage Value	8+ (light tank)
Special Rules	See Captured Renault <b>R35</b> entry for Italy, Bolt Action Armies of Italy and the Axis.

\* See Bolt Action errata.

**FIAT L6/40:** Following Italy's capitulation, the Germans seized a number of L6/40 light tanks pressing them into service as the PzKpfw. L6/40 733(i). Some of the tanks, likely 26, were later passed to NDH forces.

See <b>L6/40</b> entry for Italy in Bolt Action Armies of Italy and the Axis.	
Special Rules	- No Flamethrower option. - Hand me downs: These vehicles were already well-used and came with only limited support. These units cannot be Veteran.



**Hotchkiss H39:** In response to increasing Partisan capability, in 1944 the Germans tried to bolster the Home Guard Mountain and Jager units by providing captured French Hotchkiss H39 and Somua S35 tanks (probably 10-15). By

1944 these tanks were hopelessly outdated, but they could still be useful in Balkans where the Partisans only had limited supplies of heavy weapons.

See <b>Hotchkiss H39</b> entry for France in Armies of France and the Allies.	
Special Rules	Hand me downs: These vehicles were already well-used and came with only limited support. These units cannot be Veteran.



**Somua S35:** Home Guard Mountain and Jager units received small numbers of ex-French S35 tanks in 1944.

See <b>Somua S35</b> entry for France in Armies of France and the Allies.	
Special Rules	Hand me downs: These vehicles were already well-used and came with only limited support. These units cannot be Veteran.

**Panzer III Ausf N:** By mid-1944 it was clear that if NDH forces were to hold towns and secure lines of communication they required more armour with better protection and firepower than the captured French tanks previously provided. Berlin could not spare any modern tanks, but were prepared to provide 20-25 Panzer IIIN tanks which had been withdrawn from frontline German service.

See <b>Panzer III Ausf N</b> entry for Armies of Germany. [As a Croatian vehicle it does not benefit from any German Army special rules].	
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**Panzer IV Ausf F and Ausf G:** The creation of the First Partisan Tank

Brigade in July 1944 presented a serious threat to NDH forces which still lacked significant anti-tank capabilities. Concerned about the reliability of armoured support from hard-pressed German units the Croats appealed for better tanks. Berlin needed the NDH to stay in war to ensure lines of communications through the Balkans, and so agreed to provide some Ausf.F (probably 10) and Ausf.G (probably 5) model Panzer IVs.



See **Panzer IV Ausf F and Ausf G** entries for *Armies of Germany*. [As a Croatian vehicle it does not benefit from any German Army special rules].

**Franken-tank:** Desperate for more armour to counter growing Partisan capability, NDH forces improvised and cobbled together extra tanks from parts of damaged and abandoned vehicles. Perhaps the best known of these was a Ustashe tank created from an Italian M15 tank hull and a Panzer 38(t) turret.

Cost	116pts (inexperienced), 145pts (Regular)
Weapons	1 turret mounted light anti-tank gun with coaxial MMG and two hull MMGs
Damage Value	8+ (light tank)
Special Rules	- Self-reliance: Pride in their creation means the tank can reroll any failed order check. - A force can include only one Franken-tank.



## ASSAULT GUNS & SELF-PROPELLED ARTILLERY

**Semovente L40 da 47/32:** Germany seized many Semovente L40 47/32 guns when Italy surrendered. Unfit for front-line service they were used as the STUG L6 in anti-partisan roles by German and Axis forces in the Balkans. Croatia was given at least 4 of these guns, which were attached to an artillery regiment.

See **Semovente 47/32** entry for *Italy in Bolt Action Armies of Italy and the Axis*.



## ARMoured CARS

**WZ.34:** Following the defeat of Poland Germany captured a number of WZ.34 armored cars. The Germans used some of the vehicles in the occupation of Poland, but sold 18 to Croatia in 1941.

See **WZ.34** entry for *Poland in Bolt Action Armies of France and the Allies*.

Special Rules	- No halftrack option. - No Low-velocity AT Gun option.
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**TKS Tankette:** Following the establishment of the NDH armed forces in 1941 Germany transferred 16 ex-Yugoslav FT17s to the new armed forces to provide an armoured capability. However the FT17s provide unserviceable so as a stop-gap the Germans agreed to sell Croatia several ex-Polish TKS tankettes (at least 18) which were used to form two armoured platoons.



See **TKS** entry for Poland in Bolt Action Armies of France and the Allies.

Special Rules	- No autocannon option.
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**Steyr ADGZ M35 Heavy Armoured Car:**

After coming to power the NDH were desperate to secure their position by building up their security forces as quickly as possible. Willing to take any offers, in late 1941 Croatia purchased several ex-Austrian Steyr ADGZ armoured cars from Germany for use by police panzer companies.

See **Steyr ADGZ M35 Heavy Armoured Car** German additional units entry in Bolt Action Germany Strikes: *Early War in Europe*.

Special Rules	- No autocannon option.
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**Improvised Armoured Car:** As more of the countryside slipped from NDH control, armoured cars were increasingly important to keeping open roads and responding quickly to Partisan attacks. Never able to buy enough armoured cars

to meet requirements, the NDH manufactured a range of improvised armoured vehicles domestically.



Cost	44pts (inexperienced), 55pts (Regular)
Weapons	1 front facing light machine gun.
Damage Value	7+
Option	- Upgrade LMG to medium machine gun in a turret for +5 points.

**TRANSPORTS & TOWS**

**Truck:** NDH forces were chronically under-mechanised and used whatever vehicles they could obtain. This included a wide variety of ex-Yugoslav army, German, Italian and civilian trucks.

Cost	31pts (inexperienced), 39pts (Regular)
Weapons	None
Damage Value	6+ (soft skin)
Transport	12 persons
Tow	Light howitzer; light or medium anti-tank gun; any anti-aircraft gun.



**Armoured Truck:** As partisan attacks made road travel increasingly dangerous the Germans, Italians and NDH all began to make use of armoured trucks. The Italians lead the way in this field with the Autoproteto S.37, and the Fiat 626NM and 665NM Protetto trucks. The Germans and Croats developed improvised armoured trucks, but following Italy's surrender both eagerly seized and reused the purpose-built Italian vehicles.

Cost	60pts (inexperienced), 74pts (Regular)
Weapons	1 LMG which can be fired from the left or right side arc of the truck.
Damage Value	7+
Transport	12 persons
Options	- Add a second LMG which can be fired out of the left or right side arc of the truck for +5pt (if the truck has 2 LMGs, both can be fired out of the same side).
Special Rules	- Open topped



**SDKFZ251/1 Half-Track 'Hanomag':** As fighting intensified in late 1944 Germany likely transferred 15 Hanomag half-tracks to NDH forces, probably to provide armoured transport for troops operating with the Panzer III and IV tanks.

See <b>SDKFZ251/1 Half-track 'Hanomag'</b> entry in <i>Bolt Action Armies of Germany</i> .	
Special Rules	- No Panzerbuchse 41 option.

**Utility Cars:** The Croatian armed forces only ever had limited numbers of light utility vehicles. The Yugoslavia Army had made limited progress in motorisation prior to the invasion and the Italians struggled to meet their own transport needs. Germany supplied some vehicles including the Krupp-Protze and Volkswagen Kubelwagens and Schwimmwagens, but there were never enough to meet Croatian needs.



Cost	17pts (inexperienced), 21pts (Regular)
Weapons	None
Damage Value	6+
Transport	3 persons
Tow	None
Options	May add amphibious for +5pts (representing a schwimmwagen).
Special Rules	Amphibious (if taken)

**Horse Drawn Limber:** Croatia used horses extensively for transport and towing.

Cost	8pts (Inexperienced), 10pts (Regular)
Weapons	None
Damage Value	3+
Tow	Any gun or howitzer
Special Rules	- Slow (only when towing)

## AUXILIARY ARMoured TRAINS

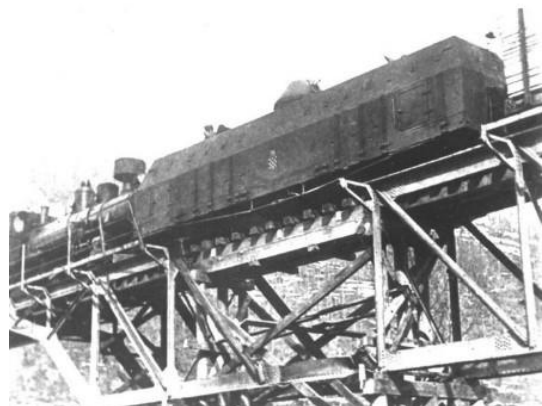
**Armoured Trains:** To protect railway lines of communications, both the Germans and Croats ran armoured trains. The NDH created 7-8 trains, but compared to the purpose built trains of Germany the NDH auxiliary armoured trains were improvised affairs. In November 1942, all armoured trains were put under German control with mixed German and Croatian crews.



**Engine:** Rather than create dedicated armoured engines the Croats would often place unarmoured engines in the centre of the train, surrounded by armoured carriages. However, armoured engines were increasingly used as the Partisan attacks intensified.

Train Special Rules	
-	All <i>Unpowered</i> train carriages must be attached to an engine, either directly or via connection to another carriage. An engine can pull and/or push any number of carriages.
-	Carriages with the <i>Unpowered</i> special rule cannot move without a working engine.
-	The train engine (and any attached carriages) moves at the same speed as a wheeled vehicle on open ground.
-	A train engine cannot REVERSE and may only move along undamaged railway lines.
-	Train movement along tracks is always considered 'straight forward' regardless of any change of direction the track may take.
-	When connected only the train, not individual carriages, has a 'Front' and 'Rear' facing.
-	Destroyed cars are immobile and block the track.
-	If a destroyed car is behind the engine it is automatically 'uncoupled' from the train and the train can move forward as normal (any carriages behind the destroyed carriage become immobile, but remain operational).
-	If a destroyed car is in front of the engine the engine can 'push' the destroyed car off the tracks. The engine is given a RUN order and carriage wreck is placed parallel to the track within 3" of the track. The engine is then moved into the space previously occupied by the destroyed carriage. Any remaining carriages are automatically connected to the engine.
-	Due to its overall size, a Train is considered a 'tank' for the purposes of assaulting any infantry or vehicles on the train track.

Cost	15pts (Regular)
Weapons	None
Damage Value	6+
Transport	May push or any number of train cars.
Options	<ul style="list-style-type: none"> <li>- Make the engine partially armoured to 7+ for +15pts.</li> <li>- Make the engine fully armoured to 7+ for +35pts, removing Vulnerable.</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Vulnerable: Partially armoured engines are <i>Vulnerable</i>. All shots to the side and rear get an additional +1 penetration.</li> <li>- Transport &amp; Tow: An engine is considered a Transport &amp; Tow in the Croatian Reinforced Platoon Selector.</li> </ul>





**Transport Flatcar:** Open flatcars were used to carry troops and light weapons. These cars were generally protected by the addition of sandbags or sleepers placed around the perimeter of the car.

Cost	30pts (Regular)
Weapons	None
Damage Value	7+
Transport	May carry up to 12 men
Options	- Add up to 2 pintle mounted MMGs for +15pts each.
Special Rules	<ul style="list-style-type: none"> <li>- Unpowered</li> <li>- Open topped</li> <li>- Vulnerable: This represents the low quality of the improvised armour protection.</li> <li>- Flak (if pintle MMGs taken).</li> <li>- Armed Passengers: There was plenty of space in a flat car for passages to use their own weapons. Half the passengers in a flat car may fire to each side.</li> <li>- Transport &amp; Tow: A transport flatcar is considered a Transport &amp; Tow in the Croatian Reinforced Platoon Selector.</li> </ul>

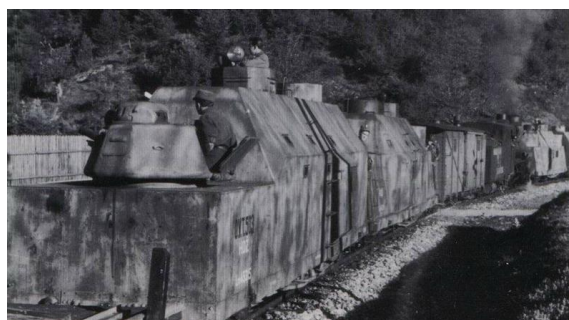
### Support Flatcar:

Cost	35pts (Regular)
Weapons	Platform mounted light autocannon
Damage Value	7+
Transport	None
Options	- Substitute a medium mortar for the light auto-cannon for +20pts.
Special Rules	<ul style="list-style-type: none"> <li>- Unpowered</li> <li>- Open topped</li> <li>- Vulnerable: This represents the low quality of the improvised armour protection provided.</li> <li>- Flak (if light auto-cannon taken).</li> <li>- Armoured Car: A support flatcar is considered an Armoured Car in the Croatian Reinforced Platoon Selector.</li> </ul>

**FT17 Wagon:** The NDH inherited several ex-Yugoslav FT17 tanks, but these were found to be unserviceable. Rather than scrap them the Croats used them as improvised armoured cars and wagons by putting them on trucks and flatcars.



Cost	70pts (Regular)
Weapons	Low velocity light anti-tank gun
Damage Value	7+
Transport	None
Options	None
Special Rules	<ul style="list-style-type: none"> <li>- Unpowered</li> <li>- Low velocity AT gun: Has a reduced armour penetration value of +3</li> <li>- Immobile: Tank cannot be dismounted from the wagon.</li> <li>- Armoured Car: A FT17 Wagon is considered an Armoured Car in the Croatian Reinforced Platoon Selector.</li> </ul>



**Armoured Wagon:** Armoured wagons were used to move troops in relative safety. Salvaged turrets from unserviceable ex-French H38, FMC36, APX and S35 tanks were added to some wagons to create improvised artillery

wagons to support railway strongpoints and dismounted troops.

Cost	54pts (Regular)
Weapons	Two MMGs, one covering each 180 degree side arc of the carriage.
Damage Value	7+
Transport	May carry up to 12 men
Options	<ul style="list-style-type: none"> <li>- Add turret with low velocity anti-tank gun for +16pts losing all transport capacity.</li> <li>- Upgrade turret to remove low velocity for +10</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Unpowered</li> <li>- Vulnerable: This represents the low quality of the armour protection.</li> <li>- Low velocity AT gun: Has a reduced armour penetration value of +3</li> <li>- Transport &amp; Tow: An Armoured Wagon is considered a Transport &amp; Tow in the Croatian Reinforced Platoon Selector.</li> <li>- Tank: An Armoured Wagon with Turret is considered a Tank in the Croatian Reinforced Platoon Selector.</li> </ul>

**Armoured Trolley:** For patrolling and the rapid response, the Croatians built several self-powered armoured railway trolleys based on Steyr trucks chassis.

Cost	74pts (Regular)
Weapons	- Pintle mounted MMG covering the forward arc.
Damage Value	7+
Transport	May carry up to 12 men
Options	
Special Rules	<ul style="list-style-type: none"> <li>- Open topped</li> <li>- Flak</li> <li>- Transport &amp; Tow: An Armoured Trolley is considered a Transport &amp; Tow in the Croatian Reinforced Platoon Selector.</li> </ul>



#### Using Trains: Optional Rules

Unless playing a scenario game most Bolt Action game tables will not include railway tracks suitable for using trains. If players or tournament organisers want to allow the use of trains as part of a standard game you may use the following optional rules:

- Any player with a train can lay up to 36" of track on the board.
- Any track is laid after the scenario and table sides have been selected, but before any objectives or units are placed.
- The track must start from the train player's board edge or from the side of the board in the train player's half of the table.
- If the track starts from the side of the board the train is automatically placed in *Reserve* regardless of any scenario rules.
- All track must be connected and must be laid within the player's half of the table.
- Track does not have to be straight as long as it is connected.
- When laying track the player can move any blocking terrain up to 4". If terrain must be moved more than 4" for a train to pass the route cannot be used.
- If a player moved any terrain while laying track, once all track has been laid the opposing player may again move any moved terrain up to 4" as long as it does not block train movement.



## **GERMANY**

### **ADDITIONAL UNITS**



Germany initially had little interest in Croatia beyond some strategic ore mines and lines of communication to occupied Greece. After installing the Ustashe in power Berlin expected the NDH and Italians to secure the country – leaving only one occupation Division in Sarajevo.

Berlin sought to secure its interests by declaring the 182,000 ‘ethnic’ Germans (Volksdeutsche) in the NDH to be the ‘German National Group in Croatia’ effectively outside the control of the NDH State. This extended to the creation of four ‘German’ Battalions in the Home Guard and the Regiment sized, SS-modeled, Einsatzstaffel within the Ustashe. All of these units operated outside Croatian control.

German hands-off plans were upset by the violence and ineptitude of the NDH whose actions feed growing resistance. To prop-up NDH authority and secure their own interests, Germany was forced to send increasing numbers of troops to Croatia. To stem the drain on their forces

the Germans decided to raise, equip and train their own units for operations in the Balkans. Between late-1942 and the end of the war the Germans raised 3 Wehrmacht and 2 SS Divisions in Croatia, along with several ‘Police’ Regiments, absorbing the personnel from the ‘German’ NDH units.

*As these units were used almost exclusively in the Balkans they can be selected in a generic German reinforced platoon selector or a Croatian reinforced platoon as if they were a Croatian unit. If selected in a Croatian platoon these German units:*

- *Retain all German Army special rules except Blitzkrieg.*
- *Receive no morale bonus from any Croatian officer unit.*

### **INFANTRY SECTIONS & TEAMS**

**Croatian Infantry Divisions:** To curry favour with Hitler, when Germany launched its invasion of Russia the NDH immediately offered to send a Regiment of Croatian volunteers to serve with the Wehrmacht. While this unit was annihilated at Stalingrad the Germans had been impressed with the Croatians performance and were keen to raise more Croatian infantry units. Ultimately Germany raised three Infantry Divisions (Devils, Tiger & Blue). These divisions were all German trained and had an imported cadre of German officers and NCOs. These troops generally performed well, on par with other German units. Their main distinguishing feature was a Croatian checkerboard shield on the right side of the helmet and uniform arm.

See <b>Croatian Legion Squad</b> entry in Bolt Action Campaign Stalingrad.	
Options	- Arm up to 2 men with panzerfausts for +5pts each.
Special Rules	



**SS Handschar Squad:** The NDH state had a large Muslim population in Bosnia-Herzegovina. Ustahse ideology tolerated muslims as 'ethnic' Croats that had been forcibly converted by Turks. However, there was deep historical antagonism between Muslims and orthodox Serbs who saw themselves as having stopped the Turk invasion of the 'West'. Many Muslims initially collaborated with the NDH, but by 1943 it was clear that the NDH was unable to protect Muslims from Chetniks and Partisan reprisals, or even Ustahse militia who believed Muslims to be pro-communist, so Muslims sought German protection. Austro-Hungarian Muslim soldiers had earned high reputations in WWI and Himmler was quick to seize the opportunity to raise an SS Mountain Division in July 1943. Initial training in France was marred by a limited mutiny in which German officers were killed. The Division returned to Bosnia in January 1944 where it commenced anti-Partisan operations, but in September 1944, as the Russians approached the Balkans, the Division was ordered to Hungary. Muslim troops, wanting to protect their homes, began deserting on mass and all Muslims were

discharged from the Division in mid-October. Troops of the Division were generally identifiable from the traditional fez hats they were allowed to wear (field grey on operations, red on parade).

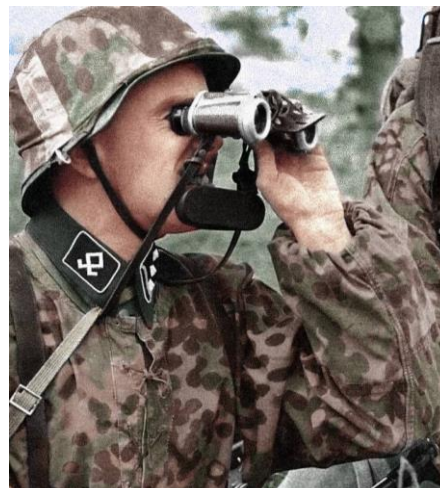


Cost	Regular Infantry 45pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 4 additional men with rifles for +9pts each. - The NCO may be armed with an SMG for +3pts - Up to 1 man can have a light machine gun for +20pts. Another man becomes a loader.
Special Rules	- Mountaineers: This unit treats rough ground as open terrain. - Questionable loyalty: Muslim troops were effective fighting in Bosnia, but proved less committed to the broader German war. To represent this the unit suffers a -1 penalty to all order tests.



### SS Mountain Division *Prinz Eugen*

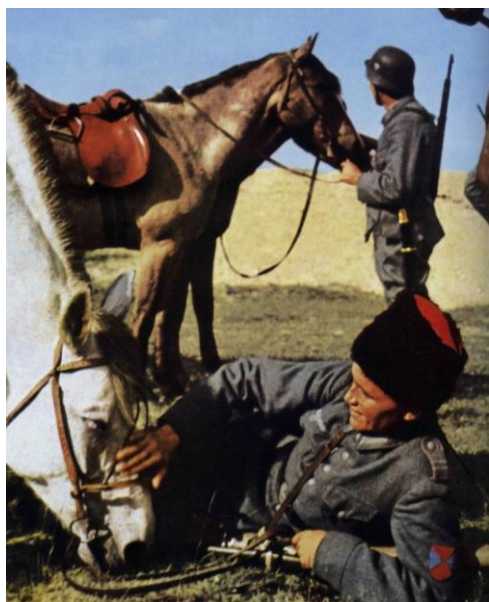
**Squad:** Although ethnic-German units had been established in the NDH forces in 1941, Himmler thought that greater use should be made of the Volksdeutsch. In 1942 the *Prinz Eugen* Battalion of the Einsatzstaffel was combined with an ethnic-German police unit to form the core of a new SS Division. The Division was to be filled-out by Volksdeutsch volunteers, but as the initial response was modest, the SS resorted to conscription of the local population – resulting in ongoing tensions within the division. Despite these frictions *Prinz Eugen* proved to be one of the most reliable and capable German units in the Balkans, spear-heading many of the major anti-Partisan sweeps in 1943-44, and undertaking many critical ‘fire-fighting’ and rear-guard actions in 1945. The division was initially equipped with significant quantities of captured Czech and French equipment and vehicles, which was later supplemented by captured Italian vehicles after Italy’s capitulation.



**Cossack Squad:** During the Russian revolution Cossacks largely supported anti-communist forces, and following the Red’s victory the Cossacks were subjected to harsh repression. As a result some Cossacks welcomed the German invasion and volunteered to serve with German forces. By late 1942 the Germans had begun organising Cossack security Battalions and Mounted Regiments. In April 1943 Cossack units were formed into the 1<sup>st</sup> Cossack Division. Despite German reversals in 1943 which saw much of the Cossacks homelands retaken by Russia, the Cossacks wanted to continue to fight on the Eastern front. However, the Germans, concerned about their reliability, sent the Division to Croatia in September 1943 to fight the growing Partisan threat. The Division was transferred to the SS and combined with other independent Cossack units to form the SS-Kosaken-Kavallerie-Korps. The Corp continued to fight Partisan forces in Croatia through late-1944 into 1945, as well as taking part in *Operation Spring Awakening*, attacking Soviet bridgeheads across the Drava River into Croatia. In May 1945 the Cossacks withdrew from Croatia towards Austria seeking to surrender to British forces. While in Croatia, the Cossacks proved to

Cost	Veteran Infantry 70pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> <li>- Add up to 5 additional men with rifles for +14pts each.</li> <li>- NCO can have an assault rifle for +5pts.</li> <li>- Any man may be armed with an SMG for +3pts</li> <li>- Up to 2 men can have a light machine guns for +20pts. For each gun another man becomes a loader.</li> <li>- Squad can be given skis for +1pt per man.</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Mountaineers: This unit treats rough ground as open terrain.</li> <li>- Skis (if taken): Ski troops ignore movement penalties for snow and other winter conditions.</li> </ul>

be violent and ill-disciplined and were deeply disliked by the NDH and local populations.



Cost	Regular Infantry 55pts
Composition	1 NCO and 4 men
Weapons	Cavalry carbines
Options	<ul style="list-style-type: none"> <li>- Add up to 5 additional men with carbines for +10pts each.</li> <li>- The NCO may be armed with an SMG for +3pts</li> <li>- Up to 1 man can have a light machine gun for +20pts. Another man becomes a loader.</li> <li>- The entire squad may be mounted on horses for +2pts per man.</li> <li>- If mounted the entire squad may be given Shashkas (sabres) for +1pt per man.</li> </ul>
Special Rules	<ul style="list-style-type: none"> <li>- Mounted Cossacks use the Cavalry rules.</li> <li>- Cavalry Carbines: Counts as pistols when fired from horseback and rifles when used on foot.</li> <li>- Shashkas: Life-long horsemen, the Cossack were particularly deadly with the Shashka horse sabre. Units equipped with Shashkas gain 1 additional attack per man, but may not fire their carbines while mounted. The swords are lost if the unit dismounts.</li> </ul>

## HEADQUARTERS UNITS

**Imams:** The exiled Grand Mufti of Jerusalem strongly supported the establishment of the SS *Handschar*, encouraging Bosnian Muslims to volunteer for the new unit. When established the Division had Muslim Imams as Commissioned Officers in each Battalion. Several were ex-Yugoslav Imams, although the SS also established Imam training courses.

Cost	Inexperienced 16pts Regular 21pts
Composition	1 Imam
Weapons	Pistol
Options	
Special Rules	<ul style="list-style-type: none"> <li>- Mountaineer: This unit treats rough ground as open terrain.</li> <li>- Self-Defence Only</li> <li>- Non-combatant</li> <li>- Inspiring Presence</li> <li>- Believers: An Imam's <i>Inspiring Presence</i> only effects SS Handshar and Militia Squads. He has no effect on other units.</li> </ul>

## TANKS

**Pz.Kpfw.B2 (Char B):** When established the Prinz Eugen received 16 ex-French Char B1 bis tanks. Some of these tanks were rebuilt as Flamethrower versions. These large tanks were not well suited to the Division's mountainous operational environment and by May 1943 the Chars had been withdrawn and replaced by captured Hotchkiss H38 tanks.



See entry for <b>Char B1 and B1 BIS</b> in <i>Armies of France and the Allies</i> .	
Options	- For -8pts (Inexp) or -10pt (Reg) replace the hull-mounted light howitzer with a forward-facing hull mounted flamethrower to create a Flammpanzer B2(F)
Special Rules	- Hand me downs: These vehicles were already well-used and came with only limited support. These units cannot be Veteran. - Flammpanzer B2(F): See entry in <i>Armies of Germany</i>

## ***FIELDING CROATIANS***

**Home Guard:** Throughout its short history the NDH was an economic and administrative basket-case. The state could not manage to standardize Home Guard (later HOS) equipment and accepted donations and support from any quarter. As a result the Home Guard wore a hodgepodge of ex-Yugoslav, Italian, German captured surplus, and German uniforms (even some surplus Finnish uniforms!). As the war progressed German uniforms became more prevalent, but NDH forces continued to wear of mix of uniforms until the end of the war. The Croatians made few, if any, changes to these uniforms, and often the only distinguishing feature was an NDH 'checkerboard' shield on the helmet and/or sleeve (confusingly Wehrmacht Croatian raised units used the same Shield).



Croatian Home Guard troops can be historically represented by Italian, Czech or German army miniatures with the addition of 'checkboard' decals available from Warlord. Ex-Yugoslav stocks of French 'adrian' style helmets were also used widely as well as some WWI German Stahlhelm style helmets. Head swaps with these helmets can be used to provide unit variety.



**Ustashe:** As the Ustashe had been established in exile in Italy they were initially equipped with Italian uniforms with breeches style pants, as well as the M34 Bustina cap favored by Italian fascists. Some Ustashe elements went further, seeking to emulate the Italian Blackshirts, wearing all black uniforms.



As the war progressed, and the Ustashe expanded, their uniform became less homogenous. Ultimately most Ustashe

ended up in standard German army uniforms.

The Ustahe is closely associated with Italian Bustina caps, but when wearing helmets pictures suggest they would often paint a white 'U' on the front.



**Paratroopers:** Croatian paratroops were one of the few NDH units to have a distinctive uniform. The paratroopers one piece camouflaged overalls were produced in Croatia and had a unique brown, green, yellow and grey camouflage pattern. When jumping the paratroopers used Italian leather 'crash helmets' and standard Wehrmacht M35 steel helmets in ground combat.

