



7a. Hollow Legions 3rd Edition

Created 12/21

Italian MMC/SMC

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Counter	No.	ID	Nationality	Notes
10-3	2		Italian	Maj Ferrari, Maj Miraglia
10-2	2		Italian	Cpt De Caro, Cpt Popella
10-2 Armor Leader	1		Italian	Cpt
9-2	4		Italian	Lt Berucci, Lt Donotrio, Lt Fratelli, Lt La Presti
9-2 Armor Leader	2		Italian	1st Lt
9-1	5		Italian	Lt Cariolato, Lt De Luca, Lt Fiore, Lt Murillo, Lt Selva
9-1 Armor Leader	3		Italian	2nd Lt
8-1	5		Italian	Sgt Alberti, Sgt Calcagno, Sgt Caltabiano, Sgt Cantatore, Sgt Degl
8-1 Armor Leader	4		Italian	1st Sgt
8-0	5		Italian	Sgt Cassano, Sgt Di Meo, Sgt Parelli, Sgt Rossi, Sgt Tonelli
7-0	5		Italian	Cpl Ciffone, Cpl Giaroni, Cpl Stocchi, Cpl Torello, Cpl Tosi
6+1	3		Italian	Col Habacini, Col Ingellis, Col Martini
1-4-9	5		Italian	Begnini, De Boni, Doria, Favali, Marinaro
4 ¹ -4-7 Elite	26	A-Z	Italian	
3-4-7 1st Line Square	26	A-Z	Italian	
3-4-6 1st Line	26	A-Z	Italian	
3-3-6 Conscript	26	A-Z	Italian	
2-4-7 Elite HS	20	A-T	Italian	
1-3-7 1st Line Square HS	20	A-T	Italian	
1-3-6 1st Line HS	20	A-T	Italian	
1-2-6 Conscript HS	20	A-T	Italian	
2-2-7 Infantry crew	10	1-10	Italian	
1-2-6 Vehicular crew	10	1-10	Italian	
Concealment 1/2-inch [CX]	30	A-Z; AA-DD	Italian	

Eritrean MMC/SW

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Counter	No.	ID	Nationality	Notes
10-3	1		Eritrean	Maj Canevari
10-2	1		Eritrean	Cpt Buntan
9-2	2		Eritrean	Lt Valetti, Lt Zoli
9-1	4		Eritrean	Maj Criniti, Lt Bocci, Lt Gazerra, Lt Pesenti
8-1	4		Eritrean	Sgt Borginni, Sgt Giuseppe, Sgt Polo, Sgt Tito
8-0	4		Eritrean	Sgt Calaverti, Sgt Ciarro, Sgt Heinz, Sgt Verinni
7-0	4		Eritrean	Cpl Borghesi, Cpl Conti, Cpl Di Carlo, Cpl Rossini
6+1	4		Eritrean	Col Farfalle, Col Gandolphi, Col Mussoloni, Col Romo
1-4-9	4		Eritrean	Cavalertin, Goronni, Mulugenta, Thomassello
3-4-7 1st Line Circle	26	A-Z	Eritrean	
3-3-6 2nd Line	26	A-Z	Eritrean	
1-3-7 1st Line Circle HS	19	A-S	Eritrean	

Counter	No.	ID	Nationality	Notes
1-2-6 2nd Line HS	19	A-S	Eritrean	
2-2-7 Infantry crew	6	1-6	Eritrean	
HMG Breda M37	6	A-F	Italian	
MMG Fiat M35	6	A-F	Italian	
LMG Breda M39	12	A-L	Italian	
ATR Fucile-cc 35(P)	6	A-F	Italian	wz.35 Ur
ATR 20L Fucile-cc S	6	A-F	Italian	3.
DC	6	A-F	Italian	
FT Lanciafiamme M40	4	A-D	Italian	
MTR 45* Mortaio da 45 "Brixia"	6	A-F	Italian	1.
Radio	3	A-C	Italian	
Field Phone	2	A-B	Italian	
dm MMG [dm HMG]	6		Italian	
dm MTR 45* [dm MTR 81*]	6	[A-F]	Italian	
En Portee [Animal-Pack]	6		Game-Veh/Ord	
Minefield [AT 1]	1		Game-Terr	
Minefield [AT 2]	3		Game-Terr	
Minefield [AT 3]	5		Game-Terr	
Minefield [AT 4]	5		Game-Terr	
Minefield [AT 5]	5		Game-Terr	
Minefield [Minefield 6]	10		Game-Terr	
Minefield [Minefield 8]	2		Game-Terr	
Minefield [Minefield 12]	1		Game-Terr	
Minefield [Dummy Minefield]	8		Game-Terr	
One Lane (Brown) [One Lane (Gray)]	4		Game-Terr	
Paved Road A R+L [Minefield B R+L]	2	A [B]	Game-Terr	
Paved Road B R+L [Minefield A R+L]	2	B [A]	Game-Terr	
Road A R+L [Minefield D R+L]	2	A [D]	Game-Terr	
Road B R+L [Minefield C R+L]	2	B [C]	Game-Terr	
TCA CE [TCA BU]	6		Game-Veh/Ord	
Track A R+L [Minefield G R+L]	2	A [G]	Game-Terr	
Track B R+L [Minefield F R+L]	2	B [F]	Game-Terr	
Track C R+L [Minefield E R+L]	2	C [E]	Game-Terr	
Turn Marker	1		Game-Basic	Italian/ American, Commonwealth, Free French, German, Russian
Target Acquisition	6	AA-FF	Game-Veh/Ord	(Italian Gray)
Veh Crest HD [Veh Crest HD (rear)]	10		Game-Veh/Ord	

Italian Vehicles

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Counter	No.	ID	Nationality	Notes
L5/21	4	A-D	Italian	1.
L5/30	2	E-F	Italian	1.
L3/35	6	A-F	Italian	2.

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Counter	No.	ID	Nationality	Notes
L3 aa	4	A-D	Italian	3.
L3 cc	2	E-F	Italian	4.
L3 Lf	4	C-F	Italian	5.
L6/40	6	A-F	Italian	6.
M11/39	6	A-F	Italian	7.
M13/40	12	A-F; AA-FF	Italian	8. Opt: F, FF AAMG
M14/41	6	A-F	Italian	9. Opt: F AAMG
M15/42	6	A-F	Italian	10. Opt: F AAMG
MR/35(f)	5	A-E	Italian	11.
Semovente M40 da 75/18	6	A-F	Italian	12. Opt: F AAMG
Semovente M41 da 75/18	6	A-F	Italian	12. Opt: F AAMG
Semovente M42 da 75/18	4	C-F	Italian	13.
Semovente M42 da 75/32	2	A-B	Italian	13.
Semovente M43 da 105/25	2	C-D	Italian	14.
Semovente L40 da 47/32	4	A-B; E-F	Italian	15.
Semovente M41M da 90/53	4	A-B; E-F	Italian	16.
AS 42	2	A-B	Italian	17.
AS 42 aa	2	C-D	Italian	17.
AS 42 cc	2	E-F	Italian	17.
Lince	2	E-F	Italian	18.
Lancia IZM	4	A-D	Italian	19.
Fiat 611A	2	E-F	Italian	20.
Fiat 611B	2	C-D	Italian	20.
AB 40	4	A-D	Italian	21.
AB 41	6	A-F	Italian	21.
Autoprotetto S37	2	A-B	Italian	22.
Autocannone da 20/65(b)	4	C-F	Italian	23.
Autocannone da 65/17(b)	4	A-D	Italian	23. Opt: C-D AAMG
Autocannone da 75/27 CK	4	A-D	Italian	24.
Autocannone da 90/53	4	A-B; E-F	Italian	24.
TL 37	4	A-D	Italian	25. Correction (HL1)
TM 40	4	C-F	Italian	25. Correction (HL1)
TP 32	4	A-B; E-F	Italian	25. Correction (HL1)
Autocarretta	4	A-D	Italian	26. Opt: D AAMG
Fiat 508 MC	2	C-D	Italian	27.
Fiat 508 Furgone	2	E-F	Italian	27.
Autocarro L	6	A-F	Italian	28.
Autocarro M	6	A-F	Italian	28.
Autocarro P	6	A-F	Italian	28.
Sniper	1		Ethiopian	
AA 20L(4) 20mm Oerlikon	2	A-B	Ethiopian	35.

Italian Ordnance/1/2" Informational Counters

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Counter	No.	ID	Nationality	Notes
Carrier 3-in. 81mm Mortar	2	D-E	Commonwealth	67.
IP Carrier 3-in. 81mm Mortar	2	B-C	Commonwealth	71. Opt: B BMG
MTR 81* OML 3-in. Mortar	4	A-D	Commonwealth	2.
MTR 81* Mortaio da 81/14	4	A-D	Italian	2.
AT 37L Cannone-cc da 37/45	4	A-D	Italian	4.
AT 47 Cannone da 47/32	4	C-F	Italian	5.
INF 65* Cannone da 65/17	4	C-F	Italian	6.
INF 70* Cannone da 70/15	2	E-F	Italian	7.
ART 75* Obice da 75/13	4	A-B; E-F	Italian	8.
ART 75* Cannone da 75/27	4	A-D	Italian	9.
ART 75* Obice da 75/18	4	C-F	Italian	10.
ART 75 Cannone da 75/32	4	A-D	Italian	11.
ART 100* Obice da 100/17	4	A-B; E-F	Italian	12.
ART 105 Cannone da 105/28	4	A-D	Italian	13.
ART 150* Obice da 149/13	2	A-B	Italian	14.
ART 150 Cannone da 149/35	2	E-F	Italian	15.
ART 150L Cannone da 149/40	2	E-F	Italian	16.
AA 20L Cannone-mitragliera da 20/65	4	A-D	Italian	17.
AA 75L Cannone-aa da 75/39	4	A-D	Italian	18.
AA 75L Cannone-aa da 75/46	4	A-B; E-F	Italian	19.
AA 90L Cannone-aa da 90/53	4	C-F	Italian	20.
Sniper	1		Italian	
Vehicle Dust [Vehicle Dust Motion]	32		Game-Veh/Ord	
Sangar	20		Game-Terr.	
Hillock Summit Level 1 [High Dune]	6		Game-Terr	
Cavalry 3 [Cavalry 2]	8	N-U; [N-U]	Game-Trans	
Cavalry 3 [Cavalry 1]	2	Z; AA; [Z; AA]	Game-Trans	
Gusts [No Gusts]	1		Game-Basic	
Sun Blindness +2	1		Game-Basic	
Heat Haze [Intense Heat Haze]	1		Game-Basic	
Heavy Dust [Very Heavy Dust]	1		Game-Basic	
Light Dust [Moderate Dust]	1		Game-Basic	
Mist Level [X-Heavy Dust]	1		Game-Basic	
Rain [Heavy Rain]	1		Game-Basic	
Falling Snow [Heavy Snow]	1		Game-Basic	
Shellhole [Wire]	4		Game-Terr	
Area Acquisition	6	AA-FF	Game-Veh/Ord	(Italian Gray)
Concealment 5/8-inch [HD 1]	5	C-D; G-H; Q	Italian	
Concealment 5/8-inch [HD 2R]	4	K-L; O-P	Italian	
Concealment 5/8-inch [HD 2L]	4	A-B; E-F	Italian	



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Counter	No.	ID	Nationality	Notes
Concealment 5/8-inch [HD 3]	4	I-J; M-N	Italian	

Ethiopian MMC

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Counter	No.	ID	Nationality	Notes
10-3	1		Ethiopian	Maj Aregawi
10-3	1		Tribal	Abu Mateos
10-2	1		Ethiopian	Cpt Bekele
10-2	1		Tribal	Dejaz Kassa
9-2	2		Ethiopian	Cpt Wami, Cpt Zagwe
9-2	2		Tribal	Damtew, Tedla
9-1	3		Ethiopian	Lt Gudeta, Lt Mohammed, Lt Negash
9-1	3		Tribal	Adirisan, Kebede, Makonnen
8-1	4		Ethiopian	Sgt Imiru, Sgt Jemal, Sgt Roba, Sgt Tadese
8-1	4		Tribal	Dejas Gabe, Firkremariam, Lati Gabe, Mokira
8-0	4		Ethiopian	Sgt Kidane, Sgt Tsegay, Sgt Urge, Sgt Zenawi
8-0	4		Tribal	Delessa, Markonned, Shifferaw, Zelleka
7-0	4		Ethiopian	Cpl Lemma, Cpl Regassa, Cpl Solomon, Cpl Yefu
7-0	4		Tribal	Ayne Chekoll, Nasibu, Tessemra, Worku
6+1	3		Ethiopian	Col Gemechu, Col Kisabaka, Col Menkir
6+1	3		Tribal	Assefa, Kitle Araya, Mulugenta
1-4-9	4		Ethiopian	Egziaber, Gilamichael, Shumgizaw, Zenabeneze
1-4-9	4		Tribal	Ras Ken, Ras Loper, Ras Reenstra, Wondossen
3-4-7 Elite Square	26	A-Z	Ethiopian	
3-3-7 1st Line Square	26	A-Z	Ethiopian	
2-3-7 1st Line Circle	26	A-Z	Ethiopian	
2-2-6 Conscript	26	A-Z	Ethiopian	
1-3-6 Elite Square HS	16	A-P	Ethiopian	
1-2-6 1st Line Square HS	16	A-P	Ethiopian	
1-2-6 1st Line Circle HS	16	A-P	Ethiopian	
1-1-5 Conscript HS	16	A-P	Ethiopian	
1-2-7 Infantry Crew	8	1-8	Ethiopian	
HMG Schwatzlose M08/12	2	A-B	Ethiopian	
MMG Hotchkiss MLE 1914	4	a-d	Ethiopian	
LMG Madsen M24	6	G-I; g-i	Ethiopian	
ATR 0.55-inch Boys	2	A-B	Ethiopian	
DC	4	F-I	Ethiopian	
MTR 50* DBT	2	F; a	Ethiopian	6.
Radio	1	C	Ethiopian	
Field Phone	1	C	Ethiopian	
dm MMG [dm HMG]	4		Ethiopian	
Concealment 1/2-inch [CX]	26	a-z	Ethiopian	

Scenarios

Mapboards SK Style

Name	ID	ID	Description
Blazin' Chariots	ASL 35	25	Hill; two level 4 hills, wadis, hammada
Rachi Ridge	ASL 36	25e	Escarpment, hill, wadis, hammada
Khamsin	ASL 37	26	Desert; scrub, hammada
Escape from Derna	ASL 38	27	Desert; scrub, hammada
Turning the Tables	ASL 39	28	Desert; scrub, hammada
Fort McGregor	ASL 40	29	Desert; scrub, hammada
A Bridgehead Too Wet	ASL 41	30	Desert; scrub, hammada
Point of No Return	ASL 42	31	Desert; scrub, hammada
The Taking of Takrouna	ASL 51	Overlays	
Too Little, Too Late	ASL 52	ID	Description
A High Price to Pay	ASL 53	D1	Deir: 16 hexes with 1 scrub
Bridge to Nowhere	ASL 54	D2	Deir: 15 hexes
Retribution	ASL 55	D3	Deir: 4 hexes
Half a Chance	ASL 56	D4	Deir: 5 hexes
The Battle for Rome	ASL 57	D5	Deir: 36 hexes with 2 scrub
Ci Arrendiamo	ASL 58	D6	Deir: 16 hexes with 3 scrub
Our Place in the Sun	ASL 253	H1	Hillock: 45 hexes
Criniti's Escape	ASL 254	H2	Hillock: 18 hexes
The Bitwoded Gamble	ASL 255	H3	Hillock: 11 hexes
The Golden Mountain	ASL 256	H4	Hillock: 37 hexes
Circle the Wagons!	ASL 257	H5	Hillock: 31 hexes
Kebur Zabagna	ASL 258	H6	Hillock: 19 hexes
The Wells of Borgut	ASL 259	S1	Sand: 8 hexes
Last Hope at New Flower	ASL 260	S2	Sand: 2 hexes
Across the Wire	ASL 261	S3	Sand: 12 hexes (3 scrub)
Showdown at Tug Argan Pass	ASL 262	S4	Sand: 6 hexes (2 scrub)
Camp Nibeiwa	ASL 263	S5	Sand: 6 hexes (2 scrub)
"They're Here! Reverse!"	ASL 264	S6	Sand: 4 hexes
Men of the Mountains	ASL 265	S7	Sand: 4 hexes
Nocturnal Attrition	ASL 266	S8	Sand: 6 hexes (1 scrub)
Cutting Out a Strongpoint	ASL 267	SD1	Sand Dunes: 13 hexes
Savoia!	ASL 268	SD2	Sand Dunes: 19 hexes (1 scrub)
Rommel's Remedy	ASL 269	SD3	Sand Dunes: 19 hexes
Egypt's Last Hope	ASL 270	SD4	Sand Dunes: 7 hexes (3 scrub)
Twisted Knickers	ASL 271	SD5	Sand Dunes: 25 hexes
The Art of Dying	ASL 272	SD6	Sand Dunes: 18 hexes (1 scrub)
Castello Fatato	ASL 273	SD7	Sand Dunes: 7 hexes
The Valley of Death	ASL 274	SD8	Sand Dunes: 18 hexes
Village of the Damned	ASL 275	W1-4	Wadi (Various)
Winter of Their Discontent	ASL 276	X1	1 hex: stone buildings; cliffs
Victory is Life	ASL 277	X2	1 hex: mausoleum
Red Don	ASL 278	X3	1 hex: tents
Ghost Riders	ASL 279	X4	1 hex: stone buildings
Agony at Arnautovo	ASL 280	X5	1 hex: stone buildings
Tridentina Avanti!	ASL 281		

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Scenarios

The Last Day of the Cuneense	ASL 282
Gift of Time	ASL 283
Crisis at Kasserine	ASL 284
Recon In Force	ASL 285
Danger Forward	ASL 286
Flea Circus	ASL 287
All Roads Lead to Rome	ASL 288
The Hunters Become the Hunted	ASL 289
A Line in the Sand	Mini-CG