

TACTICAL COMMAND

Fast-Play Rules for WWII Micro-Armor

by Michael J. Licari



Includes rules, weapon data charts, unit organization tables, design notes, and two scenarios

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INTRODUCTION AND SUMMARY

TACTICAL COMMAND is designed for fast play, and the core rules are only a few pages long. Although they are relatively simple, they offer built-in abstracted command rules and fairly detailed vehicle and combat characteristics. Scale is 1" = 100 yards, and each stand represents a platoon of vehicles, men, or towed guns.

The intention was to create a set of rules that would not take a new player all day to figure out. This means more time is spent playing and focusing on tactics than flipping through a huge rulebook. TACTICAL COMMAND is a streamlined set of rules. Too many sets of rules at this level have far too much individual weapon detail. Using some games, players feel more like bookkeepers, but in TACTICAL COMMAND much of this unnecessary detail is abstracted. If you want to keep track of hit location, stand damage, and ammo supply, this is not the game for you and a skirmish-level set of rules may be more appropriate.

Game Summary

The lowest level of command that is represented is the battalion HQ. Since the game is designed primarily for battlegroup actions or higher, company commanders are not relevant. The "feel" of the game focuses around where your companies are, not necessarily where your platoons are. One person can easily handle several battalions, with supporting artillery. For larger games with an entire division or more per side, more players should get involved.

Although the basic rules can offer a fast but intense game, for more flavor a set of optional rules is included. These can be added as players see fit. Some, all, or none may be chosen, depending on how much

additional detail players want. It is recommended to play the basic rules first to get a feel for what options (if any) you might want to add.

TACTICAL COMMAND has a sequence of play that forces players to plan ahead. One side "motivates" a battalion HQ, allowing its subordinate units to fire and/or move. Then the other side does the same for one of its HQs. This alternates until all units have been motivated. This forces players to consider the impacts of motivating certain units at certain times. It also forces them to consider their reactions to enemy units that have been motivated, considering other enemy units that have not yet been motivated.

This system has a number of realism-boosting implications. First, companies that are left unsupported by other units will probably be destroyed, and will be less effective in the attack or on defense. Second, attackers can force defenders into reacting earlier than they might like, given that the attacking side probably will have more units to motivate (particularly if he concentrates his force at the point of attack). Finally, the system creates a very fluid battle; there is nothing passive about the game, and players must be thinking at all times!



TACTICAL COMMAND ver 2.8

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These rules for World War II gaming are intended for use with 1/285 scale miniatures. Tactical Command is free, as long as copies are distributed with my credit. Updates will periodically be available at <http://www.uni.edu/~licari/minis.html> If you use them please email comments to me at mlicari@cfu.net

SCALE

1" = 100 yards; 1 turn = 30 minutes; 1 stand = 1 platoon of infantry, vehicles, or equipment.

SEQUENCE OF PLAY

At the start of a each turn, both sides roll 1D6. The side with the higher roll then attempts to motivate his first headquarters (HQ). These are typically battalion or brigade HQs. Once all of the units (companies or Russian tank battalions) under this HQ have finished all actions the opposition then attempts to motivate its first HQ. The turn continues, with each side alternating motivation attempts until both sides have attempted to motivate all of their HQs. If one side has run out of HQs to motivate, the other side simply attempts to motivate the rest of his HQs, one at a time. Once both sides have attempted to motivate all their HQs, any close combat rounds begin. After any/all close combat, both sides then make any aircraft attacks. The player that moved first in the turn makes his attacks first. Once aircraft attacks are done, a new turn begins.

Most units may move and fire, or fire and move. Towed weapons and units attempting to fire indirect may move **or** fire. FOs may not move and spot for artillery, nor may they fire and spot. Units attempting to engage enemy aircraft must be placed on Opportunity Fire or Hold Fire.

LOS

Line of Sight (LOS) exists through friendly stands of the same **unit**, but not through **any** other stand. LOS exists 1" into towns, woods, forests, swamps. A stand touching the crest of a hill may see over all obstacles (but still only 1" into them). LOS does not exist between a ground-level stand and a stand on a hill that is not touching the crest line. A stand in cover may not be seen unless it or another stand from its unit has moved or fired during the game; this LOS restriction does not apply to recon stands.

MOTIVATING HQs

Roll 1d10 (0 = 10). If you equal or exceed the HQ's motivation rating, the HQ passes. All units subordinate to a HQ that passes may move their full movement allowance. If you roll less than the motivation rating, the subordinate units may move up to half their movement allowance. Artillery units activate when their forward observer is motivated. Elite units have a rating of 3. Veteran units have a rating of 4. Regular units have a rating of 5, and Green units have a rating of 6. HQs may always move their full allowance. Modify the motivation roll by any and all of the situations that apply:

+1 if the scenario attacker (in meeting engagements both sides are scenario attackers)

-1 per stand lost above 25% of formation for Green, 33% for Regular/Veteran, or 50% for Elite, fractions rounded down; note transport vehicles never count for this purpose.

-2 per sub-unit destroyed

-2 if battalion (or Soviet brigade) commander out of range of any unit (N/A to recon) or lost

+1 if at least half of battalion's units in hard cover

+1 if the unit has "Vigorous Attack" orders (see optional rules)

If the motivation check is failed by 4, all subordinate units are pinned and may not move. If the check is failed by 5, subordinate units immediately retreat a full move to the nearest terrain feature (if in terrain feature, pin); in the next turn a "pass" result equals "pin". If the check is failed by 6 or more, one subordinate unit, chosen at random, is destroyed (considered to have surrendered or routed) and all remaining subordinate units must retreat as per above.

COMMAND RANGE

All stands in a unit must remain within 1" of a friendly stand in that same unit. All stands in a unit must remain within 15" (10" if Green) of a battalion (or Russian tank brigade/regiment) headquarters stand. Battalion headquarters stands must remain within 15" (10" if green) of their regimental headquarters. Recon and FO stands do not have to obey these command distance rules. If a HQ stand is destroyed, subordinate units must remain in command range of the last spot the HQ occupied. A destroyed HQ stand is replaced after 2 turns for Elite and Veteran units or 3 turns for Regular and Green units. The new HQ stand is placed on the map such that as many subordinate units as possible are within command range.

MOVEMENT

Stands have a max movement allowance, listed on the weapons charts. No stand may pass through another. Rough ground (e.g. woods, rocks, muddy ground) costs double for tracked and half-tracked vehicles and triple for wheeled armored cars. Trucks may not move through rough ground. Offroad movement for trucks otherwise costs triple. It costs ½ movement to load or unload infantry. APCs can carry one infantry stand. A towed weapon stand may be pulled by a truck or halftrack of the right class (using ½ movement to limber/unlimber a Class 1 or 2 weapon; Class 3 weapons use a full move). Stands moving exclusively on a road may move up to 1.5 times (2 times if wheeled) their movement allowance, but stands may not pass another.

OPPORTUNITY FIRE AND HOLD FIRE

You can put an Opportunity Fire marker on a unit that doesn't move or fire in its turn. The unit can then fire at an enemy movement that it can see during that enemy unit's move. You can put a Hold Fire marker on a unit that is eligible to fire after movement, but doesn't. The unit can then fire at an enemy movement that it can see during that enemy unit's move. Units marked Opportunity or Hold Fire may only fire while an enemy is moving; shots may not be saved for the end of the turn.

MORALE CHECKS

Roll 1d6. If you equal or exceed the stand's morale rating, the stand is passes. If not, the stand is destroyed. Green stands have a morale of 5. Regular and Veteran stands have a morale of 4. Elite stands have a morale of 3. Infantry/towed weapons in a vehicle that is destroyed are also destroyed.

ANTI-TANK FIRE

Roll 1d6 equal to the ROF of the firer. All shots taken by stands of the same type in a unit must be made at the same stand. A non-turreted weapon may only fire from its front arc (180 degree arc) to hit. A 4+ hits at effective range. Close range is 1/2 effective range and is +1 to the die roll. Long range is twice effective range and is -1 to the die roll. Add +1 if firer is elite, -1 if firer is green.

If target is in cover, roll a save on 1d6. A 5 or 6 means the attack has no effect. If conducting fire after movement, roll a save on 1d6. A 5 or 6 means the attack has no effect. If any stand is firing a fixed weapon after movement, a 4, 5, or 6 on the save die means the attack has no effect.

Example: An elite Tiger company with 2 stands fires at a British Cromwell V stand at effective range and in cover. Since the ROF of a Tiger stand is 2, the German player rolls 4 dice, each modified by +1 since the unit is elite. Since the British tank stand is in cover, a save roll is also made. If this save roll is a 5 or 6, the entire attack has no effect. Otherwise, the Tiger unit will score one hit on the British tank stand for each hit roll of 3 or greater.

A hit from a firer in the target's front arc (180 degree arc) uses the target's armor value. A hit from any other angle is a flank shot and uses half the target's armor value (fractions rounded down).

To determine penetration, take the weapon's Pen (Penetration) Number and subtract the target's armor. This is how many dice you get to roll. You always get at least one die. If the target's armor exceeds the penetration of the weapon, subtract the difference from the die roll. Penetration is increased by 1 at close range and decreased by 1 at long range. "H" class rounds have the same penetration at all ranges.

Roll your dice. If any die is a 6, the target is destroyed. If any die is a 4 or 5, the target takes a morale check. If the difference between the penetration and armor numbers was 0, however, the target takes a morale check on a 4, 5, or 6. Infantry/towed weapons in a vehicle that is destroyed are also destroyed.

Example: Presume the Tiger unit firing in the example above scored 2 hits on the front facing of the British Cromwell V. The penetration number for a Tiger is 6 and the armor of a Cromwell V is 2. This means the German player will roll 8 dice (4 for each hit). If any of these 8 rolls is a 6, the Cromwell is destroyed. If not destroyed, the Cromwell stand must take a morale check for each 4 or 5 rolled.

ANTI-INFANTRY/SOFT FIRE

Roll dice equal to the ROF rating of the firer. All shots made by stands of the same type in a unit must be taken at the same stand. Any roll that equals or exceeds the anti-infantry "to hit" number

of the firer causes a morale check. Each additional hit modifies the morale check roll by -1. A non-turreted weapon may only fire from its front arc (180 degrees). If conducting fire after movement, roll a save on 1d6. A 5 or 6 means the attack has no effect. If any stand is firing a fixed weapon after movement, a 4, 5, or 6 on the save die means the attack has no effect.

Apply a -1 to the roll of a stand firing at a target that is in soft cover (woods/forest, swamp, entrenchments, gully, hedges, etc.) and that has not moved in the current turn.

Apply a -1 to the roll of a stand firing at a target at long range and a +1 to a stand firing at short range. Note that mortars do not have a short range.

Apply a -2 to the roll of a stand firing at a target that is in hard cover (towns, bunkers, walls, etc) and that has not moved in the current turn.

Apply a +1 to the roll of a stand firing at a target that has moved or is moving if attacked by Overwatch/Hold Fire.

CLOSE COMBAT

Close combat occurs when enemy stands touch each other. Infantry can automatically dismount in close combat. Soft vehicles and towed weapons are automatically destroyed prior to any close combat rounds. Each side gets one die roll per round. High roll wins the round and the difference is the number of stands eliminated (opposition's choice). No stands are eliminated if the result is a tie. Rounds continue until all stands on one side are eliminated. The rolls are modified by

+1 Per extra stand above 1

+2 Per AFV vs enemy infantry (N/A if enemy AFV also in the close combat)

+2 Per engineer (represents flamethrowers and satchel charges)

+1 Per ATR attacking vs AFV (N/A if enemy infantry also in the close combat)

+2 Per PIAT/Bazooka/ATRL vs enemy AFV (N/A if enemy infantry also in the close combat)

+1 Per SMG stand vs enemy infantry (N/A if enemy AFV also in the close combat)

-1 Per MG-armed AFV in CC with any enemy gun-armed AFV

+1 For CC against any pinned units

+2 For CC against any suppressed units

FLAMETHROWERS

Infantry flamethrowers may only attack in Close Combat. AFV flamethrowers always fire at the flank of enemy AFV. AFV flamethrowers ignore the effects of a target's cover.

ARTILLERY

Artillery can fire indirect up to the gun's maximum indirect range listed (the number after the "slash" in the range column). Long range is anything over half the maximum range. No artillery may fire indirect at a range less than 10% of its maximum (except for mortars: their minimum range is listed as the first number in the "range" column and applies both for direct and indirect fire).

Each battery can place one artillery barrage marker per turn, up to a total of four per game. Barrage markers must be placed in LOS of a FO. Total up the artillery points (AP) and roll one die on the Artillery Chart. *For artillery attacks, units in entrenchments or weapons pits are considered to be in hard cover.* A hit causes the stand to take a morale check. Closed-top AFVs have a +2 to their morale check if the morale check is caused solely by L-class artillery. Any stand has a +2 to its morale check if it is caused solely by artillery firing at long range. All artillery can place smoke; the coverage area for smoke is always dispersed.

FOs can be designated FO units or any stand of a battalion HQ company designated prior to the start of the game. Once the HQ *passes* a motivation check, the HQ's subunits may fire immediately. American and British artillery is always Elite. All other artillery is of the same morale as the rest of the forces on its side. If the HQ does not pass the motivation check, subordinate units may not fire indirect barrages (although they may use direct fire, if not retreating). Once a barrage lands, it lasts until the end of the turn; units moving through the barrage are attacked. All other rules for HQ motivation apply normally.

ARTILLERY FIRE CHART

Artillery Points	Soft/Infantry in open	Soft/Infantry in hard cover	Soft/Infantry in soft cover	AFV
1-2	5+	6+	4+	6+
3-4	4+	5+	3+	5+
5-6	3+	4+	2+	4+
7-8	2+	3+	2+	3+
9+	2+	2+	1+	2+

ANTI-AIRCRAFT FIRE

Once an enemy aircraft has designated a target, and that target is in effective range and in LOS of the anti-aircraft unit, roll dice equal to the ROF of the anti-aircraft unit firing. If any die is a 6, the aircraft is immediately removed from play and can not return for the remainder of the game. Line of sight to aircraft is blocked if the AA gun is in woods/forest/swamp. Anti-aircraft units on Hold Fire have their ROF halved (fractions rounded up). Only weapons with an asterisk by their ROF on the weapons charts may fire at aircraft.

AIRCRAFT FIRE

Once an air unit has withstood all anti-aircraft fire, it makes its attack. An airplane attacks only one stand. An airplane may only make one attack per game. If strafing, use the Artillery Fire Chart on the 3-4 factor row. If dropping bombs or firing rockets, use the 7-8 factor row. As with

artillery fire, a hit causes a morale check. If dropping bombs or firing rockets, the airplane may make a strafing attack on the same target after the bomb/rocket attack. Aircraft may not attack any target in woods/forest/swamp, and may not attack infantry in towns.

LOSSES

The instant a company (or Russian tank battalion) takes at least ½ losses (in stands) and for each stand lost thereafter, it must make a morale check. This morale check is subject to the following modifiers. A failed check eliminates the rest of the company (or Russian tank battalion). Soft transport vehicles do not count towards a formation's total stands.

-1 If any stand is out of range of the rest of the company (or Russian tank battalion)

-1 If Battalion (Russian tank brigade) HQ is lost or out of range

+1 If in hard cover

-1 if attacked by air/flamethrower/artillery in current turn

WEAPONS CHARTS

The weapons charts contain information for most combatants in World War II.

If "APC" appears after the name of the stand, that stand may transport up to 1 infantry stand or 2 support stands (MG, Bazooka, ATR, etc.) unless further indication gives the carrying capacity for the stand.

The "Mov" column gives the movement allowance in inches for the stand. A "t" in this column means the stand must be towed. A "w" after the movement allowance means the stand is wheeled.

The "Armor" column gives the armor number for the front facing of the stand. An "s" in this column means the vehicular stand is a soft target. Infantry and towed weapon stands are always soft targets.

The "Pen" column gives the penetration number for the stand. A "-" in this column means the stand has no anti-tank capability (note that a value of 0 still allows anti-tank fire). An "h" in this column means the stand fires HEAT ammunition.

The "ROF" column gives the rate of fire for the stand. An asterisk in this column means the stand has anti-aircraft capability.

The "Rng" column gives the effective range of the stand. For stands with indirect fire capability, two values will be given: direct fire effective range before the slash, and indirect *maximum* range after the slash. A "-" before the slash means the stand may not use direct fire. For example, a British 25pdr firing directly at an enemy stand has an effective range of 8. That same 25pdr can fire an indirect artillery mission up to 130 inches away (see Artillery rules for the minimum range of indirect fire). For mortars the numbers preceding the slash give the effective range for direct fire. For example, the effective direct-fire range for the German 120mm mortar is between

3 and 8 inches. Long range direct fire for this stand is between 8 and 12 inches, and there is no "short range".

The "Inf" column gives the stand's infantry/soft target "to hit" number. A "-" means the stand has no anti-infantry/soft capability.

The "Gun" column gives weapon information. A "t" means the stand is turreted. An "f" means the stand is non-turreted. Also in this column is towing information for vehicles and guns.

Soft vehicle information gives the towing and carrying capacity for these stands.

Artillery information gives the number of Artillery Points per stand as well as the size of the barrage.

OPTIONAL RULES

RARE VEHICLES

The British Churchill AVRE and German Sturmмоerser Tiger must obey these special rules. The Sturmмоerser may not fire and move in the same turn. The AVRE may do so, but must add a +1 to its hit die roll or infantry die roll. Both ignore the effects of a target's cover. Any morale check made by infantry/soft targets due to a Sturmмоerser or AVRE attack is modified by -1. A Sturmмоerser stand may not fire more than 4 times in one game. An AVRE stand may not fire more than 6 times in one game.

MINEFIELDS

Any infantry stand moving into an antipersonnel minefield zone takes a morale check; one check is made per inch moved (fractions rounded up). Vehicles are immune to AP mines. Any vehicle moving into an antitank minefield zone takes a morale check; one check is made per inch moved (fractions rounded up). Personnel units are immune to AT mines.

Infantry engineers are immune to minefields. An engineer stand can clear a path through minefields by spending 2 turns in a minefield without moving or shooting. Engineer clearance vehicles (dozers, rollers, flails) are immune to mines and clear a path just by moving through. The German Sturmмоerser and British AVRE can clear a path just by firing at the minefield.

BARBED WIRE

Infantry, halftracks, and wheeled vehicles must stop upon entering barbed wire and may move out only in their next turn. Fully-tracked vehicles are immune. Infantry engineers are immune to barbed wire and an engineer stand can clear a path by spending 1 turn in wire without moving or shooting. An engineer stand can set up 1" of wire each turn by spending the turn without moving or shooting. The German Sturmмоerser and British AVRE can clear 1" of wire just by firing at it.

ROADBLOCKS

No vehicles may cross a roadblock. Infantry stands may cross roadblocks, and gain hard cover hiding behind them. An engineer stand may clear a roadblock by spending 1 turn without moving or shooting. An engineer stand may set up a roadblock by spending 2 turns without moving or shooting (1 turn if helped by a bulldozer). Bulldozers automatically remove a roadblock just by moving through. The German Sturmмоerser and British AVRE can clear a roadblock just by firing at it.

LULL IN FIGHTING

If the die roll to determine which side moves first at the start of the turn results in a tie, there is a lull in the fighting. Players may carry out any or all of the following actions:

Improve Positions: Personnel units may dig trenches and towed weapons may dig gun emplacements (gaining soft cover).

Regroup: Two destroyed personnel stands of the same type (e.g. two SMG stands) may be reformed into one stand by a battalion HQ (or appropriate Russian HQ). Reformed stands are then immediately assigned to an existing company or formed into a new company and placed on the table. If a recovery vehicle is available (on-table), two destroyed vehicle stands of the same type may be reformed into one stand. This stand is then assigned to an existing company.

Redeploy: Each side may move units up to double their movement rate (attacker moves any/all of his stands first). As a unit redeploys, it may not move within 10" of an enemy unit, nor may it end its redeployment within 10" of an enemy unit.

Engineering: Engineers may create or destroy roadblocks (one per stand), clear or lay mines (1" x 1" per stand), clear or set up wire (2" per stand).

Resupply: All artillery, Sturmmoersers and AVREs are resupplied with full ammo.

WEATHER

Weather conditions can influence the combat performance of all units.

Mud and Deep Snow: All movement costs double (triple if wheeled) unless on cleared roads. This is prior to the addition for rough ground, which is 4x (9x if wheeled).

Rain, Mist, Falling Snow: All Line of Sight is limited to 10". No aircraft may attack.

Fog, Heavy Rain, Blizzard: All Line of Sight is limited to 5". No aircraft may attack. Add +1 to all "to hit" rolls. Mud and Deep Snow will often accompany Heavy Rain and Blizzard, respectively.

ADVANCED SUPPLY

1. Engineer stands that have their transport destroyed may no longer perform engineering activities; they may still perform combat.

2. After the 8th turn, there is an automatic Lull in Fighting.

3. Artillery battalions may have supply trucks (one per battalion). Each battery in the battalion is assumed to be resupplied for one additional fire mission every time the supply truck makes a trip from battalion HQ to the friendly board edge and back.

ADVANCED LINE OF SIGHT

1. Any stand that has its HQ within 6" and in LOS of a recon HQ may see hidden enemy stands if a recon stand also has LOS to that enemy stand.

2. A stand on a crestline may see over obstacles, but will have a blind spot equal to 1" per inch between the crestline and the obstacle.

RANDOM EVENTS

Each time a player rolls a 6 on the die roll to determine who moves first in the turn, that player draws a Random Event Card. If both players roll a 6, both players draw. After every draw, the card chosen is reshuffled into the deck. There are 12 Random Event Cards:

4 "No Event" cards: nothing happens

1 "Rain/Mist/Falling Snow" card: Rain/Mist/Falling Snow occurs, depending on appropriate season.

1 "Fog/Heavy Rain/Blizzard" card: Fog/Heavy Rain/Blizzard occurs, depending on appropriate season.

3 "Weather Clears" cards: Any adverse weather is automatically cleared.

2 "Disrupted Communications" cards: If using basic command rules, all movement in one battalion is halved (choose randomly between battalions). If using advanced command rules, all movement in one battalion is halved, and that battalion may not receive new orders this turn (choose randomly between battalions).

1 "Mass Confusion" card: All of the player's stands are considered Pinned for the turn (still roll for Motivation to check for "retreat" or "destroyed" results) and no new orders may be issued.

ADVANCED COMMAND

Each battalion must have orders given to it before the start of the game (exception: recon units never need orders). Orders may be changed during the course of the game. This may only occur if all subordinate stands are within the command range of the battalion HQ. To change orders, the battalion HQ must *pass* an *unmodified* motivation check (this is for orders purposes only, and second motivation check must be made per the standard rules). German elite battalions that are part of Panzer, Panzergrenadier, and Motorized divisions may always automatically have their orders changed. The orders are:

Defend: stands in the battalion may not move more than 10" from a terrain feature (e.g. a town or hill).

Attack and Hold: unit must move toward a terrain feature, engage and try to defeat any enemy defenders there, occupy that feature, then automatically switch to "Defend" orders.

Vigorous Attack: unit must engage and try to defeat enemy units in an attempt to break through to rear areas; orders must state where breakthrough will occur and once it has been achieved, the unit must attempt to destroy rear-area troops (enemy HQ's and artillery). Tank and Motorized units of Veteran or better rating with "Vigorous Attack" orders may ignore all command distance rules. Vigorous Attack orders are only available to the following: German Panzer and Motorized/Panzergrenadier units from 1939-1945; Russian tank and motorized units 1944-1945; select British and US Tank and Armored Infantry units 1944-1945.

Disengage: unit(s) in the battalion must use its movement to put more distance between them and the enemy. At least one unit must put more distance between them and the enemy; other units may Defend.

Flank: a special order that can be given only to tank, fully motorized, or cavalry battalions; allows the battalion to enter on one of the side edges (side must be determined in the order). On turns 4-5, the flanking battalion may enter on the side edge but no farther than half the map away from the friendly edge. On/after turn 6, the flanking battalion may enter anywhere on the side edge. The turn of entry must be specified, and this order must be used in conjunction with an "Attack and Hold" or "Vigorous Attack" order. On the turn of entry, roll for losses to represent off-board fighting. Roll 1d4; this represents the number of combat stands destroyed (owner's choice); these stands are removed from play (i.e. they never enter the game). Flank orders should not be used unless specifically available in the scenario outline.

HIDDEN STANDS

To add "fog of war" to the game, any stand that is hidden at game start (i.e. that sets up in cover) may be represented on board with a marker. The stand is placed on the board only when the enemy player has LOS (e.g. an enemy recon unit has LOS or a member of the unit fires or moves). For additional deception, players may decide to allow for a number of fake markers.

AIRBORNE TROOPS

These rules assume daylight drops in good conditions. All airborne landings and their DZs must be pre-programmed to take place during a specific turn of the game. These orders may not be superseded. All Airborne units must land with orders taken from the 'advanced command' listing.

a. Parachute Landing

i. Airdrops

A piece of paper measuring 1" square represents each stand in the parachute drop. All paper squares are placed in a small box that is then turned over, releasing the squares 2 feet above the DZ. Stands are placed where their paper square lands on the board. Stands landing in woods, rivers and other waterways are lost. Stands landing within BUAs or within 4" of enemy troop or 6" of AAA stands in LOS and on Overwatch/Hold Fire must roll 5+ (d6) or are lost. Stands landing off the table are lost.

For larger 'formation' drops, a maximum of 20 paper squares/stands may be dropped over any one DZ.

ii. Troop stands

Airborne troop stands may start to move from their drop point, using the 'Motivating HQ' rules, one turn after landing. Stands not within command distance of their HQ count as 'lost' until they rejoin their units.

iii. Heavy weapons stands

On landing, heavy weapon and vehicle stands must role 3+ (1d6) in order to survive the drop. Heavy weapons and vehicles may start to move from the DZ, using the 'Motivating HQ' rules, two turns after landing. Stands not within command distance of their HQ count as 'lost' until they rejoin their units.

b. Glider Landing

Gliders require a 12" 'landing run', clear of obstacles, in order to make a successful landing, nominating the start point and direction of their 'landing run' before any measurement is made. On landing, gliders must role 4+ (1d6) to ensure no losses. If this role is failed, any stand the glider carries must role a 4+ (1d6) save or is lost.

All gliders must be landed before any of the above 'save roles' is made. All successfully landed troop stands may move up to half their normal move distance and fire in the same turn as their glider lands, ignoring the 'Motivating HQ' rules for this turn only. All other successfully landed stands are operational at the start of the turn after landing.

AA fire is allowed at Gliders at the start of their landing run. Normal AA rules apply, with the following modification: any role of 5 causes the glider to take a morale check. Once landed and all save rolls are made, successfully landed stands become eligible targets for enemy units on Overwatch/Hold Fire (i.e. landed units are considered to have exited the gliders before taking fire).

ADVANCED FIRE AND MOVEMENT

Stands may move a portion of their movement allowance, fire at enemy targets, and then move again, up to the remaining portion of their movement allowance. Stands using this fire-and-movement technique are still penalized for firing after having moved. All other fire and movement rules still apply.

MOVEMENT AND UNIT COHESION

Green stands from different battalions may not come within 1" of each other.

Stands on a road prevent the use of that part of the road for all other stands.

COUNTERBATTERY FIRE

Corps-level or Army-level artillery stands may conduct counter-battery fire. Rockets may never conduct counterbattery fire. To use counter-battery fire, the artillery battalion's FO must have LOS to a current enemy barrage marker and the battalion must pass a motivation check per the normal rules. Once motivated, the artillery battalion designates one enemy artillery stand that is currently firing as a target. The Artillery Fire Chart and procedures are used normally, with the

following modifications. Counterbattery fire is *always* considered to be at “long range” and the artillery die roll is always modified by -1. If counterbattery fire is directed at a rocket stand, modify the artillery die roll by an additional +1 (for a net of 0). If counterbattery fire is directed at a horse-drawn artillery stand, modify the artillery die roll by an additional +1. If counterbattery fire is directed at an armored self-propelled artillery stand, modify the artillery die roll by an additional -1. If an enemy artillery stand is destroyed by counterbattery fire, adjust the artillery strength points that the barrage marker represents accordingly.

EXPANDED AIRCRAFT RULES

As a way to add more variety in the aircraft section, players may use these guidelines, which provide for differences between airplanes.

Fighterbombers (e.g. P51, P47, FW190, Spitfire) attack per the normal rules. Dedicated divebombers (JU87 Stuka, HS123) strafe on the 1-2 column, and make bombing attacks on the 9+ column. Ground-attack planes or other more heavily armed planes (e.g. JU87 “G”, HS129, Sturmovik, P38, P39, Tempest, Typhoon) may make two attacks on the 7-8 column. Due to their armor, Sturmoviks hit exclusively by anti-aircraft fire of 20mm or less are not automatically removed from play; instead they must pass a morale check (regular morale) or be removed.

"SOFT" TRANSPORT VEHICLE VULNERABILITY

Players may want to account for the fact that unarmored vehicles were extremely vulnerable. In the normal rules, unarmored stands take a morale check when hit, and a truck stand is therefore just as durable as an infantry stand. To fix this, apply a -1 to morale checks made by unarmored soft transport vehicles and a -2 to morale checks made by horse-drawn transport. Armed vehicles and cavalry are excluded, since they are combat units and thus trained to react appropriately to incoming fire.

SUPPRESSIVE FIRE

Non-armored enemy units may be suppressed by friendly units exclusively firing weapons with an infantry "to-hit" number of 4 or lower. Artillery fire representing at least 4 artillery points may also use suppressive fire, and always rolls on the "soft/infantry in open" column. All stands in a firing unit using direct fire must have LOS to at least one enemy stand in the target unit. A unit that has moved may not use suppressive fire, nor may a unit move after using suppressive fire.

Roll one die for the firing unit. There are no modifiers to the "hit" roll for any form of suppressive fire. If the "to-hit" number is exceeded by at least two, the enemy unit is automatically suppressed. If the "to-hit" number is met, or exceeded by less than two, the enemy unit must pass a morale check to avoid being suppressed. A suppressed unit suffers a -2 penalty to all hit rolls made during the current turn, and has its movement allowance halved. A unit that is moving when suppressed must stop immediately.

REASSIGNING UNITS

Units may be reassigned to a new HQ prior to, or in some cases, during the game. Only units with a Regular or better motivation rating may be reassigned. Only units with Veteran or Elite ratings may be reassigned during the game.

To reassign a unit prior to the game, simply declare the unit to be subordinate to the new HQ. To reassign a unit during the game, the unit's current HQ must pass its motivation check and the unit to be reassigned must be within command range of the new HQ. The reassignment is effective immediately.

Suggestions and Notes for Tactical Command

Motivation: The motivation rolls are intended to simulate command and control problems that faced units in World War II. The motivation rules are designed so that green battalions will become difficult to control once they start taking casualties. They will also disintegrate rather quickly once losses begin to get relatively heavy (especially after a company in the battalion is destroyed). Watch out for a chain reaction effect once a subunit is destroyed...the rest of the battalion is probably soon to follow! Contrary to this, elite formations will be able to take a lot of punishment before degenerating into routed troops. Consequently, they will be combat-effective for longer.

Artillery: Some will object to the "instant" firing of artillery. Typically, in miniature wargame rules, players need to plan at least one turn in advance for artillery missions. I abandoned this for a couple of reasons. First, it meant that player rarely used artillery assets. It's a lot of work to keep track of these plans. Consequently, planned missions are forgotten about or they're not planned at all. Second, the time frame for one turn is half an hour. This is plenty of time to call in a mission and have it fired in the span of a turn. The number of missions available (4) is kept low in order to reflect the time frame of a turn (and thus a fire mission).

German Infantry Guns: The 75mm leIG and the 150mm sIG were employed in both direct and indirect fire roles. Due to the requirement that indirect fire be spotted by a designated FO or the Battalion HQ, these guns will probably be firing direct in the game. This is fine, since most of these towed guns operated as single platoons in a heavy weapons company. If players wish to have batteries of self-propelled sIGs firing indirect, the order of battle should be designed to include a FO stand for that battery. For example, the 1st, 2nd, and 3rd SS Panzer Divisions starting in the summer of 1943 had batteries of twelve sIG 33 Ausf Pz 38(t) self-propelled guns that often operated as additional indirect artillery support. Players could thus include 3 sIG 33 Ausf Pz 38(t) stands and an FO stand to represent the flexibility these batteries offered. Similar procedures could also be used for Cannon Companies in US divisions.

Advanced Command: These rules will further reflect command and control issues. Green battalions will be unable to react and change orders as quickly as better units. Vigorous attack orders are only available to certain units throughout the war in order to reflect the operational theories and doctrine of the respective armies. The Russians, after several years, did eventually learn the value of deep penetrations with tank and mobile units, but were unable to employ those tactics successfully until 1944 (with the possible exception of the Stalingrad encirclement). Arguably, the British and American forces never really were able to take advantage of this doctrine, with the exception of particular units (perhaps the U.S. 2nd and 4th Armored Divisions).

Optional Rules That Shouldn't be Optional:

Hidden Stands: For a small reduction in speed of play, the Fog of War optional rule allowing players to place markers for stands out of LOS is quite fun. The use of markers (with stand ID facing down) allows some fog of war without the use of a referee. The opposing player will know that *something* is there, but won't know *what* it is.

Advanced LOS: The rule change about seeing over obstacles isn't much of a problem; it just requires a pause to measure. It can be ignored without much effect. The Advanced LOS rule that shouldn't be ignored, however, is the part about the recon units and spotting hidden stands. This really makes recon units useful and gives players a reason to keep them alive. As long as there is coordination between the recon unit and another unit, the recon stands can "report the locations" of the enemy.

Advanced Fire and Movement: This adds a lot to the game without adding any complexity. It allows fast units to use their speed to engage the enemy with "hit and run" tactics.

Motivation Ratings: The first thing to note is that the ratings work best when they're thought of in relative terms (i.e. as a comparative assessment of the two sides in the battle). This way, if both sides were "regular" troops, but one side was obviously better, that side could be rated "veteran". Thus, the ratings are situational: a unit may rate "veteran" in one scenario but "regular" in another when facing better troops. Some generalizations can be made, though. Some suggested ratings are Green for French units in 1940, as well as for Russian units in 1941 and 1942 (by 1942, some units may be Regular). A Green rating can also be used for German conscript units at the end of the war (Volkssturm units). Regular ratings can be used for units that have some experience, or at least good training and sound doctrine. Infantry of the BEF in 1940, for example, probably rates Regular, as do most of the units hitting the shores on or after D-Day. Veteran ratings should be reserved for units that have extensive combat experience (for example, the U.S. 1st Infantry Division in Normandy should be rated Veteran). Elite ratings can be given to US Ranger units, US and British Airborne units, most Soviet Guards units, and certain German SS units (but *not* the myriad SS divisions created in the last year or so of the war). These ratings do not serve to designate that the individuals in the units were of certain quality. Rather, the ratings serve to reflect the command and control structures, unit cohesiveness, as well as officer initiative. This is why French units in 1940 or Italian units in North Africa should be given the Green rating; their individual soldiers were brave, but their doctrine and methods of command were generally outmoded.

Cover: Infantry, artillery, and guns that start a scenario set up on the map probably should be assumed to be in soft cover where they are set up. This reflects trenches, foxholes, firing positions and gun pits prepared prior to the engagement.

Front Arc and Armor Ratings: Armor ratings for the sides and rear of AFVs were initially set to 0, even though most AFVs in World War II had all-around armored protection. This was to reflect the fact that a company that has been flanked is in a much worse tactical position than when the enemy is head-on. Based on player feedback, I changed the armor rating to half that of the front arc value. This still makes AFVs extremely vulnerable to flank and rear shots, yet still provides some variations to better reflect the few armored behemoths that were occasionally encountered (the Char B1 in 1940, the KV 2 in 1941, or the Tiger from 1942/43) that had good all-around protection. If players want, they can set rear arc armor ratings to 0 to reflect not only the poor rear armor of nearly every AFV, but also the confusion and surprise involved in being attacked from the rear.

Firing at the Enemy: All similar stands of a company must fire at the same enemy stand. This was done for a number of reasons. First, I unashamedly admit it was done to speed up the game.

It minimizes the number of distinct attacks per turn (players can just roll a fist full of dice for all of a company's shots) and thus the pace of the game is faster. Second, a company commander will only be able to spot and direct fire at a certain number of targets; since one stand does represent a platoon, it is reasonable to have all fire directed at one enemy stand. For companies with multiple weapon types, this requirement has been relaxed to reflect the obvious different roles of the weapons. For example, a heavy weapons company with machinegun and mortar stands may fire at separate targets, and the mortars may even use spotted indirect fire missions.

Fire After Movement: The save die roll for firing after movement can really make it difficult to attack the enemy after having changed positions. Indeed a tank company's attack will be voided a third of the time if it fires after having moved. This is to reflect the fact that fire control systems in World War II were not widespread. The few armies that did have them (American and American-equipped allies) rarely used them. Simply, tanks that parked and shot were much more likely to hit their targets. For vehicles without turrets, this problem was even more pronounced as the entire vehicle had to be steered into proper firing position.

Vehicle and Weapon Data: An attempt was made to include a reasonably extensive list for each nationality. The armor, ROF, penetration, range, and infantry "hit" numbers are abstractions from actual data. Heavy AA guns can not fire at enemy aircraft, as these weapons were designed for high-altitude firing at bombers and do not have the rate of fire or traverse speed to fire at ground-attack aircraft. Dedicated AT weapons or vehicles generally have worse infantry hit numbers than other guns of similar size since their mission was to kill tanks, not infantry (and thus, they typically were given fewer, if any, HE rounds). HEAT ammunition, while available in small amounts to many artillery pieces of most nationalities, was not given to most towed weapons. This is in an effort to keep players from using their howitzers as anti-tank guns. Other penetration adjustments were made where howitzers exclusively fired HE ammunition.

Counterbattery Fire: These rules are very simple and abstract, but functionally I think the outcome of their application is appropriate. The various modifiers need justification. Always figuring counterbattery fire as long range, and modifying the artillery die roll by -1, stem from the fact that the area of impact is not observed. This reduces accuracy, and therefore I felt the need to reduce the effectiveness of these missions. Horse-drawn artillery targets are easier to hit because of the increased vulnerability of their transport (the horses) and the fact that changing positions is more difficult. Rocket artillery is also easier to hit because the smoke trails made it easy to guide counterbattery fire. Self-propelled armored artillery units are harder to hit because of their mobility and protection.

Expanded Aircraft Rules: The basic rules are very abstract, although I think they capture the essence of air support. However, for added "flavor" I've included some suggested changes as an optional rule to better model the varying effectiveness of the wide range of aircraft employed during the war.

Changes From Version 2.4: For *Version 2.5*, added a comment about fake markers in Hidden Stands optional rule. Added Advanced Fire and Movement optional rule. Added Counterbattery Fire optional rule. Added Expanded Aircraft rules. Made some changes to Suggestions and Notes section. Fixed numerous spelling errors. *Changes for 2.6* include adding Polish weapon

data, and adjusting movement allowances for several French vehicles (AMR 33, AMR 35, H39, S35, B1-bis, and the Lorraine Schlepper APC). The Arracourt scenario was also significantly updated. *Changes for 2.71* include the introduction of the Soft Vehicle Vulnerability optional rule and some corrections in the Vehicle and Weapons data. *Changes for 2.8* include an adjustment to the save roll for stands firing fixed weapons after movement; added Suppressive Fire optional rule; adjusted the beaten zones for indirect fire; adjusted target armor value for flank shots. Unit reassignment optional rule added.

Motivation Table

Modifier	Elite (3)	Veteran (4)	Regular (5)	Green (6)
+2	Pass 1 Pin - Retreat -	Pass 2 Pin - Retreat -	Pass 3 Pin - Retreat -	Pass 4 Pin - Retreat -
+1	Pass 2 Pin - Retreat -	Pass 3 Pin - Retreat -	Pass 4 Pin - Retreat -	Pass 5 Pin 1 Retreat -
0	Pass 3 Pin - Retreat -	Pass 4 Pin - Retreat -	Pass 5 Pin 1 Retreat -	Pass 6 Pin 2 Retreat 1
-1	Pass 4 Pin - Retreat -	Pass 5 Pin 1 Retreat -	Pass 6 Pin 2 Retreat 1	Pass 7 Pin 3 Retreat 2
-2	Pass 5 Pin 1 Retreat -	Pass 6 Pin 2 Retreat 1	Pass 7 Pin 3 Retreat 2	Pass 8 Pin 4 Retreat 3
-3	Pass 6 Pin 2 Retreat 1	Pass 7 Pin 3 Retreat 2	Pass 8 Pin 4 Retreat 3	Pass 9 Pin 5 Retreat 4
-4	Pass 7 Pin 3 Retreat 2	Pass 8 Pin 4 Retreat 3	Pass 9 Pin 5 Retreat 4	Pass 10 Pin 6 Retreat 5
-5	Pass 8 Pin 4 Retreat 3	Pass 9 Pin 5 Retreat 4	Pass 10 Pin 6 Retreat 5	Pass - Pin 7 Retreat 6
-6	Pass 9 Pin 5 Retreat 4	Pass 10 Pin 6 Retreat 5	Pass - Pin 7 Retreat 6	Pass - Pin 8 Retreat 7

Notes:

“-“ indicates result is not possible.

Results between Pass and Pin gives all subordinate units half of their movement capability.

Retreat results in a full move away from the enemy towards the nearest terrain feature. The next turn after a Retreat, a Pin result is the best result possible for the HQ.

Results below Retreat result in elimination of one subordinate unit, chosen at random.

Modifiers:

- +1 if the scenario attacker (in meeting engagements both sides are scenario attackers)
- 1 per stand lost in battalion above 25% for Green, 33% for Regular and Veteran, or 50% for Elite
- 2 per subordinate unit destroyed
- 2 if battalion (or Soviet brigade or regiment) commander out of range (N/A to recon) or lost
- +1 if at least half of battalion's units in hard cover
- +1 if the unit has "Vigorous Attack" orders (see optional rules)

Vehicle and Weapons Data

United States

Tanks	Date	PV	Mov	Armor	Pen	Rof	Rng	Inf	Gun
M3 Stuart	41	5	21	1	3	2	8	5+	t37L53
M5A1 Stuart	42	5	21	2	3	2	8	5+	t37L53
M8 HMC	43	6	21	2	4h	2	6	4+	t75L16
M24 Chaffee	44	6	21	2	4	2	7	5+	t75L41
M3 Lee/Grant	42	6	15	3	4	1	6	5+	f75L31
					3	1	8		t37L53
M4 Sherman	42	6	15(18)	3	4	2	7	5+	t75L41 (HVSS)
M4/76 Sherman	44	7	15(18)	3	5	2	8	5+	t76L52 (HVSS)
M4/76 Jumbo	44	9	15	5	5	2	8	5+	t76L52
M4/105	43	8	15(18)	3	4h	1	8	4+	t105L22 (HVSS)
M26 Pershing	45	10	15	5	6	2	10	5+	t90L53
SP Guns									
M10	42	7	18	3	5	2	8	6+	t76L52
M36	44	9	18	3	6	2	10	6+	t90L53
M18	43	8	27	1	5	2	8	6+	t76L52
M7 Priest	42	7	18	1	4h	1	8/120	4+	f105L22
Sherman Calliope		9	15	3	4	2	7	5+	t75L41
					2	1	4/46	3+	t4.5" Rockets
Halftracks									
M2/M3 APC	40	2	24	0	-	2	6	6+	tMG; Class 2
M4A1/M21 HTMC	41	3	24	0	-	3	1-6/30	5+	f81mm Mortar
M3 GMC	41	4	21	0	4	2	6	5+	f75L31
T19	42	6	18	0	4h	1	8/120	4+	f105L22
T30	42	5	21	0	4h	2	6/90	4+	f75L16
M15 SPAA	42	5	21	0	2	3	8	4+	t37L98, 2xMG
									(Rof = 9* vs air and infantry/soft targets)
M16 SPAA	43	5	21	0	0	12*	6	4+	4 x tMG
Armored Cars									
M8	43	4	24w	0	3	2	8	5+	t37L53
M20 APC (1 Baz stand)	43	2	24w	0	-	2	6	6+	tMG
White SC APC		2	21w	0	-	2	6	5+	tMG; Class 1
AT Weapons									
Bazooka '43/44	43	1			4h	1(2)	1		(2 if Baz stand)
Bazooka '44	44	1			5h	1(2)	1		(2 if Baz stand)
57mm Recoilless Gun	45	3	6 or t		3h	1	6	6+	t; Class 1
37mm ATG	40	3			3	3	8	6+	f37L53; Class 1
57mm ATG		4			4	3	8	6+	f57L52; Class 1
3inch ATG		5			5	2	8	6+	f76L52; Class 2
90mm AA		6			6	2	10	5+	t90L53; Class 3
Other Towed Wpns									
82mm Mortar		2	6 or t		-	3	1-6/30	5+	fClass 1
107mm Mortar		3	t		-	2	3-8/60	4+	fClass 1
M51 MG Carriage		3	t		0	12*	6	4+	4 x tMG; Class 1
37mm AA Gun		3	t		2	3*	10	4+	t37L98; Class 2
Bofors 40mm AA Gun		3	t		2	3*	8	4+	t40L56; Class 2
75mm Recoilless Gun		3	t		4h	2	6	6+	t; Class 1

75mm Pack Hwz	3	t		1	2	6/90	4+	f75L16; Class 1
75mm Field Gun	4	t		4	2	7/120	5+	f75L36; Class 2

Other Towed Wpns	PV	Mov	Armor	Pen	Rof	Rng	Inf	Gun
105mm Hwz	4	t		3	2	8/120	4+	f105L22; Class 2
4.5in Gun	5	t		3	1	8/250	4+	f114L42; Class 2
155mm Howitzer M1918	5	t		4	1	8/120	3+	f155L14; Class 2
155mm Howitzer	5	t		4	1	8/150	3+	f155L20; Class 3
155mm Field Gun M1A1	5	t		4	1	8/200	3+	f155L36; Class 3
8in Howitzer	6	t		5	1	8/180	2+	f203L25; Class 3
8in Gun	7	t		5	1	8/350	2+	f203L50; Class 3

Infantry								AT Weapon
Infantry/Armored Infantry	2	9			2	6	4+	See note
Airborne/Engineer	3	9			2	4	3+	See note
US MG	3	6			3	8	3+	None
Bazooka Stand	1	9		4h/5h	2	1	-	Bazooka

Note: As of 1943, all infantry, armored infantry, airborne, and engineer stands have integral bazooka.

Soft Vehicles	PV	Move	Carry	Tow
Jeep	1	24w	MG/Weapon Crew	Class 1
Light Truck (3/4 ton)	1	21w	1 Infantry Stand	Class 1
Medium Truck (2.5 ton)	1	18w	2 Infantry Stands	Class 2
Heavy Truck (7.5 ton)	1	15w	2 Infantry Stands	Class 3

Artillery	Converged		Dispersed	
	AP	Zone	AP	Zone
75mm-90mm	1L	2"	--	--
105-122mm	2L	2"	1L	4"
150/155mm	2	2"	1	4"
160mm+	3	2"	2L	4"
80mm-100mm MTR	1L	2"	--	--
101mm+ MTR	2L	2"	1L	4"
4.5" Rockets	--	--	1L	6"

Germany

Tanks	Date	PV	Mov	Armor	Pen	Rof	Rng	Inf	Gun
PzKw I	34	2	18	0	0	2	6	5+	2 x tMG
PzKwIIB	35	3	18	0	1	3	8	5+	t20L55
PzKwIIF,L	41	3	18	1	1	3	8	5+	t20L55
PzKw 35(t)	39	4	15	1	2	2	8	5+	t37L40
PzKw IIIE,F	39	4	15	1	2	2	8	5+	t37L45
PzKw 38(t)	40	4	18	1	2	2	8	5+	t37L49
PzKw IIIG,H	41	5	15	1	3	2	7	5+	t50L42
PzKW IIIJ,L,M	42	6	15	2	4	2	8	5+	t50L60
PzKw IIIN	43	5	15	2	2	2	6	4+	t75L24
PzKw III Fl	5	15	3	2	1	1	2+	tFlamethrower	
PzKw IVA,B,C,D	38	4	15	1	2	2	6	4+	t75L24
PzKw IVE,F1	40	5	15	2	2	2	6	4+	t75L24
PzKw IVF2	42	6	15	2	5	2	7	5+	t75L43
PzKw IVH,J	43	7	15	2	5	2	8	5+	t75L48
PzKw VD,G Panther	43	10	18	5	7	2	10	5+	t75L70
PzKw VIE Tiger	42	9	15	4	6	2	10	5+	t88L56
PzKw VIB Konigstiger	44	11	12	6	8	2	12	5+	t88L71
Assault Guns and SPA									
Sturmgeschuetz IIIB,D	41	4	15	2	2	2	6	4+	f75L24
StuG IIIF	42	5	15	3	5	2	7	5+	f75L43
StuG IIIG	43	6	15	3	5	2	8	5+	f75L48
StuH 42	43	5	15	3	4h	1	8	4+	f105L30
Sturmpz. IV Brumbar	44	6	14	4	5h	1	8	3+	f150L11
StuG IV	43	6	15	3	5	2	8	5+	f75L48
sIG 33 Ausf Pz I	40	6	15	0	4	1	8/120	3+	f150L11
sIG 33 Ausf Pz 38(t)	42	6	15	0	4	1	8/120	3+	f150L11
Wepse	43	6	15	0	3	1	8/130	4+	f105L30
Hummel	43	7	15	1	4	1	8/140	3+	f150L30
Sturmmoerser Tiger		11	12	6	12h	1	4	1+	f380mm
Tank Destroyers									
PzJg IB	40	4	18	0	3	2	8	6+	f47L43
Marder II	42	5	15	0	5	2	7	6+	f75L43
Marder IIIH	42	6	15	1	5	2	10	6+	f76L54
Marder IIIM	43	5	18	0	5	2	7	6+	f75L43
PzJg III,IV Hornet	43	10	15	1	8	2	12	6+	f88L71
JgPz38(t) Hetzer	44	7	15	4	5	1	8	6+	f75L48
JgPz IV	44	7	15	4	5	2	8	6+	f75L48
JgPz IV 70	44	9	13	4	7	2	10	6+	f75L70
JgPz V Jagdpanther	44	13	18	5	8	2	12	6+	f88L71
JgPz Tiger	43	9	11	5	8	2	12	6+	f88L71
JgPz VI JgTiger	44	9	12	7	10	1	10	6+	f128L55
Halftracks									
SdKfz 251/1 APC	38	2	18	0	-	2	6	6+	tMG; Class 2
SdKfz 250/1 APC	38	2	21	0	-	2	6	6+	tMG
SdKfz 251/2	40	3	18	0	-	3	1-6/25	5+	f8cm Mortar
SdKfz 250/7	40	3	21	0	-	3	1-6/25	5+	f8cm Mortar
SdKfz 251/9	41	4	18	0	2	2	6	4+	f75L24
SdKfz 250/8	41	4	21	0	2	2	6	4+	f75L24

Halftracks	Date	PV	Mov	Armor	Pen	Rof	Rng	Inf	Gun
SdKfz 250/9		3	21	0	1	3	8	5+	t20L55
SdKfz 251/10 APC (MG/crew)		4	18	0	2	2	8	6+	f37L45
SdKfz 250/10 APC (MG/crew)		4	21	0	2	2	8	6+	f37L45
SdKfz 251/16		4	21	0	2	2	1	2+	tFlamethrower
SdKfz 251/22		6	18	0	5	2	8	6+	f75L48
SdKfz 251/1 w/ 28cm Rockets		6	18	0	-	2	-/21	2+	f28cm Rocket
Armored Cars									
SdKfz 221		2	24w	0	-	2	6	6+	tMG
SdKfz 222		3	24w	0	1	3	8	5+	t20L55
SdKfz 231(6)		2	15w	0	1	3	8	5+	t20L55
SdKfz 231/232(8) & 234/1		3	24w	1	1	3	8	5+	t20L55
SdKfz 233 & 234/3		4	24w	1	2	2	6	4+	f75L24
SdKfz 234/2		5	24w	1	4	2	8	5+	t50L60
SdKfz 234/4		6	24w	1	5	2	8	5+	f75L48
SP AAA									
Flak Pz 38(t)		4	15	0	1	3*	8	4+	t20L55
Moebelwagon/Ostwind		5	15	2	2	3*	10	4+	t37L98
FlakPz IV/20 Wirbelwind		5	15	1	1	12*	8	4+	4 x t20L55
SdKfz10/4		3	18	s	1	3*	8	5+	t20L55
SdKfz 7/1		4	18	s	1	12*	8	4+	4 x t20L55
SdKfz 6/2		4	18	s	2	3*	10	4+	t37L98
AT Weapons									
AT Rifle	39	1			0	1	4	-	
PzFst ATRL	44	1			10h	1	.5	-	
RkPzB ATRL	43	1			8h	1(2)	1	-	(2 if RkPz stand)
sPzB 41 ATR	41	2			2	3	10	-	
3.7cm PaK 35/36	36	3	t		2	3	8	6+	f37L45; Class 1
5cm PaK 38	41	4	t		4	3	8	6+	f50L60; Class 1
7.5cm Pak 40	42	5	t		5	2	8	6+	f75L48; Class 2
76.2cm PaK 36r	42	5	t		5	2	10	6+	f76L54; Class 2
8.8cm FlaK 36	33	6	t		6	2	10	5+	t88L56; Class 3
8.8cm PaK 43	43	7	t		8	2	12	6+	t88L71; Class 3
Other Towed Wpns									
8cm Mortar		2	t or 6		-	3	1-6/25	5+	fClass 1
12cm Mortar		3	t		-	2	3-8/60	4+	fClass 1
2cm FlaK 30	38	3	t		1	3*	8	5+	t20L55; Class 1
2cm FlaK 38	38	3	t		1	3*	8	4+	t20L55; Class 1
2cm Flakvierling 38		4	t		1	12*	8	4+	4xt20L55;Class2
3.7cm FlaK 36/37		3	t		2	3*	10	4+	t37L98; Class 2
75L10 Recoilless Gun	41	3	t		4h	2	6	6+	tClass 1
105L13 Recoilless Gun	43	3	t		4h	2	6	5+	tClass 1
7.5cm leIG	27	3	t		1	2	6/90	4+	f75L12; Class 1
10.5cm leFH 18	36	4	t		3	2	8/130	4+	f105L30; Class 2
10.5cm K18	34	4	t		3	1	8/200	4+	f105L52; Class 3
15cm sIG	27	5	t		4	1	8/120	3+	f150L11; Class 2
15cm sFH 18		5	t		4	1	8/140	3+	f150L30; Class 3
15cm K18		8			8	1	8/270	3+	f150L55; Class 3
17cm K18	33	7	t		5	1	8/320	2+	f170L50; Class 3
15cm Nebelwerfer		5	t		-	2	-/73	3+	f15cm Rocket
21cm Nebelwerfer		5	t		-	1	-/86	3+	f21cm Rocket

Infantry	PV	Mov	Pen	ROF	Rng	Inf	AT Weapon
German Infantry	2	9 (12 on bicycles)		2	6	4+	See note
Recon Infantry	1	9		2	6	5+	See note
Panzergrenadier	2	9		2	4	3+	See note
Engineers/SMG Infantry	3	9		2	3	3+	See note
German Cav/Motorcycle Infantry	3	16		2	4	4+	See note
German MG	3	6 (9 on bicycles)		3	8	3+	None
RkPzB Stand	1	9	8h	2	1	-	RkPzB

Note: All stands have integral AT weapons; ATR from 39-43, and PzF from 44-45.

Soft Vehicles	PV	Move	Carry	Tow
Kubelwagen	1	24w	MG/Weapon Crew	Class 1
Opel Blitz Med. Truck	1	21w	2 Infantry Stands	Class 2
Buessing Hvy. Truck	1	18w	2 Infantry Stands	Class 3
SdKfz 7	1	18	1 Infantry Stand	Class 3
SdKfz 11	1	21	1 Infantry Stand	Class 2

Artillery

Artillery	—Converged—		—Dispersed—	
	AP	Zone	AP	Zone
75mm-90mm	1L	2"	--	--
105-122mm	2L	2"	1L	4"
150/155mm	2	2"	1	4"
160mm+	3	2"	2L	4"
80mm-100mm MTR	1L	2"	--	--
101mm+ MTR	2L	2"	1L	4"
15cm/21cm Rocket	--	--	1L	6"
28cm Rocket	--	--	1	6"

Russians

Tanks	Date	PV	Mov	Armor	Pen	Rof	Rng	Inf	Gun
T-37, 38, 40	33	2	18	0	-	1	6	5+	2 x tMG
T-40S	41	3	18	0	1	2	8	5+	t20L75
T-60A,B	41	3	18	1	1	2	8	5+	t20L75
T-70, T-70A	42	4	18	1	2	1	8	5+	t45L46
BT-5, BT-7	33	4	24	0	2	2	8	5+	t45L46
BT-7A	37	4	24	0	2	1	6	4+	t76L19
T-26	33	3	15	0	2	2	8	5+	t45L46
T-28	38	3	15	1	2	1	6	4+	t76L19
T-28E	40	3	12	2	2	1	6	4+	t76L19
T-34/76 M40	40	7	21	3	4	1	6	5+	t76L35
T-34/76 M41,M43	41	8	21	3	4	2	8	5+	t76L39
T-34/85	44	9	21	3	5	2	8	5+	t85L53
OT-34		10	21	3	4	2	8	5+	t76L39
					2	1	1	2+	fFlamethrower
M4/76(a)	44	7	15	3	5	2	8	5+	t76L52
T-35	33	6	12	1	2	1	6	4+	t76L19
					2	1	8		2 x t45L46
KV-1	40	6	15	3	4	1	6	5+	t76L35
KV-1E,M41,M42	41	7	12	3	4	1	8	5+	t76L39
KV-2	40	7	11	3	6	1	8	3+	t152L23
KV-85	43	8	15	3	6	2	8	5+	t85L53
IS-2	44	9	15	5	8	1	8	4+	t122L45
IS-2m	44	10	15	6	8	1	8	4+	t122L45
Assault Guns/SPA									
SU-76M	43	5	21	1	4	2	8	5+	f76L39
SU-122	43	7	21	3	5h	1	7	3+	f122L22
ISU-122	44	8	15	4	8	1	8	4+	f122L45
SU-152	43	7	15	3	6	1	8	3+	f152L29
ISU-152	44	7	15	4	6	1	8	3+	f152L29
SU-85	43	8	21	3	5	2	8	5+	f85L53
SU-100	45	10	18	3	8	1	10	5+	f100L60
M-13 Katyusha		6	18w	-	-	2	-/90	3+	f132mm Rocket
Armored Cars and HTs									
BA-6 (aka BA-10)	35	3	15w	0	2	2	8	5+	t45L46
BA-64	42	2	21w	0	-	2	6	6+	tMG
White SC APC		2	21w	0	-	2	6	5+	tMG; Class 1
M2/M3 HT APC		2	24	0	-	2	6	6+	tMG; Class 2
SPAA									
GAZ-4M-AA	35	4	18w	s	-	12*	6	4+	4 x tMG
IAG-10-AA	40	4	15w	s	5	2	10	5+	t76L53
Antitank Guns									
Anti-tank Rifle		1			1	1(2)	4		(2 if ATR stand)
37L45 AT Gun	36	2	t		2	3	8	6+	f37L45; Class 1
37L70 AA Gun	39	3	t		2	3*	8	4+	t37L70; Class 1
45L46 AT Gun	37	3	t		2	3	8	6+	f45L46; Class 1
45L66 AT Gun	42	3	t		3	3	8	6+	f45L66; Class 1
76L53 AA Gun	38	5	t		5	2	10	5+	t76L53; Class 2
85L53 AT Gun	39	5	t		5	2	8	6+	f85L53; Class 2
100L60 AT Gun	44	6	t		8	2	10	6+	f100L60; Class 2

Other Towed Wpns	Date	PV	Mov	Armor	Pen	Rof	Rng	Inf	Gun
82mm Mortar		2	t or 6		-	3	1-6/30	5+	fClass 1
120mm Mortar		3	t		-	2	5-8/60	4+	fClass 1
76.2mm Model 02/27		3	t		2	2	6/85	4+	f76L19; Class 2
76.2mm Model 02/30		4	t		3	2	6/130	4+	f76L26; Class 2
76.2mm Model 1936		5	t		5	2	10/150	5+	f76L54; Class 2
76.2mm Model 39/42		4	t		4	2	8/140	5+	f76L39; Class 2
122mm Model 38		5	t		5h	2	7/120	3+	f122L22; Class 3
122mm Model 31		8	t		8	1	8/200	4+	f122L45; Class 3
152mm Model 38 howitzer		7	t		6	1	8/130	3+	f152L23; Class 3
152mm Model 27 gun		7	t		6	1	8/180	3+	f152L29; Class 3
203mm Model 1931		8	t		8	1	8/180	2+	f203L25; Class 3

Infantry

Russian Infantry		2	9			2	4	5+	-- -- -- --
Russian Infantry w/ATR		2	9			2	4	5+	Anti-tank Rifle
Russian SMG Inf		2	9			2	3	4+	-- -- -- --
Russian Assault Engineers		3	9			2	3	3+	-- -- -- --
Cavalry/Motorcycle Infantry		3	16			2	3	5+	-- -- -- --
Russian MG		3	6			3	8	3+	-- -- -- --
ATR Stand		1	9		1	2	4	-	Anti-tank Rifle

AT Weapon

Soft Vehicles

		Move	Carry	Tow
GAZ-67	1	24w	MG/Weapon Crew	Class 1
Light Truck	1	21w	1 Infantry Stand	Class 1
Medium Truck	1	18w	2 Infantry Stands	Class 2
Heavy Truck	1	15w	2 Infantry Stands	Class 3

Artillery

Artillery	—Converged—		—Dispersed—	
	AP	Zone	AP	Zone
75mm-90mm	1L	2"	--	--
105/122mm	2L	2"	1L	4"
152/155mm	2	2"	1	4"
160mm+	3	2"	2L	4"
80mm-100mm Mortar	1L	2"	--	--
101mm+ Mortar	2L	2"	1L	4"
132mm Rocket	--	--	1L	6"

British

Tanks	Date	PV	Mov	Armor	Pen	Rof	Rng	Inf	Gun
Light Tank Mk VIB/C		2	21	0	0	2	6	5+	tMG/15mm
Stuart I/III		5	21	1	3	2	8	6+	t37L53
Stuart V		5	21	2	3	2	8	6+	t37L53
A9 Cruiser Mk I		4	18	0	2	2	8	6+	t40L45
A9CS Cruiser Mk ICS		4	18	0	2	1	7	4+	t94L13
A10 Cruiser Mk II		3	12	1	2	2	8	6+	t40L45
A10CS Cruiser Mk IICS		3	12	1	2	1	7	4+	t94L13
A13 Cruiser Mk III		4	18	0	2	2	8	6+	t40L45
A13 Cruiser Mk IV		4	18	1	2	2	8	6+	t40L45
A13CS Cruiser Mk IVCS		4	18	1	2	1	7	4+	t94L13
A15 Crusader I/II		4	18	1	2	2	8	6+	t40L45
A15CS Crusader I/IICS		4	18	1	1	2	6	4+	t76L25
Crusader III		5	18	1	4	2	8	6+	t57L45
Grant/Lee		6	15	3	4	1	6	5+	f75L31
					3	1	8		t37L53
M4 Sherman		6	15	3	4	2	7	5+	t75L41
M4/76 Sherman		7	15	3	5	2	8	5+	t76L52
Sherman II/IIIC Firefly		9	15	3	7	2	10	6+	t76L60
Sherman IB		8	15	3	4h	1	8	4+	t105L22
Cromwell IV and VII		7	20	2	4	2	7	5+	t75L40
Cromwell V and VIII		8	20	2	5h	1	7	4+	t95L21
A30 Challenger		9	18	2	7	1	10	6+	t76L60
A34 Comet		8	18	3	6	2	8	5+	t77L50
A11 Matilda I		2	9	2	-	2	6	6+	tMG
A12 Matilda II		4	10	3	2	2	8	6+	t40L45
Valentine II/V		4	12	2	2	2	8	6+	t40L45
Valentine VIII		5	12	2	4	2	8	6+	t57L45
Valentine XI		5	12	2	4	1	7	5+	t75L40
A22 Churchill I		5	12	3	1	1	6	4+	f75L25
					2	1	8		t40L45
Churchill IV		6	12	3	4	2	8	6+	t57L45
Churchill V		7	12	3	5h	1	7	4+	t95L21
Churchill VI		6	12	3	4	2	7	5+	t75L40
Churchill VII		6	10	4	4	2	7	5+	t75L40
Churchill VIII		6	10	4	4h	1	6	4+	t75L21
Churchill Crocodile		8	9	4	4	2	7	5+	t75L40
					2	1	1	2+	fFlamethrower
Tank Destroyers									
Wolverine		7	18	3	5	2	8	6+	t76L52
Achilles		8	18	3	7	2	10	6+	t76L60
Archer		8	15	2	7	2	10	6+	f76L60
Self-Propelled Guns									
Bishop		7	12	2	4	1	8/130	4+	f88L28
Priest		7	18	1	4h	2	8/120	4+	f105L22
Sexton		7	18	1	4	2	8/130	4+	f88L28
M3 GMC		4	21	0	4	2	6	5+	f75L31
Churchill AVRE		11	10	4	10	1	1	1+	t290mm

APCs	Date	PV	Mov	Armor	Pen	Rof	Rng	Inf	Gun
Carrier APC (MG/crew/recon)		2	21	0	-	2	6	6+	tMG; Class 1
U.S. M2/M3 Halftrack APC		2	24	0	-	2	6	6+	tMG; Class 2
White SC APC		2	21w	0	-	2	6	5+	tMG; Class 1

Armored Cars

Daimler/Humber/Lynx SC		2	24w	1	-	2	6	6+	fMG
Rolls Royce/Morris/Marmon-H		2	15w	0	0	1	4	6+	tATR
Humber II/III AC		2	21w	0	0	2	6	5+	t15mm
Humber IV AC		4	21w	0	3	2	8	6+	t37L53
Daimler AC		4	24w	0	2	2	8	6+	t40L45
Staghound I		4	24w	1	3	2	8	6+	t37L53
Staghound II		4	24w	1	1	2	6	4+	t75L25
Humber/Otter LRC		2	18w	0	-	2	6	6+	fMG

SPAA

Crusader AA		5	18	1	1	6*	8	4+	2 x t20L55
M17		5	21	0	0	12*	6	4+	4 x tMG

Antitank Guns

ATR		1			0	1	4	-	
PIAT		1			4h	1	1	-	
2pdr		3	t		2	3	8	6+	t40L45; Class 1
6pdr		4	t		4	3	8	6+	f57L45; Class 1
17pdr		6	t		7	2	10	6+	f76L60; Class 2

Other Towed Weapons

3in Mortar		2	t or 6		-	3	1-6/25	5+	fClass 1
4.2in Mortar		3	t		-	3	3-8/40	4+	fClass 1
75mm Pack Howitzer		3	t		1	2	6/90	4+	f75L16; Class 1
25pdr		4	t		3	2	8/130	4+	t88L28; Class 2
3.7in Howitzer		3	t		2	2	7/60	4+	t94L13; Class 1
4.5in Howitzer		3	t		3	2	8/70	4+	f114L16; Class 2
4.5in Gun		5	t		4	1	8/200	4+	f114L43; Class 3
5.5in Gun		5	t		5	1	8/140	4+	f140L15; Class 3
6in Howitzer		6	t		5	1	8/100	3+	f152L15; Class 3
7.2in Howitzer		8	t		7	1	8/200	2+	f183L34; Class 3
Bofors 40mm AA Gun		3	t		2	3*	8	4+	t40L56; Class 1
3in AA Gun		3	t		2	1	8	4+	t76L47; Class 3
3.7in AA Gun		4	t		3	1	8	4+	t94L50; Class 3

Infantry

British Infantry		2	9			2	6	5+	See note
Airborne		2	9			2	4	4+	See note
Engineers		3	9			2	3	3+	See note
Carrier Recon Infantry		1	9			2	6	6+	See note
British MG		3	6			3	8	3+	None

Note: all non-MG stands have integral ATR from 1939-1942, and PIAT from 1943-1945.

Soft Vehicles

	PV	Move	Carry	Tow
Loyd Carrier	1	18	1 Infantry Stand	Class 1
Jeep	1	24w	MG/Weapon Crew	Class 1
Quad FAT	1	21w	MG/Weapon Crew	Class 2
Light Truck (15cwt)	1	18w	1 Infantry Stand	Class 1
Medium Truck (30cwt)	1	18w	2 Infantry Stands	Class 2
Heavy Truck (3 ton)	1	15w	3 Infantry Stands	Class 3

Artillery**--Converged--****--Dispersed--**

75mm-99mm
100mm-140mm
150mm/152mm
160mm+
80mm-100mm Mortar
101mm+ Mortar

AP	Zone
1L	2"
2L	2"
2	2"
3	2"
1L	2"
2L	2"

AP	Zone
--	--
1L	4"
1	4"
2L	4"
--	--
1L	4"

French

Tanks	Date	PV	Mov	Armor	Pen	Rof	Rng	Inf	Gun
FT-17m		1	6	0	-	2	6	6+	tMG
FT-17c		1	6	0	1	1	6	5+	t37L21
FT-17 75		1	6	0	1	1	6	4+	t75L17
AMR 33		2	15	0	-	2	6	6+	tMG
AMR 35		2	16	0	-	2	6	5+	tMG
R35		2	7	1	1	1	6	5+	t37L21
H35		2	8	1	1	1	6	5+	t37L21
FCM 36		2	7	1	1	1	6	5+	t37L21
H39		3	11	1	1	1	6	5+	t37L21
R40		2	7	1	1	1	7	5+	t37L33
D1/D2		2	7	1	1	1	7	5+	t47L21
S35		3	12	2	2	1	7	5+	t47L35
B1-bis		4	10	2	2	1	7	5+	t47L35
					1	1	6	4+	f75L17
Armed Trucks/Armored Cars									
AM Dodge		2	12w	-	1	2	6	5+	t37L21
AMD 20		2	12w	0	1	1	6	5+	t37L21
AMD 50		2	10w	0	1	1	6	5+	t37L21
AMD 80		2	12w	0	0	2	6	5+	t12.7mm
AMD 35 Panhard		3	16w	1	2	2	8	6+	t25L72
Laffly CdC		3	14w	-	3	2	8	6+	f47L53
Lorraine Schlepper APC		1	12	0	-	-	-	-	Class 1
Towed Weapons									
ATR		1			0	1	4	-	
8cm Mortar		2	t or 6		-	3	1-6/25	5+	f; Class 1
Antichar de 25		2	t		2	3	8	6+	f25L72; Class 1
Antichar de 47		4	t		3	3	8	6+	f47L53; Class 1
Canon de 37		3	t or 6		1	2	6	5+	f37L21; Class 1
Canon de 65		3	t		1	2	6	4+	f65L21; Class 1
Canon de 75 mle 28		3	t		1	2	6/90	4+	f75L19; Class 1
Canon de 75 mle 1897		4	t		4	2	7/120	5+	f75L36; Class 2
Canon de 105 mle 28 and 35		4	t		2	1	8/110	4+	f105L20; Class 2
Canon de 105 mle 13 and 36		4	t		2	1	8/130	4+	f105L38; Class 2
Canon de 155 mle 17		5	t		4	1	8/120	3+	f155L15; Class 2
Canon de 155 GPF		5	t		4	1	8/150	3+	f155L38; Class 3
Mitrailleuse de 13.2 AA		3	t		0	6*	8	4+	t13.2mm; Class 2
20mm AA		3	t		1	3*	8	5+	t20L55; Class 1
25mm AA		3	t		2	3*	8	4+	t25L72; Class 1
Canon de 75 AA		3	t		1	2	8	4+	t75L53; Class 3
Infantry									
French Infantry		2	9			2	5	5+	None
French Infantry with ATR		2	9			2	5	5+	ATR
French MG		3	6			3	7	3+	None
Soft Vehicles									
		PV	Move			Carry			Tow
Citroen-Kegresse D17/19		1	11			1 MG/Weapon Crew			Class 1
Somua MCG		1	10			1 MG/Weapon Crew			Class 3
Light Truck		1	21w			1 Infantry Stand			Class 1
Medium Truck (30cwt)		1	18w			2 Infantry Stands			Class 2
Heavy Truck (3 ton)		1	15w			3 Infantry Stands			Class 3

Artillery**--Converged--****--Dispersed--**

75mm-99mm
100mm-140mm
150mm/152mm
160mm+
80mm-100mm Mortar
101mm+ Mortar

AP	Zone
1L	2"
2L	2"
2	2"
3	2"
1L	2"
2L	2"

AP	Zone
--	--
1L	4"
1	4"
2L	4"
--	--
1L	4"

Italy

Tanks	Date	PV	Mov	Armor	Pen	Rof	Rng	Inf	Gun
Fiat 3000 1923		1	6	0	-	2	6	6+	tMG
Fiat 3000 1930		1	6	0	1	1	6	5+	t37L21
L3/33		2	18	0	-	2	6	6+	fMG
L3/38		3	18	0	1	3	8	6+	f20mm
L3/LF		4	18	0	2	1	1	2+	flamethrower
L6/40		3	18	1	1	3	8	6+	t20mm
M11/39		4	15	1	2	1	6	5+	f37L40
					-	1	6	6+	tMG
M13/40		4	15	1	2	2	7	5+	t47L32
Assault Guns/SPGs									
Semovente 47/32		3	18	1	2	1	7	6+	f47L32
Semovente 75/18		3	16	1	1	2	6	4+	f75L18
Semovente 75/34		5	16	1	4	2	7	5+	f75L34
Semovente 75/46		6	16	2	5	2	8	5+	f75L46
Semovente 90/53		7	15	0	6	2	10	5+	f90L53
Armored Cars									
Autoblinda 40		2	21w	0	-	2	6	6+	tMG
Autoblinda 41		3	21w	0	1	3	8	5+	t20mm
Towed Weapons									
ATR		1			0	1	4	-	
20mm ATR		2			1	2	6	-	
8cm Mortar		2	t or 6		-	3	1-6/25	5+	f; Class 1
Cannone-mit. 20/65		3	t		1	3*	8	5+	t20L65; Class 1
Cannone-aa 75/39 and 75/46		4	t		4	2	6	5+	t75L39; Class 2
Cannone-aa 90/53		6	t		6	2	10	5+	t90L53; Class 3
Cannone da 37/45		3	t		2	3	8	6+	f37L45; Class 1
Cannone da 47/32		3	t		2	3	7	5+	f47L42; Class 1
Cannone da 65/17		3	t		1	2	6	4+	f65L17; Class 1
Cannone da 75/27		3	t		2	2	6/110	4+	f75L27; Class 2
Cannone da 75/32		4	t		4	2	6/130	5+	f75L32; Class 2
Obice da 75/18		3	t		1	2	6/100	4+	f75L18; Class 1
Obice da 100/17		4	t		2	1	8/100	4+	f100L17; Class 2
Cannone da 105/28		4	t		2	1	8/130	4+	f105L28; Class 2
Obice da 149/13		5	t		4	1	8/120	3+	f150L13; Class 3
Cannone da 149/40		5	t		4	1	8/140	3+	f150L40; Class 3
Infantry									
Italian Infantry		2	9			2	4	5+	None
Italian Infantry w/ATR		2	9			2	4	5+	ATR
Italian MG		3	6			3	7	4+	None
Italian AT Platoon		2	6		1	2	6	-	20mm ATR
Soft Vehicles									
Light Truck		1	21w			1	Infantry Stand		Class 1
SPA35 Medium Truck		1	18w			2	Infantry Stands		Class 2
Lancia Heavy Truck		1	15w			3	Infantry Stands		Class 3
Prime Mover		1	18w			1	Infantry Stand		Class 3

Artillery**--Converged--****--Dispersed--**

75mm-99mm
100mm-140mm
150mm/152mm
160mm+
80mm-100mm Mortar
101mm+ Mortar

AP	Zone
1L	2"
2L	2"
2	2"
3	2"
1L	2"
2L	2"

AP	Zone
--	--
1L	4"
1	4"
2L	4"
--	--
1L	4"

Poland

Tanks	Date	PV	Mov	Armor	Pen	Rof	Rng	Inf	Gun
TKS		1	14	0	-	2	6	6+	fMG
TKS(L)		1	14	0	1	2	8	6+	f20L75
Vickers Edw		2	13	1	0	2	6	5+	2 x tMG
Vickers Ejw		3	13	1	1	1	7	5+	t47L21
7TPdw		2	13	1	0	2	6	5+	2 x tMG
7TPjw		4	13	1	2	1	8	5+	t37L45
H35		2	8	1	1	1	6	5+	t37L21
Armored Cars									
wz. 29 "Ursus"		1	8w	0	1	1	6	5+	t37L21
wz. 34 I		1	14w	0	0	2	6	6+	tMG
wz. 34 II		2	13w	0	1	1	6	5+	t37L21
Towed Weapons									
ATR		1			1	1	4	-	
8cm mortar		1	t or 6		-	3	1-6/25	5+	f; Class 1
37mm Bofors ATG		3	t		2	3	8	6+	f37L45; Class 1
47mm Bohler M35		3	t		2	3	7	5+	f47L42; Class 1
65mm wz. 06		3	t		1	2	6	4+	f65L21; Class 1
75mm wz. 02/26		3	t		2	2	6/85	4+	f75L19; Class 2
75mm wz. 97		4	t		4	2	7/120	4+	f75L36; Class 2
100mm wz. 14/19		4	t		2	2	8/100	4+	f100L17; Class 2
105mm wz. 29/34		4	t		2	2	8/130	4+	f105L38; Class 2
120mm wz. 09/31		5	t		3	1	7/120	3+	f120L22; Class 2
155mm Model 175		5	t		4	1	8/120	3+	f155L15; Class 2
40mm wz. 36 AA		3	t		2	3*	8	4+	t40L56; Class 1
75mm wz. 97/25 AA		3	t		1	2	8	4+	t75L53; Class 3
Infantry									
Polish Infantry		2	9			2	4	5+	AT Weapon None
Polish Infantry w/ATR		2	9			2	4	5+	ATR
Polish MG		3	6			3	7	4+	None
Polish Engineer		3	9			2	5	5+	None
Polish Cavalry		3	16			2	5	5+	None
Polish Cavalry MG		4	16			3	7	4+	None
Soft Vehicles									
Light Truck		1	21w	Move		Carry		Tow	
Medium Truck		1	18w			1 Infantry Stand			Class 1
Heavy Truck		1	15w			2 Infantry Stands			Class 2
C4P Prime Mover		1	10			3 Infantry Stands			Class 3
Citroen-Kegresse D17/19		1	11			1 Infantry Stand			Class 2
						1 MG/Weapon Crew			Class 1
Artillery									
				--Converged--		--Dispersed--			
				AP	Zone	AP	Zone		
75mm-99mm				1L	2"	--	--		
100mm-140mm				2L	2"	1L	4"		
150mm/152mm				2	2"	1	4"		
160mm+				3	2"	2L	4"		
80mm-100mm Mortar				1L	2"	--	--		
101mm+ Mortar				2L	2"	1L	4"		

Tactical Command Scenario 1: The Tigers are Burning, July 12 1943.

Elements of 29th Tank Corps run into the 1st SS Panzer Regiment and the 2nd SS Panzer Grenadier Regiment on the north slopes of Hill 252.2 in front of Prokhorovka.

31st Tank Brigade; Motivation Rating: Regular

Brigade HQ: 1 HQ stand

Recon Coy: 1 BA64 stand

ATR Coy: 3 ATR stands

AT Battery: 1 76.2mm ATG stand, 1 Med. Truck stand (attach to any non-tank coy)

AAMG Coy: 2 MG stands

Tank Battalion HQ: 1 HQ stand

1 Med. Coy: 3 T34 stands

1 Med. Coy: 3 T34 stands

Tank Battalion HQ: 1 HQ stand

1 Med. Coy: 3 T34 Stands

1 Light Coy: 3 T70 Stands

1 Light Coy: 3 T70 Stands

Motor-Rifle Battalion HQ: 1 HQ stand, 1 FOO stand for Wpns Coy

1 Rifle Coy: 4 Inf stands

1 Rifle Coy: 4 Inf stands

1 SMG Coy: 3 SMG stands

1 Wpns Coy: 4 81mm Mortar stands, 4 truck stands

32nd Tank Brigade; Motivation Rating: Regular

Brigade HQ: 1 HQ stand

Recon Coy: 1 BA64 stand

ATR Coy: 3 ATR stands

AT Battery: 1 76.2mm ATG stand, 1 Med. Truck stand (attach to any non-tank coy)

AAMG Coy: 2 MG stands

Tank Battalion HQ: 1 HQ stand

1 Med Coy: 3 T34 stands

1 Med Coy: 3 T34 stands

Tank Battalion HQ: 1 HQ stand

1 Med Coy: 3 T34 stand

1 Med Coy: 3 T34 stand

Motor-Rifle Battalion HQ: 1 HQ stand, 1 FOO stand for Wpns Coy

1 Rifle Coy: 4 Inf stands

1 Rifle Coy: 4 Inf stands

1 SMG Coy: 3 SMG stands

1 Wpns Coy: 4 81mm Mortar stands, 4 truck stands

271st Mortar Regiment (-); Motivation Ration: Regular

Regiment HQ: 1 HQ stand

Mortar Battalion HQ: 1 HQ stand, 3 120mm Mortar stands, 3 Truck stands, 1 FOO stand

Mortar Battalion HQ: 1 HQ stand, 3 120mm Mortar stands, 3 Truck stands, 1 FOO stand

2nd SS Panzer Battalion; Motivation Rating: Elite

Battalion HQ: 1 HQ stand

1 Hvy Coy: 1 PzKw VIE (may operate as individual coy or be attached)

1 Light Pltn: 1 PzKw IIF (must attach to coy in battalion)

1 Light Pltn: 1 PzKw I (must attach to coy in battalion)

1 Med. Coy: 3 PzKw IVF2 stands, 1 PzKw IIIJ stand

1 Med. Coy: 3 PzKw IVF2 stands, 1 PzKw IIIJ stand

1 Med. Coy: 3 PzKw IVF2 stands, 1 PzKw IIIJ stand

1 Eng. Coy: 3 Engineer Stands, 3 SdKfz 251/1 stands

2nd SS Panzer Grenadier Regiment; Motivation Rating: Elite

Regiment HQ: 1 HQ stand, 1 FOO stand for Infantry Gun Coy.

1 Infantry Gun Coy: 2 sIG33 ausf Pz 38(t)

1 FlaK Coy: 3 SdKfz 10/4 stands

1 TD Coy: 3 75mm ATG stands, 3 Med. Truck stands

1 Recon Coy: 3 Recon Inf stands on motorcycles

1 Eng. Coy: 3 Engineer stands, 3 SdKfz 251/1, 1 MG stand, 1

Battalion HQ: 1 HQ stand, 1 FOO stand for Wpns Coy

1 Inf Coy: 3 Inf stands, 1 MG stand, 1 81mm MTR stand (direct fire)

1 Inf Coy: 3 Inf stands, 1 MG stand, 1 81mm MTR stand (direct fire)

1 Inf Coy: 3 Inf stands, 1 MG stand, 1 81mm MTR stand (direct fire)

1 Wpns Coy: 3 MG stands, 2 81mm MTR stands

1 Heavy Coy: 1 Eng stand, 1 50mm ATG stand, 1 75mm leIG stand,
3 Medium Truck stands

Battalion HQ: 1 HQ stand, 1 FOO stand for Wpns Coy

1 Inf Coy: 3 Inf stands, 1 MG stand, 1 81mm MTR stand (direct fire)

1 Inf Coy: 3 Inf stands, 1 MG stand, 1 81mm MTR stand (direct fire)

1 Inf Coy: 3 Inf stands, 1 MG stand, 1 81mm MTR stand (direct fire)

1 Wpns Coy: 3 MG stands, 2 81mm MTR stands

1 Heavy Coy: 1 Eng stand, 1 50mm ATG stand, 1 75mm leIG stand,
3 Medium Truck stands

Battalion HQ: 1 HQ stand

1 Inf Coy: 3 Inf stands, 1 MG stand, 1 SdKfz 251/10, 3 SdKfz 251/1

1 Inf Coy: 3 Inf stands, 1 MG stand, 1 SdKfz 251/10, 3 SdKfz 251/1

1 Inf Coy: 3 Inf stands, 1 MG stand, 1 SdKfz 251/10, 3 SdKfz 251/1

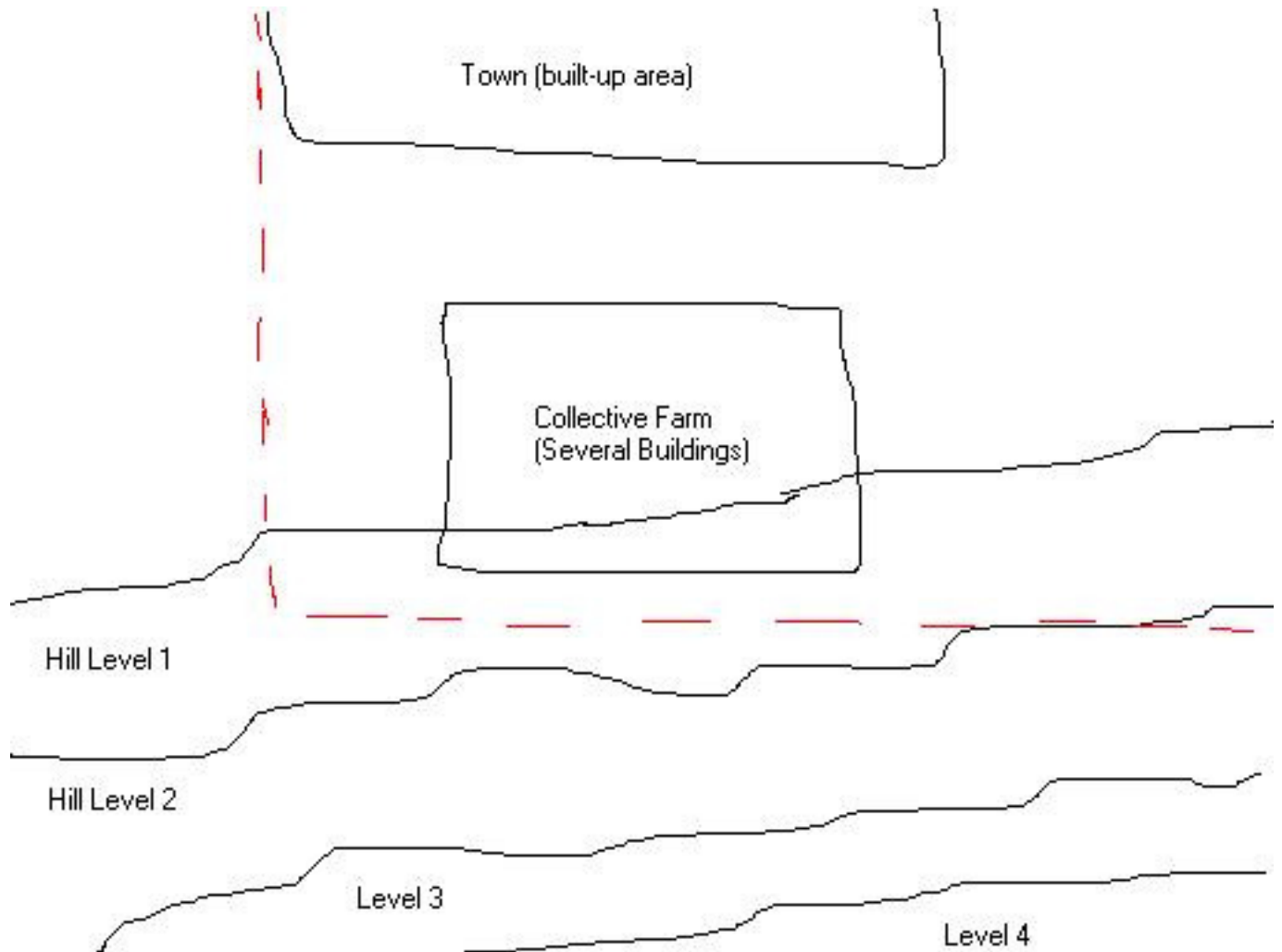
1 Wpns Coy: 1 SdKfz 251/9, 1 SdKfz 251/2 (direct fire), 1 50mm ATG
stand, 2 MG stands, 3 SdKfz 251/1

2nd SS Artillery Regiment(-); Motivation Rating: Elite

1 Battalion: 1 HQ stand, 3 10.5cm leFH 18 stands, 3 SdKfz 11, 1 FOO stand

1 Battalion: 1 HQ stand, 3 15cm sFH 18 stands, 3 SdKfz 7, 1 FOO stand

Map. Playing area should be minimum 4' by 6'



Germans set up anywhere south and west of the dashed red line.

Russians set up anywhere north and east of the dashed red line.

Victory Conditions: The Germans win if they capture both the Collective Farm and the Town
The Russians win if they capture the hill.

Special Rules for scenario start:

The sequence of play rule is unchanged for the scenario. However, due to the fact that the scenario represents a battle that has already started, *all* units of both sides on the first turn are considered to be marked "hold fire" until they are actually activated. Thus, on the first turn a unit may fire at enemy movement even if it has not yet been activated.

Tactical Command Scenario 2: Battle for Arracourt, Sept 19 1944.

The green and hastily organized German 113th Panzer Brigade attacks Combat Command A of the US 4th Armored Division near Arracourt, France.

German OB All German units are Green

113th Panzer Brigade: all units enter on east edge of map

Kampfgruppe Brose (enter on Turn 1):

113th Brigade HQ: 1 HQ stand, 1 SdKfz 251/1
1 Coy (composite): 1 Engineer stand, 1 150mm INF, 1 20mm FlaK38, 3 trucks

I Battalion HQ: 1 HQ stand, 1 Kubelwagen
3 Coys: 3 Rifle stands, 3 trucks
1 Coy: 1 7.5cm PaK 40, 1 120mm mortar, 2 trucks

I Bn/130 Pz Lehr HQ: 1 Pz V
3 Coys: 3 Pz V stands
1 Coy: 1 Wirbelwind, 1 Möbelwagen

1198 Artillery Battalion HQ: 1 HQ stand, 1 FOO stand, 2 kubelwagens
3 150mm sFH18
(sets up 10" off east edge, except for FOO stand and 1 kubelwagen)

Kampfgruppe Feiss (enter on Turn 1):

2113th Pz Grenadier Regiment HQ: 1 HQ stand, 1 Kubelwagen
HQ Coy: 1 m/c SMG stand, 1 5cm PaK 38, 1 truck
1 Coy (composite): 1 Engineer stand, 1 120mm MTR, 1 20mm FlaK38, 3 trucks

II Battalion HQ: 1 HQ stand, 1 Kubelwagen
3 Coys: 3 Rifle stands, 3 trucks
1 Coy: 1 7.5cm PaK 40, 1 120mm mortar, 2 trucks

2113th Panzer Battalion HQ: 1 Pz IVH
3 Coys: 3 Pz IVH stands

Brigade Reserve (Enter on turn 2):

58th Recon Battalion HQ: 1 HQ stand, 1 kubelwagen
113th Recon Coy : 1 SdKfz 222, 1 Rifle stand, 1 SdKfz 251/1
1 Coy (composite): 2 81mm MTRs, 2 MG stands, 1 75mm INF, 4 med. trucks

US OB all units are Veteran

Set up on map, as indicated:

Combat Command A, 4th Armored Division

CCA HQ: 1 HQ stand, 1 M3 Halftrack (CCA HQ may operate as a replacement for a destroyed HQ stand until the HQ is reformed). (set up west of Rechicourt)

37th Tank Battalion HQ: 1 HQ M4 Sherman (set up anywhere)
HQ Coy: 1 M4A1 HTMC, 1 M4(105) (set up anywhere)
C Coy: 2 M4 Sherman, 1 M4/76 Sherman (set up at Lezey)
D Coy: 3 M5A1 Stuart (set up at Moncourt)
D Troop, 25th Cav Recon (attached): 3 recon M8 Armored Car (set up anywhere)

53rd Armored Infantry Battalion HQ: 1 HQ stand, 1 Jeep (set up anywhere)
HQ Coy: 1 M4A1 HTMC, 1 M8 HMC, 1 MG stand, 1 57mm ATG, 2 M3 Halftrack
3 Coys: 3 Rifle stands, 1 MG stand, 4 M3 Halftrack (set up anywhere)
1 TD Coy (attached from 704th TD Bn): 3 M18, 1 M20 AC, 1 Jeep with MG (set up at Bezange)

24th Armored Engineer Battalion HQ: 1 HQ stand, 1 jeep (set up anywhere)
3 Coys, 3 Engineer stands, 1 M3 halftrack, 1 medium truck (set up anywhere)

66th Armored Field Artillery Battalion: 1 HQ stand, 1 M4 Sherman FOO, 1 jeep (HQ stand and jeep set up with CCA HQ, FOO stand sets up anywhere)
3 M7 HMC (set up with CCA HQ)
AAA AW Battery (attached): 2 M16, 2 M15 (set up with CCA HQ)

Set up Off Board (5" from west edge)

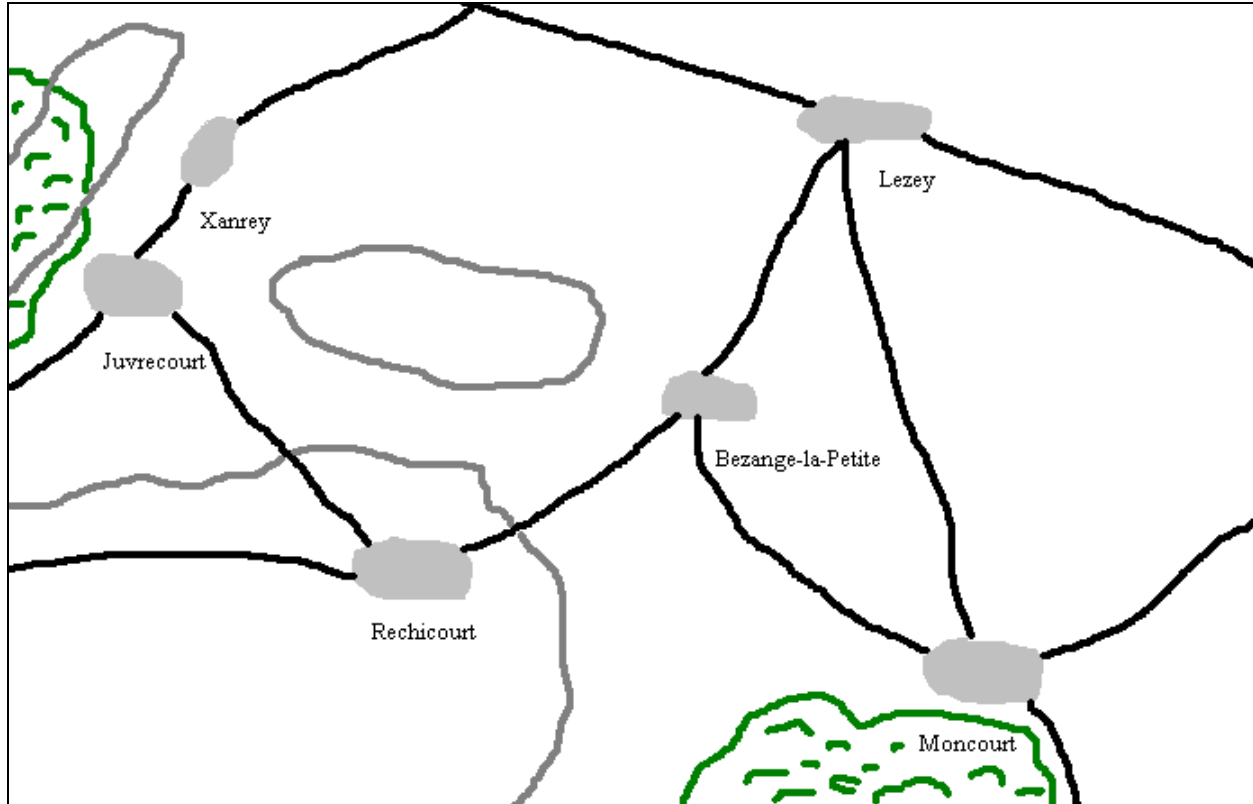
191st Artillery Battalion: 1 HQ stand, 1 FOO stand, 2 Jeeps
3 155mm Howitzer stands, 3 heavy trucks
(the FOO stand and jeep may set up on map)

94th Armored Field Artillery Battalion: 1 HQ stand, 1 FOO stand, 2 Jeeps
3 M7 HMC
(the FOO stand and jeep may set up on map)

Enter on Turn 6 on west edge:

A and B coys, 37th Tank Battalion, each with: 2 M4 Sherman, 1 M4/76 Sherman
(these may be attached to 37th Tank Bn, or to CCA headquarters)

Map



Map notes: The shaded grey areas are towns. The grey outlines are hills. The green areas are woods. The black lines are roads. The open areas should be divided into large fields by hedges. These hedges block LOS, and provide soft cover for infantry and guns. They do not impede the movement of fully tracked vehicles, but it takes half the movement allowance of wheeled and halftracked vehicles to cross them. All roads should also be lined with hedges.

Special Rules: The weather is foggy. LOS is limited to 5" on the map until turn 10 when the fog burns off. All US infantry and towed guns may start the game dug in (soft cover) if not in a town. The Germans were badly organized, ill-trained, and not well motivated. Consequently, they do not receive the +1 modifier to their motivation checks, despite being the attacking side in the scenario.

Game Length: 12 Turns

Victory Conditions:

German Victory: capture Moncourt, Bezange, Lezey, and one additional town.

German Decisive Victory: capture all six towns.

US Decisive Victory: hold at least five towns.

US Victory: hold at least four towns

SAMPLE ALLIED ORGANIZATIONS

1944 BRITISH ARMORED DIVISION: QUALITY: All REGULAR.

BASE FORCE:

ARMORED BRIGADE:

BRIGADE HQ: HQ Sherman

1st & 2nd ARMORED REGIMENTS, each with:

HQ Sherman

HQ Company: 1 M5A1, 1 Daimler Dingo Scout Car, 1 Crusader AA

3 Coys: 3 Sherman(75), 1 Firefly

1st MOTOR BATTALION:

Battalion HQ: 1 HQ Stand, 1 Jeep

3 Coys: 3 Rifle Platoons & Trucks, 1 Carrier.

1 Coy: 1 6pdr ATG, 1 3" Mortar, 2 HMG Platoons, 4 Trucks.

LORRIED INFANTRY BRIGADE:

1st INFANTRY BATTALION:

Battalion HQ: 1 HQ Stand & Truck.

4 Rifle Coys: 3 Rifle stands, 3 Trucks.

1 Coy: 1 6pdr ATG, 1 3" Mortar, 1 Carrier, 1 Engineer stand, 3 Trucks.

1st ROYAL HORSE ARTILLERY REGIMENT:

Regiment HQ: 1 HQ stand, 1 FO, 2 Jeeps

A Battery: 2 25pdr & Tractors.

B Battery: 2 25pdr & Tractors.

C Battery: 2 25pdr & Tractors

OPTIONS:

MEETING ENGAGEMENT: Any ONE of the following options may be selected.

ATTACK: Any TWO of the following options may be selected.

DEFEND: No options may be selected.

OPTION #1:

3rd ARMORED REGIMENT:

1 HQ Sherman

HQ Coy: 1 M5A1, 1 Daimler Dingo Scout Car, 1 Crusader AA

2 Coys: 1 Firefly, 3 Sherman(75)

OPTION #2:

DIVISIONAL ANTI-TANK (attach to AT Regiment if option 3 chosen, otherwise to any HQ):

1st BATTERY: 4 Achilles

DIVISIONAL ENGINEERS (attach to infantry battalion or motor battalion):

1st FIELD SQUADRON (COY): 2 Engineer Platoons & Trucks.

2nd ROYAL HORSE ARTILLERY REGIMENT:

HQ: 1 HQ Stand, 1 FO stand, 2 jeeps

D Battery: 2 25pdr & Tractors

E Battery: 2 25pdr & Tractors

F Battery: 2 25pdr & Tractors

OPTION #3:

DIVISIONAL ANTI-TANK REGIMENT (-):

REGIMENT HQ: 1 HQ stand, 1 Jeep

3rd BATTERY: 4 17pdr ATG stands, 4 M3 APC.

ROYAL AIR FORCE: 2 fighterbombers with rockets.

1st MEDIUM ARTILLERY REGIMENT:

HQ: 1 HQ stand, 1 Jeep, 1 Sherman FO

Y Battery: 2 Sextons

Z Battery: 2 Sextons

OPTION #4:

LORRIED INFANTRY BRIGADE:

BRIGADE HQ: 1 HQ stand, 1 Rifle stand, 2 Trucks.

MG Coy: 3 MG stands, 1 4.2" Mortar 3 Trucks.

2nd INFANTRY BATTALION:

HQ: HQ Stand & Truck.

4 Coys, each: 3 Rifle stands, 3 Trucks.

1 Coy: 1 6pdr ATG, 1 3" Mortar, 1 Carrier, 1 Engineer stand, 3 Trucks.

DIVISIONAL AA (attach to any battalion or regiment HQ):

1st BATTERY: 3 40mm AA, 3 Trucks

OPTION #5:

ARMORED CAR REGIMENT (-):

HQ: 1HQ Staghound I AC

HQ Coy: 2 M3 GMC, 2 Humber SC

'A' SQUADRON (Recon): 2 Daimler II, 2 Daimler Dingo, 1 Rifle stand, 1 M3 APC.

'B' SQUADRON (Recon): 2 Daimler II, 2 Daimler Dingo, 1 Rifle stand, 1 M3 APC.

DIVISIONAL ANTI-TANK (attach to AT regiment if option 3 chosen, otherwise to any HQ):

4th BATTERY: 4 17pdr ATG stands, 4 M3 APC.

NOTES:

All British Armored Divisions were equipped with the Sherman except for the 7th. This was equipped with Cromwells. Therefore if desired all Shermans may be replaced by Cromwell VII's, and all Fireflies by Challengers. (This is an all or nothing deal; a mix of Shermans and Cromwells may not be used). If Cromwells are used there may be 1 95mm CS version in each Regiment replacing one of the Cromwell 75mm's (any Cromwells may also be downgraded to 6pdr armed if desired). Archers may be used as substitutes for the Achilles.

1944 BRITISH INFANTRY DIVISION:

QUALITY: All REGULAR.

BASE FORCE:

1st BATTALION ROYAL TANK REGIMENT:

HQ: 1 HQ stand, 1 Jeep,

HQ Coy: Churchill CS, 1 Crusader AA, 2 M5 Stuart

3 Squadrons: 5 Churchill VII

1st INFANTRY BRIGADE:

HQ: 1 HQ stand, 1 Rifle stand, 2 Trucks.

1st, 2nd, & 3rd INFANTRY BATTALIONS, each with:
BATTALION HQ: 1 HQ Stand & Truck.
4 Coys: 3 Rifle stands, 3 Trucks.
1 Coy: 1 6pdr ATG, 1 3" Mortar, 1 Carrier, 1 Engineer stand, 2 Med. Trucks

1st FIELD ARTILLERY REGIMENT:
HQ: 1 HQ stand, 1 FO stand, 2 jeeps.
3 Batteries: 2 25pdr, 2 Tractors

OPTIONS:

MEETING ENGAGEMENT: Any ONE of the following options may be selected.

ATTACK: Any TWO of the following options may be selected.

DEFEND: No options may be selected.

OPTION #1:

DIVISIONAL ARMORED CARS (attach each to any regiment or brigade hq):
2 Sqdrns (recon): 1 Humber SC, 2 Daimler AC, 1 Rifle stand, 1 M3 APC

ROYAL AIR FORCE: 3 Fighterbombers with bombs

1st MEDIUM ARTILLERY REGIMENT:
HQ: 1 HQ stand, 1 FO stand, 2 jeeps
2 Batteries: 2 5.5" Gun/Howitzers, 2 Tractors

OPTION #2:

DIVISIONAL ANTI-TANK (attach to AT regiment if Option 3 chosen, otherwise to any HQ):
1 Battery: 4 17pdr ATG, 4 Trucks.

DIVISIONAL MG (attach to MG Bn if Option 3 chosen, otherwise to Inf Regiment HQ):
1 Coy: 3 MG stands, 1 4.2" Mortar, 2 Med. Trucks

2nd FIELD ARTILLERY REGIMENT:
HQ: 1 HQ stand, 1 FO stand, 2 jeeps
3 Batteries: 2 25pdr, 2 Tractors

OPTION #3:

DIVISIONAL ANTI-TANK REGIMENT (-):
HQ: 1 HQ stand, 1 Jeep
1 Battery: 4 Archers*
1 Battery: 4 17pdr ATG, 4 Trucks

DIVISIONAL MG BATTALION (-):
HQ: 1 HQ stand, 1 Jeep
1 Coy: 3 MG stands, 1 4.2" Mortar, 2 Med. Trucks

OPTION #4:

DIVISIONAL AA (attach to any brigade or regiment HQ):
1 Battery: 3 40mm AA, 3 Trucks

3rd FIELD ARTILLERY REGIMENT:
HQ: 1 HQ stand, 1 FO, 2 jeeps
3 Batteries: 2 25pdr, 2 Tractors

DIVISIONAL ENGINEERS (attach to infantry brigade HQ):
1 Squadron: 3 Engineer Stands, 3 Trucks.

NOTES:

*Towed 17pdr may be substituted for the Archers.

1943-45 SOVIET RIFLE DIVISION:

QUALITY: ALL REGULAR (Veteran if Guards)

BASE FORCE:

1 RIFLE REGIMENT, with:

REGIMENT HQ: 1 HQ stand, 1 Engineer stand, 1 recon cavalry SMG stand
AT Coy: 1 45L66 ATG, 1 limber (2 of each in Guards divisions)
AT Rifle Coy: 2 ATR stands (3 stands in Guards divisions)
SMG Coy: 2 SMG stands (2 coys in Guards divisions)
Gun Coy: 1 76L16 Gun, 1 limber
MTR Coy: 1 120mm MTR, 1 truck
I BATTALION
HQ: 1 HQ stand
3 Coys: 2 Rifle stands
1 Coy: 1 MG stand (2 stands in Guards divisions)
1 Coy: 1 Rifle w/ATR stand (2 stand in Guards divisions)
1 Coy: 1 82mm MTR
II and III BATTALIONS: As I BATTALION

ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FOO, 1 car
1 Battery: 2 76mm Model 39/42, 1 122mm Model 38, 3 limbers

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following options may be selected

ATTACK: Any THREE of the following options may be selected

DEFEND: Any ONE of the following options may be selected

OPTION #1:

DIVISIONAL ANTI-TANK BATTALION:

HQ: 1 HQ stand
1 Coy: 3 45L66, 3 limbers
1 Coy: 3 ATR stands

OPTION #2:

DIVISIONAL ARTILLERY:

HQ: 1 HQ stand, 1 FOO, 1 car
1 Battery: 2 76mm Model 39/42, 1 122mm Model 38, 3 limbers

OPTION #3:

DIVISIONAL ENGINEERS:

HQ: 1HQ stand
1 Coy: 3 Engineer stands

DIVISIONAL RECON (attach to any HQ):
1 Coy: 2 recon cavalry SMG stands

OPTION #4:

ATTACHED MORTAR BATTALION:
HQ: 1 HQ stand, 1 FOO stand, 2 jeeps
1 Battery: 2 B13 Katyusha MRL

OPTION #5:

ATTACHED SP REGIMENT:
HQ: 1 HQ SU-76
1 Battery: 3 SU-76

**1944 SOVIET TANK CORPS:
QUALITY: All REGULAR.**

BASE FORCE:

1st TANK BRIGADE, with:
BRIGADE HQ: 1 HQ BA64, 1 Recon SMG stand with Motorcycle.
1 Tank Battalion: 4 T34/85
2 Tank Battalions: 4 T34/76M43
1st MOTOR RIFLE BATTALION:
BATTALION HQ: 1 HQ Stand & Jeep, 1 Recon BA32.
2 Coys: 3 Rifle Stands, 3 Trucks.
1 Tank Desant Coy: 3 SMG Stands.
1 Coy: 1 81mm Mortar, 1 76.2mm M42 Field Gun, 2 Trucks, 2 GAZ-4M-AA.

2nd TANK BRIGADE, with:
BRIGADE HQ: 1 HQ BA64, 1 Recon SMG with Motorcycle.
1 Tank Battalion: 5 T34/85
2 Tank Battalions: 4 T34/76M43
2nd MOTOR RIFLE BATTALION:
BATTALION HQ: 1 HQ stand & Jeep, 1 Recon BA32
2 Coys: 3 Rifle Stands, 3 Trucks.
1 Tank Desant Coy: 3 SMG stands.
1 Coy: 1 81mm Mortar, 1 76.2mm M42 Field Gun, 2 Trucks, 2 GAZ-4M-AA

LIGHT SPG REGIMENT:
HQ: 1 SU76
1 Battery: 3 SU76

LIGHT ARTILLERY REGIMENT:
HQ: 1 HQ stand, 1 FO, 2 Jeeps
1 Battery: 3 76.2mm M42 Field Guns, 3 Trucks

GUARDS MORTAR BATTALION:
HQ: 1 HQ stand, 1 FO, 2 Jeeps
1 Battery: 2 BM13 Katyusha MRLs

OPTIONS:

MEETING ENGAGEMENT: Any ONE of the following options may be selected.

ATTACK: Any ONE of the following options may be selected.

DEFEND: No options may be selected.

OPTION #1:

3rd TANK BRIGADE, with:

BRIGADE HQ: 1 HQ BA64, 1 Recon SMG stand with Motorcycle.

1 Tank Battalion: 5 T34/85

2 Tank Battalions: 4 T34/76M43

FRONT (ARMY GROUP) SUPPORT: 2 Fighterbombers with bombs

CORPS ENGINEERS (attach to any Rifle Battalion HQ):

1 Coy: 3 Engineer stands, 3 Trucks

OPTION #2:

3rd MOTOR RIFLE BATTALION:

BATTALION HQ: 1 HQ stand & Truck, 1 Recon BA32

2 Coys: 3 Rifle Platoons & Trucks.

1 Tank Desant Coy: 3 SMG Platoons.

1 Coy: 1 81mm Mortar, 1 76.2mm M42 Field Gun, 2 Trucks, 2 GAZ-4M-AA

CORPS HEAVY TANK REGIMENT:

HQ: 1 HQ stand, 1 Jeep

1 Regiment: 3 IS-2, 1 Engineer stand, 1 Truck.

CORPS MORTAR REGIMENT:

HQ: 1 HQ stand, 1 FO stand, 2 jeeps

1st BATTALION: 3 120mm Mortars, 3 Trucks

CORPS MOTORCYCLE BATTALION:

HQ: 1 HQ BA64.

1st Recon Coy: 3 Recon SMG Motorcycle stands.

2nd Recon Coy: 2 Recon T34/76M43.

3rd Coy: 1 45L66 ATG, 1 Truck, 1 GAZ-4M-AA.

CORPS ANTI-AIRCRAFT REGIMENT:

HQ: 1 HQ Stand & Car

1 Battery: 4 37L70 AA Guns, 4 Trucks.

OPTION #3:

MOTORIZED RIFLE BRIGADE, with:

BRIGADE HQ: 1 HQ stand & Car.

1 Recon Coy: 1 Recon BA32, 1 Recon SMG stand, 1 M3 Scout Car

1 Artillery Battalion:

HQ: 1 HQ stand, 1 FO, 2 jeeps

1 Battery: 3 76.2mm M42 Field Guns, 3 Trucks

1st & 2nd MOTORIZED INFANTRY BATTALIONS, each with:

BATTALION HQ: 1 HQ stand & Truck.

3 Coys: 3 Rifle stands, 3 Trucks.

1 Coy: 1 MG stand, 1 81mm Mortar, 1 45L66 ATG, 3 Trucks

CORPS TANK DESTROYERS:

HQ: 1 SU-85

1 Regiment: 3 SU-85.

CORPS HEAVY SPGs:
HQ: 1 SU-152
1 Regiment: 3 SU-152.

FRONT (ARMY GROUP) SUPPORTS:
SOVIET AIR FORCE: 1 Fighterbomber with bombs

**1943-1944 U.S. ARMORED DIVISION:
QUALITY: All REGULAR**

BASE FORCE:

1st ARMORED REGIMENT:

REGIMENTAL HQ: HQ stand, 1 Jeep
1 Coy: 2 Recon Jeeps w/MG, 2 Recon M8 ACs
1st and 2nd ARMORED BATTALIONS, each with:
1 HQ M4 Sherman,
1 Coy: 1 M4/105, 1 M4A1 HTMC
3 Coys: 1 M4/76, 2 M4 Sherman
1 Coy: 3 M5A1 Stuart
1st and 2nd ARMORED INFANTRY BATTALIONS, each with:
1 HQ stand, 1 Jeep.
3 Coys: 3 Rifle stands, 3 M3 Half-tracks.
1 Coy: 1 57mm ATG, 1 M4A1 HTMC, 1 MG stand, 2 M3 Half-tracks, 1 M8 HMC

1st & 2nd ARMORED ARTILLERY BATTALIONS, each with:
HQ: 1 HQ stand, 1 FO stand, 2 jeeps
1 Battery: 3 M7 HMC

UNITED STATES AIR FORCE:
3 Fighter-Bombers with bombs

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following options may be selected.

ATTACK: Any THREE of the following options may be selected.

DEFEND: Any ONE of the following options may be selected.

OPTION #1:

3rd ARMORED INFANTRY BATTALION:

BATTALION HQ: 1 HQ stand, 1 Jeep.
3 Coys: 3 Rifle stands, 3 M3 Half-tracks.
1 Coy: 1 57mm ATG, 1 M4A1 HTMC, 1 MG stand, 2 M3 Half-tracks, 1 M8 HMC

DIVISIONAL TDs (attach to TD Bn HQ if Option 3 chosen, otherwise to any HQ):
1 Coy: 3 M10, 1 M20 Scout Car, 1 Baz stand

DIVISIONAL ANTI-AIRCRAFT (attach to any HQ):
1 Battery: 2 M15 AA Half-tracks, 2 M16 AA Half-tracks.

OPTION #2:

DIVISIONAL ENGINEER BATTALION:

HQ: 1 HQ stand, 1 Jeep
3 Coys: 3 Engineer stands, 3 Trucks.

DIVISIONAL TDs (attach to TD Bn HQ if Option 3 chosen, otherwise to any HQ):

1 Coy: 3 M10, 1 M20 Scout Car, 1 Baz stand

DIVISIONAL RECONNAISSANCE BATTALION (-):

HQ: 1 HQ M8 AC

1 Coy (cavalry troop): 2 Recon Jeep w/MG, 2 Recon M8 AC

1 Coy (cavalry troop): 2 M8 HMC

OPTION #3:

COMBAT COMMAND "A" HEADQUARTERS:

1 HQ stand, 1 Jeep, 1 Recon M5 Stuart.

3rd ARMORED ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FO stand, 2 jeeps

1 Battery: 3 M7 HMC

DIVISIONAL TD BATTALION (-):

HQ: 1 HQ stand, 1 Jeep

1 Coy: 3 M36, 1 M20 Scout Car, 1 Baz stand

DIVISIONAL RECON (attach to Recon Bn if Option 2 chosen, otherwise to any HQ):

1 Coy: 3 Recon M5 Stuarts

1 Coy: 2 Recon Jeeps with MG, 2 Recon M8 AC

UNITED STATES AIR FORCE:

2 Fighter-Bombers with bombs

OPTION #4:

COMBAT COMMAND "B" HEADQUARTERS:

1 HQ Platoon & Jeep.

3rd ARMORED BATTALION:

BATTALION HQ: 1 HQ M4 Sherman

1 Coy: 1 M4A1 HTMC, 1 M4/105,

2 Coys: 1 M4/76, 2 M4 Sherman

1 Coy: 3 M5A1 Stuart

DIVISIONAL ANTI-AIRCRAFT (attach to any HQ):

1 Battery: 2 M16 AA Half-tracks, 2 M15 AA Half-tracks

1943-1944 U.S. INFANTRY DIVISION

QUALITY: All REGULAR

BASE FORCE:

1 INFANTRY REGIMENT, with:

REGIMENT HQ: 1 HQ stand, 1 Jeep, 1 Recon Infantry stand

1 Coy: 1 105mm howitzer, 1 truck

1 Coy: 2 57mm ATG, 1 Engineer stand, 3 lt. trucks

I INFANTRY BATTALION:

HQ: 1 HQ stand, 1 Jeep, 1 37mm ATG*, 1 lt truck

3 Coys: 3 Infantry stands, 1 MG stand

1 Coy: 1 81mm Mortar, 2 MG stands, 1 Baz stand, 3 med. trucks

II INFANTRY BASTION:

HQ: 1 HQ stand, 1 Jeep, 1 37mm ATG*, 1 lt. truck

3 Coys: 3 Infantry stands, 1 MG stand

1 Coy: 1 81mm Mortar, 2 MG stands, 1 Baz stand, 3 med. trucks

FIELD ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FO stand, 2 Jeeps

1 Battery: 3 105mm howitzer, 3 trucks

OPTIONS:

MEETING ENGAGEMENT: Any THREE of the following may be selected.

ATTACK: Any FOUR of the following may be selected.

DEFEND: Any TWO of the following may be selected.

OPTION #1:

DIVISIONAL ENGINEER BATTALION:

HQ: 1 HQ stand, 1 Jeep

3 Coys: 3 Engineer stands, 2 medium trucks

OPTION #2:

ATTACHED TANK BATTALION (-):

HQ: 1 HQ M4 Sherman

HQ Coy: 1 M4A1 HTMC, 1 M8 HMC**

2 Coys: 3 M4 Sherman

ATTACHED ANTI-AIRCRAFT (attach to AA Bn HQ if Option 3 chosen, otherwise to any HQ):

1 Battery: 2 M16 AA Half-track, 2 40mm AA gun, 2 trucks

OPTION #3:

ATTACHED ANTI-AIRCRAFT BATTALION (-):

HQ: 1 HQ stand, 1 Jeep

2 Batteries: 2 M16 AA Half-track, 2 40mm AA gun, 2 trucks

MEDIUM ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FO stand, 2 Jeeps

1 Battery: 3 155mm howitzer, 3 heavy trucks

OPTION #4:

TANK BATTALION (attach to Tank Bn if Option 1 chosen, otherwise to any battalion HQ):

1 Coy: 3 M4 Jumbo

1 Coy: 3 M5 Stuart

OPTION #5:

ATTACHED TANK DESTROYER BASTION (-):***

HQ: 1 HQ stand, 1 Jeep

2 Coys: 3 M10, 1 M20 AC, 1 Baz stand

OPTION #6:

ATTACHED TDs (attach to TD Bn if Option 5 chosen, otherwise to any HQ):

1 Coy: 3 M10, 1 M20 AC, 1 Baz stand

1 Coy: 4 Jeeps w/MG, 2 M8 AC

FIELD ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FO stand, 2 Jeeps
1 Battery: 3 105mm howitzer, 3 trucks

NOTES:

* by 1944 the 37mm ATG had been replaced with 57mm guns.
** by 1944 the M8 HMC in tank battalions had been replaced with the M4(105)
*** some infantry divisions are equipped with towed 3-inch guns instead of the M10

**1942-43 U.S. HEAVY ARMORED DIVISION (N. Africa/Tunisia, 1st and 2nd Armored Divs)*
QUALITY: GREEN**

BASE FORCE:

ARMORED REGIMENT:

REGIMENTAL HQ: 1 HQ stand, 1 jeep
1 Coy: 4 recon jeeps w/MG, 2 recon M8 ACs, 1 T30 HMC
1 LIGHT BATTALION HQ: 1 HQ M3 lt. tank
1 Coy: 1 recon jeep w/MG, 1 M4 HTMC, 1 T30 HMC
3 Coys: 3 M3 lt. tanks
2 MEDIUM BATTALIONS: 1 HQ M4(75)
1 Coy: 1 recon jeep w/MG, 1 M4 HTMC, 1 T30 HMC
3 Coys: 3 M4(75)

ARMORED INFANTRY REGIMENT:

REGIMENTAL HQ: 1 HQ stand, 1 jeep
2 ARMORED INFANTRY BATTALIONS: 1 HQ stand, 1 jeep
1 Coy: 1 recon jeep w/MG, 1 M4 HTMC, 1 MG stand, 1 halftrack, 1 T30
3 Coys: 2 Infantry stands, 1 37mm ATG, 3 halftracks

2 ARMORED FIELD ARTILLERY BATTALIONS, each with:

HQ: 1 HQ stand, 1 FOO, 2 jeeps
Battery: 3 T19 HMC

OPTION:

MEETING ENGAGEMENT: Any TWO of the following options may be selected

ATTACK: Any THREE of the following options may be selected

DEFEND: Any ONE of the following options may be selected

OPTION #1:

ARMORED INFANTRY BATTALION:

HQ: 1 HQ stand, 1 jeep
1 Coy: 1 recon jeep w/MG, 1 M4 HTMC, 1 MG stand, 1 halftrack, 1 T30 HMC
3 Coys: 2 Infantry stands, 1 37mm ATG, 3 halftracks

DIVISIONAL TDs (attach to TD Battalion if Option 2 chosen, otherwise to any HQ):

1 Coy: 1 recon jeep w/MG, 2 M3 GMC, 1 M15 MGMC

DIVISIONAL RECON (attach to Recon Battalion if Option 3 chosen, otherwise to any HQ):

1 Coy: 4 recon jeeps w/MG, 2 recon M3 scout cars

OPTION #2:

TANK DESTROYER BATTALION(-):

HQ: 1 HQ stand, 1 jeep
2 Coys: 1 recon jeep w/MG, 2 M3 GMC, 1 M15 MGMC
1 Coy: 3 recon jeep w/MG, 2 recon M3 scout cars

DIVISIONAL ENGINEERS (attach to Engineer Bn if Option 4 chosen, otherwise to any HQ):

1 Coy: 3 Engineer stands, 1 halftrack, 1 med truck

OPTION #3:

RECON BATTALION(-):

HQ: 1 HQ M3 scout car
2 Coys: 4 recon jeeps w/MG, 2 recon M3 scout cars
1 Coy: 3 M3 lt. tanks

ARMORED FIELD ARTILLERY BASTION:

HQ: 1 HQ stand, 1 FOO stand, 2 jeeps
Battery: 3 T19 HMC

OPTION #4:

ENGINEER BATTALION(-)

HQ: 1 HQ stand, 1 jeep
2 Coys: 3 Engineer stands, 1 halftrack, 1 med truck

U.S. AIR FORCE:

2 Fighterbombers with bombs

OPTION #5:

MEDIUM TANK BATTALION:

HQ: 1 HQ M3 medium tank
1 Coy: 1 recon jeep w/MG, 1 M4 HTMC, 1 T30 HMC
3 Coys: 3 M3 medium tanks

NOTES:

* Only Combat Command B of the 2nd Armored Division saw combat in North Africa

1943-45 US HEAVY ARMORED DIVISION*

QUALITY: REGULAR

ARMORED REGIMENT:

HQ: 1 HQ stand, 1 jeep
1 Coy: 4 recon jeeps w/MG, 2 recon M8 ACs
1 LIGHT BATTALION HQ: 1 HQ M3 lt. tank**
1 Coy: 1 M4 HTMC, 1 M8 HMC***
3 Coys: 3 M3 lt. tanks
2 MEDIUM BATTALIONS: 1 HQ M4(75)
1 Coy: 1 M4 HTMC, 1 M8 HMC
3 Coys: 3 M4(75)****

ARMORED INFANTRY REGIMENT:

HQ: 1 HQ stand 1 jeep

2 ARMORED INFANTRY BATTALIONS: 1 HQ stand, 1 jeep
1 Coy: 1 recon jeep w/MG, 1 M4 HTMC, 1 MG stand, 2 halftracks, 1 57mm ATG,
1 M8 HMC
3 Coys: 2 Infantry stands, 1 MG stand, 3 halftracks

2 ARMORED FIELD ARTILLERY BATTALIONS:

HQ: 1 HQ stand, 1 FOO, 2 jeeps
Battery: 3 M7 HMC*****

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following options may be selected

ATTACK: Any THREE of the following options may be selected

DEFEND: Any ONE of the following options may be selected

OPTION #1:

ARMORED INFANTRY BATTALION

HQ: 1 HQ stand, 1 jeep
1 Coy: 1 recon jeep w/MG, 1 M4 HTMC, 1 MG stand, 2 halftracks, 1 57mm ATG, 1 M8 HMC
3 Coys: 2 Infantry stands, 1 MG stand, 3 halftracks

DIVISIONAL AA (attach to AA Battalion if Option 5 chosen, otherwise to any HQ):

1 Battery: 2 M16 MGMC, 2 M15 MGMC

OPTION #2:

TANK DESTROYER BATTALION(-)

HQ: 1 HQ stand, 1 jeep
2 Coys: 1 M20 AC, 1 BAZ stand, 1 recon jeep w/MG, 3 M10*****
1 Coy: 3 recon jeeps w/MG, 2 recon M8 ACs

DIVISIONAL ENGINEERS (attach to Engineer Bn if Option 3 chosen, otherwise to any HQ):

1 Coy: 3 Engineer stands, 1 halftrack, 1 med. truck

OPTION #3:

ENGINEER BATTALION(-)

HQ: 1 HQ stand, 1 jeep
2 Coys: 3 Engineer stands, 1 halftrack, 1 med. truck

DIVISIONAL RECON (attach to Recon Battalion if Option 4 chosen, otherwise to any HQ):

1 Coy: 4 recon jeeps w/MG, 2 recon M8 ACs

OPTION #4:

RECON BATTALION(-)

HQ: 1 HQ M8 AC
2 Coys: 4 recon jeeps w/MG, 2 recon M8 ACs
1 Coy: 3 M3 lt tanks

ARMORED FIELD ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FOO, 2 jeeps
Battery: 3 M7 HMC

OPTION #5:

ANTI-AIRCRAFT BATTALION(-)

HQ: 1 HQ stand, 1 jeep
3 Batteries: 2 M15 MGMC, 2 M16 MGMC

DIVISIONAL TDs (attach to TD Battalion if Option 2 chosen, otherwise to any HQ):

1 Coy: 1 M20 AC, 1 BAZ stand, 1 recon jeep w/MG, 3 M10

U.S. AIR FORCE:

3 Fighterbombers with bombs

OPTION #6:

MEDIUM TANK BATTALION:

HQ: 1 HQ M4(75)
1 Coy: 1 M4 HTMC, 1 M8 HMC
3 Coys: 3 M4(75)

NOTES:

* In July of 1944 the 1st Armored Division reorganized into a Light Armored Division. The 2nd and 3rd Armored Divisions were the only other heavy divisions; they maintained this TO&E until the end of the war. The 1st Armored Division was the only U.S. Armored Division to fight in Italy. Both the 1st and 2nd Armored Divisions fought in Sicily.

** By 1944, all M3 Lt tanks are replaced with M5 Lt tanks

*** In Sicily, all M8 HMCs should be T30 HMCs. Through the rest of 1943 in Italy (i.e. for the 1st Armored Division), M8 HMCs gradually replaced the T30 HMCs. In 1944, all Medium Tank Battalions should replace the M8 HMC with the M4(105).

**** By Fall of 1944, a medium tank company should be 2 M4(75) and 1 M4(76)

***** In 1943 the M7 HMC should be T19 HMCs

***** By Fall of 1944, M10s may be replaced with M18 or M36

1942-1943 U.S. INFANTRY DIVISION

QUALITY: GREEN in TUNISIA, REGULAR AFTERWARDS

BASE FORCE:

1 INFANTRY REGIMENT, with:

HQ: 1 HQ stand, 1 jeep, 1 recon infantry stand
1 Coy: 1 T30 HMC
1 Coy: 2 37mm ATG, 1 Engineer stand, 3 lt. trucks
I BATTALION and II BATTALION
HQ: 1 HQ stand, 1 jeeps
1 Coy: 1 37mm ATG, 1 lt truck
3 Coys: 3 Infantry stands, 1 MG stand
1 Coy: 1 81mm MTR, 2 MG stands, 1 BAZ stand, 3 med trucks

2 FIELD ARTILLERY BATTALIONS, each with:

HQ: 1 HQ stand, 1 FOO, 2 jeeps

BATTERY: 3 105mm Hwz, 3 med trucks

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following options may be selected

ATTACK: Any THREE of the following options may be selected

DEFEND: Any ONE of the following options may be selected

OPTION #1:

ENGINEER BATTALION(-):

HQ: 1 HQ stand, 1 jeep

2 Coys: 3 Engineer stands, 2 med. trucks

DIVISIONAL TD (attach to TD battalion if Option 2 chosen, otherwise to any HQ):

1 Coy: 1 recon jeep w/MG, 1 M15 MGMC, 2 M3 GMC

OPTION #2:

TANK DESTROYER BATTALION(-):

HQ: 1 HQ stand, 1 jeep

2 Coys: 1 recon jeep, w/MG, 1 M15 MGMC, 2 M3 GMC

DIVISIONAL ENGINEERS (attach to Engineer Bn if Option 1 chosen, otherwise to any HQ):

1 Coy: 3 Engineer stands, 2 med. trucks

OPTION #3:

MEDIUM FIELD ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FOO, 2 jeeps

BATTERY: 3 155mm Howitzers, 3 hvy trucks

OPTION #4:

RECON TROOP:

HQ: 1 HQ jeep w/MG

Coy: 3 recon jeep w/MG, 2 M3A1 Scout Cars

INFANTRY WEAPONS COY (attach to III Battalion if Option 5 chosen, otherwise to any HQ):

Coy: 1 81mm MTR, 2 MG stands, 1 BAZ stand, 3 med. trucks

OPTION #5:

III INFANTRY BATTALION(-):

HQ: 1 HQ stand, 1 jeep

Coy: 1 37mm ATG, 1 lt. truck

3 Coys: 3 Infantry stands, 1 MG stand

SAMPLE GERMAN ORGANIZATIONS

1944 S.S. PANZER DIVISION

QUALITY: VETERAN; some divisions may be ELITE

BASE FORCE:

PANZER REGIMENT, with:

REGIMENTAL HQ COMPANY: 1 HQ Panther, 1 Recon PzKpfw IVH, 1 Ostwind*.

I PANZER BATTALION: 1 HQ Panther

1 Coy: 1 Engineer stand, 1 SdKfz 251/1, 1 Wirbelwind

2 Coys: 3 Panthers

II PANZER BATTALION: 1 HQ PzKpfw IVH

1 Coy: 1 Engineer stand, 1 SdKfz 251/1, 1 Wirbelwind,

2 Coys: 3 PzKpfw IVH

I GEPANZERT PzGr BATTALION:

BATTALION HQ: 1 HQ stand & Sdkfz 250/1

2 Coys: 2 Rifle stands, 2 Sdkfz 251/1, 1 MG stand, 1 SdKfz 251/10

1 Coy: 3 Rifle stands, 3 SdKfz 251/1, 1 MG stand, 1 SdKfz 251/10

1 Coy: 2 Sdkfz 251/2, 2 Sdkfz 251/9

I PANZER ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FOO, 2 Kubelwagen

1 Battery: 1 Hummel, 3 Wespe

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following options may be selected

ATTACK: Any THREE of the following options may be selected.

DEFEND: ONE option may be selected.

OPTION #1:

PzGr AT Coy: (attach to PzGr Reg if Option 2 chosen, otherwise to I or II Gep PzGr Bn)

3 75mm ATG, 3 RSO

II GEPANZERT PzGr BATTALION (-):

BATTALION HQ: 1 HQ Platoon & Sdkfz 251/1.

2 Coys: 3 Rifle stands, 3 Sdkfz 251/1, 1 MG stand, 1 SdKfz 251/10

1 Coy: 1 Sdkfz 251/9, 1 120mm Mortar, 1 Sdkfz 251/1.

DIVISIONAL FLAK BATTALION (-)

BATTALION HQ: 1 HQ stand, 1 Kubelwagen

1st BATTERY: 1 88mm Flak, 1 20mm FlaK, 1 Sdkfz 7, 1 lt. truck

3rd BATTERY: 2 SdKfz 7/1

OPTION #2:

GEPANZERT PzGr REGIMENT:

HQ: 1 HQ Stand, 1 Sdkfz 251/1, 1 FOO, 1 Recon Rifle stand, 2 Sdkfz 250/1

1 Coy: 2 sIG33 ausf 38(t)

PANZERJAGER BATTALION (-)

HQ: 1 JgPz IV/70

2 Coys: 3 JgPz IV/70

OPTION #3:

RECON BATTALION (-):

HQ: 1 SdKfz 266 (8rad command AC)

1 Coy: 2 Sdkfz 234/1, 1 Sdkfz 234/2, 1 Sdkfz 234/3

1 Coy: 2 Recon Rifle stands, 2 SdKfz 250/1

PANZERJAGER COY (attach to PzJg Bn if Option 2 chosen, otherwise to any HQ):

1 Coy: 2 JgPz IV/70

DIVISIONAL HQ DEFENSE GROUP (attach to any battalion or regiment HQ):

1 Coy: 1 SdKfz 7/1

OPTION #4:

ENGINEER BATTALION (-)

HQ: 1 HQ stand, 1 Kubelwagen

2 Coys: 3 Engineer stands, 3 SdKfz 251/1

1 Coy: 2 Engineer stands, 1 MG stand, 1 81mm MTR, 2 SdKfz 251/1, 1 truck

DIVISIONAL AA (attach to FlaK Bn if Option 1 chosen, otherwise to any HQ):

1 Battery: 1 8.8cm FlaK, 1 20mm FlaK, 1 SdKfz 7, 1 lt. truck

OPTION #5:

Gp PzGr ENGINEERS (attach to Eng Bn if Option 4 chosen, otherwise to any HQ)

1 Coy: 2 Engineer stands, 2 Sdkfz 251/1.

III SCHUTZEN PzGr BATTALION:

HQ: 1 HQ stand, 1 Kubelwagen

2 Coys: 2 Rifle stands, 1 MG stand, 1 Med Truck, 1 lt. Truck

1 Coy: 3 Rifle stands, 1 MG stand, 2 Med Trucks

1 Coy: 1 120mm Mortar, 1 Truck.

CORPS SUPPORTS (attach to any regiment or battalion HQ):

1st HEAVY TANK COMPANY: 2 Tiger I.

OPTION #6:

DIVISIONAL RECON (attach to Recon Bn if option 3 chosen, otherwise to any HQ)

1 Coy: 2 Rifle recon stands, 2 Sdkfz 250/1.

1 Coy: 1 Engineer stand, 1 Sdkfz 251/1, 1 Sdkfz 250/8

CORPS SUPPORTS:

VOLKS WERFER BRIGADE (Morale Green):

I and II Battalion, each with:

Battalion HQ: 1 HQ stand, 1 FOO, 2 Kubelwagens

1 Battery: 3 15cm Nebelwerfers, 3 Trucks

LUFTWAFFE: 2 Fighter-Bombers with bombs

NOTES:

* Any of these flak vehicles may be downgraded, if desired, to any type below them on the following list; Wirbelwind (Quad 20mm), Ostwind (37mm), SdKfz 7/1, Möbelwagen (20mm), SdKfz 6/2, SdKfz 10/4.

1944 WEHRMACHT PANZER DIVISION
QUALITY: All REGULAR.

BASE FORCE:

PANZER REGIMENT, with:

REGIMENTAL HQ: 1 HQ PzKw IVH, 1 Sdkfz 7/1*, 1 Engineer stand, Sdkfz 251/1.

I BATTALION: 1 HQ Panther, 1 Recon PzKw IIF**, 1 Wirbelwind*.

1 Coy: 3 Panther

2 Coy: 2 Panther

II BATTALION: 1 HQ PzKw IVH, 1 Recon PzKw IIF**, 1 Wirbelwind*.

2 Coys: 3 PzKw IVH

PANZER GRENADIER REGIMENT, with:

REGIMENTAL HQ: 1 HQ stand, 1 Sdkfz 251/1, 1 Recon SMG M/cycle stand

1 Coy: 1 sIG 33 ausf 38(t).

1 Coy: 2 Engineer stands, 2 Sdkfz 251/1.

I PANZER GRENADIER BATTALION:

BATTALION HQ: 1 HQ stand & Sdkfz 251/1.

1 Coy: 3 Rifle stands, 1 MG stand, 3 Sdkfz 251/1, 1 Sdkfz 251/10

1 Coy: 3 Rifle stands, 1 MG stand, 2 Med. Trucks

1 Coy: 2 Rifle stands, 1 MG stand, 1 Med. Truck, 1 Lt. Truck

1 Coy: 1 Sdkfz 251/9, 1 120mm Mortar, 1 Truck, 1 Sdkfz 10/4.

I ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FOO, 2 Kubelwagen

1 Battery: 3 leFH18 (105mm), 3 Trucks.

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following options may be chosen

ATTACK: Any THREE of the following options may be chosen

DEFEND: ONE option may be chosen.

OPTION #1:

DIVISIONAL ENGINEER BATTALION (-):

HQ: 1 HQ Stand & Sdkfz 251/1, 1 Recon Sdkfz 222.

1 Coy: 2 Engineer stands, 2 Sdkfz 251/1.

2 Coys: 3 Engineer Stands, 3 Med. Trucks.

OPTION #2:

II ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FOO, 2 Kubelwagens

3 sFH18 or sFH36 (150mm), 3 Trucks.

DIVISIONAL FLAK BATTALION(-):

HQ: 1 HQ stand, 1 Kubelwagen

1 FLAK BATTERY: 1 88mm Flak & Sdkfz 7

1 FLAK BATTERY: 2 Sdkfz 7/1

OPTION #3:

DIVISIONAL RECON BATTALION (-):

HQ: 1 Sdkfz 266 (8rad command)
1 Coy: 2 Sdkfz 234/1, 1 Sdkfz 234/3, 1 Recon Inf stand & Sdkfz 250/1
1 Coy: 2 Rifle stands, 2 Lt. Trucks

DIVISIONAL PANZERJAGER (attach to PzJgr Bn if Option 4 chosen, otherwise to any HQ):
1 Coy: 2 StuG III G

OPTION #4:

DIVISIONAL PANZERJAGER BATTALION (-):
HQ: 1 HQ StuG III G
1 Coy: 3 Stug III G
1 Coy: 3 PaK 40 ATG, 3 trucks

OPTION #5:

DIVISIONAL RECON (attach to Recon Bn if Option 3 chosen, otherwise to any HQ):
1 Coy: 3 Sdkfz 250/9
1 Coy: 1 Sdkfz 250/7, 1 Marder II

DIVISIONAL AA (attach to AA Bn if Option 2 chosen, otherwise to any HQ):
1 Battery: 1 8.8cm FlaK, 1 tractor
1 Battery: 1 2cm FlaK, 1 Lt. truck

LUFTWAFFE: 1 Divebomber with bombs

OPTION #6:

II PANZER GRENADIER BATTALION:
BATTALION HQ: 1 HQ stand, 1 Kubelwagen
2 Coys: 2 Rifle stands, 1 MG stand, 1 Med Truck, 1 Lt. Truck
1 Coy: 3 Rifle stands, 1 MG stand, 2 Med Trucks
1 Coy: 1 Pak 40 ATG, 1 81mm Mortar, 2 Trucks, 1 Sdkfz 10/4

DIVISIONAL RECON (attach to Recon Bn if Option 3 chosen, otherwise to any HQ):
1 Coy: 3 Rifle recon stands, 3 Sdkfz 250/1.

III ARTILLERY BATTALION:
HQ: 1 HQ stand, 1 FOO, 2 Kubelwagens
1 Battery: 2 Wespe, 1 Hummel

NOTES:

* Any of these flak vehicles may be downgraded, if desired, to any type below them on the following list;
Wirbelwind, Ostwind, Sdkfz 7/1, Möbelwagen, Sdkfz 6/1, Sdkfz 10/4.

** These can be either Pz IIF, or late war vehicles such as the VK 601 (Pz.IC) or Pz IIL "Luchs".

1944 WEHRMACHT INFANTRY DIVISION

QUALITY: REGULAR or VETERAN

1 INFANTRY REGIMENT, with

INFANTRY REGIMENT HQ: 1 HQ stand, 1 kubelwagen, 2 recon b/c SMG stands
1 Coy: 2 75mm Inf Guns, 2 lt. trucks
1 Coy: 1 50mm ATG, 4 RkPzB stands, 1 RSO, 2 Med. Trucks

I INFANTRY BATTALION

HQ: 1 HQ stand, 1 car

2 Coys: 3 Infantry stands, 1 MG stand

1 Coy: 2 Infantry stands, 1 MG stand

1 Coy: 1 MG stand, 1 8cm MTR, 1 12cm MTR, 1 truck

II INFANTRY BATTALION

HQ: 1 HQ stand, 1 car

2 Coys: 2 Infantry stands, 1 MG stand

1 Coy: 3 Infantry stands, 1 MG stand

1 Coy: 1 MG stand, 1 8cm MTR, 1 12cm MTR, 1 truck

I ARTILLERY BATTALION

HQ: 1 HQ stand, 1 FOO, 2 Kubelwagens

1 Battery: 3 leFH18 (105mm), 3 tractors

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following may be chosen

ATTACK: Any THREE of the following options may be chosen

DEFEND: ONE of the following options may be chosen

OPTION 1:

ENGINEER BATTALION

HQ: 1 HQ stand, 1 8cm MTR

1 Coy: 2 Engineer stands

2 Coys: 3 Engineer stands

OPTION 2:

II ARTILLERY BATTALION

HQ: 1 HQ stand, 1 FOO, 2 Kubelwagens

Battery: 3 leFH18 (105mm), 3 tractors

III INFANTRY BATTALION

HQ: 1 HQ stand, 1 car

2 Coys: 2 Infantry stands, 1 MG stand

1 Coy: 3 Infantry stands, 1 MG stand

1 Coy: 1 MG stand, 1 8cm MTR, 1 12cm MTR, 1 truck

OPTION 3:

FUSILIER BATTALION (-)

HQ: 1 HQ stand

1 Coy: 3 Motorcycle Infantry Stands, 1 Motorcycle MG stand

2 Coys: 3 Recon Infantry Stands, 1 MG stand

1 Coy: 1 MG stand, 1 8cm MTR, 1 12cm MTR, 1 Med Truck

DIVISIONAL ANTI-TANK (attach to AT Battalion if Option 5 chosen, otherwise to any HQ)

1 Coy: 2 75mm ATG, 2 RSO

OPTION 4:

IV ARTILLERY BATTALION

HQ: 1 HQ stand, 1 FOO, 2 Kubelwagens

Battery: 3 sFH18 (150mm), 3 tractors

DIVISIONAL FUSILIERS (attach to Fusilier Battalion if Option 3 chosen, otherwise to any HQ)
1 Coy: 3 Recon Infantry Stands, 1 MG stand

OPTION 5:

ANTI-TANK BATTALION(-)

HQ: 1 HQ stand, 1 car

1 Coy: 3 StuG III G

1 Coy: 2 SdKfz 10/4

1944 WEHRMACHT PANZERGRENADIER DIVISION

QUALITY: VETERAN or REGULAR

1 PANZERGRENADIER REGIMENTS, with:

REGIMENTAL HQ: 1 HQ stand, 1 car, 1 recon SMG m/c stand, 1 75mm ATG, 1 truck

1 Coy: 1 sIG33 ausf Pz38(t)

1 Coy: 3 RkPzB stands, 3 lt. trucks

1 Coy: 2 20mm AA guns, 2 lt. trucks

I BATTALION

HQ: 1 HQ stand, 1 car

2 Coys: 3 Infantry stands, 1 MG stand, 2 med. trucks

1 Coy: 2 Infantry stands, 1 MG stand, 2 med. trucks

1 Coy: 1 12cm MTR, 1 75mm ATG, 2 trucks

II BATTALION

HQ 1 HQ stand, 1 car

2 Coys: 2 Infantry stands, 1 MG stand, 2 med. trucks

1 Coy: 3 Infantry stands, 1 MG stand, 2 med. trucks

1 Coy: 1 12cm MTR, 1 75mm ATG, 2 trucks

I PANZER ARTILLERY BATTALION

HQ: 1 HQ stand, 1 FOO stand, 2 SdKfz 250/1

Battery: 2 Wespe, 1 Hummel

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following options may be selected

ATTACK: Any THREE of the following options may be selected

DEFEND: Any ONE of the following options may be selected

OPTION 1:

PANZER BATTALION

HQ: 1 HQ StuG III G

3 Coys: 2 StuG III G

OPTION 2:

II ARTILLERY BATTALION

HQ: 1 HQ stand, 1 FOO, 2 Kubelwagens

Battery: 3 leFH18 (105mm), 3 tractors

DIVISIONAL AA (attach to AA Battalion if Option 3 chosen, otherwise to any HQ)

1 Battery: 3 SdKfz 7/1

III BATTALION

HQ 1 HQ stand, 1 car

2 Coys: 2 Infantry stands, 1 MG stand, 2 med. trucks

1 Coy: 3 Infantry stands, 1 MG stand, 2 med. trucks

1 Coy: 1 12cm MTR, 1 75mm ATG, 2 trucks

OPTION 3:

ANTI-AIRCRAFT BATTALION (-)

HQ: 1 HQ stand, 1 car

2 Batteries: 1 8.8cm FlaK 36, 1 hvy tractor

DIVISIONAL RECON (attach to Recon Battalion if Option 4 chosen, otherwise to any HQ)

1 Coy: 3 Infantry Stands, 1 MG stand, 3 SdKfz 251/1, 1 SdKfz 251/10

OPTION 4:

RECON BATTALION (-)

HQ: 1 HQ SdKfz 234/1

1 Coy: 2 recon SdKfz 234/2, 2 recon SdKfz 234/3

1 Coy: 3 Recon Infantry stands, 1 MG stand, 3 SdKfz 250/1, 1 SdKfz 250/10*

1 Coy: 1 Engineer stand, 1 SdKfz 251/1, 1 SdKfz 251/9*, 1 SdKfz 251/2*

DIVISIONAL ANTI-TANK (attach to AT Battalion if Option 5 chosen, otherwise to any HQ)

1 Coy: 2 75mm ATG, 2 RSOs

OPTION 5:

ANTI-TANK BATTALION (-)

HQ: 1 HQ Marder II or III**

1 Coy: 2 Marder II or III

1 Coy: 3 Marder II or III

OPTION 6:

III ARTILLERY BATTALION

HQ: 1 HQ stand, 1 FOO, 2 Kubelwagens

Battery: 3 sFH18 (150mm), 3 hvy tractors

DIVISIONAL ENGINEERS (attach to Eng Battalion if Option 7 chosen, otherwise to any HQ)

1 Coy: 2 Engineer stands, 2 lt. trucks

OPTION 7:

ENGINEER BATTALION (-)

HQ: 1 HQ stand, 1 Kubelwagen

3 Coys: 3 Engineer stands, 1 MG stand, 2 Med. Trucks.

NOTES:

* In the Recon Battalion, a SdKfz 251/10 may be substituted for the SdKfz 250/10. A SdKfz 250/8 and a SdKfz 250/7 may be substituted for the SdKfz 251/9 and SdKfz 251/2 respectively.

** In the Anti-Tank Battalion, all vehicles must be the same type.

1944 VOLKSGRENADIER DIVISION

QUALITY: REGULAR or GREEN

1 BICYCLE GRENADIER REGIMENT, with:

REGIMENTAL HQ: 1 HQ stand, 1 Kubelwagen, 1 recon b/c SMG stand

1 Coy: 1 7.5cm leIG, 1 15cm sIG, 2 limbers

1 Coy: 6 RkPzB stands

I BICYCLE BATTALION

HQ: 1 b/c HQ stand

2 Coys: 3 b/c Infantry stands

1 Coy: 2 b/c Infantry stand

1 Coy: 2 b/c MG stands, 1 8cm MTR, 1 7.5cm leIG, 2 limbers

II BATTALION

HQ: 1 HQ stand

2 Coys: 3 SMG stands

1 Coy: 2 SMG stands

1 Coy: 2 MG stands, 1 8cm MTR, 1 7.5cm leIG, 1 limber

1 INFANTRY REGIMENT, with:

REGIMENTAL HQ: 1 HQ stand, 1 Kubelwagen, 1 recon b/c SMG stand

1 Coy: 1 7.5cm leIG, 1 15cm sIG, 2 limbers

I BATTALION

HQ: 1 HQ stand

2 Coys: 2 SMG stands, 1 Rifle stand

1 Coy: 1 SMG stand, 1 Rifle stand

1 Coy: 2 MG stands, 1 8cm MTR, 1 7.5cm leIG, 1 limber

II BATTALION

HQ: 1 HQ stand

2 Coy: 1 SMG stand, 1 Rifle stand

1 Coy: 2 SMG stands, 1 Rifle stand

1 Coy: 2 MG stands, 1 8cm MTR, 1 7.5cm leIG, 1 limber

I ARTILLERY BATTALION

HQ: 1 HQ stand, 1 FOO, 2 cars

Battery: 2 leFH18 (105mm), 2 limbers

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following options may be selected

ATTACK: Any THREE of the following options may be selected

DEFEND: Any ONE of the following options may be selected

OPTION 1:

ENGINEER BATTALION

HQ: 1 b/c HQ stand

2 Coys: 3 b/c Engineer stands, 1 b/c MG stand

OPTION 2:

II ARTILLERY BATTALION

HQ: 1 HQ stand, 1 FOO, 2 cars

Battery: 2 leFH18 (105mm), 2 limbers

DIVISIONAL FUSILIERS (attach to any HQ)
1 Coy: 2 recon b/c SMG stands, 1 b/c MG stand

OPTION 3:

DIVISIONAL ANTI-TANK (attach to AT Battalion if Option 4 chosen, otherwise to any HQ)
1 Coy: 2 75mm ATG, 2 RSOs
REGIMENTAL ANTI-TANK (attach to Infantry Regiment)
1 Coy: 6 RkPzB stands

OPTION 4:

ANTI-TANK BATTALION (-)
HQ: 1 HQ stand, 1 Kubelwagen
2 Coys: 3 StuG IIIG*

OPTION 5:

IV ARTILLERY BATTALION
HQ: 1 HQ stand, 1 FOO, 2 cars
Battery: 2 sFH18 (150mm), 2 limbers

NOTES:

* In the Anti-Tank Battalion, the StuG IIIGs may be replaced with Hetzers to represent divisions organized in Fall of 1944.

1943 WEHRMACHT INFANTRY DIVISION
QUALITY: VETERAN or REGULAR

1 GRENADIER REGIMENT, with:

REGIMENTAL HQ: 1 HQ stand, 1 kubelwagen, 1 recon m/cycle SMG stand
1 Coy: 1 75mm ATG, 1 50mm ATG, 2 limbers
1 Coy: 1 7.5cm IIG, 1 15cm sIG, 2 limbers
I BATTALION
HQ: 1 HQ stand
2 Coys: 3 Infantry stands
1 Coy: 2 Infantry stands
1 Coy: 3 MG stands, 1 8cm MTR, 1 sPzB 41 ATR
II BATTALION
HQ: 1 HQ stand
2 Coys: 2 Infantry stands
1 Coy: 3 Infantry stands
1 Coy: 3 MG stands, 1 8cm MTR, 1 sPzB 41 ATR

1 ARTILLERY BATTALION:
HQ: 1 HQ stand, 1 FOO, 2 kubelwagens
Battery: 3 leFH18 (105mm) Howitzers, 3 limbers

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following options may be selected

ATTACK: Any THREE of the following options may be selected

DEFEND: Any ONE of the following options may be selected

OPTION 1:

ENGINEER BATTALION:

HQ: 1 HQ stand, 1 KUBELWAGEN
1 Coy: 3 Engineer stands, 1 MG stand, 1 8cm MTR, 3 medium trucks
2 Coys: 3 Engineer stands

DIVISIONAL RECON (attach to Recon Battalion if Option 3 chosen, otherwise to any HQ).

1 Coy: 3 Recon Infantry m/cycle stands, 1 MG m/cycle stand

OPTION 2:

ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FOO, 2 kubelwagens
Battery: 3 leFH18 (105mm) Howitzers, 3 limbers

III GRENADIER BATTALION:

HQ: 1 HQ stand
2 Coys: 2 Infantry stands
1 Coy: 3 Infantry stands
1 Coy: 3 MG stands, 1 8cm MTR, 1 sPzB 41 ATR

OPTION 3:

RECON BATTALION (-)

HQ: 1 HQ stand, 1 kubelwagen
1 Coy: 3 Recon Infantry m/cycle stands, 1 MG m/cycle stand
1 Coy: 1 Engineer stand, 1 sPzB ATR, 1 7.5cm IIG, 1 50mm ATG, 4 lt. trucks

OPTION 4:

ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FOO, 2 kubelwagens
Battery: 3 sFH18 (150mm) Howitzers, 3 limbers

DIVISIONAL ANTITANK (attach to AT Battalion if Option 5 chosen, otherwise to any HQ):

1 Coy: 3 SdKfz 10/4

OPTION 5:

ANTITANK BATTALION (-):

HQ: 1 HQ stand, 1 kubelwagen
1 Coy: 3 Marder III*
1 Coy: 3 75mm ATG, 3 med. trucks

NOTES:

* In the Antitank Battalion, the Marder IIIs may be replaced with Marder IIs.

1943 WEHRMACHT PANZERGRENADIER DIVISION

QUALITY: REGULAR or VETERAN

1 PANZERGRENADIER REGIMENTS, with:

REGIMENTAL HQ: 1 HQ stand, 1 kubelwagen
1 Coy: 1 Recon SMG m/cycle stand, 1 75mm ATG, 1 med. truck

1 Coy: 1 7.5cm IIG, 1 15cm sIG, 2 med. trucks
1 Coy: 3 SdKfz 10/4
1 Coy: 4 Engineer stands, 2 med. trucks
I BATTALION
HQ: 1 HQ stand, 1 KUBELWAGEN
2 Coys: 3 Infantry stands, 1 MG stand, 2 med. trucks
1 Coy: 2 Infantry stands, 1 MG stand, 2 med. trucks
II BATTALION
HQ: 1 HQ stand, 1 kubelwagen
2 Coys: 2 Infantry stands, 1 MG stand, 2 med. trucks
1 Coy: 3 Infantry stands, 1 MG stand, 2 med. trucks

1 ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FOO, 2 kubelwagens
Battery: 3 leFH18 (105mm), 3 med. trucks

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following Options may be selected

ATTACK: Any THREE of the following Options may be selected

DEFEND: Any ONE of the following Options may be selected

OPTION 1:

PANZER BATTALION:

HQ: 1 HQ stand, 1 kubelwagen
2 Coys: 3 StuG III G
1 Coy: 2 StuG III G

OPTION 2:

ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FOO, 2 kubelwagens
Battery: 3 leFH18 (105mm), 3 med. trucks

DIVISIONAL ENGINEERS (attach to Eng Battalion if Option 3 chosen, otherwise to any HQ):

1 Coy: 3 Engineer stands, 1 MG stand, 2 med. trucks

OPTION 3:

ENGINEER BATTALION (-):

HQ: 1 HQ stand, 1 kubelwagen
2 Coys: 3 Engineer stands, 1 MG stand, 2 med. trucks
1 Coy: 2 Engineer stands, 1 med. truck

OPTION 4:

ARTILLERY BATTALION:

HQ: 1 HQ stand, 1 FOO, 2 Kubelwagens
Battery: 1 10.5cm K18, 2 sFH 18 (150mm), 3 hvy tractors

DIVISIONAL ANTI-AIRCRAFT (attach to AA Bn if Option 5 chosen, otherwise to any HQ):

1 Battery: 3 20mm AA guns, 3 lt. trucks

OPTION 5:

ANTI-AIRCRAFT BATTALION (-)

HQ: 1 HQ stand, 1 kubelwagen
2 Batteries: 1 8.8cm FlaK 36, 1 20mm AA gun, 1 hvy tractor, 1 lt. truck

DIVISIONAL RECON (attach to Recon Bn if Option 6 chosen, otherwise to any HQ):
1 Coy: 3 m/cycle Infantry stands, 1 m/cycle MG stand

III PANZERGRENADIER BATTALION

HQ: 1 HQ stand, 1 kubelwagen
2 Coys: 2 Infantry stands, 1 MG stand, 2 med. trucks
1 Coy: 3 Infantry stands, 1 MG stand, 2 med. trucks

OPTION 6:

RECON BATTALION (-)

HQ: 1 SdKfz 231
1 Coy: 2 SdKfz 231, 1 SdKfz 233
2 Coys: 3 m/cycle Infantry stands, 1 m/cycle MG stand
1 Coy: 1 7.5cm IIG, 1 75mm ATG, 1 Engineer stand, 2 md. trucks, 1 lt truck

DIVISIONAL ANTITANK (attach to AT Battalion if Option 7 chosen, otherwise to any HQ):
1 Coy: 2 75mm ATG, 2 med. trucks

OPTION 7:

ANTITANK BATTALION (-)

HQ: 1 HQ stand, 1 kubelwagen
2 Coy: 3 Marder II*
1 Coy: 3 SdKfz 10/4

NOTES:

* In the Antitank Battalion, Marder IIs may be exchanged for Marder IIIs.

1943 WEHRMACHT PANZER DIVISION (Until August 1943)

QUALITY: VETERAN (some may be REGULAR)

PANZER REGIMENT:

REGIMENT HQ: 1 HQ Pz IVF2

HQ Coy: 1 Recon Pz IIF

I BATTALION

HQ: 1 HQ Pz IVF2

1 HQ Coy: 1 Recon Pz IIF, 2 Recon m/cycle SMG stands, 1 SdKfz 10/4

2 Coys: 1 Pz IIF, 3 Pz IIIL

1 Coy: 4 Pz IVF2

II BATTALION

HQ: 1 HQ Pz IVF2

1 HQ Coy: 1 Recon Pz IIF, 2 Recon m/cycle SMG stands, 1 SdKfz 10/4

2 Coys: 1 Pz IIF, 3 Pz IIIL

1 Coy: 4 Pz IVF2

I PANZERGRENADIER BATTALION

HQ: 1 HQ stand, 1 SdKfz 250/1

2 Coys: 3 Infantry stands, 1 MG stand, 1 SdKfz 251/10, 3 SdKfz 251/1

1 Coy: 2 Infantry stands, 1 MG stand, 1 SdKfz 251/10, 2 SdKfz 251/1

1 Coy: 2 SdKfz 251/9

ARTILLERY BATTALION

HQ: 1 HQ stand, 1 FOO, 2 kubelwagens
1 Battery: 3 Wespe, 1 Hummel

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following options may be chosen

ATTACK: Any THREE of the following options may be chosen

DEFEND: Any ONE of the following options may be chosen

OPTION #1:

ENGINEER BATTALION (-)

BATTALION HQ: 1 HQ stand, 1 kubelwagen
1 Coy: 4 Engineer stands, 2 med. trucks
1 Coy: 4 Engineer stands, 4 SdKfz 251/1, 1 SdKfz 251/2

DIVISIONAL ANTI-TANK (attach to AT battalion if Option 2 chosen, otherwise to any HQ):

1 Coy: 3 Marder II or III*

OPTION #2:

ANTI-TANK BATTALION(-)

BATTALION HQ: 1 HQ stand, 1 kubelwagen
2 Coys: 3 Marder II or III*

DIVISIONAL RECON (attach to Recon battalion if Option 3 chosen, otherwise to any HQ):

1 Coy: 3 Recon Infantry stands, 1 MG stand, 1 SdKfz 251/10, 3 SdKfz 251/1

OPTION #3:

RECON BATTALION (-)

BATTALION HQ: 1 HQ stand, kubelwagen
1 Coy: 3 SdKfz 222, 2 SdKfz 231 (8rad), 1 SdKfz 233
1 Coy: 2 SdFfz 250/9
1 Coy: 3 Recon Infantry stands, 1 MG stand, 1 SdKfz 250/10, 3 SdKfz 250/1
1 Coy: 2 Eng stands, 1 75mm ATG, 1 SdKfz 250/7, 1 SdKfz 250/8, 3 SdKfz 251/1

ARTILLERY BATTALION:

BATTALION HQ: 1 HQ stand, 1 FOO, 2 kubelwagens
1 Battery: 3 leFH 18 (105mm), 3 tractors

OPTION #4:

DIVISIONAL ENGINEERS (attach to Eng bn if Option 1 chosen, otherwise to any HQ):

1 Coy: 4 Engineer stands, 2 med trucks

REGIMENT HQ: 1 HQ stand, 1 kubelwagen

1 Coy: 3 SdKfz 10/4

1 Coy: 1 sIG 33 ausf 38(t)

II PANZERGRENADIER BATTALION (-)

BATTALION HQ: 1 HQ stand, 1 kubelwagen
1 Coy: 3 Infantry stands, 1 MG stand, 2 med trucks
1 Coy: 2 Infantry stands, 1 MG stand, 2 med trucks
1 Coy: 1 75mm ATG, 1 7.5cm IIG, 1 8cm MTR, 3 med trucks

OPTION #5:

ARTILLERY BATTALION:

BATTALION HQ: 1 HQ stand, 1 FOO, 2 kubelwagens
1 Battery: 3 sFH 18 (150mm) 3 hvy tractors

II PANZERGRENADIER REGIMENT (mtz):

HQ: 1 HQ stand, 1 kubelwagen
1 Coy: 3 SdKfz 10/4
1 Coy: 1 sIG 33 ausf 38(t)

DIVISIONAL PZ. GRENADIERS (attach to II Bn if Option 4 chosen, otherwise to any HQ):

1 Coy: 3 Infantry stands, 1 MG stand, 2 med trucks

OPTION #6:

LUFTWAFFE: 2 Divebombers with bombs

CORPS ARTILLERY:

BATTALION HQ: 1 HQ stand, 1 FOO, 2 kubelwagens
1 BATTERY: 3 17cm K18, 3 hvy tractors

CORPS ASSAULT GUNS:

BATTERY HQ: 1 StuG IIIG
1 BATTERY: 1 StuH 42, 2 StuG IIIG

NOTES:

* All Marders must be of same type. StuG IIIF may be substituted in one or all of the companies.

Late 1943 WEHRMACHT PANZER DIVISION (August-December 1943)

QUALITY: VETERAN (some may be REGULAR)

PANZER REGIMENT:

REGIMENTAL HQ: 1 HQ Pz IVF2

1 Coy: 1 Recon Pz IIIM

I BATTALION

HQ: 1 HQ Pz IVF2

HQ Coy: 2 Recon m/cycle SMG stands, 1 Recon Pz IIIM, 1 SdKfz 10/4

2 Coys: 3 Pz IIIM, 1 Pz IIIN

2 Coys: 3 Pz IVF2

I PANZERGRENADIER BATTALION(gpzt):

HQ: 1 HQ stand, 1 SdKfz 250/1

2 Coys: 3 Infantry stands, 1 MG stand, 1 SdKfz 251/10, 3 SdKfz 251/1

1 Coy: 2 Infantry stands, 1 MG stand, 1 SdKfz 251/10, 2 SdKfz 251/1

1 Coy: 1 75mm ATG, 1 SdKfz 251/1, 2 SdKfz 251/9

ARTILLERY BATTALION

HQ: 1 HQ stand, 1 FOO, 2 kubelwagens

Battery: 3 Wespe, 1 Hummel

OPTIONS:

MEETING ENGAGEMENT: Any TWO of the following options may be selected

ATTACK: Any THREE of the following options may be selected

DEFEND: Any ONE of the following options may be selected

OPTION #1:

ENGINEER BATTALION (-)

BATTALION HQ: 1 HQ stand, 1 kubelwagen

1 Coy: 4 Engineer stands, 2 med trucks

1 Coy: 4 Engineer stands, 4 SdKfz 251/1, 1 SdKfz 251/2

DIVISIONAL ANTI-TANK (attach to AT battalion if Option 2 is chosen, otherwise to any HQ):

1 Coy: 3 Marder II or III*

OPTION #2:

ANTI-TANK BATTALION (-)

BATTALION HQ: 1 HQ stand, 1 kubelwagen

2 Coys: 3 Marder II or III*

DIVISIONAL RECON (attach to Recon battalion if Option 3 is chosen, otherwise to any HQ):

1 Coy: 3 Recon Infantry stands, 1 MG stand, 1 SdKfz 250/10, 3 SdKfz 250/1

DIVISIONAL ENGINEERS (attach to Eng Battalion if Option 1 chosen, otherwise to any HQ):

1 Coy: 4 Engineer stands, 2 med trucks

OPTION #3:

RECON BATTALION (-)

BATTALION HQ: 1 HQ stand, 1 kubelwagen

1 Coy: 3 SdKfz 222, 2 SdKfz 231 (8 rad), 1 SdKfz 233

1 Coy: 3 SdKfz 250/9

1 Coy: 4 Recon kettenkrad (m/cycle) Infantry stands

1 Coy: 1 Engineer stand, 1 75mm ATG, 1 SdKfz 250/8, 2 SdKfz 251/1

ARTILLERY BATTALION

BATTALION HQ: 1 HQ stand, 1 FOO, 2 kubelwagens

1 Battery: 3 leFH 18 (105mm), 3 tractors

OPTION #4:

Panzergrenadier REGIMENTAL HQ: 1 HQ stand, 1 Kubelwagen

1 Coy: 1 Recon m/cycle SMG stand, 1 Eng. stand, 1 75mm ATG, 1 md. truck, 1 lt truck

1 Coy: 3 SdKfz 7/1

1 Coy: 1 sIG 33 ausf 38(t)

1 Coy: 3 Engineer stands, 1 med. truck, 1 SdKfz 251/1

II PANZERGRENADIER BATTALION (-)

BATTALION HQ: 1 HQ stand, 1 kubelwagen

1 Coy: 3 Infantry stands, 1 MG stand, 2 med trucks

1 Coy: 2 Infantry stands, 1 MG stand, 2 med trucks

1 Coy: 1 75mm ATG, 1 12cm MTR, 2 med trucks

OPTION #5:

ANTI-AIRCRAFT BATTALION (-)

BATTALION HQ: 1 HQ stand, 1 kubelwagen

1 Battery: 1 8.8cm FlaK 36, 1 2cm FlaK 38, 1 hvy tractor, 1 lt tractor

1 Battery: 3 2cm FlaK 28, 3 lt trucks

ARTILLERY BATTALION:

BATTALION HQ: 1 HQ stand, 1 FOO, 2 kubelwagens

1 Battery: 3 leFH 18 (105mm), 3 tractors

OPTION #6:

DIVISIONAL AA (attach to AA Battalion if Option 5 chosen, otherwise to any HQ):

1 Battery: 1 8.8cm FlaK 36, 1 2cm FlaK 38, 1 hvy tractor, 1 lt tractor

ARTILLERY BATTALION:

BATTALION HQ: 1 HQ stand, 1 FOO, 2 kubelwagens

1 Battery: 3 sFH 18 (150mm), 3 tractors

LUFTWAFFE: 1 Divebomber with bombs