

World War II DBA
Or (pardon my weak attempt at Latin)
De Belli Mundi Secundus
Converted by Damond Crump

Overview

Figure Scale

I have played this with 1/256th scale (micro-armour) miniatures based on 40mm wide DBA bases. 15mm, 20mm and 25/28mm could be played with the same measurements but a larger table area (36"x36") is recommended to accommodate the larger models and bases.

Force Composition

The game is played with a force that is composed of 13 elements. Each force is determined by its nationality, division type, and time period. The division forces are listed in appendix A.

In each division list there are three categories: Required, Divisional Support and Army Support. Required elements (listed in regular text) must be in the force. Divisional troops (listed in italic text) are options that can be used to customize the force. Up to 6 choices may be taken from the divisional elements. Army support (listed in bold text) represents the assets of the larger force in the area that are used to support the division. Up to 3 choices may be taken from the army support. Remember that your force must consist of 13 elements.

Optional choices may be taken individually if multiples are listed. If for example 3 IN is listed as Divisional support 1, 2 or all 3 may be chosen.

Playing Area

A space that is 24" by 24" is good for 1/256th scale. This represents a much larger area geographically than the same sized board in a DBA game. This is due to the larger weapon ranges and mechanized movement and results in smaller terrain pieces.

Theatres such as the Western Desert and the Russian steppes could be played on larger playing spaces (perhaps 36" x 36") to simulate the vast expanses and importance of maneuver.

Time Scale

A single turn represents about an hour.

Dice

Standard six sided dice are used. Two for each player is convenient.

Troop Definitions

Infantry – Soldiers with rifles and light support weapons such as squad machine guns and light mortars. Infantry primarily move and fight on foot but can also be transported by truck or half track.

Heavy Weapons – Infantry armed with heavy machine guns and mortars that support regular infantry on the attack or defense. Often heavy weapons teams are moved by transport such as trucks or half-tracks.

Engineers – Specialized infantry trained and equipped to prepare defenses such as minefields and but also trained to assault and destroy enemy defenses. Engineers normally do their work on foot but often are transported by truck or half track.

Tank – Armored vehicles with large cannon and machine guns. Examples are the German Panzer III or IV, the Soviet T-34, and the American M4 Sherman,

Heavy Tank – Tanks with superior weapons and armor for their time period. They tended to move slowly and to ignore the effects of lesser weapons. Obvious examples are the German Tiger and Soviet IS1, but the Matilda in the first years of the desert war would also be a heavy tank.

Reconnaissance – Armored cars and light tanks used for scouting that have good mobility and light armor and armament (generally machine guns or light cannon). Examples are the German Panzer II, the British Humber scout car and the Russian T-70.

Anti Tank Guns – Towed guns or self propelled guns whose primary use are for destroying armored vehicles. Examples are the British 6 pounder, the Soviet SU-100 and the German Hetzer. This is also includes anti-aircraft guns that have been pressed into anti-tank service like the dreaded German 88.

Artillery – Towed or self-propelled, large bore guns that are used to bombard distant targets in preparation of an attack or used to break up an attack. Examples are the American 75mm Howitzer, German Nebelwerfer and the British Bishop.

Anti-Aircraft Gun – Towed or self propelled, often rapid firing, guns that are used to attack aircraft. They are somewhat effective against armored targets. Examples are the German Quad 20mm and the American M3 Halftrack with .50 cal machineguns.

Fighter – A warplane designed to destroy other warplanes. Examples are the FW 190 and the P-59 Mustang.

Bomber – A warplane designed to attack ground targets. Not to be confused with strategic bombers that flew at very high altitudes and couldn't hit specific targets. Examples are the German Ju 87 (Stuka) dive-bomber and the Soviet Sturmovik.

General – The General and his command staff traveling in command vehicles and communications vehicles.

Basing

40mm wide bases give enough room to mount enough troops to make it look nice. If you are not using 40mm bases be sure to use the same width with all elements (yours and your opponents). The minimum base depth is suggested below.

Element Type	Suggested Base Depth
Infantry	20mm
Tank	40mm
Reconnaissance	40mm
Anti-Tank Gun	20mm
Artillery	20mm
Anti-Aircraft	20mm
Transport	40mm
Fighter	40mm
Bomber	40mm
General	40mm

Setup

Terrain

The theatre that the battle is being fought in determines the terrain and should be decided on by the players before the game.

Western Europe: Woods, steep or gentle hills, river, soft ground, waterway, marsh, road, town, and minefields.

Eastern Europe and Russia: Woods, steep or gentle hill, river, waterway, marsh, soft ground, road, town, and minefields.

North Africa: Dunes, oasis, road, town, soft ground, minefields, and gentle or steep hills.

Italy and Sicily: Gentle or steep hills, woods, soft ground, river, waterway, road, town, and minefields.

The defender sets up terrain. There should be at least 2 pieces of terrain and may be as many as 5 with the following guidelines.

1. At least 3 of the 4 quarters of the board must have a piece of terrain in it
2. At least 2 of the quarters must contain bad going or a river.
3. There can only be one of each of the following: river, road, town
4. There cannot be more than 2 of any type of terrain.

Rivers must begin on a board edge and cross to another edge or a sea or lake. A river must have at least one bridge or ford. Roads that cross a river are assumed to have a bridge or ford. Hills are assumed to have a crest that runs across the tops the longest side of the hill piece. Other unique terrain pieces should be allowed if appropriate and agreed upon by both players.

The total measurement of the terrain pieces length and width should not total more than 5 base widths.

Terrain Effects

Terrain	Effect	Foot	Wheeled	Tracked
Open – Normal open spaces of game board	None	Good	Good	Good
Woods	Blocks LOS -2 when attacking elements in woods.	Good	Impossible	Bad
Steep Hill	Blocks LOS	Bad	Impossible	Impossible
Gentle Hill	Blocks LOS	Good	Good	Good
River – crossable river or large stream	Does not block LOS	Must start adjacent to river and take full move to cross.	Impossible except at ford or bridge.	Impossible except at ford or bridge.
Waterway – A large body of water. Sea or large river.	Does not block LOS	Impossible	Impossible	Impossible
Marsh	Does not block LOS -2 when attacking elements in marsh.	Bad	Impossible	Impossible
Soft Ground	Does not block LOS	Good	Bad	Bad
Town (BUA)	Blocks LOS -2 when attacking elements in town.	Good	Bad	Bad
Road	Does not Block LOS. Elements that begin move and make entire move on the road receive the road movement rate.	Good	Good	Good
Dunes	Blocks LOS	Good	Bad	Good
Oasis	Blocks LOS -2 when attacking elements in oasis.	Good	Bad	Bad
Mine Fields	Does not Block LOS. When an element moves into a minefield or begins its movement in a minefield, fight an immediate combat with a +3 modifier as if it were a soft target.	Bad	Bad	Bad

Command and Logistic Bases

On the table bases are represented by a terrain piece (with length and width total no greater than 5 base widths) with appropriate terrain and models mounted on it. This represents a logistical and command area that is vital to the defense of the area. The base is assumed to have a basic defense capability due to headquarters security troops. The base must be placed within a defender's deployment area.

A single element can garrison a base by placing the element in the center of the base terrain. It may leave if the player wishes turning the defense over to the base personnel. While defending the base it receives a +2 modifier to all combat. If not the element is garrisoning it the base will fight at a +2.

Only one element can fight against a base in a given turn but other elements may support it as normal. The base does not have a flank and thus elements attacking past the front line of the base do not receive a benefit.

Fighting the Battle

Deployment

Both players roll a d6 (re-roll ties). The high roller is the attacker. The low roller is the defender and sets up terrain as described above. The attacker numbers three battlefield edges 1, 2, and 3 and a fourth edge 4, 5, 6. They then roll d6 to determine which edge they are attacking from.

The defender sets up within 6" of his back edge and not within 3" of his left or right edge. The defender places a base in his setup zone. If there is a town on the table the defender may choose to not place a base and instead garrison the town as if it were his base. He may assign one element to garrison a town or base. Attacker sets up in the same manner on his own table edge but without placing a base. Air elements are kept off the board. They are assumed to be at distant air bases.

Hidden Elements (optional)

Elements are initially unknown to an enemy and are not placed on the board. Instead, an empty 40mm by 40mm base is placed on the board. Each base is labeled on the bottom with what element it represents. The elements may move normally, giving your opponent insight into their possible type. A hidden element does not need to move its maximum movement. An element that makes an attack, is attacked, or is at any time within 4" of a revealed enemy reconnaissance element or 2" of any other enemy element must be immediately replaced with the actual model. Elements may be revealed voluntarily at any time.

Engineers

After all elements are set up and before game play begins a player may place one minefield or entrench 3 elements for each engineer element they have in their force. Mine fields must be placed inside a player's own setup zone. Place markers next to any elements that have been entrenched even if they have not yet been revealed.

Engineers receive a +2 when fighting against a minefield. If the engineers double the minefield remove it. Elements in column behind an engineer element are not affected by the minefield.

PIPs and Turn Sequence

Both players roll for PIPs by rolling a single d6. The score is the number of PIPs they receive to move elements.

Players then roll for initiative. Both players roll a d6. Re-roll ties. The high roller chooses to move first or second. PIPs are then used by players to alternate moving elements or groups of elements until all elements are moved or all PIPs are used.

It normally takes one PIP to move a element or group. A element that moves and is greater than 12" from its general or has its LOS blocked by terrain and is greater than 6" requires an additional PIP to move.

Tactical Moves

A single element may move in any direction with any number of rotations and/or slides so long as no part of the base moves greater than the elements maximum move. Elements may only move once during a given turn.

Movement Rates

Type	Good	Bad	Road*
Foot	2"	1"	3"
Foot (horse or bicycle)	3"	1"	5"
Wheeled	4"	2"	6"
Tracked	3"	2"	6"

* Elements may only use road movement rate if they began the move on the road and spend their entire move on the road.

Forming Groups (columns and other groupings)

Friendly elements in base-to-base contact may move together for a single PIP with the following restrictions. All elements must be in terrain that is treated as good going. Groupings are temporary and may be ended at any moment during play. Groups that are moving together may move straight ahead, wheel from either corner of the group, increase or reduce frontage by one element, or in the case of attempting to make base to base contact with the enemy slide up to half a base width sideways to match up with an enemy element or group.

Passing Through Friendly and Enemy Troops

The nature of modern warfare has caused formations to be more dispersed. Friendly elements may pass through each other with no restrictions except that a element passing

through another friendly element must have enough move to completely move beyond the element. If this is not possible the move may not be made.

Enemy elements may never be passed through. If an element is forced into an enemy element the moving element is destroyed.

Zone of Control

Elements project a zone of control equal to a base width on either side of the element out to 40mm in front. Any enemy element that enters this zone of control must either move straight towards the element, rotate to match up with the element in an attempt to make contact (if enough movement), or move directly away from the element.

Breaking Off from Base to Base Contact

An element (but not a group) may move out of contact with an enemy element if it has a greater movement rate than the enemy element, it does not have an enemy element in contact with its flank or rear, and it does not end its movement in contact with an enemy element.

Crossing Water

Only Infantry, Engineers and Heavy Infantry elements may cross a river where there is no bridge or ford. All other elements must cross at a ford or bridge. To cross a river, infantry must start the turn adjacent to the river. When the element moves place it on the other side of the river with their rear edge adjacent to the river it may move no further than that turn.

Infantry, Engineers and Heavy Infantry elements may assault across the river if an enemy element is directly across the river and moving across the river would place them in contact with the enemy element. When the element moves place it in the river in base-to-base contact with the enemy element. If the Infantry cause the enemy to retreat, rout, or be destroyed they may finish their move to the other side of the river. If the assaulting element is forced to retreat they are destroyed instead.

Engineers may act as a bridge to allow other units to cross river areas where there is no existing bridge or ford. To do so a IE unit must end its move adjacent as though it were going to move across a river. The following turn instead of placing it on the other side when it moves place it in the middle of the river. As long as it remains other units may pass over it as though there were a bridge there.

Moving Air Elements

Air elements are kept off the table until they move. When a PIP is spent to move an air element it may be placed anywhere on the table adjacent to an enemy element. Air elements may not be grouped. At the end of the turn an air element that is still on the board is removed. It must spend one turn off the board refueling and re-arming before it may be used again.

Unloading Elements

Some elements are marked as having foot and either wheeled or tracked movement. This represents trucks and halftracks towing guns or carrying troops. Two models will be

needed to represent the element. One model of the element in its transport and one of it deployed.

An element may change from loaded to unloaded or vice versa at the beginning or end of its movement for an additional PIP. This may be done in addition to moving the unit. Elements unloaded or loading may not move that turn. Elements that are loaded may not attack or support. Loaded elements that are attacked and win a combat do not affect the enemy element.

Entrenchment

Foot elements may entrench for the cost of 1 PIP instead of moving. A group may entrench for 2 PIPs. This applies a -1 against any element attacking the entrenched element. If an entrenched element moves, either voluntarily or involuntarily, it loses its entrenchment.

Ideally you will have alternative models based as if they were entrenched to represent entrenchment. If not then use a die or stone or something to represent it.

Combat

The player who rolled highest for initiative chooses which combat to resolve first. Pick an element to attack with. The element must attack the nearest enemy element. Other elements that also have the enemy element in range and their line of sight is not blocked by friendly or enemy elements or terrain may support. A supporting element imposes a -1 to the defending elements total for that combat.

A General element (GE) can support any friendly element that is within 6" regardless of line of sight or range.

Once the attacker has declared the attacking and supporting elements the defender may declare any elements that are supporting. An element can attack or support only once per turn.

Both players alternate picking attacking elements until all that may attack have done so.

Flank and Rear Attacks

An element that is attacking an enemy element and is completely behind an imaginary line that runs parallel to the front of the enemy element may make a flank attack. An element that is the subject of a flank attack receives a -1 combat modifier for that combat.

Self propelled guns (AR, AT, and AA that are listed as only wheeled or tracked and not foot) suffer a -2 instead of a -1 for flank attacks.

Terrain Affecting Combat

Some terrain provides good cover for the soldiers and guns hiding in them. Any unit that attacks another unit that is in marsh, woods, town, oasis modifies its die roll by -2.

Tracked and Wheeled Units While in Bad Terrain

Tracked and wheeled elements lose much of their maneuverability and thus combat effectiveness when in bad going. Any tracked or wheeled unit that is in terrain that it considers bad modifies their combat roll by -1.

Resolving Combat

Both players roll a d6 and add any modifiers. The low scorer consults the element information chart to see the result of their defeat. If the enemy's total is twice or more the element has been "doubled". If the total is more but not twice, the element has been "beat". A tie is ignored by both sides unless otherwise noted. Consult the play sheet for specific combat results.

An element that is to retreat must move directly back one base depth. An element that is routed must move back one base depth, rotate 180 degrees and then move an additional 3" away from the enemy element. An element that is destroyed is removed from combat and counts towards victory conditions.

An element that is in base to base contact with an element that retreats, routs, or is destroyed may move one base depth forward immediately.

An element that retreats or is routed with an enemy element in base-to-base contact with its flank or rear is destroyed.

An element that retreats or routs into impassible terrain or enemy elements is destroyed.

An air element that receives a retreat result from combat must immediately be removed from the board and must spend at least one turn off the board refueling and re-arming. An air element that receives a routed result in combat must be immediately removed from the board and spend two turns off the board repairing, refueling and re-arming before it may be used again.

Winning and Losing Battles

At any point if a player has lost 4 or more elements and their opponent has lost less than them the game is over with that player losing. A general (unlike DBA and HOTT) does not count as two elements lost but will still affect PIP costs. A base (or town used as a base) captured by an enemy element counts as a element lost.

Appendix A

Force List format

The force list is broken into nation, division type and year. When playing a game it is most balanced to fight against an enemy force from the same year and the same theatre.

Each element type is preceded by a number, which tells how many of those elements are available. In brackets after are the target types (s=soft, a=armored, air = air) and movement types (f=foot, w=wheeled, t=tracked).

Some elements have a slash, for example 1 IN (sf/w). This usually represents an element that is transported by trucks or some other vehicle.

A force is composed of 13 elements. The elements listed in normal font are required. The elements listed in italics are the divisional support. Up to 6 divisional support options may be taken. The elements listed in bold are army support. Up to 3 of these may be chosen.

Great Britain and Commonwealth

- Armor Division
 - 1939 – 1940
 - 1 HQ (sw), 6 TA (at), 2 *IN (sf/w)*, 1 *AR (sf/w)*, 1 *AT (sf/w or sw/sf portee, 1940)* or 1 *AA (sf/w)*, **1 TH (at)**, **1 RE (aw)**, **1 IE (sf/w)**, **1 AR (sf/w)**, **1 FI (air)**, **1 BO (air)**
 - 1941
 - 1 HQ (sw), 6 TA (at), 1 *IN (sf/w)*, 1 *IN (sf)*, 1 *AR (sf/w)*, 1 *AT (sf/w or sw/sf, portee)* or 1 *AA (sf/w)*, 1 *RE (aw)*, **1 IE (sf/w)**, **1 RE (aw)**, **1 AR (sf/w)**, **1 FI (air)**, **1 BO (air)**
 - 1942
 - (Jan-May) 1 HQ (sw), 3 TA (at), 1 RE (aw), 2 IN (sf/w), 2 *IN (sf/w)*, 1 *AR (sf/w)*, 1 *AT (sf/w or sw/sf, portee)* or 1 *AA (sf/w)*, **1 IE (sf/w)**, **1 AR (sf/w)**, **1 FI (air)**, **1 BO (air)**
 - (May – Dec) 1 HQ (sw), 3 TA (at), 1 RE (aw), 2 IN (sf/w), 2 *IN (sf/w)*, 3 *AR (sf/w)*, 1 *AT (sf/w or sw/sf, portee)*, 1 *AA (sf/w)*, 1 *RE (aw)*, **1 IE (sf/w)**, **1 AR (sf/w)**, **1 FI (air)**, **1 BO (air)**
 - 1943 – 1945
 - 1 HQ (sw), 3 TA (at), 1 RE (at), 1 RE (aw), 1 IN (sf/w), 3 *IN (sf)*, 1 *AR (sf/w)*, 1 *AT (sf/w or at)*, 1 *AA (sf/w)*, **1 IE (sf/w)**, **1 AR (sf/w)**, **1 FI (air)**, **1 BO (air)**
- Infantry Division
 - 1939 – 1940
 - 1 HQ (sw), 6 IN (sf), 3 *IN (sf)*, 1 *RE (at)*, 3 *AR (sf/w)*, 1 *AT (sf/w)*, 1 *AA (sf/w)*, **1 TH (at)**, **1 IE (sf/w)**, **1 FI (air)**, **1 BO (air)**
 - 1941 – 1945
 - 1 HQ (sw), 6 IN (sf), 3 *IN (sf)*, 1 *IH (sf/w)*, 1 *RE (at)*, 3 *AR (sf/w)*, 1 *AT (sf/w)*, 1 *AA (sf/w)*, **1 TA (at)**, **1 IE (sf/w)**, **1 FI (air)**, **1 BO (air)**
- Airborne Division
 - 1944 -1945

- 1 HQ (sw, jeep), 6 IN (sf, paratroops), 1 RE (sw), 3 IN (sf, glider troops), 1 IN (sf, glider pilots), 1 IH (sf/w), 1 AT (sf/w), 1 AR (sf/w), **1 RE (at, tetrarch), 1 IE (sf/w), 1 FI (air), 1 BO (air)**

Germany

- Panzer Division

- 1940
 - 1 HQ (sw), 4 TA (at), 2 IN (sf/w, trucks), 1 IN (sf/w, trucks), 1 IN (sf/w, motorcycles), 1 IE (sf/w, trucks), 1 RE (aw), 1 AT (sf/w), 1 AR (sf/w), **1 AT (sf/w), 1 AA (sf/w), 1 FI (air), 1 BO (air).**
- 1941 – 1942
 - 1 HQ (sw), 3 TA (at), 3 IN (sf/w, trucks), 1 IN (sf/w, trucks), 1 IN (sf/w, motorcycles), 1 IE (sf/w, truck) 1 RE (aw), 1 AT (sf/w), 1 AR (sf/w), **1 AT (sf/w), 1 AA (sf/w), 1 FI (air), 1 BO (air).**
- 1943
 - 1 HQ (sw), 2 TA (at), 1 IN (sf/at, half track), 3 IN (sf/w, trucks), 1 IE (sf/w), 1 RE (at), 1 AT (at), 1 AR (sf/w), 1 AA (at), **1 TH (at), 1 AT (sf/w), 1 AA (sf/w), 1 FI (air), 1 BO (air).**
- 1944 - 1945
 - 1 HQ (sw), 2 TA (at), 1 IN (sf/at, halftracks), 3 IN (sf/w), 1 IE (sf/w), 1 RE (aw), 1 AT (AT), 1 AR (sf/w) 1 AA (sf/w), **1 TH (at), 1 AT (sf/w), 1 AA (sf/w), 1 FI (air), 1 BO (air).**

- Motorized Division

- 1940
 - 1 HQ (sw), 6 IN (sf/w, trucks), 3 IN (sf/w, trucks), 1 IN (sf/w, motorcycle), 1 IE (sf/w, truck), 1 RE (sw, motorcycles), 1 AT (sf/w), 1 AR (sf/w), **1 TA (at), 1 AT (sf/w), 1 AA (sf/w), 1 FI (air), 1 BO (air).**
- 1941 – 1942
 - 1 HQ (sw), 6 IN (sf/w, trucks), 3 IN (sf/w, trucks), 1 IN (sf/w, motorcycles), 1 IE (sf/w, truck), 1 RE (sw, motorcycles), 1 TA (at), 1 AT (sf/w), 1 AR (sf/w), **1 TA (at), 1 AT (sf/w), 1 AA (sf/w), 1 FI (air), 1 BO (air).**

- Panzer Grenadier Division

- 1943
 - 1 HQ (sw), 6 IN (sf/w, trucks), 1 IH (sf/w, truck), 1 IE (sf/w, truck), 1 AT (at), 1 AT (sf/w), 1 AR (sf/w), 1 AA (sf/w, truck or at, self propelled), **1 TA (at), 1 TH (at), 1 AT (sf/w), 1 FI (air), 1 BO (air).**
- 1944-1945
 - 1 HQ (sw), 6 IN (sf/w, truck), 1 RE (aw), 1 IH (sf/w, truck), 2 AT (at), 1 AR (sf/w), 1 AA (sf/w or at), **1 TA (at), 1 TH (at), 1 AT (sf/w), 1 FI (air), 1 BO (air).**

- Infantry Divisions

- 1940 – 1942
 - 1 HQ (sw), 6 IN (sf), 3 IN (sf), 1 IH (sf/w, truck), 1 INE (sf/w), 1 RE (sf, horse or bicycle) 1 AT (sf/w), 1 AR (sf/w), **1 TA (at), 1 AT (sf/w), 1 AA (sf/w), 1 FI (air), 1 BO (air).**
- 1943

- 1 HQ (sw), 6 IN (sf), 3 IN (sf), 1 IH (sf/w, truck), 1 IE (sf/w), 1 RE (sf, horse or bicycle) 1 AT (sf/w), 1 AR (sf/w), **1 TA (at) or 1 TH (at), 1 AT (sf/w), 1 AA (sf/w), 1 FI (air), 1 BO (air).**
 - 1944-1945
 - 1 HQ (sw), 6 IN (sf), 1 IN (sf), 1 IH (sf/w, truck), 1 IE (sf/w), 1 AT (sf/w or at), 1 AR (sf/w), **1 TA (at) or 1 TH (at), 1 AT (sf/w), 1 AA (sf/w), 1 FI (air), 1 BO (air).**
- Volksgrenadier Division
 - 1944-1945
 - 1 HQ (sw), 6 IN (sf, 5 foot and 1 bicycle), 1 IE (sf/w), 1 AT (sf/w or at), 1 AR (sf/w), **1 TA (at) or 1 TH (at), 1 AT (sf/w), 1 AA (sf/w), 1 FI (air), 1 BO (air).**
- Fallshirmjäger Division
 - 1943 – 1945
 - 1 HQ (sw), 6 IN (sf/w, truck), 3 IN (sf/w), 1 IH (sf/w, truck), 1 IE (sf/w), 1 AT (sf/w), 2 AR (sf/w), 1 AA (sf/w), **1 TA (at) or 1 TH (at), 1 AT (sf/w or at), 1 AA (sf/w), 1 FI (air), 1 BO (air).**
 - Note: Fallshirmjaeger Divisions no longer airdropped after the invasion of Crete (June 1941). For battles where the Fallshirmjaeger have been air dropped remove all transport except for HQ.

Italy

- Armored Division
 - 1940
 - 1 HQ (sw), 3 TA (at), 2 IN (sf/w), 1IN (sf/w, motorcycle), 1 IE (sf/w, trucks), 1 AR (sf/t or at), 1 RE (sw), **1 TA (at), 1 IE (sf/w), 1 AT (sf/w), 1 AA (sf/w), 1 FI (air), 1 BO (air).**
 - 1941
 - 1 HQ (sw), 3 TA (at), 2 IN (sf/w), 1IH (sf/w), 1 IE (sf/w), 1 AR (sf/t or at), 1 AT (sf/w), 1 AA (sf/w), **1 TA (at), 1 IE (sf/w), 1 AT (sf/w), 1 FI (air), 1 BO (air).**
 - 1942 - 1943
 - 1 HQ (sw), 3 TA (at), 1 RE (at), 2 ATG (at), 2 IN (sf/w), 1 IE (sf/w), 1 AT (sf/t or at), 1 AT (sf/w), 1 AA (sf/w), **1 TA (at), 1 RE (at), 1 AT (sf/t or at), 1 FI (air), 1 BO (air).**
- Motorized Division
 - 1941 – 1943
 - 1 HQ (sw), 6 IN (sf/w), 1 IN (sf/w, motorcycles), 1 IH (sf/w), 1 IE (sf/w), 1 AR (sf/w), 2 TA (at), **1 AT (sf/w or at), 1 AA (sf/w), 1 FI (air), 1 BO (air).**
- Infantry Division
 - 1941
 - 1 HQ (sw), 6 IN (sf), 1 IH (sf/w, trucks), 1 IE (sf/w, trucks), 1 AR (sf/w), **1 TA (at), 1 AT (sf/w or at), 1 AA (sf/w), 1 FI (air), 1 BO (air).**
 - 1942 - 1943
 - 1 HQ (sw), 6 IN (sf), 1 IE (sf/w, trucks), 1 AR (sf/w), 1 AA (sf/w), **1 TA (at), 1 AT (sf/w or at), 1 FI (air), 1 BO (air).**

United States

- Heavy Armored Division
 - o 1942
 - 1 HQ (sw), 4 TA (at), 2 IN (sf/at, halftrack), 3 RE (at), 1 IN (sf/at, halftrack), 1 IE (sf/at, halftracks), 1 AT (at), 1 AR (at), **1 TA (at), 1 IN (sf/at, halftrack), 1 AR (sf/w), 1 AT (sf/w), 1 AA (sf/w or at), 1 FI (air), 1 BO (air).**
 - o 1943 – 1945
 - 1 HQ (sw), 4 TA (at), 2 IN (sf/at, halftrack), 3 RE (at), 1 IN (sf/at, halftrack), 1 IE (sf/at, halftrack), 1 AT (at), 1 AR (at), 1 AA (at), **1 TA (at), 1 IN (sf/at, halftrack), 1 AR (sf/w), 1 AT (sf/w), 2 FI (air), 2 BO (air).**
- Light Armored Division
 - o 1943-1945
 - 1 HQ (sw), 3 TA (at), 3 IN (sf/at, halftracks), 1 IE (sf/w, trucks), 1 AT (at), 1 RE (sw), 1 AR (at), 1 AA (at), **1 TA (at), 1 IN (sf/at, halftrack), 1 AR (sf/w), 1 AT (sf/w), 2 FI (air), 2 BO (air).**
- Infantry Division
 - o 1942
 - 1 HQ (sw), 6 IN (sf/w, trucks), 3 IN (sf/w, trucks), 1 IH (sf/w, truck), 1 IE (sf/w, trucks), 1 AT (at), 1 AR (sf/w, trucks), 1 RE (sw, jeeps), **1 TA (at), 1 AR (sf/w), 1 AT (sf/w), 1 FI (air), 1 BO (air).**
 - o 1943-1945
 - 1 HQ (sw), 6 IN (sf/w, trucks), 3 IN (sf/w, trucks), 1 IH (sf/w, truck), 1 IE (sf/w, trucks), 1 AT (at), 1 TA (at), 1 AR (sf/w, trucks), 1 RE (sw, jeeps), 1 AA (sf/w, trucks), **1 TA (at), 1 IN (sf/at, halftrack), 1 AR (sf/w), 1 AT (sf/w), 2 FI (air), 2 BO (air).**
- Airborne Division
 - o 1944 – 1945
 - 1 HQ (sw, jeep), 6 IN (sf, paratroops), 3 IN (sf, glider), 1 AR (sf/w, jeeps), 3 AT (sf/w, jeep), 1 AA (sf/w, jeep), **1 AR (sf/w), 2 FI (air), 2 BO (air).**

Soviet Union

- Tank Corps
 - o 1941
 - 1 HQ (sw), 3 TA (at), 3 RE (at), 1 IN (sf/w), 1 IE (sf/w), 1 AT (sf/w, trucks), 1 AR (sf/w, trucks), 1 AA (sf/w, truck), **1 TH (at), 1 RE (at), 1 IN (sf/w), 1 AR (sf/w), 1 FI (air), 1 BO (air).**
 - o 1942
 - 1 HQ (at), 3 TA (at), 3 RE (at, t-70), 5 IN (sf/w), 1 IN (sf/w, motorcycles), 1 IE (sf/w), 1 AR (sw), **1 TH (at), 1 RE (at), 1 IN (sf/w), 1 AR (sf/w), 1 FI (air), 1 BO (air).**
 - o 1943
 - 1 HQ (at), 3 TA (at, t-34), 3 RE (at, t-70 and 26), 4 IN (sf/w), 1 IH (sf/w), 1 IN (sf/w, motorcycles), 1 IE (sf/w), 1 AT (at), 2 AR (at), 1 AR (sf/w), 1 AR (sw), **1 TH (at), 1 RE (at), 1 IN (sf/w), 1 AR (sf/w), 1 FI (air), 1 BO (air).**

- 1944 - 1945
 - 1 HQ (at, t-34), 6 TA (at), 3 TA (at), 1 TH (at), 4 IN (sf/w), 1 IN (sf/w, motorcycles), 1 IH (sf/w), 1 IE (sf/w), 1 AT (at), 1 AT (sf/w), 2 AR (at), 2 AR (sf/w), 1 AR (sw), 1 AA (sf/w), **1 TH (at), 1 TA (at), 1 IN (sf/w), 1 AR (sf/w), 2 FI (air), 2 BO (air).**
- Mechanized Corps
 - 1942
 - 1 HQ (at, t-34), 6 IN (sf/w), 1 TA (at), 1 RE (at), 3 IN (sf/w), 1 IN (sf/w, motorcycles), 1 IH (sf/w), 1 IE (sf/w), 1 AR (sw), 1 AR (sf/w), **1 TH (at), 1 RE (at), 1 IN (sf/w), 1 AR (sf/w), 1 FI (air), 1 BO (air).**
 - 1943
 - 1 HQ (at), 1 TA (at), 1 TH (at), 4 IN (sf/w), 1 IN (sf/w, motorcycles), 1 IH (sf/w), 1 IE (sf/w), 2 AR (sf/w), 1 AR (at), 1 AR (sw), **1 TH (at), 1 RE (at), 1 IN (sf/w), 1 AR (sf/w), 1 FI (air), 1 BO (air).**
 - 1944 - 1945
 - 1 HQ (at, t-34), 2 TA (at), 4 IN (sf/w), 2 TA (at), 1 IN (sf/w, motorcycles), 1 IE (sf/w), 1 IH (sf/w), 1 AR (sf/w), 1 AR (sw), 1 AT (at), 2 AR (at), 1 ATG (sf/w), **1 TH (at), 1 RE (at), 1 IN (sf/w), 1 AR (sf/w), 1 FI (air), 1 BO (air).**
- Infantry Division
 - 1941 - 1945
 - 1 HQ (sw), 6 IN (sf), 3 IN (sf), 1 IH (sf), 1 IE (sf), 1 AT (sf/w), 2 AR (sf/w), 1 AA (sf/w), **1 TA (at), 1 RE (at or aw), 1 AT (sf/w), 1 AA (sf/w), 1 AR (sf/w), 1 FI (air), 1 BO (air).**
- Cavalry Division
 - 1941 - 1942
 - 1 HQ (sf, horse), 3 IN (sf, horse), 1 IE (sf, horse), 1 RE (at), 1 AT (sf horse) or 1 AR (sf, horse), 2 IN (sf, horse), 1 AT (sf, horse), 1 AR (sf, horse), 1 AA (sf), **1 FI (air), 1 BO (air)**
 - 1943 - 1945
 - 1 HQ (sf, horse), 3 IN (sf, horse), 1 IE (sf, horse), 1 TA (at), 1 AT (sf/w horse) or 1 AR (sf/w, horse), 2 IN (sf, horse), 1 AT (sf, horse), 1 AR (sf, horse), 1 AA (sf, horse), **1 FI (air), 1 BO (air)**

France

- Armored Division
 - 1940
 - 1 HQ (sw), 1 TH (at), 1 RE (at), 1 IN (sf/w), 1 IE (sf/t), 1 AR (sf/w), 1 AT (sf/w), 1 RE (at), 1 IN (sf/w), 1 AR (sf/w), 1 AA (sf/w), **1 FI (air), 1 BO (air).**
- Light Mechanized Division
 - 1940
 - 1 HQ (sw), 3 TA (at), 3 IN (sf/w), 1 IN (sf/w), 1 IE (sf/w), 1 AR (sf/w), 1 AT (sf/w), 1 RE (at), 1 RE (aw), 1 AR (sf/w), 1 AA (sf/w), **1 FI (air), 1 BO (air).**

- Motorized Division
 - 1940
 - 1 HQ (sw), 6 IN (sf/w), 3 IN (sf/w), 1 RE (aw or at), 2 AR (sf/w), 1 AT (sf/w), **1 TH (at) or 1 RE (at), 1 AA (sf/w), FI (air), 1 BO (air).**
- Infantry Division
 - 1940
 - 1 HQ (sw), 6 IN (sf), 3 IN (sf), 1 IH (sf/w), 1 RE (sf, horse or sw, motorcycles), 2 AR (sf/w), 1 AT (sf/w), **1 TH (at) or 1 RE (at), 1 AA (sf/w), FI (air), 1 BO (air).**

Unit	VS Armor	VS Soft	VS Air	Range	Notes	Beat	Doubled
Infantry (IF)	+2	+3	+1	2"	+1 if in base contact with enemy except Air.	Destroyed by a unit that moves into contact with it. Retreat by all others.	Retreat by FI, AT, AA. Destroyed by all others.
Heavy Weapons (IH)	+2	+3	+1	4"	May support regardless of LOS.	Destroyed by a unit that moves into contact with it. Retreat by all others.	Retreat by FI, AT, AA. Destroyed by all others.
Engineers (IE)	+2	+3	+1	2"	Special options at beginning of game. Ignores opponent's entrench bonus. Is not attacked by minefields.	Destroyed by a unit that moves into contact with it. Retreat by all others.	Retreat by FI, AT, AA. Destroyed by all others.
Tank (TA)	+4	+4	+2	4"		Destroyed in Bad going. Retreat by all others.	Destroyed
Heavy Tank (TH)	+5	+3	+2	6"	A HT or groups containing an HT take an extra PIP to move.	Destroyed in Bad going. Otherwise ignore.	Destroyed
Reconnaissance (RE)	+1	+1	+1	2"	Can spot units at 4". May make a 2nd move as long as it starts outside of combat range of any enemy units.	Destroyed if in Bad terrain. Retreat by all others.	Destroyed by TA, AT, AA, AR. Routed by all others.
Anti-Tank Gun (AT)	+4	+2	+1	4"	Destroys any armor that it beats when it reveals itself to attack. .	Destroyed by IN. Retreat by all others.	Routed by FI, AT, AA. Destroyed by all others.
Artillery (AR)	+3	+4	+1	4"	May attack or support regardless of LOS. May support against enemy units within 8".	Destroyed by IN. Retreat by all others.	Routed by FI, AT, AA. Destroyed by all others.
Anti-Aircraft (AA)	+3	+2	+3	8"	May attack or give support VS air regardless of LOS. . Can't attack or support in a turn that it has moved.	Destroyed by IN. Retreat by all others.	Routed by FI, AT, AA. Destroyed by all others.
Fighter (FI)	+2	+2	+4	Contact	May support in a combat against an enemy that it is adjacent to.	Destroyed by FI. Return to Base by all others.	Destroyed by FI and AA. Routed by all others.
Bomber (BO)	+3	+2	+3	Contact	May support in a combat against an enemy that it is adjacent to.	Destroyed by FI. Return to base by all others.	Destroyed by FI and AA. Routed by all others.
General (GE)	+1	+1	+1	NA	May give support to any unit within 6" once per turn.	Captured by IN. Destroyed by all others.	Destroyed
Base (BS)	+2	+2	+2	2"	May be garrisoned by any ground unit. Unit garrisoning fights at +2.	NA	Captured

Movement Rates

Type	Good	Bad	Road*
Foot	2"	1"	3"
Foot (horse)	3"	1"	5"
Wheeled	4"	2"	6"
Tracked	3"	2"	6"

Terrain Effects

Terrain	Effect	Foot	Wheeled	Tracked
Open – Normal open spaces of game board	None	Good	Good	Good
Woods	Blocks LOS -2 when attacking units in woods.	Good	Impassible	Bad
Steep Hill	Blocks LOS	Bad	Impassible	Impassible
Gentle Hill	Blocks LOS	Good	Good	Good
River – crossable river or large stream	Does not block LOS	Must start adjacent to river and take full move to cross.	Impassible except at ford or bridge.	Impassible except at ford or bridge.
Waterway – A large body of water. Sea or large river.	Does not block LOS	Impassible unless amphibious assault.	Impassible unless amphibious assault.	Impassible unless amphibious assault.
Marsh	Does not block LOS -2 when attacking units in woods.	Bad	Impassible	Impassible
Soft Ground	Does not block LOS	Good	Bad	Bad
Town	Blocks LOS -2 when attacking units in woods.	Good	Bad	Bad
Road	Does not Block LOS. Units that begin move and make entire move on the road receive the road movement rate.	Good	Good	Good
Dunes	Blocks LOS	Good	Bad	Good
Oasis	Blocks LOS -2 when attacking units in woods.	Good	Bad	Bad
Mine Fields	Does not Block LOS. When a unit moves into the minefield or begins its movement in a minefield make an immediate attack with a +3 modifier as if it were a soft target.	Bad	Bad	Bad

Set Up

5. Both players roll a d6 (re-roll ties). The high roller is the attacker.
6. Defender sets up terrain. There should be at least 1 piece of terrain and may be as many as 5.
 - a. At least 3 of the 4 quarters of the board must have a piece of terrain in it
 - b. At least 2 of the quarters must contain bad going or a river.
 - c. There can only be one of each of the following: river, road, BUA
 - d. There cannot be more than 2 of any type of terrain.

7. Attacker numbers three battlefield edges 1, 2, 3 and the fourth edge 4, 5, 6. Roll 1d6 to determine which edge they are attacking from.
8. Defender sets up within 6" of his back edge and not within 3" of his left or right edge. If there is no BUA the defender places a base in his setup zone. He may assign one unit to defend a BUA or base.
9. Attacker sets up in the same manner.
10. Defender may swap 2 pairs if units.
11. Play until one side has lost 4 or more units. Base counts as 2. (note: loosing a general does not help with victory but does require all units to move with 2 PIPs)

Turn Sequence

1. Roll for PIPs
 - a. Each player rolls a d6 to determine how many PIPs they have for this turn
2. Roll for initiative
 - a. Both players roll a d6. Re-roll ties. The high roller chooses to move first or second
3. Move
 - a. Uses a PIP to activate an individual unit or a group of units that are in base-to-base contact.
 - b. Movement alternates between players until all units are moved. If one player's has not units to move the other player may move all of their units.
4. Combat
 - a. Player who rolled highest for initiative chooses which combat to resolve first.
 - i. A unit can attack or support only once per turn.
 - ii. If a unit is attacked more than once it may roll off but if it beats the other unit it there is no effect.
 - b. Both players roll a d6 and add their applicable modifiers.
 - c. Attacking unit must attack closest enemy and may have other units to support it.
5. Air units still on the table return to base for 1 (retreat or normal withdrawal) or 2 (routed) turns.

Combat Modifiers

- -1 to attacking any unit in bad going or tracked or wheeled attacking while in terrain that is considered bad going for them.
- +2 to any defending a base
- -1 for each unit supporting a combat.
- -1 if an attacking unit is completely past the front edge of a unit being attacked.