

## Introduction to the Basic Army List Format

This section will present the data format for the various charts and Army Lists. I have included a Generic List of troop types which are common to most armies. By consolidating them in this section, the data is not repeated in every national Army List.

Reference Code Definitions for all Army List sections:

PTS = Vehicle Cost

FP = FirePower Rating

MOVE = Cross-Country Speed

DA = Defensive Armor Ratins

MC = Motorcycles

BC = Bicycles

AC = Armor Cars

IG = Infantry Gun (Artillery)

Sec = Security Company

SMG = Sub-machinegun

Bren = Any Carriers Universal or Lloyd

HT = Halftracks

MG = includes all heavy, medium and light Machinegun weapons.

Hvy Support Co = A company which contains MGs and mortars with limited ranges

Gun Spt Co = A company which contains a combo of AT, AA, Arty and mortars with extended ranges

### Common Names for vehicles

Pzkw V Panther

Sdkfz 234/2 Puma

Jgpz 38 Hetzer

Sdkfz 164 Nashorn

Sdkfz 138 Marder III

Pzkw VI Tiger

A11 Matilda

A12 Matilda III

A15 Crusader

M4 Sherman

M7 Priest

M24 Chaffee

M5 Stuart

M26 Pershing

M12 King Kong

M10 Wolverine

M18 Hellcat

M36 Jackson

M8 Greyhound

M3A1 Grant/Lee

### Notes on Loaned and Captured Vehicles

Both the Axis and the Allies used captured equipment during the war. Many of the Minor Axis powers were given captured vehicles. Some equipment was modified and upgraded by the new owners. Another area of confusion is the sell or loan of equipment to other countries. Many exile units (Polish, French, etc) and many minor powers on both sides were outfitted with outdated equipment by their dominant allies

## COMMON UNIT TYPES

Troop Type	Points	FP	Move	DA	Range	Notes
Inf Co	10	4	A	I	300	
Reduced Co	5	3	A	I	300	
Elite Co	15	5	A	I	400	
Heavy Spt Co	15	5	A	I	500	
Security Co	5	3-4	A	I	400	Armor=4/ Inf =3
Eng Co	15	4	A	I	300	
Cavalry Co	5	3	C	I	300	
MC Co	5	3	D	I	300	
BC Co	5	3	B	I	300	
HQ	10	2	B	I	300	

1. Infantry Company reflects the basic company in organization and strength common to most nations.
2. Elite Co. This includes units that are special trained and often have MGs in the organic ToE. It includes Gb Commandos, US Rangers, USMC Marine Raiders, Russian SMG Cos, German Waffen SS,
3. Security Companies reflect the composite platoons (not numerous enough to comprise an entire company sized unit) used to protect HQs and Artillery units. They are often a mix of AT guns, MGs, mortars, rifles, SMGs and AT rifles.
4. Reduced Companies are used to represent poorly trained or motivated infantry companies, depleted strength companies and other less effective infantry units.
5. Heavy Spt Company or Heavy Weapons Company represent the unit used to support the basic unit. It may consist of MGs only or mortars only, AT (short /bazookas, Piats, etc. or 37mm guns) guns, or a combination of any of the weapons.
6. Engineer Companies are rated as basic Infantry Companies but they receive positive modifiers when attacking vehicle or bunker complex units.
7. HQ units represent the staff of a battalion or higher unit. It has only TWO step reduction loss level so only two men should be used on the base. A tent or staff/command vehicle can be used to help ID the unit. A Security unit may be authorized for the unit and is deployed adjacent to the base.
8. Mobile HQ. Some HQ units have a certain number of tanks or halftracks (not jeeps or trucks) attached. If so then a Mobile HQ / Command Tank/halftrack may be authorized. If one is present, it will have only a TWO step reduction loss level.
9. Cycle Cos. These are units used for scouting. Some will be equipped with motorcycles and other with bicycles. They were often small units but with high organic MG ratios. Any combination of cycles w/riders and foot can be used to represent its FP value.
10. Cavalry units can be used for scouting or impact troops. They are not the horse drawn units used for transport. The horse and rider will count as one FP.
11. A player may adjust the ratings of specific units depending of the nationality being formed or the scenario used. For example' a USMC player may wise to upgrade a number of infantry companies from basic to Elite to represent veterans. Another example: After 1943 many Russian Rifle companies were reduced strength due to casualties.
12. Alpine, Mountain , Commando, Ranger, Chindit and Marauder trained units will treat all terrain as clear terrain.

### ANTI-AIRCRAFT AND ANTI-TANK UNIT NOTES

Unit Type	Points	FP	Gun Type	Move	DA	Range	Notes
AA HMG	5	6	Multi-MG	?	I	600	Any
AA 20mm	5	3	2 or 4 gun	?	I	500	Any
AA 37mm	5	3	1 or 2 gun	?	I	500	Any
AA 57mm	10	4	single	?	I	600	Any
AA 3" or 75mm	10	5	single	?	I	1000	Any
AA 88mm	10	6	single	?	I	2000	Ger
Nimrod	20	6	2 x 40mm	C	T	700	Hungary
Ostwind	20	6	2 x 37mm	C	T	600	Ger
Wirbelwind	20	6	4 x 20mm	C	T	600	Ger
US M18 HT	20	6	4 x HMG	D	T	600	USA
AT 37mm	5	3		?	I	500	USA
AT 47mm	5	3		?	I	500	USA
AT 57mm	5	4		?	I	600	USA
AT 75mm and 3"	10	5		?	I	1000	USA
AT 88mm & 90mm	10	6		?	I	2000	USA

1. AA Batteries are primarily used to attack aircraft but can attack enemy ground units if attacked. Certain units can initiate attacks against enemy ground units without being attacked. These include multiple MG AA units, German 88mm AA/AT units and other multi-purpose units. The ratings are for a unit of several guns and/or systems including single and multi-barrel systems. Towed Guns can only be moved by transports. 88mm and 3" cannot be moved by Light Trucks. Some guns may be mounted on trucks or HTs and will move at their speed but cannot move and fire in the same turn. Range for AA is for ground targets. Air targets are based on the rules. FPs are also for ground targets. Single barrel FP are vs vehicles.. FP2 vs Infantry and FP3 vs other guns.

2. AT Batteries represent medium to long range weapons used to counter the threat presented by enemy vehicle units. They are identified by size type. Because national gun types regardless of being of the same size will vary in range and effectiveness they are listed under their specific nationality Army List. When attacking a vehicle unit, their FP is doubled.. Sp-AT which are Open Top units have a Thin DA if attacked by aircraft or artillery. Towed Guns can only be moved by transports. 88mm and 3" cannot be moved by Light Trucks.

### TOWED ARTILLEY NOTES

Unit Type	Points	SD-FP	# Guns	DA	Range	Notes
75mm	10	2	4	I		JP 70mm
75mm	15	2	6	I		JP 70mm
105mm	20	1	4	I		100mm
105mm	30	1	6	I		100mm
155mm	35	1	4	I		RU 152mm
155mm	35	1	4	I		RU 152mm

Towed artillery cannot be moved unless transported by another unit. Self Defense FP is what is used if attacked in a melee. The second FP (after the slash is the Direct Fire value. DA is the Defensive value if attacked. Artillery units cannot initiate an attack but can fire Direct Fire if attacked. Range is the Artillery Range not Direct Fire. Direct Fire maximum range for guns of 100mm + is 1000 yards and guns less than 100mm is only 600 yards.

### SELF-PROPELLED ARTILLERY NOTES

Unit Type	Pts	FP	Move	DA	Range	Gun Type	Notes
Ho Ro, Type 38	20	4	B	T*		150mm	JAPAN
Hummel, Brumbar	50	6	C	T /M		155mm	Ger
Wespe, K18, STH42	40	4	C	T / M		105mm	Ger
M7 Priest	40	4	C	T*		105mm	USA
Sexton	40	4	C	T*			GB
M4/CS	40	4	D	M		105mm	USA
M12	50	4	C	T		155mm	USA
M8/CS	20	3	D	T		75mm	USA
Zryni	20	4	C	T*		105mm	Hungary
Sem 43	40	4	C	M		105mm	Italy
SU152	80	6	B	H		152mm	USSR
							USSR
							USSR

. Range is the Artillery Range not Direct Fire. Direct Fire maximum range for all SPGs is 1000 yards. FP is the Direct Fire value. DA is the Defensive value if attacked. SPG units cannot initiate an attack but can fire Direct Fire if attacked. Open Top units have a Thin DA if attacked by aircraft or artillery. Movement may appear slow but includes a combination of speed and time needed to set up or breakdown from firing positions. A slash is used if ratings vary between units in a category and identified in listing order

### TRANSPORT TYPE NOTES

Unit Type	Points	FP	Move	DA	Notes
Lgt trucks	5	0	B	I	No more than FP 3 unit
Trucks	5	0	B	I	
Horse Drawn	5	0	B	I	Only Arty, AA and AT
Light half tracks	5	+1	C	T	Bren carriers FP3 unit max
Half tracks	10	+1	D	T	
Amphib. Carriers	10	+1	C	T	Dukws, LVTs, LVCP, Buffs

There are enough transport items in the unit to transport a combat unit and its equipment. The speed is not based on a MPH but the amount of relative time needed to transport the unit. It does not reflect organic combat assets such as Armored Cars or weapons Halftracks. Amphibious carriers, Light halftracks and halftracks will +1 FP to the transported unit's FP. The transport (HT for example) can remain with the deployed Inf unit and add its FP to it but not its DA rating. It will be based adjacent to the rear of the unit it is supporting. Transported Arty, AT and AA units cannot fight until deployed.. Bicycle units move at Horse drawn speed. Ski units in snow terrain move at Horse drawn speed.