

WEHRMACHT '47[®]

SUPPLEMENT TO

MICRO ARMOUR:[®] THE GAME



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SUPPLEMENT TO MICRO ARMOUR[®]: THE GAME - WWII

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Produced by GHQ

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INTRODUCTION TO GHQ'S WEHRMACHT '47® PROJECT

WHY LIMIT YOUR WWII GAMING EXPERIENCE?

Wargaming has always been driven by "what-if's." The aim is to recreate historical battles, but as soon as you take command of your miniature army, everything changes. Let's face it - our goal is to re-write history!

Our Wehrmacht '47® project is a logical next step to bring the concept of exploring alternative historical outcomes to the wargame table, allowing you to experience the "what-if" scenarios that have always fascinated us.

When WWII ended the major combatants had ongoing plans in place for the next generation of military equipment. The allies produced their designs which became the Cold War military arsenals we are familiar with. Likewise, the Germans had their own advanced designs. Some actually saw limited combat, while most existed as prototypes and some only as plans and drawings. If the war taken a different course these weapons along with advanced aircraft would have appeared on the battlefield.

"So how do we get started?" you may ask. Well, here you go! When WWII ended, all of the major combatant nations were pretty much ready to begin building the next generation of combat vehicles. New weapons systems and new platforms for entire families of equipment were on the drawing boards of Germany's arms manufacturers. Advanced British, American and Soviet vehicles, and aircraft were planned as well. Many were actually put into production and served during the Cold War. Had the Second World War lasted longer, for any collection of plausible reasons, these weapons would have perforce seen active service in large numbers.

GHQ will be releasing these models, making gaming with them possible right away! These new models, based on actual plans, will represent the equipment available to all of the major players in the European Theatre of Operations, not just the Germans. Late-war/post-war infantry and support weapons systems are also planned. This supplement book for use with GHQ's *Micro Armour®: The Game* system offers background possibilities, weapons data, tables of organization and equipment, and hypothetical yet plausible scenarios.



These vehicles are the standard infantry carrier SdKfz 351/1.

Many times in history, a slightly different result of a seemingly minor event would have changed all subsequent outcomes. GHQ will make it possible for you to fight different battles, sometimes on different fronts, with this exciting new line.

ALTERNATIVE HISTORIES OF WORLD WAR II

If you go to the library or fire up a search engine on your computer, and start hunting for alternative histories of the Second World War, you will find lots to expand your imagination. These fall into several different genres, and many explore fantastic notions that fit more aptly into the realm of science fiction. Those that GHQ finds more compelling are the collections that stick to Terra Firma, and build on what really happened, what was really planned, and the actual developments in the immediate post-war era. All that these possibilities need to keep the war percolating past April 1945 are modifying a few "turn key" events or actions. Here are a few examples:

- Germany doesn't declare War on the United States following Pearl Harbor
- America turns full attention to avenging Pearl Harbor, and doesn't enter the war in Europe until later
- Adolph Hitler is replaced and cooler heads prevail in German GHQ
- Germany consolidates victories in North Africa and the Middle East before expanding the war with Operation Barbarossa against the USSR
- The Red Army puts up a better fight early and the eastern Front bogs down badly

- If the United States focuses on fighting Japan, Lend Lease assistance would arrive later. Without that assistance, Great Britain is hard pressed to maintain the initiative in North Africa
- Without involvement in the European Theatre of Operations, America does not participate in the strategic bomber offensive until much later, enabling the Luftwaffe to better protect German industrial output
- The ever turbulent politics in France lead to a Pro-Fascist government and their industrial might is even more focused on supporting the Axis powers
- Deep misgivings among several of the physicists involved as to the dangers inherent in the military use of nuclear technology prevent the U.S. from deploying the atomic bomb for at least ten more years

Set your imagination loose! GHQ is not officially endorsing any specific alternative history. Indeed, we would like nothing better than for you to come up with your own "reality." Take advantage - how often do you get to define your world? You and your game group will judge which paths of history you find most plausible, and dismiss those you think are somehow "over-the-top." You could model a given theatre, and then run games or even a campaign. You could write up your alternative history, and share it with other gamers. The key is to have fun with the possibilities.

Here's one quick example: We have all seen the movie Patton. Who among us can forget the scene where the crusty general says that we ought to be arming the captured Germans and using them against the hated Bolsheviks? Had the Germans gotten their plans into production, the equipment that they would have been using is represented by the Wehrmacht '47® line GHQ is making available. Makes you want to play some games, doesn't it?

As you will see in the scenario section of this book, a number of assumptions need to be inferred to get down to the scenario level. Most of the eastern front scenarios hinge on the well publicized Nazi plans to exploit the capital and raw materials - both natural and human - of Russia. They assume a vast depopulated no-man's land separating the warring parties, providing a whopping good battle zone for wargaming. Several of these scenarios were developed by John Fernandes, the author of GHQ's *Micro Armour®: The Game*. For more information on German plans to harvest the resources of western Soviet Union, read John's **November - December 2008 Tac News**.

Another front this supplement will introduce was proposed by Sven Lugar. Proud of his Scandinavian heritage, Sven proposed a turn-key that puts Finland actively into the Allied camp and opens a new front against the Germans. Assuming the siege of Leningrad is never-ending, the ports of Scandinavia would have opened valuable supply lines across Finland that would have been the scene of military operations.

Other fronts can quite logically be developed:

- D-Day was tough as it was. By 1947 the Atlantic Wall would have been a tough nut to crack. But with the Americans in the force and the Pacific War over, the U. S. Marine Corps could well have been available for the invasion.
- Africa would be a logical staging area for attacks against the not-so-soft underbelly of the Axis Empire. Had the *Afrika Korps* swept east and taken the Suez Canal, Commonwealth forces could have based operations further up the Nile, and headed north into Egypt.
- Just as occurred historically, a two-front approach to the re-conquest of North Africa would have been logical. American, Free French, and other Allies (possibly including sub-Saharan Africans) could have traveled up the West African coastal plain into Morocco, aiming at closing the Straits of Gibraltar.
- German thirst for oil combined with French forces in Syria and Iraq's political climate would make the oil fields of Saudi Arabia and Iraq very tempting targets. Great Britain's greatest colony, India, would have served as the staging area for a major front across the Tigris and Euphrates valleys.

GHQ will be providing additional scenarios in the military models section of www.ghqmodels.com under the Free Rules tab.

So make up your own world based on what you think might have happened. If you have a favorite front, exploit that interest.

GERMAN AND AXIS VEHICLES

By 1943, the German procurement system for armoured fighting vehicles had developed a huge array of different designs. Having entered the war with what rapidly turned out to be obsolete designs, combat experience against English, French and Soviet vehicles forced both German manufacturers and Heere procurement authorities to innovate. The famous series of Panzer I through Panzer VI are well known to even the casual observer of WWII armour. Similar patterns of development occurred in half-track vehicles.

Obviously, as the war progressed the armament got bigger and more lethal, and the armour got thicker and heavier. German industry tended to favor state-of-the-art technology over simplicity. Examples of this included semi-automatic transmissions, torsion bar suspensions and complex steering mechanisms. Combat experience found problems with this approach. Operations in the extreme conditions of Russia (bottomless mud in one season, bitter cold in another), led to a general understanding that simpler designs were needed. Maintenance was quite difficult to perform in the field on many German weapon systems which necessitated returning combat vehicles to the factory for overhauls that other nations could accomplish in a rear area near the front.

The situation led to the development of plans for a more logical series of fighting vehicles for the future. Documentary evidence and mock-ups on these projects fell into Allied hands following the end of the war. The exigencies forced upon German industry by shortages, strategic bombing and Allied victories forced these planned developments to be underfunded at best or cancelled at worst. Had they had time, however, the "late war" German arsenal would have looked quite different from the Panthers, Tigers and half tracks that actually served.

THE "E" SERIES

The planned *Entwicklung* series organized armoured fighting vehicles by weight classes. All were to use standardized parts, and have simplified mechanisms both to improve industrial output and to ease in-service maintenance. The classification by weight was organized as follows:

Class	Weight Range	Function
E-5	5 to 10 tons	Light tanks, APCs & <i>aufklärungs</i> vehicles
E-10	10 to 25 tons	SP anti-tank gun, sharing suspension with <i>Waffenträger</i> I Series
E-25	25 to 50 tons	replacement for PZ III & PZ IV series, sharing suspension with <i>Waffenträger</i> II series
E-50	50 to 75 tons	replacement of Panther and Tiger I series
E-75	75 to 100 tons	replacement for Tiger II series
E-100	100+ tons	new super-heavy tank



An E-75 "Tiger III" pokes its high velocity 105mm gun past a corner to ambush Soviet tanks. Note the proposed 1945-and-beyond paint scheme developed for German fighting vehicles.

These represented an entirely new way of thinking among German weapons engineers. Whereas earlier the *Wehrmacht* was plagued with manufacturing and maintaining many different and often counterproductive weapons lines, the new "E" vehicles would be based on five distinct weight classes; 10, 25, 50, 75, and 100 tons respectively. The E-10 was to be a standard replacement for the "Hetzer" and several other small *Panzerjägers*; The E-25 would replace the aging fleet of "Sturmgeschütz" assault guns; The E-50 would become the new "Standardpanzer" or main battle tank; and the E-75 would replace the PzVIB "Tiger II" as the new heavy tank. Rounding out the arsenal would be the truly massive E-100. This battlefield mastodon would cut an impressive figure, but would approach the upper limit imposed by both ground pressure and horsepower-to-weight considerations. Existing assembly lines would be converted to the new line as quickly as possible, while avoiding any major disruptions in production timetables. Therefore, there would be some delay in the full conversion of existing TO&Es to reflect weapons availability and the time necessary to integrate these new weapons into the existing arsenal.

THE SDKFZ. 350/351 SERIES

During the course of the war, it became apparent that the *Wehrmacht's* existing SdKfz. 250 and 251 half-tracked utility vehicles left quite a bit to be desired. Their suspensions were complicated and prone to breakdown, their lack of front-wheel-drive made them less mobile than their U.S. counterparts, and they were simply underpowered for the jobs they were forced to take on because there was no other platform available. This problem would be largely remedied by the introduction of the E-5 series, which GHQ today calls SdKfz. 350 and 351 fully-tracked utility vehicles. They would be faster, more mobile, twice as well armoured, and capable of filling the roles of personnel carrier, infantry support carrier, mortar carrier, *Panzerjäger*, engineer vehicle, prime mover, light tank and flak vehicle, communication, reconnaissance, or command carrier. These would cover all the roles previously assigned to the 250 and 251 series. Standardization of parts would result in both greater numbers and lower cost.

This new fully tracked vehicle had a number of improvements. During 1944 two prototypes of SPW ("Schützenpanzerwagen" = Armoured Personnel Carrier) were created: the *Morserträger* 38(t) and the SPW 38(7). Both were based on the *Ausf M* SKODA chassis with the engines in the left front and the driver in the right front. Both were open topped with a SdKfz 251/D type bodies, the SPM 38(t) being slightly larger than the *Morserträger* 38(t). They were essentially replacement prototypes for the SdKfz 251/1 troop carrier and 251/2 8cm mortar carrier. Unlike the halftracks, they did not have overlapping road wheels. Both front drive and rear drive chassis were developed expanding the scope of this vehicle.

In designing these vehicles for the wargamer, GHQ took these two vehicles and came to three additional but rather obvious conclusions: the slope-backed door of the D model 251 series would have been adopted with these vehicle as it was on the late-war halftracks (even though the prototype appears to have the 251/C style back end); the 38(d) improved SKODA chassis would have replaced the 38(t) chassis as it was phased in; and last but not least, versions of fully tracked chassis would have been done to duplicate the basic SdKfz 251 halftrack variants. Additionally, the latest version of plans for using the Skoda 38(d) chassis called for use of a wider track. This would improve the weight-to-footprint ratio which would greatly assist in muddy or snowy terrain. GHQ's models reflect this plan.

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NOMENCLATURE FOR WEHRMACHT '47®

FULLY-TRACKED SPWS

GHQ has chosen to replicate many of the vehicles that would have been placed into full production, had the war lasted after 1945. Though referenced as the "E-5 series" in some documents, these vehicles never received SdKfz numbers. To maintain continuity and to simplify understanding of this new series by those of you familiar with the 250 and 251 halftrack series, GHQ has assigned them the following series numerals:



Close infantry support is provided by SdKfz 351/9 vehicles which mounted the short barreled 7.5cm L/28 low velocity gun. This gun was nicknamed the 'stummel' or 'stump' in English!

SdKfz 250 Halftrack Series	[Role]	SdKfz 350 Series Fully Tracked Series
SdKfz 250/1	troop carrier	SdKfz 350/1
SdKfz 250/2	cable-laying communications	SdKfz 350/2
SdKfz 250/3	radio communications	SdKfz 350/3
SdKfz 350/4	armoured observation post	SdKfz 350/4
SdKfz 250/5	light recon vehicle	SdKfz 350/5
SdKfz 250/6	munitions carrier	SdKfz 350/6
SdKfz 250/7	8cm mortar	SdKfz 350/7
SdKfz 250/8	7.5cm L/24 close support	SdKfz 350/8
SdKfz 250/9	2cm recon turret	SdKfz 350/9
SdKfz 250/10	3.7cm AT/platoon command	SdKfz 350/10
SdKfz 250/11	2.8cm sPzB41 AT/platoon command	SdKfz 350/11
SdKfz 250/12	Artillery plotting & survey	SdKfz 350/12
	7.5cm L/48 PaK	SdKfz 350/13
	Twin 3.7cm FLak	SdKfz 350/14
	12cm mortar	SdKfz 350/15
	Recovery w/ crane	SdKfz 350/16
	5cm light tank	SdKfz 350/17

SdKfz 251 Halftrack Series	[Role]	SdKfz 351 Series Fully Tracked Series
SdKfz 251/1	standard armoured personnel carrier	SdKfz 351/1
SdKfz 251/2	8cm mortar carrier	SdKfz 351/2
SdKfz 251/3	radio communications	SdKfz 351/3
SdKfz 251/4	munitions transport	SdKfz 351/4
SdKfz 251/5	(vehicle discontinued 1943)	
SdKfz 251/6	(vehicle discontinued 1943)	
SdKfz 251/7	engineer carrier	SdKfz 351/7
SdKfz 251/8	ambulance	SdKfz 351/8
SdKfz 251/9	7.5cm L/24 close support	SdKfz 351/9
SdKfz 251/10	3.7cm AT/platoon command	SdKfz 351/10
SdKfz 251/11	telephone / cable laying	SdKfz 351/11
SdKfz 251/12	(vehicle discontinued 1943)	
SdKfz 251/13	(vehicle discontinued 1943)	
SdKfz 251/14	(vehicle discontinued 1943)	
SdKfz 251/15	(vehicle discontinued 1943)	
SdKfz 251/16	flamethrower	SdKfz 351/16
SdKfz 251/17	2cm AA / platoon command	SdKfz 351/17
SdKfz 251/18	armoured observation post	SdKfz 351/18
SdKfz 251/19	mobile telephone exchange	SdKfz 351/19
SdKfz 251/20	infra-red spotlight vehicle	SdKfz 351/20
SdKfz 251/21	triple 3cm AAA ("drilling")	SdKfz 351/21
SdKfz 251/22	7.5cm L/48 AT	SdKfz 351/22
SdKfz 251/23	2cm recon turret	SdKfz 351/23
	12cm mortar carrier	SdKfz 351/24

"WAFFENTRÄGERS"

Another new class of vehicle would be the "Waffenträger" (Weapons Carriers). These were seen as a truly revolutionary 'modular' approach to weapons deployment. The *Waffenträger* were designed as flexible platforms for a wide variety of weapons easily 'slipped' into a fully armoured weapons 'bay' at the rear. The weapon could then be clamped down, ready to fire, just like any other self-propelled mount. The genius of the scheme was that the weapon could be removed from the *Waffenträger* in a matter of minutes and swapped out for another. This would mean less down-time for weapons maintenance or upgrades, and full interchangeability of power plant and suspension among several different weapons types. As an added bonus, the anti-tank guns, artillery pieces, rocket launchers, etc. would be equipped with fully functional 'ground' mounts, meaning that once dismantled from the vehicle, they could be emplaced either in fortified casemates, or temporary field-works. The *Wehrmacht* could therefore produce more guns

than tractors and shuttle the weapons back and forth between hot spots and use them as self-propelled weapons at need. There were two sizes of *Waffenträger* under development.



A column of Vichy French AMX-13s creep through a valley.

VICHY FRANCE

Integrating Vichy French military strength into that of *Gross Deutschland* isn't really a difficult matter. Throughout the war French factories continued to turn out trucks, tractors, aircraft, and other military equipment for the *Wehrmacht* on a scale

unmatched by any other occupied country. Many German self-propelled artillery weapons made use of French chassis. French tanks were often used for training purposes and even took the field in a pinch on more than one occasion. In the Wehrmacht '47® world, French tanks might include Somua S.35s upgunned to 75mm, German Pz.V Panthers built on license, captured Soviet T.34s, or perhaps the highly advanced AMX 13/75 which entered production right after World War II.

ITALY

What Italian armor might have looked like in an alternative history of the war is a bit of an enigma. Their designs tended to be obsolete before ever entering service, and the 'premature' demise of Musollini's fascist regime stymied further development. Certainly the P-40 was in production, and though historically it was primarily used by German forces, production could have been ramped up. It is conceivable that German vehicles could have been issued to Italian forces, either the 'obsolete' Panthers and Tigers, or newer models. Italy did request permission to manufacture German designs, like the StuG III, under license during the war, so it is entirely plausible that Fiat and Ansaldo could have been turning German designs for use by their army. Again, it's up to you, in your informed estimate of what might have been happening in 1947, to determine the make up of your *Ariete*, *Folgore* or *Centaur* divisions!

ALLIED VEHICLES

Unlike their Axis foes, the majority of the vehicles that would have been used by the Allies actually ended up in service early in the Cold War era. Most of the Allies were not bombed into industrial oblivion, their boards of ordnance and armaments had plans that were being laid in 1944 and 1945, and many of those plans saw the light of day, particularly in the Korean War. A quick glance at the Weapons Data pages in this book will give you an idea of which vehicles GHQ believes were most likely to have been in production in time for combat in 1947.

Beyond those vehicles that actually entered service in the late 1940s and early 1950s, GHQ expects to introduce models of some of the experimental Allied vehicles that were believed to be important for the later stages of the war, but which never actually entered production.



A platoon of American M26 Pershing tanks advance toward a French hamlet in the slow grind to liberate Europe from the Nazis.

USING TECH LEVEL II WEAPONS IN MICRO ARMOUR®: THE GAME - WWII

When GHQ introduced *Micro Armour®: The Game - Modern*, the wide range of weapons that became available in the post-WWII era required that these weapons be broken down into ever more powerful categories: "Tech Levels" or "TLs" to reflect their increased effectiveness. In the period covered in the rules (1900 - 2001), there are five of these levels. The vast majority of the weapons used in WWII fall into the first of these categories (TL-1). By 1947, however, the pressure exerted by eight years of continual warfare would have resulted in certain fairly predictable technological innovations. We would be doing a disservice to you, our patrons, NOT to include these innovations in the Wehrmacht '47® project, so it is important to us that you understand how these new weapons affect the basic Micro Armour® rules.

Below you will find how to add "TL-2" weapons to the game and how these affect things like Range Attenuation, Movement, Combat, and Sequence of Play. We have also included a number of optional rules that have been developed since the publication of *Micro Armour®: The Game - WWII* which have been shown to add yet another level of tension and tactical realism to the existing system. We recommend that strict attention be paid to these changes and additions in order for you to get the most out of what we believe to be an innovative and intriguing look into the evolution of weapons technology in the mid-twentieth century.



These panzer grenadiers ride in SdKfz 351/1 troop carriers, accompanied by twin 3cm FlaK guns mounted on the Kugelblitz.

Those of you who currently own and play *Micro Armour®: The Game - Modern* already have integrated all the necessary changes to the basic WWII rules, so you shouldn't have any difficulty with adding TL-2 weapons to the mix. The rest of you can begin by reviewing the performance statistics for the Wehrmacht '47® weapons. Only those listed as TL-2 will be affected by these new rules.

5.0 SEQUENCE OF PLAY

Strict adherence to the "Sequence of Play" below is required without exception. A turn is not considered over until both sides have completed the Marker Removal Phase (Phase 7).

1. Initiative Phase - Each player rolls 1D6 and adds the result to his Force Cohesion Value (obtained from the specific scenario). The player with the higher total has the initiative this turn. Roll again in the case of a tie.

2. Posture Determination Phase - There are two possible "postures." A stand may either be in the Movement Posture or the Firing Posture. To determine posture for the turn, the player who has earned the initiative decides which side must go first. Then the players alternate indicating any stands or groups of stands they wish to commit to movement this turn. They do this by forming movement groups. All members of a movement group are in the movement posture. Any stand not in the movement posture is automatically in the firing posture.

Each group should be marked to show that it is now in the Movement Posture. One player must indicate the composition of a specific movement group before the other player is required to indicate the composition of one of his groups. Players then alternate this activity until all movement groups for this turn have been designated.

Any TL-2 stands need not be marked for movement posture. They may both move and fire in the same turn, but IF they fire during the Standard Fire Phase, they may only make use of a maximum of 50% of their normal movement allowance in points in this turn.

Example: One of your TL-2 tank stands [with a maximum movement value of eleven (11)] has fired during the Standard Fire Phase. During the ensuing Movement Phase of the same turn, that tank stand's movement value is reduced to six (6) movement points (rounded off to the nearest full point).

Note: A player must designate all groups consisting of two or more stands for his side before he may designate any single-stand groups.

3. Joint Artillery Fire / Air Strike Phase - Based on who has the initiative, players alternate artillery attacks and air-strikes. Both "direct" and "indirect" artillery attacks take place at this time.

Note: Artillery, rocket, or mortar stands may never fire and move in the same turn, regardless of Tech Level. This reflect the fact that artillery fire fall for the entire turn.

4. Standard Fire Phase - Based on initiative as above, players alternate attacks by qualified stands of all TLs. "S" and "D" markers are placed and stands removed according to the Combat Results Table.

Note: Any TL-2 stand that fires during this phase forfeits 50% of its total movement allowance for the turn. Therefore every TL-2 stand that fires should be marked as such [say with a red bead] as a reminder that it forfeits 50% of its movement value this turn for doing so.

5. Joint Plot Phase - Players plot "Points of Impact" for indirect-artillery fire and "Flight Paths" for air-strikes to be executed in later turns.

6. Movement Phase - Based on initiative, players alternate attempts to move those of their stands which are qualified to do so, and "Opportunity Fire", "Overruns" and "Close Assaults" may be attempted, in that order during this phase.

Note: Any TL-2 stand that fired during the fire phase forfeits 50% of its total movement allowance for the turn.

7. Marker Removal Phase - Players remove all "Impact" markers used to indicate air-strikes or completed artillery attacks and all red and green beads. They may then attempt to remove "Suppressed" and "Disorganized" markers (black and white beads) as per the rules governing this process.



German archive photo of a prototype of the fully tracked vehicle series that evolved into the E-5 series.

5.1 TECH LEVEL AND SEQUENCE OF PLAY

The "Tech Level"(TL) of a stand dictates the conditions under which the Sequence of Play applies to its ability to attempt movement and fire. The effect of these Tech Levels is described below.

5.1.1 All artillery fire and air-strikes must be executed in the Joint Artillery Fire Phase regardless of Tech Level.

5.1.2 "Qualified" stands of any Tech Level may attempt to fire in the Standard Fire Phase.

5.1.3 TL1 Stands in the Movement Posture, and "Qualified" TL-2 stands may attempt to move in the "Movement Phase".

Note: The term "Qualified" is used since the rules concerning "Posture", "Tech Level", etc. may prevent movement or fire, which would otherwise be allowed.

"Posture" is an integral part of *Micro Armour®: The Game - WWII*. Just remember that all TL-1 stands must be in the Movement Posture to move, and any stand may benefit from membership in a movement group.

There are two possible "postures", the Movement Posture and the Fire Posture. All Tech Level 1 stands, artillery stands of any Tech Level, and towed weapon stands of any Tech Level must be in the Movement Posture in order to move, load, or unload. Any of the above stands not in the Movement Posture are automatically in the Firing Posture and may attempt to fire.

5.1.4 Any TL-1 transport vehicle, "mounting" or "carrying" a TL-2 weapon or personnel stand, should be "temporarily" considered a TL-2 vehicle, and may move and fire as such. The vehicle returns to its TL-1 status once the carried TL-2 stand "dismounts".

7.1.4 No stand may fire more than once per turn.

Note: Stands should be marked after they have fired. This is where those colored beads come in.

7.1.6 ANTI-TANK GUIDED MISSILES (ATGMS)

ATGMs (Anti-Tank Guided Missiles - generally "wire-guided" missiles) must obey certain special rules when firing.

7.1.6.1 ATGM stands attack in the same manner as other stands with the following exception. When you attempt to fire an ATGM, a penalty may be added to your "Cohesion" roll. This reflects your opponent's automatic efforts to distract the gunner and cause him to miss. The severity of the penalty is based on ATGM "Tech Level":

	<u>Cohesion Penalty</u>
TL-2 Missile	+3 (Lowest ATGM Tech Level)

7.1.6.2 "Range" does not alter the effectiveness of ATGM's as it does other weapons. (See Weapons Data Sheets and Range Effect Chart.) They will, however, have a minimum range below which they may not fire.

7.1.6.3 ATGMs are large and often cumbersome to handle. Man-packed ATGM teams can only carry a limited number of them. In addition, ATGM vehicles may possess a limited number of launchers and the crew may be required to exit the vehicle to reload them.

Therefore; whenever an ATGM armed stand fires, you should take note of the natural (unmodified) 2D6 number rolled on the Combat Results Table. This number should be compared to the weapon's "Depletion Number" on the Weapons Data sheets. If the number rolled is equal to or less than the stand's "Depletion Number", the ATGM stand has depleted its missile supply and the player should make a written note of this condition.

7.1.6.4 Depleted ATGM armed stands cannot execute ATGM fire at enemy stands. To accomplish "Resupply", you must make a special cohesion die-roll during the next Marker Removal Phase, unmodified except for a "+4" die-roll penalty. If successful, the stand returns to full effectiveness. If this roll fails, you may continue to attempt "Resupply" in each ensuing Marker Removal Phase until you are successful.

7.4.5 A TL-2 stand may either "Opportunity" fire or move in a Movement Phase, but not both.

7.4.6 Stands may either perform "Standard" fire or "Opportunity" fire, but not both.

7.8.7 The tendency for artillery fire to "Deviate" is reduced TL-2. When making your "Deviation" cohesion die-roll, modify it as follows:

Tech Level 2: - 1

8.4.8 Any TL-2 Transport stand that fires in the Standard Fire Phase, may move or unload in the Movement Phase, but not both.

12.9 OPTIONAL MARKER REMOVAL

The last phase in every turn, the Marker Removal Phase, attempts to simulate the efforts of your troops to recover from the disabling effects of "Suppression" and "Disorganization". As such, it may be seen as the morale aspect of the game. Morale is a factor, but "Marker Removal" represents more than that.

As stated above, "cohesion" is the very heart of Micro-Armour®: The Game. Cohesion represents the forces that propel men to action and allow them to function effectively in situations of mind-numbing terror. The dark side of cohesion is entropy! If cohesion is the tendency for things to hold together, for events to proceed in an orderly fashion, then entropy is the

tendency for them to collapse in chaos. As I said above, morale *is* a factor, but so is training, experience, determination, leadership, fatigue, terror, isolation, confusion, and, in the end, character and raw courage.

In order to use this rule, "Force Cohesion Values" must be converted from "Base 20" to "Base 100". To do this, multiply your "Force Cohesion Value" by five (5). If you wish, you may express this value as a "percent".

Examples: Cohesion 13 = 65%, Cohesion 15 = 75%, Cohesion 16 = 80%, etc.

12.9.1 All cohesion effects should be expressed as percentages for "Marker Removal" purposes as well. You should multiply the "S" and "D" die-roll modifiers by five (5) when using percentage dice for "Marker Removal".

If the stand is "Suppressed", add 20 to the "Marker Removal" die-roll.

If the stand is "Disorganized", add 15 to the "Marker Removal" die-roll.

12.9.2 In the Marker Removal Phase you must now roll "D100" for each of your stands with "S" and / or "D" markers.

Note: "D100" produces numbers between 01 and 100. This is done by rolling two different colored ten-sided dice (2D10). One represents the "tens" digit, the other the "ones" digit. Roll the dice and read the two-digit number obtained. ("0-1" = 1, "1-0" = 10, "0-0" = 100, etc.)

Cross reference the number obtained with your "Force Cohesion Level" on the Optional Marker Removal Chart.

12.9.3 Each "Force Cohesion Level" on the Optional Marker Removal Chart has three (3) numbers associated with it: A "Rally" number, a "Recovery" number, and a "Panic" number:

1. If the unmodified die-roll is equal to or less than the "Rally" number for your "Force Cohesion Level", remove all "S" and "D" markers from the stand.
2. If the modified die-roll is equal to or less than the "Recovery" number for your "Force Cohesion Level", remove any "S" marker that might be on the stand.
3. If the modified die-roll is equal to or greater than the "Panic" number for your "Force Cohesion Level", the stand receives an immediate "(S)" as per the "Combat Results Table". (See. "Combat Results").

4. If the modified die-roll is greater than the "Recovery" number and less than the "Panic" number, there is "No Effect". Any "S" or "D" markers on the stand remain there.

12.10 UNIT DETERMINATION

Some of our critics have pointed out that a force seldom fights until completely annihilated and that we should have included more coverage of unit morale and the consequences of moral collapse or "Cohesion Failure". Detailed rules for command "Determination" were excluded from the standard game in the interest of brevity and simplicity. For those of you who wish a greater level of complexity, or for those, like me, who appreciate the tension and excitement produced by using the rules below, I have included them as an option.

You will need a standard "Poker" deck of playing cards. The value of the numbered cards is self-evident. Picture or "Face" cards have the following numeric values: Jacks = 11, Queens = 12, Kings = 13.

12.10.1 There must always be at least one "GHQ" for each side in a two-player game. In large games there should be a separate "GHQ" for each player. A "Determination Factor" should be established for each "GHQ" in a game.

Base "Determination Factors" for various forces are provided in the Tables of Organization and Equipment (TO&Es) provided with these rules. You may modify these for historical reasons or just for fun, as long as you and your opponent agree on them in advance.

12.10.2 Once a "Determination Factor" (DF) is established, count up the total number of "Combat" stands directly under the player's control including any off-map artillery stands etc. "Combat" stands must be armed. Trucks, tractors, etc. with no combat value are not counted. HQ and GHQ stands count as two stands for this purpose.

Do not include any stands that you expect to be added to the force at some later point in the game. Multiply the total by the "DF" and multiply this by seven (7). Round to the nearest whole number. This is the force "Breaking Point".

Example: 24 combat stands \times .3 (DF) = 7.2, $7.2 \times 7 = 50.4$. The "Breaking Point" is 50.

12.10.3 Whenever any stand in the force is eliminated, draw a card from the deck. If the eliminated stand is an HQ stand, draw one (1) additional card. If it is a GHQ stand, draw two (2) additional cards! Do not show this card(s) to an opponent! You may show it to another player on the your own side if you wish.

When the total value of the cards in a player's possession exceeds his "Breaking Point", he loses a large portion of the control he previously exercised over the troops in his command at the end of that turn. There has been a breakdown of command. The player's primary concern now becomes preserving the lives of his men (and his own reputation).

Example: The player above loses 6 stands. He draws the following cards: 5, 3, queen (12), 9, 7, 2, king (13), for a total of 51 points. He has reached his "Breaking Point"! ($51 > 50$)

12.10.4 If, at any time in the game, a player receives additional forces or forces are removed from his control, his "Breaking Point" should be recalculated based on the original force plus or minus any transferred stands. Transfers between players in multi-player games must always be recorded in writing at the beginning of the turn in which this takes place, before the Joint Artillery Fire Phase.

Note: In multi-player games, the "Overall Commander" may shift command of various formations from one player to another, "parceling out supporting assets" as it were. Thereby, a subordinate player, close to his "breaking point", may be brought back from the brink of panic by the timely arrival of reinforcements.

Example: Let's add 8 stands of tanks to our force above. 24 (Original # of Stands) + 8 (Reinforcements) = 32 , $32 \times .3 \times 7 = 67.2$ (67).

This is their new "Breaking Point". If the reinforcements arrive before the last card above was drawn, the player's force would still be "Hanging on"! ($51 < 67$)

12.10.5 Starting with the turn following a "Breakdown" you suffer the following consequences:

1. Further transfers of forces to or from your command are prohibited.
2. The "Force Cohesion Value" of the force under your command, for all purposes except movement, is reduced by five (5) for the remainder of the game.
3. The "Force Cohesion Value" of the force under your command for movement purposes is increased by two (2) for the remainder of the game.
4. All movement of your forces must be toward a "friendly" map edge, as determined by mutual agreement.
5. Stands under your command, which are on the board, may fire only if they have been fired upon this phase.

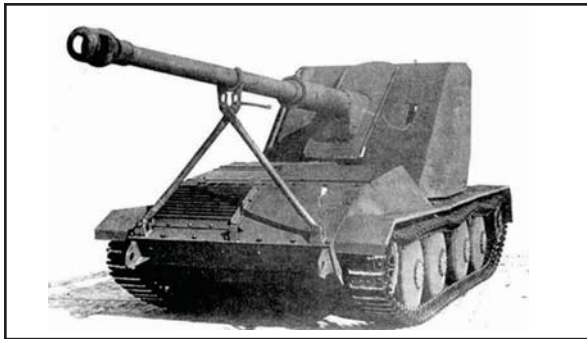
6. Off-map artillery under your command may complete any "duration" missions. Further off-map artillery fire must be handled at the new reduced cohesion value.
7. Once all your forces leave the map, all off-map artillery stands under your command will cease-fire.
8. All further air-strikes under your control are cancelled.

12.10.6 More than one player may reach his "Break Point" in the same turn.

12.10.7 All players must reveal their cards at the end of the game regardless of whether anyone reached their "Break Point".

Example: An "Elite" force of Soviets attacking a prepared German position in 1942 might very well take seventy-five percent casualties before breaking! An Iraqi force in defending against a NATO "Hasty" attack might run away after only losing five percent of their total force! We all know what a "Drive-by Shooting" the Gulf War was!

"Determination Factors" add a lot of uncertainty to the game. It also makes a lot of games shorter. I use it all the time for historical flavor and for sheer drama. I wouldn't recommend using "Determination Factors" until you have played the game several times and are fully familiar with all the other rules.



1945 photo of a Waffenträger I with a PaK 88mm AT gun illustrates the development of mobile vehicles that could carry a number of different weapons.

12.11 FIRE DIRECTION CENTERS

TL-2 artillery nits may deploy a special "Fire Direction Center" or FDC stand. Armies sometimes have purpose-built "FDC" vehicles, but any transport vehicle with a cargo capacity of eight (8) or more may be designated as an "FDC" stand. As long as your on-map forces include a "FDC" stand, you may combine any number of artillery stands into a single firing unit and make one cohesion die-roll for all stands (what we will call a "Massed Battery") as long as the fire is delivered in contiguous sheafs. (i.e. All explosion markers must be arranged in a single connected pattern).

This includes rolls for both fire availability and deviation. You must still plot a "sheaf" pattern for each stand, but the advantage of this practice is that the combined die-roll is modified by minus two (-2) for the presence of the "FDC" on the map. This rule simulates the advantages of centralized and efficient fire control and superior communication technique. The point cost for a Massed Battery FDC is the same as for an additional Infantry HQ stand.

12.12 SPECIAL ARTILLERY FIRES

1. "Map Fire" - Traditionally, at the beginning of any major attack, artillery fire and air-strikes are used to engage enemy units "suspected" of being in a given area. We shall call this kind of pre-planned barrage "Map Fire". "Map Fire" is aimed at a map reference rather than "observed" enemy stands. You must plot target location, sheaf pattern, turn-of-arrival, and duration of "Map Fire" after the map is set up but before any forces are placed on it. When the turn-of-arrival comes, you simply make the necessary Cohesion die-rolls for the fire and for "Deviation" as normal. Failure to fire simply delays the arrival of the barrage. "Map Fire" may not otherwise be voluntarily cancelled, or its "Duration" terminated early.

2. "Pre-registered" Targets - Artillery doctrine has included the idea of "pre-registering" targets for nearly as long as the arm has existed. "Pre-registration" means that you are allowed to establish those locations on the map you wish to be able to attack quickly and accurately during an upcoming battle by firing at them in advance and recording the necessary adjustments to the guns.

You must plot target location and sheaf pattern, as above, before any forces are deployed, but you are not required to pre-plot duration or turn-of-arrival. When you wish to fire on any of these targets you simply refer to them by number (Target I, Target II, etc.). You are required to make a Cohesion roll to see if the fire occurs. This roll is made with a -2 die roll modifier since the necessary data has already been recorded by the firing batteries. You are not, however, required to roll for deviation since this has been eliminated by the "registration" fire.

The number of "pre-registered" targets is based on your "Force Cohesion Level" and "Generation". You are allowed one (1) target for every three (3) full-strength artillery batteries in your force. You also receive bonus targets based on your "Force Cohesion Level":

<u>Cohesion Level</u>	<u>Additional Targets</u>
12 or less	0
13 or 14	1
15 or 16	2
17 or more	3

3. "Final Protective Fire" (FPF) - Sometimes an artillery unit will find itself in a situation where self-defense overrides its mission to provide supporting fire. Any artillery stand which has been plotted to perform "indirect-fire" may cancel this fire and perform "direct-fire" instead. This requires that the unit be conscious of the threat to itself and that it have the presence of mind to react quickly to this new situation. Therefore, in order to cancel the "plotted" fire and direct-fire on the new target the stand must execute a successful Cohesion die-roll with a +2 modification. If the roll fails, the unit failed to react quickly and decisively enough and cannot fire at all.

Note: Once again, confusion and panic (the result of collapsed cohesion) is the most dangerous factor in any combat situation.

12.13 WEATHER AND VISIBILITY

Atmospheric conditions and darkness can have a significant effect on combat. The rules below illustrate this.

12.13.1 Unless they are contradictory, all effects of weather on visibility are cumulative:

Haze or Light Fog - The maximum sighting distance for the scenario is reduced by 1D20%.

Light Rain - Reduce the maximum sighting distance for the scenario by 2D6%.

Heavy Rain or Light Snow - Maximum sighting distance for the scenario is 3D6 inches.

Heavy Snow, Dust Storm, Sand Storm or Heavy Fog - Maximum sighting distance for the scenario is 1D8.

Note: For rain or snow squalls roll 1D6 at the start of each turn and roll for visibility on a 1 or 2.

12.13.2 Unless they are contradictory, all effects of weather on movement are cumulative:

Deep Snow - Treat "Clear Terrain" as "Rough Terrain 1". Double all movement point costs.

Extreme Cold - Treat lakes, streams, rivers, or marshes as "Rough Terrain 1".

Extreme Heat - Modify "Movement" cohesion die-rolls by "+2" for dismounted "Personnel" and "Light Weapons".

12.14.3 The effects of darkness vary by Tech Level.

Tech Level 1 - Maximum sighting distance is 1D6 inches. Movement values may not exceed two (2).

Tech Level 2 - Maximum sighting distance is 3D6 inches. Movement values may not exceed five (5).

12.15 DISENGAGEMENT

TL-2 stands can fire in the second Fire Phase and fall back during the Movement Phase. But TL-1 stands are prevented from doing this because they cannot fire and move in the same turn. This problem may be overcome by employing "Disengaging Fire". This action allows a stand to fire at the enemy and move one inch (1") in the direction of his choice, within certain restrictions.



Company of SdKfz 351/1 panzer grenadier tracks. To bring the vehicles to life add some seated German infantry.

12.15.1 To perform "Disengaging Fire", a stand must have a movement value greater than zero (0) and be in the Firing Posture.

12.15.2 The Cohesion die-roll associated with "Disengaging Fire" is unaffected. However, the Combat die-roll (on the CRT) is modified by +3.

12.15.3 The stand may not move more than one inch regardless of its movement value, nor may it voluntarily end its move in base contact with an enemy stand.

This rule simulates the common practice of troops engaged in "delaying" an enemy advance to execute a quick burst of fire to suppress or disorganize them and fall back through covering terrain to another blocking position to repeat the process. Use of this rule makes delaying actions by TL-1 "Rear Guard" forces simpler and easier to accomplish.

12.16 NUCLEAR, BIOLOGICAL, & CHEMICAL WARFARE

Nuclear, biological, and chemical weapons (NBC) and the consequences of their use have haunted military commanders and theorists alike since the whole question of ethics and morality in warfare began to be taken seriously by civilized nations sometime in the 19th Century. No study of the military history of the twentieth century would be complete without the inclusion of these cruel and horrifying weapons.

Nuclear Weapons: Fortunately, the only use of nuclear weapons thus far has been the American attacks on Hiroshima and Nagasaki in the closing days of World

War II. Since then, in spite of the steady evolution and improvement in these weapons, no nation possessing them has found itself in a position where their use was unavoidable. If this were to occur, these weapons could be divided into three loose categories: "strategic," "operational," and "tactical" weapons.

The deployment of "strategic" and "operational" nuclear weapons are beyond the scope of these rules. Even "tactical" nuclear weapons are so destructive that their direct battlefield effect would be best simulated by simply burning down the house where the game has been set up. Barring this, we will concern ourselves primarily with the "After-Effects" of these weapons, or operations in a nuclear-contaminated (or "radioactive") environment.



Protective gear for chemical warfare.

12.16.1 Armored vehicles, to include enclosed self-propelled artillery and personnel carriers, are the only weapons stands which may be deployed in a radioactive environment. Due to the disruptive effects of radiation on communications and computer equipment, all cohesion die-rolls (including recovery rolls) are modified based on "Tech Level".

Tech Level 1: +7
Tech Level 2: +6

The above penalty is applied to "Off-Map" cohesion die-rolls as well, i.e. those for "off-map" artillery and air strikes.

12.16.2 All combat die-rolls are modified by minus two (-2) since even minor damage may result in the contamination of the air inside the damaged vehicle resulting in the eventual death of the occupants.

Biological Weapons: The use of biological weapons has been rare in modern times. The inherent unreliability of germ warfare and difficulty in controlling bioweapons seem to have been the primary limiting factor. There are documented accounts of the Germans in the First World War spreading the disease "Glanders", specifically in the Balkans, to kill enemy horses and cattle, and Saddam Hussein seems to have found both biological and chemical weapons useful in controlling the Kurdish and Sunni minorities in Iraq. But the most widespread and indiscriminate use of germ warfare against human beings in the Twentieth Century seems to have been that of the Imperial Japanese army in WWII.

It has been clearly documented that "Special Unit 731" was responsible for the deaths of over two-hundred-fifty-thousand Chinese soldiers and civilians by the simple tactic of spreading huge numbers of plague infected fleas in the path of advancing Chinese forces. Since fleas cannot be expected to respect the difference between soldiers and innocent civilian men, women, and children, the disease spread throughout the region killing indiscriminately.

Lawsuits are still pending against the Japanese government for these acts as well as lawsuits from the relatives of Chinese, Russian, American, and other victims of the "Unit 731" research facility in Manchuria, the barbarity of which was in a class with the Nazi death camps of the same era. Captured Japanese documents show that the ultimate targets of this research effort were the large cities of the U.S.

west coast. Between two and three million American military and civilian casualties would have resulted had these attacks taken place! Japan's timely surrender after the Hiroshima and Nagasaki attacks prevented this particular holocaust.

12.16.3 The effects of a germ warfare environment are similar to those of a radioactive one with the following exceptions:

1. Air-strikes and "Off Map" fire are unaffected.
2. The Cohesion effects are as follows:

Tech Level 1: +5
Tech Level 2: +3

Chemical Weapons: Of the three types of NBC warfare, the use of chemical weapons has been the most common. These have ranged from non-persistent irritants like tear gas (CS), used in crowd control by both the military and law enforcement, to persistent lethal gases like chlorine and phosgene (or the industrial cleaner "Cyclon-B" used in Auschwitz by the Nazi's for "Pest Control").

The widespread use of poison gas was limited to specific areas and times. On the "Western Front" in World War I, poison gas was used regularly by both the Allies and the Germans. It was much less commonly used on the Eastern Front where its effectiveness was limited by the vast nature of the theater of operations and the relative difficulty of delivering gas over such wide areas.

The Nazi's used poison gas on a limited basis on their Eastern Front in WWII, but only when they thought they could get away with it. The Italian Army used gas in their Ethiopian Campaign and, of course, the Japanese used gas extensively in China. The guiding principle in the use of chemical weapons seems to have been the same as that for nuclear weapons. Namely, "If you think your opponent has the capacity to use it on you, you generally don't use it on him". Fear of massive reprisal has always been the strongest incentive toward ethical behavior. Or, if I may be permitted, Italian and Japanese leaders simply believed that the deaths of large numbers of Africans and Chinese would not generate massive Allied retaliation. This assumption turned out to be correct.

12.16.4 At the beginning of any scenario in which one side is attacking a defended position, the attacker may declare a preparatory chemical "Barrage" and must state whether the chemical agent used is "persistent" or "non-persistent". The effects of this barrage are as follows:

Each player should roll 1D20 for each of his stands which are on the map as part of his initial deployment. These die-rolls are modified as follows: If the die-roll equals the stand's "Cohesion Level" minus three (-3) or less, there is "No Effect".

If the modified die-roll equals the stand's "Cohesion Level" -2 or greater, the stand is "Suppressed".

If the modified die-roll equals the stand's "Cohesion Level" +2 or greater, the stand is "Disorganized".

If the modified die-roll equals twenty (20), the stand is "Eliminated".

Example: You deploy a force of TL-1 and TL-2 stands to defend an area. Your "Force Cohesion Level" is 15. Your opponent declares a "Chemical Barrage" before the game begins. Each time you roll a ten (12) or less on 1D20 there will be "No Effect". For each roll of thirteen through sixteen (13-16), a stand will be "Suppressed". For each roll of seventeen through nineteen (17- 19), a stand will be "Disorganized". A roll of twenty (20) will "Eliminate" a stand. On average, 50% of this defending force will be unaffected, 20% will be "Suppressed",

20% will be "Disorganized", and 5% will be "Eliminated" by the chemical attack.

In this example the attacker did not roll, since none of his stands was on the map when the scenario began. He opted to move his forces onto the map during the movement phase of turn one.

In this instance the attacker avoids possible casualties by deploying "off-map" but allows the defender time to recover from the effects of the barrage. By deploying "on-map", the attacker can rush the defender before he can recover, but risks casualties from his own attack!

12.16.5 If the chemical agent used was "non-persistent", there are no further chemical effects. If the attacker declared the agent to be a "persistent" type, the effects are as follows.

Cohesion die-rolls for all TL-1 or TL-2 stands on the map during the game are modified by +3, due to restricted visibility and communication difficulties.

This modification affects all stands on the map, attackers and defenders alike!

There will be exceptions to the chemical warfare rules above. In 1917 and 1918 on the Western Front, gas became a familiar danger. Consider treating troops in this particular period as less vulnerable to gas attack. However, chemical attacks would have been a devastating surprise to the U.S. forces in W.W.II (at least the first few times they were used) Although gas masks were issued initially, troops rid themselves of this extra baggage at the first opportunity!

This makes for some fascinating "What If's". What if the Germans decided to use poison gas as a desperate last resort, perhaps in the "Battle of the Bulge"? The fact that the German army was heavily dependent on horse-drawn transport would have made it a two-edged weapon. Could the Japanese have used gas effectively in the defense of Iwo Jima or Okinawa? The effect on the densely crowded Marine beachheads might have been appallingly destructive. It's something to consider.



Porsche began development of the super heavy tank Maus in 1942. Two prototypes fought at the end the war. Nine more were under construction in April 1945.

PAINTING WEHRMACHT '47® GERMAN ARMoured VEHICLES

Most modelers who have attempted to replicate the E series of proposed German vehicles have continued the patterns that were most attractively used late in 1944 and 1945. This is the 'ambush' scheme. A base coat of *dunkelgelb* (GHQ's CLR2 Desert Yellow) is applied. This is followed by a pattern of *olivgruen* (CLR1 Camouflage Green) and *rotbraun* (CLR3 Camouflage Brown) generally applied with a spray gun on the full sized vehicle. Then, a fine pattern of Desert Yellow dots are carefully applied to the green and brown areas. Certainly, this scheme was not universally used on *Wehrmacht* vehicles late in the war, but it is very attractive.



An alternative would be to use a scheme which, rather like the Wehrmacht '47® models themselves, had been planned for implementation, but was preempted by the Allied victory in April 1945. Orders were issued in November 1944 to paint armoured fighting vehicles and panzers with a base coat of *Dunkelgruen*. This was a pale olive green color (similar to GHQ's CLR30 'Modern US Aircraft Green'). Overspray or brush-painted camouflage patterns were to be created at the factory "in sharp contours." (Use Camouflage Brown or Desert Yellow.) This order was to be implemented by June 1945. The photo above shows the vehicle we will be painting in this article, an E-50 "Panther III" main battle tank.

1. Clean any part lines off the castings by scraping with the blade of a #11 hobby knife. Trim off any 'vents' - the tiny wires of metal left over from the casting process.

2. Glue the turret to the hull at the desired rotation.

3. Glue assembled E-50 onto the head of a roofing nail for easier handling. Insert the nail into a block of Styrofoam to hold the nail and tank when not in use.

4. Basecoat the model with GHQ's CLR30 "Modern US Aircraft Green." We used an airbrush to apply the base coat, but a brush can be used.

5. Begin applying the 3-tone camouflage scheme. We started using GHQ's Desert Yellow (CLR2). As noted above, the orders directing the new painting schemes specifically stated that the camouflage was to be applied "in sharp contours." To follow orders, we used a paint brush to apply the pattern, and based the shapes on *Luftwaffe* aircraft camouflage schemes with straight edges and angular patterns. German camouflage directives stated that 1/3 of the surface of the vehicle was to either *dunkelgelb* (Desert Yellow) or *rotbraun* (Camouflage Brown) - keep that in mind while applying these colors.



6. Add the *rotbraun* patches, using GHQ's CLR3 Camouflage Brown paint.



7. You could quit camouflaging here. If you are feeling tricky, apply the 'ambush' scheme. Using a very small brush, carefully paint dots of Desert Yellow into the green areas of the vehicle. Avoid placing too many dots in a straight line.



8. Begin painting the detail - we started with the tracks. Apply a coat of either CLR7 Rust or CLR15 Dark Brown to both the interior and the exterior of the track links. (We used the Dark Brown to differentiate from the Camouflage Brown shade.)



9. Paint some of the other details, like the towing cables and shovel heads Rust, the heads of the mallets and cable cutters CLR14 Panzer Gray, and the handles of the shovels and mallets a wood color - we used CLR8 UK Sand Yellow.



10. Use a drybrush technique to gingerly apply metallic silver or Gun Metal (CLR13) to the raised details of the tracks, shovel heads, etc. where the paint or rust would have polished off.



11. Apply an overall black wash to the entire vehicle. GHQ almost exclusively uses a wash made of gum-spirits turpentine and black **enamel** paint (GHQ's CLR11 Black *water-based acrylic* should NOT be mixed with either mineral spirits or turpentine.) The ratio is about 10 parts turpentine to 1 part black enamel paint. Apply a liberal, but not excessive, amount to all the surfaces of the model. Try to avoid puddles of wash. Initially, it will look very shiny and wet: it will take some time (from hours to a week) for the turpentine wash to dry, depending on your environmental conditions.



12. Once the wash has dried, the model should look like this:





13. Decals help bring your models to life. Carefully trim 2 *Balkenkreuz* ("German Crosses") from a D11 Decal, and a pair of tactical numbers in the color of your choice (D5 is white, D6 is black, and D7 is red). Apply the decals as shown below. A decal setting solution can then be used to flatten the decal in place if you choose to use one. The Champ system is easiest to use, Micro Scale's system is a bit more complicated.

14. Like the decals, aials add a lot to Micro Armour® models. Here we glued a short length of nylon quilting thread to the cylindrical 'boot' located next to the commander's cupola. Trim it to length with a finger nail clipper. Darken the clear nylon thread with black India ink.

15. When you are happy with the effect, spray a complete but thin coat of Testor's brand Dullcote over the model. This will both deaden any sheen left from the black wash, and provide a protective layer to your efforts. When you're done, the model is ready to enter service in one of your Wehrmacht '47® panzer units.

The finished E-50 ready to roll.



GERMAN WEAPONS

WEAPON	POINTS	TECH LEVEL	FIREPOWER AP / HE	RANGE AP / HE	DEFENSE [ARMOR]	MOVEMENT T / W / F	CARGO CAPACITY	TRANSPORT REQUIREMENT
Armoured Fighting Vehicles								
SdKfz 350/17	48	1	6 / 4	12 / 12	[4]	16T	-	-
SdKfz 351/16 "Flamm"	26	1	9F / 9F	1 / 1	[4]	14T	-	-
E-50 / Panther 3	154	2	11 / 6	25 / 25	[12]	19T	-	-
E-75 / Tiger 3	235	2	17 / 8	30 / 30	[18]	10T	-	-
E-100 JagdPanzer	156	1	12 / 7	30 / 30	[16]	10T	-	-
Pz V Panther	112	1	11 / 5	25 / 25	[10]	12T	-	-
Pz VIA Tiger	111	1	10 / 6	25 / 25	[11]	9T	-	-
Pz VIB King Tiger	129	1	11 / 8	25 / 25	[13]	8T	-	-
E-100 JagdPanzer	156	1	12 / 7	30 / 30	[16]	10T	-	-
Panther IIF	116	1	11 / 6	25 / 25	[10]	11T	-	-
Maus (150mm Gun)	151	1	8 / 9	30 / 30	[20]	8T	-	-
Maus (128mm Gun)	163	1	12 / 7	30 / 30	[20]	8T	-	-

Armoured Personnel Carriers

SdKfz 350/1	30	1	0 / 4	1 / 5	[4]	16T	6	-
SdKfz 350/9	30	1	2 / 4	5 / 5	[4]	16T	-	-
SdKfz 350/16	32	1	0 / 6	1 / 5	[4]	16T	6	-
SdKfz 351/1	28	1	0 / 4	1 / 5	[4]	14T	8	-
SdKfz 351/7	28	1	0 / 4	1 / 5	[4]	14T	8	-
SdKfz 351/17	28	1	2 / 4	5 / 5	[4]	14T	-	-

Anti-Tank Weapons

75mm PAK40 ATG §	59	1	9 / 5	20 / 20	4	0	-	8
88mm PAK43 ATG §	105	1	11 / 6	30 / 30	4	0	-	10
SdKfz 350/13 §	72	1	9 / 5	20 / 20	[4]	16T	-	-
E-10 §	75	1	9 / 5	20 / 20	[6]	15T	-	-
E-25 §	104	1	11 / 6	25 / 25	[5]	20T	-	-
JagdPanther 2 §	174	1	17 / 8	30 / 30	[12]	19T	-	-
JagdTiger 2 §	175	1	22 / 9	24 / 24	[18]	10T	-	-
Waffenträger I 88mm	95	1	11 / 5	25 / 25	[2]	11T	-	-
Waffenträger II 88mm	95	1	11 / 5	25 / 25	[2]	11T	-	-
Waffenträger II 12.8cm §	159	1	12 / 8	40 / 40	[3]	11T	-	-

	POINTS	TECH LEVEL	FIREPOWER AP / HE	MAX RANGE AP / HE	MINIMUM RANGE	NOTES
Anti-Tank Guided Missiles						
Rotkäppchen	12	2	10 / 4 (5)	10 / 10	5	Man-Packed
Rochen 600	7	2	10 / 4 (4)	5 / 5	4	Man-Packed
Rochen 1000	23	2	12 / 4 (6)	20 / 20	4	Man-Packed
Rochen 1500	32	2	14 / 4 (7)	30 / 30	4	Man-Packed

Notes:

1. Rotkäppchen = Red Riding Hood.
2. Rochen = Skate (The fish).
3. The Rotkäppchen was a wire-guided system.
4. The Rochen series used infrared imaging that did not require a wire for its joystick controller. It made use of two focused guidance beams with the impact point being the spot where the two converge.
5. In testing, after initial failures, the Rochen achieved pinpoint accuracy at 2,000 meters after a six-second flight. Some two hundred were manufactured before hostilities ended in 1945.

GERMAN WEAPONS

WEAPON	POINTS	TECH LEVEL	FIREPOWER AP / HE	RANGE AP / HE	DEFENSE [ARMOR]	MOVEMENT T / W / F	CARGO CAPACITY	TRANSPORT REQUIREMENT
Artillery								
75mm Infantry Gun § (1)	21	1	2 / 5	27 / 27	5	0	-	6
75mm Infantry Gun § (3)	59	1	2 / 5	27 / 27	5	0	-	6
8cm Mortar § (1)	16	1	0 / 6 ‡	21 / 21	6**	2F	-	4
8cm Mortar § (3)	41	1	0 / 6 ‡	21 / 21	6**	2F	-	8
8cmK (Stummelwerfer) § (1)	8	1	0 / 6 ‡	9 / 9	6**	3F	-	4
105mm Howitzer § (2)	170	1	2 / 8 ‡	84 / 84	3	0	-	10
120mm Mortar § (2)**	108	1	2 / 9 ‡	48 / 48	4	0	-	8
150mm Field Gun § (2)	253	1	3 / 9 ‡	105 / 105	2	0	-	12
170mm Field Gun § (2)	589	1	4 / 11 ‡	196 / 196	2	0	-	14
SdKfz 350/7 § (1)	22	1	0 / 6 ‡	21 / 21	[4]	16T	-	-
SdKfz 351/2 § (1)	21	1	0 / 6 ‡	21 / 21	[4]	14T	-	-
SdKfz 351/24 § (1)	57	1	2 / 9 ‡	48 / 48	[4]	14T	-	-
SdKfz 351/24(2) §	105	1	2 / 9 ‡	48 / 48	[4]	14T	-	-
Geschutzwagen VI 21cm (2) §	398	1	5 / 13 ‡	134 / 134	[3]	11T	-	-
Geschutzwagen VI 17cm (2) §	431	1	4 / 11 ‡	196 / 196	[3]	11T	-	-
Waffenträger I 105mm (2)	176	1	2 / 8 ‡	84 / 84	[2]	11T	-	-
12cm Mortar (2) § ***	87	1	2 / 9 ‡	48 / 48	4	0	-	8
210mm Mörser.18 (1) §	177	1	5 / 13 ‡	134 / 134	2	0	-	14
210mm Mörser.18 (2) §	352	1	5 / 13 ‡	134 / 134	2	0	-	14
Infantry Close Support Artillery Vehicles								
SdKfz 350/8 § (1)	23	1	1 / 5	27 / 27	[4]	16T	-	-
SdKfz 351/9 § (1)	22	1	1 / 5	27 / 27	[4]	14T	-	-
SdKfz 351/22 §	70	1	9 / 5	20 / 20	[4]	14T	-	-
Bär § (1)	194	1	8 / 16 ‡	84 / 84	[12]	5T	-	-
Gchutzw. VI 30.5cm GrW (1) §	52	1	9 / 18	20 / 20	[3]	11T	-	-

[] = Armoured Defense Value

‡ = This stand may engage in in-direct fire

*** = minimum range = 3"

§ = Weapons must obey Facing Restrictions

(2) = # of artillery impact markers used for this stand

The Geschutzwagen VI 30.5cm GrenatenWerfer is a spigot mortar weapon which must be loaded from the outside. The weapon requires 5 turns to reload. If the stand receives any enemy fire while loading, that turn does not count toward the necessary number of turns to reload.

GERMAN WEAPONS

WEAPON	POINTS	TECH LEVEL	FIREPOWER AP / HE	RANGE AP / HE	DEFENSE [ARMOR]	MOVEMENT T / W / F	CARGO CAPACITY	TRANSPORT REQUIREMENT
Rocket Artillery								
150mm Nebelwerfer § (2)	80	1	4 / 10 ^*	55 / 55	3	0	-	6
210mm Nebelwerfer § (2)	125	1	5 / 12 ^*	72 / 72	3	0	-	8
Panzerwerfer 150 (2)	165	1	4 / 10 ^*:	55 / 55	[3]	15T	-	-
Anti-Aircraft Weapons								
SdKfz 350/14	50	1	5 / 8	10 / 10	[4]	16T	-	-
SdKfz 351/21	48	1	5 / 8	10 / 10	[4]	14T	-	-
FlakPanther 1	52	1	5 / 8	10 / 10	[7]	12T	-	-
FlakPanther 2	78	1	5 / 8	20 / 20	[7]	12T	-	-
Waffenträger I 37mm AA	35	1	4 / 6	10 / 10	[2]	11T	-	-
Personnel								
Headquarters	40	1	0 / 4	1 / 5	6**	4F	-	8
Infantry '44 - '47	19	1	6 / 6	1 / 5	6**	4F	-	8
Infantry	17	2	7 / 6	1 / 5	6**	4F	-	8
Engineer	15	2	5 / 5	1 / 5	6**	4F	-	8
German Medium MG	22	2	1 / 6	1 / 10	6**	2F	-	8
Infantry Support	16	1	0 / 5	1 / 10	6**	2F	-	4
Motorcycle Infantry	23	1	0 / 5	1 / 5	6**	20W	-	-
Motorcycle Support	28	1	0 / 5	1 / 10	6**	20W	-	-
Transport								
SdKfz 350/15	30	1	0 / 4	1 / 5	[4]	16T	8	-
Kubelwagon	4	1	-	-	3	20W	4	-
Light Truck	7	1	-	-	1	20W	8	-
Medium Truck	8	1	-	-	1	18W	10	-
Heavy Truck	10	1	-	-	1	16W	14	-
Light Tractor (SdKfz10)	8	1	-	-	1	15T	8	-
Hvy Tractor (Sd7 or Maultier)	14	1	-	-	1	14T	12	-
Schwimmwagon	5	1	-	-	3	20W(2S)	4	-
Raupenschlepper Ost (RSO)	6	1	-	-	[1]	10T	8	-
SdKfz9 "Heavy" Tractor	12	1	-	-	1	14T	14	-
Artillery Limber	4	1	-	-	1	6F	12+	-
Wagon	4	1	-	-	1	5F	10	-

[] = Armoured Defense Value

‡ = This stand may engage in in-direct fire

*** = Minimum Range = 3"

§ = Weapons must obey Facing Restrictions

(2) = Number of artillery impact markers used for this stand

UNITED STATES WEAPONS

WEAPON	POINTS	TECH LEVEL	FIREPOWER AP / HE	RANGE AP / HE	DEFENSE [ARMOR]	MOVEMENT T / W / F	CARGO CAPACITY	TRANSPORT REQUIREMENT
Armoured Fighting Vehicles								
M24 "Chaffee"	77	1	7 / 5	20 / 20	[7]	15T	-	-
M4A3E2 "Sherman Jumbo"	78	1	7 / 5	20 / 20	[10]	10T	-	-
M4A3E8 "Sherman Easy-8"	82	1	9 / 5	20 / 20	[8]	10T	-	-
M4 "Sherman Crocodile" §	28	1	10F / 10F	1 / 1	[7]	9T	-	-
M26 "Pershing"	104	1	11 / 7	20 / 20	[11]	10T	-	-
T26E4 Super Pershing	152	2	12 / 7	25 / 25	[11]	10T	-	-
T29	171	1	15 / 8	30 / 30	[12]	9T	-	-
T30	111	1	4 / 9	30 / 30	[12]	9T	-	-
T34	162	1	16 / 9	25 / 25	[14]	9T	-	-
Armoured Personnel Carriers								
LVTA1	35	1	5 / 4	10 / 10	[2]	10T (3S)	-	-
LVTA2 "Water Buffalo"	12	1	1 / 3	10 / 10	[1]	10T (3S) *	12	-
M39	25	1	1 / 3	10 / 10	[4]	14T	8	-
M44	26	1	1 / 3	10 / 10	[4]	6T	14	-
M59	38	1	1 / 3	10 / 10	[4]	16T (2 amph)	8	-
M75	42	1	1 / 3	10 / 10	[4]	22T (2 amph)	8	-
Anti-Tank Weapons								
3" ATG §	51	1	7 / 5	20 / 20	3	0	-	8
M3 GMC §	68	1	7 / 5	20 / 20	[3]	14T	-	-
M18 "Hellcat"	82	1	8 / 5	20 / 20	[6]	14T	-	-
M36 "Jackson" (Slugger)	94	1	11 / 6	20 / 20	[6]	10T	-	-
Artillery								
75mm Pack Howitzer § (2)	83	1	1 / 5‡	67 / 67	5**	1F	-	4
M8 HMC (2)	94	1	1 / 5‡	69 / 69	[4]	15T	-	-
M8 HMC (3)	136	1	1 / 5‡	69 / 69	[4]	15T	-	-
LVTA4 (2)	90	1	1 / 5‡	69 / 69	[2]	10T (3S) *	-	-
M4-105mm § (1)	78	1	3 / 8‡	60 / 60	[7]	10T	-	-
81mm Mortar § (2)	32	1	0 / 6‡	24 / 24	6**	2F	-	6
81mm Mortar § (3)	49	1	0 / 6‡	24 / 24	6**	2F	-	8
M21 MMC § (1)	25	1	0 / 6‡	24 / 24	[3]	16T	-	-
M21 MMC § (2)	40	1	0 / 6‡	24 / 24	[3]	16T	-	-
4.2" Mortar § (2) ***	66	1	1 / 9‡	32 / 32	4	0	-	8
105mm Howitzer § (2)	198	1	3 / 8‡	89 / 89	3	0	-	10
105mm Howitzer § (3)	295	1	3 / 8‡	89 / 89	3	0	-	10
T19 HMC § (3)	304	1	3 / 8‡	89 / 89	[3]	14T	-	-
M7 SPH "Priest" § (1)	106	1	3 / 8‡	89 / 89	[4]	9T	-	-
M7 SPH "Priest" § (3)	302	1	3 / 8‡	89 / 89	[4]	9T	-	-
155mm Howitzer § (2)	337	1	4 / 9‡	120 / 120	2	0	-	12
155mm Gun "Long Tom" § (2)	527	1	5 / 9‡	188 / 188	2	0	-	12

UNITED STATES WEAPONS

WEAPON	POINTS	TECH LEVEL	FIREPOWER AP / HE	RANGE AP / HE	DEFENSE [ARMOR]	MOVEMENT T / W / F	CARGO CAPACITY	TRANSPORT REQUIREMENT
Artillery								
M12 HMC § (3)	681	1	5 / 9‡	160 / 160	[4]	9T	-	-
M40 GMC "Long Tom" § (3)	797	1	5 / 9‡	188 / 188	[3]	9T	-	-
203mm Howitzer § (2)	433	1	5 / 11‡	135 / 135	2	0	-	14
240mm Howitzer § (2)	774	1	7 / 14‡	184 / 184	2	0	-	16
5" (Naval Gunfire) § (3)	1166	2	5 / 13‡	216 / 216	-	-	-	-
8" (Naval Gunfire) § (3)	2160	2	6 / 18‡	288 / 288	-	-	-	-
M37 (3) §	276	1	3 / 8 ‡	89 / 89	[4]	17T	-	-
T38 (3) § ***	98	1	1 / 9 ‡	32 / 32	[4]	17T	-	-
M41 (3) §	425	1	4 / 9 ‡	131 / 131	[4]	17T	-	-
T92 (3) §	842	1	7 / 14 ‡	184 / 184	[4]	8T	-	-
T93 (3) §	532	1	5 / 11 ‡	135 / 135	[4]	8T	-	-
Infantry Close Support Artillery Vehicles								
T28 / T95 §	188	2	15 / 8	30 / 30	[16]	4T	-	-
Recon Vehicles								
M20	24	1	1 / 4	10 / 10	[2]	16W	-	-
M8 "Greyhound"	34	1	5 / 4	10 / 10	[2]	16W	-	-
Jeep (50cal. MG)	19	1	1 / 4	10 / 10	3	18W	4	-
Jeep (57mm RcR)	17	1	2 / 5	6 / 6	3	18W	4	-
T8 "Recon Stuart"	20	1	1 / 4	10 / 10	[4]	15T	4	-
Anti-Aircraft Weapons								
M19	61	1	4 / 8	15 / 15	[4]	17T	-	-
T77	47	1	1 / 8	12 / 12	[4]	17T	-	-
Personnel								
Headquarters	40	1	0 / 4	1 / 5	6**	4F	-	8
Infantry '43-'45	13	1	5 / 5	1 / 5	6**	4F	-	8
Infantry "Airborne"	17	2	7 / 6	1 / 5	6**	4F	-	8
Infantry "Recon"	9	1	1 / 3	1 / 5	6**	4F	-	4
Infantry "Engineer"	15	2	5 / 5	1 / 5	6**	4F	-	4
MMG	22	2	1/6	1/10	6**	2F	-	4
Infantry Support	16	1	1 / 5	1 / 10	6**	3F	-	8
Transport								
DUKW	17	1	-	-	1	15W (4S) *	14	-
Light Truck	7	1	-	-	1	18W	8	-
Medium Truck	8	1	-	-	1	18W	12	-
Heavy Truck	10	1	-	-	1	16W	15	-
Jeep	4	1	-	-	3	18W	4	-
Amphibious Jeep	5	1	-	-	3	18W (2S) *	4	-
"Weasel"	6	1	-	-	3	10T (2S) *	4	-

[] = Armoured Defense Value

‡ = This stand may engage in in-direct fire

*** = minimum range = 3"

§ = Weapons must obey Facing Restrictions

(2) = # of artillery impact markers used for this stand

Note: The 'actual' rate of march for infantry was somewhere between three and four inches per turn (3.5MPH about 75% of the time. i.e. every nine minutes or so, a well trained infantry platoon (Cohesion 15) would have to halt and rest for three minutes to prevent straggling. MATG-WWII gamers are used to infantry movement rates of 3; MATG-Modern to rates of 4. We have here used the latter, but if you prefer, you can change infantry movement rates to 3.

UNITED KINGDOM WEAPONS

WEAPON	POINTS	TECH LEVEL	FIREPOWER AP / HE	RANGE AP / HE	DEFENSE [ARMOR]	MOVEMENT T / W / F	CARGO CAPACITY	TRANSPORT REQUIREMENT
Armoured Fighting Vehicles								
A30 Avenger	116	1	11 / 5	25 / 25	[10]	16T	-	-
A34 Comet	87	1	10 / 5	20 / 20	[6]	15T	-	-
Sherman "Firefly" VC	106	1	11 / 5	25 / 25	[8]	10T	-	-
A41 Centurion 1	146	2	11 / 5	25 / 25	[15]	12T	-	-
Armoured Personnel Carriers								
Bren Carrier	11	1	1 / 4	5 / 5	[1]	15T	6	-
Ram "Kangaroo"	14	1	0 / 4	1 / 10	[5]	10T	8	-
Anti-Tank Weapons								
17lb ATG §	83	1	11 / 5	25 / 25	4	0	-	8
Achilles	102	1	11 / 5	25 / 25	[6]	10T	-	-
Archer §	100	1	11 / 5	25 / 25	[6]	8T	-	-
A31 Tortoise § #	126	1	9 / 6	30 / 30	[22]	6T	-	-
Artillery								
3" Mortar § (1)	15	1	0 / 6‡	20 / 20	6**	2F	-	6
3" Mortar § (3)	39	1	0 / 6‡	20 / 20	6**	2F	-	8
3" Mortar § (1) (Bren Carrier)	21	1	0 / 6‡	20 / 20	[1]	15T	-	-
25lb Gun/Howitzer § (2) ****	177	1	2 / 7‡	97 / 97	4	0	-	8
25lb Gun/Howitzer (as ATG)	6	10						
Sexton § (2)	186	1	2 / 7‡	97 / 97	[6]	10T	-	-
4.2" Mortar § (2)***	67	1	1 / 9‡	32 / 32	5	0	-	8
4.5" Howitzer § (2)	115	1	2 / 8‡	52 / 52	2	0	-	10
5.5" Gun/Howitzer § (2)	310	1	4 / 9‡	118 / 118	2	0	-	12
7.2" Gun/Howitzer § (2)	325	1	4 / 10‡	143 / 143	1	0	-	14
Armoured Cars								
Humber Mk IV	28	1	5 / 3	10 / 5	[2]	17W	-	-
Daimler "Dingo"	17	1	0 / 3	1 / 5	[1]	20W	-	-
Daimler	27	1	5 / 3	10 / 5	[1]	20W	-	-
A.E.C II	37	1	6 / 3	15 / 5	[3]	16W	-	-
A.E.C III	63	1	7 / 5	20 / 20	[3]	15W	-	-
Staghound	64	1	7 / 5	20 / 20	[3]	16W	-	-
Anti-Aircraft Weapons								
40mm "Bofors" AAG	21	1	4 / 6	10 / 10	2	0	-	6
3.7" AAG #	91	1	9 / 6	30 / 30	2	0	-	10
Skink	46	1	3 / 8	10 / 10	[7]	10T	-	-

UNITED KINGDOM WEAPONS

WEAPON	POINTS	TECH LEVEL	FIREPOWER AP / HE	RANGE AP / HE	DEFENSE [ARMOR]	MOVEMENT T / W / F	CARGO CAPACITY	TRANSPORT REQUIREMENT
Personnel								
Headquarters	40	1	0 / 4	1 / 5	6**	4F	-	8
Infantry	17	2	7 / 6	1 / 5	6**	4F	-	8
Engineers	15	2	5 / 5	1 / 5	6**	4F	-	8
MMG	22	2	1/6	1/10	6**	2F	-	4
Infantry Support	17	1	1 / 5	1 / 10	6**	3F	-	4
Motorcycle Infantry	22	1	0 / 4	1 / 5	6**	20W	-	-
Transport								
Car	4	1	-	-	1	16W	4	-
Light Truck	7	1	-	-	1	18W	8	-
Medium Truck	8	1	-	-	1	18W	10	-
Heavy Truck	10	1	-	-	1	16W	14	-

[] = Armoured Defense Value

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*** = minimum range = 3"

§ = Weapons must obey Facing Restrictions

(2) = # of artillery impact markers used for this stand

= use Range Attenuation Chart as German 88

SOVIET WEAPONS

WEAPON	POINTS	TECH LEVEL	FIREPOWER AP / HE	RANGE AP / HE	DEFENSE [ARMOR]	MOVEMENT T / W / F	CARGO CAPACITY	TRANSPORT REQUIREMENT
Armoured Fighting Vehicles								
T-34/85	94	1	10 / 6	20 / 20	[9]	12T	-	-
KV-85	94	1	10 / 6	20 / 20	[10]	10T	-	-
JS-II	105	1	11 / 7	20 / 20	[12]	9T	-	-
JSIII "Pike"	114	1	11 / 8	20 / 20	[12]	10T	-	-
T-44 / 85	100	1	10 / 6	20 / 20	[10]	16T	-	-
T-44 / 100	122	1	11 / 7	24 / 24	[10]	16T	-	-
T-44 / 122	112	1	11 / 8	20 / 20	[10]	16T	-	-
JS-4	110	1	11 / 8	20 / 20	[12]	10T	-	-
Armoured Personnel Carriers								
BTR-40	13	1	0 / 3	1 / 5	[1]	20W	8	-
Anti-Tank Weapons								
57mm ATG §	35	1	6 / 4	15 / 15	5	0	-	6
100mm ATG §	93	1	11 / 7	24 / 24	4	0	-	10
Su-85 §	93	1	10 / 6	20 / 20	[9]	11T	-	-
Su-100 §	104	1	11 / 7	20 / 20	[11]	10T	-	-
ISU-122 §	109	1	11 / 8	20 / 20	[12]	9T	-	-
Artillery								
76mm Inf Gun (Regt.) § (3)	64	1	1 / 5	34 / 34	5	0	-	6
76mm Divisional Gun § (3)	196	1	1 / 5 †	108 / 108	4	0	-	8
76mm Div. Gun (as ATG) §			8	20				
82mm Mortar § (1)	18	1	0 / 6 †	25 / 25	6**	2F	-	6
82mm Mortar § (2)	33	1	0 / 6 †	25 / 25	6**	2F	-	6
82mm Mortar § (3)	48	1	0 / 6 †	25 / 25	6**	2F	-	8
82mm Mounted Mortar § (2)	34	1	0 / 6 †	25 / 25	5**	6F	-	8
120mm Mortar § (3)**	162	1	2 / 9 †	48 / 48	5	0	-	8
122mm Howitzer § (3)	308	1	3 / 8 †	93 / 93	3	0	-	10
122mm M.42(2) §	259	1	4 / 8 †	166 / 166	3	0	-	-
152mm Field Howitzer § (3)	388	1	4 / 9 †	99 / 99	3	0	-	12
203mm M35 How. § (2)	430	1	4 / 11*	144 / 144	2	0	-	14
Infantry Close Support Artillery Vehicles								
Su-122 §	98	1	3 / 8	30 / 30	[11]	10T	-	-
Su-152 §	85	1	4 / 9	20 / 20	[12]	9T	-	-
ISU-130 § (1)	197	1	6 / 9 †	219 / 219	[12]	10T	-	-

SOVIET WEAPONS

WEAPON	POINTS	TECH LEVEL	FIREPOWER AP / HE	RANGE AP / HE	DEFENSE [ARMOR]	MOVEMENT T / W / F	CARGO CAPACITY	TRANSPORT REQUIREMENT
Anti-Aircraft Weapons								
AAMG Truck	29	1	1 / 8	5 / 10	1	18W	-	-
AAMG	16	1	1 / 5	5 / 10	5**	1F	-	6
37mm AAG	37	1	4 / 6	10 / 10	3	16W	-	6
ZSU-37	36	1	4 / 6	10 / 10	[3]	10T	-	-
85mm AAG	55	1	7 / 6	20 / 20	3	0	-	8
M17 MGMC (US)	40	1	1 / 8	10 / 10	[3]	16T	-	-
ZSU-37	40	1	4 / 6	10 / 10	[3]	14T	-	-
Rocket Artillery								
82mm "Katyusha" M8 § (2)	93	1	1 / 9 ^	44 / 44	1	16W	-	-
132mm "Katyusha" M13 § (2)	41	1	4 / 12 ^	11 / 11	1	16W	-	-
300mm "Katyusha" M13 § (2)	106	1	7 / 14 ^	24 / 24	1	16W	-	-
310mm "Katyusha" M31 § (2)	173	1	7 / 15 ^	38 / 38	1	16W	-	-
Armoured Cars								
White Scout Car	11	1	1 / 3	10 / 10	[2]	16W	6	-
BA-10 (BA-32)	25	1	5 / 3	10 / 5	[1]	16W	-	-
BA-64	19	1	0 / 5	1 / 5	[1]	20W	-	-
Personnel								
Headquarters	40	1	1 / 4	1 / 5	6**	4F	-	8
Infantry	17	2	6 / 6	1 / 5	6**	4F	-	8
Infantry (SMG)	10	1	1 / 6	1 / 3	6**	4F	-	8
Infantry (Recon)	8	1	0 / 3	1 / 5	6**	4F	-	4
Infantry Support	14	1	0 / 4	1 / 10	6**	2F	-	4
Medium MG	22	2	1 / 6	1 / 10	6**	2F	-	4
Motorcycle Infantry	22	1	0 / 4	1 / 5	6**	20W	-	-
Engineer	15	2	5 / 5	1 / 5	6**	4F	-	8
Mounted Headquarters	36	1	0 / 4	1 / 5	5**	8F	-	-
Cavalry	10	1	0 / 4	0 / 5	5**	8F	-	-
Pioneer (Mounted Engineer)	10	1	1 / 4	1 / 5	5**	8F	-	-
Cavalry Support	14	1	0 / 4	1 / 10	5**	6F	-	-
Transport								
"Taczanka" Support	13	1	0 / 5	1 / 10	3	6F	-	-
GAZ (Jeep)	4	1	-	-	3	18W	4	-
Light Truck	8	1	-	-	1	18W	8	-
Medium Truck	9	1	-	-	1	16W	10	-
Heavy Truck	10	1	-	-	1	14W	12	-
Light Tractor (Stalinetz)	6	1	-	-	1	12T	6	-
Heavy Tractor	10	1	-	-	1	10T	12	-
Artillery Limber	4	1	-	-	1	6F	12+	-
Wagon	3	1	-	-	1	4F	10	-

[] = Armoured Defense Value

§ = Weapons must obey Facing Restrictions

‡ = This stand may engage in in-direct fire

(2) = # of artillery impact markers used for this stand

*** = minimum range = 3"

TABLE OF ORGANIZATION & EQUIPMENT

WEHRMACHT PANZER DIVISION: 1947

GENERATION: II AIR SUPERIORITY RATING: 25 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 30%

Motorized Company: 3x TL1 Infantry/Truck,
1x TL1 Infantry Support/Truck,
1x 8cm GrW34 Mortar(1)/Truck

Motorized
Support Company: 1x 88mm PAK43/SdKfz7,
1x 120mm GrW42 Mortar(2)/Truck,
1x Waffentrager/37mm Flak

Grenadier Company: 3x TL1 Infantry/SdKfz351/1,
1x SdKfz351/9, 1x SdKfz351/2(1),
1x TL1 Infantry Support/Sdkfz351

Armored
Support Company: 1x SdKfz351/22, 1x SdKfz351/9,
1x SdKfz351/21,
1x TL1 Engineer Infantry/SdKfz351

Panzer Company: 4x Tank

Motorized Battalion: 1x TL1 Infantry HQ/Truck,
3x Motorized Company,
1x Motorized Support Company

Grenadier Battalion: 1x TL1 Infantry HQ/SdKfz351,
3x Grenadier Company,
1x Armored Support Company

Panzer Battalion: 1x Tank(HQ), 4x Panzer Co.,
1x Tank[R], 1x FlakPanzer

Artillery Battalion: 2x 105mm "Wespe"(3),
1x 150mm "Hummel"(3)

Motorized Regiment: 1x TL1 Infantry HQ/Truck,
2x Motorized Battalion,
1x sIG33/Pz38t "Bison",
1x Kubelwagon[R]

Panzer Brigade: 1x TL1 Infantry GHQ/SdKfz251,
1x Panzer Battalion,
1x Grenadier Battalion

Available Support Units: (One or more of these units, or parts thereof, may appear in a particular action at your discretion.)

Engineer Company: 3x TL1 Engineer Inf./SdKfz351/7,
1x SdKfz351/2(2)

Recon Company: 6x SdKfz 350/9

Recon Company: 4x SdKfz 234/1, 1x SdKfz 234/4

Anti-Tank Company: 3x 88mm PAK 43/Sd 7

Heavy
Panzer Company: 3 x Pz V "Panther II"
or Pz VIB "Tiger II"
or 1x "Maus"
or 1x E-100

Flak Company: 2x 88mm Flak 36/Sd 7,
2x Flakpanzer

Notes:

1. Available "Tanks" include: StuG IIIG, Pz IVG, Pz V "Panther", Pz V "Panther II", JagdPanther V, and JPz 38t "Hetzer".
2. Available "FlakPanzers" include FlakPanther "Coelion", "Wirblewind", and "Kugelblitz".
3. The "planned" 1946/1947 Panzer Division consisted of 1x Panzer Brigade, 1x Grenadier Regiment, and 1x Artillery Battalion.

TABLE OF ORGANIZATION & EQUIPMENT

WEHRMACHT VOLKSGRENADIER DIVISION: 1947

GENERATION: II AIR SUPERIORITY RATING: 25 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 30%

Infantry Company: 3x Infantry,
1x Medium Machinegun

Infantry Support Co.: 1x 81mm Mortar(3)/Limber,
3x Medium Machinegun

Mortar Company: 1x 120mm Mortar(3)/Limber

Fusilier Company: 3x Infantry/Truck,
1x 81mm Mortar(1)/Truck,
1x Medium Machinegun/Truck

Engineer Company: 3x Engineer/Truck,
1x 81mm Mortar(1)/Truck

Panzerjäger Co.: 2x 75mm PAK.40/Truck

Flak Company: 3x 37mm Flak.37/Truck

Infantry Battalion: 1x Infantry HQ,
3x Infantry Company,
1x Infantry Support Company

Fusilier Battalion: 1x Infantry HQ/Truck,
3x Fusilier Company

Field Artillery Bn.: 1x Infantry(B) HQ/Horses,
3x 105mm FH.18M(3)/Limber

Medium Artillery Bn.: 1x Infantry(B) HQ/Horses,
3x 150mm sFH.36(3)/Limber

Panzerjäger/Flak Bn.: 3x Panzerjäger Company,
1x Flak Company

Schutzen Regiment: 1x Infantry GHQ,
2x Infantry Battalion,
1x Mortar Company

Artillery Regiment: 3x Field Artillery Battalion,
1x Medium Artillery Battalion

Volksgrenadier Div.: 3x Schutzen Regiment,
1x Artillery Regiment,
1x Panzerjäger/Flak Battalion,
1x Fusilier Battalion,
1x Engineer Company

Notes:

1. One Infantry stand per company may be equipped with a man-packed PAR 'Rötkappchen' or 'Rochen' ATGM team.
2. The Fusilier battalion was usually the most active unit in the division, regularly called upon for anti-partisan sweeps, keeping road, railroad, and communication lines safe and running, and generally maintaining an army 'presence' between garrisons.

Support From Corps and Army

To knit these primarily Infantry units together into an integrated defense system, it was necessary to provide heavyweight support elements. These would be located at strategic points where enemy penetrations could be expected to give the system the solid 'punch' necessary to contain and limit these penetrations as much as possible, and to provide the basis for local counterattacks designed to seal them off from vital centers of commerce and administration.

3TABLE OF ORGANIZATION & EQUIPMENT

WEHRMACHT CORPS SUPPORT: 1947

GENERATION: II AIR SUPERIORITY RATING: 25 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 30%

Assault Pioneer Co.: 3x Pioneer	Light Artillery Bn.: 1x Infantry HQ/Truck, 3x 105mm leFH.18(3)/Tractor
Machinegun Co.: 3x MMG	Medium Artillery Bn.: 1x Infantry HQ/Truck, 2x 150mm sFH.18(3)/Tractor
MG Battalion Anti-Tank Company: 3x 75mm PAK 40-41/Truck	Heavy Artillery Bn.: 1x Infantry HQ/Truck, 1x 170mm K.18(1+), 2x 210mm M.18(1+)/Tractor
Assault Gun Brigade Motorized Company: 3x Infantry/Truck	Light Rocket Bn.: 1x Infantry HQ/SdKfz.251/6, 3x 150mm Nebelwerfer(3)/Tractor or 3x 150mm Panzerwerfer.42(3)/ Tractor
Motorized Company: 3x Infantry/Truck	Medium Rocket Bn.: 1x Infantry HQ/Truck, 3x 210mm Nebelwerfer(3)/Truck
Heavy Anti-Tank Co.: 3x StuG.IIIG, StuG.IV, JgdPz.IV/L70, "Nashorn", or "Hetzer"	Heavy Rocket Bn.: 1x Infantry HQ/Truck, 3x 300mm SdKfz.251C "Stuka zu Fuss"(3) or 3x 300mm MRL(3)/Truck
Light Flak Company: 2x 20mm Flak.38/Truck or Limber, 1x 20mm Flak.38 (Quad)/Truck or Limer	Light Flak Battalion: 3x Light Flak Company
Heavy Flak Co.: 3x 88mm Flak.36/SdKfz.7	Heavy Flak Battalion: 3x Heavy Flak Company
Pioneer Battalion: 1x Pioneer HQ, 3x Pioneer Company	Assault Gun Brigade: 1x Infantry GHQ/Truck, 2x Assault Gun Battalion, 1x Motorized Company, 1x Engineer/Truck
MG Battalion: 1x Infantry HQ/Truck, 3x Machinegun Company, 1x MG Battalion Anti-Tank Co.	
Assault Gun Bn.: 2x StuG.IIIG, StuG.IV or JgdPz.IV/L70, 1x 105mm StuH.42 or gdPz.IV/L70	
Heavy Anti-Tank Bn.: 1x StuG.IIIG HQ, 3x Heavy Anti-Tank Company	

Notes:

1. Wheeled, tracked, or rail transport would be provided as required.
2. Available Tractors included the "Raupenschlepper Ost", SdKfz.7, and SdKfz.11.
3. Transport would be held in transport 'pools' made up of independent Corps Truck and Tractor Battalions.

TABLE OF ORGANIZATION & EQUIPMENT

WEHRMACHT ARMY SUPPORT: 1947

GENERATION: II AIR SUPERIORITY RATING: 25 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 30%

Engineer Company:	3xEngineer	Mortar Company:	1x Infantry HQ 3x 120mm Mortar(2)
Ski Company:	3x Infantry/Skis (Winter Only)	Static Artillery Battery:	1x 240mm vz.16(3)
'Brandenburg' Shock Company:	3x SMG Infantry[R]	Static Artillery Battery:	1x 305mm/L12 vz.16(2)
Panzerjäger Co.:	3x 75mm PAK.40/41	Static Mortar:	1x 420mm "Gamma" Mortar
Heavy Panzerjäger Company:	3x 88mm PAK.43	Flak Platoon:	1x 105mm Flak.39
Heavy Panzerjäger Company:	3x JagTiger	Flak Platoon:	1x 37mm Flak.43 or 20mm Flak.38
Artillery Battery:	1x 170mm K.18(2) or 210mm M.18		
Artillery Battery:	1x 240mm K.3(1) (Railroad or Static)		
Assault Gun Battery:	2x Brummbar or SturmTiger		
Heavy Panzer Co.:	3x Pz.VIA "Tiger I" or Pz.VIB "Tiger II"		

Notes:

1. Wheeled, tracked, or rail transport would be provided as required.
2. Independent Army Truck and Tractor Battalions would be available to serve as transport 'pools'.
3. Pz.VIA "Tiger Is" and Pz.VIB "Tiger IIs" would never form "mixed" units.
4. Static artillery units would be those mounted in permanent concrete and steel 'forts' deployed around vital facilities.
5. Great emphasis was placed on provision for organic anti-aircraft assets at all levels. As the war progressed, ever increasing numbers of Allied fighter-bombers (P-47s, Hawker 'Typhoons', and Sturmoviks), manned by ever more competent pilots became a constant threat to German tactical operations. Though jet technology reduced the effectiveness of Allied strategic bombing, their ability to integrate close air support with ground forces forced the Germans to divert a good deal of firepower to air defense.

TABLE OF ORGANIZATION & EQUIPMENT

WAFFEN SS FIELD DIVISION: 1947

GENERATION: II AIR SUPERIORITY RATING: 25 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 30%

Tank Company:	3x Tank	Field Artillery Bn.:	1x Infantry HQ, 2x Field Artillery Battery(2), 1x Light Flak Platoon
PzGrenadier Co.:	3x Infantry, 1x Close Support Art. Vehicle(1), 1x 120mm Mortar(1)	Med. Artillery Bn.:	1x Infantry HQ, 2x Medium Artillery Battery(2), 1x Scherer Field Kanone Btry(2), 1x Light Flak Platoon
PzGrenadier Support Company:	3x Medium MG/SdKfz.351/16, 1x 120mm Mortar(2), 1x PzJäger Platoon, 1x Flak Platoon	Panzerjäger Bn.:	3x PzJäger Company
PzGrenadier Engineer Company:	3x Engineer, 1x 120mm Mortar(2), 1x Panzerjäger Platoon	Flak Battalion:	3x Heavy Flak Company
Recon Company:	6x Armored Recon Vehicle[R]	Engineer Battalion:	3x Engineer Company
Fusilier Company:	4x Infantry[R], 1x Light Panzerjäger[R]	Panzer Regiment:	1x Tank GHQ, 1x Tank[R], 3x Panzer Battalion, 2x Light Flak Platoon
Fusilier Support Company:	1x Close Support Art. Vehicle(1), 1x 120mm Mortar(2), 1x Flak Platoon	Grenadier Regiment:	1x Infantry GHQ, 3x PzGrenadier Battalion, 3x Infantry Gun(1), 1x PzGrenadier Engineer Co.
Panzerjäger Co.:	3x Tank Destroyer/Assault Gun	Artillery Regiment:	1x Light Artillery Battalion, 1x Medium Artillery Battalion, 1x Self-Propelled Artillery Bn.
Heavy Flak Co.:	3x Heavy Flak Platoon	SS Panzer Division:	1x Panzer Regiment, 1x PzGrenadier Regiment, 1x Artillery Regiment, 1x Recon Battalion, 1x Flak Battalion, 1x Panzerjäger Battalion, 1x Engineer Battalion
Light Flak Company:	3x Light Flak Platoon	SS Grenadier Division:	2x Grenadier Regiment, 1x Artillery Regiment, 1x Reconnaissance Battalion, 2x Panzerjäger Battalion, 1x Flak Battalion, 1x Engineer Battalion
Engineer Company:	3x Engineer, 1x 81mm Mortar(1)		
Light Flak Platoon:	1x Light Flak Stand		
Panzer Battalion:	1x Tank HQ, 3x Tank Co, 1x Tank[R], 1x Light Flak Platoon, 1x Engineer		
Grenadier Battalion:	1x Infantry HQ, 3x Grenadier Co., 1x Grenadier Support Company		
SS Reconnaissance Battalion:	1x Infantry HQ, 2x Recon Co., 1x Fusilier Company, 1x Fusilier Support Company		

Notes:

1. In Panzer and Grenadier Divisions, armored carriers and tracked transport would be provided for all troops as needed.
2. In Grenadier Divisions, the Panzerjäger Battalions would be distributed among the six Grenadier Battalions, at one company each.
3. A wide variety of weapons would be fielded in the SS Divisions as these came 'on line' (See 'New Technology' below).

TABLE OF ORGANIZATION & EQUIPMENT
SS CORPS SUPPORT: 1947

GENERATION: II AIR SUPERIORITY RATING: 25 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 30%

Machinegun Co.:	3xMMG, 1x 81mm Mortar	Field Artillery Bn.:	1x Infantry HQ, 3x Field Artillery Battery(2)
Assault Gun Co.:	2x Assault Gun, 1x Assault Howitzer	Medium Artillery Bn.:	1x Infantry HQ, 3x Medium Artillery Battery(2)
Panzerjäger Co.:	3x Panzerjäger	Heavy Artillery Bn.:	1x Infantry HQ, 3x Heavy Artillery Battery(2)
Heavy Panzerjäger Company:	3x Heavy Panzerjäger	Light Rocket Bn.:	1x Infantry HQ, 3x Light Multiple Rocket Btry(3)
Light Flak Company:	3x Light Flak	Med. Rocket Bn.:	1x Infantry HQ, 3x Med. Multiple Rocket Btry(3)
Heavy Flak Co.:	3x Heavy Flak	Heavy Rocket Bn.:	1x Infantry HQ, 3x Hvy Multiple Rocket Btry(3)
Heavy Tank Co.:	3x Heavy tank	Light Flak Battalion:	3x Light Flak Company
MG Battalion:	1x Infantry(B) HQ/Truck, 3x Machinegun Company, 1x PanzerJäger Company	Heavy Flak Battalion:	3x Heavy Flak Company
Assault Gun Bn.:	1x Assault Gun HQ, 3x Assault Gun Company	Assault Gun Brigade:	1x Assault Gun GHQ, 2x Assault Gun Battalion, 1x MG Company, 1x Engineer
Heavy Panzer Bn.:	1x Tank HQ, 3x Heavy Tank Company, 1x Mobile Flak		
Panzerjäger Battalion:	3x Panzerjäger Company		
Heavy Panzerjäger Battalion:	3x Heavy Panzerjäger Company		

Notes:

1. The Wehrmacht did not form "mixed" Battalions if this could be avoided (for maintenance and logistics reasons).
2. All Corps and Army Support assets would be provided with rail, wheeled, or tracked transport as necessary.
3. SS Divisions would have organic transport assets. SS Corps transport would come from dedicated Transport Battalions.
4. Great emphasis was placed on provision for organic anti-aircraft assets at all levels. As the war progressed, ever increasing numbers of Allied fighter-bombers (P-47s, Hawker 'Typhoons', and Sturmoviks), manned by ever more competent pilots became a constant threat to German tactical operations. Though jet technology reduced the effectiveness of Allied strategic bombing, their ability to integrate close air support with ground forces forced the Germans to divert a good deal of firepower to air defense.

TABLE OF ORGANIZATION & EQUIPMENT

**FRENCH NORTH AFRICAN/LEVANTINE
MECHANIZED DIVISION: 1947**

GENERATION: I AIR SUPERIORITY RATING: 40 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 30%

Dragons Portés
Company: 3x Infantry/Carrier,
1x MMG/Carrier

Armored Car
Company: 4x Armored Car

Reconnaissance
Company: 4x Infantry[R]/Carrier

Antitank Company: 3x Anti-Tank Gun

Tank Company: 4x Tank

Engineer Company: 3x Engineer/Truck

Anti-Aircraft
Company: 1x Light Anti-Aircraft Gun/Porté

Dragons Portés
Regiment: 1x Infantry HQ/Carrier,
4x Mechanized Infantry Company,
1x Tank Company,
1x 81mm Mortar/Carrier

Armored Regiment: 1x Tank HQ,
4x Tank Company,
1x Mechanized Infantry Company

Anti-Tank Regiment: 3x Anti-Tank Company

Reconnaissance
Groupe: 2x Armored Car Company,
2x Reconnaissance Company

Artillery Regiment: 1x Infantry HQ/Truck or APC,
3x Artillery(2)/Truck or Tractor

Engineer Battalion: 3x Engineer Company

Mechanized Brigade: 1x Armored Regiment,
1x Dragons Portés Regiment,
1x Artillery Regiment

Mechanized Division: 3x Mechanized Brigade,
1x Reconnaissance Groupe,
1x Anti-Tank Battalion,
1x Engineer Battalion,
1x Anti-Aircraft Company

Notes:

1. The above Table of Organization and Equipment is based on that of French colonial forces in the Indo-China War and the French army associated with NATO during its early years.
2. French carriers during this period might include trucks, various German vehicles built on license, or perhaps early versions of the Hotchkiss TT6 (used by the *Bundeswehr* during the 1950s and 60s as the Spz.10).
3. French Armored Cars might include the excellent AMD.178 (especially the 'G' variant armed with the 47mm mle.37). This vehicle served well into the 1960s.
4. French Tanks might include Somua S.35s upgunned to 75mm, German Pz.V Panthers built on license, captured Soviet T.34s, or perhaps the highly advanced AMX.13/75 which entered production right after WWII and actually entered service as early as 1953.
5. French Anti-Tank guns might include various German or Soviet types in addition to other 'home-grown' varieties.
6. Anti-Aircraft weapons could include various German types, as well as the ubiquitous Bofors 40mm (used by virtually everybody).
7. Artillery might include Schneider Mle.13s or other 105mm types (with various improvements).

TABLE OF ORGANIZATION & EQUIPMENT

US ARMoured DIVISION: 1946

GENERATION: II AIR SUPERIORITY RATING: 90 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 35%

Arm. Infantry Co.:	3x TL1 Infantry/M39, 1x <u>TL1</u> Support(A), 1x 75mm M20 RcR/Jeep	Cavalry Squadron:	1x M24 (HQ), 3x Cavalry Troop, 1x Light Tank Company, 4x 75mm M8 HMC(1)
Support Company:	1x 81mm M21(1+), 1x <u>TL1</u> Support(A), 1x 105mm M7 "Priest"(1+), 1x Jeep/HMG[R]	Tank Destroyer Bn.:	3x Tank Destroyer Company, 1x Cavalry Troop
Engineer Company:	3x <u>TL1</u> Engineer(A)/M39	Med. Artillery Bn.:	3x 105mm M7 "Priest"(3) or 105mm T28/T95
Light Tank Company:	4x M24 Chaffee	Anti-Aircraft Bn.:	6x 40mm M15 SPAA, 6x M16 MGMC or 6x 40mm M19, 6x T77 SPAA
Medium Tank Co.:	4x M4A3E8 Sherman "Easy-Eight"	Division:	3x <u>TL1</u> Infantry GHQ/Halftrack, 2x Med. Tank Battalion, 1x Hvy. Tank Battalion, 3x Arm. Infantry Battalion, 3x Artillery Battalion, 1x Cavalry Squadron, 1x Engineer Battalion, 1x Tank Destroyer Battalion, 1x Anti-Aircraft Battalion
Heavy Tank Co.:	4x M26E4 Pershing	Available Support Units: (One or more of these units or parts there of, may appear in a particular action at your discretion.)	
Cavalry Troop[R]:	3x M8 Greyhound Armored Car, 4x Jeep/HMG	SP Heavy Artillery Battalion:	3x 155mm M41 or 3x 240mm T92 or 3x 8" T93
Tank Destroyer Co.:	3x M36 Slugger/Jackson, 2x <u>TL1</u> Infantry(R)/M39	Heavy Artillery Bn.:	3x 155mm M40 "Long Tom"(2)
Arm. Infantry Bn.:	1x <u>TL1</u> Infantry HQ/M39, 3x Armored Infantry Company, 1x Support Company	Heavy Artillery Bn.:	3x 203mm M43(2)
Engineer Battalion:	3x Engineer Company	"Super Heavy" Tank Destroyer Co.:	3x T28/T95 GMC
Medium Tank Bn.:	1x M4A3E8 (HQ), 3x Medium Tank Company, 1x Light. Tank Company, 1x 105mm M4A3(1+), 1x 81mm M21(1+), 1x Jeep/HMG[R]	Air Support:	Any combination of WWII fighter bombers. See <i>Micro-Armour®: The Game - WWII</i> .
Heavy Tank Bn.:	1x M26E4 (HQ), 3x Heavy Tank Company, 1x Light Tank Company, 1x 105mm M45(1+), 1x 81mm M21(1+), 1x Jeep/HMG[R]		

Notes:

1. One stand in each Medium Tank Battalion may be a "Dozer" tank.
2. The proportion of Medium to Heavy Battalions may be reversed (1x Medium Battalion, 2x Heavy Battalion) if desired.

THE U.S.M.C & U.S. AIRBORNE IN WEHRMACHT '47®

The United States Marine Corps had only the very smallest role to play in the European Theater of Operations during World War II. However, since the world of *Wehrmacht '47*® is a hypothetical one, we have taken the opportunity of adding USMC forces to the European Theater just for the fun of it, and as a way of illustrating how the fighting elements of the Corps might have evolved to meet the challenges of performing opposed landings on the European shore. In addition, as long as we're at it, we have assumed that any Marine landings would be 'Combined Arms' operations including closely integrated participation by U.S. Army Airborne forces as well. If you're looking for historical examples of such cooperation between amphibious and airborne forces, a quick review of the Normandy landings should remind you the concept had already evolved considerably by 1944, and any study of 'Operation Varsity' in March of 1945 should give you a good idea how far combined Air-Land operations had evolved by then.

In the world of *Wehrmacht '47*®, the United States might be presumed to have pursued a 'Japan First' strategy. This, combined with the abandonment of atomic weapons as 'too dangerous and unpredictable' to use, and the joint Allied policy of 'Unconditional Surrender', led inevitably to an Allied invasion of the Japanese home islands in 1945 ("Operation Downfall"), followed by the eventual collapse of all Japanese resistance in 1946. This epic struggle between diametrically opposed cultures and philosophies was costly to both sides, whether measured in lives or treasure, to an extent unprecedented in all of human history. Ten million Japanese soldiers and civilians lost their lives, along with some five hundred thousand Allied troops. The numbers of wounded or missing nearly quadrupled this figure. The cost in materiel was just as staggering, with expenditures of bombs, shells, and other ordinance alone running well into hundreds of million of tons.

The effect on U.S. Marine Corps and U.S. Army Airborne tactics, training, and organization (since these troops bore the brunt of much of the initial combat along Japan's beaches), was profound as well. Marine Corps combat arms especially, after the campaigns on Tarawa, Saipan, Iwo Jima, Okinawa, and Kyushu, evolved along different lines from the rest of the world's military forces. The 1st Marine Division had earned the nickname "The Exterminators" by 1946, developing tactics aimed at rooting out deeply dug-in Japanese troops. A practice commonly known as 'Corkscrew and Blowtorch' became the basis for Marine Tactics in these final operations. The 'Corkscrew' was the famous 'bazooka' (later replaced by the recoilless rifle), which would be used to drive Japanese machine gunners and riflemen away from any firing ports or apertures in their fortifications, preventing them from firing on the assault teams. Once the Marines got close enough, out would come the 'Blowtorches' (Flamethrowers). These would drive the defenders deep

into the tunnels they had built to shelter them from just such an assault. The final act would be to pour aviation fuel down into the tunnels, set it alight, and seal the whole mess off with dynamite and bulldozers. In other words, the U.S. Marine Corps had become specialists in violent, close-range, assaults on fortified positions, reflected both in their organization and equipment. By 1947, therefore, the next page presents what the average Marine division might have looked like .

The standard Marine Infantry (Assault) Platoon would have consisted of three, thirteen-man squads armed with a mix of weapons including M.1 Garands, Thompson .45s or other SMGs, BARs, etc. In addition, large numbers of grenades and various other explosive devices would be routinely issued (especially incendiary types), and probably at least one Flamethrower. The basic Rifle Company might also include three 50cal. machineguns in a separate MG platoon and two-three 75mm Recoilless Rifles for support. Of particular note is the SMG platoon. This formation was originally conceived as a 'replacement' platoon, allowing the rifle squads to remain in action despite taking casualties, but evolved into something quite different in practice. It became a 'security' platoon, armed with an impressive array of automatic weapons with the mission of 'mowing down' any last-ditch Japanese suicide attacks before they could reach the Company HQ. The Infantry Companies would have been closely integrated with supporting tanks and artillery making them fearsome 'Shock Troops' capable of locating, pinning down, and 'exterminating' the enemy with ruthless efficiency. This, combined with the overwhelming power of U.S. Naval gunfire and carrier air-support made the U.S.M.C a force to be reckoned with.

U.S. Airborne Divisions, given the same parameters above would have evolved in parallel with U.S.M.C Divisions. Whereas the Marines evolved assault tactics aimed at rooting out and eliminating stubborn (even fanatic) resistance, Army Airborne doctrine stressed rapid deployment behind enemy lines by a combination of parachutes and gliders and the seizure (if possible) of some sort of landing strip for supply and reinforcement. This would be followed inevitably by enemy counterattacks aimed at re-establishing contact with their front line positions. The Airborne troops would then be tasked with establishing blocking positions to prevent this and hold these positions against all opposition until relieved by ground forces coming up in support. In pursuit of this mission, Airborne training stressed independence and individual initiative among small unit leaders, detailed pre-operation briefings to clearly establish the mission and its objectives in the minds of the troops, and considerable attention to individual combat skills and physical fitness. The organization and equipment of Airborne formations, therefore, evolved in support of this doctrine.

TABLE OF ORGANIZATION & EQUIPMENT

U.S. MARINE INFANTRY DIVISION: 1947

GENERATION: II AIR SUPERIORITY RATING: 90 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 35

Rifle Company: 3x Assault Infantry,
1x SMG Infantry,
1x Heavy Machinegun,
1x 75mm M20 RcR

Tank Company: 3x M4A3E8 Sherman,
1x Sherman 'Crocodile'

Gun Company: 3x 105mm Pack Howitzer(1),
1x 75mm M20 RcR

Rifle Battalion: 1x Infantry HQ,
3x Rifle Company,
1x 81mm Mortar(3),
1x Infantry/Flamethrower

Armored Battalion: 1x M4A3 Sherman HQ,
3x Tank Company

Light Artillery Bn: 1x Infantry HQ/Truck,
3x 105mm M2A1(3)/Truck

Medium Artillery Bn: 1x Infantry HQ/Truck,
3x 155mm M1(2)/Tractor

Marine Regiment: 1x Infantry GHQ/Jeep,
3x Rifle Battalion,
1x Gun Company

Marine Division: 3x Marine Regiment,
1x Armored Battalion,
3x Light Artillery Battalion,
1x Medium Artillery Battalion

Common Division Assets

1x Rocket Battery: @3x 4.5" M8 MRL(8)/Truck

15x Transport Platoon: @2x Truck

3x Pioneer Company: @4x Pioneer

3x "Seabee" Engineer Co: @4x Engineer

1x AmTank Battalion: @1x LVT-2 (HQ),
20x LVT-A1
or 16x LVT-A4(2)

2x AmTrac Battalion: @1x LVT-2 (HQ), 25x LVT-2

1x Recon Company: @2x Infantry[R],
2x Jeep/MMG[R],
2x Jeep/HMG[R]

Notes:

1. Marine "Assault" Infantry execute Close Assaults using the same rules as Combat Engineers.
2. One tank per company may be equipped with a "Dozer Blade".

TABLE OF ORGANIZATION & EQUIPMENT

U.S. ARMY AIRBORNE DIVISION: 1947

GENERATION: II AIR SUPERIORITY RATING: 90 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 40

Para-Infantry Co: 3x Para-Infantry[R],
1x MMG[R]

Para-Support Co: 1x 81mm M.1 Mortar(3)[R],
1x HMG,
1x 75mm M20 RcR[R]

Glider Infantry Co: 3x Infantry[R], 1x MMG[R]

Glider Support Co: 1x 81mm M.1 Mortar(3)[R],
2x MMG[R], 1x HMG[R],
1x 75mm M20 RcR[R]/Jeep

Paratroop Battalion: 1x Para-Infantry HQ,
3x Para-Infantry Company,
1x Para-Support Company

Glider Infantry Bn: 1x Infantry HQ/0-1x Jeep,
3x Glider Infantry Company,
1x Glider Support Company

Paratroop Regiment: 1x Para-Infantry GHQ/Jeep,
3x Paratroop Battalion

Glider Infantry Regt: 1x Glider Infantry GHQ/Jeep,
3x Glider Infantry Battalion

Airborne Division: 2x Paratroop Regiment,
1x Glider Infantry Regiment

Common Division Assets

Anti-Tank Company: 3x 75mm M20 RcR/Jeep

Anti-Aircraft Company: 3x Quad 50cal. M55/Trailer

Recon Platoon: 1x Motorcycle Infantry[R],
2x Jeep/HMG[R]

2x Glider Artillery Bn: 1x Infantry HQ/Jeep,
4x 75mm M1A1 Pack
Howitzer(2)/Jeep

2x Para-Artillery Bn: 1x Infantry HQ/Jeep,
3x 105mm M3A1(2)/
Weapons Carrier

1x Para-Engineer Co: 4x Para-Engineer

1-2x Glider Engineer Co: 4x Engineer

Notes:

1. If deployed in a purely "Ground" role, all the division's components may be motorized.
2. The 'Weapons Carrier' mentioned above would be a .75 Ton Dodge 4x4 or similar prime mover.
3. All personnel stands are equipped to TL2 Standards.
4. Paratroops may be deployed using the parachute landing rules presented in the Scenario "A Costly Setback" included in the *Micro Armour®: The Game - WWII* rulebook.

TABLE OF ORGANIZATION & EQUIPMENT

UNITED KINGDOM ARMoured DIVISION: 1946

GENERATION: II AIR SUPERIORITY RATING: 90 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 30%

Infantry Company
(Motor Brigade): 3x TL1 Infantry/Truck

Support Company
(Motor Brigade): 1x 3" Mk1 Mortar Carrier(3),
1x 6lbr ATG/Truck,
1x TL1 Engineer/Truck,
1x TL1 Infantry(R)/Bren Carrier
or Ram Kangaroo,
1x "Wasp" Flamethrower

Infantry Company
(Armored Brigade): 3x TL1 Infantry/M3 Halftrack
or Ram Kangaroo,
1x TL1 Infantry(R)/Bren Carrier

Support Company
(Armored Brigade): 2x TL1 Inf Support/Bren Carrier,
3x 6lbr/Windsor Carrier

Machinegun Co: 4x TL1 Inf Support/Bren Carrier,
1x 4.2" Mk1 Mortar(2)/
Windsor Carrier

Engineer Company: 4x TL1 Engineer(A)/Truck

Tank Squadron: 4x Comet
or 4x Sherman "Firefly"
or 4x A41 Chieftain Mk.1

Armored Regiment
Recon Squadron[R]: 3x M24 Chaffee, 3x Staghound

Recon Squadron[R]: 1x M24 Chaffee,
1x Daimler "Dingo",
4x Cromwell
or Challenger
or Comet

Artillery Battery: 2x 25lbr Mk2(2)/Quad Tractor

Artillery Battery(SP): 2-3x 25lbr Sex ton(2)

Anti-Tank Company: 2x 17lbr ATG/Crusader Tractor,
1x 32lbr ATG/M3 Halftrack

Heavy Infantry
Support Squadron 3x A39 Tortoise

Infantry Battalion
(Motor Brigade): 1x TL1 Inf. HQ/Truck, 4x Inf. Co.,
1x Support Co., 3x Jeep/LMG [R]

Infantry Battalion
(Armored Brigade): 1x TL1 Infantry HQ/M3 Halftrack
or Ram Kangaroo,
4x Inf. Co., 1x Support Co.,
1x "Wasp" Flamethrower,
1x Jeep/LMG [R]

Armored Regiment: 1x Comet or "Firefly"
or A41 Chieftain Mk.1 (HQ),
3x Tank Squadron,
1x Armored Rgt Recon Squadron

Recon Regiment: 1x Cromwell (HQ), 3x Recon Sqd,
3x Daimler "Dingo" [R],
1x Cromwell/Dozer

Artillery Regiment: 3x Artillery Battery

Artillery Rgt(SP): 3x Artillery Battery (SP)

Motor Inf Brigade: 1x TL1 Inf. GHQ/Truck, 3x Inf. Bn.,
1x MG Co., 1x Artillery Regt.,
1x Anti-Tank Co., 1x Engineer Co.,
2x 40mm L/60 "Bofors"/Truck

Armored Brigade: 1x TL1 Inf. GHQ/Sherman ACV,
3x Armored Regt, 1x Infantry Bn,
1x Artillery Regt.(SP),
1x Anti-Tank Co., 1x Engineer Co.,
1x Centaur/Dozer,
1x Comet or "Firefly",
2x 40mm L/60 "Bofors"/Truck
or 2x "Skink"

Armored Division: 1x Armored Brigade,
1x Motor Infantry Brigade,
1x Recon Regiment

Air Support: Any combination of WWII fighter bombers
or Gloucester Meteors. See *Micro-Armour: The Game - WWII*

Notes:

1. 6lbr ATGs may use "Discarding Sabot" (APDS) ammunition if you like. Use the stats provided for the US 57mm M1 (APDS).
2. 6lbrs may be replaced by 3.7" "Burney" RcRs.
3. The "Windsor" carrier was an extended version of the Universal or "Bren" Carrier, designed for greater crew comfort.
4. M24s and Staghounds in Armored Recon Squadrons may be replaced by M5 Stuarts, "Recon" Stuarts, and/or M8 ACs.
5. Recon Squadrons may contain M5 "Stuart" Light Tanks and "Recon" Stuarts instead of M24s and Daimler "Dingos".

6. The Sherman ACV was a turretless "Armored Command Vehicle". Use the stats provided for the RAM "Kangaroo".
7. The Centaur/Dozer was a turretless tank with a bulldozer blade attached. Its performance was similar to the "Cromwell".
8. The 32lbr ATG was an experimental weapon that proved too heavy, too unwieldy, and insufficiently powerful to be mass produced. Two prototypes were built. One was scrapped and one sent to a museum. You may use 17lbrs instead.

TABLE OF ORGANIZATION & EQUIPMENT

SOVIET TANK DIVISION: 1945 ~ 1955

GENERATION: II AIR SUPERIORITY RATING: 90 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 40%

Motor Infantry Co:	3x <u>TL1</u> Infantry/Truck	Anti-Aircraft Bn:	3x 37mm M39/Truck
Engineer Co:	3x <u>TL1</u> Engineer	Tank Regiment:	1x Medium Tank (GHQ), 3x Medium Tank Battalion, 1x Motor Rifle Battalion, 2x Ba-64 [R], 1x Assault Gun Bn, 1x 120mm M43 Mortar(3)/Truck, 1x Anti-Aircraft Machinegun Co
Recon Infantry Co:	3x <u>TL1</u> Motorcycle Infantry [R]	Heavy Tank Rgt:	1x Heavy Tank (GHQ), 2x Heavy Tank Battalion, 1x Assault Gun Battalion, 1x 120mm M43 Mortar(3)/Truck, 1x Ba-64 [R]
Machine Company:	2x <u>TL1</u> Infantry Support/Truck	Motor Rifle Rgt:	1x <u>TL1</u> Infantry GHQ/BTR-40, 3x Motorized Infantry Battalion, 1x Medium Tank Battalion, 1x Ba-64 [R], 1x 82mm M37 Mortar(4)/Truck, 1x Light Artillery Battalion, 1x Anti-Aircraft Machinegun Co
Tank Company:	3x Medium Tank	Artillery Regiment:	3x Artillery Battalion
Multiple Rocket Launcher Company:	1x BM-14(8)	Mortar Regiment:	3x Mortar Battalion
Anti-Aircraft Machinegun Co:	3x <u>TL1</u> Infantry Support/Truck	Tank Division:	3x Tank Regiment, 1x Heavy Tank Regiment, 1x Motorized Rifle Regiment, 1x Mortar Regiment, 1x Artillery Regiment, 1x Engineer Battalion, 1x Recon Battalion, 1x Anti-Aircraft Battalion, 1x Rocket Battaliona
Motorized Infantry Battalion:	1x Infantry (HQ)/Truck, 3x Motor Infantry Company, 1x Machinegun Company, 1x 57mm M43/Truck, 1x 82mm M37 Mortar(3)/Truck		
Recon Battalion:	1x <u>TL1</u> Infantry HQ/Truck, 3x Recon Infantry Company, 1x 82mm M37 Mortar(3)/Truck, 1x 57mm M43/Truck,		
Engineer Battalion:	3x Engineer Company		
Med. Tank Battalion:	1x Medium Tank (HQ), 3x Tank Company, 1x Medium Tank [R]		
Heavy Tank Bn:	4x IS-III		
Light Artillery Bn:	3x 76mm M42(2)/Truck		
Artillery Battalion:	3x 122m M38(2)/Truck		
Mortar Battalion:	4x 120mm M43 Mortar(3)/Truck		
Assault Gun Bn:	4x Assault Gun, 1x GAZ (Jeep) [R]		
Rocket Battalion:	3x BM-13(8), 1x 37mm M39/Truck		

Notes:

1. Available Medium Tanks include T-34/76s, T-34/85s, and T-44s.
2. Assault Guns include SU-100s, SU-122s, ISU-130s and ISU-152s.
3. Any quantity or combination of available combat aircraft is permissible.

TABLE OF ORGANIZATION & EQUIPMENT

SOVIET MECHANIZED DIVISION: 1945 ~ 1955

GENERATION: II AIR SUPERIORITY RATING: 90 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 40%

Motor Rifle Co:	3x <u>TL1</u> Infantry/Truck	Mortar Battalion:	4x 120mm M43 Mortar(3)/Truck
Submachine Gun Co:	3x Submachine Gun Infantry(A)/BTR-40	Rocket Battalion:	3x BM-13(8), 1x 37mm M39/Truck
Machinegun Co:	2x <u>TL1</u> Infantry Support/Truck	Anti-Aircraft Bn:	3x 37mm M39/Truck or 3x 37mm ZSU-37
Recon Company:	3x <u>TL1</u> Motorcycle Infantry [R]	Motor Rifle Rgt:	1x <u>TL1</u> Infantry GHQ/BTR-40, 3x Motor Rifle Battalion, 1x Tank Battalion, 1x Light Artillery Battalion, 1x Anti-Aircraft Machinegun Co, 1x 82mm M37 Mortar(4)/Truck, 1x Ba-64 [R]
Engineer Company:	3x <u>TL1</u> Engineer(A)	Tank Regiment:	1x Medium Tank (GHQ), 3x Tank Battalion, 1x Submachine Gun Battalion, 1x 120mm Mortar(3)/Truck, 2x Ba64 [R] , 1x Anti-Aircraft Machinegun Co
Tank Company:	3x Medium Tank	Hvy Tank Regiment:	1x Medium Tank (GHQ), 1x Heavy Tank Battalion, 2x Assault Gun Battalion, 1x Submachine Gun Battalion, 1x Anti-Aircraft Machinegun Co
Heavy Tank Co:	3x Heavy Tank	Mortar Regiment:	3x Mortar Battalion
AA Machinegun Co:	3x <u>TL1</u> Infantry Support/Truck	Artillery Regiment:	3x Artillery Battalion
Motor Rifle/SMG Bn:	1x <u>TL1</u> Infantry HQ/BTR-40, 3x Motor Rifle or SMG Company, 1x Machinegun Company, 1x 82mm M37 Mortar(3), 1x 57mm M43/Truck	Mechanized Div:	3x Motor Rifle Regiment, 1x Tank Rgt, 1x Heavy Tank Rgt, 1x Heavy Assault Gun Battalion, 1x Mortar Rgt, 1x Recon Bn, 1x Artillery Rgt, 1x Engineer Bn, 1x Anti-Aircraft Bn, 1x Rocket Bn
Recon Battalion:	1x <u>TL1</u> Infantry HQ/Truck, 2x Recon Company, 2x Ba-64 [R] , 1x 82mm M37 Mortar(3)/Truck		
Engineer Battalion:	3x Engineer Company		
Tank Battalion:	1x Medium Tank (HQ), 3x Tank Company, 1x Medium Tank [R]		
Hvy. Tank Battalion:	4x T10M or 4x JS-III or JS-IV		
Assault Gun Bn:	4x SU-100, 1x GAZ (Jeep) [R]		
Hvy Assault Gun Bn:	4x Heavy Assault Gun, 1x GAZ (Jeep) [R]		
Light Artillery Bn:	3x 76mm M42(2)/Truck		
Artillery Battalion:	3x 122mm M38 or M42(2)/Truck		

Notes:

1. Available Medium Tanks include T-34/76s, T-34/85s, and T-44s.
2. Heavy Assault Guns include SU-122s, ISU-152s, and ISU-130s.
3. Any quantity or combination of available combat aircraft is permissible.

TABLE OF ORGANIZATION & EQUIPMENT

SOVIET RIFLE DIVISION: 1946 ~ 1947

GENERATION: II AIR SUPERIORITY RATING: 90 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 40%

Rifle Company:	2x <u>TL1</u> Infantry(B), 1x82mm B-10 RcR, 1x <u>TL1</u> Infantry Support	Anti-Tank Battalion:	4x SU-100, 2x 100mm M44/Truck
Machinegun Co:	3x <u>TL1</u> Infantry Support	Light Artillery Bn:	3x 76mm M42(2)/Truck
Recon Company:	2x Motorcycle Infantry [R], 1x <u>TL1</u> Infantry(R)/BTR-40	Artillery Battalion:	3x 122mm M42(2)/Truck
Engineer Company:	3x <u>TL1</u> Engineer(A)	Mortar Battalion:	2x 160mm M160 Mortar(3)/Truck
Tank Company:	3x Medium Tank	Anti-Aircraft Bn:	3x 37mm M39/Truck or 3x 37mm ZSU-37
Rifle Battalion:	1x <u>TL1</u> Infantry(B) HQ, 3x Rifle Company, 1x Machinegun Company, 1x 82mm M37 Mortar(4), 1x <u>TL1</u> Infantry Support/Truck, 1x 57mm M43/Truck	Rifle Regiment:	1x <u>TL1</u> Infantry GHQ/Truck, 1x Ba-64 [R], 3x Rifle Battalion, 1x 57mm M43/BTR-40, 1x SU-76, 1x Light Artillery Battalion, 1x 120mm M43 Mortar(3)/Truck
Recon Battalion:	1x <u>TL1</u> Inf(B) HQ/M3 Halftrack, 1x Tank Company, 3x Recon Co	Artillery Regiment:	3x Artillery Battalion
Engineer Battalion:	3x Engineer Company	Rifle Division:	3x Motor Rifle Rgt, 1x Tank Bn, 1x Artillery Rgt, 1x Recon Bn, 1x Anti-Tank Bn, 1x Mortar Bn, 1x Engineer Bn, 1x Anti-Aircraft Bn
Tank Battalion:	1x Medium Tank (HQ), 4x Tank Company		

Notes:

1. One stand in each Infantry Company may contain an attached 82mm B-10 RcR team (MP).
2. The 57mm M43/BTR-40 ATG stand at regimental level may be replaced with an 85mm D-48/Truck.
3. Any quantity or combination of available combat aircraft is permissible.

TABLE OF ORGANIZATION & EQUIPMENT

FINNISH ARMoured DIVISION

GENERATION: I AIR SUPERIORITY RATING: 50 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 30%

Tank Company: 3-4x Tank

Motor
Infantry Company: 4x Infantry/Truck

Machinegun Company: 3x MMG/Truck

Support Company: 1x SMG Engineer/Truck,
1x 81mm M.38 Mortar(2) or
82mm M.37 Mortar(2)/Truck,
1x 50mm PAK.38 ATG/Truck or
75mm PAK.40 ATG/Truck

Anti-Aircraft Battery: 1-2x Swedish LVKV.40 AA/Truck

Medium
Artillery Battalion: 1x Infantry (HQ)/Truck,
3x 105mm FH.18(2)/Truck or
3x105mm M.37(2)/Truck

Heavy
Artillery Battalion: 1x Infantry (HQ)/Truck,
3x 150mm sFH.18(2)/Truck or
3x122mm M.38(2)/Truck

Tank Battalion: 2-3x Tank Company

Motor
Infantry Battalion: 1x Infantry (HQ)/Truck,
3x Motor Company,
1x Machinegun Company,
1x Support Company

Assault Gun
Battalion: 1x Stug.IIIG (HQ), 9xStug.IIIG

Armored Brigade: 1x Pz.IVG (GHQ),
2x Tank Battalion

Motor
Infantry Brigade: 1x Infantry (GHQ)/Truck,
3x Motor Infantry Battalion,
1x 120mm M.40 Mortar(3)/Truck

Armored Division: 1x Armored Brigade,
1x Motor Infantry Brigade,
1x Assault Gun Battalion,
1x Anti-Aircraft Battery,
1-2x Medium Artillery Battalion,
1x Heavy Artillery Battalion

Note:

The division included a wide variety of tanks. One company per battalion would have been equipped with T.26s. The rest tended to be available in the following rough proportions:

Panzer IV - 20%,
Soviet T.34s - 40%,
Soviet Heavy Armor - 20%,
Pz.1/Pz.II/T.26/T.70 - 20%

The potential for Lend Lease Allied equipment would grow with time.

TABLE OF ORGANIZATION & EQUIPMENT
FINNISH INFANTRY DIVISION

GENERATION: I AIR SUPERIORITY RATING: 50 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 35%

Infantry Company: 4x Infantry

Light Company: 4x Infantry or
SMG Infantry/Bicycles or Skis

Machinegun Co: 3x MMG

Support Company: 1x SMG Infantry/ATR,
1x 81mm M.38 Mortar(1+) or
1x82mm M.37 Mortar(1+),
1x 37mm Bofors ATG/limber or
1x37mm PAK.35 ATG/Limber

Infantry Battalion: 1x Infantry (HQ),
3x Infantry Company,
1x Machinegun Company,
1x Support Company

Light Infantry
Battalion: 1x Infantry (HQ)/Bicycles or Skis,
3x Light Company,
1x Machinegun Company

Infantry Regiment: 1x Infantry (GHQ),
2x Infantry Battalion,
1x 76mm M.27 IG(2)/Limber

Infantry Division: 3x Infantry Regiment,
1x Light Infantry Battalion

Additional Division Assets:

2xEngineer
Company: @4x Engineer

2xArtillery Battalion: @1x Infantry (HQ)/Horses,
3x 75mm M.22(2) or
3x 76mm Putilov M.02(2) or
3x 75mm M.36(2)/Limber

1xArtillery Battalion: @1x Infantry (HQ)/Horses,
3x 122mm M.38(2) or
3x 105mm M.37(2) or
3x 155mm M.17(2) or
3x 150mm M31(2) or
3x 152mm M.09(2) or
3x 152mm M.34(2)/Limber

Additional Corps Assets (Optional)

1x Recon Company: @3x Ba.10[R] or 3xBa.20[R]

3x Anti-Aircraft
Battery: @1x 40mm Bofors AA/Limber
9x Anti-Aircraft Battery:
@1x 20mm Madsen AA/Limber or
1x 20mm Flak.30 AA/Limber

1x Artillery Battalion:@1x Infantry (HQ)/Horses,
3x 8" M.1(2)/Truck

2x Artillery Battalion:@1x Infantry (HQ)/Horses,
2x 4.5" QF Mk.2(2)/Limber or
2x 152mm M.34(2)/Limber

3x Artillery Battalion:@1x Infantry (HQ)/Truck,
3x 75mm M.97(2)/Truck

2x Anti-Aircraft
Battery: @1x 3" 20cwt AA/Truck or Limber

ALLIED ARMIES OF THE 'THIRD WORLD'

In the world of Wehrmacht '47® as we have presented it, certain 'Turn-Key' events have led to world altering consequences. Nowhere is this more clear than in the potential composition of the 'Armies of the New World Order' taking part in the great multi-front Allied counteroffensive campaign of 1947-1948. These include soldiers serving in units of the *Union Africaine Centrale*, *Organización de Estados Hispánicos*, Alliance of Southeast Asian Nations, and the Confederated *Bharat* Republics.

Each of these armies, display their own distinct national personalities and cultural individuality, that had to be accommodated in the interest of making common cause against a common enemy. In the following hypothetical 'histories,' some of these national and cultural distinctions will be explored in the hope that you will find them both interesting and to provide additional potential scenario ideas.

ORGANIZACIÓN DE ESTADOS HISPÁNICOS (OEH)

After the defeat of the British Commonwealth in North Africa in 1942, Churchill and the men of Whitehall were forced to read the handwriting on the wall. Their erstwhile dominant position among the Allies was no longer to be taken for granted as the overwhelming power of American industry began to make itself felt. A tacit agreement was reached between British and American staff officers leading to an assumption of pre-eminence by the U.S. in Latin America and West Africa and British pre-eminence in Asia. In effect, the United States would see to the training, organization, and supply of the South American nations under its auspices, namely Brazil, Argentina, Mexico, Venezuela, and Columbia.

The whole thing began in 1933, when in President Roosevelt's inaugural speech, he stated his intention to establish a 'Good Neighbor Policy' between the United States and the rest of the Western Hemisphere. This policy was to bear fruit in World War II as first Brazil, and eventually the rest of Latin America (sometimes not so happily) came on board in a broad military and economic alliance aimed at exploiting the vast resources of the region in the interest of defeating the Axis. The fact that the alliance brought hitherto unprecedented prosperity to the region along with a concomitant rise in the area's international influence was not lost on the military and political leadership of the various countries involved. This would lead, in the end to a whole new series of problems, not the least of which was an inevitable upswing in surly nationalism and seemingly endless 'saber rattling'. Temporarily, however, the net result was a plus for the Allies.

The framework around which the Latin American alliance, known officially as the *Organización de Estados*

Hispánicos (or OEH) was laid down in a series of conferences held in Montevideo, Uruguay during 1939 and 1940. It established guidelines for the modernization and liberalization of the economies of the nations involved, the dropping of trade barriers, and establishment of various protocols for resolving disputes. The practical result was a functional military alliance harnessing the hitherto untapped manpower, agriculture, and industry of a rich and populous region.

The primary difficulty encountered, right from the beginning, was the language barrier. Spanish is, of course, the dominant language of the region, but Brazil proved to be difficult. Its language, Portuguese (actually a rather independent variant of Portuguese) meant that certain accommodations had to be made. Another difficulty encountered was the fact that the 'official' language wasn't necessarily the one spoken by the troops. Various native Indian tongues and dialects had to be taken into account and one of the most important aspects of the American training regimen was comprehensive primary education aimed at establishing universal literacy, for no other reason than to produce useable technical manuals and an effective communications system. These and many other difficulties were eventually overcome, however, and by 1945 the first OEH combat units began shipping out to various overseas assignments.

Organizationally, the OEH reflected the training, equipment, and tactical doctrine of its American mentors. Eventually, some twenty-eight infantry and four OEH armored divisions took the field in various capacities. Standard American TO&Es were in evidence throughout, with a few small variations to assuage national sensitivities. Performance on a national level

was not universally satisfactory, however. National rivalries were always cropping up, requiring diplomacy and tact on the part of the Alliance staff. Many American officers believed the whole affair would blow up in our faces eventually, but cooler heads generally prevailed. On an individual and tactical level, on the other hand, the Hispanic soldiers showed a remarkable ability to overcome physical hardship, displayed a stolid (sometimes reckless) courage, and good morale throughout. They were proud of their heritage, proud of their accomplishments, and rightfully proud of their combat record, especially in the savage battles for the Kanto plain on the Japanese main island of Honshu. There,

the term "*los Héroes Hispánicos*" (Hispanic Heroes) was coined by none other than George Marshal, a man not known for his sentimentality.

Traditional Spanish military nomenclature was used on a regular basis in the OEH. Terms like *Lanceros* (Lancers), *Grenaderos* (Grenadiers), *Carabineros* (Rifles), and various "Guards" were common as well as units named for individuals and important dates in national history (i.e. *Vigésimo-Quinto de Mayo* "May 25th" Argentine Independence Day). U.S. weapons and uniforms were standard.

UNION AFRICAINE CENTRALE (UAC)

Presidents Roosevelt and Truman were deeply opposed to European colonialism in general, an issue that created quite a bit of friction between the U.S. and its British ally during World War II. But this was as nothing compared to their disgust at the cruelty and corruption with which the French and Belgian colonial administrations ran their African colonies and mandates. Therefore; when the French government declared for the Axis leading Charles deGaulle to flee Nationalist persecution and form an opposition government in exile, the U.S. was quick to recognize that government and assist it in rallying both French and Belgian Africa against the Vichy regime. Using the OEH as a model, a conference was held in Monrovia, Liberia bringing together anti-colonial movements from Senegal, Nigeria, Côte d'Ivoire, Belgian Congo, Liberia, Ghana, and Chad, in 1941.

Bringing together so many varied cultures and ethnicities from across Equatorial Africa proved much more difficult than in Latin America. Fortunately, one of the few things the Central Africans had in common was the French language. Economically, the Union Africaine Centrale (UAC) was far less developed than Latin America, but this was largely overcome by a consuming desire on the part of all parties concerned to overcome and erase hundreds of years of racial repression and economic exploitation. The whole concept, however would probably never have gotten off the ground, without an act of moral courage on the part of President Truman unprecedented since Lincoln issued the Emancipation Proclamation in 1862. This was the U.S. Civil Rights Act of 1945. Originally aimed at relieving the acute military manpower shortage resulting

from the invasion of the Japanese home islands, the act forbade discrimination in any branch of the U.S. military or civil service, and once the ball got rolling, it proved to be impossible to continue racial segregation in education, housing, or employment. Truman took a lot of heat for pushing this act through Congress, and no one was surprised when he was subjected to three separate assassination attempts between 1945 and 1948 and racially motivated rioting broke out in cities across the country. The real surprise came when he won the 1948 presidential election in the biggest political upset in modern memory, riding a groundswell of support from the new black electorate, northern industrial workers, and loyal veterans groups. The new face of American politics since the passage of the act went a long way toward making the *Union Africaine Centrale* not only a political, but a military reality.

Like the OEH before it, UAC combat units were trained, equipped, and organized on the American model, but unlike the OEH, their armies were built around a core of colonial regulars and Foreign Legionaires, giving them a distinct advantage in discipline and tactical expertise. Once again, as in the OEH, traditional terms and customs were integrated into organization and training whenever possible. The main distinction between units would have been uniform issue. Bush hats were common among reconnaissance troops, while French 'Adrian' helmets were issued to many infantry units. Generally, however, American uniforms, equipment, and tactics dominated.

TABLE OF ORGANIZATION & EQUIPMENT

US PATTERN INFANTRY DIVISION: 1947+

GENERATION: II AIR SUPERIORITY RATING: 90 CLASS: CONSCRIPTS BASE DETERMINATION FACTOR: 30%

Infantry Company: 3x TL2 Infantry, 1xTL2 MMG,
1x 75mm M20 RcR/Jeep

Support Company: 1x 81mm M1(1+), 1xTL2 MMG,
1x Jeep/HMG[R]

Engineer Company: 3x TL2 Engineer/Truck

Cavalry Troop[R]: 3x M8 Greyhound Armored Car,
4x Jeep/HMG

Tank Destroyer
Company: 3x M36 Slugger/Jackson,
2x TL2 Infantry(R)/M39

Infantry Battalion: 1x TL2 Infantry HQ/Truck,
3x Infantry Company,
1x Support Company

Engineer Battalion: 3x Engineer Company

Cavalry Squadron: 1x M24 (HQ),3xCavalry Troop,
1xLight Tank Company,
4x75mm M8 HMC(1)

Tank Destroyer
Battalion: 3xTank Destroyer Company,
1xCavalry Troop

Field Artillery
Battalion: 3x105mm M1A2(2)/Truck or Tractor

Heavy Artillery
Battalion: 3x155mm M1(1)/Truck or Tractor

Anti-Aircraft
Battalion: 6x40mm Bofors AA

Infantry Division: 3xTL2 Infantry GHQ/Truck,
9xInfantry Battalion,
3xField Artillery Battalion,
1xHeavy Artillery Battalion,
1xCavalry Squadron,
1xEngineer Battalion,
1xTank Destroyer Battalion,
1xAnti-Aircraft Battalion

Available Support Units:

(One or more of these units or parts thereof, may appear in a particular action at your discretion.)

Heavy Artillery
Battalion: 3x155mm M.1 "Long Tom"(2)/Truck

Heavy Artillery
Battalion: 3x203mm M.1 Howitzer(2)/Truck

Independent Tank
Battalion: (See U.S. Armored Division TO&E)

Air Support: Any combination of WWII
fighter-bombers. See
"Micro-Armour "The Game - WWII."

Notes:

1. The three Infantry GHQs represent independent field Headquarters units around which mission-oriented Regimental Combat Teams would be organized on a semi-permanent basis.
2. Though originally attached only on an as needed basis, divisional tank battalions soon became a permanent fixture.
3. Sufficient motor transport would be available to lift the entire division by use of attached independent Truck Battalions.

CONFEDERATED BHARAT REPUBLICS (CBR)

As stated above, part of the tacit agreement between the United Kingdom and the United States as to the disposition of the Allied "Third World" armies was that the U.K. was to see to the organization, training, and equipment of the armies of the Alliance of South East Asian Nations (ASEAN) and the newly formed Confederated Bharat Republics or "CBR" ("*Bharat*" being the Hindi word used to describe whole of the Indian subcontinent). The founding of the CBR was not actually either supported or nurtured by the U.K. at all, but was rather a result of decades of meetings, demonstrations, strikes, and other political activities centered around one of the most important figures of the twentieth century, Mohandas Karamchand Gandhi (known as the Mahatma or "Great Soul").

From 1919 until his death in 1948, Mohandas Gandhi strode the Indian political stage as the principal hero and moving force in the great historical drama which culminated in the independence of his country. His actions changed the whole character of the Indian political scene, taking the reins of a fragmented anti-colonial resistance movement and transforming it into a broadly based campaign for human rights and dignity based on non-violence and national unity. Probably his greatest achievements were his conversion of the Indian national Congress from a glorified debating society into a revolutionary army, bridging the gulf between the Anglicized intelligentsia and the nation's poverty-stricken masses.

Ghandi's movement never embraced the usual revolutionary pattern. Instead, he concentrated on what he believed were the nation's most basic needs, Hindu-Muslim cooperation, breaking the traditional "Caste" system, sexual equality, and a general reconstruction and revival of local "village" economy. In 1923 he wrote, "I am not interested in freeing India merely from the English yoke. I am bent upon freeing India from social and economic tyranny as well. The two must go together."

Things came to a head when in 1939, war broke in Europe, followed by the outbreak of general war in the Pacific in 1941. The evacuation from Dunkirk in 1940, the collapse of Eighth Army around Gazala in 1942, and the crushing British defeat at Alamein a few weeks later,

combined with the Japanese victory at Singapore to leave the United Kingdom nearly prostrate. Losses in trained manpower were completely beyond its capacity to replace. The fact that America was determined to pursue a "Japan First" policy only made things worse. Only the radical mobilization of every resource, both human and industrial, of the entire British Commonwealth could save them now. Ghandi, astute political genius that he was, was quick to take advantage of the situation. Mother India would rally to the support of Britain, but only on her own terms. Churchill was forced to swallow his pride (no mean feat) and agree to open negotiations for the establishment of an independent Indian confederation combining Muslims, Hindus, Punjabs, Bengalis, Mahrattas, and the rest of India's rich and diverse panoply of religious and ethnic communities would be welded into a loose confederation whose goal was complete liberation and political independence leading to real freedom and economic opportunity for the great mass of the people for the first time in the sub-continent's long and dramatic history.

More than any of the other new states created by the war against Axis expansion, the Indian Army (*Bharat Rakshak*) could look back on a long and glorious military tradition. Indian military skill and discipline were already legendary long before independence, so the building of an effective army was really a simple matter of training the necessary personnel and finding the necessary equipment needed to allow them to take the field. The CBR eventually deployed four full-strength armoured divisions and more than thirty infantry divisions, along with a respectable air force and navy, built and operated on the British model (but determined to learn from British mistakes). Tactical performance was universally excellent with many units exhibiting characteristics more attributable to professionals or even elite status. The Sikhs in particular must be singled out for this praise. Sikh tankers displayed a real aptitude for maneuver warfare and could be counted on to take advantage of any weakness on the part of the enemy, driving him relentlessly and never losing the initiative. Equipment and uniform reflected British standards with troops wearing both traditional turbans and steel helmets as they saw fit.

THE ALLIANCE OF SOUTHEAST ASIAN NATIONS (ASEAN)

The Alliance of Southeast Asian Nations (or ASEAN) was established primarily to integrate those military contingents and economic resources gathered from throughout Southeast Asia. Representing the former Dutch East Indies (Indonesia), Malaysia, Burma, Singapore, Hong Kong, and the many Pacific Island Nations (Fiji, Samoa, etc.) and including the large and well-equipped Australian and New Zealand Armies, ASEAN proved an effective and generally cooperative means of mobilizing the manpower and resources of a vast and diverse geo-political arena.

It is interesting to note that by official agreement, no Australian or New Zealander military forces were to be deployed anywhere on mainland Europe or Africa after 1942. This is understandable considering the frightful losses sustained by the ANZACs in the Western desert

during that fateful year. Another interesting note is the absence of both Thai and Phillipine contingents. The Phillipines were allowed to take the role of "Associate" members of ASEAN due to the terrible destruction wrought on their unfortunate land during a long and brutal Japanese occupation and subsequent Allied liberation, and the Thais simply refused to join. Much has been written concerning pro-Japanese sympathies in Thailand and it is understandable that this nation should refuse to join any sort of Anti-Japanese alliance.

Organization and equipment in ASEAN reflected British, Australian, and New Zealander standards, with British tanks and artillery predominating. ASEAN combat units may be deployed only in the Asia/Pacific Theater, never in Africa or Mainland Europe.

TABLE OF ORGANIZATION & EQUIPMENT

BRITISH PATTERN INFANTRY DIVISION: 1947+

GENERATION: II AIR SUPERIORITY RATING: 80 CLASS: CONSCRIPTS/PROFESSIONALS BASE DETERMINATION FACTOR: 35

Infantry Company: 3x TL2 Infantry
 Engineer Company: 3x TL2 Engineer
 Support Company: 1x 3" Mk-1 Mortar(3)/Truck,
 1x TL2 Engineer,
 1x TL2 MMG
 Anti-Tank Company: 3x 17lbr ATG/Tractor
 Tank Squadron: 5x Tank
 Artillery Battery: 2x 25lbr "Mark/2"
 Gun/Howitzer(2)/Truck
 Infantry Battalion: 1x TL2 Infantry HQ,
 4x Infantry Company,
 1x Support Company
 Armored Regiment: 1x Centurion Mk3 HQ,
 1x Daimler AC,
 3x Tank Squadron,
 1x Centurion "Dozer"
 Engineer Battalion: 3x Engineer Company

R.A. Anti-Tank Regiment: 3x Anti-Tank Company
 Artillery Regiment: 3x Artillery Battery
 Infantry Brigade: 1x TL2 Infantry GHQ/Truck,
 3x Infantry Battalion,
 1x4.2" Mk-1 Mortar(3)/Truck,
 1xEngineer Company
 Infantry Division: 3xInfantry Brigade,
 3xArtillery Regiment,
 1xRoyal Art. Anti-Tank Regiment,
 0-1xArmored Regiment

Notes:

1. Sufficient motor transport would be available to lift the entire division by use of attached independent Truck Battalions or organic transport in designated Motorized Infantry Divisions.

2. Any available British tanks may be deployed in the divisional Armored Regiment with "Comets" and "Challengers" predominating.

READING LIST

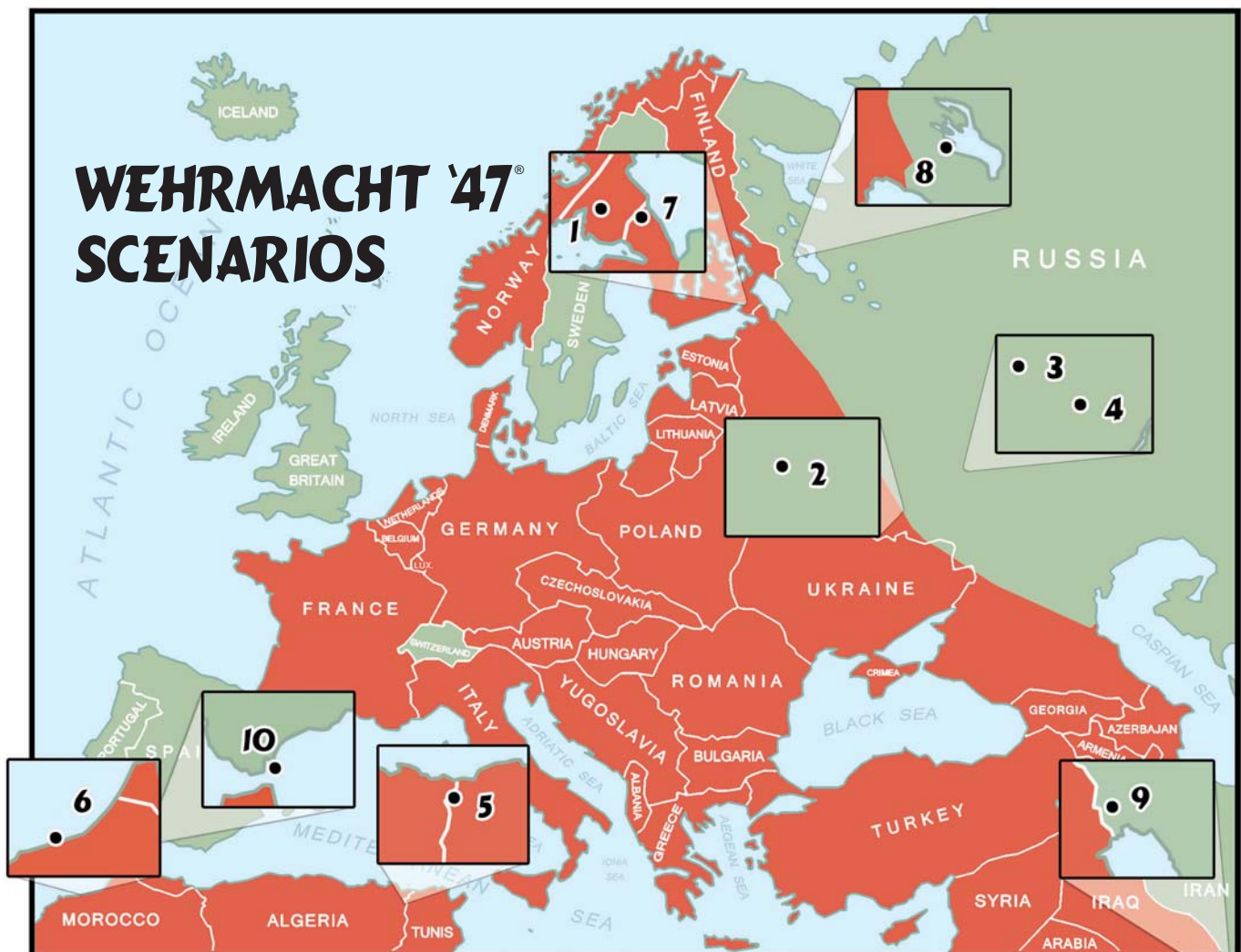
The following is a short list of books recommended for those who wish to gain further insights into the whole 'What-if' World War II experience. This is by no means an exhaustive list, but should give you a grounding in the more scholarly approaches to this subject. Please note that many of these books are not what-if books at all, but simply surveys of the actual events designed to give a clear idea of the real-world bases for many of the assumptions we have made.

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- <http://afvdb.50megs.com/usa/apcm59.html>
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- <http://www.geocities.com/Pentagon/Quarters/7413/a38valiant.html>
- http://www.olivedrab.com/idphoto/id_photos_m44_howitzer.php
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WEHRMACHT '47[®] SCENARIOS



1 - WHO OWNS THE NIGHT?

2 - DEFENSE OF ALEKSINO

3 - THE EMPTY LAND

4 - GRAPPLE AT GRACHEVKA

5 - WADI EL AHMAR

6 - WELCOME TO CASABLANCA

7 - RETURN TO HELL

8 - A HELL TO PAY

9 - ASSAULT ON MANDUWAN

10 - GET A PIECE OF THE ROCK

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

WHO OWNS THE NIGHT? - MAY 20, 1947

A NIGHT HUNT: 'SISU' VS. TECHNOLOGY

This is a scenario that works best with a referee and three players: One Finnish, one Nachtjager, and one Feldschirmjager.

The Germans had decided to disrupt the Allies with a parachute drop whose aim was to destroy depots near Viipuri (second largest city in Finland). The plan was that they would create enough havoc, blow some bridges and depots, and hunker down until the main German thrust linked up to them. Alas, for 3 battalions of Feldschirmjager, things did not go to plan and the remnants of the force have formed into a rough battalion and are trying to trek back to their lines. It has been a heroic attempt so far and they're nearing the arranged pick-up area where one of the new mobile Nachtjager forces awaits them. All that lies between

the harried paratroopers and rest is the infamous skull emblazoned helmets of the KevOs.4, whose night time exploits are still famous.

Will the compatriots of Simo Häyhä with their traditional forest-ways of combat or the new-fangled devices that invisibly light up the night for the Germans become the masters of the night?

SCENARIO LENGTH: This scenario lasts for 40 turns before day breaks and the Nachtjager group must withdraw directly toward their starting area and off the board. Any remaining Feldschirmjager are considered casualties and captured or eliminated by the Finns.

Who Owns the Night?



Scale 1" = 100 meters on a 24" x 39" Skirmish Board



Ditch / Tank Trap

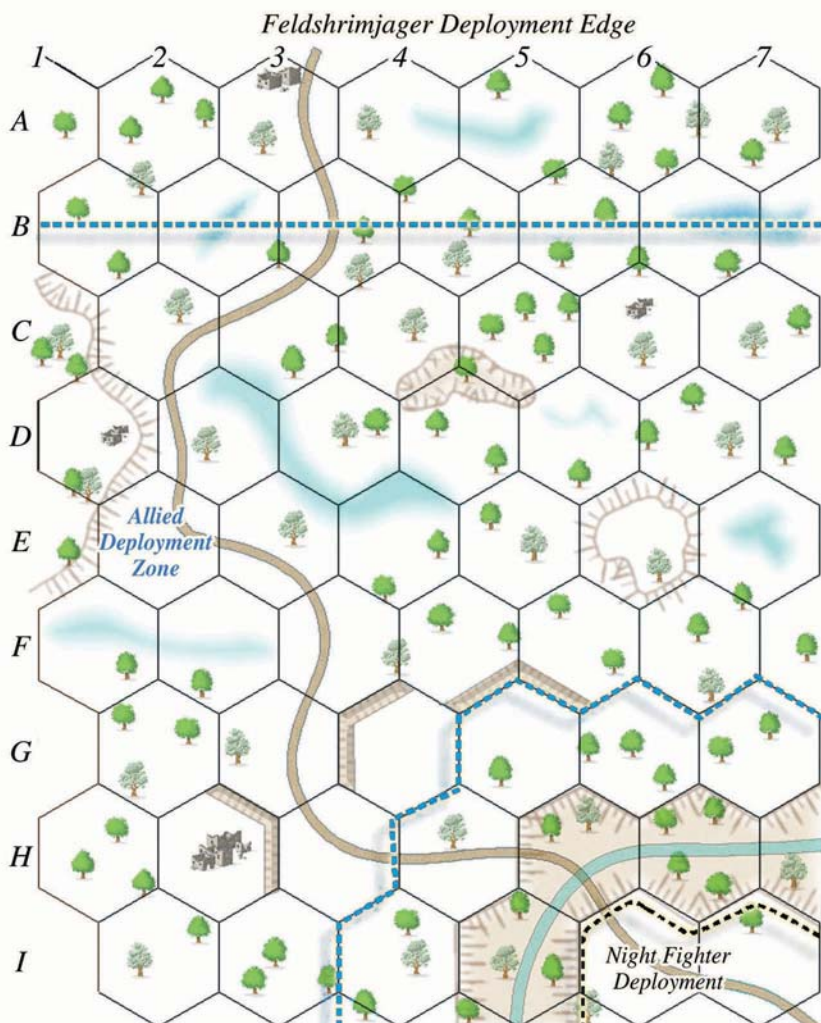


Hill



Depression

Map by Sven Luger



WHO OWNS THE NIGHT?

ALLIES

Base Cohesion Level: $17 + 2 = 19$
Break Point: 68

Finnish KevOS.4 Special Forces

HQ Company: 1x Infantry-type KO [R]
KevOS.4 Infantry: 9x Infantry-type KO [R]

U.S. Army off table support

Divisional Artillery
(3rd Div. U.S. Army): 3x 155 M40 Howitzers
Long-Toms[2]

Defenses

2x Heavy Improved Positions,
5x Medium Improved Positions,
7x Light Improved Positions,
12x Tank trap ditch
(marked on map),
10x Concentrated Mines,
25x Standard Mines,
18x Dispersed Mines,
22x Barbed Wire,
25x Dummy Mines.

ALLIED DEPLOYMENT

- The Long-Toms are off the board and can be called in as indirect-fire.
- The Defenses are set up before the game and may be placed anywhere North or West of the stream bed hexes in the Southeast corner of the battlefield.
- The KevOS.4 may be set up anywhere in the Allied Deployment zone.

ALLIED VICTORY CONDITIONS: The Allies want to score a propaganda victory & prevent the paratroopers from making it back to safety. Capturing or destroying any of the Nachtjager equipment is added candy for the Allies.

Minor Victory - By the end of the game the Allies have destroyed or captured at least 6 Feldschirmjager stands, and destroyed at least 5 stands of the Nachtjager Kampfgruppe.

Major Victory - If, at any time, the number of Eliminated German stands exceeds twenty seven (27), award the Allies a Major Victory.

OR

By the end of the game if the Allies have destroyed or captured at least 8 Feldschirmjager stands, and destroyed at least 10 stands of the Nachtjager Kampfgruppe.

GERMANS

Feldschirmjager Remnants

Base Cohesion Level: 15 Break Point: 21

HQ: 1x Infantry-type A [R]
Fallschirmjager Bn: 12x Infantry-type A [R]
(in 3 companies of 4 or 6
half-companies of 2)

1st Nachtjager Kampfgruppe

Base Cohesion Level: 15 Break Point: 59

KampfGruppe HQ: 1x Infantry HQ/SdKfz.251/1
with Infra-red sighting
Nachtjager Battalion: 8x Panther-G,
7x Infantry-type A/SdKfz.251/1
with Infra-red sighting,
4x SdKfz/7 with
Infra-red spotlights.

GERMAN DEPLOYMENT

a. The Feldschirmjager enter from the Northern edge but more than 4" away from either the east or west edges. Because of Hidden movement they are not required to enter all at once or even on turn 1.

b. Starting on turn 4 the 1st Nachtjager may exit the Night Fighter Deployment zone if the Germans achieve a successful Cohesion roll with a modifier of +4 to the die-roll. They are waiting for some sign that the Feldschirmjagers are nearby. However if they are fired upon they may react normally within the guidelines set below.

GERMAN VICTORY CONDITIONS: Return of the Feldschirmjager and preservation of the expensive & unusual night fighting equipment is essential to the Germans

Minor Victory - At the end of the game if there are at least 6 Feldschirmjager stands that have safely made it across the battlefield to the Night Fighter deployment zone and less than 5 stands of the Nachtjager force have been destroyed, award the Germans a Minor Victory.

Major Victory - If, at any time, the number of Eliminated Allied stands exceeds eighteen (12), Award the Germans a Major Victory.

OR

At the end of the game if there are at least 8 Feldschirmjager stands that have safely made it across the battlefield to the Night Fighter deployment zone and less than 10 stands of the Nachtjager force has been destroyed, award the Germans a Major Victory.

SPECIAL RULES FOR "WHO OWNS THE NIGHT?"

German players: If multiple German players, then there must be no communication between them regarding movement. The Nachtjager force has a +3 modifier die roll to movement cohesion tests until such a time as a the Feldschirmjagers are fired upon or come within 4 inches of them.

Darkness Effects & Visibility: Due to the Darkness all Force Cohesion values are reduced by 6. Visibility is nominally 6 inches. The Feldschirmjager and KevOs.4 due not suffer reduced movement due to their training. However, all other units not on the road are reduced to 2 inches maximum movement without penalty. If they move faster than that they are suppressed must and must make an extra cohesion roll or else get stuck. The are stuck and suppressed until they make a successful cohesion roll during a movement phase.

Terrain: The battleground is entirely Rough Terrain 2 unless otherwise shown. The road is poor, the streambed hexes are rough terrain 3.

Allied Artillery Support: The Artillery is U.S. and the Finns have been trained to spot for it so it will function as Generation III artillery (i.e. in-direct fire arrives 1 turn after the plot turn and doesn't require an FO. The Allies may use the Pre-Registered fire option for up to 3 predefined locations. If the Finnish HQ stand is eliminated then all artillery fire requires 2 turns after plotting to arrive unless the Finnish player successfully rolls a cohesion with a +5 modifier to the die roll. This may only be attempted once per game. The only place not under the guns of the Allies is the Night Fighter deployment area (2 hexes) in the Southeast of the board.

Hidden movement: Before the game begins the Feldschirmjagers and the KevOS.4 players break up their available troops into groups of at least 2 bases each. They then plot their movements for 30 turns on individual copies of the scenario map. At Full speed it takes 3 turns for Feldschirmjager and 2 turns for Finn to cross a hex, but it makes it easier to be spotted. If the unit moves at half speed then they have less chance of being detected as below. Thus to plot the map, mark each group from hex to hex and note the turns the group was in the hex.

For example Turn 1-3: Hex A2, Turn 4-9: Hex B3, etc. Whenever two or more opposing groups (whether revealed or not) are in the same or contiguous hexes then a modified cohesion roll by each group is made per each turn of contact. Use the following chart to determine the modifiers to the die roll.

Situation	Cohesion Die Roll Modifier	
	Same Hex	Contiguous Hex
Opponent fired this tun	Automatic detection	
Opponent moving at normal speed	-2	-1
Opponent moving at half speed	-1	0
Opponent is still	+1	+2
Opponent is crossing through a hex where there is already a detected force this turn	Automatic detection	
Listener has fired this turn	+1	+1

If detection is made by one or both parties then all groups in the hex(es) are placed on the board. If one side remains undetected, his opponents are automatically suppressed(S) as in surprise rules. Upon firing any base is revealed. A unit once revealed, stays on the board but may move, etc subject to all appropriate effects.

The KevOS.4 were incredible troops known to the Russians as "Belaya Smjert", the "White Death". In two weeks during the Winter War they were the major part of capturing or destroying 104 Russian tanks in two weeks in their sector. They were masters of the "Motti" tactics and turned tanks into what were known to both Russians and Finns as "Death boxes". Additionally they slowed down 600,000 Russian troops long enough for the 4th division to successfully withdraw. They are unusual troops, but these numbers reflect their capabilities using their limited weaponry, of Molotov cocktails, Moison-Nagant rifles with open sights, and the Suomi K31 SMG. Now with the advanced weapons "liberated" from Germany, and the Lend-Lease equipment, they are a force to be feared on this ground. Their numbers are based on Tech Level 2 infantry, but recognizing their especial affinity for destroying armor and their speed.

Weapon	Points	TL	Firepower AP / HE	Range AP / HE	Defense	Movement T / W / F	Cargo Capacity	Transport Requirement
KevOs.4 Infantry "KO" Infantry	19	2	7/6	1/5	7**	6F	-	4

As per the Commando type 'S' rules they get a -3 to their die roll in close assault. They are always consider [R] type troops and they get a bonus of +2 to their Cohesion level. For this scenario consider their cohesion at 19.

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

DEFENSE OF ALEKSINO - MAY 23 1947

A Red Army Reconnaissance in Force

In the spring of 1947, the Soviet 'Don Front' command was tasked with the mission of probing the established German defenses along the edge of the *Aüßschlußzone* (the fortified German-Soviet Exclusion Zone) in central Russia, looking for any weak spots or areas where infiltration might be accomplished. Long range reconnaissance patrols and armed partisan groups subsequently brought in captured enemy documents and personnel for study and interrogation. As a result, it became clear that the German forces in and around Aleksino was suffering from a crisis of morale and poor discipline due to rampant corruption in the local political and military authority. The veteran German 252nd Infantry Division seemed to be just the kind of rotten 'beam' that could be kicked-in and broken, allowing just the kind of local breakthrough Stavaka was looking for.

With the Allies on the march from Persia to Tunisia, the Soviet high command felt that the time had come to prove

the Germans were not the invincible conquerors they had made themselves appear. The 252nd had been 'in the line' since 1941. The troops had either been involved in active combat or occupation duties for almost six years, and it was expected that this sector of the front, for so long static and quiet, was ripe for exploitation.

Just before midnight on 23 May, elements of the Russian 35th Guard Tank Corps moved into pre-established staging areas. As the first light of dawn broke over the low hills to the East, turning the sky red as blood, the order was passed along the line to move out with as little commotion as possible to take the hopefully sleepy Nazi invaders around Aleksino by surprise. It's up to you, as the Soviet commander to see just how ill-prepared the Germans were that bright morning! As the German commander, it's up to you to prevent panic and disorder from sweeping away your command!



DEFENSE OF ALEKSINO

GERMANS

Cohesion Level = 17
Base Determination Factor = .30
Break Point = 86

252 Infanterie Division
3/461 Grenadier

Regiment HQ: 1x Infantry GHQ (FO)/Truck,
1x Kubelwagen

Motorized Co: 3x TL1 Infantry(A)/Truck,
1x TL1 Infantry Support/Truck,
1x 8cm GrW.34 Mortar(1)/Truck

Motorized Co: 3x TL1 Infantry(A)/Truck,
1x TL1 Infantry Support/Truck,
1x 8cm GrW.34 Mortar(1)/Truck

Motorized Co: 3x TL1 Infantry(A)/Truck,
1x TL1 Infantry Support/Truck,
1x 8cm GrW.34 Mortar(1)/Truck

Motorized Support Co: 1x 88mm PAK.43/SdKfz.7,
1x 120mm GrW.42 Mortar(2)/Truck,
1x Waffentrager/37mm Flak

PzJäger Battalion 252 (mot): 1x Infantry HQ (FO)/Truck,
3x TL1 Infantry(A)/Truck,
1x TL1 Infantry Support,
1x 8cm GrW.34 Mortar(1)/Truck,
1x 75mm PAK.40/Light Tractor

PzJäger Battalion 193 (ind): 4x PzJäger E.25

sPz Abteilung 507(-): 1x sPz E.100 HQ,
4x sPz E.100

Artillerie Regiment 252(-): 4x 105mm leFH.18(2) OFF MAP

Field Works: 16x Medium Improved Positions,
22x Dispersed Minefield,
11x Dummy Minefield

DEPLOYMENT:

Establish a defensive perimeter around Aleksino: Stands may be placed anywhere fifteen inches (15") or less from the South edge of the board. Minefields (real or Dummy) may be placed anywhere on the southern half of the board.

VICTORY CONDITION:

Prevent the occupation of Aleksino by Soviet forces by the end of Turn 15.

RUSSIANS

Cohesion = 15
Base Determination Factor = .40
Break Point = 168

35th Guard Tank Corps
Command HQ: 1x Infantry GHQ/Truck

Medium Tank Bn 1: 1x T.34/85 HQ,
9x T.34/85, 3x T.70[R]

Medium Tank Bn 1: 1x T.34/85 HQ, 9x T.34/85,
3x T.70 [R]

Heavy Tank Battalion: 4x T.44/100

Reconnaissance Bn: 1x TL1 Infantry (A) HQ/Truck,
9x TL1 Motorcycle Infantry [R],
1x 82mm M.37 Mortar(3)/Truck

Motorized Infantry Bn: 1x Infantry HQ/Truck,
9x TL1 Infantry/Truck,
3x TL1 Infantry Support/Truck

DEPLOYMENT:

All troops enter the North edge of the board on turn one (1) in any formation you wish.

VICTORY CONDITION:

Occupy all three hexes of Aleksino by the end of Turn 15.

SCENARIO LENGTH - 15 TURNS

SPECIAL RULES:

The Hot Shot! (Rule 12.1 - p. 16 MA:TG - WWII)

Unit Determination (Rule 12.10 - p. 10 Wehrmacht '47 Supplement)

Tank Marines! (Rule 12.4 - p. 17 MA:TG - WWII)

Artillery Efficiency (Rule 12.7 - p.17 MA:TG- WWII)

NOTES:

1. To allow for the difference between the German and Soviet Cohesion Levels you must multiply the German point total by 1.1333, yielding a modified German total of 3,269 (a single point separates the two forces' point values.)

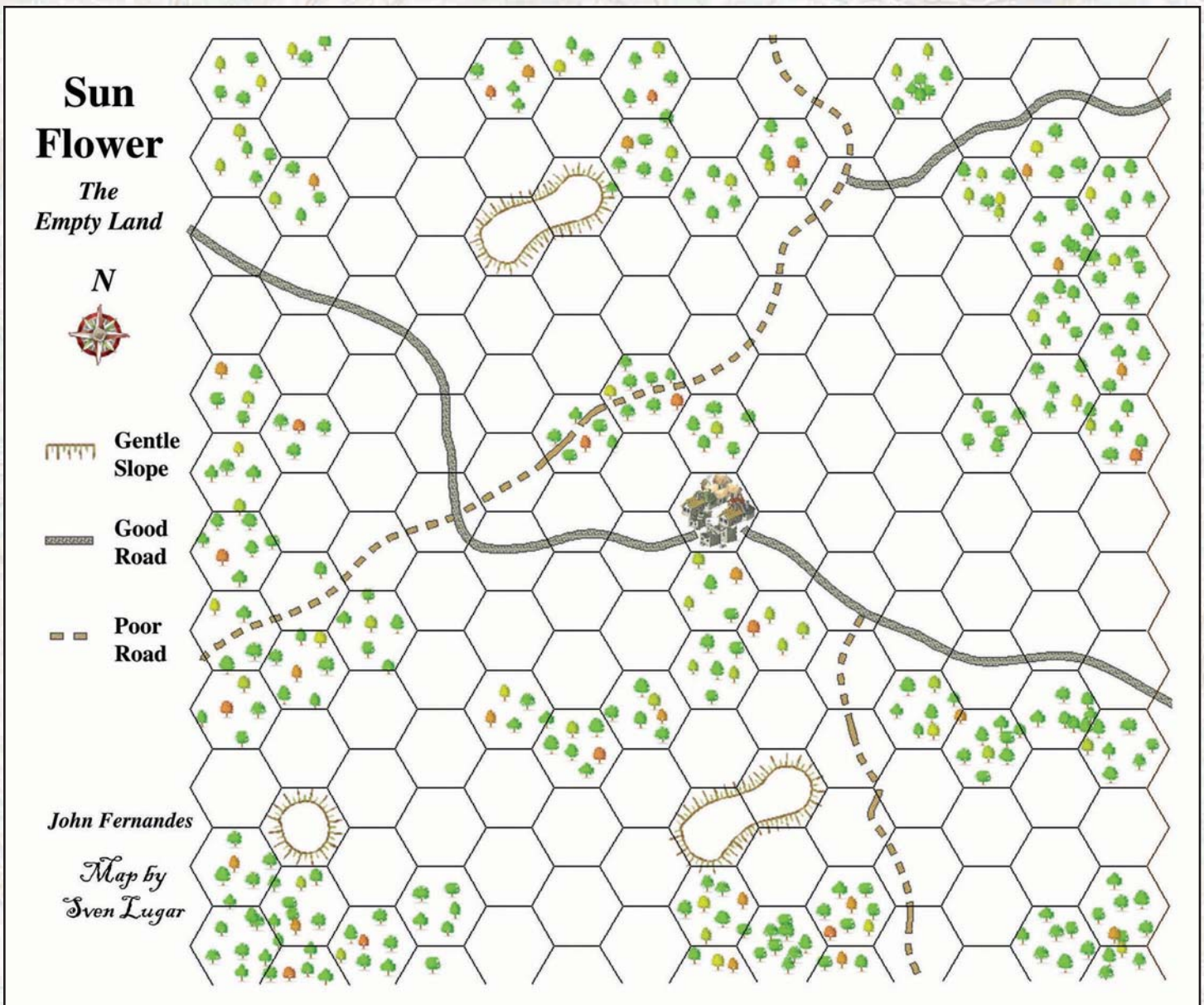
2. The map board below represents the area covered by one (1) GHQ 'Terrain Maker' skirmish board.

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

THE EMPTY LAND - JULY 15 1947

Meeting engagements between Soviet and German combat formations in the "Exclusion Zone", marking the limit of German sovereignty in the area known somewhat ironically as "Great Russia" during the seesaw year of 1947 were common. The Soviets were eager to demonstrate their growing confidence (and competence) to the rest of the United Nations as well as to their German enemies. The Germans, on the other hand were equally determined to punish any incursion into the exclusion zone as a way of maintaining their tactical ascendancy and political influence over the hodgepodge of subject peoples making up the German "Ostmark".

On 15 July 1947, the same day as the opening ceremonies at the United Nations "Casablanca Conference", units of the Soviet 20th Guards Armored Corps (now 20th Guards Tank Division)/Fifth Guards Tank Army collided with elements of the 1st SS Panzer Division, designated "KampfGruppe Frank" somewhere in the "Exclusion Zone" near the abandoned village marked GK:2825 on German maps ("Sunflower" to the Russians). These two formations have been engaged in a nearly continuous slugging match ever since the fierce, but inconclusive "Korsun Pocket" campaign years before.



THE EMPTY LAND

KAMPFGRUPPE FRANK/ 1ST SS PANZER DIVISION

Cohesion: 18
Break Point: 165 (40%)

KampfGruppe HQ: 1x Infantry GHQ/SdKfz.351/17,
1x Panther-3 E.50[R],
2x 88mm Flakpanzer Waffenträger I

Panzer Battalion: 1x Panther-3 E.50 HQ,
9x Panther-3 E.50,
1x Panther-3 E.50[R],
1x FlakPanther-2,
1x Engineer/SdKfz.351/7

Field Artillery Bn: 1x Infantry HQ,
2x 105mm "Waffenträger I"(2),
1x 37mm FlakPanzer Waffenträger I

Grenadier Battalion: 1x Infantry HQ/SdKfz.351/17
3x Infantry/SdKfz.351/1,
1x SdKfz.351/9(1), 1x SdKfz.351/24(1)
3x Infantry/SdKfz.351/1,
1x SdKfz.351/9(1), 1x SdKfz.351/24(1)
3x Infantry/SdKfz.351/1,
1x SdKfz.351/9(1), 1x SdKfz.351/24(1)
3x Medium MG/SdKfz.351/16,
1x E.10 Panzerjäger,
1x SdKfz.351/24(2), 1x SdKfz.351/21

Panzerjäger Co: 3x Panzerjäger E.25

Reconnaissance Co: 4x SdKfz.350/9[R],
1x SdKfz.350/13[R],
1x SdKfz.350/7(1)[R]

NOTES: One Infantry stand per Grenadier Company may contain an attached, Man-Packed Rochen or Rötkepchen ATGM team.

DEPLOYMENT: All German forces must enter the West edge of the map on turn one (1).

SPECIAL RULES

This scenario may be played in 'Rounds', each round representing a short firefight consisting of ten turns. Between rounds, each player does the following (representing rallying, recovery, and replacement of losses):

1. Remove any 'Suppression' Markers from his stands.
2. On a roll one or two (1 - 2) on 1D6, remove 'Disruption' markers from those stands which have them.
3. On a roll of one (1) on 1D6, return stands 'Eliminated' during the round to play.

8TH GUARDS TANK REGIMENT(+)/20TH GUARDS TANK DIVISION

Cohesion: 15
Break Point: 251 (46%)

Regiment HQ: 1x T.44/100 GHQ, 2x Ba.64[R]

Tank Battalion: 1x T.44/100 HQ, 9x T.44/100,
1x T.34/85[R]

Tank Battalion: 1x T.44/100 HQ, 9x T.44/100,
1x T.34/85[R]

Tank Battalion: 1x T.44/100 HQ, 9x T.44/100,
1x T.34/85[R]

Motorized
Rifle Battalion(+): 1x Infantry HQ/BTR.40,
9x Infantry/BTR.40,
2x Medium MG/BTR.40,
1x 82mm M43(3)/Halftrack,
1x ISU.130(1)

Field Artillery Bn(+): 1x Infantry HQ/Truck,
3x 122mm M.42(2)/Truck,
2x ZSU.37 AA

Recon Company(+): 3x Infantry[R]/M3 Halftrack,
3x Ba.32[R]

DEPLOYMENT: All Soviet forces must enter the East edge of the map on turn one (1).

SCENARIO LENGTH: This scenario is "Open Ended", meaning it has no specific number of turns.

VICTORY CONDITIONS: The scenario ends when one side or the other either 'Breaks' or concedes victory.

NOTE: The timing of this battle, coinciding with the opening of the Casablanca Conference, was not accidental. The Soviets were anxious to improve their bargaining position vis-à-vis future Allied aid in driving the Germans from European Russia. To do this they had to prove they could defeat the Germans on their 'home' ground in a stand-up fight. A victory in this rather small engagement would therefore boost their prestige considerably in the eyes of their allies. A German victory, on the other hand, coming as it would in the full glare of world attention, would cast a considerable pall over the proceedings in Casablanca, with who knows what consequences. Thus do great movements in history sometimes turn on seemingly trivial matters.

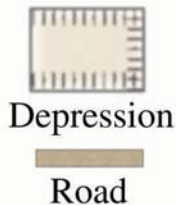
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GRAPPLE AT GRACHEVKA - SEPTEMBER 17, 1947

By the late in the summer of 1947, levels of partisan activity in Central Ukraine NSR (National Socialist Republic) had increased to a point where it could no longer be swept under the carpet. Informed sources at STAVKA in Kazan fully expected the Germans to respond in their usual way, be launching a series of punitive raids on partisan controlled areas in the hope of nipping further incursions in the bud. Taking this as an opportunity to give the Nazis a military 'black-eye', the Soviets laid a trap aimed at for them. Carefully hidden from aerial reconnaissance, elements of 3rd Guards Tank Army were pre-positioned to thwart the German route of advance near the town of Grachevka.

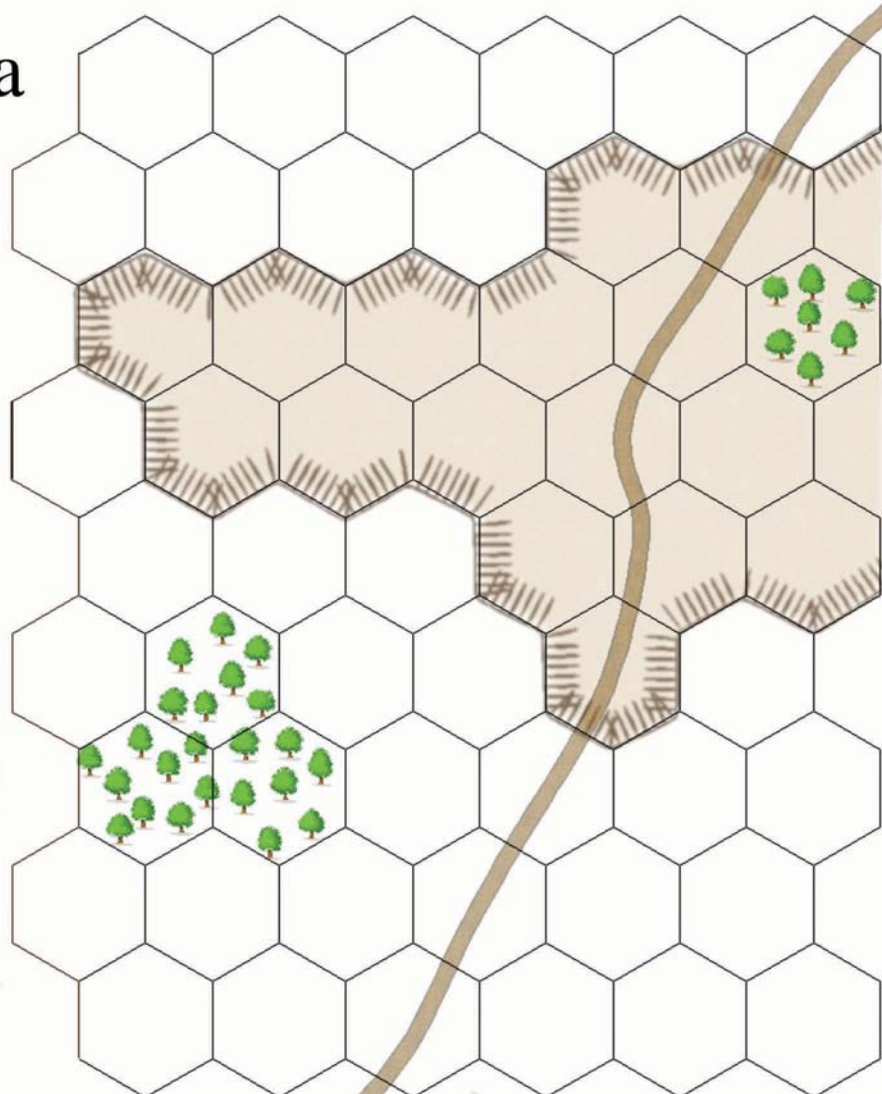
At dawn on 17 September, a reinforced Panzer Grenadier Battalion from the 11th SS Panzer Division moved out in a sweep attempting to bag a band of local partisan cavalymen, searching for and destroying weapons and other contraband in the process. As they approached the ravine south of the town, their radios crackled with reports of a Red Army task force swooping in on their front and right flank. A running fight ensued. Will the Germans be able to complete their mission, sweeping the locals northward and reestablishing their dominance over them? Or would the elite Communist tankers and accompanying infantry be successful in punishing their opponents, liberating, (at least temporarily) this small corner of Mother Russia?

Grachevka Ukraine



Scale 1" = 100 meters on a
24" x 39" Skirmish Board

Map by Sven Luger



GRAPPLE AT GRACHEVKA

GERMANS

Cohesion Level: 16
Base Determination: 30%
Break Point: 101

Aufklarungs Abt. 11(-)/11th SS Panzer Division:

3x SdKfz.350/9 [R]
1x SdKfz.350/13
4x Infantry/SdKfz.350/1 [R]
4x Motorcycle Infantry [R]

2 abt./110 Panzer Grenadier Regiment/
11th SS Panzer Division:

1x Infantry GHQ/SdKfz.351/17
9x Infantry/SdKfz.351/1
3x Inf. Support/Schwere Wehrmacht Schlepper
2x SdKfz.351/2(1)
2x SdKfz.351/9

Panzerjäger Company/110 Panzer Grenadier Regiment/
11th SS Panzer Division :

4x E10

GERMAN DEPLOYMENT

Your forces have entered the southern edge of the board. On Turn 1, German forces are arrayed at the German player's discretion 12" or less from the Southern edge of the board.

VICTORY CONDITIONS

Exit the field on the north edge with at least 80% of their force before the end of turn 15.

RUSSIANS

Cohesion Level: 17
Base Determination: 40%
Break Point: 81

Elements: 3rd Guard Tank Army:

1 x Infantry GHQ/Truck
10 x JS3
3 x BA-10 Armoured Car
12 x Infantry/Truck
2 x Infantry Support B/Truck

RUSSIAN DEPLOYMENT

On Turn 1 you may begin entering the table on the Northern or the Eastern edge 12" or less from the far-Northeast corner of the board.

VICTORY CONDITIONS

Eliminate 20% of the German Force, and prevent any of the remainder from exiting the northern edge of the gaming area.

SCENARIO LENGTH ~ 15 TURNS

SPECIAL RULES

The Hot Shot (Rule 12.1 - p. 16 MA:TG - WWII)

Unit Determination (Rule 12.10 - p. 10 Wehrmacht '47 Supplement)

Tank Marines! (Rule 12.4 - p. 17 MA:TG - WWII)

Artillery Efficiency (Rule 12.7 - p.17 MA:TG- WWII)

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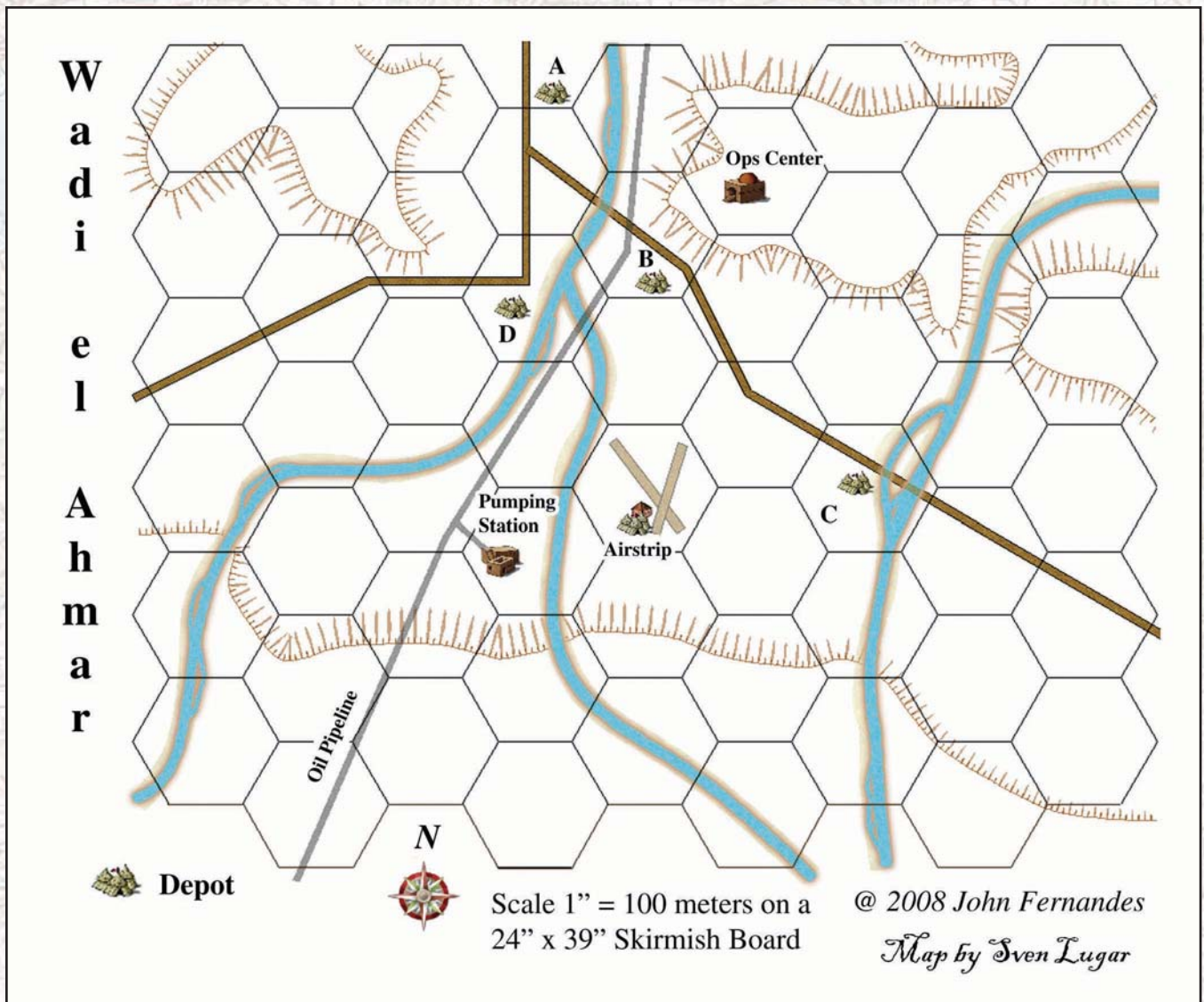
WADI EL AHMAR, AUTUMN 1947

The "Torch" offensive continued to make progress throughout the Summer and Autumn of 1947. The fall of Casablanca was followed in turn by that of Melilla in Morocco; Oran, Blida, and Bougie in Algeria; and soon tanks and guns of the U.S. 1st Army and 1e Armée Africaine were closing in on the Bone Airdrome and the Tunisian Border. More important, the vital Algerian-Libyan oil fields were about to be overrun. Pétain was having to explain to Hitler and Mussolini why the French Army had been unable to prevent largely inexperienced, albeit well armed, Allied columns from driving France out of North Africa entirely, cutting her off from important resources further south and threatening Italy's position in the Western Desert. The leaders of Axis Europa would have to do something to stop the 'rot'. The obvious answer was a German expeditionary force, equipped with cutting edge weapons and empowered to mobilize and

coordinate a full scale counteroffensive. The operation was codenamed 'Sirocco' and included three SS divisions (2nd, 9th, and 24th). One of its first combat actions took place when part of the Senegalese 1e Division Cuirasée attempted a flanking move South of the main line of French resistance. They were engaged in probing forward, trying to locate a major Axis supply depot rumored to be in the area, protected by a dug-in French Infantry Battalion. 2nd SS Panzer Division, was determined to stop them. KampfGruppe 'Balzer' was hurriedly organized from newly arrived German forces, and sent to do just that. At 1430 hrs. the two armies clashed around an isolated pumping station where the main North-South oil pipeline ran through a bleak and rain-swept valley called 'Wadi el Ahmar'.

SCENARIO LENGTH

This scenario ends after the completion of turn 12.



WADI EL AHMAR

AXIS

Base Cohesion Level: 18

KampfeGruppe 'Balzer'
/2nd SS Pz Div: 1x Infantry GHQ/SdKfz.351/1

1st Battalion/
Panzer Regiment 3: 1x E.50 'Panther-III HQ,
6x E.50, 1x SdKfz.234/1[R],
1x FlakPanther 'Coelion'.

5th Recon Battalion: 1x Infantry HQ/SdKzf.350/1,
8x SdKfz.234/2 'Puma'[R],
3x Infantry[R]/SdKfz.350/1,
1x SdKfz.350/13[R],
1x SdKfz.350/7(1) [R]

2nd Battalion/
45th Inf Regt(FR): 1x Infantry HQ(FR),
9x Infantry(FR),
1x 81mm Mle.27/31 Mortar(2)

1st Battalion/
109th Field Arty Regt: 2x 105mm Waffentrager.I(2)

Field Works: 8x Light Improved Positions,
3x Med. Improved Positions,
12 'Standard' Minefields
12 'Dummy' Minefields

DEPLOYMENT:

1. 2nd Bn/45th Inf Regt(FR): Deploy anywhere on the map in Improved Positions.
2. 5th Recon Battalion: Enter anywhere along East edge of the map on turn two (2).
3. 1st Bn/Panzer Regiment 3: Enter anywhere along the North edge of the map on turn three (3).
4. 1st Bn/109th Field Artillery Regt: Enter anywhere along North edge of map on turn two (2).*
5. Mines (both real and "dummy") may be deployed anywhere on the map.

*Alternately, 1st Battalion/109th Field Artillery may be kept OFF MAP, in which case it cannot plot fire until the Joint Plot Phase of turn four (4).

VICTORY CONDITIONS

1. The Senegalese player must pass through the actual hidden depot and occupy it for one full turn before the end of turn twelve (12) to achieve victory. Anything else results in an Axis victory.
2. The Senegalese Break Point is 30%. If, at any time the total number of eliminated Senegalese stands exceeds nineteen (19), the scenario ends immediately in an Axis victory.
3. The German Break Point is 40%. If, at any time the total number of eliminated German stands exceeds twelve (12), the scenario ends immediately in a Senegalese victory. French losses are not counted.

SENEGALESE

Base Cohesion Level: 14

Headquarters/
2nd Brigade Cuirasée: 1x Inf GHQ/M9A1 Halftrack,
4x M.5 'Recon Stuart'[R]

1st Battalion/
2nd Brigade Cuirasée: 1x M.26 'Pershing' HQ,
8x M26,
4x M26E4 'Super Pershing',
4x M.24 'Chaffee'[R],
1x 105mm M.45(1+)

2nd Battalion/
2nd Brigade Cuirasée: 1x M.26 'Pershing' HQ,
8x M26,
4x M26E4 'Super Pershing',
4x M.24 'Chaffee'[R],
1x 105mm M.45(1+)

14th Regt d' Chasseurs
Africaines(+): 1x Inf HQ/M.9A1 Halftrack,
9x Infantry/M.9A1,
1x M.16 MGMC,
1x M.9A1/75mm RcR

5th Field Arty Groupe: 3x 155mm M.41(3) OFF MAP

DEPLOYMENT:

All Senegalese forces may enter anywhere along the South edge of the map beginning on turn one (1).

SPECIAL RULES

1. The areas indicated on the map as A, B, C, and D are possible locations for a hidden Axis fuel and supply depot. The German player must designate one of these as the actual dump and record this in writing before the Senegalese player enters the map. Once designated, the location of the dump cannot be changed.
2. French stands may never be carried by German transport vehicles for any reason.
3. French stands may not act as spotters for German Artillery.
4. French losses do not count when calculating German losses. German losses are taken separately.
5. A misty rain is falling throughout the scenario, limiting sighting distance to a maximum of fifteen (15) inches.
6. All roads should be considered 'Poor' roads. All wadi areas, including places where roads cross wadis, should be considered 'Rough Terrain 2'.
7. All buildings are 'Light' buildings.
8. The oil pipeline may not be crossed by any vehicle except at two points; where it crosses 'under' a road or where it crosses 'over' a wadi.

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

WELCOME TO CASABLANCA - AUTUMN 1947

"Sooner or later, everyone winds up at Rick's."

Operation "Torch", the Allied invasion of French Morocco and Algeria, began shortly after the Dakar Conference in August of 1947. By October, the U.S. 1st Armored Division was hammering along the coast highway (the "Corniche") toward Casablanca, its progress impeded by a series of skillful delaying actions performed by troops of French 2nd Brigade of Spahis and 23rd Regiment d'Légion Étrangère. Wishing to avoid fighting it out in the narrow streets and alleys of the famous Casablanca 'Casbah' in the section of the city more formally known as the 'Ancienne Medina', the Americans launched

a 'right hook' around the French rearguard hoping to cut them off from the city. Moving up from the South, the most forward elements of this flanking force collided with a battalion of the 23rd Foreign Legion Volunteer Regiment dug in between the western outskirts of the city proper and the municipal racetrack (the Hippodrome). The American's mission is to break through the Legionnaires and cut the Corniche west of the city in the vicinity of the d'El Hank military barracks before armored troops from 2nd Spahis can arrive and prevent this.

CASABLANCA Western Approach

SPECIAL TERRAIN EFFECTS

TERRAIN TYPE <small>All terrain effects are cumulative</small>	Movement Point Cost per 100 Meters			Target in this terrain FIRING UNIT COHESION & COMBAT DIE ROLL EFFECT	IS LINE OF SIGHT BLOCKED?
	TRACKED UNIT	WHEELED UNIT	FOOT UNIT		
Cemetary Wall	2	5	+1	If personnel +3** otherwise +2**	If personnel - yes If personnel - no
Cemetary Grounds	2	5	2	If personnel +3 otherwise +2	yes
Hippodrome Grounds	1	1	1	None	no
Hippodrome Wall	Impassable	Impassable	1	No "Through" Fire	yes
Oil Tanks	Impassable			No "Through" Fire	yes

** Applies only to fire coming through the ridge crest or from below the hilltop.

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2

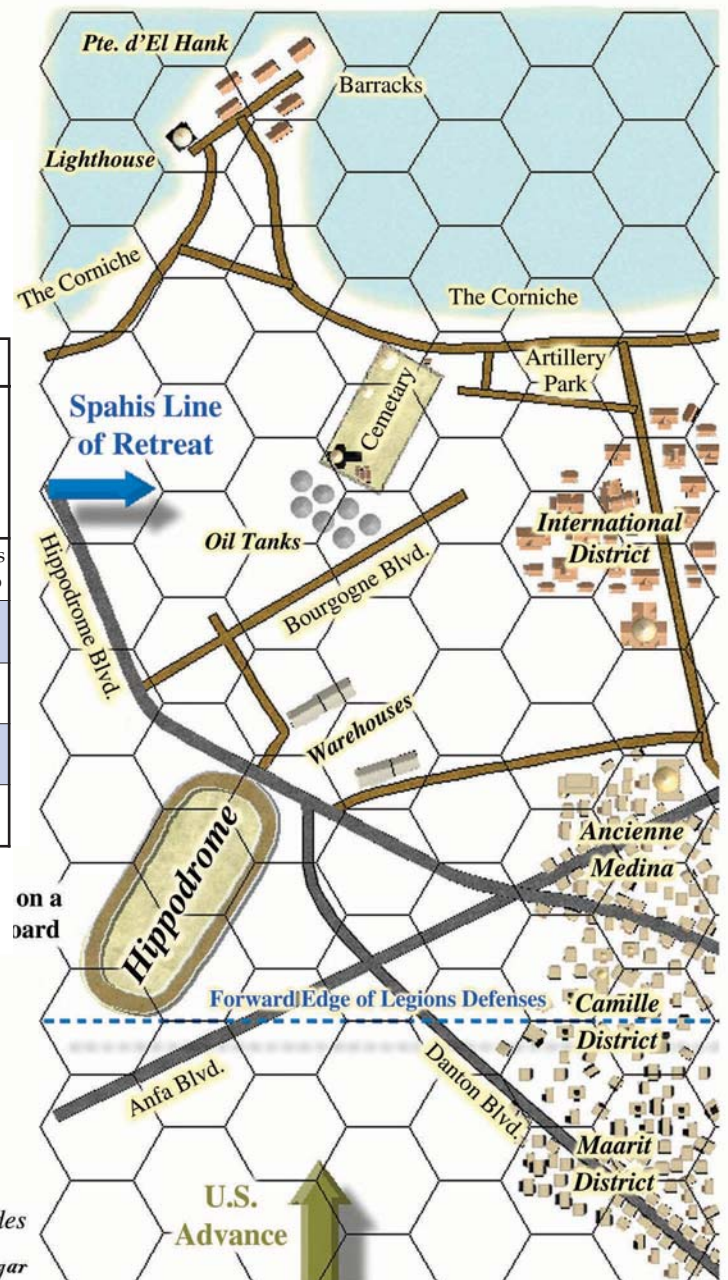
The Barracks, Warehouses and all urban areas are "Heavy Buildings"

The Artillery Park is considered "Clear Terrain"

All roads on the map are "Good Roads"



Wehrmacht '47®
2008 John Fernandes
Map by Sven Lugar



WELCOME TO CASABLANCA

FRENCH

Base Cohesion: 17

2nd Brigade of Spahis (-): 1x Infantry(A) HQ/SdKfz.251.10,
13x AMX-13/75,
5x Infantry(A)/SdKfz.251/1,
1x SdKfz.251/2(1)

1st Battalion/
23rd Regiment (LE): 1x Infantry HQ, 9x SMG Infantry(A),
1x 81mm Mle.27/31 Mortar(2)

12th AA Regt(-): 5x 88mm Flak.36/PaK.43/SdKfz.7

85th Field
Artillery Regiment: 2x 105mm Schneider Mle.36(2)
OFF MAP

Field Works: 11x Light Improved Positions,
5x Medium Improved Positions,
18x Standard Minefields,
18x "Dummy" Minefields, 12x Roadblocks

DEPLOYMENT:

1. 1st Bn/23rd Regt (LE): Deploy anywhere North of the "Legion Start Line" in 'Light' Improved Positions.
2. 12th Anti-Aircraft Regt(-): Deploy anywhere North of the "Legion Start Line" in 'Medium' Improved Positions.
3. 2nd Brigade of Spahis: Enter anywhere along West edge of the map on turn three (3).
4. All mines (both real and "dummy") may be deployed anywhere North of the "Legion Start Line".
5. Roadblocks may be placed across any road North of the "Legion Start Line".

SPECIAL RULES

1. French anti-tank guns were dug in "deep". This combined with the distortion effects on visibility caused by desert conditions means that their positions were very hard to find and attack. The normal rules concerning Medium Improved Positions should be altered as follows for this scenario: Both the Cohesion Effect and Defense Bonus for Medium Improved Positions are now +5 for all troop types. All other effects are unchanged.
2. The terrain is remarkably flat. However, a fairly thick pall of smoke and dust covered everything for miles around once battle was joined. Therefore, the maximum sighting distance for this scenario is twenty-four inches (24").
3. The oil storage tanks south of the El Hank cemetery burned throughout the battle. Therefore a permanent smoke screen exists here and no stand of either side may enter the area.
4. Allied warships off Pte. d'El Hank provided naval gunfire support for the American advance. However, a major air-naval battle raged throughout the action with Axis submarines and bombers hurling themselves at these ships day and night. Axis radio-guided cruise missiles were especially effective. Therefore, the effective Cohesion level used by the Naval Gunfire Support units in this scenario is ten (10), as the ships are forced to maneuver to avoid swarms of lethal long-range projectiles.
5. A total of five (5) French infantry stands are equipped with state-of-the-art light anti-tank weapons (the German "Rochen-1000"). These should be designated before play begins.

AMERICANS

Base Cohesion: 15

Combat Command "B"/
1st Armored Division: 1x Infantry(A) GHQ/M.39

1st Battalion/
1st Armored Regiment: 1x M.4A3E8 HQ,
12x M4A3E8, 4x M.24 'Chaffee',
1x 105mm M4A3(1+),
1x 81mm M.21(1+),
1x Jeep/50cal.[R]

2nd Battalion/
1st Armored Regt: 1x M.26 HQ, 12x M.26,
4x M.24 'Chaffee',
1x 105mm M4A3(1+),
1x 81mm M.21(1+),
1x Jeep/50cal.[R]

2nd Battalionn/
6th Armored Inf Regt: 1x Infantry(A) HQ/M.39,
9x Infantry(A)/M.39,
4x Infantry Support/M.39,
1x 105mm M.7 'Priest'(1+),
1x 81mm M.21(1+),
1x Jeep/75mm RcR,
1x Jeep/50cal.[R]

27th Armored
Field Artillery Bn: 3x 105mm M.7 'Priest'(3)

Naval Gunfire Support: 2x 8" Naval Gunfire(3),
2x 5" Naval Gunfire(3)
OFF MAP

DEPLOYMENT:

All American forces may enter anywhere along the South edge of the map beginning on turn one (1).

SCENARIO LENGTH

This scenario ends after the completion of turn 20.

VICTORY CONDITIONS

1. The American Player must establish a cordon of troops extending from the South edge of the map to the Mediterranean coast by the end of turn twenty (20). There may be no gaps in this cordon greater than three (3) inches wide at any point. Failure to do this results in a French victory.
2. The American Break Point is 40%. If, at any time the total number of eliminated American stands exceeds twenty-five (25), the scenario ends immediately in a French victory.
3. The French Break Point is 50%. If, at any time the total number of eliminated French stands exceeds twenty (20), the scenario ends immediately in an American victory.

Note: Unarmed SdKfz.7 artillery tractors do not count as losses toward this total.

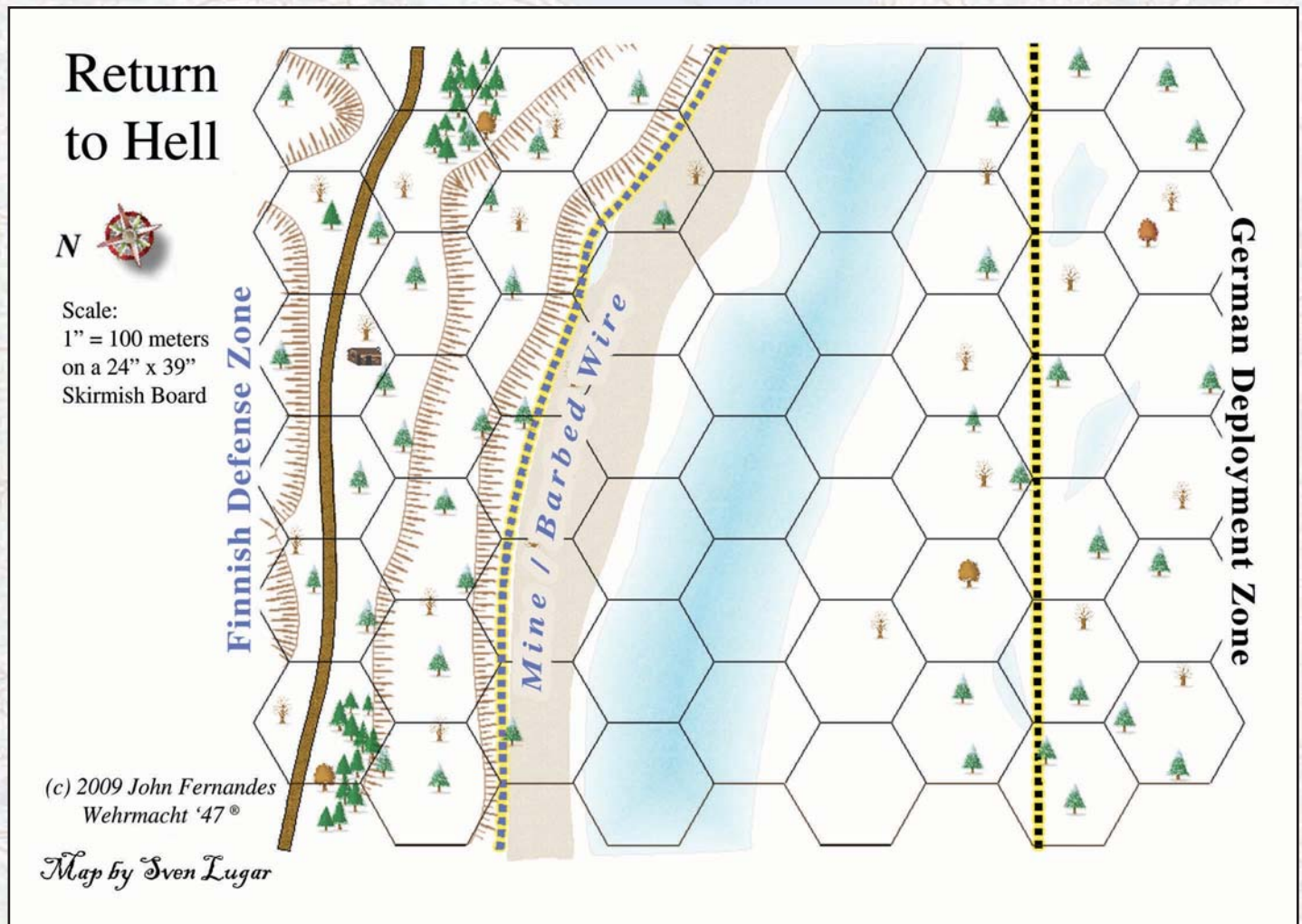
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RETURN TO HELL - JANUARY 18 1948

In a scene reminiscent of the Winter War eight years earlier, Finnish forces reoccupied the most forward positions of the famous Mannerheim Line close to where the Winter War began. Having gone through an extensive series of training exercises along with their erstwhile German allies and having received considerable amounts of German military aid, the Finns were both familiar with German weapons and well versed in German tactics. In addition, having engaged the Red Army with varying degrees of success in Arctic weather conditions as savage as any in recorded history, across some of the most unforgiving terrain on the planet, the Finnish Army had developed some rather novel and extremely effective tactics of the very own, tactics that made the most of the varied mix of Allied and Axis equipment and arms at their disposal. The German reaction to the above mentioned Finnish advance was predictable, and in keeping with their long established tactical doctrine. In the frigid dawn of a January morning, they counterattacked!

Their immediate objective was to attempt to force a bridgehead across the frozen Suvanto River, but found themselves facing insurmountable resistance. The Finns could not be strong everywhere, so the Germans began probing for any point of weakness. After more than a week of bitter jabbing back-and-forth, they finally found what they were hoping for, an area where the Finns were spread just thin enough to allow a breakthrough... if everything went 'just right'...

SCENARIO LENGTH: The game starts at Sunrise. The Germans have 20 turns to establish their breakthrough before cold and exhaustion bring an end to their efforts. Besides, when night comes, Simo Häyhä and his friends come out to play. Nobody in his right mind is abroad when that happens! (FINNS DEPLOY FIRST)



RETURN TO HELL

FINNS

Base Cohesion Level: 18

Infantry Battalion(-): 1x Infantry GHQ,
12x Infantry, 1x SMG Infantry[R],
3x MMG, 1x 37mm 'Bofors' ATG

Mixed Tank Company: 1x PzKfw.IVH, 2x T.34/85

Infantry Gun Co(-): 2x 75mm IG.42(2)/Truck

Medium Artillery Btty: 1x U.S. 105mm M.2A1 Howitzer(2)
OFF MAP

DEPLOYMENT

1. The 'Mannerheim Line' at this point is some two inches deep consisting of 'Combined' Barbed-Wire and Standard minefields. One inch behind this is another line, an inch deep consisting of 'Combined' Barbed-Wire and Concentrated minefields. These defenses are deployed in the space between river's North edge and end at the base of the first ridge above it on the North. In addition, the Finnish player has at his disposal 8x Heavy Improved Positions, 20x Medium Improved Positions, 36x Light Improved Positions, 1D6+8 Standard Minefields, 2D6+8 Dummy Minefields, and 15x Barbed-Wire markers, which he may deploy anywhere he wishes on his side of the river.

2. The remaining Finnish Forces may deploy anywhere on the North side of the river.

SPECIAL RULES

Surprise!: After all forces and fieldworks are deployed, each player must make a Cohesion die-roll. Failure on this roll means that all units of that side immediately suffer an 'S' combat result. Both players are vulnerable, i.e. both sides might conceivably begin the game with every stand in a Suppressed state.

Icy areas: The Suvanto River and the ponds around it are frozen solid and count as rough terrain for movement purposes only. Icy areas are treated as clear terrain for combat purposes. Additionally every turn in which a vehicle moves onto ice, the owning player must roll 2D6 for that stand with the cumulative modifiers below. On a modified result of eleven (11) or more, the ice breaks, the vehicle sinks. (See 'Sinking Results' below.)

Type of Base	Add	The Base has	Add
Infantry or light vehicle or trucks	+ 0	fired this turn	+ 1
Heavy vehicle: Pz IV or T34	+ 1	fired upon by artillery	+ 2
Super Hvy Vehicle Pz V, E50, Pz VI	+ 2	passed thru artillery fire while on ice	+ 2

Sinking Results: Vehicles that sink in ponds are only trapped for the rest of the game and have a Disorganized status that can't be removed. They may fire if desired. Vehicles that sink in the river are lost. Also, any stand adjacent to the lost vehicle (and also on the ice) must make an additional 'ice' die-roll to reflect greater weakening of the surface.

GERMANS

Base Cohesion Level: 14

PzGrenadier Battalion: 1x Infantry GHQ/Truck,
9x Infantry, 3x Infantry Support,
3x 8cm GW.42k(1), 12x SdKfz.251/1,
1x SdKfz.251/9,
1x 37mm Flak.36/SdKfz.10

Tank Company(-): 2x Pz.VIA 'Tiger', 4x PzKfw.IVH,
2x PzKfw.VG, 1x E.50 'Panther.III'

Panzer Recon Co: 3x Infantry[R]/SdKfz.250/1,
1x SdKfz.250/7(1)[R],
1x SdKfz.250/8[R]

Engineer Company: 3x Engineer/Raupenschlepper Ost

Infantry Battalion: 1x Infantry HQ/Truck, 9x Infantry,
3x 8cm GW.42k(1),
3x Infantry Support,
1x 37mm Flak.36/SdKfz.10,
12x Raupenschlepper Ost

DEPLOYMENT

1. All German forces, except the Infantry Battalion, may be deployed anywhere South of the German 'Start Line', after the Finns, on turn one.

2. The 'Reinforcing' German Infantry Battalion may attempt to enter the game anywhere behind the German 'Start Line' beginning with the Movement Phase of Turn 6. A successful Cohesion die-roll is required to do this.

VICTORY CONDITIONS

Control of the farmhouse and the road along the North side of the river is critical to both sides.

a. If there are no German stands two or more inches North of the river's edge by the end of turn 20, award the Finns a Major Victory.

b. If there are no German stands beyond the crest of the second ridge North of the river by the end of turn 20, award the Finns a Minor Victory.

c. If 12 or more German stands occupy ground North of the second ridge and occupy ground North of the Suvanto with 20 or more stands by the end of turn 20, award them a Minor Victory.

d. If 20 or more German stands occupy ground within one inch of the East-West road, award them a Major Victory.

e. If, at any time, the number of Eliminated German stands exceeds 35, Award the Finns a Major Victory.

f. If, at any time, the number of Eliminated Finnish stands exceeds 13, Award the Germans a Major Victory.

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

The atmosphere around OKW headquarters in Linz (Grosse Deutschland's shiny new capital) was becoming ever more tense over

the the latest news from the Scandinavian Front. The Finns, emboldened by recent battlefield successes and greatly strengthened by a heavy infusion of Allied "Lend-Lease" equipment and supplies, have formed a new and powerful coalition with the Free Norwegian, and Free Polish forces. This coalition has been able to put up stout resistance against Axis troops attempting to maintain their hold on the Lagoda Peninsula, advancing toward Leningrad from Karelia, along the Eastern shores of Lake Lagoda. Here, the two rail lines running South from the allied supply base at Murmansk down through Karelia diverge in two separate directions; one eastward to carry supplies to bolster Russian resistance, and the other to feed the advance of Allied forces hammering their way toward Leningrad.

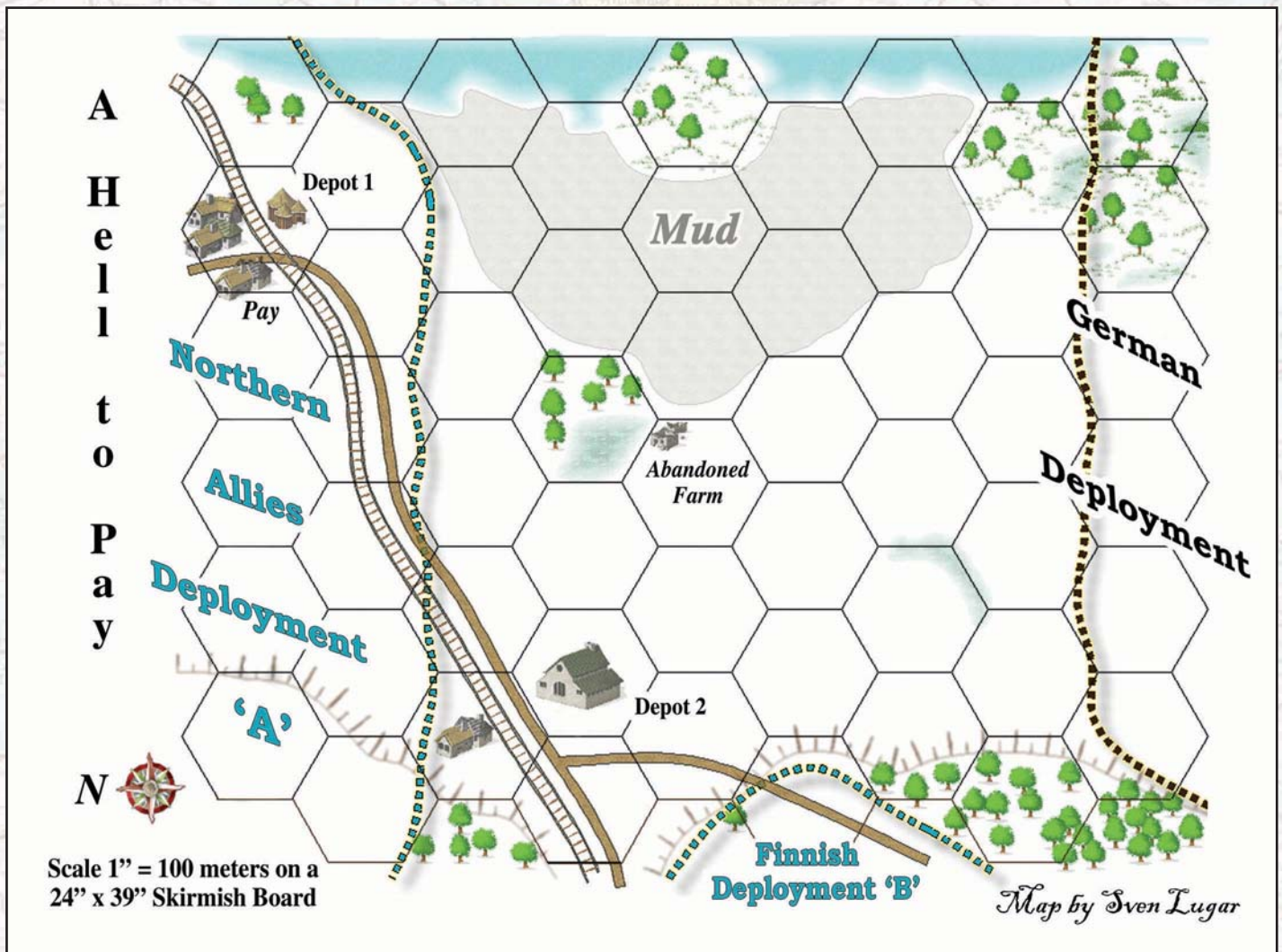
The German Command feels the best response to this dangerous situation is to relieve the pressure on the Northern Front by executing a series of raids on the Allied supply depots supporting it, cutting the rail-lines that lead to Leningrad and Eastern Russia,

A HELL TO PAY - JUNE 1, 1948 A RAID ON THE DEPOTS AT PAY

thereby gaining time and breathing space in which to plan more ambitious countermoves. German Intelligence has found that there is

an important forward depot located near the town of Pay along Lake Onega's northeastern shore, protected by only one company of dug-in infantry and two companies of second-line medium armor. The Finns believe this to be sufficient as the base, though of critical importance, is located far enough to their rear as to make the likelihood of an attack here a slim one. A well armed and organized, highly mobile command, accompanied by sufficient infantry and engineers might quickly take the installation, destroy the supplies stockpiled there, and rip up enough track to disrupt the Allied supply effort enough to cause a considerable delay in continuing their otherwise inexorable advance. With luck a German task force might even hold the site long enough to be the focal point for their own counter-offensive.

Unfortunately for the Germans, there are a few more guests at this party than they expected. When the numbers are totaled and the bill is due, there's going to be Hell to Pay at Pay!



A HELL TO PAY

FINNS

Lagus Division

1st Tank Battalion (Mixed):

Tank Company 1 (2x PzKfw.IVH, 2x T.34/85),

Tank Company 2 (2x PzKfw.IVH, 2x T.34/85)

1st Company/1st Assault Gun Battalion: 4x StuG-III.G

DEPLOYMENT:

The Finns may deploy on either the hill in the Finnish deployment (B) zone or in the Northern Allies deployment zone (A). (ALLIES DEPLOY FIRST)

Base Cohesion Level - 18,
Breakpoint - 59

AMERICANS

Reinforcements and Depot Company

2nd Battalion/32nd Armored Regiment:

Company 'A' (4x T26E4 Super Pershing),

Company 'B' (4x T34C)

Depot Infantry & Support:

Company 'K'/3rd Bn/105th Infantry Regt
(6x Infantry/1xT28)

DEPLOYMENT:

The U.S. troops will deploy in the Northern Allies Deployment zone (A). (ALLIES DEPLOY FIRST)

Base Cohesion Level - 15,
Breakpoint - 38

GERMANS

KampfGruppe Sabine/2nd SS Panzer Division

KampfGruppe HQ: 1x Inf GHQ/SdKfz.351/17,
1x Panther-3 E.50[R],
2x 88mm Flakpanzer Waffenträger I

Panzer Battalion: 1x Panther-3 E.50 HQ,
9x Panther-3 E.50,
1x Panther-3 E.50[R],
1x FlakPanther-2,
1x Engineer/SdKfz.351/7

Grenadier Co.: 1x Infantry HQ/SdKfz.351/17,
3x Infantry/SdKfz.351/1,
1x SdKfz.351/9(1),
1x SdKfz.351/24(1)

Engineer Support: 1x Engineer/SdKfz.351/7

Field Works: 5x Light Improved Positions,
2x Medium Improved Positions.

DEPLOYMENT:

All German forces may be deployed anywhere in the German Deployment zone. (GERMANS DEPLOY SECOND)

Base Cohesion Level - 16,
Breakpoint - 63

SPECIAL RULES

Surprise!: After all forces and fieldworks are deployed, each player must make a Cohesion die-roll. Failure on this roll means that all units of that force immediately suffer an 'S' combat result. All players are vulnerable. i.e. all three forces might conceivably begin the game with every stand in a Suppressed state since all three are surprised.

Forest, Scrub Terrain, & Muddy areas: The Germans have taken advantage of the overcast & drizzle to advance this far undetected but the rain may make ground conditions worse. All the scrub terrain counts as Rough Terrain 2. the Forested areas count as Forest. The muddy area starts as standard Mud/Soft-Sand terrain. At the beginning of each turn the German player rolls 1D20, if the result is 17,18, or 19 all woods, rough terrain, and mud cost an extra one (1) pt of movement per 100 meters and all targets in these zones get an extra -1 to CRT die rolls for the remainder of the game. If a 20 is rolled, heavy rain hits the area: Visibility is reduced from 40 inches to 8 inches for 1D6 turns, all movement costs are increased by one (1) point per 100 meters and all targets in mud, forest, or scrub areas receive a minus one (-1) effect on all CRT die-rolls for the rest of the game. Movement and Combat Effects are not cumulative.

Depots and rail tracks: The two (2) depots cover 10 square inches and should be considered Heavy Buildings. They can be destroyed by Engineers in the same way as minefields or by fire by treating them as Heavy Improved Position (requiring 2 E results. (Infantry are considered to be occupying the buildings if placed on them). Railroad tracks can only be destroyed by Engineers, using the same methods you would use to destroy minefields.

Allies Breakpoints: The Finns and the U.S. each have their own separate breakpoint, based entirely on their own losses. (These are listed above.)

SCENARIO LENGTH ~ This scenario is "Open Ended", meaning it has no specific number of turns.

VICTORY CONDITIONS

Control of the depots and the railroad critical to the allies while their destruction is critical to the Germans.

1. If no railroad tracks have been destroyed and three (3) or less square inches of depot have been destroyed, award the Allies a Major Victory.
2. If less than half the depot areas (in square inches) have been destroyed and two (2) inches or less of track have been destroyed, award the Allies a Minor Victory.
3. If the Germans manage to destroy more than half the depot areas and more than three (3) inches of track have been destroyed, award them a Minor Victory.
4. If sixteen (16) or more square inches of depot and more than ten (10) inches of track are destroyed, award the Germans a Major Victory.
5. If, at any time, the number of Eliminated German stands exceeds twenty (20), Award the Allies a Major Victory.
6. If, at any time, the number of Eliminated Finnish stands exceeds eighteen (18), Award the Germans a Major Victory.

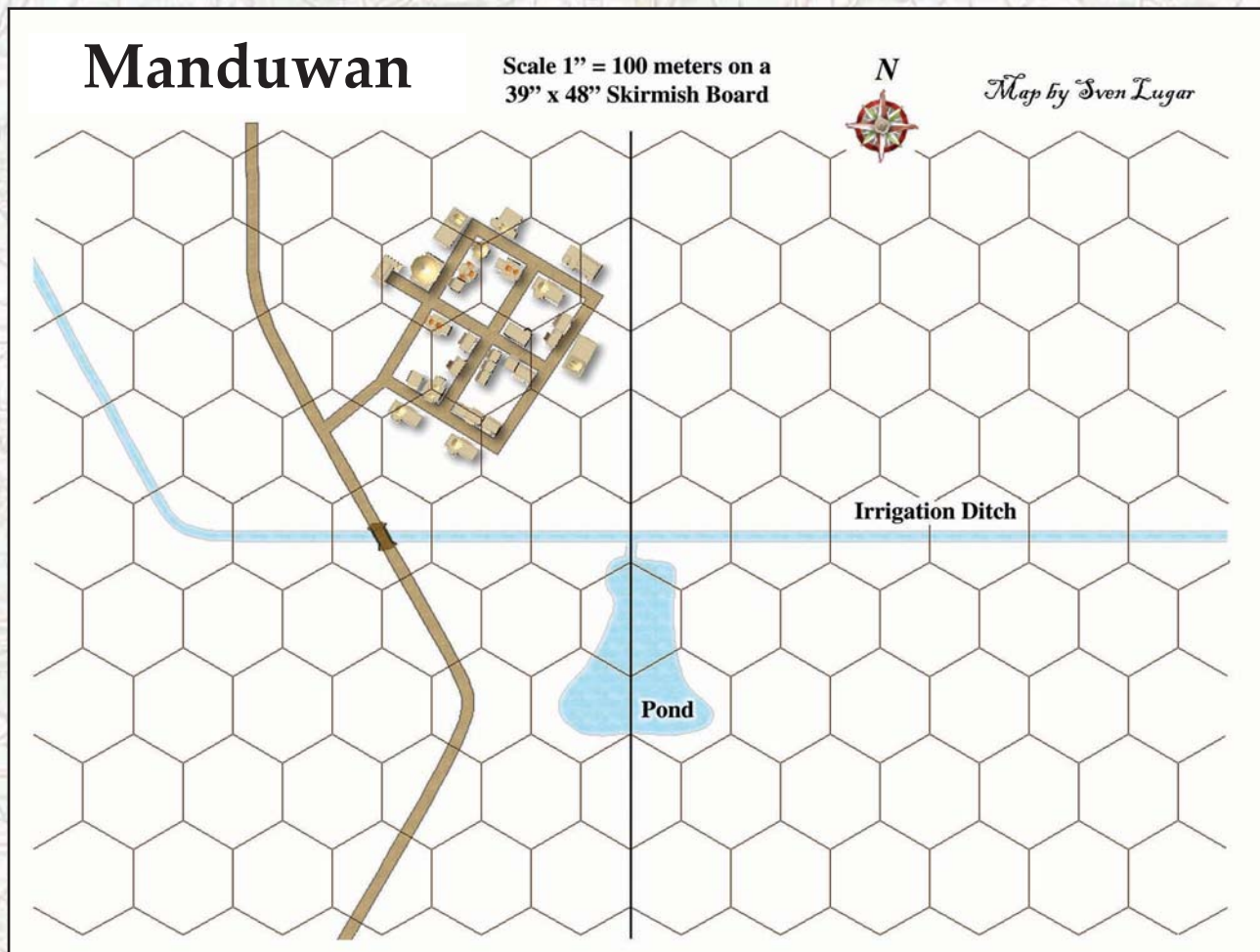
MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

ASSAULT ON MANDUWAN, IRAN

The tough young men of the German 5th Parachute Regiment had been preparing for this onslaught for weeks. Aerial reconnaissance had indicated a massive buildup of enemy forces in their sector, and further confirmed by aggressive patrolling of all possible approaches. The Indian Army, along with other Commonwealth forces, was on the move in strength, advancing along several axes to cross the Shatt-al-Arab waterway along a front of nearly thirty miles. Already the air was oily with the smoke from fires raging among the forest of petroleum derricks in and around the military district headquarters at Khorramshahr. Though unsure of the precise objective of the offensive, the elite fallschirmjäger had one of those gut-hunches veterans alone can experience and understand. They "knew" intrinsically that they would be the first troops hit and that the main blow would fall on them.

On the other side of the field, the men of the Bharat Rakshak (The Army of India) knew they were in for a struggle. They also knew that the paras to their front were tough, wily, experienced and were probably preparing a "hot" welcome for them. At the same time, with years of training and experience of their own under their belts, they could smell the winds of change at home. Talks leading to full independence for India from British colonial rule were even now in progress, and the jawahs of the 7th Indian Armoured Brigade knew that, while the world was watching, the future of their people and homeland could indeed rest on their performance on this brutally hot day in Persia.

SCENARIO LENGTH - 24 TURNS



ASSAULT ON MANDUWAN, IRAN

ARMY OF INDIA

Cohesion Level: 16
Base Determination: .30
Breakpoint: 223

2251st Armoured Brigade /

41st Indian Armoured Division:

Brigade HQ: 1x Infantry GHQ/Dorchester
command vehicle

AAA Company: 2x 40mm L/60 "Bofors"/Truck

2nd Royal Deccan Horse: 1x Comet HQ

3 squadrons each 4x Comet

Arm. Recce Sqd.[R]: 3x M24 Chaffee; 3x Staghound AC

4th Regiment

(Hobson's Horse): 1x Comet HQ

3 squadrons each 4x Comet

Arm. Recce Sqd.[R]: 3x M24 Chaffee; 3x Staghound AC

14th Regiment

(Scinde Horse): 1x Comet HQ

3 squadrons each 4x Comet

Arm. Recce Sqd.[R]: 3x M24 Chaffee; 3x Staghound AC

3rd Battalion/

4th Gurka Rifles: 1x TL1 Inf. HQ/M3 Halftrack,
1x "Wasp" Flamethrower,
1x Jeep/LMG[R]

4x Infantry Company: each 3x TL1 Inf./M3 Halftrack,
1x TL1 Inf.(R)/ Bren Carrier

1x Support Company: 2x TL1 Inf. Support/Bren Carrier,
3x 6lbr/Windsor Carrier

4th Regt. Bombay Artillery (SP)

3x Artillery Battery: each 3x 25lbr Sexton(2)

A Company/

41st Anti-Tank Battalion: 2x17lbr ATG/Crusader Tractor,
1x 32lbr ATG/M3 Halftrack

A Co / 41st Engineer Bn: 4x TL1 Engineer(A)/Truck

INDIAN DEPLOYMENT:

Forces enter the east edge of the board on Turn One.

VICTORY CONDITIONS:

Occupy the town of Manduwan with at least six stands
for at least one full turn.

GERMANS

Cohesion Level: 17
Base Determination: .30
Breakpoint: 124

5th Fallschirmjäger Regiment:

HQ: 1x Infantry GHQ/Truck
3x FlaK88 / Sd.7 tractor

1/5th Fallschirmjäger Regiment

1x Infantry HQ (FO)/truck,
1x Kubelwagen

3x Companies: @ 3x Parachute Infantry,
1x Infantry Support,
1x 81mm Gr-34 Mortar(1)

Support Company: 1x 81mm Gr-34 Mortar(3),
2x Infantry Support

2/5th Fallschirmjäger Regiment

1x Infantry HQ (FO)/truck,
1x Kubelwagen

3 x Companies: @ 3x Parachute Infantry,
1x Infantry Support,
1x 81mm Gr-34 Mortar(1)

Support Company: 1x 81mm Gr-34 Mortar(3),
2x Infantry Support

Anti-Tank Company: 1x 88mm PAK43/SdKfz7

Mortar Company: 1x 120mm GrW42 Mortar(2)/Truck

Flak Company: 2x 20mm Flak 38/Truck,
1x 20mm Flak (quad)/Sd. 7

Off Table Artillery: 4x 15cm sFH.18 Howitzer (2)

16 Medium Improved Positions, 44 Dispersed Minefields

GERMAN DEPLOYMENT:

Forces deployed in a defensive perimeter anywhere on
the western half of the board.

VICTORY CONDITIONS:

Prevent Indian forces from occupying the town of
Manduwan for at least one full turn.

SPECIAL RULES

The Hot Shot! (Rule 12.1 - p. 16 MA:TG - WWII)

Unit Determination (Rule 12.10 - p. 10 Wehrmacht
'47[®] Supplement)

Tank Marines! (Rule 12.4 - p. 17 MA:TG - WWII)

Artillery Efficiency (Rule 12.7 - p.17 MA:TG- WWII)

This scenario is designed to be played on 2 adjoining
GHQ Terrain Maker[®] Skirmish Boards.

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

GET A PIECE OF THE ROCK - SEPTEMBER 2, 1948

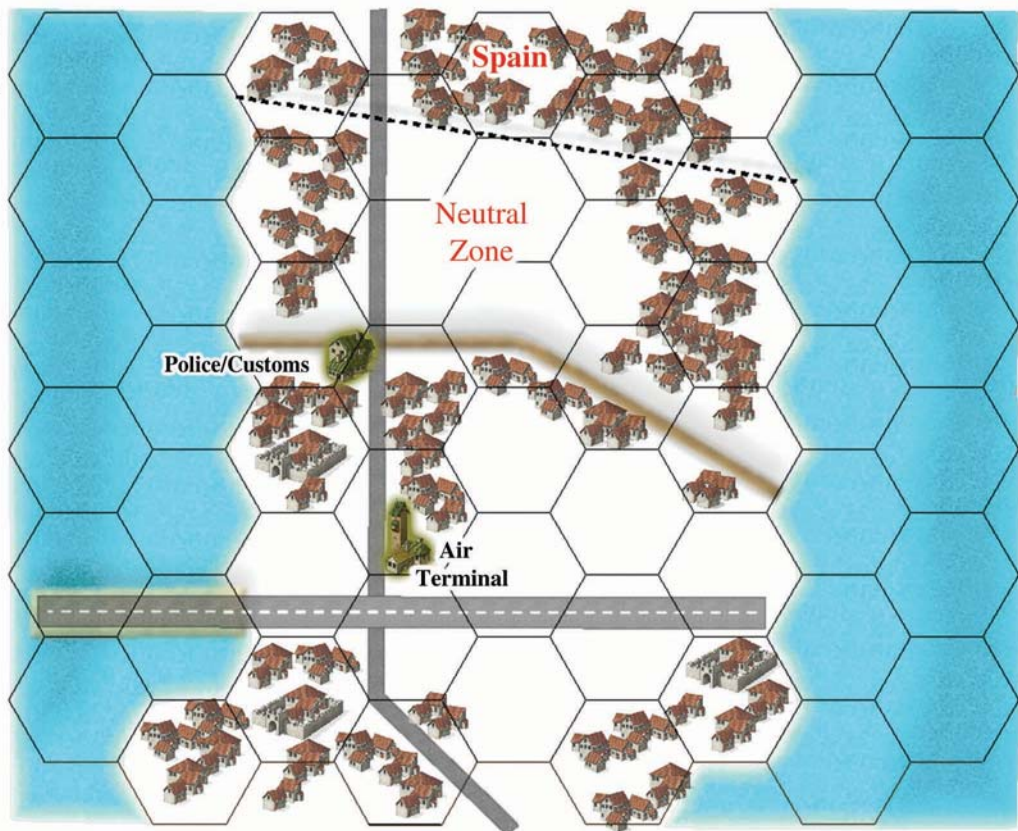
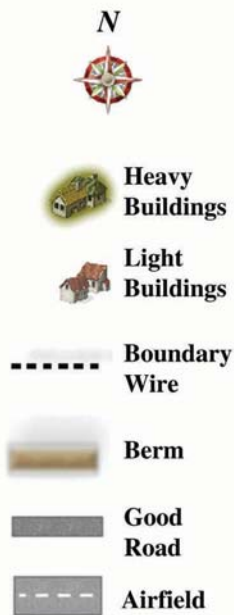
As fighting raged from Baghdad to Casablanca, Allied troops surged toward Tunis from both East and West. It soon became apparent that the next stage in their ongoing offensive would be to leap across the Mediterranean to gain a foothold on the Southern shore of Europe. This would reopen vital sea lanes from the Atlantic to the Red Sea for the first time in seven years. Standing squarely across these lanes stood several 'roadblocks'. These were Cyprus, Crete, Malta, Sicily, the Balearic Islands, and Gibraltar.

During that decisive Summer of 1947, SHQ - JAFE (Supreme Headquarters - Joint Allied Forces Europe), launched a series of Airborne/Amphibious assaults on these vital choke points. The first and in many ways the most important of these was the assault on German-occupied Gibraltar. Ever since its seizure by the Axis in the Summer of 1940, Gibraltar had been a thorn in the Allied side. U-Boats operating from pens built there in 1941 reeked havoc among Allied convoys along the West African coast as result, not to mention the damage done by Axis E-Boats and reconnaissance aircraft based there. In addition, Gibraltar was a perfect maintenance point for the deployment of extensive naval minefields, which virtually strangled Allied shipping attempting to supply their forces in Algeria and Morocco.

On the morning of 2 September 1947, German field phones began ringing off the hook from one end of 'The Rock' to the other. A powerful Allied naval armada appeared off the peninsula's East coast. Shells began to explode among the fortifications soon after, swiftly followed by the roar of high performance aircraft engines and the accompanying thud and shock of heavy aerial bombs. An hour or so later, through a pall of dense black smoke from burning fuel tanks and munitions dumps, the sky quickly filled with a blizzard of light-green 'snowflakes'. PARACHUTES! As the first 101st Airborne 'Screaming Eagles' were touching down along both sides of the 'Border Wire', the low roar of diesel engines could be heard beyond the Allied smoke-screen laid between Sandy Bay and Europe Point. Soon the first Amtrak's could be seen landing loads of 'Exterminators' from the 1st Marine Division.

Within a very few hours, the first Spanish counterattacks began feeling their way along approaches to the 'wire', meeting stiff opposition from 101st troopers. By next morning, the first members of the elite German 1st Fallschirmjäger Division began to arrive from depots in Southern France. They would be provided with armored fighting vehicles (stationed in nearby Algeiras). The fighting taking place over the next two days would be decisive!

Gibraltar North Sector



Scale 1" = 100 meters on a 24" x 39" Skirmish

Map by Sven Lugar

GET A PIECE OF THE ROCK

AMERICANS

American Airborne

2nd Battalion/
327th Glider Inf Regt:

1x Infantry HQ, 7x Infantry[R],
3x MMG [R],
1x HMG[R],
1x 81mm M.1 Mortar(2)[R],
1x 75mm M20 RcR[R]

American Marines

1st Battalion/
1st Marine Regt(+):

1x Infantry GHQ,
8x Assault Infantry,
2x SMG Infantry,
2x 75mm M20 RcR/Jeep,
1x 81mm Mortar(3)/Jeep,
3x LVT-A1, 1x LVT-A4(2),
3 xM4A3E8,
1x Sherman Crocodile,
3x Truck

Air/Naval

Gunfire Support: 3x 5" Naval Gunfire(3)

Note: All Americans are equipped at TL2 Standards.

AMERICAN DEPLOYMENT

1. 2nd Bn/327th: Deploy anywhere between 'Customs House' and the 'Boundary Wire'. All troops may be deployed in Light Improved Positions.
2. 1st Bn/1st Marines: Enter the map by road on its South edge on turn three (3).

Base Cohesion Level: 17
Breakpoint: 39

GERMANS

3rd Battalion/
1st Fallschirmjäger Regt:

1x Infantry GHQ/SdKfz.351/1,
7x Infantry[R]/SdKfz.351/1,
2x SdKfz.351/2(1),
1x 120mm SdKfz.351/24(2)

Note: All German forces are equipped at TL2 standards.

Base Cohesion Level: 17
Breakpoint: 53

SPANISH

1st Bn/Regt Andalucia:

1x Infantry GHQ/Truck,
9x Infantry, 3x MMG

2nd Bn/Regt Andalucia:

1x Infantry HQ/Truck,
9x Infantry, 3x MMG

9th Artillery Battalion:

3x 105mm IFH.18(2)
OFF MAP

Note: All Spanish forces are equipped at TL1 standards.

Base Cohesion Level: 15
Breakpoint: 55

AXIS DEPLOYMENT

1. 3rd Bn/1st FlJäger: Enter anywhere along the North edge of the map beginning on turn one (1).
2. 1st Bn/ Andalucia: Deploy anywhere North of the 'Boundary Wire', ten inches (10") or less from the Western shore.
3. 2nd Bn/ Andalucia: Deploy anywhere North of the 'Boundary Wire', ten inches (10") or less from the Eastern shore.

SCENARIO LENGTH

This scenario ends after the completion of turn 12

NOTE: The reference maps used in this scenario we provided by the Gibraltar government at the following web site, for which we are truly grateful:

<www.gibraltar.gov.gi/about_gib/geography/gibmap.html>

SPECIAL RULES

1. American 'Trucks' may be of any type (Axis or Allied).
2. Due to heavy clouds of smoke limiting visibility, all OFF MAP fire support (both Axis and American) is at a base Cohesion level of thirteen (13).
3. The "Berm" on the map is a 'Customs Barrier' intended to prevent smuggling. Treat it as a 'Ridge Crest'.
4. Only the Customs House and Air Terminal should be considered Heavy Buildings.
5. Maximum sighting distance for this scenario is twelve (12") inches.
6. American Infantry may ride tanks. See 'Tank Marines' (Rule 12.4).

VICTORY CONDITIONS

- A. If Axis forces 'Break' the Airborne Battalion, award them a Tactical Victory.
- B. If Axis forces occupy any part of the Air Field, award them a Decisive Victory.
- C. If the Americans keep sole control of the Airfield, award them a Tactical Victory.
- D. If the Airborne Battalion finishes the Game unbroken, award the Americans a Tactical Victory.
- E. If the Americans achieve both, award them a Decisive Victory.

MICRO ARMOUR®: THE GAME - WWII

WEHRMACHT '47®

SEQUENCE OF PLAY

1. INITIATIVE PHASE

- 1D6 + Cohesion. Highest total has initiative this turn.

2. POSTURE DETERMINATION PHASE

- Moving or Firing this turn? Only TL2 stands *may* do both.
- Mark each stand or group in movement posture.

3. JOINT ARTILLERY FIRE PHASE

- Players alternate executing artillery fire actions [7.6 - 7.9]
- See Direct Artillery and Indirect Fire Procedure Charts.

4. JOINT STANDARD FIRE PHASE

- Players alternate executing fire actions [7.0 -7.3]
- Any one stand may only be the target of one Standard Fire attack per Fire Phase.
- See Fire Procedure Chart. [All firing stands should be marked, as firing effects their ability to move during the Movement Phase]

5. JOINT PLOT PHASE

- Players plot indirect artillery fire missions for future turns. [7.8 -7.9]
- Players plot air strike fire missions for future turns. [12.8]
- See Indirect Fire Procedure and Air Strike Procedure Charts.

6. JOINT MOVEMENT PHASE

- Roll on Command Efficiency Table for # of Orders.
- Alternate executing moves [8.0-8.4], with OF [7.4] & CF [7.5]
- After all ordered movement, execute independent moves [8.2.6]
- Any stand that enters an artillery impact marker rolls for effect.
- TL1 stands that fired during the Standard Fire Phase may NOT move.
- TL2 stands that fired during the Standard Fire Phase may utilize up to 50% of their total Movement Allowance (round up).

7. MARKER REMOVAL PHASE

- Remove movement and impact markers.
- Then attempt cohesion rolls to remove "S" markers.
- "D" markers can only be removed with a natural roll of "1."

DIRECT ARTILLERY FIRE PROCEDURE

1. Identify Target location(s).
2. Designate attacking Stand(s).
3. Roll for cohesion, modified for terrain etc.
4. (Mortars Only) Roll for deviation.
5. Ascertain defense class of target.
6. Select appropriate attacker firepower value.
7. Reduce defense of "Armored" targets by 50%.
8. Subtract modified defense from modified fire power to obtain "attack superiority."
9. Roll two six-sided dice (2D6).
10. Modify the total rolled by applicable terrain effects.
11. Cross-reference the modified die roll and attack superiority on the "CRT" and apply the result.

INDIRECT FIRE PROCEDURE

1. Refer to previous turn's plotted indirect fire notations for targets and firing stands.
2. Roll for cohesion for each firing stand, modified for terrain.
3. Roll for deviation. If successful, skip to step "5".
4. Roll 1D8 for direction, and 1D8/2 for distance of deviation. Impact markers must maintain original "sheaf" pattern.
5. Ascertain defense class of target.
6. Select appropriate attacker firepower value.
7. Reduce "Armored" defense strength by 50%.
8. Subtract modified defense from fire-power to obtain "attack superiority".
9. Roll two six-sided dice (2D6).
10. Modify the total rolled by applicable terrain effects.
11. Cross-reference the modified die roll and attack superiority on the "CRT" and apply the result.

COMBAT TABLE CARD

COMMAND EFFICIENCY TABLE

MODIFIED 2D6 DIE ROLL +/- COMMAND BONUS	<4	4	5	6	7	8	9	10	11	12	>12
NUMBER OF ORDERS THIS TURN	0	1	1	1	2	2	3	3	4	4	5

AIR STRIKE PROCEDURE (OPTIONAL)

Before Game Begins:

Write the turn in which any air strikes will arrive.

Turn Prior To Air Strike Arrival:

Plot location of target for strike. Note sheaf pattern for strafing attacks. (All indirect fire plot requirements apply.)

Turn Of Air Strike Arrival:

1. Refer to last turn's plotted indirect fire notations for targets. Notify opponent of strike and declare the intended impact or strafing location(s).
2. Opponent may attempt to use AA fire to disrupt air strike arrival. (Consult AA Procedure Chart.)
3. Roll for cohesion for air strike arrival, modified by AA fire.
4. Roll for deviation. If successful, skip to step "6".
5. Roll 1D8 for direction, and 1D8 for distance of deviation. Strafing impact markers must maintain original "sheaf" pattern.
6. Ascertain defense class of target.
7. Select appropriate attacker firepower or bomb load value.
8. Reduce "Armored" defense strength by 50%.
9. Subtract modified defense from fire-power to obtain "attack superiority".
10. Roll two six-sided dice (2D6).
11. Modify the total rolled by applicable terrain effects.
12. Cross-reference the modified die roll and attack superiority on the "CRT" and apply the result.

ANTI-AIRCRAFT FIRE PROCEDURE (OPTIONAL)

Turn Of Air Strike Attack:

1. All enemy AA weapon stands in firing posture and in range of intended air strike impact site roll for cohesion. If successful, stand fires at aircraft.
2. Add the sum of AA fire from this chart:

Each AA stand 40mm caliber or under +1
Each AA stand over 40mm caliber +2

This total is added to the attacker's cohesion roll to determine if the air strike arrives. If roll fails, the strike this turn is aborted.

3. AA fire is permitted only during turns when aircraft is attacking. (If an AA gun fires on aircraft, it may not fire at ground targets. It may, however, fire on as many attacking aircraft as come in range.)

MARKER REMOVAL PROCEDURE

1. Remove all movement markers.
2. Roll 1D20 cohesion roll for each stand with "S" and/or "D" markers:
 - To remove "S" marker: Pass cohesion roll, modified for "S" (+4). (Recovers)
 - To remove "D" marker from a stand: Roll unmodified "1" (Rally!)

If this roll is unmodified "20," = stand panics to (S). Panic!

COMBAT RESULTS TABLE

		COMBAT DIFFERENTIAL												
		-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
DIE ROLL	19	-	-	-	-	-	-	-	-	-	-	-	-	S
	18	-	-	-	-	-	-	-	-	-	-	-	S	S
	17	-	-	-	-	-	-	-	-	-	-	S	S	(S)
	16	-	-	-	-	-	-	-	-	-	S	S	(S)	(S)
	15	-	-	-	-	-	-	-	-	S	S	(S)	(S)	D
	14	-	-	-	-	-	-	-	-	S	(S)	(S)	D	D
	13	-	-	-	-	-	-	-	S	(S)	(S)	D	D	D
	12	-	-	-	-	-	-	S	S	(S)	D	D	D	D
	11	-	-	-	-	-	S	S	(S)	D	D	D	D	E
	10	-	-	-	S	S	(S)	(S)	D	D	D	E	E	E
	9	-	-	-	S	(S)	(S)	D	D	D	D	E	E	E
	8	-	-	-	S	(S)	(S)	D	D	D	E	E	E	E
	7	-	-	S	S	(S)	D	D	D	E	E	E	E	E
	6	-	S	S	(S)	D	D	D	D	E	E	E	E	E
5	S	S	(S)	(S)	D	D	D	E	E	E	E	E	E	
4	S	(S)	(S)	D	D	D	E	E	E	E	E	E	E	
3	(S)	(S)	D	D	D	E	E	E	E	E	E	E	E	
2	(S)	D	D	D	E	E	E	E	E	E	E	E	E	
1	D	D	D	D	E	E	E	E	E	E	E	E	E	
0	D	D	D	E	E	E	E	E	E	E	E	E	E	
	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	

- Treat all attacks great than +9 as +9 attacks.
- Modified die rolls may not exceed +19.

EFFECTS

- = "NO EFFECT"
- If attacker is artillery or support stand, result is "S"
- S = "SUPPRESSED"
- +4 added to all cohesion rolls, this stand. Effect is not increased by further "S" results.
- (S) = "SUPPRESSED" if already "S", treat as "D" result. Otherwise, treat as "S"
- D = DISORGANIZED +3 to this stand unless it rallies. If already "D" treat as "E"
- E = ELIMINATED Remove stand from play.
- Combined cohesion die roll modifiers due to combat results may never exceed +7.
- Artillery "only" may attack at less than -3. (Result is "S")

STANDARD FIRE PROCEDURE

For each attack:

1. Designate target stand.
2. Designate all attacking stands. Check Line of Sight.

For each firing stand (i.e. Combat Event):

1. Roll for cohesion, modified for firer "S" and "D" effects and terrain.
2. Select appropriate attacker firepower value.
3. Modify defense strength for facing if required.
4. Subtract modified defense from firepower to obtain "attack superiority".
5. Roll two six-sided dice.
6. Modify the total rolled by applicable terrain and range effects on Terrain Effect Chart.
7. Cross-reference the modified die roll and attack superiority on the "CRT" and apply the result.

CLOSE ASSAULT PROCEDURE

1. If not in movement posture, defender rolls for cohesion.
2. If successful, attack one assaulter with -3 die roll modifier.
3. Attacker rolls cohesion for each assaulting stand.
4. Each successful assaulter attacks with -3 die roll modifier.
5. Disorganized defender must move 1 inch away from attackers.

Notes:

- Engineers: -3 die roll mod. in Close Assault.
- Cavalry doubled except against Armor.
- All rolls are at zero "0" range.
- Armor loses 50% of defense when assaulted.

OVERRUN PROCEDURE

1. Perform all movement connected with this "Overrun".
2. Defender makes one cohesion roll for each attacker.
A +3 modifier is applied to each roll if attacker is a "Tracked" vehicle.
3. Defender suffers one attack at +6 for each failed roll.
4. Each attacker makes one cohesion roll.
5. Each attacker that fails this roll suffers an attack at +2.

MOVEMENT COHESION CHART

CONDITION	COHESION DIE ROLL MODIFIER
GHQ Eliminated	NO FURTHER ORDERS ALLOWED
Each HQ or GHQ attached to unit or group	-2
Unit or group under order	NO EFFECT
"R" unit or group without order	NO EFFECT
Other unit or group without order	+3
Unit "Suppressed"	+4
Unit "Disorganized"	+3

TERRAIN EFFECTS CHART

	TERRAIN TYPE	Movement Point Cost per 100 Meters			(target in this terrain) FIRING UNIT COHESION & CRT DIE ROLL EFFECT	IS LINE OF SIGHT BLOCKED?
		TRACKED UNIT	WHEELED UNIT	FOOT UNIT		
ALL TERRAIN EFFECTS ARE CUMULATIVE	Clear	1	2	1	none	no
	Smoke	+1	+2	+1	Firing into or out of smoke +3	yes
	Light Buildings	1	2	1	+4 if Personnel otherwise +2	yes‡
	Heavy Buildings	1	2	1	+6 if personnel otherwise +4	yes‡
	Woods	3	4	1	+4 if Personnel otherwise +2	yes‡
	Grove	2	3	1	+2 if Personnel otherwise +1	yes‡
	Good Road	.5	.5	1	none §	no
	Poor Road	1	1	1	none §	no
	Track	1	1.5	1	none §	no
	Marsh, Ford, Soft Sand, Mud	4	8	3	(Target in Movement Posture) -1	no
	Rough Terrain One	1	3	1	+2 if Personnel otherwise +1	if Personnel - yes otherwise -no
	Rough Terrain Two	2	5	1.5	+4 if personnel otherwise +2	if Personnel - yes otherwise -no
	Rough Terrain Three	3	7	3	+6 if Personnel otherwise +4	yes‡
	Slope	+1	+2	+1	none	yes
	Hilltop or Ridge Crest	+1	+3	+1	+2**	yes
	Light Improved Position	2	3	1	+4 if Personnel otherwise +1	no‡
	Medium Improved Position	2	4	1	+5 if Personnel otherwise +2	no‡
	Heavy Improved Position	3	Not Allowed	2	+7 if Personnel otherwise +3	no‡
	Barbed Wire	+3	Not Allowed	+2	-1	no
	Wreck	+0	+1	+0	+1	no
Minefield	+1*	+1	+1*	-2	no	

RANGE EFFECT ON COMBAT DIE ROLLS

Tech Level 1 Weapons	1" or less -1	2" to 5" +0	6" to 10" +1	11" to 15" +2	each extra 5" +1
Tech Level 2 Weapons	1" or less -1	2" to 8" +0	9" to 16" +1	17" to 24" +2	each extra 8" +1

* Applies only when leaving the area.

** Applies only to fire coming through the ridge crest or from below the hilltop.

‡ Concealing Terrain: If a stand in this terrain has fired this turn, ignore cohesion penalty.

§ Stands moving at the road or track rate do not gain any defensive benefits from the terrain through which that road or track passes. Stands on a road or track which are stationary or paying the terrain penalty while moving do.

Terrain type never effects stands firing out, only those firing into terrain. (See "Smoke" for the only exception)

Regardless of Terrain or other effects, a "natural" Cohesion roll of "1" always succeeds and a "20" always fails.

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

NO REST AT THE RESORT

JUNE 1947

Germany is following up its successful breakthrough by sweeping around the Allied lines to cut off the only good road supplying the U.S. and Finnish forces on the Karelia Peninsula. The Germans had seen how effective the "Motti" tactic was in disrupting the Russians during the Winter War and looked for a strategic pivot point that can be defended against raiding Finns. One target presents itself where the road passes between two large lakes. This once quiet and scenic spot still hasn't recovered from the last time it was fought over. Some improved earthworks still exist though they are in disrepair.

Now both the Germans and the Allies race toward this critical point to seize it, hold it, and dig in.

Karelia Resort

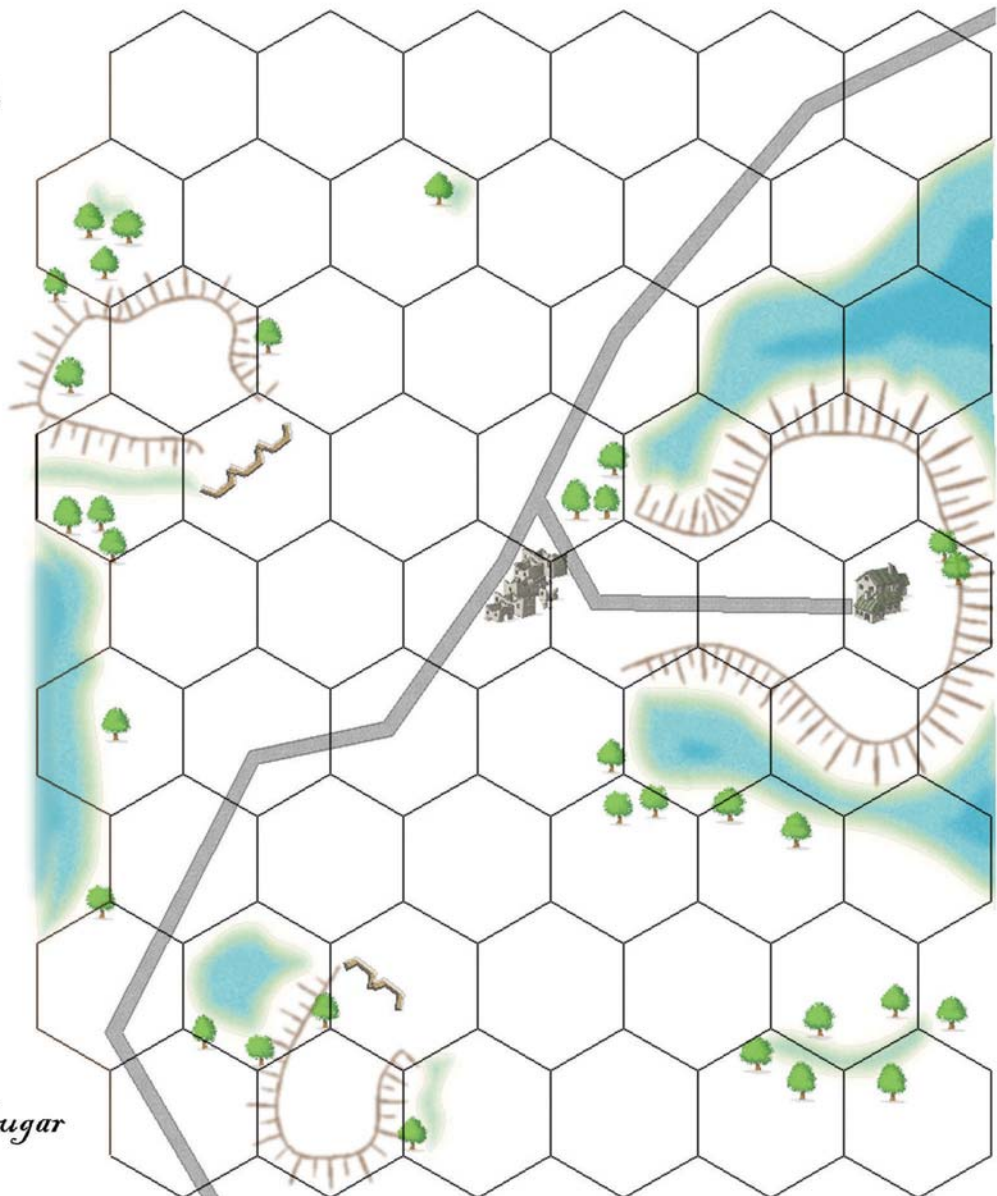


Scale:
1" = 100 meters
on a 24" x 39"
Skrimish Board



Light
Improved
Positions

Map by Sven Luger



NO REST AT THE RESORT

ALLIED TASK FORCE LIMA

Base Cohesion Level - 17,
Breakpoint - 62/101

Finnish Reconnaissance Force

HQ Company: 1x Infantry-Type A/1x M3 Halftrack,
3x BA-10 (Ex-Russian)

5th Tank Battalion:

Mixed Tank Co. 1: 1x T34/76, 1x M3 Stuart,
Tank Company 2: 3x M3 Stuart, 4x T26/37

Olonets Aunus Tribal Batt. - now Batt. 25, Co. B

Infantry Company: 4x Infantry-Type A/M3 Halftracks

U.S Armored Division

GHQ Company: 1x GHQ, 2x Jeep

Elements: 3rd Batt., 18th Arm. Regt.

A Company: 4 x M26 Chaffee
B Company: 4x T26E4 Super Pershing
C Company: 4x T26E4 Super Pershing
D Company: 4x T.34 (U.S.)

ALLIED DEPLOYMENT:

1. The Finnish Recon force will enter from the North Edge.
2. The U.S. forces also enter from the Northern edge.
3. Starting on turn 3 roll for cohesion and if a success then the U.S. forces enter on that turn.

VICTORY CONDITIONS

Allied Major Victory - At the end of the day Allies must control both the Hotel on the Peninsula and the ruins along the road at the base of the peninsula.

OR

If at any time the number of Eliminated German stands exceeds twenty three (23).

Allied Minor Victory - The Allies control either the ruins or the Hotel, and the Germans do not control the other site.

SCENARIO LENGTH ~ This scenario lasts for 15 turns before night falls and the two sides must withdraw.

GERMANS KAMPFGRUPPE SABINE

Base Cohesion Level - 17
Breakpoint - 41/91

Reconnaissance Force Richter

HQ: 1x Infantry-type A/1x SdKfz 350/17
Recon Company: 6x SdKfz 350/17
Recon Inf. Co: 4x Infantry-Type A /SdKfz 350/1

2nd SS Panzer Division

Gruppe GHQ: 1x Infantry GHQ/SdKfz.350/17,
1x E-50[R], 1x E-100
2x 88mm Flakpanzer "Waffenträger I"

SS Panzer Battalion

HQ: 1x E-50 HQ, 1x E-50 [R], 1x SdKfz.351/7
Panzer Companies: 9x E-50

GERMAN DEPLOYMENT:

1. All German forces enter from the Southern edge.
2. The Recon force enters on turn 1.
3. Starting on turn 4 the 2nd SS Panzer Division forces may enter if the Germans achieve a successful Cohesion roll.

VICTORY CONDITIONS

German Major Victory - At the end of the day the Germans must control both the Hotel on the Peninsula and the ruins along the road at the base of the peninsula.

OR

If at any time the number of Eliminated Allied stands exceeds twenty seven (27).

German Minor Victory - The Germans control either the ruins or the Hotel, and the Allies do not control the other site.

SPECIAL RULES

Lake borders: The ground is as soft sand within 2 inches of the larger bodies of water or within 1" of the smaller bodies of water, unless it is up a contour or on the road.

Old Improved Positions: The abandoned improved positions have degraded since they were first built during the Winter War of '39. During set-up of the game roll a D6 for each position. If a 6 is scored the position is a Medium Improved Position, otherwise it is a Light Improved Position.

Breakpoints: Two Breakpoints are listed above for each force. The first number represents the breakpoint for while the Recon Forces are solely on the table and the second is the breakpoint after the main forces arrive.

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

CANTIGNY '48

"When the sun rose on that third day and we were relieved I thanked the good Lord for being alive and prayed that I would never again see that God #\$\$%& village."

- PFC William "Billy" Jackson Jr, 28th Infantry Reg.,
1st Infantry Division, Cantigny France, 1918.

The US 1st Infantry Division the "Big Red One" is leading the 7th Corps in a drive across France. Elements of the 16th Regiment lead by Colonel William "Billy" Jackson Jr. have pushed through a gap in the German lines and are now racing to close the encirclement of the German 116th Panzer Division by seizing the small town of Cantigny.

The 116th Panzer's Commander, Count G. von Schwerin-Krosigk, has ordered a counterattack by elements of the 38th Panzer Regiment to prevent the encirclement by destroying the American spearhead.

The two forces are now on a collision course, both racing towards the French town of Cantigny, made famous in 1918 by another desperate fight between the United States' "Big Red One" and veteran German soldiers.

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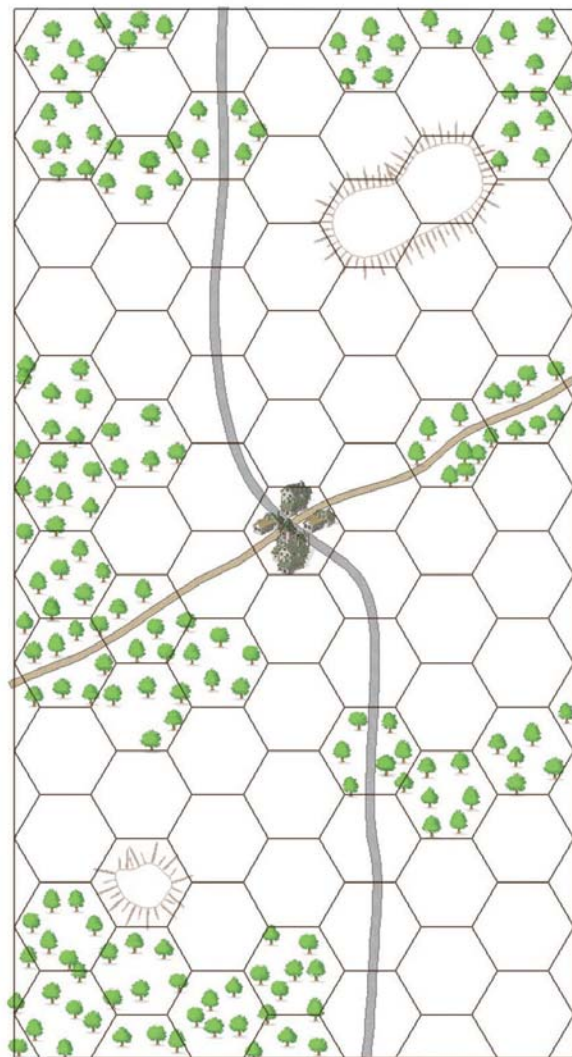

Hill
(Gentle Slope)


Good Road


Poor Road



*Scenario by
Daryl L. Nichols
Map by Sven Luger
(c) 2009*



CANTIGNY '48

GERMANS

Base Cohesion Level - 15
Break Point - 35

16th Pz. Regiment HQ: GHQ(+1) SdKfz 350/17

1st Company

2nd Panzer Battalion: 3x Panther 3

2nd Company

2nd Panzer Battalion: 3x Panther 3

60th Panzer

Grenadier Reg., 1st Bn: 3x Infantry (A),
1x Infantry Support,
4x SdKfz 351/1

Battery A, 146th

Panzer Artillery Reg.: 1x 'Wespe' (3),

3rd Company

228th Tank Destroyer Bn: 2x E-25 'Improved Panzer
Jaeger',

116th Panzer Recon: 2x SdKfc 350/9,
SdKfz 351/1 (FO)

DEPLOYMENT

a. All German forces may enter anywhere along the North edge of the map beginning on turn one

b. Any number of stands may be held off board as reserves and enter on any turn after turn 1 along the northern edge.

c. Artillery stands may not be deployed 'off board'.

AMERICANS

Base Cohesion Level - 14
Break Point - 49

2nd Brigade/
1st Infantry Division:

GHQ (+1)/M-26 Pershing

B Company

745th Tank Battalion: 4x M-26 Pershing

C Company

745th Tank Battalion: 4x M-26 Pershing

C Company

2/16 Infantry: 3x Infantry (A),
1x Infantry Support,
4x M-3 Halftrack,
1x Jeep/75mm RcR,

1st Recon Troop:

3x M8 'Greyhound'
3x Jeep/50cal.[R]

A/2nd Platoon,

703rd TD Bn: 1x M-36 "Jackson"

13th Armored

Field Artillery Bn: 1x 105mm M.7 'Priest' (3)
1x Jeep/50cal.[R] FO

DEPLOYMENT

a. All American forces may enter anywhere along the south edge of the map beginning on turn one.

b. Any number of stands may be held off board as reserves and enter on any turn after turn 1 along the southern edge.

c. Artillery stands may not be deployed 'off board'.

SCENARIO LENGTH ~ This scenario ends after the completion of turn 10.

VICTORY CONDITIONS

a. The winner is determined by the number of non-disrupted or suppressed stands within the town of Cantigny.

b. If the number of stands is equal then the game is considered a draw.

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

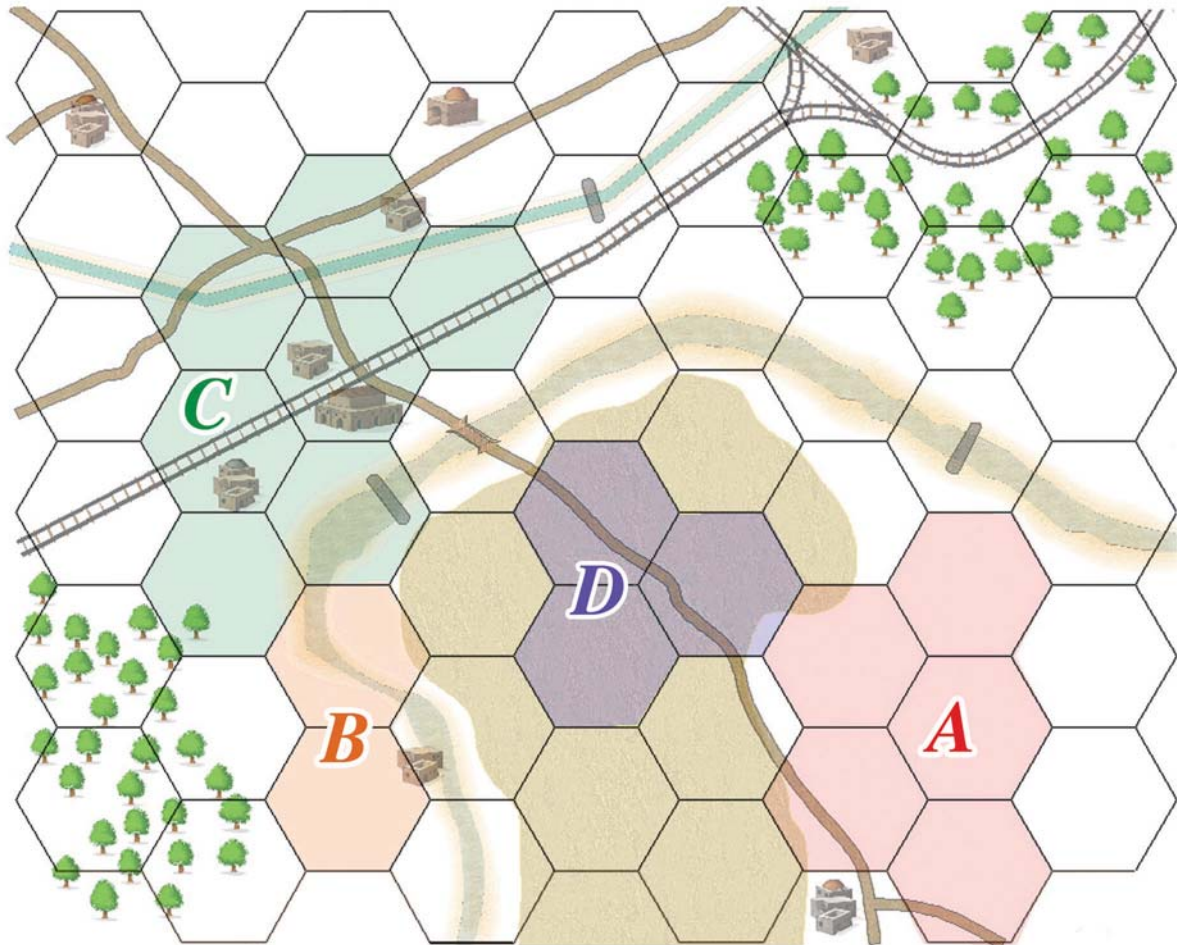
COUNTERATTACK AT BLED ZAFRANE

FEBRUARY 10, 1948

The battle of Wadi el Ahmar had a sobering effect on the Wehrmacht's North African expeditionary force, which was now using the designation Deutches Afrika Korps, (a name with powerful emotional connections for them). After a period of relative quiescence, during which both sides underwent extensive reorganization and reinforcement, the German commander (Field Marshal Rommel) obtained permission to go over to the offensive with the aim of blunting a major American drive east over the Djebel Tebaga to the Mediterranean shore at Gabes, a move that would cut Tunisia off from Italian Libya. In early February, 2nd SS Panzer Division attacked the left flank of the U.S 2nd Armored Division deployed along the irrigation canal in the vicinity of Bled Zafrane. The Americans were taken completely by surprise.

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Rocky Ground
Rough Terrain -2

Railroad
Poor Road

Bridge

A C

River Bed
Soft Sand

Irrigation Canal
Soft Sand

Temporary
Bridge

B D

Map by
Sven Luger

Scale 1" = 100 meters on a
24" x 39" Skirmish Board

COUNTERATTACK AT BLED ZAFRANE

GERMANS

Base Cohesion Level: 18
Break Point: 109

1st Battalion/
Grenadier Regt 304: 1x Infantry GHQ/SdKfz.351/1,
9x Infantry/SdKfz.351/1,
3x SdKfz.351/9(1),
3x 120mm SdKfz.351/24(1)
3x Med. MG/SdKfz.351/16,
1x 120mm SdKfz.351/24(2),
1x 75mm E.10,
1x SdKfz.351.21

Flakartillerie
Abteilung 273(-): 6x 88mm Waffentrager.II

1st Battalion/
Pz Artillerie Regt 74: 1x Infantry HQ/SdKfz.351/1,
2x 170mm Geschutzwagen.VI(2),
1x 37mm Waffentrager.I

#2 Company/
Engineer Bn 2: 3x Engineer/SdKfz.351/7,
1x 120mm SdKfz.351/24(2),
1x 88mm E.25

DEPLOYMENT

German forces may enter anywhere along the North edge of the map beginning on turn one (1).

SCENARIO LENGTH

This scenario ends after the completion of turn 15.

SPECIAL RULES

Demolitions - American Engineer stands may attempt to destroy any bridge using the following procedure:

The engineer stand must begin a movement phase on (or adjacent to) the bridge. The player must then make three (3) successful Cohesion die-rolls on three separate turns. After the third successful roll, the bridge is considered destroyed.

Notes:

1. The three turns need not be consecutive.
2. If the engineer stand is Suppressed or Disorganized, the die-rolls are modified for this condition.
3. Multiple engineer stands may speed up the process. Example - Three engineer stands might complete the demolition of a bridge in a single turn if all three roll successfully.

AMERICANS

Base Cohesion Level: 14
Break Point: 87

Combat Command "R"/
2nd Armored Division: 1x Infantry(A) GHQ/M.39

2nd Battalion/
41st Infantry Regt: 1x Infantry(A) HQ/M.39,
9x Infantry(A)/M.39,
4x Infantry Support/Truck,
1x 105mm M.7 'Priest'(1),
1x 81mm M.21(1),
1x Jeep/75mm RcR,
1x Jeep/50cal.[R]

17th Engineer Bn(-): 7x Engineer/Halftrack
(unarmed)

48th Medical Bn(-): 8x Infantry,
8x .75 Ton Weapons Carrier,
20x .75 Ton Ambulance,
8x 2.5 Ton Truck,
4x Jeep

195th Anti-Aircraft
Artillery Battalion: 7x 40mm M.42 'Duster'

DEPLOYMENT

2nd Bn/41st Inf + GHQ: Deploy anywhere within hexes designated "A".

17th Engineer Bn(-): Deploy anywhere within hexes designated "B".

48th Medical Bn(-): Deploy anywhere within hexes designated "C".

195th AA Arty Bn: Deploy anywhere within hexes designated "D" in 'Light' Improved Positions.

VICTORY CONDITIONS

Victory is awarded based on the number of American stands which escape from the battlefield before the end of turn fifteen (15) by exiting along its South edge.

1. If 24 or more stands escape, award the Americans a Marginal Victory. If fewer than 23 stands escape, award the Germans a Decisive Victory.
2. If 48 or more stands escape, award the Americans a Tactical Victory. If 24 - 47 stands escape, award the Germans a Tactical Victory.
3. If 72 or more stands escape, award the Americans a Decisive Victory. Anything less than a Tactical Victory for the Germans is a Defeat!