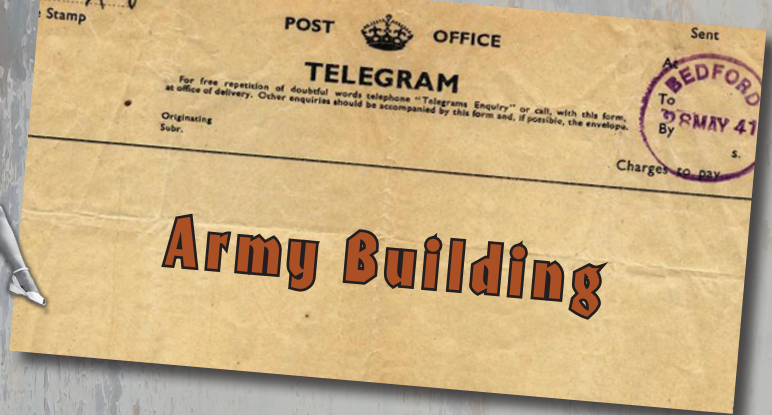


chapter



Army Lists

This chapter provides army lists for the early, mid, and late war periods. Each list provides the rules for creating a fictional army of that nationality in that period. The army lists assume that the players are familiar with the advanced rules, although not all the advanced rules are necessary to use the lists.

Opposing players must all use the same period of the war, but within that period they may choose any army list, even fighting identical armies against one another. Bear in mind, however, that some events specifically apply only against one historical enemy, so it is generally best to fight Axis-vs-Allied.

The Points System

Players agree on how many **army points (APs)** they will use. When using chapter 12 this ranges from 80 to 110. A typical number is 100. APs are "spent" to purchase **battalions**, whose composition and price are described on that army list. Battalions are purchased primarily as part of **elements**, although some battalions are **independent**.

Each army list indicates the **minimum** overall number of elements a player must purchase. This is shown as a white number in his national symbol. For example, the mid-war US army must comprise at least three elements. There is no overall minimum number of independent battalions.



Each element describes a number of **organic** battalions that the player may or must purchase, such as "1-3 Tank Battalions." If the number ranges from zero, such as "0-1 Field Artillery," then he doesn't have to purchase any battalions of that type if he doesn't want to. A player may purchase additional battalions as **attachments**. Each element has a number (usually 1 or 2) showing how many additional battalions may be attached to it. If no such number appears, then no attachments may be purchased for that element.

Finally, each army list offers the possibility of some **HQ Options**. These are not units, but rather engineer markers, prepared positions, boats, and so on.

Scenarios

These army lists may be used in any number of ways, but we assume that players will want to use them with the scenario generator in chapter 12.



How to Use the Army Lists

Choosing Elements

A number in a yellow box is the limit on how many of that element you may have. For example, the late-war Germans may not have more than two veteran panzer *Kampfgruppen*. If no box exists, you may have any number of that element.

2

Each element has a grey square with either an infantry or armor symbol. That is the element's **class**. Sometimes motorized infantry elements have an armor symbol.



Battalions

Units are organized and costed as **battalions**, even though some armies used different terms for units of that size. (British armoured "regiments," for example.) Each entry is a row, showing the name of the battalion and the number and type of units it comprises. The battalion's cost in APs is shown in a black box after its name. You may not change a battalion's composition in any way.

12

Battalions that are purchased as part of the element's description are called **organic** battalions. They are organic to that element.

Attachments

You may purchase additional battalions to augment your forces. Doing so is called purchasing **attachments**. Each element shows the number of units you may **attach** to it. If an element makes no mention of attachments, then it may not have any.

Some elements permit more than one attachment. Unless stipulated otherwise, you may not attach more than one of the *same* battalion to an element. For example, if permitted two attachments, you could choose an armored artillery and a tank hunter battalion, but not two tank hunter battalions.

An attachment may be any type of battalion that shares that element's class. If the battalion shows both classes, then you may attach it to any type of element.



Unless its row shows the word "Parent," a battalion *must* be attached to an element.

You can purchase attachments that are the same as existing organic units in the element. For example, an infantry element could "attach" another battalion of infantry.

Independent Battalions

Some battalions show only the word "Parent" rather than a type symbol. These units may not be purchased *as attachments* because they may not be attached to an element. Typically they represent assets held at division, corps, or even army level, such as heavy artillery.

Total Number

If a battalion has a red box on its row, that number indicates the maximum total number of that battalion you may have in your entire army.

3

Elite Battalions

If a battalion has the "elite" symbol (a white box with the letter E), then it may be attached only to an element that also has that symbol.

E

HQ Options

An HQ option's cost in APs is listed in the black square, and the total number of that option that can be purchased is listed in the red square.

Extra terrain dice are rolled during terrain placement in scenario setup (see chapter 12). Engineer and boat markers are placed on your command post, to be deployed during the game. If you purchase prepared positions then you must place them during your setup. The type(s) of engineering markers must be specified when purchased. For example, if you purchase three engineer markers, you might select one construction and two demolition.

Infantry RCT		
2-3	Infantry Battalions A or B	
0-1	Field Artillery Battalion	
0-2	Attachments	

Infantry Battalion A	7
Infantry Battalion B	8
Elite Infantry Battalion	10
Armored Infantry Battalion	9
Tank Battalion A	8

3	Green Infantry
3	Infantry
3	Elite Infantry
3	Infantry
3	M3 Lee



Example of Elements and Battalions (American, Mid-War)

The US player chooses an Infantry RCT element. It must comprise at least two organic infantry battalions, but no more than three. It may or may not also comprise a field artillery battalion.

The US player can choose any combination of A or B infantry battalions for this element's organic infantry, or he might choose all of one and none of the other. Looking at the list of battalions, he can see that the "A" battalions are green infantry, while the "B" battalions are more experienced "normal" US infantry.

He may not purchase the elite infantry battalions for this element, either organically or as an attachment, because the element doesn't have the (E) symbol. He may not purchase armored infantry, since it isn't listed as an organic unit, and he can't purchase it as an attachment because its grey box shows a different class.

Let's say that the US player chooses two organic B infantry battalions and one organic "A" battalion for this element. The element may also have "0-2 Attachments." Note that the US player could attach more infantry battalions if he desires. Even though the element has 2-3 organic battalions, he could purchase up to two more as attachments, for a total of five. Instead he decides to attach a battalion of M3 Lee tanks ("Tank Battalion A"). This costs 8 APs. Note that the tank battalion has both of the class symbols, meaning it can be attached to any sort of element.

The element's final cost is 31 APs: two Infantry BN "B" (16), one Infantry BN "A" (7), and one Tank BN "A" (8). Its composition of units is: 3 green infantry units and 6 normal infantry, and 3 M3 Lee armor units.

Now the US player moves on to create a new element.

German Elements

Mid

Infantry KG

- 2-3 Infantry Battalions
- 0-1 Field Howitzer Battalion
- 0-1 Attachments

Fallschirmjäger KG 2 E

- 2-3 Fallschirmjäger Battalions
- 0-1 Field Howitzer Battalion
- 0-1 Attachments

Panzer or PzGren KG

- 1-2 Motorized Inf. Battalions
- 0-1 Panzergrenadier Battalion
- 1-2 Panzer Battalion A, B, or C
- 0-1 Tank Hunter Battalion A or B
- 0-1 Assault Gun Battalion
- 0-2 Attachments

No more than 4 units in the element, including attachments, may be armor units.

Battalions

Infantry Battalion	7
Fallschirmjäger Battalion	9
Motorized Infantry Battalion	8
Panzergrenadier Battalion	11
Panzer Battalion A	11
Panzer Battalion B	13
Panzer Battalion C	13
Tank Hunter Battalion A	7
Tank Hunter Battalion B	9
Assault Gun Battalion	12
Tiger Battalion	17
Nebelwerfer Battalion	2
Field Howitzer Battalion	3
Heavy Artillery Battalion	4
Armored SPA Battalion	4

3 Infantry 	
3 Elite Infantry 	
3 Infantry	
3 Elite Infantry 	
3 Panzer IIIk	
3 Panzer IVf2	
3 Panther	2
3 Marder	
3 Nashorn	1
3 StuG IIIe	
3 Tiger I	1
1 Nebelwerfer	3
1 105mm Howitzer	
1 150mm Gun	2
1 Wespe	2



HQ Options

Boat 2 3

Engineer Marker 1 6



Mid

Soviet Elements

Rifle Division

- 2-3 Rifle Regiment A or B
- 1-2 Light Artillery Battalion
- 1 Field Artillery Battalion
- 0-1 Attachments

Tank Brigade

- 0-2 Tank Battalion A
- 1-2 Tank Battalion B
- 1 Motor Rifle Battalion
- 0-1 Attachments

The "rifle regiments" represent depleted infantry formations only slightly larger than a battalion in other armies.

Use (A) to represent conscript units and (B) to represent Guards units.

The *Soviet Artillery* rule (p.68) is in effect.

Motor Rifle Brigade

- 2-3 Motor Rifle Battalion
- 0-1 Attachments

Battalions

Rifle Regiment A	8
Rifle Regiment B	9
Motor Rifle Battalion	5
Tank Battalion A	3
Tank Battalion B	6
Heavy Tank Battalion	6
Light SP Artillery Regiment	4
Heavy SP Artillery Regiment	7
Motor Rocket Battalion	2
Light Artillery Battalion	2
Field Artillery Battalion	2
Heavy Artillery Battalion	3

4	Conscript Infantry		
4	Veteran Infantry		
2	Veteran Infantry		
2	T-26		
2	T-34		
2	KV-1		3
2	SU-76		3
2	SU-152		3
1	Katyusha		4
1	76mm Gun		
1	122mm Howitzer		
1	152mm Howitzer		4



HQ Options

Boat	2	4
Prepared Position	1	8

Engineer Marker	2	6
Extra Terrain Die	4	1



The Philosophy of the Army Lists

The army lists are not meant to be an exhaustive summary of every possible unit in the war. For example, there are no Soviet or German cavalry units, no Soviet airborne, no special rules for mountain divisions, and no "unit-specific" lists such as Guards Armoured, who were typically 25-30% stronger than other British armoured divisions. Moreover, you may see a piece of kit in the unit summaries in chapter 10 but it doesn't appear on the army lists. These are deliberate omissions to prevent the book from becoming enormous. However, you can use *Rommel's* open architecture system to amend the lists as you see fit, as long as the people in your club agree to the amendments.

Notes on the Army Lists

Remember that infantry and towed artillery units on the lists are assumed to be motorized unless they have the *Leg* trait.

Other traits from the advanced rules (such as *Pioneers* or *Cavalry*, for example) can be added, but you will have to recalculate unit APs using the open architecture.

The army lists offer airborne units, but they assume that no pick-up scenario features an actual airdrop. Thus these units are often motorized, can have tanks attached to them, and so on.

A Final Word of Advice

There is no way, without creating a huge body of rules, to prevent players from creating armies that are historically "wrong" in somebody's opinion. If you object to creating such armies, *then do not do so*. If you object to your opponent creating them, discuss this in advance and reach an understanding.

The Relationship Between APs and National Assets

The number of national assets on an army's command post varies by army and period. I gave a lot of thought to the possibility of using different ways to calculate APs in order to adjust for perceived advantages in events and tactics. Placing a value on this is difficult, and factoring it into point values produces excessive disparities. The game is not imbalanced by giving one side an extra one or two tactics, since one could argue endlessly about the relative values of those tactics in various situations. The open architecture of the army building system allows you to tinker with this if you want, but in the end we didn't find it necessary.

