

Div Tac

World War II Divisional Level North West Europe 1944 to 1945.

By Ian Shaw.

This article is intended to provide a simple set of rules to cover combat at divisional level in Europe in 1944 and 1945. The restriction in time is only intended to reduce the amount of data needed, and the systems should be adaptable to earlier and later periods, from 1936 to 1958. They represent an attempt to give quick and simple set of rules for all World War II combat, covering all aspects of combat, including airstrikes, naval gunfire support, airborne and amphibious landings. There is also a logistic system. I will try and explain my logic behind the rules as I go. This version is published with permission of The Society of 20th Century Wargamers

Playing Rules.

A) Scales

1 Model is one company normally , and should have a 1 centimetre frontage. (The ground scale means that 1 model occupies the frontage of a company)

1 cm on the table = 500 m

1 move is approximately 1 hour of time.

The ground scale gives a very large playing area, a 6' by 4' table is just over 90 by 60 km, enough to cover the entire Normandy battlefield.

b) Terminology.

As always, there is a problem with what armies call their units. The following list starts at the lowest level and moves up the levels. It is based on 1990's western practice, since it is somewhat clearer. The levels are :

Platoon - used for Recce and certain specialist A/T units, as well as Battalion HQ's.

Company - one combat element, with no administrative functions. Armies may call this level Squadron, Battery, and Troop.

Battalion - An HQ, with up to 5 combat companies, a combat support company, and an HQ Platoon. Armies may call this level Regiment or Squadron.

Brigade - An HQ company plus 2 to 4 Combat Battalions, plus a Logistics Company, and Combat support elements. It may have artillery units under command. Armies may call this level Regiment, or Combat Command.

Division - An HQ Battalion and an HQ Company (Div Tac and Div Main), with 1 to 4 Brigades, plus Combat and Combat Support Battalions, with a large logistical unit attached. It may also have Corp or even Army resources attached. Some armies call these Corps.

Corp - A grouping of 1 or more divisions, plus attached artillery, engineers and other supporting troops.

Having defined what a unit name means, what factors does each unit have associated with it and what does it mean. There are three factors associated with each company, and two modifiers. These are : -

1. **Combat Factor**. This represents the firepower and defence of a combat unit. The ranges at which units can fire is covered later. However an HQ unit may not act offensively. This factor is modified by a size modifier.

2. **Training Factor**. This represents the morale and tactical ability of the unit. I have assumed that troops are capable of operating their equipment, so training represents their cohesion, and tactics.

3. **Mobility Factor**. This defines how far a unit can move. This covers the basic move type, and can be modified by a speed factor or the notation towed. Speed does not affect the ability of units to move in

combat, except in certain modes. See the next section for more detail.

4. Size. This defines the strength of the unit. It reflects the number of vehicles, or towed weapons, or strength and weaponry of infantry.

c) Modes.

The next section is perhaps the most important in the rules. It defines the MODE a given HQ is operating in. This the equivalent of orders, and is intended to define what a given unit is trying to do. There are eight of these.

1. **Move.** This is a non-combat mode, and should be couched in terms of from a to b. Units in this mode may use speed modifiers. It will make units more vulnerable.

2. **Pursuit.** This is a combat mode, which allows the use of speed modifiers. It will make units more vulnerable, but they may still fight.

3. **Attack.** This is an order to attack a given terrain feature, and hold it once it has been cleared of the enemy.

4. **Probe.** A more cautious attack aimed at finding enemy positions. Any advance will normally halt when contact is made.

5. **Hold.** An instruction to hold a given area, normally a terrain feature, but not always. This will give some advantage, which increases as a unit occupies the position for an increasing length of time. There are three basic levels of Hold, Hasty defence, which represents an initial occupation of a position, Formal Defence, with extensive earthworks, mines and wire, and Permanent Defence, which represents things like the Atlantic Wall, or similar fortifications.

6. **Delay.** A slow withdrawal from the enemy they are facing. There is some terrain advantage, but speed modifiers may not be used.

7. **Withdraw.** An attempt to break contact, by rapid movement away from the enemy. There are no terrain advantages, and speed modifiers may be used.

8. **Reserve.** A stationary mode, in which an element is refitting or waiting to be committed. There are no terrain advantages, and no movement is allowed.

Modes may be mixed within a unit, down to battalion level, but all companies in a battalion must have the same mode. There are limitations however, except if the mode is changed by a combat result.

The following modes can be mixed :

Reserve with anything.

Attack with Hold, for one unit at each command level, to retake a nominated position.

Delay with Withdraw.

Pursuit and Move.

Probe and Attack.

Modes are changed at the start of a move, or by combat results. The number of units whose mode can be changed is determined by the command roll. It needs one Command Point to change the mode of one unit. These must come from the directly controlling HQ.

D) Command Roll.

This is designed to reflect the command ability of HQ's. Roll a D10 and cross reference it with the training level on the table below. It is rolled for each Brigade HQ and higher.

Training Value	Die Roll									
	1	2	3	4	5	6	7	8	9	10
3	2	2	2	3	3	3	4	4	4	5
4	2	2	3	3	3	4	4	4	5	5
5	2	3	3	3	4	4	4	5	5	5
6	3	3	3	4	4	4	5	5	5	6

7	3	3	4	4	4	5	5	5	6	6
8	3	4	4	4	5	5	5	6	6	6
9	4	4	4	5	5	5	6	6	6	7
10	4	4	5	5	5	6	6	6	7	7

Reduce the die roll by :

2 if the testing HQ is under any type fire.

2 if the testing HQ is subject to radio jamming, or using telephones only and attacking, probing or pursuing.

Each point available to an HQ may be used to either change the mode of a subordinate HQ, or move supply units forward. Players may find it best to mark each HQ's command points with a six sided dice, turning it down as they are used up.

E) Ground Movement.

Movement is decided by both speed and mode. The maximum possible rates may only be used by units in Pursuit, Move, or Withdraw mode. Other units will not move at the maximum possible rate, since tactical considerations prevent it. Artillery firing indirect may not move. Units on Hold may only move as the result of combat, and units on Delay may only move away from enemy units. At this level speed is only differentiated at higher levels, as it will make only minor differences when moving tactically. Even so I have reduced the maximum speeds because it is difficult maintain formations even in a road convoy with vehicles of the same type.

Move Type	Mode Used	Speed			Terrain Type*	
		Slow	Normal	Fast	Poor	Bad
Tracked	Move, Pursuit, Withdraw	32cm	48cm	64cm		
	Attack, Probe, Delay		16cm		8cm	4cm
Wheeled AFV	Move, Pursuit, Withdraw	48cm	64cm	80cm		
	Attack, Probe, Delay		24cm		8cm	2cm
Other wheeled	Move, Pursuit, Withdraw	48cm	64cm	80cm		
	Attack, Probe, Delay		12cm		2cm	NA
Horse	Move, Pursuit, Withdraw	12cm	16cm	20cm		
	Attack, Probe, Delay		8cm		6cm	4cm
Foot	Move, Pursuit, Withdraw		12cm			
	Attack, Probe, Delay		8cm		6cm	4cm

Vehicle units are noted for their speed in the data tables. Wheeled AFV's includes Half- Tracks, and light 4wd lorries, up to 15cwt capacity.

Horse is divided into horse drawn heavy artillery, which is slow, other horse drawn guns and vehicles, and cavalry.

Foot only has one classification, normal, and represents units which walk. They may have some light motor or horse transport for their heavier weapons.

*Terrain must be defined by players. It is difficult to give general definitions, since different types of

terrain affect different types of troops in different ways. I suggest that this be ignored, and generalised patches of poor and bad going be used. Troops in Move, Pursuit, and Withdraw modes may only use full speed if these areas are crossed by tracks or roads.

Artillery may not move and fire indirect, this reflects the time needed to survey the gun positions.

There is no reduction to mount or dismount from vehicles or horses given the time scale. Similarly there is no reduction for unlimbering.

Use the table above for amphibious and naval movement.

Landing craft count as tracked moving on Attack orders.

Merchant vessels and small escorts count as slow tracked on Move orders.

Warships count as Fast Tracked on Move orders.

All movement may be affected by the weather, this will be covered later.

F) Air Movement

Given the time scale even the slowest aircraft can cover the entire area of the table in a move. Also most tactical aircraft can only remain airborne for an hour or maybe two. At this level the endurance of an aircraft is more important than their exact speed. Fortunately for all except the Mustang and JU 87, fighters and strike aircraft are all of very much the same endurance, whilst all except the JU 87 are similar in speed, which allows generalisations to be made. I will ignore the extra range of the Mustang since it was not used in a tactical area, and omit the JU 87 since they were primarily used at night by 1944 in the West. Similarly Light and Medium bombers are of very similar performance, with the exception of the Mosquito, although the bomb load does vary. Again heavy bombers are all similar in performance, and vary very little in bomb load. A model aircraft represents a squadron, and it must be based either on or off table. Only strike and fighter aircraft are normally on table, using dirt strips. Heavy bombers must be off table, and Light and Medium ones should normally be off table. Transport aircraft are normally based off table, but can land on if carrying supplies. All aircraft must operate from designated airstrips. The endurance of aircraft is reflected in the frequency of attacks they are allowed to make.

On table fighter and strike aircraft may attack in every move.

Off table fighter and strike aircraft may attack every other move.

Light and Medium bombers may attack on every third move.

Heavy bombers may only make planned attacks, not more than once per day.

The restrictions are designed to reflect the tactical usage of air power, on table representing cab ranks of attack aircraft, or patrols of fighters, whilst those off table are similar, the extra time is transit time. The larger aircraft required more planing and the delays are designed to reflect this.

The other major form of air operation is air landing or paradropping. Like strategic bombers these required much more planing than tactical air support. They must be planned before a game, and can be spread over a period of days. In terms of a game the major constraint is areas to land. There are two types of landing :

Para dropping - which requires at least poor terrain, and may not be carried out in built areas. Each battalion needs an area of 1 square cm to land in. Each model aircraft lifts one model of troops. Only Infantry may be airdropped until 1945, when light artillery can be airdropped by the British.

Glider landings can only be carried out in clear terrain, and needs 2 cm by 1 cm of clear terrain.

However, for special operations this can be relaxed, but only for one company, on a specified objective.

Gliders may deliver artillery up to 105 mm, and heavy gliders such as the Hamilcar can deliver light armour, and A/T artillery up to the size of the 17pdr.

All units which are delivered by air must remain stationary for the move after which they arrive, to reflect the time needed to gather and organise units. The only exception is coup de main parties who must attack

the position they land on immediately. All air landing units are vulnerable on landing, and must take a combat roll on landing.

G) Logistics and Supply.

The art of modern warfare is the art of getting properly supplied troops to the right place at the right time. It is very difficult to do this without record keeping, hopefully I've succeeded here. Supply is represented by logistic units. These should be represented by a lorry or horse drawn wagon in the case of some German infantry units. The numbers held at each level are detailed in the organisations later. You will also need to either make or obtain models to represent supply dumps. These should be placed at communication nodes on the terrain, and may be at a rail head. Supply units may only move on roads or tracks. (If you adapting this to other areas this restriction can be ignored.)

One lorry or wagon model represents one supply point. It may be refilled at a supply dump, and points may be dumped forward as required. All supply models, including dumps, are always in Move mode, and if they are destroyed by combat are placed back at their controlling HQ.

One supply point allows one Infantry Brigade of a maximum of 3 Battalions, or one Armoured Battalion, or one Artillery Company to make an attack. Defending units, on hold orders, do not need to expend this point, and artillery requirements are reduced if firing some missions, this is covered later.

Either side may add up to 4 further points to any individual combat, to modify the die roll. These points must be allocated before the combat roll is made.

H) Visibility.

This section gives the ranges at which targets can be seen, no random factors, of location tests have been included, both to keep things simple, and because they don't seem appropriate to this set of rules. They assume that troops will take appropriate concealment measures and use the ground to their advantage. These distances are obviously affected by the weather, more details on exact weather conditions are given later, but I have left this as optional. Also to be visible there must be a line of sight to the target. I have not included any detailed rules for dead ground, if there is no terrain feature which is higher than the observer it can be seen over. If you want to use a more detailed version use the tables given in "Leopard", "Tiger", any edition of "Challenger" or "Firefly". These are accurate, but will add complication.

The maximum visibility in clear daylight is :10 cm (5000 m)

In poor visibility in daylight it is: 5 cm (2500 m)

In bad visibility in daylight it is: 2 cm (1000 m)

In no visibility in daylight or at night it is : 0 cm (must touch to see a target)

The maximum visibility on a clear moonlight night is : 5 cm (2500 m)

The maximum visibility on a clear moonless night is : 2 cm (1000 m)

The maximum visibility on a poor night is : 1 cm (500 m)

The maximum visibly on a bad night is : 0.5 cm (250m)

These distances apply to vehicles in **Attack**, **Pursuit**, and **Reserve** modes. Foot troops and deployed artillery halve them. Troops in **Hold** or **Delay** modes halve them as well, this applies twice if appropriate, unless they are firing., in which case only one reduction applies. Therefore infantry who are on **Hold** and silent can be seen at 2.5 cm in good visibility, and at 5 cm if they open fire. Troops using **Move** or **Withdraw** add 50% to these distances.

Terrain reduces visibility as well. Troops deployed with woods or towns count as having no visibility, those on the edge count the conditions that apply, but are located as if in poor visibility. Troops deployed on the tops of hills add 50 % if the hill is at least 5 contours high.

J) Combat.

Combat is of two types, Direct Fire and Indirect Fire. These are further subdivided to reflect the capabilities and uses of the various arms. Combat is resolved by rolling a D10, adding the **Combat Factor**, and adjusting for any **Modifiers** which apply. The factors for the various units are covered in the

accompanying tables. The modifiers are given below, after the definitions of combat types.

Direct Fire Combat . This is of two types, Ranged Combat, which takes place at up to 6 cm, and Close Assault, which implies that the units are in contact. The following restrictions apply :

Infantry may only engage Armour with close assault. They may only fire at up to 2 cm on soft targets.

Armour may not fire at infantry at over 2 cm (1000 m).

No moving unit may fire at over 2 cm (1000 m) .

All visible hostile targets must be engaged, or fire must be withheld.

All targets which are fired at must fire back.

Only one target may be fired at, and only one attack may be made on any one target, additional units firing act as support.

Modifiers .

Ranged Combat:	Close Assault
-1 Per 1 cm of range	-2 If very small unit
-1 If small or very small firer	-1 If Small unit
+1 If large or very large firer	+1 If large unit
-1 If target in poor terrain	+2 If very large unit
-2 if target in bad terrain	-1 Per level of fortification
-2 Per level of target fortification	+2 If engineer support against fortifications
+3 Per friendly supporting battery	+1 Per supporting unit
-2 Per hostile supporting battery	+2 Infantry with armour support
+3 Per friendly supporting direct fire unit	+2 Infantry against deployed towed artillery
-1 Per hostile supporting direct fire unit	+1 Per supply point added
-3 Anti tank gun firing on infantry	
-3 If in pursuit mode	
+1 If in hold mode	
+1 Per supply point added	

Indirect Fire. This is somewhat more complex than Direct Fire as it involves army doctrine. I have simplified it somewhat by assuming that the British and Americans both use the same method. There are minor differences, but at this level they can be ignored. The differences between Allied and German doctrines cannot however. I have accounted for these by restrictions on the amount of artillery which can be requested to support any unit, and the command points it costs to assign batteries, since this is the best way to reflect the differing tactical uses. Indirect fire is restricted Mortar Platoons, Machine Gun Platoons, Artillery Batteries, and Tank, Tank Destroyer, AA units or other weapons assigned to fire in this way. Units so assigned may not be used in any other way, for the day unless they change mode. Artillery has four basic uses :

Supporting Fire : This is covered in the Direct Fire modifiers. It does not take account of the weapon's calibre. This represents the fire support used to cover an assault or as a defensive shoot. It must be observed.

Bombardment : This covers an artillery bombardment not combined with a ground assault. It does take account of the weapon calibre. It may be observed or blind.

Harassment : This represents the lobbing of nuisance shells onto enemy units or supply routes, to annoy or interdict supply. and movement. It is normally unobserved.

Counter Battery : A specialist mission to surprises hostile artillery. It is normally restricted to medium and heavy artillery. The target has to be detected before it can be engaged, this is reflected

by the reduction in the initial factors. It will also normally be unobserved., and also fired at long range.

Artillery can be used at no cost in command points if it assigned to the HQ., so battalion mortars, machine guns and any directly attached units may fire without cost in command points, in support of it's own unit. Similarly units normally assigned at Brigade level may be fired by the brigade without using command points. British and American units pay one command point per level above the requesting HQ . This will allow the firing of every battery held at that level, at no extra cost. The Germans must pay one point for each battery so requested.

Artillery may be assigned down one level on a permanent basis for the game, or one day. However no formation may have more artillery HQ's assigned to it than it has other combat units.

The Factors for Artillery Fire.

Weapon Size	Guns	Mortars	Rockets
Up to 65mm	4	5	8
66 to 82mm	5	6	10
83 to 100mm	6	7	11
101 to 122mm	7	8	12
123mm to 160mm	8	9	14
Over 160mm	10		16

Modify the factors as follows :-

If over $\frac{1}{2}$ Range $\frac{1}{2}$ the factor (Round Down)

Modify the die roll as follows. :-

1 or 2 Gun Battery - 2

5 or 6 Gun Battery + 2

7 or 8 Gun Battery + 3

Unobserved Fire - 2

Harassing Fire - 2

Per extra battery firing + 1

If in Hold Mode - 2

If Hasty Defence - 1

If Prepared Defence - 2

If Permanent Defence - 3

If Target in Move or Pursuit Mode + 3

Air Attacks. Attacks by tactical aircraft are considered to be direct fire, and attacks by medium and heavy bombers are indirect fire.

Combat Results. Although all units must roll when attacked, only those with the ability to injure their attackers have any effect. So artillery firing indirect may only be hit if it is visible, or it is being attacked by counter battery fire. Similarly Armour will only be affected Infantry who close assaulted it. The results are compared to the training value of the target, not it's combat value.

If the result of the die roll and modifiers is less than training value of the target unit there is no effect.

If the result is up to 50% more than the training value :

Troops in Pursuit mode drop to Attack.

Troops in Attack mode drop to Probe.

Troops in Reserve or Probe drop to Hold.

Troops in Move drop to Hold if allowed to do so, otherwise they are destroyed.

Troops in Hold ignore the result.

If the result is more than 50% and up to 100 % of the Training value :

Troops in Attack drop to Hold

Troops in Pursuit, Hold, or Probe drop to withdraw.

All other units are eliminated.

If the result is more than 100% of the Target's training value it is eliminated.

One third of eliminated units may be resurrected in reserve mode at the senior HQ on table. However unit types may not be combined, so tanks must be of the same type etc.

K) Data

This is the final section of the rules, and covers the data for major combat units for the three armies in Normandy. Some types have will have been omitted. Remember that French units follow American ones, whilst Belgium, Canadian, Dutch and Polish units follow British.

Unit Type	Combat Value	Mobility	Training Value	Size	Notes
American					
Armd Btn HQ	6	Tracked normal	4-7	VS	3 x M4, 2xM3 1/2 tracks
M4 Company	6	Tracked normal	4-7	L	+1 to CV if 1 plt 76mm
M4 (76mm) Coy	8	Tracked normal	4-7	L	
M5 Company	3	Tracked fast	4-7	Std	
M24 Company	4	Tracked fast	4-7	VS	
Armd Inf Btn HQ	4	Wheeled normal	4-7	VL	2 M3 1/2 tracks
Armoured Inf	8	Wheeled normal	4-7	VL	
Btn Recce Plt	3	Wheeled normal	4-7	S	Jeep recce
Btn Mortar Btty	6	Wheeled normal	4-7	VS	3xM4 or M21 MMC
Btn Gun Btty	6	Tracked normal	4-7	VS	3xM7 Priests
Assault Plt	7	Tracked normal	4-7	VS	3xM4/104
M10 Plt	7	Tracked normal	4-7	S	
M36 Plt	9	Tracked normal	4-7	S	
M18 Plt	6	Tracked fast	4-7	S	
Cavalry Troop	4	Wheeled fast	4-7	VL	12xM8 + 18 jeep HMG
Cavalry Plt	4	Wheeled fast	4-7	VL	3xM8 + 6 jeeps
Inf Btn HQ	7	Foot	4-7	VS	15 to 20 men
Inf Company	7	Foot	4-7	L	Paras TV 5-8
Btn Mortar Bty	6	Foot	4-7	S	6x81mm mortars
Btn MG Bty	8	Foot	4-7	S	9xSFMG
Btn AT Plt	8	Foot	4-7	S	3 towed 57mm

M16 Plt	6	Wheeled normal	4-7	VS	
M15 Plt	6	Wheeled normal	4-7	VS	
Armoured Arty	7	Tracked normal	4-7	S	6xM7 Priests
Inf Gun Coy	7	Wheeled normal	4-7	S	6xM3 105mm
Towed Bty	7	Wheeled normal	4-7	S	4xM2 105mm
Medium Bty	8	Wheeled normal	4-7	S	4xM14 155mm
155mm Gun	8	Wheeled slow	4-7	S	4xM1918 155mm
203mm How	9	Wheeled slow	4-7	S	4xM1 203mm Howitzers
203mm Gun	9	Wheeled slow	4-7	S	4xM1 203mm Guns
Corps Cmd HQ	5	Tracked normal	4-7	S	3xM4, 3xM5 2 1/2 tracks
Regt HQ	7	Wheeled normal	4-7	S	30 to 40 men
Div HQ	5	Wheeled normal	4-7	S	30-40 men in trucks
P38 J	8	F. Bomber	4-7		
P47D	9	F. Bomber	4-7		
P51D	8	F. Bomber	4-7		
A20	9	M. Bomber	4-7		
B25	12	M. Bomber	4-7		
B17	11	H. Bomber	4-7		
British					
Armd Regt HQ	7	Tracked normal	4-7	VS	Sherman or Cromwell
Sherman Sqdn	7	Tracked normal	4-7	VL	+1 to CV if 2/3 Firefly
Cromwell IV Sqdn	7	Tracked fast	4-7	VL	Includes Fireflies
Armd Recce Sqdn	6	Tracked fast	4-7	VL	Cromwell, Challenger, M5
A. Car Regt HQ	3	Wheeled fast	4-7	VS	Also use for motor infantry
A. Car Sqdn	4	Wheeled fast	4-7	VL	Mixed unit
Inf Tank HQ	6 / 8	Tracked slow	4-7	VS	Use CV of tanks in Regt
German					
Tiger II	12	Tracked normal	6-9	VS	Size is based on platoon
Tiger I	8	Tracked normal	6-9	VS	Size is based on platoon
Panther HQ	9	Tracked fast	5-8	VS	
Panther	9	Tracked fast	5-8	S	
Panzer IV HQ	6	Tracked slow	5-8	S	
Panzer IV	6	Tracked slow	5-8	Std	
Panzer III M	5	Tracked normal	5-8	Std	

Stug III HQ	6	Tracked normal	5-8	VS	
Stug III G	6	Tracked normal	5-8	Std	Represents a company
Armoured Gren HQ	9	Wheeled normal	6-9	VS	2 Sdkfz 251/2
Armoured Gren Coy	9	Wheeled normal	6-9	VL	
Pz Gren HQ	8	Wheeled normal	5-8	VS	Mounted in trucks
Pz Gren Coy	8	Wheeled normal	5-8	L	Mounted in trucks
Armoured Mtr Plt	8	Wheeled normal	6-9	Std	6x251's towing 120mm mortar
Motor Mtr Plt	8	Wheeled normal	6-9	Std	6xTrucks towing 120mm mortar
Hetzer	6	Tracked slow	5-8	VS	
Marder	4	Tracked normal	5-8	VS	Platoon, represents all similar
Jagd Pz IV	7	Tracked slow	5-8	VS	Platoon size
Jagd Pz IV/70	8	Tracked slow	5-8	VS	Platoon size
Nashorn	7	Tracked slow	5-8	VS	Platoon size
JagdPanther	11	Tracked normal	6-9	VS	Platoon size
Sig auf Pnz II	8	Tracked normal	5-8	S	6xSP 150mm IG
Inf Btn HQ	7	Foot	5-8	VS	30 men
Inf Company	7	Foot	5-8	Std	May be mounted as horse
Inf Mortars	8	Horse slow	5-8	Std	4xhorse towed 120mm mortar
Armd Car Coy	5	Wheeled fast	5-8	VL	For recce Coys use Mot or PG
Pak 40 Plt	7	Wheeled normal	5-8	VS	
Pak 38 Plt	5	Wheeled normal	5-8	VS	
Pak 43 Plt	9	Wheeled normal	5-8	VS	
Wespe Btty	7	Tracked normal	5-8	S	6x105mm Wespe
Hummel Btty	8	Tracked normal	5-8	S	6x150mm Hummel
Motorised Field Btty	7	Wheeled normal	5-8	VS	6 x towed leFH18 M 105mm
Medium Btty	8	Wheeled normal	5-8	VS	3 x towed sFH 18 150mm
Field Btty	7	Horse slow	5-8	S	4 x towed leFH18M
88mm AA Plt	8	Wheeled normal	5-8	VS	4 x towed 88mm L56
SP 20mm AA	6	Tracked slow	5-8	VS	

SP 37mm AA	6	Tracked slow	5-8	VS	
Towed AA	6	Wheeled slow	5-8	VS	
Neblewerfer Btty	12	Wheeled normal	5-8	Std	21cm Werfer
FW190G	7	Fighter Bomber	5-8		
Bf 109 G	9	Fighter	5-8		
Regt HQ					Use Pz IV or Appropriate Btn
Div HQ	8	Wheeled normal	5-9	Std	120 men in trucks

When setting up a game roll a D10 for each unit to assign the training value.

On a score of 1 - 3 use the lowest quoted value.

On a score of 4 - 7 use the median quoted value

On a score of 8 - 0 use the highest quoted value.

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