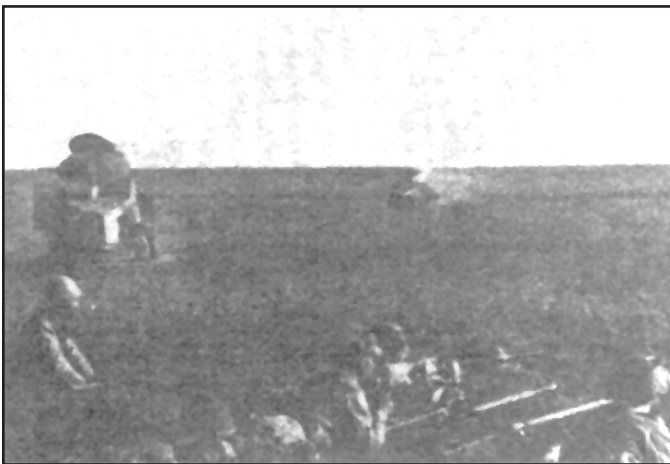


TACTIQUES PBDYO

PLATOON BASED DESIGN YOUR OWN



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FOREWORD.

The Chapter H scenario creation procedure provides an attractive alternative to the standard scenarios. Many options modify the feel of the game. Among them are ignorance of the opponents OB, the possibility to purchase vehicles rarely used in standard scenarios and the setup of unusual board configurations; all add a lot of spice to the game. However, while many players have tried DYO, very few regularly practice the official DYO system, and for several reasons: the Chapter H system only deals with a units purchase and totally forgets terrain generation and Victory Conditions, it doesn't allow a flexible reinforcement schedule with variable unit costs. These aspects were partially covered in The General magazine (vol. 24-1) with an article from Greg Schmittgens and Charles Kibler. But this article doesn't cover Desert or PTO. Moreover, this article only fills some DYO rule holes, when some system modifications seem necessary. One of the major flaws we see in the DYO system is Rarity Factor management. To submit the vehicle purchase possibility to a DR, when its rarity is often an efficacy criterion, introduces huge balance problems. Besides, the historical aspects of the scenario generated are not taken into account. What player is going to purchase T-26s or BTs in 1941, when he may purchase T34s, totally indestructible by German AT weapons? Besides, the player purchases single units and may build any mixture — for example, a single Tiger along with StugIIIs — and this way create totally ahistorical tactical formations. That's why Tactiques offers you a new scenario generation system. It will not be published in a single issue, but as the publication of new operation theater purchase lists become available. Most of the time these lists correspond to the historical study article of the Tactiques issue, such as for the later war German and Russian lists published in this issue, as well for both lists published in Tactiques #7. We will also regularly provide PBDYO scenario using these lists (*Laurent Cunin: unfortunately, Tactiques magazine died before all these promises could take effect; only 7 lists and 4 scenarios were published.*)

0. INTRODUCTION.

In order to not confuse those who are already used to the DYO system, the purchase sequence remains identical to that of Chapter H. However, some steps were deleted and others were added. The second section, which deals with the OB purchase, is similar in sequence to chapter H. Section 1 deals with the PBDYO scenario format description. It is more natural to start the procedure with this description. However, the players that want to build their own scenarios by player consensus, while deciding the amount of Purchase Points, the Terrain and Victory Conditions, as in the Chapter H system, may start directly with Section 2.

The PBDYO system is built on two types of items. The first are purchase lists of infantry or vehicle platoons and artillery battery and modules, while respecting a unit organization's historical authenticity, an operation's theater and war period. The second are PBDYO scenarios that offer a battlefield with a Terrain configuration, Victory Conditions, and Scenario Purchase Points to be expended on a given purchase list. The choice was made to

fix most of the scenario parameters except the OB, allowing for the design of some historically accurate scenarios while placing the player in the role of a division leader that must allocate a part of his available troops to fulfill a particular mission. Only the unit purchase (the most interesting part of DYO) is fully modifiable, within the limits of the given lists. The players that prefer to fully use the Chapter H DYO system can still refer to the previously cited article. In the future, we will publish a similar system covering all Theaters of Operation. (*LC: Tactiques disappeared before even giving any explanation about this future new system.*)

0.1 GLOSSARY

Some new acronyms and expressions are introduced in these rules and are listed and explained below:

- ALG:** Armor Leader Generation number: Used to determine the number of Leaders received in the use of the purchase list.
- BB:** Base Budget; amount of scenario SPP before any modifications.
- FRH:** Fraction Rounded Half, Fraction rounded to the nearest 0.5. [*Ex.: 1.3 is rounded to 1.5, 2.6 is rounded to 2.5. FRH is used to round the SPP of each unit group purchased*] (See 1.3, 2.13 and 2.6)
- FSE#:** Friendly Squad Equivalent number. Used to determine the number of Leaders and the allocation of the Leaders to the different RMs.
- LG:** Leader Generation number: Used to determine the number of Leaders received in the use of the purchase list.
- PBDYO:** Acronym for Platoon Based Design Your Own.
- PG:** Platoon-type Group. Elementary unit group that can be purchased on a purchase list.
- RM:** Acronym of Reinforcement Module. Group of PG that enter play on a specific Turn.
- SPP:** Scenario Purchase Points, used to purchase unit platoons.

1. PBDYO SCENARIOS.

A PBDYO Scenario is basically very close to a standard scenario in its layout and content. A minimal and compulsory set of parameters are present: the Terrain, the Victory Conditions, the balance, the number of Turns, the SAN and ELR of each side (base values and maximum values), the number of SPP available for each side, the list(s) to be used, the percentage of SPP that can be allocated to reinforcements and the Special Rules. Other optional parameters may be present also, such as the units of a fixed part of the OB freely given to one or both sides.

1.1 TERRAIN.

A PBDYO Scenario defines the Terrain in the same manner as a standard scenario, with a Board Configuration. Some Terrain special rules like Overlays and/or Terrain changes can be defined. SSRs are located at the bottom of the scenarios.

1.2. VICTORY CONDITIONS.

Generally, several Victory Conditions are offered. The affected player secretly notes one of them¹. The game victory will be achieved if the Victory Conditions are achieved at the time indicated by it. Otherwise, the Opponent will win.

1.3. BALANCE.

A Balance Level is offered for each side to balance play between players of different skills or in the case where both players want to play the same side. This balance is generally composed of an SPP increase of 5% (FRH). The players that want to have more than one balance level in order to use ABS (Australian Balancing System) may simply create the additional Balance Levels by increasing the balance by 5% steps for each side. Classic ABS has 3 levels of balance for each side; they will then become SPP increases of respectively 5%, 10% and 15%. If a Balance Level is used, then its SPP modification is made before any other SPP modification.

1.4 TURN ROSTER.

A PBDYO Scenario has a Turn Roster like a standard scenario. The Turns when the reinforcements enter are not defined on the Turn Roster, but are freely decided by each player. Printed to the left of the Turn Roster are the usual indications for the side that sets up first and the side that moves first.

1.5 SAN AND ELR.

Two SAN values are given for each side in a PBDYO scenario. The underlined value is the base value. This base value is usually 2. The other value is the maximum value the SAN may reach if the player expends the appropriate SPPs (See 2.3) [*EX: {2-4} means that the base value of the SAN is 2, but that the player may expend SPPs to increase it to 3 or 4*]. Two ELR values are also given for each side. The underlined value is the base value. This value can be increased (usually by 1, See 2.4).

1.6 SPP.

Each Purchase Group cost is given in SPPs. A PBDYO Scenario gives a Base Budget (BB) for each side in SPPs. Use of a balance level (See 1.3) or the setup of reinforcements (See 1.7 & 2.6) can modify this value.

1.7 REINFORCEMENTS.

A portion of the SPPs may be allocated as reinforcements. The maximum percentage of SPPs that may be used for this is dependent on the sides' nationality, the tactical situation (defense or attack) and the period of the war. This percentage is noted as the scenario %R. The scenario tactical situations play a role in this value definition (a powerful counterattack, for example, will lead to a high %R). Depending on the scenario, a minimum %R may also be defined; when this occurs, two %R, separated with a - are printed on the scenario [*EX: 20%-50% means that the player MUST allocate a minimum of 20% of its BB to the purchase of reinforcement PGs, and not more than 50%*]. See 2.6 for the mechanism of this % R use.

1.8 PURCHASE LISTS.

The PBDYO Scenario indicates for each side the usable(s) purchase lists. A title, a period and a Division category identify a list. See 2.1 for the mechanism of multiple list purchases.

1.9 FREE OB.

A small, free OB can be given to one or both sides. This OB corresponds to one or more PGs of the purchase list. The free OB counters are grouped by PGs to make the PG identification easier. The cost of this free OB must not be deducted from the Base Budget; it is a bonus. But the OB PG(s) are used to determine the purchase conditions (See 2.14).

1.10. SSR.

A PBDYO Scenario necessarily defines the following elements in the SSR section:

- EC
- Wind
- Weather, since Air Support is modified by it
- Setup Location and Level for OBA Offboard Observers
- Entry Areas for reinforcement (per Turn)

As in standard scenarios, other SSRs may be added for some particular tactics or to give a particular feeling to the scenario. The purchase conditions and purchase list rules/notes may also be changed by SSR.

2. OB PURCHASE.

Once the BB of SPPs and the Terrain and Victory Conditions have been defined (by the scenario or by common agreement), the players may purchase their OB. This purchase is secret and the players have no way to know the type of units their opponent will choose and must decide their purchase accordingly. The OB purchase is made on a single or multiple list(s). Each list defines a set of Platoon-type Groups. A PG can be a Platoon, a Battery, an OBA Module or even Air Support.

2.1. PURCHASE LISTS.

The Purchase Lists describe for each Division unit type (Infantry Division, Armored Division, etc), the available Groups (PG) according to the time frame and nationality of the list chosen. The Purchase Group is defined by an identifier, a unit composition, a purchase cost and a purchase condition. This purchase condition is given for each Division Type and is an expression of the relative proportion of the Group type in the Division described. Each list also defines a Leader Generation (LG, see 2.12 and 2.62) and an Armor Leader Generation (ALG, see 2.22 and 2.63). A scenario may possibly offer to the player the ability to purchase on more than one list. In this case, the player must first spread his available SPPs among the different lists. Once this is done, the purchases are processed independently on each list: it is not possible to use Groups purchased in one list to satisfy the purchase conditions of another list.

2.11. IDENTIFIER.

A letter and a number identify each PG. The 7 PG types are:

- Air Support PG: identified by P
- Infantry Platoon PG: identified by I
- Gun Battery PG: identified by G
- AFV Platoon PG: identified by A
- SP artillery Platoon PG: identified by S
- OBA module PG: identified by O
- Unarmored and Unarmed Vehicle PG: identified by T

The number following the letter is used to identify the different PGs of that same type.

2.12. COMPOSITION.

The composition of each PG is indicated on the Purchase List. Each counter is followed by a number indicating the number of this kind of unit in the PG. If some units are grouped together, the number applies to each unit of the group. In some type “I” PGs, a white number printed in a small black circle superscript to an SW counter. This number is the SW availability number and gives the number of same type PGs that must be bought to receive one of this SW [EX: A player purchasing 3 I4 PGs of the Volksturm, East Front 1945 German list, will receive 1 LMG]. If the player purchases more than one PG type with the same SW marked with different availability numbers, then only the higher of these numbers applies. [EX: A player purchasing an I2 PG and an I3 PG on the Infantry Division, Tunisia 11/42-5/43 French list, is not sufficient to receive a LMG, even if the I3 PG LMG availability number is 2, since the I2 PG LMG availability number is 3].

Some PGs propose different type of units, separated with a “/”. The player has to choose one of the proposed unit-type-1/ unit-type-2 groups. 2.14 applies to a PG and not to a unit type in a PG. Cost and purchase condition may be different according to the type of unit chosen in the PG and are then separated with a “/”. [EX: SS Division, East Front 1945 German list, the player must purchase 5 x PG I1 to purchase the StuG type of PG A11, but 6 x PG I1 to purchase the Hetzer type of the same PG. To purchase both StuG and Hetzer (2 x PG A11 with different type), the player would need to purchase 11 x PG I1.]

2.13. PURCHASE GROUP COST.

Each PG has a purchase cost² printed to the right of the group composition. The player is free to cancel some purchases and make new ones to maximize his SPP use, as long as the purchase conditions are met.

The PG cost may be modified in the following ways:

- The player doesn’t satisfy the purchasing conditions for one or more of the PGs he wants to buy (See 2.14). He may still purchase those PGs, but at a cost increased by 50% (FRH) [EX: The German player want to buy a PzJg III/IV PG on the SS Division, East Front 1945 German list, he doesn't satisfy the purchase condition since he has not purchased enough infantry. He may still buy this PG, but at the cost of 10.5 SPP x 1.5 = 15.75 (FRH) = 16 SPP].

- An O (OBA) PG is normally purchased with Normal Ammunition. This PG can be purchased with Plentiful Ammo by increasing its cost by 20% (FRH) and with Scarce Ammo by decreasing its cost by 20% (FRH).

2.14. PURCHASE CONDITIONS.

The player is free to make his purchase choices. However, some PGs can be purchased only if some other PGs are purchased also [EX: by paying extra costs, see 2.13]. The purchase conditions of a PG are specific to this PG and to the list it is purchased on. These conditions are historically based on the list division type organization. These conditions are indicated by a special notation given below (NB: the PG identifications are given in a generic way Xn, Ym, Zk, etc):

NA: Purchase not allowed. The PG is not available in the list. This may not be purchased even by increasing its cost by 50%.

—: No conditions. Any number of this PG may be purchased.

N x Xn: This purchase is conditioned upon the purchase of N exemplar of PG Xn. This condition is for each PG purchased. [EX: Volksturm, East Front 1945 German list, 1 I7 PG may be purchased for each group of 4 PG I3. To buy 2 PG I7, 8 PG I3 are needed]. This constraint isn’t cumulative with other PG purchase conditions. [EX: same list, G1 needs 4 x I1 to be purchased, A12 needs 5 x I1. If 5 PG I1 are bought, both PG G1 and A12 may be purchased]. See also 2.13.

N x (Xn + Ym +): The purchase of this PG is conditioned upon the purchase of N PG items bought among PG types Xn, Ym, etc. This constraint is for each PG purchased and is not cumulative with other PG purchase conditions. See also 2.13.

N x Xn:m or N x Xn:Xm: The purchase of this PG is conditioned upon the purchase of N PG items bought among PG types Xn to Xm. This constraint is for each PG purchased and is not cumulative with other PG purchase conditions. See also 2.13

2.2 PURCHASE OF THE PG GROUPS.

The PGs are purchased while respecting the conditions of 2.14. These conditions are standard [EX: 2.13] and apply to all purchased PGs, including reinforcements. Even if some PGs belong to reinforcements and will enter later in the game, they are bought at the same time as the PGs that setup on board or enter earlier in the game. The purchase conditions include all PGs purchased. All PGs purchased, either for initial setup or reinforcements, can be used to achieve the purchase conditions of other PGs, for initial setup or for reinforcements.

2.21 PG TYPE I DISTINCTIVE FEATURES.

There are two types of type I PGs; some have some purchase conditions and some have none (–). The PGs without purchase conditions are generally basic infantry platoons whose number is only limited by the amount of SPPs. The PGs requiring purchase conditions are troops dedicated to a particular task (*Assault Engineers for example*) or troops whose availability is limited. Some Infantry PGs are identified with Squad or Half-squad counters without Strength Factors. The Strength Factors of these Squads/HS depends on the purchase list and the purchase cost varies in function of the list. List special notes then give the Strength Factors.

2.211 SW ALLOCATION.

The Chapter H procedure is not used. Each PG group has its own SW(s) indicated (See also 2.12). Those SW must setup/enter with a unit of its PG (or one of the PG whose purchase is required to receive that SW).

2.212 LEADERS ALLOCATION.

The Leaders are not purchased but allocated. Their number is determined by the Friendly Squad Equivalent number (FSE#), which is calculated as below:

FSE# = (Number of elite squad-equivalent [EXC: Crews, Leaders]) x 1.3 + (Number of 1st and 2nd Line Squad equivalent) + (Number of Green and Conscript Squad equivalent) x .75.

This FSE# is then divided by the Leader Generation number (LG). The standard DYO LG is not used; each Purchase list specifies its own LG.

The FSE# rounded down gives the number of Leaders received by the player. If the FSE# rounded down is different from the FSE#, then a 7-0 Leader is added to the player OB (an 8-0 for the Finns or the Japanese). This calculation is made once for all squads purchased by the player, either for initial setup/entry or reinforcements (See also 2.62).

The Leaders quality is determined as follow. The number of each type of Leaders received should satisfy the condition: Number of 8-0 > Number of 8-1 > Number of 9-1 > Number of 9-2, etc. (For the Finns and Japanese: Number of 8-0 > Number of 9-0 > Number of 9-1, etc.). When all the Leaders have been determined according to this rule, ONE 8-0 is exchanged for a Leader whose grade is immediately superior to the grade of the best Leader already received [EX: the player received 6 Leaders: 3 x 8-0, 2 x 8-1 and 1 9-1. Then an 8-0 is exchanged for a 9-2].

2.22 PG TYPE A DISTINCTIVE FEATURES.

The player adds the sum of all the AFV from PG type A without a printed PP capacity. He then divides this number by the Armor Leader Generation number (ALG). The result rounded down gives the number of Armor Leaders received. The quality of the Armor Leaders received is then determined the same way, and should satisfy the condition Number of AL 8-1 > Number of AL 9-1 > Number of AL 9-2 > Number of AL 10-2. At the end of this process, an AL 8-1 is exchanged for an Armor Leader whose grade is immediately superior to the grade of the best Armor Leader received. This calculation is made once for all AFVs received, either for onboard setup/entry or for reinforcements. See also 2.63. When the player assigns his Armors Leaders to his AFVs, he may not assign more than one Armor Leader per PG and must respect the conditions of 2.63. [EX: The German side purchases 1 Panther PG (A5) on the SS Division, East Front 1945 German list, and 7 other AFV PGs. He receives 3 Armor Leaders, 2 x 8-1, 1 x 9-1; one of the 8-1 is then exchanged for a 9-2. Only one of them may be assigned to a Panther, the two others must be assigned to other AFVs from two other PGs].

2.23 PG TYPE O DISTINCTIVE FEATURES.

The Player is limited to purchasing 1 OBA Module if his Base Budget is < 50 SPP and to 2 OBA Modules if his BB > 50 SPP. An O PG is a standard OBA module with Normal Ammunition. The following capabilities may be added to the O PG with the indicated increased cost in SPP:

Plentiful Ammo	+20%
Scarce Ammo	-20%
Pre-Registered Hex (each, 2 max)	2 SPP
OP Tank	As per the list cost
Offboard Observer	1 SPP
Observation Plane	2.5 SPC*
Creeping Barrage	+100%
Creeping Barrage with Conversion	+150%*

*NA before 1943. NA for OBA modules < 100+mm (80+mm for British). NA for Rocket OBA.

If a PG O is purchased with supplemental capabilities, they must all be bought at the time. [EX: It is not possible to buy an O PG and to add some capabilities with reinforcement SPPs].

2.24 PG TYPE P DISTINCTIVE FEATURES.

The number of planes in a P PG is not random. It is indicated in the purchase list. On the other end, the number of Game Turns before the planes are automatically recalled is limited to 15% (FRD) of the total Player Turns for the scenario. [EX: in a 7.5 Turn scenario (15 player turns), the Planes will be recalled after 2 Turns of presence on the playing area]. The Entry Turn and Bomb availability (but not Plane availability) are determined by E7.1-.2 (See also 2.61).

2.3. SAN.

The Basic SAN for each side is normally 2, and can be increased up to the maximum value indicated in the PBDYO scenario (See 1.5). The cost of increasing the SAN by +1 is 1 SPP. A SAN increase may not be purchased with reinforcement SPPs.

2.4. ELR.

The default ELR is given in the PBDYO scenario (See 1.5). It can be increased up to the maximum ELR value indicated in the scenario (generally 1 over the default ELR). Each +1 ELR increase cost in SPPs is 20% of the Base Budget (FRD). An ELR increase may not be purchased with reinforcement SPPs.

2.5. FORTIFICATIONS.

A Player that may set up part or all of his OB on board may purchase Fortifications. This purchase is done with Fortification Purchase Points (FPP). A Module of 10 FPP costs 1 SPP. The cost of the different types of Fortifications is given below:

Type	FPP
Foxhole	3 (3S fox) / 2 (2S fox) / 1 (1S fox)
Trench	7 ¹ (21 for an AT Ditch)
AP Mine	1 ^a per IFT Factor
AT Mine	3 ^a per Factor (Daisy Chains included)
Roadblock	12 (maximum 3 per board)
Wire	5 ^a
Pillbox	(Capacity+CA DRM+NCA DRM)x3 ¹
Fortified Building/Tunnel ¹	25 (per Location)
HIP	4 (Squads) / 3 (HS) / 2 (SMC)*
?	2 ¹
Booby trap	10 (A) / 20 (B) / 30 (C)
Set DC	12 ^a
Panji	2 per hexside
Cave	20 (Pre 1944) / 10 (44-45)
Tetrahedron	3

j: The cost of these Fortifications is divided by 2 (FRU) for the Japanese [EXC: AT-Ditch], G1.633.

n: The cost of these Fortifications is increased by 50% (FRU) for the Japanese [EXC: Daisy Chains], G1.663.

***:** The HIP purchase is limited to 10% (FRU) of the total amount of Infantry Squads that setup onboard. All SW/SMC that setup with a HIP squad gain a free HIP.

▲: Only if the players purchased an I PG that received a DC. The PG must setup on board. This DC may be possessed by any squad; it must set up HIP in any Building / Rubble / Bridge / Pillbox / Trench Location in the purchaser's setup area.

The purchase of fortifications is subject to the following limitations:

- A Player may not expend more than 15% (FRU) of his Base Budget in Fortification modules.
- A Player may not expend more than 20% of his FPPs in mine Factors.
- Fortifications may not be purchased as part of reinforcements [EXC: Daisy Chains].

2.6. REINFORCEMENTS.

Each Player may allocate a part of his SPPs to purchase reinforcements, within the limits of 1.7. As with all purchase manipulations, the allocation of SPPs for each Turn is made secretly. The player secretly notes the Turns scheduled for reinforcements and allocates a certain amount of SPP to each of these Turns. The Reinforcements may not enter before the scheduled Turn(s) [EXC: 2.64], but may enter any Turn after if he wants. The only restriction being that all the units of a given RM must enter on the same Turn. The number of SPPs allocated to a Turn is called a Reinforcement Module (RM). The player may create as many RMs as he wants, the only limit being the number of turns of the

scenario. Each RM gets a SPP bonus, calculated as a result of the scheduled entry Turn and of the scenario length. This bonus is given in the Table below in a form of a SPP multiplication factor (FRH). The Length of the scenario is the number of *Player Turns* for the side that makes the purchases [EX: in a 7.5 Turn scenario, this length is 8 for the attacker and 7 for the defender]. The number of final SPP for a given RM is then calculated by multiplying the number of allocated SPP by the multiplication factor given in the table (FRH). This table can easily be extended: The multiplication factor is simply given by dividing the Player Turn Length by the number of Game Turns the reinforcements will be playing.

[EX: In a 8.5 turn PBDYO scenario, the German is the Defender. He has a Base Budget of 80 SPP. He decides to allocate 20 SPP for a RM on Turn 4 and 20 others for a RM on Turn 5. Since he is the Defender, he has only 8 Player Turn (Length of the scenario). Thus the table allows him to calculate his SPP for each RM: 20×1.6 (FRH) = 32 SPP for the Turn 4 RM and $20 \times 2 = 40$ SPP for the Turn 5 RM]

Length	Entry Turn											
	2	3	4	5	6	7	8	9	10	11	12	
6	1.2	1.5	2	-	-	-	-	-	-	-	-	-
7	1.2	1.4	1.7	2.3	-	-	-	-	-	-	-	-
8	1.1	1.3	1.6	2	2.6	-	-	-	-	-	-	-
9	1.1	1.3	1.5	1.8	2.3	3	-	-	-	-	-	-
10	1.1	1.3	1.5	1.7	2	2.5	3.3	-	-	-	-	-
11	1.1	1.2	1.4	1.6	1.8	2.2	2.7	3.6	-	-	-	-
12	1.1	1.2	1.3	1.5	1.7	2	2.4	3	4	-	-	-
13	1.1	1.2	1.3	1.4	1.6	1.9	2.2	2.6	3.3	4.3	-	-
14	1.1	1.2	1.3	1.4	1.6	1.8	2	2.3	2.8	3.5	4.7	-

2.61 "P" PG REINFORCEMENTS.

A Plane PG purchased as reinforcements in a RM receives a drm to its entry dr. This drm value is +(T-1), T being the Turn of entry of the RM [EX: a Stormovik PG is purchased with a RM scheduled to enter on Turn 4, the entry dr is then modified by a +3 drm].

2.62 "I" REINFORCEMENT PG LEADERS.

Even if the total number of leaders received is globally calculated for all PGs purchased, the Leaders assigned to the different PGs in the different RMs is subject to the following rules:

- There's no minimum limit to the number of Leaders in a given RM.
- The maximum number of Leaders that can be assigned to PGs in a single RM is equal to the FSE# (See 2.212) of the RM divided by the list LG [EX: a German RM consists of 7 Elite Squads for the infantry, the RM FSE# is then 9. The list LG is 4. The maximum number of leaders that can be assigned to this RM is $9/4$ (FRU) = 3].

The player is totally free to choose among his OB which leaders will be attributed to each RM, as long as the number of them assigned to each RM follows the above rules.

2.63 “A” REINFORCEMENT PG LEADERS.

Even if the number of Armor Leaders received for the “A” PGs is globally calculated for all the “A” PGs purchased, the Armor Leaders assigned to the different PGs in the different RMs is subject to the following rules:

- There’s no minimum limit to the number of Armor Leaders in a given RM.
- The maximum number of Armor Leaders that can be assigned to PGs in a single RM is equal to the number of AFVs with no printed PP capacity in the RM divided by the ALG of the list (FRU) [EX: a German RM consist of 5 PzIV for the AFVs. The list ALG is 7. The maximum number of Armor Leaders that can be assigned to this RM is $5/7$ (FRU) = 1].

The player is totally free to choose among his OB which Armor Leaders will be assigned to each RM, as long as the number of them assigned to each RM follows the above rules.

2.64 REINFORCEMENT MODULE RANDOM ENTRY.

For each of his RM, the player may decide if he wants to enter it normally on/after the scheduled entry Turn or in a random way. This option is free and doesn’t need to be purchased. This random entry may allow the RM to enter one turn before its scheduled entry, but may also penalize the player by making the RM enter 1 turn after the scheduled entry.

This random entry functions as follow: 1 Turn before the scheduled entry (and the next 2 Turns if the RM hasn’t entered yet), the RM-owning-player rolls a dr at beginning of his RPh. If the dr is (to the number indicated below, the RM may setup offboard and enter this turn.

1 Turn before	Scheduled Turn	1 Turn after
2	3	6

The player may refuse to enter the RM if the dr allows him to do so and may elect to continue to roll a dr on the successive Turns, but he may never come back to a determined entry Turn [EX: A Player has an RM scheduled for a random entry on turn 4. If the Turn 3 dr allows him to enter his RM, he may elect to instead wait and roll again on Turn 4, but then if the dr forbids the Entry, he has to wait for the Turn 5 to be able to enter his RM].

¹ This is not an obligation. But to preserve the “Fog of War” inherent in the DYO, it is better that the defender ignore the Victory Condition noted by his opponent.

² The Standard ALSRB DYO purchase costs have not been retained since the manipulation of large numbers for the PGs and RMs SPP allocation would have been too painful.
The actual cost of a PG is calculated by dividing the total chapter H PPV cost by 10 (FRH).
Players wanting to use the Chapter H standard DYO rules with the Tactiques PBDYO scenarios just have to multiply the Base Budget by 10 to obtain the number of available PPV for the scenario.

We at Coastal Fortress would like to thank Laurent Cunin for his invaluable help in the translation and presentation of this material. Without his expert advice and critical eye, this project would not have happened.

In spite of this, errors and omissions are sure to creep into any document of this length and complexity. Any errors are purely the realm of Coastal Fortress, and do not reflect the hard work any others may have rendered during this process. We take full responsibility for any confusion resulting from this document and the information contained herein.

Any questions or comments regarding the information in this document should be directed to: coastalfortress@thegame.com

TACTIQUES PBDYO: TUNISIA (11/42-5/43)-FRENCH PURCHASE LISTS

PRESENTED BY



ID	Composition[Chapter H]	(LG,ALG [ALG for US AFV]) <u>Type</u>	<u>Cost</u>	(6,10 [12]) <u>Infantry</u>	(6,8 [12]) <u>RCA</u>	6,9 [12]) <u>Legion</u>
I1	4-4-7 x3 + LMGⓈ x1 + 60MTRⓈ x1	Infantry Platoon	2.5	–	NA	NA
I2	4-5-8 x3 + LMGⓈ x1 + 60MTRⓈ x1	Elite Infantry Platoon ^l	4	3 x I1	–	–
I3	Sidecar x3 + 4-5-8 x3 + LMGⓈ x1 [See D15]	Moto Platoon ^l	7	NA	–	4 x I2
I4	HS x4 + HMG x1 + MMG x3	MG Platoon ^{1L}	5/5.5	4 x I1:2	5 x I2:3	4 x I2
I5	4-5-8 x3	Sapper Section ^{2L}	5.5	6 x I1:2	6 x I2:3	6 x I2
G1	MTR81*[3] x2 + 2-2-8 x2	Mortar Section	5.5	5 x I1:2	NA	6 x I2
G2	INF 37*[8] x3 + 2-2-8 x3	Light Inf. Gun Platoon	7.5	6 x I1:2	NA	6 x I2
G3	INF65*[9] x2 + 2-2-8 x2	Medium Inf. Gun Platoon	4.5	7 x I1:2	NA	7 x I2
G4	AT25LL[5] x2 + 2-2-8 x2	Light AT Gun Platoon 1 ^a	5	6 x I1:2	6 x I2:3	6 x I2
G5	AT*47L[6] x2 + 2-2-8 x2	Medium AT Gun Platoon 1 ^a	5.5	6 x I1:2	6 x I2:3	6 x I2
G6	ART75[11] x2 + 2-2-8 x2	Heavy AT Gun Platoon ^a	6.5	6 x I1:2	6 x I2:3	6 x I2
G7	AT40L[Brit.5] x2 + 2-2-8 x2	Light AT Gun Platoon 2 ^b	6	6 x I1:2	6 x I2:3	6 x I2
G8	AT*57L[Brit.6] x2 + 2-2-8 x2	Medium AT Gun Platoon 2 ^b	7	6 x I1:2	6 x I2:3	6 x I2
G9	ART75*[10] x2 + 2-2-8 x2	Artillery Platoon	4.5	7 x I1:2	NA	7 x I2
G10	AA*12.7[18] x2 + 2-2-8 x2	Light AA Gun Section 1 ^c	5.5	8 x I1:2	8 x I2:3	8 x I2
G11	AA20L[19] x2 + 2-2-8 x2	Light AA Gun Section 2 ^c	6	8 x I1:2	8 x I2:3	8 x I2
G12	AA25LL[20] x2 + 2-2-8 x2	Light AA Gun Platoon ^c	5	8 x I1:2	8 x I2:3	8 x I2
G13	AA*75L[21] x2 + 2-2-8 x2	Heavy AA Gun Platoon	5.5	10 x I1:2	10 x I2:3	10 x I2
A1	M3A1 LT[Am.3] x5	Light Tank Platoon ^u	22.5	5 x I1:2	5 x I2:3	5 x I2
A2	D1[10] x5	Medium Tank Platoon 1 ^d	13.5	NA	3 x I2:3	NA
A3	S35[12] x5	Medium Tank Platoon 2 ^{e,s}	16	NA	4 x I2:3	NA
A4	Valentine V(b)[14] x5	Medium Tank Platoon 3 ^e	21.5	NA	3 x I2:3	NA
A5	M3 GMC HT[Am.34] x4	Tank Destroyer Platoon ^u	21	4 x I1:2	4 x I2:3	4 x I2
A6	AMD 20 cv TOE[16] x2	Armored Car Section 1	5	NA	2 x I2:3	NA
A7	AMD 50 AM[17] x2	Armored Car Section 2	4.5	NA	1 x I2:3	NA
A8	AMD 80 AM[17] x2	Armored Car Section 3	6	NA	3 x I2:3	NA
A9	White ACa[17] x2	Armored Car Section 4	4	NA	NA	2 x I3
A10	AMC 29[24] x2	Armored Car Section 5	4	NA	3 x I2:3	NA
S1	AC de 75 mle 97[20] x2	SP Artillery Platoon	8	7 x I1:2	7 x I2:3	7 x I2
S2	Cam de Mit. CA[21] x2	SP Light AA Platoon 1 ^c	5	6 x I1:2	6 x I2:3	6 x I2
S3	Cam. de 13.2 CAJ[21] x2	SP Light AA Platoon 2 ^c	7.5	8 x I1:2	8 x I2:3	8 x I2
S4	Cam. de 20 CA[21] x2	SP Light AA Platoon 3 ^c	6	8 x I1:2	8 x I2:3	8 x I2
S5	Cam. de 25 CA[21] x2	SP Light AA Platoon 4 ^c	6.5	8 x I1:2	8 x I2:3	8 x I2
O1	60+ OBA [HE] radio and/or phone	Light Artillery OBA	3.5	7 x I1:2	7 x I2:3	7 x I2
O2	70+ OBA [HE,s] radio and/or phone	Field Artillery OBA	5	6 x I1:2	6 x I2:3	6 x I2
O3	80+ Btn Mtr OBA [HE,s] radio and/or phone	Mortar OBA	6.5	8 x I1:2	8 x I2:3	8 x I2
O4	100+ OBA [HE,s] radio and/or phone	Medium Artillery OBA	8	9 x I1:2	9 x I2:3	9 x I2
O5	150+ OBA [HE] radio and/or phone	Heavy Artillery OBA	12	10 x I1:2	10 x I2:3	10 x I2
T1	C-K P17[25] x2	Tractor Section 1	1.5	2 x G5-11	1 x G5-11	2 x G5-11
T2	Unic P107[27] x2	Tractor Section 2	2	2 x G5-11	1 x G5-11	2 x G5-11
T3	SOMUA MCG[26] x2	Tractor Section 3	2	2xG6or1xG12	1x(G6+G12)	2xG6or1xG12
T4	Renault UE[28] x2	Carrier Section	2	8 x I1:2	8 x I2:3	8 x I2
T5	Citroen 23[36] x3	Light Truck Platoon	4	6 x I1:2	3 x I2	6 x I2
T6	Renault AGR2[36] x2	Heavy Truck Platoon	3	6 x I1:2	3 x I2	6 x I2



NOTES

1. Left cost corresponds to the purchase on the **Infantry** list; HS are then 2-3-7. Right cost corresponds to the purchase on the **RCA** and **Legion** lists; HS are then 2-4-8.
2. MMC of this PG are Sappers (H1.23).
 - a,b. A player can only purchase ATG noted a OR ATG noted b, not ATG of both kind. ATG noted b can only be purchased in April and May 1943 and are used without captured use penalties.
 - c. Only one PG noted c might be purchased for a given scenario.
 - d. PGs noted d may only be purchased until March 1943 inclusive.
 - e. PGs noted e may only be purchased between April and May 1943 inclusive.
- L. Squads and Half-Squads of these PGs, if purchased on the **Legion** list, have an ELR 1 > at the scenario printed ELR for the French side and their broken ML is increased by 1. If an ELR increase is purchased, these units ELR rises accordingly.
- U. AFVs of these PGs have an American inherent vehicular crew, whose ML is 7 while inherent and which are represented by 1-2-6 in counter form.
- S. Somua have Red MP.

HISTORICAL AND DESIGN NOTES

THE AFRICAN ARMY

Equipped haphazardly, the French troops had nevertheless played an important role in the allied victory in Tunisia. Their poor motorization was even sometimes an asset when the fighting entered mountainous areas. The important variety of the weapons used gives the player an interesting choice.

I1-I5: INFANTRY

Despite its poor equipment in automatic weapons, the French infantry showed some biting fighting spirit, even if some Tabor units (Mountain light Infantry) sometimes panicked in front of the German heavy armor. (*LC Note: These units proved later in the war to be some of the most formidable units in the French OB*). The standard French company in Tunisia was made of 3 platoons of 3 squads and 2 LMG each. A MG platoon (4 MG) and a MTR platoon (2 81 MTRs) provided the fire support. A Battalion was made of 3 companies. The Tabor units were more lightly equipped.

G1-G13: ARTILLERY

The guns used by the French artillery were totally outdated, except for the 47mm Anti-Tank guns and some Anti-Aircraft guns. The standard 75mm infantry gun, also often used as Anti-Tank showed its limits in the face of the PzIVG and the Tigers.

The lack of 81mm MTR for the **RCA** troops was caused by supply problems. The limited access to AA weapons was also caused by limited weapon stock. British Anti-Tank guns were delivered to the French troops in March 1942 and saw action before the German surrender.

A1-A5: TANKS AND TDS.

The available D1 tanks did not see much action. S35 and Valentines had been engaged in the Pont-du-Fahs sector. The Tanks and Tank Destroyers had been only used by the **RCA**s. A small number of FT17 were used: some were deployed around the Faid village when the Germans attacked the passages with PzIIIM and PzIVG.

During the whole Tunisia campaign, American tank and TD units provided direct support to the French troops. These American units succeeded in compensating for the French lack of armored support, even if their armament wasn't a big match for the German armor. The 75mm gun of the M3 GMC wasn't a big threat to the Tigers.

A6-A10: ARMORED CARS.

The French deployed a big variety of armored cars, each one more ancient than before. The **RCA** and **REC** used them all.

O1-O5: OFFBOARD ARTILLERY

The French Artillery in Africa was the direct descendant of the French Artillery of 1940. The transportation of material had not been upgraded and access to it from the field was somewhat difficult. Moreover, it was much less numerous than it was in 1940 (because of the armistice limitations). The vast majority of the guns used were 75mm ART (both field and mountain guns). The lack of tractors was often a problem in face of the enemy mobility. Nevertheless, this poor artillery played an important role in many occasions and took its toll on the enemy..

PG O1 represents the 65mm mountain guns. The rarity of O3, O4 and O5 is a result of supply problems and lack of good transportation.

T1-T6: TRUCKS

The African army was an infantry army. Trucks, light trucks and tractor were scarce even in the **RCA**, supposedly 100% motorized. The artillery was mostly horse-drawn. The mountain guns, easily dismantled, were nevertheless highly appreciated when they had to be carried up front across the harsh terrain of the mountains.

List Designer: Philippe Naud

TACTIQUES PBDYO: TUNISIA (11/42-5/43)-ITALIAN PURCHASE LISTS



ID	Composition[Chapter H]	(LG,ALG) Type	Cost	(6.5,13) Fanteria	(6.5,12) Superga	(6,10) Bersaglieri	(5.5,12) Elite
P1	FB39 x3	FB39 ¹	10	1	1	1	1
I1	3-4-6 x3 + LMG x1 + LMGⓈ x1	Infantry Platoon	1.5	_	NA	NA	NA
I2	3-4-7 x3 + LMG x1 + LMGⓈ x1	Bersaglieri Platoon	2	NA	NA	_	NA
I3	4-4-7 x3 + LMGⓈ x1	Elite Inf. Platoon ³	2.5	3 x I1	_	2 x I2	_
I4	2-4-7 x3 + MTR45 x3	Mortar Squad	1.5	NA	3xI3	NA	NA
I5	HS x2 + ATR x2	ATR Squad ³	1/1.52	2 x (I1+I3)	6 x I3	2 x I2:3	3 x I3
I6	HS x4 + HMG x1 + MMG x1	MG Platoon ³	4.5/52	3 x (I1+I3)	3 x I3	3 x I2:3	4 x I3
I7	4-4-7 x3 + DC x3	Assault Engineer Platoon ^{3,4}	5	5 x (I1+I3)	4 x I3	5 x I2:3	3 x I3
I8	2-4-7 x6 + FT x6	FT Section ^{3,4}	6	6 x (I1+I3)	4 x I3	6 x I2:3	5 x I3
I9	4-4-7 x3	Sapper Platoon ^{3,5}	4	5 x (I1+I3)	4 x I3	5 x I2:3	4 x I3
G1	MTR81[2] x3 + 2-2-7 x3	Mortar Platoon	8.5	5 x (I1+I3)	4 x I3	4 x I2:3	6 x I3
G2	AT47[5] x2 + 2-2-7 x2	Light ATG Platoon	6	4 x (I1+I3)	4 x I3	4 x I2:3	5 x I3
G3	INF65*[6] x2 + 2-2-7 x2	Infantry Gun Platoon	4	6 x (I1+I3)	NA	NA	NA
G4	ART75*(75/27)[9] x2 + 2-2-7 x2	Artillery Platoon 1	5	8 x (I1+I3)	NA	NA	NA
G5	ART75*(75/18)[10] x2 + 2-2-7 x2	Artillery Platoon 2	6	8 x (I1+I3)	8 x I3	8 x I2:3	NA
G6	AA20L[17] x2 + 2-2-7 x2	Light AA Gun Platoon	5	7 x (I1+I3)	7 x I3	6 x I2:3	8 x I3
G7	AA75L[19] x2 + 2-2-7 x2	Heavy AA Gun Platoon 1	8	10 x (I1+I3)	10 x I3	12 x I2:3	12 x I3
G8	AA88L[Ger.30] x2 + 2-2-7 x2	Heavy AA Gun Platoon 2	11	12 x (I1+I3)	12 x I3	NA	14 x I3
A1	L6/40[6] x4	Light Tank Platoon	11	NA	NA	4 x I2:3	NA
A2	M14/41[9] x4	Medium Tank Platoon	14.5	NA	NA	3 x I2:3	NA
A3	SMV M41 75/18[12] x4	Assault Gun Battery	14.5	6 x (I1+I3)	5 x I3	4 x I2:3	6 x I3
A4	SMV L40 47/32[15] x4	Tank Destroyer Platoon	12	NA	4 x I3	5 x I2:3	NA
A5	AB 41[21] x4	Armored Car Platoon	12	NA	NA	4 x I2:3	NA
S1	Autoc. 67/17(b)[23] x2	SP Artillery Platoon	6	NA	NA	7 x I2:3	NA
S2	Autoc. 20/65(b)[23] x2	SP Light AA Platoon	6	7 x I3	7 x I3	6 x I2:3	7 x I3
S3	Autoc. 90/53[24] x2	SP Heavy AA Platoon	10.5	NA	NA	8 x I2:3	NA
O1	60+ OBA [HE] radio and/or phone	Light Inf. OBA	3.5	6 x (I1+I3)	NA	7 x I2:3	NA
O2	70+ OBA [HE,s] radio and/or phone	Light OBA	5	6 x (I1+I3)	6 x I3	6 x I2:3	7 x I3
O3	80+ Btn Mtr OBA [HE,s] radio and/or phone	Mortar OBA	7.5	7 x (I1+I3)	5 x I3	6 x I2:3	8 x I3
O4	100+ OBA [HE,s] radio and/or phone	Medium Artillery OBA	8.5	8 x (I1+I3)	8 x I3	8 x I2:3	9 x I3
O5	150+ OBA [HE] radio and/or phone	Heavy Artillery OBA	12.5	9 x (I1+I3)	9 x I3	9 x I2:3	10 x I3
T1	Autocarretta[26] x2	Light Truck Section	2	1x(G1:3+G6)	1x(G1:2+G6)	1x(G1:3+G6)	1x(G1:3+G6)
T2	Autocarro L[28] x3	Medium Truck Platoon 1	3.5	4 x (I1+I3)	4 x I3	2 x I2:3	4 x I3
T3	Autocarro M[28] x3	Medium Truck Platoon 2	4	4 x (I1+I3)	4 x I3	2 x I2:3	4 x I3
T4	Autocarro P[28] x3	Heavy Truck Platoon	4.5	4 x (I1+I3)	4 x I3	2 x I2:3	4 x I3
T5	TL 37[25] x2	Light Tractor Section	2	1 x G4:5	1x G5	1 x G4:5	NA
T6	TM 40[25] x2	Medium Tractor Section	2.5	1 x G7:8	1 x G7:8	1 x G7:8	1 x G7:8



NOTES

1. Entry Turn is determined as per E7.2. Contrary to the standard PBDYO rules, the number of planes received and their bomb allotment is determined as per E7.21.
2. Left cost corresponds to the purchase on the **Fanteria** and **Bersaglieri** lists. Right cost corresponds to the purchase on the **Superga** and **Elite** lists. Corresponding HS are 1-3-6 for the **Fanteria** list, 1-3-7 for the **Bersaglieri** list and 2-4-7 for the **Superga** and **Elite** lists.
3. Squads bought on the **Elite** list have Assault Fire and Spraying Fire. Only the squads are granted these capabilities, their corresponding HS are not.
4. MMC of this PG are Assault Engineers
5. MMC of this PG are Sappers

HISTORICAL AND DESIGN NOTES

THE ITALIAN ARMY IN TUNISIA

In Tunisia, the Italian armed forces fought their last real stand. The units sent there were often of excellent quality: The *Superga* Division and later the *Centauro* Division and the paratroopers from the ADRA (*Arditi Distruttori della Regia Aeronautica* - Airforce paratrooper Engineers) Battalion were brilliant examples.

Rommel conducted an orderly withdrawal that included the part of the Italian troops that succeeded in keeping cohesion and a good fighting value like the *Trieste* Division and the *Raggruppamento Sahariano* (Motorized Saharan Group).

The Italian equipment and armament had not changed much, either in its insufficient amount nor in its poor quality. The quality of the weapons remained the most worrying problem, particularly for the Tanks and Anti-Tank guns.

P1: AERIAL SUPPORT

The Italian Fighter-Bombers suffered from a lack of firepower until the "5th Series" aircraft. The best Italian Fighter in Tunisia was the MC202 *Folgore*, and was only equipped with 2 or 4 12.7mm and 7.7mm MGs, while the *Focke Wulf* and *Lightning* used excellent 12.7mm and 13mm weapons.

I1-I9: INFANTRY

The Italian support weapons had not changed much since the beginning of the war but the machineguns (of all type) number per unit had significantly increased. The light mortars had almost totally disappeared and the troops had been supplied with a lot of A-T Rifles, not the most efficient weapon. A notable point was the relative common use of flame-throwers in the Italian Army (that first employed FT-Tanks).

3 purchase lists are presented.

The **Infantry** lists' (*Fanteria*) purpose is to represent a classic Infantry Division. The **Superga** list corresponds to the very particular status of the *Superga* Division.

Bersaglieri units had often fought remarkably, so the corresponding list gives easier access to elite platoons than for other infantry units. The **Elite** list is built to represent the paratrooper units (ADRA or *Folgore*), the marine troops of the *San Marco* Division and the diverse assault Battalions. They have easiest access to special assault platoons (I7-I9) but lack of support weapons (I5-I6).

S: SUPERGA DIVISION

Designed to assault Malta, this Division had a very peculiar organization. Each of its six Infantry Battalions had a HQ-Company directing platoons of assault Engineers with Flamethrowers, 3 Infantry companies and a Support Company. Each Infantry Company had a grenade-launcher platoon (3 45mm MTRs), 3 Infantry Platoons with 3 Squads and 3 LMG each and a MG Platoon with 4 weapons. This support weapon decentralization was fairly unique in the Italian Army

G1-G8: ARTILLERY

The most frequent heavy weapons were the 81mm MTR and the 47mm ATG. The first were often assigned to Divisional Battalion or to Regimental Companies. The 65mm Guns were scarce and even absent in the *Bersaglieri* and Paratroopers units as well in the *Superga* Division.

In the standard Infantry Division, all AT Guns, heavy MGs and Mortars were centralized in the Support Battalion (or Company). This organization was the same with the *Bersaglieri* Division, that nevertheless often used 81mm mortars at the Battalion level. The Support Company of each Battalion in the *Superga* Division were equipped with 6 81mm MTRs and 4 47mm AT-Guns. The campaign artillery was sometimes used for direct fire. *The Superga* Division and the motorized unit's artillery was equipped with the most recent Guns.

For the Anti-Aircraft artillery, the 20mm Gun was the most common. The 75mm AA-Guns were often used as AT weapons. It's probable that the Italian units also used some German 88mm AA Guns, as they did in the Desert campaign.

A1-A5: ARMORED VEHICLES.

The Italian armored vehicles were irreversibly obsolete during the Tunisia campaign. The *Centauro* Division for example saw its M14 pulverized by the American Shermans in El Guettar. After that some tanks were used as dug-in firebases.

Most of the armored vehicles were exclusively used in motorized units. The Infantry could nevertheless benefit from the *Semovente* support. The *Superga* Division included a *Battaglione Contracarro* equipped with 20 SMV da 47/32 and with 8 A-T Rifles; apparently the only A-T weapons of this unit.

Like with artillery support, the units represented by the **Elite** list had very little armored support.

No list is presented to represent the *Raggruppamento Sahariano* (equipped with very original material like armored trucks AS42 and armored tractors TL37), since this unit exclusively fought against the L force and the other Montgomery units.

S1-S3: ARMORED TRUCKS

The Autocannone da 65/17 were used by the *Giovanni Fascisti* Division, which was similar to a *Bersaglieri* unit. In the same way, the Autocannone da 90/53 was only used by mechanized units. The 20L armored truck was more common.

O1-O5: OFFBOARD ARTILLERY

The Italian artillery in Tunisia was almost always totally outnumbered and outgunned by the enemy artillery (Except for the French Artillery). The 60mm+ OBA represents the 65mm truck-mounted Infantry Guns. 80mm+ OBA was less frequent since the 80mm mortars were spread inside the Division or the Regiment, except in the *Superga* Division. Artillery guns were commonly of 75, 100 and 105 mm caliber. 149mm Guns were scarce because of production failures.

The **Elite** list is also disadvantaged, since the depicted units were dependent upon other units for artillery support.

T1-T6: TRUCKS

The Italian Army in Tunisia was reasonably motorized. This explains the low cost for these PGs.

List Designer: Philippe Naud

TACTIQUES PBDYO: EAST FRONT (1945)-GERMAN PURCHASE LISTS



ID	Composition	(LG,ALG) Type	Cost	(4,5,6) SS	(5,7) Panzer	(5,5,9) VGR	(5,5,11) Volkssturm	(5,5,9) ROA
P1	FB44 x2	FB44 ¹	10	1	1	1	1	1
I1	6-5-8 x3 + LMG x1 + PSK x1 + MMG⊗x1	SS Infantry Platoon ⁴	5.5	–	NA	NA	NA	NA
I2	5-4-8 x3 + LMG x1 + PSK x1 + MMG⊗x1	Elite Infantry Platoon ^{4,r}	5	NA	1 x I3	3 x I3	NA	3 x I3
I3	4-4-7 x3 + LMG x1	VGR Infantry Platoon ^{3,4,r}	3	NA	–	–	1 x I4	–
I4	4-3-6 x3 + LMG⊗ x1	Volkssturm Inf. Platoon ^{4,r}	2	NA	NA	–	–	–
I5	5-4-8 x3 + LMG⊗ x1	Hitlerjugend Platoon ⁴	4	NA	NA	NA	2 x I4	NA
I6	2-3-8 x6 + PSK x6	Rkpzbsch Section ^{4,r}	7.5	NA	NA	5 x I2:3	6 x (I3 + I5)	5 x I2:3
I7	HS x4 + HMG x2 + MMG x2	MG Section ^{2,4,r}	6/7	NA	5 x I3	5 x I3	4 x I3	5 x I3
I8	8-3-8 x3 + FT x6 + DCx 3	Assault Eng. Platoon ^{4,5,r}	9.5	4 x I1	6 x I2:3	7 x I2:3	8 x (I3 + I5)	7 x I2:3
I9	4-6-8 x3	Sapper Platoon ^{4,6,r}	6	5 x I1	7 x I2:3	8 x I2:3	9 x (I3 + I5)	8 x I2:3
G1	MTR81[2] x2 + 2-2-8 x2	Mortar Section	6	4 x I1	5 x I2:3	5 x I2:3	5 x I3	5 x I2:3
G2	AT37L[6] x2 + AT50L[8] x1 + 2-2-8 x3	Light ATG Platoon	9.5	NA	NA	NA	6 x I3:4	NA
G3	AT75L[10] x3 + 2-2-8 x3	Medium ATG Platoon	13	5 x I1	6 x I2:3	6 x I2:3	8 x I3:4	6 x I2:3
G4	AT88LL[12] x2 + 2-2-8 x2 / AT88LL[13] x2 + 2-2-8 x2	Heavy ATG Platoon1	13.5/10	7 x I1	8 x I2:3	8 x I2:3	NA	8 x I2:3
G5	AT120L[14] x3 + 2-2-8 x3	Heavy ATG Platoon2	9.5	NA	NA	8 x I2:3	9 x I3:4	8 x I2:3
G6	INF75*[15] x2 + 2-2-8 x2	Light Inf. Platoon	7	NA	NA	7 x I2:3	6 x I3:4	7 x I2:3
G7	INF150*[16] x2 + 2-2-8 x2	Heavy Inf. Platoon	9	6 x I1	6 x I2:3	NA	NA	NA
G8	ART75[19] x2 + 2-2-8 x2 / ART105[20] x2 + 2-2-8 x2	Artillery Platoon	6/7.5	NA / 6 x I1	NA/7xI2:3	7 x I2:3	8 x I3 / 9 x I3	7 x I2:3
G9	AA20L(6)[26] x2 + 2-2-8 x2	Light AA Gun Platoon	6.5	4 x I1	4 x I2:3	6 x I2:3	7 x I3:4	6 x I2:3
G10	AA*20L(20)[27] x2 + 2-2-8 x2	Med. AAGun Platoon1	9	6 x I1	8 x I2:3	7 x I3	8 x I3:4	7 x I3
G11	AA37L(8)[28] x2 + 2-2-8 x2 / AA37L(12)[29] x2 + 2-2-8 x2	Med. AAGun Platoon2	7/7.5	6 x I1 / NA	8xI2:3/NA	7 x I3 / NA	7 x I3:4	7xI3/NA
G12	AA88L[30] x2 + 2-2-8 x2	Heavy AA Gun Platoon1	11	6 x I1	6 x I2:3	7 x I3	8 x I3:4	7 x I3
G13	AT88LL[12] x2 + 2-2-8 x2	Heavy AA Gun Platoon2	12	NA	NA	NA	7 x I3:4	NA
A1	PSW 222(L)[70] x2 / SPW 250/9[61] x2	Lt. Recce Section	8/7	6 x I1	6 x I2	NA	NA	NA
A2	PSW 232[72] x2 / PSW 234/1[74] x2	Med. Recce Section	9/8	6 x I1	6 x I2	NA	NA	NA
A3	Pz IIL[5] x2 / Aufkl. 38(t)[9] x2	Lt. Tank Recce Section	8/7.5	1 x A1:2	1 x A1:2	NA	NA	NA
A4	PSW 234/2[75] x2 / PSW 234/3[76] x2 / PSW 234/4[77] x2	Heavy Recce Section	12/9/8	1 x A1:2	1 x A1:2	NA	NA	NA
A5	Pz IVH[24] x1 + Pz IV J[25] x1 / Pz VG[27] x2	Medium Tank Section	14.5/18	4 x I1	5 x I2:3	NA	NA	NA
A6	Pz VIE(L)[31] x2 or Pz VIB[32] x2	Heavy Tank Section	18/21	7xI1/6xI1	8xI2:3/7xI2:3	NA	NA	NA
A7	StuG IIIG[34] x1 / StuG IIIG(L)[35] x1 / StuH 42[36] x1	StuG Platoon	18	NA	10 x I2:3	10 x I2:3	NA	NA
A8	StuPz IV[37] x2 / sIG 38(t)M[80] x2	Heavy SP Inf. Platoon	14.5/10	8 x I1	9xI2:3/8xI2:3	NA	NA	NA
A9	Marder II[46] x3 / Marder III(t)M[48] x3	Med. TD Platoon1	13.5/14.5	8 x I1	9 x I2:3	8 x I2:3	6 x I3	NA
A10	PzJg III/IV[49] x2 / JgdPz V[55] x2	Heavy TD Platoon	11.5/16	8 x I1	10 x I2:3	12 x I2:3	NA	NA
A11	StuG IIIG[34]x2+StuG IIIG(L)[35]x1 / JgdPz 38(t)[50]x3	Med. TD Platoon 2	18.5/16	5xI1/6xI1	5xI2:3/6xI2:3	NA / 7 x I2:3	6 x I3	NA/7xI2:3
A12	JgdPz IV(L)[52] x1+JgdPz IV/70[54] x2	Med. TD Platoon 3	19.5	5 x I1	5 x I2:3	NA	NA	NA
A13	SPW 251sMG[58] x1 + SPW 251/1[63] x3	SPW Platoon	14	4 x I1	5 x I2:3	NA	NA	NA
A14	SPW 251/9[64] x1 + SPW 251/2[59] x2	SPW HW Platoon	13.5	6 x I1	8 x I2:3	NA	NA	NA
A15	SPW 251/22[67] x3	SPW AT Platoon	12	6 x I1	5 x I2:3	NA	NA	NA
A16	SPW 251/21 x3 [see KGP1]	SPW AA Platoon	14.5	6 x I1	5 x I2:3	NA	NA	NA
A17	SPW 251/16[66] x2	SPW FT Platoon	9.5	7 x I1	7 x I2:3	NA	NA	NA
A18	T-34M43 x2 (Russian AFVs[16])	T34 Section ^R	10	NA	NA	NA	NA	7 x I2:3
S1	PzA II[81] x2 or PzA III/IV[83] x2	SP Artillery Platoon	8.5/10	8xI1/7xI1	9xI2:3/8xI2:3	NA	NA	NA
S2	FlaKPz 38(t)[84] x2 or FlaKPz IV/20[86] x2	SP AA Section ^{lc}	7.5/13	8xI1/7xI1	10xI2:3/9xI2:3	NA	NA	NA

TACTIQUES PBDYO: EAST FRONT (1945)-GERMAN PURCHASE LISTS



ID	Composition	(LG,ALG) Type	Cost	(4,5,6) SS	(5,7) Panzer	(5,5,9) VGR	(5,5,11) Volkssturm	(5,5,9) ROA
S3	FlaKPz IV[85] x2 / FlaKPz IV/37[87] x2	SP AA Section ^{2c}	8.5/11	9xI1/7xI1	11xI2:3/8xI2:3	NA	NA	NA
S4	SdKfz 6/2[89] x2 / SdKfz 7/1[90] x2	SP AA Section ^{3c}	9/11	7 x I1	8 x I2:3	NA	NA	NA
S5	2cm FlaK LKW[92] x2 / 3.7cm FlaK LKW[92] x2	SP AA Section ^{4c}	6/8	7 x I1	7 x I2:3	NA	8 x I3:4	NA
O1	70+ OBA [HE,s]radio/phone	Light OBA ^o	5	NA	NA	6 x I3	8 x I3:4	6 x I3
O2	80+ Btn Mtr OBA [HE,s]radio/phone	Mortar OBA ^o	7.5	6 x I1	6 x I2:3	6 x I3	5 x I3	6 x I3
O3	100+ OBA [HE,s]radio/phone	Med, Artillery OBA ^o	8.5	7 x I1	8 x I2:3	9 x I3	6 x I3	9 x I3
O4	120+ OBA [HE]radio/phone	Heavy Mortar OBA ^o	10	7 x I1	8 x I2:3	7 x I3	7 x I3	7 x I3
O5	150+ OBA [HE]radio/phone	Heavy Artillery OBA ^o	12.5	9 x I1	10 x I2:3	9 x I3	NA	9 x I3
O6	150+ Rocket OBA [HE,s]radio/phone	Lt. Nebelwerfer OBA ^o	6.5	8 x I1	11 x I2:3	10 x I3	NA	10 x I3
O7	200+ Rocket OBA [HE]radio/phone	Hvy. Nebelwerfer OBA ^o	7.5	9 x I1	12 x I2:3	NA	NA	NA
T1	Kfz II[94]x2 / Kfz I/20[95]x2 / Sidecar[D15.8]x2	Unarmored Recce Sec.	2.5/3.5/1	4 x I1	4 x I2:3	6 x I2:3	NA	6 x I2:3
T2	Opel 6700[96] x2	Light Truck Platoon	3	5 x I1	6 x I2:3	9 x I2:3	10 x I3:4	9 x I2:3
T3	Buessing-NAG[96] x2	Heavy Truck Platoon	4	4 x I1	4 x I2:3	9 x I2:3	10 x I3:4	9 x I2:3
T4	SdKfz 7[98] x2	Heavy Tractor Section	3.5	1 x G4-12	1 x G4-12	NA	NA	NA
T5	SdKfz 11[99] x2	Light Tractor Section	3.5	1x(G3+G7:8)	1x(G3+G7:8)	2x(G3+G7:8)	NA	2x(G3+G7:8)
T6	Wagon x2 [see D12]	Wagon Section	1	NA	2 x G3:8	1 x G1:13	1 x G1:13	1 x G1:13
T7	Bicycle x2 [see D15.8]	Bicycle Platoon	1	NA	2 x I2:3	1 x I3	1 x I3:4	1 x I3

NOTES

1. Entry Turn is determined as E7.2. Their bomb allotment is determined on entry Turn as per E7.21.
2. Left cost corresponds to the purchase of 2-3-8 HS (on the **Panzer, VGR and ROA**) lists. Right cost corresponds to the purchase of 2-3-7 HS (on the **Panzer, VGR, Volkssturm, and ROA**).
3. 4-4-7 of this PG have Assault Fire if purchased on the **Panzer, VGR and ROA** lists.
4. PF capability is included in the purchase cost.
5. Axis Minor LMG are used without Captured Use penalties.
6. MMC of this PG are Assault Engineers
7. MMC of this PG are Sappers
- c. Only one SP AA PG (noted c) can be purchased for a given scenario.
- r. If purchased on the **ROA** list, the infantry units are considered Russian for HOB (and for this only)
- O. Contrary to the PBDYO rules, all OBA modules are purchases by default with Scarce Ammo. Normal Ammo can be purchase with a 20% cost increase. Plentiful Ammo can never be purchased.
- R. These AFVs have Red MP.

HISTORICAL AND DESIGN NOTES

THE GERMAN ARMY IN 1945

The German Reich in 1945 was falling into a spooky twilight. The Russian army stormed over its eastern territory and thrown on the roads millions of refugees rushed towards the west. The Nazi power mobilized all that stayed as manpower: old men and children. Even if the German Army was ready to fight with a desperate energy to save the “Heimat” (Homeland), it was no more than a shadow of its former self. The German Army, once the best army in the world, was now a motley mixture of poorly equipped Volkssturm, Heer and Waffen-SS infantry, supplied with the most modern high-tech weapons. Five lists are proposed to portray this army.

The **SS** list represents the German or Mercenary Waffen-SS infantry units. Some of them were amazing mixtures, like the “Kampfgruppe 1001 Naechte” (1001 Nights Combat Group), composed of a SS Paratrooper company, a Recon company and a mixture of Hetzer and StugIII as armored support.

The **Panzer** list tries to portray a 1945 Panzer Division. If only a few Tank are purchased, it can also be representative of a Paratrooper unit. If a high proportion of Elite Squads are purchased, it may also correspond to an elite Division like the Grossdeutschland.

The **VGR** list (Volkgrenadiers) portrays the standard Heer infantry in 1945. But it can also be used to portray Paratrooper units, Panzer units without tanks or some good units from the German navy or airforce, and even some police units.

The **Volkssturm** list may also be used to portray the unit cited above if they are of poor quality or really poorly equipped. The German Reich situation was so desperate that anything that could resemble to a fighting troop was sent to the front.

The **ROA** variant is based on the **VGR** list and is used to portray the Vlassov “Liberation” Army. The curiosity of it is the use of captured T34M43.

I1-I9: INFANTRY

These PGs are a mixture of the best and the worse. The best units were equipped with numerous automatic and Anti-Tank weapons. The infamous “Sturmgewehr” was plentifully supplied to full platoons. On the opposite side, the Volkssturm units had to deal with weapons from the captured stock rejected by the other units: they sometimes didn’t get the proper ammunitions for the proper weapons! The SMG proportion was important in most of the infantry units (4-4-7 of the **Panzer, VGR and ROA** lists have Assault and Spray Fire). The “Hitlerjugend” squads (I5) portray the most fanatical elements of the Volkssturm. The Axis Minor LMG are used without Captured

Use penalties: they are used to represent MG13 and MG15. The VGR units equipped with PSK represent the regimental anti-tank company (with a theoretical allowance of 36 PSK), each squad being normally equipped with PF. The assault units (I7-I8) were more scarce, since the specialized manpower was mostly missing.

G1-G13: ARTILLERY

In the futile hope to stop the Russian Army progression, the Germans deployed all the available guns, particularly the Anti-Aircraft guns (G9-G13). G13 (Flack41) also represents some heavy AA weapons that don’t exist in counter form. The VGR and Volkssturm deal with outdated material (G2, G5 and G8). The lack of ammunition often reduced the Guns to direct fire at Russian tanks or infantry.

A1-A17 & S1-S5: ARMOR.

A1 to A4 PGs portray recon vehicles. These AFV were not very common, since the Reich’s industry was concentrating on fighting vehicles. Their number in the Panzer Division was decreasing throughout the war. Thus it is costly to purchase this PG.

The German Armor was generally at the end of its tether in 1945. Some Panzer Divisions were hardly more than 20 vehicles (17 Hetzer and StuGIII for the 23rd SS Panzer Division “Nederland” on the 8th of April). Every vehicle with a gun was lined up, and some units used M13/40, PzII or SMV da 47/32. AFVs from PG A5-A12 were common in first line, but the Wespe and Hummel (S1) were also called to stop the T-34 for lack of anything else. A14 PG has a “Stump” gun for 2 Mortar carriers since these were generally used for indirect fire and placed backward, and less were lost in combat. The Anti-Aircraft vehicles, scarcely built, were very uncommon.

O1-O7: OFFBOARD ARTILLERY

The German artillery was totally outclassed at the end of the war and its access was somewhat difficult, essentially because of an important lack of ammunition. The OBA PGs are costly to purchase and have basically Scarce Ammo. O6 and O7 portray the lethal 150mm and 210mm Nebelwerfers.

T1-T6: TRUCKS

Most of the units used horse transport, even the armored units for the following troops. T1 portrays small recon vehicles of mechanized units.

List Designer: Philippe Naud

TACTIQUES PBDYO: EAST FRONT (1945)-RUSSIAN PURCHASE LISTS



ID	Composition[Chapter]	(LG,ALG) Type	Cost	(6.5,8) Rifle	(6,7) Gds Rifle	(6,6) Tank ^c	(5,5) Gds Tank ^c	(6,7) Cavalry
P1	FB44 x3	FB44 ¹	15	1	1	1	1	1
P2	Stormovik x3	Stormovik ¹	16	1	1	1	1	1
I1	4-4-7 x3 + LMG ² x1 + MTR50 ³ x1	Rifle Platoon	2	–	NA	–	NA	NA
I2	4-5-8 x3 + LMG ² x1	Elite Rifle Platoon	3.5	3 x I1	–	1 x I1	–	NA
I3	5-2-7 x3 + LMG x1	SMG Platoon ^{A,C}	2	3 x I1	NA	–	NA	NA
I4	6-2-8 x3 + LMG x1 / HorseSquad x3 + 6-2-8 x3 + LMG x1	Elite SMG ^{A,C} /Cav.Pltn ^A	3.5/5	2xI3/NA	2xI2/NA	1xI3/NA	– / NA	NA / –
I5	HS x3 + MMG x3	MMG Platoon ²	4/4.5	4 x I1:2	3 x I2	5 x I1:2	4 x I1:2	3 x I4
I6	HS x3 + HMG x3	HMG Platoon ²	5/5.5	6 x I1:2	4 x I2	6 x I1:2	5 x I1:2	5 x I4
I7	HS x6 + ATR x6	ATR Section ²	5/6	4 x I1:2	3 x I2	4 x I1:2	4 x I1:2	4 x I4
I8	3-2-8 x6 + FT x6	FT Section	7	9 x I1:2	7 x I2	8 x I1:2	7 x I1:2	9 x I4
I9	6-2-8 x3 + DC x3 + LMG x1	Assault Engineer Platoon ³	7.5	8 x I1:2	6 x I2	7 x I1:2	6 x I1:2	8 x I4
I10	4-5-8 x3	Sapper Platoon ⁴	5	8 x I1:2	6 x I2	7 x I1:2	6 x I1:2	8 x I4
G1	MTR82[2] x3 + 2-2-8 x3	Mortar Platoon	8.5	4 x I1:2	3 x I2	4 x I1:2	3 x I1:2	3 x I4
G2	MTR120[3] x3 + 2-2-8 x3	Heavy Mortar Platoon	7	7 x I1:2	5 x I2	7 x I1:2	6 x I1:2	8 x I4
G3	AT45LL[8] x2 + 2-2-8 x2	Light AT Platoon	6	6 x I1:2	4 x I2	5 x I1:2	4 x I1:2	5 x I4
G4	AT57LL[9] x2 + 2-2-8 x2 / ART76L[15] x2 + 2-2-8 x2	Medium AT Platoon	7	8xI1:2/7xI1:2	6xI2/5xI2	7xI1:2/6xI1:2	6xI1:2/5xI1:2	8xI4/7xI4
G5	ART85L[17] x2 + 2-2-8 x2 / AT100L[10] x2 + 2-2-8 x2	Heavy AT Platoon	8.5	9 x I1:2	7 x I2	7 x I1:2	6 x I1:2	6 x I4
G6	INF76*[12] x2 + 2-2-8 x2	Light Inf. Platoon	6	7 x I1:2	7 x I2	NA	NA	6 x I4
G7	ART122[20] + 2-2-8 x2	Artillery Platoon	7	8 x I1:2	6 x I2	NA	NA	NA
G8	HMG.50cal x2 + 2-2-8 x2	Light AA Platoon	6	9 x I1:2	7 x I2	7 x I1:2	6 x I1:2	NA
G9	AA37L(8)[25] x2 + 2-2-8 x2	Medium AA Platoon	6	9 x I1:2	6 x I2	7 x I1:2	6 x I1:2	7 x I4
A1	T-70[5] x3	Light Tank Platoon	9.5	NA	NA	4 x I3:4	4 x I3:4	NA
A2	T-34 M43[16] x3 / T-34/85[18] x3 / M4/76(a)[19] x3	Medium Tank Platoon	17.5/23/22	4/5/6xI1:4	3/4/5x(I2+I4)	3/2/3xI1:4	3/2/3 x I1:4	2/3/NAxI4
A3	T-44[20] x3 / IS-3[29] x2	Rare Tank Platoon	22.5/18	NA	NA	10 x I1:4	10 x I1:4	NA
A4	IS-2[27] x2 / IS-2m[28] x2	Heavy Tank Platoon	16.5/17.5	10 x I1:4	7 x (I2 + I4)	6 x I1:4	5 x I1:4	7 x I4
A5	SU-122[32] x4 / SU-152[33] x3	Heavy SP Battery 1	23.5/18.5	8 x I1:4	7 x (I2 + I4)	NA/7xI1:4	NA / 7 x I1:4	8 x I4
A6	ISU-122[34] x3	Heavy SP Battery 2	20.5	8 x I1:4	6 x (I2 + I4)	6 x I1:4	5 x I1:4	7 x I4
A7	ISU-152[34] x3	Heavy SP Battery 3	19	8 x I1:4	6 x (I2 + I4)	6 x I1:4	5 x I1:4	7 x I4
A8	SU-85[35] x2 / SU-100[36] x2	Tank Destroyer Platoon	11/12	8xI1:4/9xI1:4	7 x (I2 + I4)	6xI1:4/7xI1:4	5xI1:4/6xI1:4	6xI4/7xI4
A9	OT-34[15] x3	FT Tank Platoon	19	9 x I1:4	7 x (I2 + I4)	6 x I1:4	6 x I1:4	7 x I4
S1	SU-76M[30] x4	SP Artillery Battery	18.5	4 x I1:4	3 x (I2 + I4)	6 x I1:4	6 x I1:4	NA
S2	ZSU-37[41] x2	SP AA Platoon 1	7	NA	NA	7 x I1:4	7 x I1:4	NA
S3	M17[56] (Brit. [61]) x2	SP AA Platoon 2	13	NA	NA	7 x I1:4	6 x I1:4	NA
O1	70+ OBA [HE,s] radio and/or phone	Light Art. OBA	4	5 x I1:4	5 x (I2 + I4)	5 x I1:4	5 x I1:4	5 x I4
O2	80+ Btn Mtr OBA [HE,s] radio and/or phone	Mortar OBA	6	6 x I1:4	5 x (I2 + I4)	5 x I1:4	5 x I1:4	5 x I4
O3	120+ OBA [HE,s] radio and/or phone	Medium Artillery OBA	8.5	6 x I1:4	5 x (I2 + I4)	5 x I1:4	5 x I1:4	7 x I4
O4	150+ OBA [HE] radio and/or phone	Heavy Artillery OBA	10.5	9 x I1:4	8 x (I2 + I4)	10 x I1:4	10 x I1:4	10 x I4
O5	200+ OBA [HE] radio and/or phone	Ext. Hvy Artillery OBA	15	10 x I1:4	10 x (I2 + I4)	11 x I1:4	11 x I1:4	11 x I4
O6	100+ Rocket OBA [HE] radio and/or phone	Light Rocket OBA	5	9 x I1:4	9 x (I2 + I4)	7 x I1:4	7 x I1:4	10 x I4
O7	200+ Rocket OBA [HE] radio and/or phone	Heavy Rocket OBA	9.5	10 x I1:4	10 x (I2 + I4)	7 x I1:4	7 x I1:4	11 x I4
T1	GAZ-67B[46] x2	Jeep Section	2.5	NA	NA	1 x G3	1 x G3	NA
T2	3/4-Ton Truck[Am 55] x3	Light Truck Platoon	4	NA	NA	1 x G3-9	1 x G3-9	NA
T3	1 1/2-Ton Truck[Am56] x3 / GAZ-MM[Rus47] x3	Medium Truck Platoon 1	5/4.5	NA/10xI1:4	9 x (I2 + I4)	2 x I1:2	2 x I1:2	10 x I4
T4	2 1/2-Ton Truck[Am57] x3 / ZIS-5[Rus47] x3	Medium Truck Platoon 2	6/5	NA/10xI1:4	9 x (I2 + I4)	2 x I1:2	2 x I1:2	10 x I4
T5	7 1/2-Ton Truck[Am58] x2 / IAG-6[Rus47] x2	Heavy Truck Platoon	6/5.5	12 x I1:4	11 x (2 + I4)	3 x I1:2	3 x I1:2	11 x I4
T6	Wagon x2 [See D12.1]	Wagon Section	1	1x(G1:4+G6:9)	1x(G1:4+G6:9)	NA	NA	1x(G1:4+G6:9)

NOTES

1. Entry Turn is determined as per E7.2. Their bomb allotment is determined on entry Turn as per E7.21. See also the Stormovik rules in Tactics #5.
2. Left cost corresponds to the purchase of 2-3-7 HS (on the **Rifle, Tank and Gds Tank** lists). Right cost corresponds to the purchase of 2-4-8 HS (on all lists).
3. MMC of this PG are Assault Engineers
4. MMC of this PG are Sappers (H1.23).
- A. A Russian player may decide to acquire Anti-Tank capability by giving PF to its I3 and I4 PGs (these weapons were theoretically used by specialized squads like for ATR). The added cost is 1 SPP per PG (secretly note the Squad IDs). These units use PF45 without Captured/Inexperienced use penalties. The maximum number of PF that can be fired is 2x the number of squads having this capability.
- C. The Russian player may purchase Platoons of 3 horse (squad sized) counter for a cost of 1.5 SPP with the purchase condition 4x(I3 + I4) for the lists **Rifle and Gds Rifle**). Secretly note the ID of the squads considered as **Cavalry**
- G. Any Player which is given the **Tank** list to purchase PGs may decide to switch to the **Gds Tank** instead by expending 10% (FRH) of its Base Budget prior to any purchase.

HISTORICAL AND DESIGN NOTES

THE 1945 RED ARMY

Five lists are presented. The **Rifle** list portrays the Red Army backbone and the bulk of it, the Rifle division (75% of the Red Army divisions). In 1945, this kind of unit was well equipped and fully self-supported with inherent armor and artillery.

The **Gds Rifle** (Guard Rifle) were units which combat performances granted them the "Guard" title (tradition kept from the former imperial army). They were better armed and equipped than the regular Rifle divisions and so closer to the official equipment lists.

The **Tank** list portrays the regular armored and mechanized corps.

The **Gds Tank** list represents the Guard version of the armored division and their better equipment.

The **Cavalry** list portrays the Guard Cavalry. The amount of cavalry lowered greatly in the Red Army throughout the war, but its quality greatly increased after 1943 thanks to the army's progressive mechanization.

P1-P2: AERIAL SUPPORT

The Russian air force ruled the sky in 1945. The Luftwaffe was almost immobilized by the lack of gasoline and only the Flak tried to contest the aerial supremacy of the Stormoviks, Yaks and Lavochkines. P2 PG represents Stormovik support. These airplanes are subject to special rules (see note and Stormovik rules)

I1-I10: INFANTRY

The infantry soldier was in fact called "*streltsi*" (rifleman); this reflecting a higher status than "*pyekhorthy*" (infantryman). The Russian riflemen were in 1945 all very well equipped with SMG and MG, even if the Guards were even better supplied. The 50mm MTR was rarely used in 1945 and only the Rifle list has some (I1). A rifle company was theoretically made of 3 infantry platoons and a MG platoon. The infantry companies of the armored, mechanized or motorized brigades had less MG but more SMG (I3-I4). The excellent but heavy SG43 (I6) had not superseded the old Maxim (I5). The Anti-Tank rifle squads saw their number decreasing because of their inefficiency against the Panzers. There were theoretically 107 ATR in a 1945 Rifle Division, as opposed to more than 200 just 6 months before. Captured PF and PSK, as well as the RPG1 (PF45 copy) progressively replaced them. The engineers specialized units (I8-I10) were more numerous than in past years, but not attached as divisional units like in the German Army.

G1-G9: ARTILLERY

Mortars (G1-G2) remained a very appreciated weapon. The number of 82mm mortars increased to replace the old mediocre 50mm. The 120mm mortars and guns were deployed in Regimental support or as independent artillery units. These guns progressively replaced the old 76mm infantry

howitzers (G6). The Anti-Tank defense still relied on the 45mm guns that were sometimes found at the Battalion level (**Guards, Tanks**). The excellent 57mm was more scarcely employed but equipped the Anti-Tank battalion attached to the Divisions (particularly in the Polish Army). The Divisional artillery still used the 76mm guns, as did the Anti-Tank Brigades and the support artillery Battalions of the armored Brigades or Corps. The 85L and 100L Guns were more widely used at Army Corp or Army level and are so a bit more difficult to purchase. The Red Army often used the medium artillery guns in direct fire, especially for street fighting. The Anti-Aircraft defense of the Division relied on the excellent DShk (G8). Only the Guard Division, the mechanized and cavalry units were equipped with a heavier AA artillery (G9).

A1-A9: TANKS.

The Russian Army had an excellent armor. The light Tanks (A1) became more and more scarce. Independent tank or self-propelled gun (S1, A5) regiments supported the Rifle Divisions. The cavalry units were often used in coordination with mechanized troops, which explains the use of certain types of vehicle by the infantry. Each mechanized or armored Corp included a heavy tank Regiment (21 JS), a TD Regiment (21 SU-85 or SU-100), a DU-76m Regiment (16 or 21 vehicles) and a self-propelled heavy gun Regiment (JSU122 or JSU152). The Guard units had in addition full brigades of heavy tanks and self-propelled heavy guns. Some "old" engines (SU-122 and SU-152) were still used (some pictures show them in action). The new generation of T-44 and JS-3 (A3) was very uncommon.

O1-O7: OFFBOARD ARTILLERY

The artillery was still of prime importance for the Red Army. Its power never ceased to rise. The defenders of the Seelow and Berlin Heights suffered the devastating fire from thousands of guns aligned wheel to wheel (375 Guns and Mortars per kilometer!).

T1-T6: TRUCKS

More than ever, the Trucks from Uncle Sam, but also from Canada and England, played a decisive role in the Red Army motorization. Photographs and filmed documents are there to prove it.

List Designer: Philippe Naud

TACTIQUES PBDYO: EAST FRONT (1945)-POLISH PURCHASE LISTS



ID	Composition[Chapter H]	(LG,ALG) Type	Cost	(6,7) Rifle ^L	(6,6) Tank ^L	(6,7) Cavalry
P1	FB44 x3	FB44 ¹	15	1	1	1
P2	Stormovik x3	Stormovik ¹	16	1	1	1
I1	4-4-7 x3 + LMG ² x1 + MTR50 ³ x1	Rifle Platoon	2	–	–	NA
I2	4-5-8 x3 + LMG ² x1	Elite Rifle Platoon	3.5	–	1 x I1	NA
I3	5-2-7 x3 + LMG x1	SMG PlatoonC	2	–	–	NA
I4	6-2-8 x3 + LMG x1 / Horse(squad) x3 + 6-2-8 x3 + LMG x1	Elite SMGC / Cav. Platoon	3.5/5	2xI1:2/NA	1xI3/NA	NA / –
I5	HS x3 + MMG x3	MMG Platoon ²	4/4.5	3 x I1:2	5 x I1:2	3 x I4
I6	HS x3 + HMG x3	HMG Platoon ²	5/5.5	4 x I1:2	6 x I1:2	5 x I4
I7	HS x6 + ATR x6	ATR Section ²	5/6	3 x I1:2	4 x I1:2	4 x I4
I8	3-2-8 x6 + FT x6	FT Section	7	7 x I1:2	8 x I1:2	9 x I4
I9	6-2-8 x3 + DC x3 + LMG x1	Assault Engineer Platoon ³	7.5	5 x I1:2	7 x I1:2	8 x I4
I10	4-5-8 x3	Sapper Platoon ⁴	5	5 x I1:2	7 x I1:2	8 x I4
G1	MTR82 [2] x3 + 2-2-8 x3	Mortar Platoon	8.5	4 x I1:2	4 x I1:2	3 x I4
G2	MTR120 [3] x3 + 2-2-8 x3	Heavy Mortar Platoon	7	6 x I1:2	NA	NA
G3	AT45LL [8] x2 + 2-2-8 x2	Light AT Platoon	6	4 x I1:2	NA	5 x I4
G4	AT57LL [9] x2 + 2-2-8 x2 / ART76L [15] x2 + 228 x2	Medium AT Platoon	7	6xI1:2/5xI1:2	7xI1:2/NA	NA / NA
G5	INF76* [12] x2 + 2-2-8 x2	Light Inf. Platoon	6	7 x I1:2	NA	6 x I4
G6	HMG.50cal x2 + 2-2-8 x2	Light AA Platoon	6	6 x I1:2	7 x I1:2	8 x I4
G7	AA37L(8) [25] x2 + 2-2-8 x2	Medium AA Platoon	6	9 x I1:2	7 x I1:2	NA
A1	T-70 [5] x3	Light Tank Platoon	9.5	NA	4 x I3:4	NA
A2	T-34 M43 [16] x3 / T-34/85 [18] x3	Medium Tank Platoon	17.5/23	4xI1:4/5xI1:4	3xI1:4/2xI1:4	2xI4/3xI4
A3	IS-2 [27] x2 / IS-2m[28] x2	Heavy Tank Platoon	16.5/17.5	10 x I1:4	6 x I1:4	7 x I4
A4	ISU-152 [34] x3	Heavy SP Battery	19	8 x I1:4	6 x I1:4	7 x I4
A5	SU-85 [35] x2	Tank Destroyer Platoon	11	8 x I1:4	6 x I1:4	6 x I4
A6	OT-34 [15] x3	FT Tank Platoon	19	9 x I1:4	6 x I1:4	7 x I4
S1	SU-76M [30] x4	SP Artillery Battery	18.5	3 x I1:4	6 x I1:4	NA
S2	M17 [56] (Brit. [61]) x2	SP AA Platoon	13	NA	7 x I1:4	NA
O1	70+ OBA [HE,s] radio and/or phone	Light Art. OBA	4	5 x I1:4	5 x I1:4	5 x I4
O2	80+ Btn Mtr OBA [HE,s] radio and/or phone	Mortar OBA	6	6 x I1:4	5 x I1:4	5 x I4
O3	120+ OBA [HE,s] radio and/or phone	Medium Artillery OBA	8.5	6 x I1:4	5 x I1:4	7 x I4
O4	150+ OBA [HE] radio and/or phone	Heavy Artillery OBA	10.5	9 x I1:4	10 x I1:4	10 x I4
O5	200+ OBA [HE] radio and/or phone	Ext. Heavy Artillery OBA	15	10 x I1:4	11 x I1:4	11 x I4
O6	100+ Rocket OBA [HE] radio and/or phone	Light Rocket OBA	5	9 x I1:4	7 x I1:4	10 x I4
O7	200+ Rocket OBA [HE] radio and/or phone	Heavy Rocket OBA	9.5	10 x I1:4	7 x I1:4	11 x I4
T1	GAZ-67B [46] x2	Jeep Section	2.5	NA	1 x G3	NA
T2	3/4-Ton Truck [55] x3	Light Truck Platoon	4	NA	1 x G3-9	NA
T3	1 1/2-Ton Truck [Am56] x3 / GAZ-MM [Rus47] x3	Medium Truck Platoon 1	5/4.5	9x(I1:2+I4)	2 x I1:2	10 x I4
T4	2 1/2-Ton Truck [Am56] x3 / ZIS-5 [Rus47] x3	Medium Truck Platoon 2	6/5	9x(I1:2+I4)	2 x I1:2	10 x I4
T5	7 1/2-Ton Truck [Am58] x2 / IAG-6 [Rus47] x2	Heavy Truck Platoon	6/5.5	11x(I1:2+I4)	3 x I1:2	11 x I4
T6	Wagon x2 [see D12.1]	Wagon Section	1	1 x G1:7	NA	1x(G1+G3+G5:6)

NOTES

1. Entry Turn is determined as per E7.2. Their bomb allotment is determined on entry Turn as per E7.21. See also the Stormovik rules in Tactiques #5.
2. Left cost corresponds to the purchase of 2-3-7 HS (on the **Rifle**, **Tank** and **Gds Tank** lists). Right cost corresponds to the purchase of 2-4-8 HS (on all lists).
3. MMC of this PG are Assault Engineers
4. MMC of this PG are Sappers (H1.23).
- C. The Russian player may purchase Platoons of 3 horse (squad sized) counters for a cost of 1.5 SPP with the purchase condition of 4x(I3 + I4) for the **Rifle** list. Secretly note the ID of the squads considered **Cavalry**.
- E. The Scenario Polish base ELR cannot be increased by 1 by expending 20% of the Base Budget (PBDYO 2.4) if the player does not purchase PG "I1" and/or "I3" on the **Rifle** and **Tank** lists.

HISTORICAL AND DESIGN NOTES

THE 1945 POLISH ARMY

The Russian Army succeeded in building a fully equipped Polish Army (10% of the Divisions attacking Berlin were Polish). This Polish Army was of course not independent and fully subordinate to the Red Army, but in spite of the relatively small numbers, justifies a particular treatment. All the equipment was supplied by Mother Russia, so all the historical and design notes of the Russian Army list apply to the Polish army list

Three lists are presented.

The **Rifle** list portrays the Standard Polish Infantry Division, which was considered elite and reasonably well equipped.

The **Tank** list portrays the regular armored and mechanized corps.

The **Cavalry** list portrays the Elite Cavalry.

P1-P2: AERIAL SUPPORT

See notes for "East Front 1945 - Russian lists".

I1-I10: INFANTRY

See notes for "East Front 1945 - Russian lists".

G1-G9: ARTILLERY

See notes for "East Front 1945 - Russian lists".

A1-A9: TANKS.

See notes for "East Front 1945 - Russian lists".

O1-O7: OFFBOARD ARTILLERY

See notes for "East Front 1945 - Russian lists".

T1-T6: TRUCKS

See notes for "East Front 1945 - Russian lists".

List Designer: Philippe Naud

TACTIQUES #5 STORMOVIK RULES

The Russian P2 PG represents a Stormovik group. Use Allied FB44 to represent the planes [EXC: FP is 8 against Unarmored Targets/vulnerable PRC; Stormovik equipped with 37L gun].

One of the planes in the group may be equipped with a 37L gun. (In a standard scenario where the number of Stormovik is determined as per E7.21, then use the following rules to determine if one of the received plane receives a 37L Gun: If 3 planes are received, one is automatically armed with a 37L gun; if 2 planes are received, one is armed with a 37L gun on a Secret dr ≤ 4. If only one plane is received, it is armed with a 37L gun on a Secret dr ≤ 2.)

A Stormovik plane is equipped with a rear-cockpit MG which allows it to engage in Dogfight: a German FB/DB which rolls an Original Aerial Combat DR of 11 while attacking a Stormovik is damaged (destroyed if the colored die is 6). During a Dogfight, a plane equipped with a 37L gun is considered carrying bombs and unable to Jettison.

The 37L Gun has a X10 and a ROF 2 (i.e., while Strafing or making a Point Attack after its initial attack, it may only keep on firing if it retains ROF), may fire only APCR (Basic TK# of 10) and Multiple Hits (C3.8) apply.

The plane in the group equipped with a 37L gun has 6 FP against unarmored Targets/vulnerable PCR. If the 37L gun is disabled, the plane retains 4 FP; place a Gun Disabled marker on it. If the 37L's ROF is lost or the gun is Disabled, the plane continues its Strafing or Point Attack with 4 FP and a Basic TK# of 4.

TACTIQUES PBDYO: CHINA (1937-1940)-JAPANESE PURCHASE LISTS



ID	Composition[Chapter H]	(L.G.ALG) Type	Cost	(5,13) Infantry	(4,5,13) Elite	(4,5,11) Recce	(4,5,11) Cavalry
P1	FB39 x3	Fighter group ¹	8	1	1	1	1
P2	FB39 w/Bombs x3	Bomber group ¹	9	1	1	1	1
I3	3-4-7 x4 + LMG☉ x1 + MTR50 x1	2nd line Infantry Platoon ²	4	–	NA	NA	NA
I2	4-4-7 x4 + LMG☉ x1 + MTR50 x1	1st line Infantry Platoon ²	5	–	NA	NA	NA
I3	4-4-8 x4 + LMG☉ x1 + MTR50 x1	Elite Infantry Platoon ²	6.5	3 x I2	–	NA	NA
I4	4-4-7 x3 + LMG☉ x1 + MTR50 x1	Recce Platoon ²	4	NA	NA	–	NA
I5	4-4-8 x3 + LMG☉ x1 + MTR50 x1	Elite Recce Platoon ²	5	NA	NA	2 x I4	NA
I6	Horse(squad) x3 + 4-4-8 x3 + LMG x1 + LMG☉ x1	Cavalry Platoon ²	6.5	NA	NA	NA	–
I7	2-2-8 x2 + HMG x1 + MMG x1	MG Platoon	5	3 x I1:3	2 x I3	3 x I4:5	2 x I6
I8	2-2-8 x2 + ATR20L x2	ATR Platoon ^A	3.5	5 x I1:3	4 x I3	5 x I4:5	NA
I9	4-4-8 x3 + DC x3 + FT x1	Assault Engineer Platoon ^{2,3}	9.5	6 x I1:3	4 x I3	7 x I4:5	5 x I6
I10	4-4-8 x3	Sapper Platoon ^{2,4}	7	5 x I1:3	4 x I3	6 x I4:5	4 x I6
G1	MTR81*[3] x4 + 2-2-8 x4	Mortar Platoon ^A	13	8 x I1:3	7 x I3	9 x I4:5	10 x I6
G2	MTR90*[4] x4 + 2-2-8 x4 / MTR150*[5] x2 + 2-2-8 x2	Heavy Mortar Platoon ^A	11/4	9 x I1:3	8 x I3	10 x I4:5	10 x I6
G3	INF37*[9] x2 + 2-2-8 x2 / AT37L[7] x2 + 2-2-8 x2	ATG Platoon ^A	6	6 x I1:3	NA/5 x I3	5 x I4:5	5 x I6
G4	MTR70*[2] x2 + 2-2-8 x2 / INF70*[10] x2 + 2-2-8 x2	Infantry Gun Platoon1 ^A	4.5/6.5	5 x I1:3	NA/4 x I3	NA	NA
G5	INF75*[11] x4 + 2-2-8 x4	Infantry Gun Platoon2 ^A	7	6 x I1:3	5 x I3	NA	NA
G6	ART75*[12] x2 + 2-2-8 x2 / ART75[13] x2 + 2-2-8 x2	Artillery Platoon	6.5/7	8 x I1:3	6 x I3	10 x I4:5	5 x I6
G7	ART105[14] x2 + 2-2-8 x2 / ART120*[16] x2 + 2-2-8 x2	Medium Artillery Platoon	8/7	9 x I1:3	7 x I3	NA	NA
G8	AA*12.7[20] x2 + 2-2-8 x2	Light AA Gun Platoon1 ^A	7	9 x I1:3	7 x I3	10 x I4:5	7 x I6
G9	AA20L(4)[21] x2 + 2-2-8 x2	Light AA Gun Platoon2 ^A	6	10 x I1:3	8 x I3	10 x I4:5	8 x I6
G10	AA75[23] x2 + 2-2-8 x2	Medium AA Gun Platoon	8	10 x I1:3	8 x I3	10 x I4:5	7 x I6
A1	Type 92A[1] x2 + Type 92B[1] x1	Tankette Platoon1	7	7 x I1:3	NA	5 x I4:5	4 x I6
A2	Type 94[2] x3 / Type 97A[4] x1 + Type 97B[4] x2	Tankette Platoon2	7/8.5	6xI1:3/7xI1:3	NA/6 x I3	5 x I4:5	NA
A3	Type 95 HA-GO[5] x3	Light Tank Platoon	10	8 x I1:3	6 x I3	6 x I4:5	5 x I6
A4	Type 89A CHI-RO[7] x3 / Type 89B CHI-RO[7] x3	Medium Tank Platoon1	10/11	9 x I1:3	7 x I3	9 x I4:5	8 x I6
A5	Type 97A CHI-HA[8] x3	Medium Tank Platoon2	12.5	10 x I1:3	8 x I3	10 x I4:5	7 x I6
A6	Type 91 AC[10] x2 / Type 92 vAC[11] x2	Armored Car Section	5	8 x I1:3	8 x I3	8 x I4:5	6 x I6
O1	70+ OBA [HE,WP] radio and/or phone	Light OBA	4.5	6 x I1:3	5 x I3	7 x I4:5	4 x I6
O2	80+ Bt. Mtr OBA [HE,WP] radio and/or phone	Mortar OBA	6	8 x I1:3	7 x I3	8 x I4:5	7 x I6
O3	100+ OBA [HE] radio and/or phone	Medium Artillery OBA1	7	8 x I1:3	6 x I3	9 x I4:5	7 x I6
O4	120+ OBA [HE,WP] radio and/or phone	Medium Artillery OBA2	8.5	10 x I1:3	8 x I3	11 x I4:5	8 x I6
O5	150+ OBA [HE,WP] radio and/or phone	Heavy Artillery OBA	11	10 x I1:3	8 x I3	11 x I4:5	8 x I6
T1	Type 98 SHI-KE[15] x2	Light Tractor Section	2	1 x G6	1 x G6	1 x G6	NA
T2	Type 92 I-KE[16] x2	Medium Tractor Section	2.5	1 x G7(105 only)	1 x G7(105 only)	NA	NA
T3	Type 95 SPV[17] x2	Light Car Section	2	8 x I1:3	6 x I3	5 x I4:5	NA
T4	Type 94 Truck[18] x2	Medium Truck Section	3	8 x I1:3	6 x I3	3 x I4:5	NA
T5	Type 97 Truck[18] x2	Heavy Truck Section	3.5	8 x I1:3	6 x I3	3 x I4:5	NA
T6	Wagon x2 [see D12]	Wagon Section	1	1x(G3+G5:7)	1x(G3+G5:7)	1x(G3+G5:7)	1x(G3+G5:7)
T7	Bicycle Squad x3 [see D15.8]	Bicycle Platoon	1	NA	NA	2 x I4:5	NA
T8	Horse Squad x3 [see A13.7]	Horse Platoon	1.5	NA	NA	2 x I4:5	NA
T9	Mule Squad x2 [see G10]	Mule Platoon	1	1x(I8+G1:5+G8:9)	1x(I8+G1:5+G8:9)	1x(I8+G1:5+G8:9)	1x(I8+G1:5+G8:9)

NOTES

1. Entry Turn is determined as per E7.2. P1 PG has no bombs. The 3 planes of P2 PG are equipped with bombs but have no MGs They are treated as Stukas if involved in dogfights.
2. A MOL capability may be purchased for the squads and HS of these PG. The cost of this capability is 0.5 SPP per platoon. The player should secretly note the squads receiving this capability.
3. MMC of this PG are Assault Engineers.
4. MMC of this PG are Sappers (H1.23).

HISTORICAL AND DESIGN NOTES

THE IMPERIAL JAPANESE ARMY IN 1937-1930

In 1937, Japan invaded China. The Japanese troops quickly achieved numerous successes against a inadequately equipped, poorly led Chinese Army. But the immensity of the Chinese territory and manpower progressively wore down the Imperial Army. Moreover, even as Japanese equipment and tactics were adapted to the Chinese Theater of War, it would not be the same against the Red Army in Manchuria.

4 lists are proposed:

- The **Infantry** list represents the standard Japanese Infantry Division. It was the most common unit in the Japanese Army.
- The **Elite** list represents the best Japanese infantry units, like the Imperial Guard, the "Sendai" Division or the 2nd Battalion of the 28th Infantry Regiment.
- The **Rece** list represents the particularities of the recon regiments of the Infantry divisions. These units were theoretically horse mounted, but were in fact more often on bicycle or just on foot. Some of the regiments were mechanized.
- The **Cavalry** list is included to portray the 4 Cavalry Brigades that fought in China.

P1-P2 AERIAL SUPPORT

The P1 PG portrays the Army fighters (Nakajima Ki-27 and Ki-43) that were used for ground attacks. Their bomb loads were minimal (60 Kg) and they are therefore considered without bombs. The P2 PG portrays the Mitsubishi Ki-30 and Nakajima Ki-32, bombers without real strafing capabilities. They are therefore considered MG-less and are treated as Stukas if involved in dogfights.

I1-I10: INFANTRY

The Infantry was the most important Japanese arm. Its firepower was often weak (I1) but the equipment, such as grenade-launchers, was excellent (I1-I6). It was more the warrior qualities of the Japanese rifleman than his equipment that made the difference. The Standard Battalion was made of 4 rifle Companies (I1-I3), 1 MG Company (I7) presenting 4 to 12 MGs and 2 guns (infantry howitzers) (G4). The recon regiments (I4-I5) and the cavalry regiment (I6) were equivalent in size to an infantry battalion. The specialized support troops (I9-I10) were attached to the Division.

G1-G10: ARTILLERY

Sufficient against the Chinese, the Japanese artillery was totally outclassed by the Red Army artillery. The mortars were deployed at this period of the war only in independent units (G1-G2). The excellent 70mm (G4) and 75mm (G5) infantry guns were widely used but the Imperial Army was very weak in Anti-Tank (G4) and Anti-Aircraft (G8-G10) material.

A1-A6: ARMORED VEHICLES.

The Japanese armor was essentially made of small tanks (A1-A2). These vehicles were efficient against the Chinese but disappointing against the Russians. Generally, Japanese AFVs were designed to support the Infantry and were no match against Russian BTs.

O1-O5: OFFBOARD ARTILLERY

In Nomonhan (Manchuria), Japanese artillery was totally inefficient, mainly due to the lack of radios, outdated artillery doctrines and Russian efficient counter-battery fire. Not only could the Japanese guns hardly hit the Russians, but they were also mostly destroyed by the counter-battery fire.

T1-T9: TRUCKS

The small mechanization of the Imperial Army was not a big problem in China, since roads were mostly absent and the tracks usually bumpy. On the other end, in the desolated steppes of the borders of Manchuria, the lack of mechanization was a large handicap. Only the recon regiments occasionally received some motorized infantry. Animal towing (T6) and animal packing (T9) were the most widely-used transportation. Luckily, most of the light artillery guns could be dismantled (see list note A).

List Designer: Philippe Naud & Sylvain Ferreira

TACTIQUES PBDYO: CHINA (1938-1939)-RUSSIAN PURCHASE LISTS



ID	Composition [ChapterH]	(L.G.ALG) Type	Cost	(7,15) Inf.	(6.5,12) Mot. Inf.	(6.5,10) Tank	(6.5,10) Cavalry
P1	FB42 x1	FB42 ¹	11.5	1	1	1	1
I1	4-4-7 x3 + LMG [Ⓢ] x1	Rifle Platoon	2	—	—	1 x A1:9	NA
I2	4-5-8 x3 + LMG [Ⓢ] x1	Elite Rifle Platoon	3.5	3 x I1	3 x I1	1 x I1	NA
I3	Horse(squad) x3 + 4-5-8 x3 + LMG [Ⓢ] x1 + MTR50 [Ⓢ] x1	Cavalry Platoon	5	6 x I1:2	NA	NA	—
I4	HS x5 + MMG x2 + MTR50 x3	Weapon Platoon ²	4/5	3 x I1:2	3 x I1:2	2 x I1:2	NA
I5	HS x4 + MMG x4	MG Platoon ²	4/5	4 x I1:2	4 x I1:2	1 x I1:2	3 x I3
I6	4-5-8 x3 + DC x3	Assault Engineers Platoon ³	6.5	7 x I1:2	7 x I1:2	2 x I1:2	5 x I3
I7	2-4-8 x6 + FT x6	FT Section	7	7 x I1:2	7 x I1:2	2 x I1:2	5 x I3
I8	4-5-8 x3	Sapper Platoon ⁴	5	7 x I1:2	6 x I1:2	2 x I1:2	5 x I3
I9	Side Car x3 + 4-5-8 x3 + LMG x3	Motorcycle Platoon	6.5	7 x I1:2	6 x I1:2	4 x I1:2	3 x I3
G1	MTR82 [2] x3 + 2-2-8 x3	Mortar Platoon	8.5	4 x I1:2	4 x I1:2	NA	4 x I3
G2	AT45L [7] x2 + 2-2-8 x2	ATG Platoon	6	4 x I1:2	3 x I1:2	2 x I1:2	4 x I3
G3	INF76* [12] x2 + 2-2-8 x2	Infantry Gun Platoon	6	5 x I1:2	5 x I1:2	NA	4 x I3
G4	ART76* [13] x2 + 2-2-8 x2 / ART76 [14] x2 + 2-2-8 x2	Artillery Platoon	4/5.5	7 x I1:2	NA / 7 x I1:2	NA	6 x I3
G5	AA76LL [26] x2 + 2-2-8 x2	Heavy AA Platoon	8	8 x I1:2	8 x I1:2	NA	NA
A1	T-37 [1] x2	Recce Section	5	7 x I1:2	6 x I1:2	2 x I1:2	3 x I3
A2	T-26 M33 [6] x5 / T-26 M37/39 [6] x5	Light Tank Platoon	14/15	6 x I1:2	4 x I1:2	NA	NA
A3	BT-5 [8] x5 / BT-7 [9] x5	Fast Tank Platoon	16.5/17	NA	5 x I1:2	—	4 x I3
A4	BT-7A [10] x3	CS Tank Platoon	11	NA	2 x A3	2 x A3	2 x A3
A5	T28 [11] x3	Medium Tank Platoon	12	NA	NA	1 x A3	NA
A6	T-35 [21] x2	Heavy Tank Platoon	9.5	NA	NA	1 x A3	NA
A7	BA-20 [38] x2	Light AC Section	4	6 x I1:2	4 x I1:2	—	4 x I3
A8	BA-6 [39] x5	Heavy AC Section	15.5	6 x I1:2	4 x I1:2	—	4 x I3
A9	OT-133 [7] x2	FT Tank Section	9.5	8 x I1:2	7 x I1:2	3 x A1:8	6 x I3
S1	SU-12 [42] x2	SP Artillery Platoon	6	NA	NA	2 x I1:2	4 x I3
S2	GAZ-4M-AA [43] x2	SP AA Platoon	8	NA	4 x I1:2	2 x I1:2	7 x I3
O1	70+ OBA [HE,s] radio and/or phone	Field Artillery OBA	3.5	4 x I1:2	4 x I1:2	2 x I1:2	3 x I3
O2	80+ Btn Mtr OBA [HE,s] radio and/or phone	Mortar OBA	5	4 x I1:2	4 x I1:2	NA	NA
O3	100+ OBA [HE,s] radio and/or phone	Heavy Field Art. OBA	5.5	7 x I1:2	7 x I1:2	4 x I1:2	6 x I3
O4	120+ OBA [HE,s] radio and/or phone	Medium Artillery OBA	6.5	5 x I1:2	5 x I1:2	4 x I1:2	5 x I3
O5	150+ OBA [HE,s] radio and/or phone	Heavy Artillery OBA	8	6 x I1:2	6 x I1:2	5 x I1:2	6 x I3
T1	GAZ-MM [47] x3	Light Truck Platoon	4.5	6 x I1:2	1 x I1:2	1 x I1:2	NA
T2	ZIS-5 [47] x3	Medium Truck Platoon	5	6 x I1:2	1 x I1:2	1 x I1:2	NA
T3	IAG-6 [47] x3	Heavy Truck Platoon	5.5	7 x I1:2	2 x I1:2	1 x I1:2	NA
T4	Wagon x2 [See D12]	Wagon Section	1	1 x G2:4	NA	NA	1 x G2:4

NOTES

1. Entry Turn is determined as per E7.2. Their bomb allotment is determined on entry Turn as per E7.21. Heavily armed for the time period, the Russian planes are represented with FB42, but the number in the star is 1 instead of 2.
2. Left cost corresponds to the purchase of 2-3-7 HS (on the **Rifle, Tank and Gds Tank** lists). Right cost corresponds to the purchase of 2-4-8 HS (on all lists).
3. MMC of this PG are Assault Engineers.
4. MMC of this PG are Sappers (H1.23).

HISTORICAL AND DESIGN NOTES

THE RED ARMY IN THE FAR EAST IN 1938-1939

In 1931, Japan invaded Manchuria and created the puppet nation of Manchoukouo. The Japanese Army took over power. As soon as 1934, some border incidents occurred with Mongolia, a “satellite nation” of the USSR. The Special Far East Red Flag Army (OKDVA), sent by Moscow, reinforced the Mongolian Army. The 1938 battles around Khasan Lake ended in a bloody draw. OKDVA was well equipped and well led since it was relatively spared from the Stalin purges. In August 1939 this army, under Zhukov’s leadership, crushed the Japanese Army.

4 lists are proposed:

- An **Infantry** list, very well equipped for the time period.
- A **Motorized Infantry** list portrays the 35th Motorized Division.
- A **Tank** list represents the tank and armored car Brigades, which with accompanying Infantry made up a machine-gun Battalion.
- A **Cavalry** list.

P1: AIR SUPPORT

The Russian airforce was very active in Nomonhan. PG P1 represents I-15 biplanes, I-16 monoplanes and SB-2 twin-engines bombers that were widely used for ground support. The Russian fighters were well armed (12.7 MGs, 20L guns and rockets).

I1-I9: INFANTRY

The Russian fusiliers had great firepower (18 MMG per Battalion) and were very well supported with numerous tanks and powerful artillery. The Engineer units (I6-I8) were plentiful. The Russians also deployed independent machine-gun brigades. These last units had always played an important role on this border, up to now.

G1-G9: ARTILLERY

The OKDVA units were well equipped, particularly in Anti-Tank guns (G2). Medium mortars (G1) were less employed than they were a few years later.

A1-A9: ARMORED VEHICLES.

To each infantry or cavalry division was attached a recon group comprising cavalry (I3), motorcyclists (I9), amphibious tanks (A1) and armored cars (A7-A8). These armored cars were very efficient in the Mongolian steppes. The armored vehicles were decisive for the Russian victory. The T-26 (A2) were above all used for close infantry support.

S1-S2: ARMORED TRUCKS

The armored Brigades included a battalion of self-propelled artillery (S1). The multi-MG trucks equipped all motorized units.

O1-O5: OFFBOARD ARTILLERY

The infantry divisions were at the time well supported with heavy offboard artillery (O4-O5). The armored brigades had to call for Army Corp support for artillery heavier than 76mm. Smoke ammunition was widely used.

T1-T4: TRUCKS

OKDVA was much more motorized than the Kwantung Army. Nevertheless, infantry, cavalry and artillery units often used horse-drawn transport.

List Designer: Philippe Naud & Sylvain Ferreira

SKY AND MUD

ASL Scenario PBDYO TAC 1



SOUTH OF PONT-DU-FAHS, TUNISIA, 22 DECEMBER 1942:

As the Allied offensive against Tunis bogged down, the French Headquarter prepared a small-scale action whose objective was to take control of the Pont-du-Fahs area. The terrain was mountainous and reputedly "tank-proof". The available transportation pool and communications systems were archaic: wagons were added to the first and pigeons were used for the second. The troops were painfully brought into attack position: on wet and muddy tracks under a constant rain. Facing them, the Italian *Superga* division held a 50-km wide front based on strongpoints about which the French intelligence gave only very limited knowledge. The attack, launched on the 20th, met a stiff resistance; resumed the next day, it met some local success but quickly bent under the German and Italian counter-attacks. The *Henchir Moussa* crossroad saw particularly hard-fought action and the 4th RCA had to withdraw around 1500.

Board Setup

	4
	18



Balance

⊙ Increase the French SPP by 5% (FRH)

≡ Increase the Italian SPP by 5% (FRH)

Victory Conditions:

Before play, the French player secretly chooses one of the 3 following VC:

1. Control 13 of the 17 buildings of boards 4 and 18.
2. Exit 20 Good Order VP along the eastern edge (prisoners do not count).
3. No Good Order Italian unit on a hex of road 4GG5-Y3-18Q9-Q7-P6-I1.

The French win if the chosen condition is met at game end.

≡ Italians set up first	⊙	1	2	3	4	5	6	7	8	9	END
⊙ French move first											



Elements of the Superga Division [ELR: 2-3]
set up on/east of hexrow Z {SAN: 2-5}



2 [5]

2

BB: 45 SPP
Reinforcements: ≤ 25%
Lists: Superga
PBDYO: Tunisia 11/42-5/43 Italian lists



Elements of the 4th RCA [ELR 3]
enter along the western edge on/after Turn 1 {SAN: 2-3}



2 [24]

3

3

BB: 75 SPP
Reinforcements: ≤ 50%
Lists: RCA
PBDYO: Tunisia 11/42-5/43 French lists

SSR:

1. EC are wet without wind at scenario start. Weather is Overcast.
2. Road Bonus is NA for all vehicles.
3. French offboard observers set up at level 3 on the western edge. Italian offboard observers set up at level 3 on the eastern edge.
4. French reinforcements enter along the western edge. Italian reinforcement enter along the eastern edge
5. AFV crews may not voluntarily abandon their vehicles.

Scenario Design: Jean-Luc Béchenec, Sylvain Ferreira and Philippe Naud '94

AFTERMATH:

The 3rd Regiment of the 4th RCA attacked again on 22nd of December and took back the *Henchir Moussa* crossroad during the morning. Some elements of the 2nd Regiment of the 4th RCA, with armored cars and D1 tanks, held off two Italian counterattacks at 1200 and 1900. But this success stood short-lived. After a break, the French attack exhausted itself, got stuck and finally failed.

THE PATH OF GLORY

ASL Scenario PBDYO TAC 2



NEAR DIEDERSDORF, GERMANY, 18 APRIL 1945:

Secretly encouraged by Stalin himself, Marshals Zhukov and Koniev fought a hard competition, the objective to be the first to reach Berlin, whatever the human losses would be. On 16th of April, at 0300, the Joukov artillery (of the 1st Belorussia Front) opened the final assault. 768,000 soldiers, 3,000 Tanks and self-propelled guns and 14,000 guns were facing the 220,000 soldiers and 512 tanks of General Busse 9th Army. But this last could use a terrain favorable to the defense; the Oder valley had been flooded and the resistance line could lean on the Seelow Heights. This 50-meter high escarpment overlooked the Russian approaches and bristled with heavy AA Guns used as Anti-Tank weapons. Mobile reserves, like the “Muencheberg” Division were ready to step into the battle. The Russian offensive recon on 14th and 15th of April confirmed the German suspicions on the attack direction. They evacuated their forward positions and the Russian artillery preparation fell on empty space. The defenders from the Seelow Heights decimated the attackers, whose vehicles clogged in traffic jams on the few non-flooded roads. The Soviet troops finally broke through, pushed by Zhukov, anxious to win the race for Berlin and who sent into the fight all the available reinforcements. The Germans tried to close the breaches; the “Muencheberg” Division deployed near Seelow in order to counterattack on the 18th.

Victory Conditions:

The Russian player secretly choose before play one of the 3 following Victory Conditions:

- 1: Control all the buildings on/between hexrow I and W on board 17.
- 2: Exit 40 Good Order VP along the western edge (prisoners don't give any VP).
- 3: Score more CVP than the Germans, with a minimum of 20 CVP.

The Russian wins if the chosen condition is met at game end.

Board Setup

Balance

- ★ Increase the Russian SPP by 5% (FRH)
- ⊕ Increase the German SPP by 5% (FRH)



17	33	61

⊕ Germans set up first	★	1	2	3	4	5	6	7	8	9	END
★ Russians move first											



Elements of the “Muencheberg” Division [ELR: 2-3]
set up anywhere on boards 17 and 33 {SAN: 2-6}

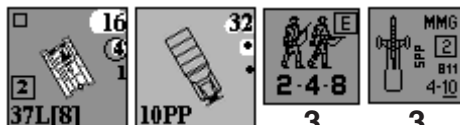


2

BB: 70 SPP
Reinforcements: ≤ 50%
Lists: Panzer
PBDYO: East Front 1945 German lists



Elements of the 1st Guard Armored Army [ELR: 4]
enter along the eastern edge on/after Turn 1 {SAN: 2-3}



2 [41]

3 [Am.55]

3

3

BB: 120 SPP
Reinforcements: ≤ 50%
Lists: Tank
PBDYO: East Front 1945 Russian lists

SSR:

1. EC are Moderate without wind at scenario start. Weather is Clear.
2. Russian offboard observers set up at level 2 on the eastern edge. German offboard observers set up at level 2 on the western edge.
3. Russian reinforcements enter along the eastern edge. German reinforcements enter along the western edge.
4. AFV crews may not voluntarily abandon their vehicles.

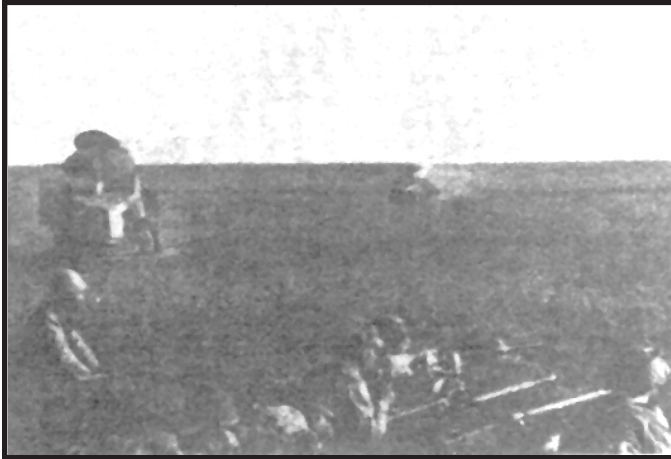
Scenario Design: Philippe Naud and Jean-Luc Béchenec '94

AFTERMATH:

The 28th Armored Corp point elements met the fire of guns hidden in the woods near the Diedersdorf village. They underwent then a counterattack of the “Muencheberg” Division, supported by the Luftwaffe. But the Russians were stronger and the Germans had to withdraw. The attacker losses were so heavy that the 1st Guard Armored Army and the 8th Guard Army were obliged to merge. But Zhukov finally saw the Berlin road and the path of glory open in front of him.

BAINTSAGAN

ASL Scenario PBDYO TAC 3



NOMONHAN area, 3 July 1939:

After the initial defeats in the May skirmishes, the Kwantung Army wanted to take their revenge on the OKVDA (Far-East Russian Special Army). On 2nd of July, the Japanese launched two regiments on the west bank of the Halha river and pushed the Russians back from their positions on the highs of Baintsagan. The attackers were threatening the numerous Soviet artillery batteries that was bombarding the other bank of the river. Realizing the danger, Zhukov threw his mobile reserves into the battle. On the evening of 3rd July, two armored Brigades supported by a motorized infantry Regiment swept down on the Japanese columns.

Victory Conditions:

The Russian player wins at game end if he has accumulated more CVP than the Japanese. Prisoners don't count as double for CVP purposes.

Balance

- ★ Increase the Russian SPP by 5% (FRH)
- Increase the Japanese SPP by 5% (FRH)

Board Setup



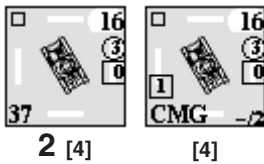
29	28
26	27

*On boards 26 and 27 only
hexrow A-P are playable*

✚ Japanese move first	● 1 ★	2	3	4	5	6	7	8	END
★ Russians move second									



Elements of the 23rd Engineer Regiment, 7th Infantry Regiment, 23rd Division and from 26th Infantry Regiment, 7th Division [ELR: 3-4] enter on turn 1 along the northern edge {SAN: 4-5}:



2 [4]

[4]

BB: 70 SPP
Reinforcements: ≤ 30%
Lists: Infantry
PBDYO: China 1937 - 1940 Japanese lists



Elements of the 24th Mechanized Infantry Regiment from the 36th Motorized Division, 7th mechanized Infantry Brigade and 11th Tank Brigade [ELR: 3-4] enter on/after Turn 1 along the southern edge and/or the western edge of board 26 {SAN: 2-3}:



3

3

3

3

BB: 70 SPP
Reinforcements: ≤ 50%
Lists: Mot. Infantry & Tank
PBDYO: China 1938 - 1939 Russian lists

SSR:

- EC are dry without wind at start. Weather is clear. Light Dust is in effect. All Hammada is Brush.
- Russian offboard observers setup on the southern edge and/or on the western edge of board 26 at Level 0. The Japanese player may not purchase offboard observers.
- Russian reinforcements enter along the Southern edge and/or along the western edge of board 26. Japanese Reinforcements enter along the northern edge.
- Japanese have free MOL capability [A22.6] against Russian vehicles. They don't have to expend SPP to purchase this capability (China 1937-1940 Japanese lists Note 2), except if they want to use it against Russian infantry also.

Scenario Design: Sylvain Ferreira '95

AFTERMATH:

The clash between both troops was brutal. The Japanese destroyed many Russian vehicles with their artillery, anti-tank Guns and Molotov cocktails. Also, the successive waves of BT and BA-6 slaughtered the infantrymen and horses. Because of a lack of sufficient supply - only one bridge on the Halha river - the Japanese had to withdraw. On 5th July, the Russian tanks and infantrymen again controlled the heights of Baintsagan.

THE TECHNICAL COLLEGE

ASL Scenario PBDYO TAC 4



BERLIN, GERMANY, 1 May 1945:

Engaged since the 28th of April in Charlottenburg, the Russian 2nd armored Army was severely tested. The supporting infantry suffered near 95% losses and one of the Tank Brigades lost 82 of its 107 Shermans. The losses were so high that reinforcements had to be brought up. The only available unit was the 1st Polish Infantry Division that integrated the 2nd armored Army on the 1st of May. Even if theoretically attached to the 2nd armored Army Tank Brigades, the Polish Division led the fighting in the sector. Its two principal objectives were the Tiergarten railway station in the north and the Technical College, around 300m to the southwest. The attack began with a frontal assault supported by artillery guns hoisted up to the upper floors of the only building facing the college.

Victory Conditions:

The Poles win at game end if they control Building 20E7 or Building 20H3.

Balance

- ★ Increase the Polish SPP by 5% (FRH)
- ✚ Increase the German SPP by 5% (FRH)

Board Setup

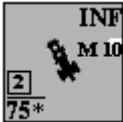



		23
		20

Only hexrow A-P are playable

✚ Germans set up first	1	2	3	4	5	6	END
★ Poles move first							



Elements of Waffen-SS and of the Volkssturm [ELR: 2-3]
set up on/southwest of hexrow 20P5-23A3 {SAN: 5-6}

 2 [15]	 2	 20L[6] [26]	 2-2-8
--	---	---	---

BB: 20 SPP
Reinforcements: ≤ 40%
Lists: SS & Volksturm
PBDYO: East Front 1945 German lists



Elements of the 1st Polish Division [ELR: 3-4]
set up on/northwest of the 20P8-23A6 hexrow {SAN: 2-3}

 3 [34]
--

BB: 35 SPP
Reinforcements: ≤ 40%
Lists: Rifle
PBDYO: East Front 1945 Polish lists

SSR:

1. EC are Moderate without wind at start. Weather is clear. All Locations of Building 23O8 are fortified.
2. Polish offboard observers setup on the southern edge and/or on the western edge of board 26 at Level 2. The Germans cannot purchase any "O" or "P" groups. They must expend ≥ 12 SPPs on the Volkssturm list. They must purchase ≤ 5 "I4" groups.
3. Polish reinforcement enter along the northwest edges on/between 23P1 and 23I10 on Game Turn 1 and 2 and on/between 20M1 and 23I10 on Game Turn 3 and after. German reinforcements enter along the southeast edges on/between 20I1 and 20A5.
4. The German player secretly notes 4 fortified building Locations. These fortified building Locations are given for free and do not count toward the 15% SPP limitation to purchase fortification (PBDYO 2.5).

Scenario Design: Jean-Luc Béchenec '95

5. Polish AFV crews may not voluntarily abandon their vehicles.

AFTERMATH:

Despite the artillery guns support, the attack stalled. Finally, a flanking attack of the divisional recon company across Hardenberg Street forced the decision. The Technical College fell first, nearly followed by the Tiergarten Railway Station. This action was the last performed by the Poles. They resumed their progression without trouble and raised their national flag on the victory column.