Great Battles of World War II

D20 Game Reference Chart www.g-design.us/gb 12SEP13 0:01 v5

Turn Sequence with a 👁 symbol when sighting occurs

1) Advance Turn & Weather Roll

See scenario. For Dawn Phase, see page 2.

2) Deploy From Reserve At dawn, costs no action 👁

When	3"	6"	9"	12"	>12"
Dawn	1d/1s/-3"	2s	1s	-	-
Day* ○	1d/1s/-3"	3s	2s	1s	-

Deploy with 12" of FUP. 1d=1 stand destroyed, 1s=1 stand suppressed, -3"=retreat 3", -=no effect. *Mark if during *day;* takes 1st action rolled.

3) Activate Choose 1 column only, not a combination.

When	1 Bn	1 Bg	2 Bg	3 Bg
Dawn	1	2	6	10
Day	2	4	12	20

Mark off when used. See scenario for activation points.

4 A) Remove Old Barrages & New Delayed

Roll affected by artillery quality:

When	Raw	Inferior	Average	Exper'd	Veteran
Now	20	18+	16+	14+	12+
1 Turn	12-19	11-17	10-15	9-13	8-11
2 Turns	7-11	7-10	6-9	6-8	5-7
3 Turns	1-6	1-6	1-5	1-5	1-4

D20 Modifiers: HQ attached +2, Pre-registered +3

On Call per chart. Pre-planned as scheduled & cannot be cancelled.

B) Barrage

Result No destroy roll	Activated & In Open	Non-Activated or Activated in Soft Cover	Hard Cover	Bunker
Suppress	9+	13+	15+	17+

Stands under barrage may **not** fire **nor be fired upon**.

5 A) Action Roll

Actions	Raw	Inferior	Average	Exper'd	Veteran
2	19+	17+	16+	15+	13+
1	Unmodified 1-10 (red)				
0	All other results				

D20 Modifiers: HQ attached +2

Pay back all earlier Day Deployment/Op Fire* before any other action

All must: 👁Change Formation, Move, *Deployment

or Some may: Rally, Fire, 👁Dismantle/Limber & recall AT/gun transport, *Op Fire

👁B) Move & Op Fire* movement in inches

Type	Road	Good / Bad Going		
	Paved / Dirt**	Column	Assault	Defensive
Slow AFV	15/10"	8/2"	5/1"	3/1"
Med. "	21/14	10/5	7/3	4/1
Fast "	27/18	12/6	9/4	4/2
Halftr'k	27/18	10/6	7/3	4/2
Wheel	36/24	6/2	4/1	2/1
Horse	12/12	4/2	2/1	2/1
Foot	9/9	6/6	3/3	2/2
AT/Gun	1/1	1/1	1/1	1/1

If any suppressed as Bad Going. With set-up Heavy Weapons, AT or Gun max. move is 1".

*Op Fire occurs during a move of at least 1" & in sight. Place Action Taken marker ○ & regardless of the result, that battalion cannot perform any action in future turns until it has spent one action to remove the marker.

**Road always dirt unless scenario specifies otherwise.

C) Rally to remove suppression, each stand rolls or losers (only) roll to avoid it after Close Combat (Step 6)

Quality	Raw	Inferior	Average	Exper'd	Veteran
Rally	9+	7+	5+	3+	1+

D20 Modifiers: HQ attached +2

Soft Cover +2, Hard Cover +4 or Bunker +6

Each stand that is: Suppressed -2

Destroyed -4

👁D) Fire

D20 TO HIT Modifiers applies to both Infantry/Gun fire

Target: not activated -4, Column +2, Road +4

Fire: w/Hvy Wpns +4, to flank or rear -4, Op -6.

If hit, suppressed (flip disk) & roll 2nd die to Destroy.

Infantry

Range	1"	2"	3"*	8"
To Hit	9+	13+	17+	19+
To Destroy: Dism'nted	9+	13+	17+	19+
" Soft Vehicle	9+	9+	9+	9+
" Armor	13+	-	-	-

Dismounted is all infantry and guns. *SMG has no 3" range.

Gun

Range	3"	6"	9"*	12"
Light Gun Hits on	5+	5+	13+	19+
To Destroy: Lt. Armor	13+	15+	19+	-
" Medium "	19+	-	-	-

Light gun can only suppress Heavy/Superheavy.

To Destroy **Dismounted** 17+ **Soft Vehicle** 9+

Once hit, all gun weights destroy any dismounted/soft vehicle as above.

Larger guns continued, next column.

Range	3"	6"	9"*	12"
Mdm. Gun Hits on	5+	5+	9+	15+
To Destroy: Lt. Armor	9+	9+	11+	13+
" Medium "	13+	13+	11+	-
" Heavy "	19+	-	-	-

Medium gun can only suppress Superheavy.

Range	3"	6"	9"*	12"
Heavy Gun Hits on	5+	5+	9+	15+
To Destroy: Lt. Armor	9+	9+	11+	11+
" Medium "	9+	9+	11+	13+
" Heavy "	13+	15+	17+	19+
" Superheavy "	19+	-	-	-

Range	3"	6"	9"*	12"
Superheavy Hits on	5+	5+	5+	11+
To Destroy: Lt./Mdm.	9+	9+	9+	11+
" Heavy "	9+	9+	11+	11+
" Superheavy "	9+	13+	17+	19+

6) Close Combat Add modifiers below, both sides roll dice.

Modified, high roll wins, or if tie continues next player turn.

Loser retreats 3" and rolls on Rally #5C chart, and each if fail suppressed or if already suppressed, eliminated.

Attacker	Mod.	Both	Mod.	Defender	Mod.
Armor*	+4/+1	SMG Bn	+2	Soft Cvr.	+2
Light "	-1	Quality	+1*	Hard Cvr.	+3
Sphvy. "	+1	Infantry	+1*	Bunker	+4
No close combat if Defender has armor. AT/Gun when alone automatically loses close combat.				AT/Gun	+2
				Hvy Wp	+2

*Per level/unsuppressed Infantry stand higher than other side.

No morale test for winner even if he has hits. If to retreat, AT/Gun/Heavy Weapons automatically dismantle/limber.

7) Morale Roll for each battalion receiving any hit during turn.

Total hit count column = total Suppressions 1 each + Destroyed 2 each & crossindex with row of # of Stands that unit started the Day with: (do not count Bn HQ).

Hit Count ▶ ▼ Stands at Start	1	2	3	4	5	6	7	8	9	10
1	18+	-	-	-	-	-	-	-	-	-
2	4+	18+	20	-	-	-	-	-	-	-
3	2+	11+	18+	20	20	-	-	-	-	-
4	1+	4+	14+	18+	19+	20	20	-	-	-
5	1+	4+	7+	16+	18+	19+	20	20	20	-
6	1+	2+	4+	11+	16+	18+	19+	20	20	20
7	1+	2+	3+	6+	14+	15+	18+	19+	19+	20
8	1+	2+	2+	4+	8+	14+	16+	18+	19+	19+

D20 Modifiers Cover: Soft/Crestline +2, Hard +4, Bunker +6, If not within 12" of C Ops -2, Drizzle/Heat/Cold -2, Fog/Rain -4. If less, retreat 3" & Go To Ground. If cannot retreat, destroy one stand instead.

The 1st Turn of Game

Usually begins with the Dawn Phase; skip the Night Phase. The first Night Phase happens at the end of the First Day's last turn.

A) Night Phase

1. After the last* turn of day, all battalions have Gone to Ground or when both players agree, proceed to the night phase.
   *Generally, there will be 10 turns in May-July, 9 turns in November-January, the day's fighting ends after 8 turns and 9 turns in February-April & August-October.
2. Move FUP up to C Ops if road is clear of the enemy (no enemy stands within 2" of the road).
3. Flip Suppressed stands.
4. Roll for replacements. At nightfall, roll for each destroyed stand based on battalion's situation & if you roll score indicated it is returned to within 12" of FUP.

Replacements	Supply State				
Situation	**Poor**	**Inferior**	**Average**	**Superior**	**Superb**
Isolated 36+" away or no route to C Ops	-1*	-1*	-1*	-1*	-1*
Separated >12" to <36" to C Ops	-	-	19+	18+	17+
OK within 12" of C Ops	19+	18+	17+	16+	15+
In reserve (off table)	15+	11+	9+	7+	3+

*isolated cannot trace any line of communications without coming within 2" of enemy stands; no roll for replacements & 1 stand destroyed (player's choice).

Attached units may not be replaced. If all Bn's stands destroyed, Bn goes into automatic reserve & thus available to roll for replacements at reserve rate after full day's wait. Since the replacements have been "rushed" into their companies, they are one morale grade lower than originally.

5. Withdraw any units (including just a battalion's attachments) by redeploying from the table to reserve, attacker first then defender.
6. Units still on table may change formation.
7. Units in reserve may be attached and detached, attacker first. Commonwealth attachments must stay with home brigade.
8. Both sides replenish artillery supply.
9. Proceed to Dawn Phase.

B) Dawn Phase

1. Players note which artillery templates will be Preplanned (write on hidden map with turn # of each), Registered (write on hidden map but no turn #) & On-call (keep in lid).
2. Roll for weather (see scenario)
3. Attacker deploys units from reserve (Step 1)
4. Defender deploys units from reserve (Step 1)
5. Scenario's 1st player chooses to pass or proceed to Day Turn
6. If 1st player passes, 2nd chooses to pass or proceed. If passing continues thru all 10 turns, proceed to night phase.
7. Once a side chooses to proceed, he activates units (see Step 2) & then the other side activates his.
8. When proceeding the sighting distances increase by turn. Roll a die at the beginning of the 3rd turn

	Visibility Enemy in open.	
Turn	**1st Player**	**2nd Player**
1	3"	3"
2	6"	6"
3 if odd rolled	6"	12"
3 if even rolled	12"	12"

Enemy in cover sighted when you moving to 1" away.

C) Turn Sequence

Start with Step 1 on 1st page.

Unit Type Capabilities

Firers, must be in front rank*:

Infantry .5x1.5" Can move into close combat with all but Armor (even if has attached armor). Each infantry battalion may attach stands below, maximum each of 1 HQ and 1 Hvy Wpns + 2 others: AT, Field Gun or tank, for a maximum of 4 attachments. *May also indirect fire up to 8" over obstacle (hits as if at 8" range even if closer) & gets Hvy Wpns mod.

Armor 1x1.5" One stand may be attached to Infantry battalion or 2+ Armor may act as own battalion. May not close combat other Armor.

Anti Tank 1x1" Gives a close combat bonus. Unlimbers (•) instantly to fire (free with Fire action like Heavy Weapons), but then limits movement of battalion to 1" maximum until an action is spent to limber the AT Gun.

Field Gun .75x1" Like anti tank gun but with barrage template. When unlimbered (•) limits movement.

May Not Fire *and* cannot be fired at:

Heavy Weapons .75x.75" Itself does not fire. Sets up instantly (•) to add optional +2 bonus to *all* infantry stands' fire in the battalion. Once set up, then limits movement of battalion to 1" maximum until an action is spent to dismantle the heavy weapons. Rear rank okay for mod.

HQ large stand 1x.75" with a jeep. Provides bonuses to action roll for battalion it is attached to & rally to removes suppression from stands. Rear rank okay for modifier. No other effects, moves with battalion. One HQ per battle-group which is a *brigade for British; regiment for others. British regiments are equivalent to battalions.*

Bn HQ small stand .75x.75" No effects just a status marker with a single figure for infantry or small vehicle.

Both HQ's above serve as a marker by sliding unit ID **up** to mark the number of actions rolled, *one* in the example:

…& Activation state: I Inactive, – Activated, G Gone to Ground.

Transport .75x.5" Each above stand can have its own transport. Place in front of stand carried/towed while loaded/moving. While loaded, whatever vehicles suffers, passengers & towed guns also suffer. May unload for free. Once unloaded, remove from table until option to reload at nightfall. Exceptions: AT guns may spend an action and remount reappearing vehicles; half-tracks can fire and linger while unloaded.

C Ops (Center of Operations) 1x1" Can only move 12"/turn along friendly road or board edge. Represents the Division's general, staff, and communications officers. Provides morale and replacement die roll bonuses to nearby units. If enemy moves adjacent, is destroyed and returns on board edge at dawn. Division lose 10 Activation Points & all its battalions be considered isolated in upcoming night phase.

FUP (Forming Up Place) 2x2" Immobile by day but moves adjacent to C Ops' location during Night Phase. Staging area from which reserves may deploy in or up to 12" away at a cost of no Action Points if dawn or 1 if a day turn. Must be able to trace line of supply to function.

means Barrage *cannot* suppress

Choose Action

Actions "All" in battalion *must* participate in:

Change Formation: Center unit stays stationary (may not engage in any other action) and rest move up to maximum allowed to new formation type • Facing may also be altered at this time • A battalion's formation must be either: **March** (column: IIII), **Assault** (two ranks: ==) or **Defensive** (line: – – –) formation. **Road March**, a battalion is considered in March formation but is end to end on the road (– – – –, looks like Defensive but stands must touch); maximum move of 12" when moving by road to defensive formation, for any stand • May not contact enemy as the result of a formation change • Only front stands may fire direct (if 2nd rank fires indirect then must be at 8" range regardless of actual distance.

Move: Maintaining formation, move stand that must move furthest. Move at rate of slowest. Stand's movement rate is determined by its type/carrier, formation, and terrain. Note when Battalion's stands all must versus some may participate in an action (and if latter, other stands may perform different actions). ("good going", "bad going", dirt road or paved road). If any suppressed, all must move as if Bad Going. Mounted infantry can dismount at any time.

Deploy A Reserve Battalion's stands may appear within 12" of FUP or road from friendly board edge which causes hits if visible or hidden enemy within 12".

Actions "Some" in battalion *may* participate in:

Dismantle or Limbering for movement in a later action. AT/Field gun gets its transport back.

Fire If hit but not destroyed, target is suppressed (flip disk). All stands fire independently but all shots at a target are fired at once. Stands can fire in all directions, but suffers a penalty for firing outside of their forward 180° arc. Unless if Indirect Fire, stand must establish Line of Sight to its target. Visibility rules limit sighting, due to distance, terrain, weather, and time of day. Stands under an artillery template & in close combat cannot be fired upon or fire out.

Rally Roll to remove stand's suppression see Step 5C.

Order of Actions 1) PAY BACK EARLIER: Units which previously deployed from reserve or conducted opportunity fire, even though those events don't occur during the Action Phase, must pay Action Points for those previous Actions at this time. If battalion had 2 actions to spend, the actions taken must be repaid as the 1st action before spending the 2nd action. 2) 1ST & 2ND ACTIONS: If one battalion has only 1 action and another has 2 actions, then all 1st actions must be completed before the battalion with 2 actions can spend its 2nd action.

Misc Markers

Elimination you must mark them rather than just remove the stands, because they are counted in Morale step; SMG battalion; • Engineer stand; • Flip to red disk side to show unlimbered/set-up weapons; B3 Unit ID chit example B3=Battalion 3 of Regiment B; Action taken.