

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	Activated & In Open	Non-Activated or Activated in Soft Cover	Hard Cover	Bunker
No destroy roll				
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 dismantled/soft vehicle as above.

Larger guns continued, next column.

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.

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+

7) Morale

Roll for each battalion receiving any hit during turn.

Total hit count column = totalSuppressions 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.