

## BPV Considerations by Byron Henderson

The standard Do-Your-Own (DYO) system for Panzerblitz was created by Tom Oleson back in the early 70s and provides the basic formulas for rating units from that game. Later that same decade, Robert Chiang applied Mr. Oleson's criteria to Panzer Leader making several changes to account for differences in the game systems. Other systems, such as Ken Perry's option based upon the vehicle and weapons availability as shown in Advanced Squad Leader (Boardgamer Volume 7, Number 4), have presented interesting DYO possibilities but not caught on with the gaming community in general. Mr. Oleson's system for Panzerblitz and Mr. Chiang's adaptation of it for Panzer Leader remain the standards in this endeavor.

In the time since Robert Chiang's adaptation of Tom Oleson's original system appeared in *The General Volume 14, Number 6*, the counter mix for each game has undergone significant expansion thanks to the proliferation of internet sites dedicated to the game and access to better art programs for counter creation. The articles by Alan Arvold on the Imaginative Strategist website have provided new insights into how the original countermix was created, resulting in several sites dedicated primarily to additional counters for the game. It is no exaggeration to state that the countermix for Panzerblitz and Panzer Leader has at least trebled with the creation of new units for the major combatants and the addition of game counters for other countries such as Italy, Romania and Hungary in the game system.

With these additions, greater specialization has entered the countermix. Antiaircraft guns are no longer simply antipersonnel units; there are now a large number of aircraft on which they can focus their attention. Reconnaissance units, originally represented by an armored car counter or two on each side, are now armed with every weapon imaginable and are among the most numerous unit types available in the game. Flame tanks, handy for removing large groups of dug-in infantry, have entered the countermix as well. And, of course, every major combatant has at least a dozen "standard" tank types, ranging across the entire timeframe of the actual war and beyond, to choose from while minor combatants each possess at least a half dozen options of their own.

Concurrent to the additions to the countermix, the rules for the game system have been expanded both by the publishing of *The Arab-Israeli Wars*, with its more detailed and realistic expansion of the original system, and the creation of a variety of house rules by players.

With all of these changes, how have the original DYO systems held up? Actually, quite well. The basic system created by Tom Oleson still works to allow players to create their own scenarios for Panzerblitz. Robert Chiang's adaptation for Panzer Leader units has weathered the test of time less well but still provides some useful ideas with which to rate the large variety of units now available. Unfortunately, neither of these systems adequately addresses all of the changes that have taken place in the countermix for these games; some adjustments are necessary to account for the increased variety of unit types and functions now available.

The following DYO system is an update of Mr. Oleson's and Mr. Chiang's original systems for rating units in both Panzerblitz and Panzer Leader. Although it expands and changes those existing systems to account for the variety of units now available for

these games, much of the original rating criterion still remains in place. In other words, the foundation Mr. Oleson built is still solid; it just needs updating. A major difference is that this system allows players to rate *any* unit created for Panzerblitz and/or Panzer Leader for DYO purposes; there is no longer a need for dual ratings for some unit types depending on the rules set you choose for your scenario. Additionally, a fundamental problem with Robert Chiang's Panzer Leader rating system has been addressed and corrected. (I'll revisit this point later in the article as I explain the reasons for the new rating criteria in greater detail). It is my hope that this system of rating units for DYO scenarios adds to the enjoyment of the game and addresses any issues that have been raised by the inclusion of new unit types over the years.

Following are a few notes that are generic in nature and apply to everything. They are:

- If the unit moves as a truck, reduce its movement by half for BPV purposes.
- Round all ".25" results to .5; round all ".75" results to next whole number.
- "I" class units AF and RF are generally ignored in most computations. This is a BPV compromise to the game systems, which stress the supremacy of armored units and is, in fact, a part of Tom Oleson's original system. Firing your halftrack's machineguns at an opposing infantry platoon may be fine for your morale, but is likely to have little or no effect whatsoever on the battlefield.

## ***Tanks and Tank Destroyers***

The centerpieces of any Panzerblitz or Panzer Leader scenario are the Armored Fighting Vehicles; the tanks and tank destroyers. The entire game is built around them and they remain the standard in the Panzerblitz Point System. The tank is primarily a mobile gun, not a method of transport for the poor foot soldier. Use the standard criteria laid out by Tom Oleson over 30 years ago for all tanks and tank destroyers—including all tanks that are unable to transport infantry in the Panzer Leader system.

- ("A" Class) AF + RF + DF + MF
- ("I" Class) DF + MF

NOTE: Armor using the Functional Mobility of Turreted AFV rule use 1 ½ (round up) AF

## ***Assault Guns***

In Panzerblitz, Assault Guns can attack armored units with their full strength at up to half range while their Panzer Leader brethren may do so at up to six hexes. Interestingly, Assault Gun ranges in the Panzerblitz game are from 6-16 hexes (Soviet "H" class units possessing longer ranges than 16 will be dealt with in the SPA section); the six hex range determination from Panzer Leader actually represents the average (half range in Panzerblitz averaging 5.5 hexes) for units in this category. So the criterion to accommodate units in both games equally is simple: use the average RF rating; count all (non-AA capable) Assault Guns RF as 6 when calculating their BPV.

- (non AA) AF + [RF or 6] + DF + MF

NOTE: Some turreted AFV possessing “H” class weapons have range factors lower than 6 so the formula for these units uses the unit’s RF or 6, whichever is less.

**Mobile AA guns** are grouped with Assault Guns in the game because Panzerblitz, and to a large extent Panzer Leader, do not bother to differentiate between them. Units such as the German Wirbelwind are essentially large antipersonnel weapons unless Allied aircraft appear overhead to give them something proper at which to shoot. In short, their historic role is largely forgotten or ignored in the game.

Now, the inclusion of large numbers of aircraft in the game system over the years makes these units multi-functional, and thus more valuable, on the game board. The higher BPV has the additional advantage of reflecting the comparative scarcity of these units throughout the war. Adjusting their BPV to reflect their heightened status in the game results in mobile AA guns being rated separately from their more brutal, infantry hunting brethren. One must pay for specialization, so use  $1\frac{1}{2}$  AF for these units. As they are doubled against aircraft at half range, it makes sense to use  $\frac{1}{2}$  RF for them as well. The “I” class AA guns do not possess the multi-functionality of the “H” class units since they cannot fire at armored targets and are not rated as highly.

- (AA capable – “H” class)  $1\frac{1}{2}$  AF +  $\frac{1}{2}$  RF + DF + MF
- (AA capable – “I” class)  $\frac{1}{2}$  AF +  $\frac{1}{2}$  RF + DF + MF

**Flame tanks** are also grouped together with the Assault Guns. However, flame AFV possess severe limitations on the attack due to their universally poor range of 1 and generally poor defensive ratings. Because of these limitations, they also require a separate rating from the standard Assault Gun. Their AF is severely compromised by their universally poor range so it makes sense to use  $\frac{1}{2}$  AF in calculating their value on the battlefield.

- (flame AFV)  $\frac{1}{2}$  AF + 1 + DF + MF

NOTE: In The Boardgamer Volume 9, Issue 4, Alan Arvold points out that flame tanks cannot use their full attack factors in Panzerblitz unless they are at half range. Because they have a range of “1”, they are actually required to be in the same hex as the unit(s) they are attacking (half of “1” being “.5”, rounded down to “0”) in order to use their full attack factor. This is only possible if they are in, or on, a fort. I’ve never seen this rule used; most players apparently consider the lowest possible range for attack as one hex. But this insight speaks volumes to the limitations of these units under the original rules.

NOTE: Armor using the Functional Mobility of Turreted AFV rule use  $1\frac{1}{2}$  (round up) AF

NOTE: AA capable AFV using the Functional Mobility of Turreted AFV rule use 2 AF

## ***Self-Propelled Artillery***

SPA in Panzerblitz and Panzer Leader possess a split personality due to the differences in the game mechanics. In Panzerblitz, they are glorified Assault Guns unless you use the optional Indirect Fire rule. Using that rule, they may rain down destruction every turn-

-but only on units that are spotted by the forward observer (CP) units and those units must be over  $\frac{1}{2}$  range away from the firing SPA.

In Panzer Leader, a SPA unit may fire at any unit that is spotted by a combat unit—and they only need to be  $\frac{1}{4}$  range away from the firing SPA. But, the SPA must pre-plan their fire; they can only drop the doom every other turn.

There are advantages and disadvantages to each rule set and it is outside the scope of this article to cover them. For our purposes, the roles of the units on the game board can be divided into two distinct groups.

The short-range SPA units (Mortars and some Rocket Artillery with a range of 16 or less) are mobile units that are forced to follow the offensive closely and that usually provide immediate (re: direct fire) support.

The long range SPA units (Heavy Artillery and some Rocket Artillery with ranges greater than 16 hexes) represent the big guns and typically have the range to do most of their damage through “true” indirect fire.

Use the following criteria to rate them, regardless of class.

- (Short Range SPA)  $AF + 6 + DF + MF$
- (Long Range SPA)  $AF + \frac{1}{4} RF + DF + MF$

NOTE: Unlike towed artillery, any SPA unit may be placed on or off-board at the beginning of the scenario. The cost for the SPA unit is the same whether placed on or off-board.

NOTE: If placed off-board, they may not “move” nor may they enter the board area at any time during the scenario (unless of course the opposing forces each begin the scenario off-board and must move their forces on-board in the first few turns).

NOTE: Russian rocket artillery units mounted on trucks are rated as SPA.

NOTE: The U.S. Calliope and Scorpion are single shot units. After firing they are removed from the board. To determine BPV use  $\frac{1}{4} AF + 6 + DF + MF$  for the Calliope and  $\frac{1}{4} AF + 6 + [(DF + \frac{1}{2} MF) \text{ divided by } 2]$  for the Scorpion (which moves as a truck).

### ***More on Long Range SPAs and Towed Guns with IF capability***

Long Range SPA and towed gun units deserve more explanation. This DYO system requires towed artillery with longer ranges to be placed off-board but allows long range SPA units to roam the game board at the discretion of the players. Why? Because it's **fun** to move the Katyushas, Wespes, and Hummels around on the board and it would be shameful to take them away from players even if it makes little sense, in most cases, to place them on the game boards.

**Why use Panzer Leader's  $\frac{1}{4}$  RF instead of Panzerblitz's  $\frac{1}{2}$  RF when calculating the value of SPAs?** SPAs are very expensive and using  $\frac{1}{4}$  RF instead of  $\frac{1}{2}$  RF does not

alter that fact, so the “balance of power” in either game is not affected by this determination. For consistency, I chose to use the same RF modifier that I am using for on-board towed artillery since most players will choose to bring these units on-board during the scenario.

Note that I am using Robert Chiang’s off-board artillery rule (included below) verbatim along with his higher rating formula for off-board towed guns. Under this rule, SPA units cost the same whether placed off-board or on-board. As a result, it makes no sense to purchase a SPA unit and then place it off-board; the equivalent off-board towed artillery will cost much less.

### **Off-board Artillery** (from *Abstract Panzer Leader* by Robert Chiang)

At the start of the game, when each player is choosing his order of battle, that person may at his discretion decide to place one or more of the “(H)” class units behind “friendly” lines [*note: players must pay the additional cost for the units in order to do so and some towed units are required to be placed off-board; see the Towed Guns section for details*]. Such units cannot be moved, and cannot be spotted or attacked by enemy units (for the sake of simplicity, assume that counter-battery fire is ineffective versus such fortified off-board positions, within the short time span of the game, and that...aircraft cannot spot off-board artillery due to perhaps low visibility weather conditions in that area). Off-board units may only use indirect fire to attack on-board units, and then only enemy units within three-fourths of the off-board artillery unit’s range allowance of the friendly board edge.

### ***Reconnaissance Vehicles***

Reconnaissance Vehicles range from motorcycles to a variety of armored cars including such units as the Italian Autocanone vehicles. Halftrack units fall into many categories and may be listed as reconnaissance vehicles, self-propelled artillery, assault guns, tank destroyers or transport units depending on how they were used historically.

Reconnaissance units suffer from lack of a clear role in the game since their goal arguably is already achieved by the start of the scenario. Add to that their generally weak main armament and low defense factors and these units have limited use (not that they cannot be effectively used) in any scenario involving two sizeable forces. Their speed is their saving grace—and you have to pay for that. The variety of weaponry mounted on reconnaissance vehicles throughout the war mandates a multiple system of ratings.

- (“A” class) AF + RF + DF + MF
- (“H” class) AF + [RF or 6] + DF + MF
- (“I” class) DF + MF
- (AA capable – “H” class) 1 ½ AF + ½ RF + DF + MF
- (AA capable – “I” class) ½ AF + ½ RF + DF + MF

- (Mobile CP units)  $5 + DF + MF$

NOTE: AA capable units are rated using the Mobile AA rating criteria listed under the Assault Guns (included above for your convenience).

NOTE: Halftracks with "A" class weapons are considered tank destroyers. Leader halftracks, possessing both "C" and "A" unit types, are considered Transport units.

NOTE: "H" class weapons mounted on halftracks are rated as assault guns (unless they are AA capable; then use the Mobile AA rating criteria). Numerous armored cars possess very low range factors so the formula for "H" class units uses the unit's RF or 6, whichever is less.

NOTE: "M" and "(H)" class halftracks are considered SPA units.

## ***Transport Units***

There are four types of units covered here: wagons, trucks (not including the U.S. DUKW), halftracks, and "leader" halftracks (armed with "A" class guns in addition to their carrying capacity). The basic formulas already in place work well for these units but there is an exception that needs to be made and it is here that we address the fundamental problem in Robert Chiang's Panzer Leader DYO system: the MF adjustments made to the Allied armored vehicles.

As several stalwart and honorable historians (and numerous casual board gamers as well) have pointed out, Allied troops often rode on tanks as the situation permitted during WWII. Regardless, Allied infantry simply did not make a practice of riding on AFV when going into battle (as, for example, the Russians did). Instead, they rode forward in a variety of other vehicles—the primary vehicle being the standard truck. This was possible because the U.S. seemingly produced enough trucks during WWII to ring the earth several times over.

In the game, Allied trucks possess a higher MF than their Axis counterparts due to the advantageous supply situation the Allies historically possessed. However, this has the disadvantage of actually giving them a higher cost than the Axis trucks, effectively allowing the Axis to achieve greater mobility in the game since the allies cannot ride about the battlefield on their AFV and cannot afford as many trucks as the Axis. As a result, a new BPV criterion has been established to lower the cost of the Allied truck units and restore Allied mobility in DYO scenarios. Use the following criteria to rate transport units.

- (Wagons)  $DF + MF$
- (Halftracks and Tractors)  $DF + MF$
- (Leader HT)  $AF + RF + DF + MF$
- (Trucks)  $DF + \frac{1}{2} MF$
- (U.S. and U.K. Trucks)  $(DF + \frac{1}{2} MF)$  divided by 2

This adjustment solves the Allies' issue with infantry transport. Under the old point value(s), Allied trucks cost more than those of the Axis—which made no sense whatsoever. Now they price at an incredibly affordable 4 points (that's capitalism for you).

NOTE: The U.S. and U.K. truck rating adjustment applies only to actual trucks, not to all units that move as trucks. For other units that move as trucks in the game, use the regular truck rating formula.

## ***Towed Guns***

Towed guns include weapons of every class in the game. In Panzerblitz, almost everything was used as a direct fire antitank gun, with the occasional infantry support blast from the "H" class weapons. Panzer Leader changed this significantly, adding more elaborate indirect fire rules and the optional Opportunity Fire rule. The latter in particular suddenly provided value to the small guns—especially those with long ranges. Now infantry transport and infantry riding on AFVs could be dispersed or killed from a distance while they move-- something that never happened in Panzerblitz. With this change, a unit's range now rivals the importance of its attack factor and these units are now far more valuable.

Additionally, antiaircraft guns now have a more defined role in the game. No longer are they only anti-personnel weapons. Since Panzer Leader added rules for aircraft and the Imaginative Strategist website ([www.imaginative-strategist.layfigures.com](http://www.imaginative-strategist.layfigures.com)) has provide a large variety of air units, AA guns are now far more valuable in their historic role.

The Notes section below explains the towed artillery placement requirements in this DYO system.

- ("A", "M")  $\frac{1}{2}$  AF +  $\frac{1}{2}$  RF + DF + MF
- ("H" – non AA and all Infantry Guns)  $\frac{1}{2}$  AF + [RF or 6] + DF + MF
- ("H" – AA capable guns) AF +  $\frac{1}{2}$  RF + DF + MF
- ("I" – AA capable guns)  $\frac{1}{2}$  AF +  $\frac{1}{2}$  RF + DF + MF
- ((H) – 122mm and below)  $\frac{1}{2}$  AF +  $\frac{1}{4}$  RF + DF + MF
- ((H) – over 122mm – must be placed off-board)  $\frac{1}{2}$  AF +  $\frac{1}{2}$  RF + DF + MF

NOTE: Some Infantry guns possess very low range factors so the formula for "H" class units uses the unit's RF or 6, whichever is less.

NOTE: All artillery over 122mm (UK: over 4.5 inch or 25 pdr) is always placed off-board unless using Panzerblitz rules with no IF allowed. Additionally, the U.S. 4.5 inch howitzer and "Long Tom" howitzer are always placed off-board.

NOTE: All artillery 122mm (UK: 4.5 inch or 25 pdr) and below must be placed or brought on-board within the first three turns of the scenario. They may not fire until they are on-board.

NOTE: German Nebelwerfer and UK Land Mattress units must always be placed or brought on-board in accordance with the rules for artillery 122mm and under.

NOTE: U.S. 105mm Infantry Gun is rated as an (H) class unit.

NOTE: Russian howitzers are rated using the (H) guidelines.

NOTE: The Russian 160mm Mortar must be placed off-board if IF is allowed in the scenario.

## ***Infantry and Cavalry***

Larry McAneny said it right: "Infantry is the flesh of the...Army. Tanks are only the bones." Any would-be-megalomaniac who wants to hold on to the ground he conquers will need plenty of the under-valued, under-loved, loyal foot-sloggers of which every army never has enough.

- (Infantry and Paratroops without engineer abilities) AF + 1 + DF + MF
- (Engineers and Paratroops) 2 AF + 1 + DF + MF
- (Rangers and Commandos) 2 AF + 1 + DF + 2 MF
- (Cavalry) AF + 1 + DF + 1
- (CPs) 1 point if using the Experimental Panzerblitz Indirect Fire rule. 5 points if using the Optional Panzerblitz Indirect Fire rule or the Panzer Leader rules.

## ***Amphibious Vehicles***

Amphibious vehicles in Panzerblitz and Panzer Leader are currently limited to a few Russian light tanks and U.S. Marine support vehicles. These units have limited opportunities to use their special function in the game but their presence can have a big effect on your opponent's defensive mindset. Their ability to move across rivers and all water hexes quickly is their strength; thus it makes sense to charge them extra for their MF in calculating their BPV.

- ("C" and "I" class Amphibious Vehicles) DF + 1 ½ MF
- ("H" class Amphibious Vehicles) AF + 6 + DF + 1 ½ MF
- ("A" class Amphibious Vehicles) AF + RF + DF + 1 ½ MF

NOTE: "A" class Amphibious Vehicles may not carry passengers when moving across rivers or through all-water hexes.



NOTE: The Dukw moves as a truck so only use DF + MF for this unit.

## ***Engineer Vehicles and Bridges***

No special rules have been created for the ARV units in the game but I would recommend that they only be used to affect the victory conditions of the scenario. As an example, any undispersed ARV units that end the scenario next to a friendly wreck counter or counters removes the victory points for those pieces from the opposing side. A victory condition such as this would make the ARV quite valuable and reinforce the importance of winning the battlefield, not just shooting up the other player's army.

- (Bridge layers) DF + 1 ½ MF
- (Flails and Dozers) AF + RF + DF + 1 ½ MF
- (ARV) DF + ½ MF
- (Truck Bridge) 23 points
- (Tank Bridge) 32 points

## ***Positional Defenses***

Positional Defenses now come in many sizes for the Maginot-minded among us.

- (Fort - 10) 15 points
- (Fort - 20) 20 points
- (Fort - 30) 25 points
- (Fort - 40) 30 points
- (Fort - 50) 40 points
- (Fort - 60) 50 points
- (Improved Positions) 12 points
- (Minefields) 25 (1-1), 35 (2-1), 45 (3-1) points
- (Blocks) 12 points

NOTE: Improved Positions are included on the Imaginative Strategist website ([www.imaginative-strategist.layfigures.com](http://www.imaginative-strategist.layfigures.com)) on the Neutral Counters sheet so I include them here. I recommend following the AIW rules for them if you choose to use them in Panzerblitz or Panzer Leader.

NOTE: Minefields have appeared in three "sizes" over the years. All three are rated separately here.

## ***Aircraft***

Aircraft is a poor fit in the Panzerblitz and Panzer Leader systems. Each piece represents a single air unit and is woefully under strength when attacking an AFV piece that typically represents five to ten tanks. Unless you have a mass of air units on the board, you have little chance of doing any real damage to your opponent's armored forces.

This is compounded by the fact that the air units in the game are not allowed to use Opportunity Fire. This makes sense as they have been called in for air-strikes and are not simply zipping around above the battlefield waiting for someone to step out from behind that tree in hex 3Z4. They do have limited ability to strafe random units on the battlefield but may only do so, using their machineguns or cannon, a maximum of four times during the scenario due to limited ammo; even in this small endeavor they are never doubled. So if you manage to find that lowly halftrack that got left in the open, don't expect your heavy-cannon-toting air unit to do more than disperse it for a turn.

Unfortunately, even *that* small attack may be denied your air units as it is relatively easy for the smallest AA gun to drive them from the battlefield. A 20mm AA gun with an AF of 4, doubled out to 5 hexes, has a 33% to knock out any air unit at which it shoots. This all adds up to making air units some of the least cost-effective units in the game.

The best air unit is often the "spotter" aircraft, which provide your artillery as well as other aircraft with the "Olympian viewpoint" enjoyed by the players.

Given the limitations I've outlined above, rate air units as follows:

- (Observation Aircraft) 50 points
- (Fighter Bombers) Bomb/Rocket – Bomb/Rocket AF + 3xCannon AF
- (Fighter Bombers) Cannon – 3xCannon AF

NOTE: These ratings follow the standard practice of not counting "I" class machinegun AF. If we rate Cannons on air units at 4 times their AF (to account for their four shots, if not forced to leave the board beforehand), then they are far too expensive compared to their actual worth. With that in mind, I've lowered the rating to 3 times their AF, which gives them a BPV more in line with their usefulness on the battlefield.

NOTE: If using Morale Rules in a scenario, add 1 to the morale role for any unit dispersed by air attack.

## ***Morale Rules***

One additional point I wish to address is the AIW Morale Rules. These rules can greatly increase or decrease the value of your infantry and/or armored units in the game.

NOTE: Non-specialized infantry and cavalry units rated in this article are always considered Morale Level B if using the AIW Morale rules.

NOTE: Engineers, Commandos, Rangers, and Paratroops are always considered Morale Level A if using the AIW Morale rules.

NOTE: If a player wants to increase his regular infantry and/or cavalry units to Morale Level A, increase the cost of each unit by 3 points.

NOTE: Subtract 3 points from the cost of each infantry unit to lower them to Morale Level C.

NOTE: Subtract 5 points from the cost of each infantry unit to lower them to Morale Level D.

For armor units, use the following adjustments if using the AIW Morale Rules.

NOTE: All armor units rated in this article are always considered Morale Level B if using the AIW Morale rules.

NOTE: Any armor units may increase their morale level to Morale Level A by paying 1 ½ AF (total, not additional).

NOTE: Armor units may increase their morale level to Morale Level A and also use the Functional Mobility for Turreted AFV rule by paying 2 AF (total, not additional).

NOTE: Subtract 5 points from the cost of each armor unit to lower them to Morale Level C.

NOTE: Subtract 8 points from the cost of each armor unit to lower them to Morale Level D.

Byron Henderson

Following is a simple recap of the ratings presented in the above article.

### **Tanks & Tank Destroyers**

- ("A" Class) AF + RF + DF + MF
- ("I" Class) DF + MF

### **Assault Guns**

- (non AA) AF + [RF or 6] + DF + MF
- (AA capable – "H" class) 1 ½ AF + ½ RF + DF + MF
- (AA capable – "I" class) ½ AF + ½ RF + DF + MF
- (flame AFV) ½ AF + 1 + DF + MF

### **Self-Propelled Artillery**

- (Short Range SPA) AF + 6 + DF + MF
- (Long Range SPA) AF +  $\frac{1}{4}$  RF + DF + MF

### **Reconnaissance Vehicles**

- ("A" class) AF + RF + DF + MF
- ("H" class) AF + [RF or 6] + DF + MF
- ("I" class) DF + MF
- (AA capable – "H" class) 1  $\frac{1}{2}$  AF +  $\frac{1}{2}$  RF + DF + MF
- (AA capable – "I" class)  $\frac{1}{2}$  AF +  $\frac{1}{2}$  RF + DF + MF
- (Mobile CP units) 5 + DF + MF

### **Transport Units**

- (Wagons) DF + MF
- (Halftracks and Tractors) DF + MF
- (Leader HT) AF + RF + DF + MF
- (Trucks) DF +  $\frac{1}{2}$  MF
- (U.S. and U.K. Trucks) (DF +  $\frac{1}{2}$  MF) divided by 2

### **Towed Guns**

- ("A", "M")  $\frac{1}{2}$  AF +  $\frac{1}{2}$  RF + DF + MF
- ("H" – non AA guns)  $\frac{1}{2}$  AF + [RF or 6] + DF + MF
- ("H" – AA capable guns) AF +  $\frac{1}{2}$  RF + DF + MF
- ("I" – AA capable guns)  $\frac{1}{2}$  AF +  $\frac{1}{2}$  RF + DF + MF
- ((H) – 122mm and below)  $\frac{1}{2}$  AF +  $\frac{1}{4}$  RF + DF + MF
- ((H) – over 122mm – must be placed off-board)  $\frac{1}{2}$  AF +  $\frac{1}{2}$  RF + DF + MF

### **Infantry and Cavalry**

- (Infantry and Paratroops without engineer abilities) AF + 1 + DF + MF
- (Engineers and Paratroops) 2 AF + 1 + DF + MF
- (Rangers and Commandos) 2 AF + 1 + DF + 2 MF
- (Cavalry) AF + 1 + DF + 1
- (CPs) 1 point if using the Experimental Panzerblitz Indirect Fire rule. 5 points if using the Optional Panzerblitz Indirect Fire rule or the Panzer Leader rules.

### **Amphibious Vehicles**

- (“C” and “I” class Amphibious Vehicles) DF + 1 ½ MF
- (“H” class Amphibious Vehicles) AF + 6 + DF + 1 ½ MF
- (“A” class Amphibious Vehicles) AF + RF + DF + 1 ½ MF

### **Engineering Vehicles**

- (Bridge layers) DF + 1 ½ MF
- (Flails and Dozers) AF + RF + DF + 1 ½ MF
- (ARV) DF + ½ MF

### **Aircraft**

- (Observation Aircraft) 50 points
- (Fighter Bombers) Bomb/Rocket – Bomb/Rocket AF + 3xCannon AF
- (Fighter Bombers) Cannon – 3xCannon AF