

WEAPONS DATA TABLES

In the following pages you will be presented with a wide variety of weapons, vehicles, and personnel. For clarity's sake, the various data pertaining to these unit stands have been put into chart form. Each of the columns of the chart details a different aspect of a specific stands performance in the game.

WEAPON – The nomenclature, name, or designation of the stand. Artillery stands include a number in brackets (e.g.[1], [3]), this is the number of sections the stand represents and the number of impact markers it places when it fires. Aircraft names, followed by a number in parenthesis (e.g. P-47D Thunderbolt (1)) represent different armament or ordinance loads of the same aircraft.

POINTS – A comparative value or “price” for the stand to be used during the scenario design process as a means of “balancing” scenarios.

FIREPOWER – There are two firepower values possible for a stand, an “Armor Piercing” firepower (AP), and a “High Explosive” or “Small Arms” firepower (HE). The “AP” firepower is used when firing at “Armored Vehicle” stands. The “HE” firepower is used for all other attacks. An “F” in the firepower column indicates a “flame throwing” weapon (see rules section 11.6).

RANGE – This is the maximum range (in inches) at which the weapon may be used.

DEFENSE – This number represents the basic “Defense Value” of the stand. If the “Defense Value” of the stand is in brackets (e.g. [8]), the stand is an “Armored Vehicle”. An unmarked “Defense Value” refers to “Unarmored” vehicles, weapons, or equipment.

Mvt. Points – The maximum number of “Movement Points” the stand may expend in one “Movement Phase”. There are three movement classes: Wheeled (W), Tracked (T), and Foot (F). Some stands are capable of “Swimming” and have an amphibious movement rate designated with an “A” (e.g. 10T/3A).

CARGO CAP. – If a stand is capable of “Transporting” other stands there will be a number in this column representing the maximum capacity of the stand to do this.

TRANS. REQ. – If a stand is capable of being transported by another stand, this is the amount of “Cargo Capacity” (see above) required to do this.

NOTES – If the stand has restrictions or limitations or other issues that affect play the appropriate mnemonic code is entered here. The codes include:

R: Restricted Field of Fire. The weapon may only fire at targets to the models front, in the bounds of the Firing Arc Template.

RR: Restricted Rear Field of Fire. The weapon may only fire at targets to the model's rear, in the bounds of the Firing Arc Template.

I: Indirect Fire. The weapon may conduct indirect fire artillery attacks.

U: Open topped armored vehicle. The armored defense value is quartered (x .25) and rounded up when attacked by artillery or airstrikes.

S: Smoke. The weapon is capable of placing smoke markers as well as artillery impact markers.

P: ‘Personnel’. The weapon represents a small, low weight, crew served weapon (i.e. a small anti-tank gun). The defense value is halved and rounded down whenever the stand is in the movement posture.

T: ‘Two Guns’ or multiple guns. The tank has multiple offensive anti-tank weapons which usually have different firing arcs and firepower values (e.g. The US M3 ‘Grant’ medium tank). Only one weapon may be used per turn unless using the Fire/Move optional rule.

M#: Minimum Range. The weapon may not fire on targets equal to or closer than the minimum range (in inches) specified. For example a mortar with the note “M6” could not target any stand 6 inches or less from the firing stand.

SR#: Slow Reload. Weapons noted as ‘SR’ may only fire once every ‘#’ of turns. For example a ‘150mm Nebelwerfer [2]’ has the note “SR2”. The weapon may conduct an attack every other turn. The note “SR3” is used for weapons which may fire once every 3 turns, inclusive of the turn it fires.

YEAR – This represents the year of introduction of the weapon system.

MODELS – Recommended GHQ Catalog number(s) for this unit. Catalog numbers in parenthesis (e.g. '(G141)') are suggestions of GHQ models that may not be nationally correct or are a close variant of the specific vehicle called out in the Weapons Data. For example a player may choose to use G141 (German) "Motorcycles with Sidecars" to model Soviet Motorcycle Infantry as, at the time this is being written GHQ does not produce a 'Soviet Motorcycles w/ Sidecars' product.

AIRCRAFT DATA TABLES

The aircraft data tables represent a wide array of ground attack aircraft used during this period. Each of the columns of the chart details a different aspect of a specific stands performance in the game.

AIRCRAFT – The name and/or model of the weapon system. Some Aircraft are featured with multiple ordinance or weapon configurations. In these cases a number in parenthesis has been added after the name to denote these various configurations. For example "P47D Thunderbolt (1)" and "P47D thunderbolt (2)".

POINTS – A comparative value or "price" for the stand to be used during the scenario design process as a means of "balancing" scenarios.

STRAFING – When conducting the 'strafing' attack use these firepower values. As with standard 'ground based' weapons there are two firepower values presented, an "Armor Piercing" firepower (AP), and a "High Explosive" or in this case 'gun and cannon' firepower (HE). The "AP" firepower is used when firing at "Armored Vehicle" stands. The "HE" firepower is used for all other attacks.

ORDINANCE – If present, these values represent the strength of ordinance such as bomb or rocket attacks. The standard 'AP' and 'HE' values are given.

ORD LOAD – This represents the number of ordinance attacks a particular aircraft may conduct per game. Some aircraft carried enough weaponry that they could make two attacks but of different strengths. In these instances there are two lines for the aircraft, with each Ord. Load value in parenthesis e.g. (1).

YEAR – This displays the time span in which the weapon was in widespread service.