

# TANKS

## THE GALE FORCE 9 TANKS GAME – CRACKING THE POINTS SYSTEM CODE

Like others before me, I have also made an attempt at determining how a tank's statistics generate the points given for that tank in the **GALE FORCE 9 TANKS** game. Here are my observations and findings thus far:

### INITIATIVE



I think we can all agree that the Initiative Values given to the tanks appear to be somewhat arbitrary.

However, having said that, I did note that the overall average for all of the tank types in the Starter Box is 4.8. This suggested to me that the overall average Initiative Value for the game system is 5. Based on this value of 5, I then noted that:

- For the Germans, their overall average is 5.25, or exactly 5% higher
- For the British, their overall average is 6.25, or exactly 25% higher
- For the Americans, their overall average is 5.5, or exactly 10% higher
- For the Soviets, their overall average is 3.5, or exactly 30% lower

I can only suggest that if you use “non-official” tanks for one of these nationalities that you set the Initiative Values of those tanks such that the overall average Initiative Value for that nationality is close to these values.

For other nationalities, I would suggest that you initially set their overall average Initiative Value at 5, and then play around with it. For example, you may want to set the French lower to account for their lack of preparedness and general confusion at the start of the war.

For the sake of this exercise, it seems that tanks can have a minimum Initiative Value of 1 and the maximum Initiative Value at 9. Why 1 to 9? This will yield the same average Initiative Value as the Starter Box's overall average Initiative Value, that is, 5.

## ATTACK VALUE



The basic Attack Value appears to be closely related to the tank or vehicle's main gun calibre thus:

- 6 = For the German 88L71 and all guns of 90 mm or more
- 5 = For the German 75L70 and 88L56, American 76M1A1, British 17 lbr and Soviet 85 mm guns
- 4 = For 75 mm and 76 mm guns except those noted above
- 3 = For the British 6 lbr and all guns around 47 to 57 mm
- 2 = For the British 2 lbr and all guns around 37 to 40 mm
- 1 = For all guns ranging from 50 cal to 25 mm. I have included some tanks and vehicles in the appendix with weapons in this range for early war and what-if scenarios.

For the sake of this exercise, the minimum basic attack value is set at 1 and the maximum basic attack value is set at 6.

## DEFENCE VALUE



What the Defence Value actually represents is difficult to establish. However, I did notice that the Defence Value approximates to when the tank type first entered service in sufficient numbers thus:

- 3 = For those tanks coming into service in 1945
- 2 = For those tanks coming into service during 1943 and 1944
- 1 = For those tanks and vehicles coming into service upto and including 1942
- 0 = For any wheeled vehicles or half-tracks or any open topped vehicles regardless of the year

For the sake of this exercise, I will be using these values for the Defence Values.

**DAMAGE VALUE**

The basic Damage Value appears to be closely related to the tank's maximum frontal armour thickness (not mantlet armour thickness) thus:

8 = For 115 mm or more

7 = For 105 to 115 mm

6 = For 95 to 105 mm

5 = For 70 to 95 mm

4 = For 45 to 70 mm

3 = For 30 to 45 mm

2 = For 20 to 30 mm

1 = For 20 mm or less

For the sake of this exercise, the minimum basic Damage Value is set at 1 and the maximum basic Damage Value is set at 8.

**CREW UPGRADE SLOTS**

The number of Crew Upgrade Slots for a tank type appears to be almost always the tank's historical crew number minus one.

However, the game card only allows for a maximum number of four Crew Upgrade Slots. Therefore, and for the sake of this exercise, where the historical crew is greater than four I have deemed that such a tank or vehicle can only have a maximum of four Crew Upgrade Slots.

## **OK – THIS WAS MY BASIC AIM**

Based on the above observations and values, my basic overall aim was to generate a “formula” that would get me within one or two points of the “official” point values for ALL of the “official” tank types in the Starter Box.

## **THE “FORMULA”...**

The best overall “formula” that I have determined so far is this, and PLEASE NOTE NOW THAT IT’S NOT EXACT... but then again, it’s not that bad either as you will see:

**INITIATIVE** = Take the initiative value and subtract 1. Then count 1 point each.

**ATTACK** = Take the Attack Value and subtract 3. Then count 1 point each. The result can be zero or negative.

**DEFENCE** = Simply multiply the Defence Value by 10 and then count 1 point each.

**DAMAGE** = Take the Damage Value and subtract 3. Then count 1 point each. Again, the result can be zero or negative.

**CREW** = Take the historical crew size (or maximum 4) and subtract 3. Then count 1 point each. The result can be zero or negative.

**COORDINATED FIRE** = Add 2 points

**SLOW** = Add zero. Any tank or vehicle with a maximum on-road speed of 20 kph or less is deemed to be Slow. A Slow tank can only make one move.

**FAST** = Add 3 points. Any tank or vehicle with a maximum on-road speed of 50 kph or more is deemed to be Fast. A Fast tank can make three moves.

**GUNG HO** = Add 3 points

**SEMI-INDIRECT FIRE** = Add 3 points

**BLITZKRIEG** = Add zero. This seems odd, but it seems to work.

**ASSAULT GUN** = Subtract 2 points

**BIG GUN** = Add 2 points. Any gun with a calibre of more than 122 mm is deemed to be a Big Gun.

**HEAVY TANK** = Add 2. Any tank with a maximum weight of 46 tonnes or more that also has a Defence Value of 2 or 3 was deemed to be a Heavy Tank.

**WHEELED or OPEN TOPPED** = Add 6 points. Wheeled vehicles are all normally given Recon. Open topped vehicles are all normally given Cautious.

**OTHER FACTORS** = Add zero

For example:

The Panzer IV has the “official” stats of 5, 4, 1, 5, 4 crew, blitzkrieg and costs 17 points.

By the “formula”:  $(5-1)+(4-3)+(1 \times 10)+(5-3)+(4-3)+0 = 4+1+10+2+1+0 = 18$  points – within one point.

## DISCUSSION

The values for the Starter Box tank types work out as follows using the above “formula” and their “official” values (remembering that I’m trying to get within one or two points of the “official” points value for all of the “official” tank types):

Panzer IV is 17, calculates to 18 – one higher.

Stug G is 15, calculates to 13 – two lower.

Panther is 32, calculates to 32 as well.

Jagdpanther is 35, calculates to 30 – five lower. The Jagdpanther does seem to have a high initiative when compared to the other assault guns. Therefore, if the Jagdpanther’s initiative is reduced the result would be much closer.

Sherman V is 15, calculates to 20 – five higher. We have all noted how poorly rated the Sherman V seems to be when compared to a standard Sherman 75 mm. For some unknown reason it has a 1 lower Attack Value and a 2 lower Damage Value than the Sherman 75 mm.

Firefly is 21, calculates to 21 as well.

Cromwell is 23, calculates to 27 – four higher. Again, the Cromwell does seem to have a much higher initiative when compared to other similar tanks. If the Cromwell’s initiative is reduced the result would be much closer.

Comet is 29, calculates to 28 – one lower.

Sherman 75 mm is 20, calculates to 23 – three higher. If the Sherman’s initiative is reduced by just one, the result would be within the required 2 points.

Sherman 76 mm is 25, calculates to 24 – one lower.

Pershing is 33, calculates to 35 – two higher.

Super Pershing is 46, calculates to 45 – one lower.

T34/76 is 18, calculates to 21 – three higher. If the T34’s initiative is reduced by just one, the result would be within the required 2 points.

SU-85 is 18, calculates to 18 as well.

T34/85 is 25, calculates to 25 as well.

SU-100 is 26, calculates to 26 as well.

ISU-152 is 32, calculates to 29 – three lower. If the ISU-152 initiative is increased by just one, the result would be within the required 2 points

ISU-122 is 32, calculates to 29 – three lower. Again, if the SU-122's initiative is increased by just one, the result would be within the required 2 points.

IS-85 is 33, calculates to 35 – two higher.

IS-2 is 38, calculates to 35 – three lower. Again, if the IS-2's initiative is increased by just one, the result would be within the required 2 points.

## **DISCUSSION**

After many variations, the “formula” that I have determined has an overall average difference between the “official” points and “formula” points of just 0.05 points for the twenty tank types from the Starter Box. That's very encouraging – it at least shows that the “formula” is, on average at least, in the ballpark.

Next, and as noted, most of the point values can be equalled by simply adjusting the tank's Initiative Value up or down by just one point or two points. It seems clear then that the rather arbitrary nature of the Initiative Value could well be the basic cause of many of the differences.

## **NEW RELEASE – THE PUMA**

The Puma (50 mm) was released with the stats 6, 4, 0, 3, 3 crew, blitzkrieg, fast, recon, wheeled costing 16 points. The formula for these stats gives 15 points – one lower.

It's interesting to note that if you consider the values recommended for the “formula” in the introduction, the Puma appears to be slightly over-gunned and slightly over armoured, and so would have the stats (using their “official” initiative) of 6, 3, 0, 2, 4 crew, blitzkrieg, fast, recon, wheeled which calculates to 14 points – two lower.

The Puma Pak-Wagen (75 mm) was released with the stats 5, 5, 0, 3, 3 crew, blitzkrieg, assault gun, cautious, wheeled costing 14 points. The formula for these stats gives 13 points – one lower.

Again, if you consider the values recommended for the “formula” in the introduction, the Puma Pak-Wagon also appears to be slightly over-gunned and slightly over armoured and so would have the stats (again, using their “official” initiative) of 5, 4, 0, 2, 4 crew, fast, blitzkrieg, assault gun, wheeled, cautious which calculates to 12 points – two lower.

## **NEW RELEASE – THE M10**

The British M10 Achilles was released with the stats 6, 5, 0, 3, 3 crew, semi-indirect fire, cautious for 18 points. The formula for these stats gives 17 points – one lower.

As before, if you consider the values recommended for the formula in the introduction, the M10 Achilles would have the stats (using their “official” initiative) of 6, 5, 0, 4, 4 crew, semi-direct fire, cautious which also calculates to 18 points.

The USA M10 Jackson was released with the stats 7, 6, 0, 3, 3 crew, gung ho, cautious fire for 19. The formula for these stats gives 18 points – one lower.

Again, using the values recommended for the formula in the introduction, the M10 Jackson would have the stats (using their “official” initiative) of 7, 5, 0, 4, 4 crew, gung ho, cautious which also calculates to 19 points.

The Soviet M10 Lend-Lease version was released with the stats 6, 5, 0, 3, 3 crew, coordinated fire for 14 points. The formula for these stats gives 15 points – one higher.

As before, if you consider the values recommended for the formula in the introduction, the M10 Lend Lease would have the stats (using their “official” initiative) of 6, 5, 0, 4, 4 crew, coordinated fire, cautious which calculates to 17 points – three more. If the M10 Lend Lease’s Initiative Value is reduced slightly the result would be much closer.

It is interesting to note that of all of the “official” open-topped vehicles released so far (the Puma Pak-Wagen, the M10 Achilles and the M10 Jackson) only the Soviet M10 Lend Lease has not been given Cautious – yet another arbitrary decision it appears.

### **NEW RELEASE – THE TIGER I**

The German Tiger I is being released with the stats of 5, 5, 2, 8, 3 crew, blitzkrieg, heavy tank costing 33 points. The formula for these stats gives 33 points as well.

If you use the values recommended for the formula in the introduction, the Tiger would have the stats (using their “official” initiative) of 5, 5, 2, 7, 4 crew, blitzkrieg, heavy tank which also calculates to 33 points.

### **SUMMARY**

To state the obvious, “cracking the code” is not easy. It certainly appears that there have been a number of arbitrary decisions made by the designers as to what the “official” values are, particularly when it comes to the Initiative Value.

As a result, I’m not entirely convinced that there actually is some sort of “official” formula as such underlying the game system that the game designers adhere to rigidly. This quickly becomes apparent when you attempt to decipher a formula.

Having noted that, please remember that my overall aim from the start was to get within one or two points of the “official” point values for all of the Starter Box tank types. For a majority of those tanks, the “formula” does indeed give results within these parameters, and even where it differs slightly, it can often be equalled by simply adjusting the Initiative Value of the tank up or down by one or two

points. Therefore, and from that perspective, I feel that I have more or less achieved what I set out to do.

Please remember that the “formula” given is not exact – but it is tantalisingly close. Therefore, any thoughts and comments on how to improve its accuracy are welcome.

Next, I feel that the “formula” may be able to give us an indication as to what tanks are “relatively cheap” and what tanks are “relatively expensive” in game terms. For example, the Sherman 75 mm calculates to 23 points but is “officially” only 20 points, thus indicating that it is probably relatively cheap in game terms, and the Jagdpanther calculates to 30 points but is “officially” 35 points, thus indicating that it is probably relatively expensive in game terms.

A final point, and if nothing else, the “formula” as it stands now can at least give you and your friends a rational, non-arbitrary basis for giving your “non-official” tanks and vehicles the values that you have actually given them (see a list of other tanks and vehicles in the appendix).

Enjoy your gaming!

*Trevor Raymond*

## APPENDIX

The two lists below are not complete by any means. They are based on the “formula” and the values recommended for the “formula” given in the introduction.

You should also note that **I have given them all the same Initiative Value of 5** (which is of course arbitrary and variable).

### **Starter Box tank type costs using the “formula” and the “formula” values calculate to be:**

German Panzer IV = 5, 4, 1, 5, 4 crew, blitzkrieg = 18 points

German Stug G = 5, 4, 2, 5, 4 crew, blitzkrieg, assault gun = 26 points

German Jagdpanther = 5, 6, 2, 5, 4 crew, blitzkrieg, assault gun = 28 points

German Panther = 5, 5, 2, 5, 4 crew, blitzkrieg = 29 points

British Sherman V = 5, 4, 1, 5, 4 crew, semi-indirect = 21 points

British Firefly = 5, 5, 2, 5, 4 crew, semi-indirect = 32 points

British Cromwell = 5, 5, 2, 5, 4 crew, semi-indirect, fast = 35 points

British Comet = 5, 6, 2, 6, 4 crew, semi-indirect, fast = 37 points

USA Sherman 75 mm = 5, 4, 1, 5, 4 crew, gung-ho = 21 points

USA Sherman 76 mm = 5, 5, 2, 6, 4 crew, gung-ho = 33 points

USA Pershing = 5, 6, 3, 6, 4 crew, gung-ho = 46 points

USA Super Pershing = 5, 6, 3, 7, 4 crew, gung-ho, heavy tank = 47 points

Soviet T34/76 = 5, 4, 1, 4, 4 crew, coordinated fire, fast = 22 points

Soviet T34/85 = 5, 5, 1, 5, 4 crew, coordinated fire, fast = 24 points

Soviet SU-85 = 5, 5, 2, 3, 4 crew, coordinated fire, assault gun, fast = 30 points

Soviet SU-100 = 5, 6, 2, 5, 4 crew, coordinated fire, assault gun = 30 points

Soviet ISU-122 = 5, 6, 2, 5, 4 crew, coordinated fire, assault gun = 30 points

Soviet ISU-152 = 5, 6, 2, 5, 4 crew, coordinated fire, assault gun, big gun = 32 points

Soviet IS-85 = 5, 5, 2, 7, 4 crew, coordinated fire, heavy tank = 35 points

Soviet IS-2 = 5, 6, 2, 7, 4 crew, coordinated fire, heavy tank = 36 points

**Some other tank and vehicle costs using the “formula” and the “formula” values calculate to be:**

German SdKfz 222 (with the 20 mm upgrade) = 5, 1, 0, 1, 3 crew, blitzkrieg, fast, wheeled, recon = 9 points

German SdKfz 232 (6 or 8 wheeled versions) = 5, 1, 0, 1, 4 crew, blitzkrieg, fast, wheeled, recon = 10 points

German Puma (with the 50 mm gun) = 5, 3, 0, 2, 4 crew, blitzkrieg, fast, recon, wheeled = 13 points

German Panzer I = 5, 1, 1, 1, 2 crew, blitzkrieg = 9 points

German Panzer II = 5, 1, 1, 2, 2 crew, blitzkrieg = 10 points

German Panzer III = 5, 3, 1, 3, 4 crew, blitzkrieg = 15 points

German Tiger II = 5, 6, 3, 8, 4 crew, blitzkrieg, heavy tank = 45 points

German Ost Crawler (with the 75 mm anti-tank gun) = 5, 4, 0, 1, 4 crew, blitzkrieg, assault gun, slow, cautious = 8 points

German Nashorn = 5, 6, 0, 2, 4 crew, blitzkrieg, assault gun, cautious = 11 points

German Marder II = 5, 5, 0, 2, 4 crew, blitzkrieg, assault gun, cautious = 11 points

German Marder III = 5, 5, 0, 3, 4 crew, blitzkrieg, assault gun, cautious = 12 points

German Puma (with the 75 mm gun) = 5, 4, 0, 2, 4 crew, blitzkrieg, assault gun, fast, wheeled, cautious = 13 points

German Stug D = 5, 4, 1, 4, 4 crew, blitzkrieg, assault gun = 16 points

German Hetzer = 5, 4, 1, 4, 4 crew, blitzkrieg, assault gun = 16 points

German Jagdpanzer IV = 5, 4, 1, 5, 4 crew, blitzkrieg, assault gun = 17 points

German Elephant = 5, 6, 3, 8, 4 crew, blitzkrieg, assault gun, heavy tank, slow = 44 points

German Jagdtiger = 5, 6, 3, 8, 4 crew, blitzkrieg, assault gun, big gun, heavy tank = 45 points

German SdKfz 10 Half-track (conversion with a 50 mm anti-tank gun) = 5, 3, 0, 1, 4 crew, blitzkrieg, fast, cautious = 12 points

Czech (Panzer) 35T = 5, 2, 1, 2, 4 crew = 13 points

Czech (Panzer) 38T = 5, 2, 1, 3, 4 crew = 14 points

Polish wz-34 = 5, 2, 0, 1, 2 crew, fast, wheeled, recon = 9 points

Polish TK3 Tankette (with the 20 mm upgrade) = 5, 1, 1, 1, 2 crew, assault gun = 7 points

Polish Renault FT-17 = 5, 2, 1, 1, 2 crew, slow = 10 points

Polish 7TP = 5, 2, 1, 1, 3 crew = 11 points

Polish Vickers 6 Ton Type B = 5, 3, 1, 1, 3 crew = 12 points

Belgian wz-34 = 5, 2, 0, 1, 2 crew, fast, wheeled, recon = 9 points

Belgian T-13 = 5, 3, 1, 1, 3 crew = 12 points

Belgian T-15 = 5, 1, 1, 1, 2 crew, fast = 12 points

French Panhard = 5, 1, 0, 1, 4 crew, fast, wheeled, recon = 10 points

French Renault FT-17 = 5, 2, 1, 1, 2 crew, slow = 10 points

French FCM-36 = 5, 2, 1, 3, 2 crew = 12 points

French Renault R-35 = 5, 2, 1, 3, 2 crew, slow = 12 points

French Hotchkiss H-35 = 5, 2, 1, 3, 2 crew = 12 points

French Hotchkiss H-38 or H-39 = 5, 2, 1, 4, 2 crew = 13 points

French Char D1 = 5, 3, 1, 3, 3 crew, slow = 14 points.

French Char D2 = 5, 3, 1, 3, 3 crew = 14 points.

French Somua S35 = 5, 4, 1, 4, 3 crew = 16 points

French Char B = 5, 4, 1, 4, 4 crew = 17 points. Only the turret's 47 mm anti-tank gun has been considered. Perhaps you could add one attack dice if the target is in front of the tank (as per the assault gun rules) to account for the 75 mm gun also being able to target what the 47 mm gun is targeting.

British Humber = 5, 1, 0, 1, 3 crew, semi-indirect, fast, wheeled, recon = 12 points

British Dingo = 5, 1, 0, 2, 2 crew, semi-indirect, fast, wheeled, recon = 12 points

British Daimler = 5, 3, 0, 1, 3 crew, semi-indirect, fast, wheeled, recon = 14 points

British Vickers = 5, 1, 1, 1, 3 crew, semi-indirect = 13 points

British Matilda Mk I = 5, 1, 1, 4, 2 crew, semi-indirect, slow = 15 points

British Matilda Mk II = 5, 2, 1, 5, 4 crew, semi-indirect = 19 points

British Cruiser Mk I = 5, 3, 1, 1, 4 crew, semi indirect = 16 points

British Cruiser Mk II = 5, 3, 1, 2, 4 crew, semi indirect = 17 points

British Valentine Mk III = 5, 3, 1, 4, 3 crew, semi-indirect = 18 points

British Crusader Mk VI = 5, 4, 1, 3, 3 crew, semi indirect = 18 points

British Churchill Mk III = 5, 3, 2, 8, 4 crew, semi-indirect = 33 points

British Churchill Mk IV = 5, 4, 2, 8, 4 crew, semi-indirect = 34 points

British M10 Achilles = 5, 5, 0, 4, 4 crew, semi indirect, cautious = 17 points

British Lend Lease M3 Grant = 5, 3, 1, 4, 4 crew, semi indirect = 19 points. Only the turret's 37 mm anti-tank gun has been considered. Perhaps you could add one attack dice if the target is in front of the tank (as per the assault gun rules) to account for the 75 mm gun also being able to target what the 37 mm gun is targeting.

Italian AB41 = 5, 1, 0, 1, 4 crew, fast, wheeled, recon = 10 points

Italian L6/40 = 5, 1, 1, 3, 2 crew = 11 points

Italian M11/39 = 5, 2, 1, 3, 3 crew = 13 points

Italian M13/40 = 5, 3, 1, 3, 4 crew = 15 points

Italian M14/41 = 5, 3, 1, 3, 4 crew = 15 points

Italian M15/42 = 5, 3, 1, 4, 4 crew = 16 points

Italian P26/40 = 5, 4, 2, 4, 4 crew = 27 points

Italian CV33 and CV35 = 5, 1, 1, 1, 2 crew, assault gun = 7 points

Italian M41-90/53 = 5, 6, 0, 2, 4 crew, assault gun, cautious = 11 points

Italian da 47/32 = 5, 3, 1, 3, 3 crew, assault gun = 12 points

Italian da 75/34 = 5, 4, 1, 3, 3 crew, assault gun = 13 points

Italian da 75/18 = 5, 4, 1, 4, 3 crew, assault gun = 14 points

Italian M40 105/25 = 5, 6, 2, 5, 3 crew, assault gun = 27 points

Soviet BA-10 = 5, 3, 0, 1, 4 crew, fast, wheeled, recon = 14 points

Soviet T-60 = 5, 1, 1, 2, 2 crew, coordinated fire = 12 points

Soviet T-26 = 5, 3, 1, 1, 3 crew, coordinated fire = 14 points

Soviet T-35 = 5, 5, 1, 2, 4 crew, coordinated fire, slow = 18 points. This is a most unusual tank having three separate turrets with "main" calibre guns, a crew of 11 and a maximum armour thickness of just 30 mm. Only the main turret's 76 mm gun has been considered. However, I have bumped the attack value up by one to account for at least one the 45 mm guns also being able to target what the main gun is targeting (a kind of built in coordinated fire).

Soviet BT-5 and BT-7 = 5, 3, 1, 2, 3 crew, coordinated fire, fast = 18 points

Soviet T-70 = 5, 3, 1, 4, 2 crew, coordinated fire, fast = 19 points

Soviet T-28 = 5, 4, 1, 5, 4 crew, coordinated fire = 20 points

Soviet KV-1 = 5, 4, 2, 7, 4 crew, coordinated fire, heavy tank = 34 points

Soviet KV-2 = 5, 6, 2, 7, 4 crew, coordinated fire, big gun, heavy tank = 38 points

Soviet SU-76 = 5, 4, 2, 3, 4 crew, coordinated fire, assault gun = 27 points

Soviet SU-122 = 5, 6, 2, 3, 4 crew, coordinated fire, fast, assault gun = 29 points

Soviet SU-152 = 5, 6, 2, 5, 4 crew, coordinated fire, assault gun, big gun = 34 points

Soviet Lend Lease M10 = 5, 5, 0, 4, 4 crew, coordinated fire, (should be) cautious = 16 points

Soviet Lend Lease Lee/Grant = 5, 3, 1, 4, crew 4, coordinated fire = 18 points. Only the turret's 37 mm anti-tank gun has been considered. Perhaps you could add one attack dice if the target is in front of the tank (as per the assault gun rules) to account for the 75 mm gun also being able to target what the 37 mm gun is targeting.

Soviet Lend Lease Stuart = 5, 2, 1, 4, 4 crew, coordinated fire, fast = 20 points

Soviet Lend Lease Sherman 75 mm = 5, 4, 1, 6, 4 crew, coordinated fire = 20 points

Soviet Lend Lease Sherman 76 mm = 5, 5, 2, 6, 4 crew, coordinated fire = 32 points

USA M3A1 Scout Car (with a 50 cal) = 5, 1, 0, 1, 2 crew, gung ho, fast, wheeled, recon, cautious = 8 points

USA M2 or M3 Half-Track (with a 50 cal) = 5, 1, 0, 1, 2 crew, gung ho, fast, recon, cautious = 11 points

USA M8 Greyhound = 5, 2, 0, 1, 4 crew, gung ho, fast, wheeled, recon, cautious = 14 points

USA M10 Jackson and M10 Wolverine = 5, 5, 0, 4, 4 crew, gung ho, cautious = 17 points

USA M3 Lee = 5, 3, 1, 4, crew 4, gung ho = 19 points. Only the turret's 37 mm anti-tank gun has been considered. Perhaps you could add one attack dice if the target is in front of the tank (as per the assault gun rules) to account for the 75 mm gun also being able to target what the 37 mm gun is targeting.

USA M3 Stuart and M5 Stuart = 5, 3, 1, 4, 4 crew, gung ho, fast = 22 points

USA M18 Hellcat = 5, 5, 1, 2, 4 crew, gung ho, fast = 22 points

USA M24 Chaffee = 5, 4, 1, 3, 4 crew, gung ho, fast = 22 points

USA M36 = 5, 6, 2, 6, 4 crew, gung ho = 34 points

USA LVT (with a 50 cal) = 5, 1, 0, 1, 3 crew, gung ho, amphibious, cautious = 9 points

USA LVT (with the 37 mm gun) = 5, 2, 1, 1, 3 crew, gung ho, amphibious = 14 points

USA DUKW (with a 50 cal) = 5, 1, 0, 1, 2 crew, gung ho, fast, amphibious, cautious = 11 points

Japanese Type 97 Te-Ke = 5, 2, 1, 1, 2 crew = 10 points

Japanese Type 95 Ha-Go = 5, 2, 1, 1, 3 crew = 11 points

Japanese Type 89B Otsu = 5, 3, 1, 1, 4 crew = 13 points

Japanese Type 97 Chi-Ha = 5, 3, 1, 2, 4 crew = 14 points

Japanese Type 98 Ke-Ni = 5, 2, 1, 1, 3 crew, fast = 14 points

Japanese Type 1 Chi-He = 5, 3, 2, 4, 4 crew = 26 points

Japanese Type 3 Chi-Nu = 5, 4, 2, 4, 4 crew = 27 points

Japanese Type 2 Ka-Mi = 5, 2, 1, 1, 4 crew, amphibious = 12 points

Japanese Type 3 Ka-Chi = 5, 3, 2, 4, 4 crew, amphibious = 26 points

Japanese Type 4 Chi-To = 5, 5, 2, 5, 4 crew, amphibious = 29 points

**And some thoughts for national characteristics:**

**Poland** – I would probably rate their average Initiative Value at the same as the Soviets (3.5) to account for their general lack of preparedness at the start of the war. However, having to fight a defensive campaign on home soil, I would probably give them the Semi-Indirect fire rule free of charge.

**France and Belgium** – Similarly, I would also probably rate their average Initiative Value at the same as the Soviets (3.5) to account for their general lack of preparedness and general confusion at the start of the war. Again, having to fight a defensive campaign on home soil, I would probably also give them the Semi-Indirect fire rule free of charge.

**Italy** – The Italians were not quite as bad as everyone would like to think. They were for the most part well led and generally adequately trained, but lacked the good tanks and vehicles to make use of it. I would probably rate their average Initiative Value at between 4 and 5. Due to their lack of decent equipment they tended to fight more defensively and so I would probably give them the Semi-Indirect fire rule if on home soil free of charge.

**Japan** – Having had years of experience fighting in China before the war proper, and a general “die for the emperor” mind set, I would probably rate their average Initiative Value rather high, possibly similar to the British at 6.25. I would probably also give them a “Banzai” rule which would be exactly the same as the German Blitzkrieg rule free of charge.

**British Commonwealth Countries** – Since they were mostly equipped by the British, often lead by the British and generally well trained, for the most part I would probably simply treat them as British.