Micromark Army Lists

Introduction
Micromark produce an extensive range of Tables of Organisation & Equipment (TO&Es) covering the 19th Century right up to the present day. These are suitable for use with Blitzkrieg Commander and Cold War Commander as an alternative to, or as a supplement to, the army lists in both books. The lists are printed on A4-sized, colour coded card stock, or they are available electronically. One of the main advantages is that they are available individually, so you only need to buy lists that you are interested in.

Training & Morale
In addition to organisation, troops, equipment and notes, each list contains two values: one for training, the other for morale. As the values are generic, they can be used with any rule system. Suggested values for use with Blitzkrieg Commander and Cold War Commander are as follows:

Training	CV	Deviation	Infantry
T1+	11	1d6 per 40cm	5/30*
T1	10	1d6 per 40cm	4/30*
T2	9	1d6 per 30cm	4/30*
T3	8	1d6 per 20cm	3/30*
T4	7	1d6 per 15cm	3/30*
T5	6	1d6 per 10cm	2/30*

Morale	Breakpoint	
	Percentage	Adjustment
A	70%	+2/1000
B	60%	+1/1000
C	50%	No Change
D	40%	-1/1000
E	30%	-2/1000

The CV value is the command value of the command unit commanding the formation, whether that be the CO or an HQ. Note that an HQ can have the same or a higher command value than the CO. The CO doesn't always have to have the highest CV in the battlegroup. The column *OP* indicates suggested command values to use for FAOs and FACs, as these elements aren't included in the Micromark lists.

Morale affects the breakpoint of a battlegroup. You may choose either *Percentage* or *Adjustment*. Choosing the latter means you calculate the breakpoint as normal, which is 50% of your eligible units, then adjust the value by the number indicated, per 1000 points of your battlegroup. For example, a 2000 point battlegroup with morale grade B would add 2 to the breakpoint, so if the breakpoint came to 12 units, this would be increased to 14 units.

Command Units
The CO is in command of the battlegroup and you should always have this command unit. HQs represent subordinate commanders, one level down from the CO. If you are fielding a battalion, then the CO will be your battalion commander and your HQs will be company commanders. If you are fielding a regiment, the CO will be your regimental commander and your HQs will be battalion commanders. Command units at lower levels than this may be used, but only sparingly.

Units & Formations
The BKC and CWC army lists are composed of units, which are then grouped together into formations before the game. These form your battlegroup for the duration of a game. Units can represent either platoons (the default) or sections and individual vehicles or guns. When you use Micromark army lists to create your battlegroups, you may find that some units are not in the BKC/CWC lists, in which case you have two options: leave them out, or create your own stats for them. It is recommended that you use *Fixed Formations* when using historical TO&Es.

When using the points system, simply select your units from those available in the Micromark lists, but ignore all the battlegroup limits and battlegroup selection rules. If you are doing away with points as well, you will need to come to an agreement with your opponent(s) as to how you are going to select your units. Remember that battlegroups don't have to be balanced in order to play. This is a much more historical approach than using artificial points systems anyway.

Sample Army List
The following sample is taken from list A1, *American Armored Division 1944-45 Europe*:

1. Teeth Arm

Armoured Battalion

Bttn HQ: 3x Tanks, 1x M3 H/T, 4x Jeeps, 2 rifle sqds

3 Armoured Companies @ CHQ: 2x Tanks

    3 platoons @ 5 x Tanks

1 Armoured Company: CHQ: 2x MSA1 Stuart or M24 Chaffee

    3 platoons @ 5x M5A1 or M24

1 Recce Platoon: 3 sections, 2x Jeep/.50"

1 Mortar battery: 3x M21, 1x M3 H/T

1 Maintenance platoon: 3x M32B1 ARV, 3x wreckers, 3 Jeeps

1 Gun platoon: 3x M4A3/105mm or M8 HMC Stuart, 2x M3 H/T

Armoured Infantry Battalion

Bttn HQ: 2x M3 H/T, 2x Rifle sqds, 2 bazooka, 2x Jeeps

3 Companies@ CHQ: 2x M3 H/T, 2x rifle sqds, 2 bazooka

    3 platoons@ 3x M3 H/T, 3 rifle sqds, 2 BAR, 3 bazooka 1x M3 H/T, 1x 60mm mortar, 3 crew 1x M3 H/T, 2 MMG, 1lx .50" HMG teams

    1 platoon: 3x 57mm M1 A/T guns, 3x M3 H/T, 1x Jeep

1 Support Company: CHQ: 1x M3 H/T, 1 rifle sqd, 1x Jeep

    1 battery: 3x M21, 1x M3 H/T

    1 platoon: 3x M3 H/T, 3x .50" HMG, 6x MMG teams

    1 platoon: 3x M7 Priest, 2x M3 H/T

    1 platoon: 1x M3 H/T, 5x Jeep/.50"

Divisional Recce Squadron (Bttn)

SHQ (Bttn HQ): 3x M8 Greyhound, 3x M3 H/T, 3 rifle sqds, 2x Jeeps

3 Troops@ THQ (CHQ): 3x M8 Greyhound, 3x Jeep/.50"

    3 platoons@ 3x M8 Greyhound, 6x Jeep/.50", 1x Carbine sqd, 3x 60mm mortars

1 Troop: THQ: 2x M5A1 Stuart

    3 platoons@ 5x M5A1 Stuart

1 Support Troop: THQ: 1x M3 H/T, 1x Jeep

    4 platoons@ 2x M8 HMC Stuart, 1x M3 H/T

2. Brigade Support

Combat Command HQ: 3x M3 H/T, 1x lorry, 3 Carbine sqds, 3x Jeeps, 3x M5A1 Stuart, Air Liaison team


3. Divisional Support Up to:

3 Armoured Engineer Companies@

    CHQ: 2x M3 H/T, 2x rifle sqds, 2 bazooka

    3 platoons @ 4x M3 H/T, 4x rifle/engineer sqds, 4 bazooka, 2 BAR, demo charges

3 Artillery Battalions @

    BHQ: 2x M3 H/T, 2x Carbine sqds, 6 OP teams in Jeeps or M4A3 OP

    3 batteries@ 6x M7 Priest, 1x M3 H/T

12 AA platoons@ 4x M16 or M15 or M19

3 Tank Destroyer Companies @

    CHQ; 2x M3 H/T, 2x Jeeps, 2(8 man) rifle sqds, 2 bazooka

    3 platoons @ 4x M10 or M18 or M36, 2x M20, 1x Carbine sqd, 2 bazooka

| | | 1 Tank Destroyer Recce Company: CHQ: 2x M3 H/T, 2x Jeeps |
| | | 3 platoons@ 2x M8 Greyhounds, 5x Jeep/.50", 2(8 man), Carbine sqds, 2x 60mm mortars, 2 bazooka |

4. Notes

a)	Radios are in all squads and AFVs.	
b)	Tanks are : June 1944: M4A3, 08% chance of being M4A3E2 Jumbo Sept 1944: 1 platoon in 3 OR 2 tanks per platoon can be M4A3(76mm), 08% chance of being M4A3E2(76mm). Jan 1945: all can be M4A3E8, with 11% chance of being M26 Pershing.	
c)	Infantry have M9A1 rifle A/T grenades. 60mm mortars in the armoured infantry platoons have unlimited HE, smk, WP.	
d)	37mm M6, 75mm M3 and M6 have APCBC as standard. 37mm can have 1 load of canister. 76mm and 90mm can have HVAP from Oct'44. 105mm howitzers have 1 load of HEAT.	
e)	Any CHQ Sherman can be fitted with dozer blade if not Jumbo variant. Any CHQ Sherman in Italy can be fitted with Mobile Assault Bridge from Oct'44.	
f)	In Italy cannot use Jumbos, Pershings or Chaffees.	
g)	In Italy and Normandy, any engineer platoon can have 1x flamethrower added.	
h)	The division has 3 armoured battalions and 3 armoured infantry battalions shared between 3 Combat command HQs.	
i)	Note in service dates: M24 Chaffee (Oct '44); M4A3(76mm)(Sept'44); M4A3E2 Jumbo (Jun'44); M36 (Oct'44); M19(Jan'45).	

Availability

Micromark army lists are available from several sources, but the best option is to contact Mark Bevis direct at the following email address: sultanbev@hotmail.com. The British & Commonwealth lists were published in several volumes by Helion & Company, available direct from the publisher or through on-line stores such as Amazon.
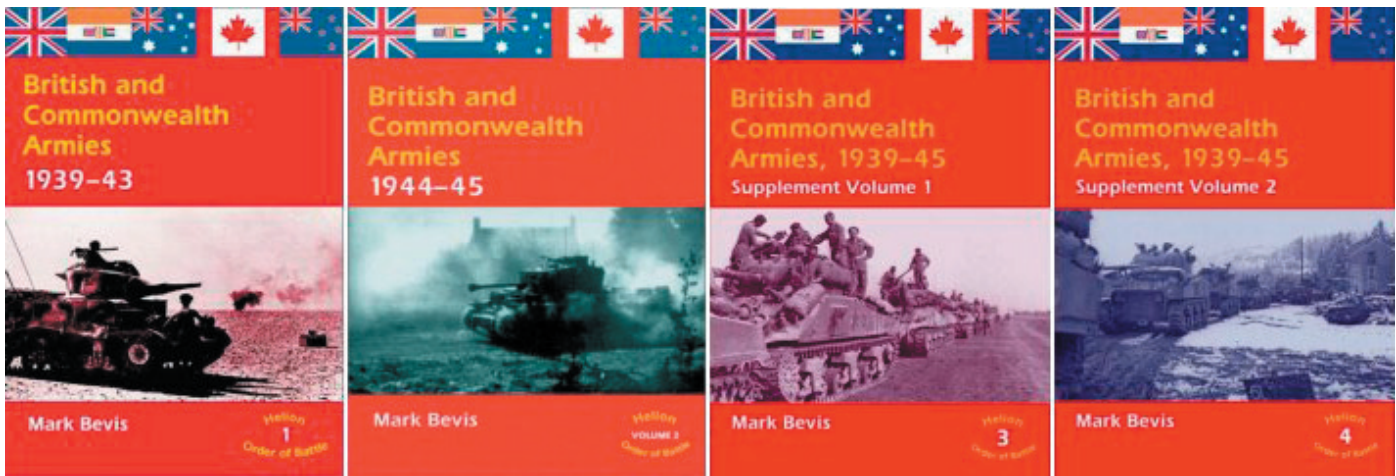
List	Conflicts
19th Century	including Napoleonics, Japan "Last Samurai", Franco-Prussian Wars
1900-1937	including the Russo-Japanese War, WW1, RCW, Gran Chaco wars, Spanish Civil War
WW2	covering more or less every nation and organisation that was involved
1947+	including Korea, Vietnam, Arab-Israeli, Cold War, Falklands, 1st Gulf War, South Africa, Latin American states, post Cold War, etc