

British Generation Tables ETO 7/43-45

B1: ACTIVATION CHECK (AC) (5.1)

British ENEMY S? rolls for Activation if...

- A) FRIENDLY Infantry is in LOS within 10 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 8 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmoured vehicle is in LOS within 4 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmoured vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

B3: LEADER (5.73)

Final DR	Infantry Leader	Armour Leader
≤ 1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5-6	8-1	-
7-8	8-0	-
9	7-0	-
10-11	-	-
≥ 12	6+1	Inexp. Crew

Cumulative DRM:
 1 If any accompanying MMC is elite*
 1 if Airborne or Commando*
 * No DRM apply to armour leader generation DR

B5: STANDARD GUNS (5.71)

Outside only: see AT Guns for Inside
 Portee ≤ 57 mm Guns in "desert".

DR	7/43-12/43	1944-45
2	3 in Mortar	3in Mortar
3	40mm AA 1	40mm AA
4	40mm AA	40mm AA
5	4.2in Mortar	4.2in Mortar
6	3in Mortar	3in Mortar
7	6 pdr	6 pdr
8	17 pdr 2	17 pdr
9	25 pdr	25 pdr
10	25 pdr	25 pdr
11	6 pdr	3.7in 3
12	3.7in	M1A1 4

- 1 Roll if Italy
- 2 17/25 pdr if 7/43
- 3 Roll if not Commando or Italian mountains
- 4 Roll if not Airborne

B2: SQUAD (5.72)

Final DR	Squad Type	DRM:
≤ 2	6-4-8*	-1 NWE 1944 -1 Burma 1945 +1 Burma 1943
3-5	4-5-8	
6-10	4-5-7	Only Airborne and Commandos have ELR underlined
≥ 11	4-4-7	* See 12.22

B4: SW (5.75)

DR	6/40-6/43	3-5/43	4/44-45
2	HMG	HMG	HMG
3	ATR	PIAT	PIAT
4	3in Mortar	Mortar	Mortar
5	LMG	LMG	LMG
6	ATR	PIAT	PIAT
7	-	-	LMG
8	-	LMG	MMG
9	LMG	MMG	LMG
10	MMG	LMG	MMG
11	-	-	-
12	-	-	Captured L

Use Airborne mortars as appld
 See Chapter H for FT, DC and
 US MMG is .50 HMG on subs
 penalties apply.

B5a: AT GUNS (5.71)

Also all Guns inside

DR	6/43-45
2	6 pdr
3	6 pdr
4	6 pdr
5	17 pdr
6	6 pdr
7	17 pdr
8	6 pdr
9	17 pdr
10	6 pdr
11	6 pdr
12	6 pdr

17 pdr cannot be set up inside. Reroll if necessary

B8: OBA AVAILABILITY

Final DR	Result	Cumulative DRM:
≤ 6	Plentiful	+1 ETO 1940-42
7-11	Normal	-1 ETO 1945 -1 1945
≥ 12	Scarce	

B6: STANDARD AFV (5.71)

DR	6/43-1945 Italy		6/44-1945 North West Europe		
	Armd Regt (dr= ≤ 4)	Infantry (dr> ≥ 5)	Armd Recce (dr= ≤ 2)	Armd Regt (dr 3-4)	Infantry (dr ≥ 5)
2	Stuart Recce	Stuart V	Stuart III 9	Stuart V 9	Stuart V 9
3	Sherman II 1	Churchill V CS 5	Cromwell VI CS 10	Sherman V	Churchill V 20
4	Sherman I 2,8	Wolverine	Sherman I C 11	Sherman II 16	Wolverine
5	Sherman III 2	Sherman III 6	Challenger 12	Sherman VC	Wolverine 21
6	Sherman III	Sherman III 6	Sherman V C	Sherman VC 13	Achilles
7	Sherman III	Churchill IV	Cromwell IV 13	Sherman V	Churchill VI
8	Sherman III	Churchill IV	Cromwell IV	Sherman V 17	Churchill IV 6
9	Sherman III	Sherman III 6	Cromwell VII	Sherman V 17	Churchill VII
10	Sherman I 3,8	Sherman III 6	Cromwell VII	Sherman V	Churchill VII
11	Stuart III 4	Churchill V CS 7	Tetrach 14	Sherman DD 18	Crocodile 22
12	Stuart Recce	Stuart Recce	Tetrach CS 14,15	Crusader AA 19	Crocodile 23

1 Sherman II A from 6/44
 2 Sherman II A from 1/45
 3 Sherman V C from 10/44
 4 Sherman I B from 1/45
 5 Churchill VIII CS from 4/45
 6 Churchill VII from 4/45
 7 Crocodile from 4/45
 8 Use Sherman V counters
 9 Stuart Recce on dr ≤ 3
 10 Cromwell VIII CS on dr ≤ 3
 11 Use Sherman II C counters
 12 Reroll if prior to 9/44
 13 Comet from 4/45
 14 Reroll if not Airborne 6/44 or 3-4/45
 15 Locust if Airborne 3-4/45 on dr ≤ 4
 16 Sherman II A if Polish; Sherman I C if British/Canadian from 1/45
 17 Sherman V C from 4/45
 18 Reroll if not 6/44 or 3-4/45
 19 Reroll if not 6-7/44
 20 Churchill VIII CS on dr ≤ 3
 21 Sherman DD if 6/44 or 3/45 otherwise Achilles from 10/44
 22 Centaur CS if 6-7/44
 23 Wasp on dr ≥ 5 (or Badger if Canadian from 2/45)

B6b: RECONNAISSANCE VEHICLES (5.71)

Includes escort vehicles [B7a]

DR	Italy	NWE/Italy 6/44-45	
	6/43-5/44	Recce Regt (dr= ≤ 3)	AC Regt (dr ≥ 4)
2	AEC II AC 1	Carrier C 2	AEC III AC 3
3	Staghound I AC	Humber III AC 8	Staghound I
4	Daimler AC	Carrier C 8	Daimler SC 7
5	White SC 2	Humber LRC 8	Daimler AC
6	Daimler SC	Humber IV AC 8	Daimler AC 4
7	Humber IV AC	Humber LRC 8	Daimler AC
8	Humber III AC	Humber IV CS 8	White SC 2
9	Humber LRC	Carrier C 8	Humber SC 5
10	Daimler SC	Daimler SC 8	Daimler SC 7
11	Staghound I AC	Humber AA 8	Staghound II CS 6
12	M3 GMC	Humber III AC 8	Humber AA

1 Humber AA on dr ≥ 4
 2 Infantry Squad/HSP Passenger
 3 M3 GMC if Italy
 4 Staghound I if Italy
 5 Greyhound if Italy on dr 6
 6 Staghound CS on dr ≥ 4
 7 Lynx if Canadian
 8 Airborne armoured jeep if Majority British force are Airborne (see The General vol 26 no 5, page 55)

B6a: SPG (5.71)

Roll on table B6 if assault gun required by RE or MSR

DR	Italy 6/43-45	NWE 6/44-45
2	Wolverine 1	Wolverine 6
3	Wolverine 2	Achilles 6
4	Wolverine 1	Wolverine 6
5	Priest	Sexton
6	Priest 3	Sexton
7	Priest 3	Sexton
8	Priest	Priest 4
9	Priest 3	Priest 4
10	Bishop 4	Priest 4
11	Morris C9B 5	Morris C9B 5
12	M3 GMC 5	M3 GMC 5,7

1 Archer from 1/45
 2 Achilles from 4/45
 3 Sexton from 1/45
 4 Sexton from 8/44
 5 Armour leader not allowed with Morris C9B, M3 GMC, M17 or Deacon
 6 Archer from 10/44
 7 M17 MMGC from 1/45

B6c: TANK DESTROYERS (5.71)

DR	Italy 6/43-45	NWE 6/44-45
2	Wolverine	Wolverine
3	Wolverine	Wolverine
4	Wolverine	Wolverine
5	Wolverine	Wolverine 2
6	Wolverine 1	Wolverine 2
7	Wolverine 1	Wolverine 2
8	Wolverine 1	Wolverine 2
9	Wolverine	Achilles
10	Wolverine	Achilles
11	Wolverine	Achilles
12	Wolverine	Achilles

1 Achilles from 3/45
 2 Achilles from 10/44

B7a: ESCORT VEHICLE

Use B6b (must be Armoured Car Regt if 1944-45 ETO)

B7t: GUN TRACTORS (5.71)

Use in place of table B7 for Gun towing

GUN	ETO 6/43-45
4.2in Mortar	Lloyd Carrier
6 pdr	Lloyd Carrier 1
17/25 pdr	Quad FAT 2
25 pdr 7	Quad FAT 2
3.7in	-
M1A1 75mm	Jeep
40mm Bofors AA	3ton

Some Guns may be Animal Packed (see Chapters G and H)
 1 Carrier B on dr ≥ 5
 2 NWE Crusader Gun Tractor on dr= ≤ 4 ; Italy M9 (or M9A1) HT on dr= ≤ 3

B7: TRANSPORT (5.71)

Use table B7t for towing (Gun Tractors)

DR	6/43-45
2	White SC
3	M5A1 1
4	M5
5	3ton
6	3ton
7	3ton
8	15cwt 2
9	3ton
10	U STRucks 3
11	Kangaroo 4
12	Buffalo 5

1 15cwt if Italy 1943
 2 Jeep on dr ≤ 2 [EXC: Airborne always Jeep]
 3 3/4ton dr 1; 1.5ton dr 2-3; 2.5ton dr 4-5; DUKW dr 6. Reroll if Armoured Division
 4 Priest Kangaroo NWE only 8-9/44, RAM Kangaroo NWE from 10-44, Sherman Kangaroo Italy from 2/45
 5 NWE from 10/44, Italy 4-5/44 otherwise reroll. Buffalo II dr= ≤ 2
 Buffalo IV dr 3-5, Weasel dr 6

B9: BRITISH RANDOM EVENT TABLE (2.) ETO 7/1943-45

Coloured dr drmm (2.3): +/- as per MSR

Each RE preceded by an "*" may occur only once per Mission (2.31).

DR Random Event

*01 Specialised armour arrives! A number of AFV {A6d}, type determined by a dr:

- dr 1-3 Churchill AVRE (maximum number 2)
- dr 3-4 Churchill Crocodile (maximum number 2)
- dr 5 Sherman Crab (maximum number 1)
- dr 6 Sherman Dozer (maximum number 1)

If maximum number of any type exceeded re-roll for another AFV. AVRE with Fascine on subsequent dr ≤ 3 . Determine armour leader {B3}. See Chapter H page 57 for AVRE crew. If Italy prior to 4/45 re-roll RE.

*02 Assault troop arrive! Three assault engineer 6-4-8 squads. Determine leader {B3}. Each squad may enter as Passenger (all vehicles same type) on M9 (dr ≤ 2 ; M9A1 on subsequent dr ≥ 4) or White Scour Car (dr ≥ 3) or may enter on foot (with SW if required) with vehicles entering within 4 hexes in same MPH of same turn having expended three quarters of its MP. One vehicle has AAMG which may be removed as a British colour US MMG (no Captured Weapon penalties apply). One vehicle/squad combination has one 2" Mortar and one LMG. The third vehicle/squad combination has one PIAT and one LMG. All squads also have one DC. SW may be retained in vehicles if required.

*03 As British RE 02 except the troop may enter on either the North or South edge (determine by Random Selection) or any mapboard that has ≥ 1 Allied unit on it.

*04 Each ENEMY dr on the Fortification Generation Table {A5} has a +2 drmm for the duration of the Mission.

*05 Engineers arrive! Make a subsequent dr.

- dr ≤ 1 Conduct British RE 01 even if it has previously occurred.
- dr 2 Conduct British RE 02 but with vehicles from RE 01 instead. LMG replaces US MMG (1st squad of RE 02).
- dr 3-5 Pioneer Platoon from Support Company arrives! Three Assault Engineer (Sapper) 6-4-8 Squads. Determine Leader {B3}. Each Squad may enter as Passenger or on foot. If Passenger Squads may Deploy and recombine as if Carrier Infantry. Vehicle must enter within 4 hexes in same MPH of same turn having expended three quarters of its MP, and may Retain any SW as required.

The platoon is equipped with one LMG, one PIAT, one 2" mortar, three DC, one M5 HT and three jeeps. The vehicles have no optional AAMG.

- dr ≥ 6 Bridgelayer tanks arrive (two Valentine if only Cruiser or Medium Tanks are onboard; Churchill if only Infantry tanks are onboard. If multiple/no AFV types are onboard, use Random Selection to determine which type arrive).

*06 RAF Fighter-Bombers available from taxi rank! Determine number {A6f} to arrive during the next ENEMY MPH. Re-roll if conditions prohibit Air Support.

*11 Carrier Section from HQ Company arrives! Carrier A dr {A6a} for number received. Carrier C dr {A6a} for number received. One Carrier 2" Mortar on dr ≤ 4 . One Carrier MMG B received on dr ≤ 2 . If NWE 1945 also one Wasp on dr ≥ 4 . Make dr for Carrier Passenger (all same class). dr ≤ 3 2-4-8 HS, dr ≥ 4 2-4-7 HS.

12 Motor Platoon arrives! Four M5 or M5A1 Half-tracks. One has AAMG which may be removed as a British colour US MMG (no Captured Weapon penalty) and carries as Passenger one SMC {B3}, two 2-4-8 HS, one PIAT, and one 2" Mortar. The others each carry as Passenger one 4-5-8 squad or if 1945 one 6-4-8 squad on dr ≥ 2 (separate dr for each squad; ELR not underlined. In addition, one squad has one LMG. Platoon may enter on foot with vehicles entering as per British RE 02.

13 Infantry reinforcements arrive! As British RE 35-36 except all squads must enter as Passengers in 3 Ton Lorry, each of which must carry three squad equivalents. Odd squad(s)/SMC are carried in 15cwt Truck(s) and/or one jeep. If the Mission uses a river mapboard, Buffalo and Weasel may be used as alternative transport within the date restrictions of {B7}.

14 Remove all S? in LOS of one unbroken British unit.

15 Remove S?. Determine number by dr. S? in VPO can only be removed if no other non-VP Location ?S exist. If no S? onboard, re-roll RE.

16 Royal Artillery SP Troop arrives! A number of SPG {A6f}. All same type {B6a}. Armour Leader {B3} if not Morris C9B or M17.

*21 Armoured Car Troop arrives! A number of vehicles {A6a}. Determine different types {B6a}. No more than two of each type. No more than two different types. Re-roll until correct balance is achieved.

*22 Armoured Car patrol! As British RE 21, but must enter on any mapboard edge (excluding EBE) determined by Random Selection.

23 Tank Troop arrives! A number of AFV {A6a}. Determine type(s) {B6}. Determine Armour Leader {B3}.

*24 ENEMY Ammunition Shortage (A19.131) for the duration of the Mission.

*25 Field Gun Section arrives! Two 25pdr Guns towed by QUAD FAT with 2-2-8 crews.

26 As British RE 16.

*31-34 Artillery support! Determine OBA type (H1.53). Ammunition supply {B8}. Also, one of the following occurs:

- One British leader receives one radio, OR
- One Carrier A OP vehicle enters from the FBE with one British Leader {B3} with radio as Passenger, OR

If gun tanks of the same type or equivalent SPG are onboard and the OBA ≥ 84 mm, an OP tank enters from the FBE. Sherman OP if gun tanks are Sherman/Priest, Cromwell OP if gun tanks are Cromwell, Ram OP if gun tanks are Churchill/Sexton (NWE only).

35-36 Infantry reinforcements! Determine number of squads by two dr {A6b}.

DR Random Event

dr ≤ 3 4-5-8 squads.

dr ≥ 4 5-7 squads.

Determine SW and SMC as per H1.8 and H1.83 respectively.

*41 ENEMY AFV Recalled (D5.341). Determine by Random Selection. Re-roll if no Mobile ENEMY AFV onboard.

*42 ENEMY AFV Immobilised (D8.1). Determine by Random Selection (Crew TC not required). Re-roll if no Mobile ENEMY AFV onboard.

43 ENEMY AC# decreased by one {EXC: if ENEMY AC# is currently two, conduct British RE 15}.

44 RE number change.

dr ≤ 3 ENEMY RE decreases by one {EXC: if ENEMY RE is currently 2/3, conduct British RE 15}.

dr ≥ 4 British RE increased by one {EXC: if RE is currently 6/7, re-roll another RE}.

45 British leader turns Heroic (A15.21)! Random Selection to determine eligible Good Order leader. If no eligible leader, re-roll RE.

46 British Sniper attack in next PFP.

dr ≤ 3 Conduct a "1" Sniper attack (A14.3).

dr ≥ 4 Conduct a "2" Sniper attack (A14.3).

*51 Supporting infantry attack! Determine number of Squads by DR. Squad class {B2}. SW/SMC (H1.8 - H1.83). Enter on north or south board edge, determined by Random Selection. All must enter same turn, same edge.

*52 Armour attempts to encircle! As British RE 23, except must enter on north or south edge determined by Random Selection. All must enter together, using Platoon Movement if required.

*53 Battle Group attacks! Conduct British RE 51 and RE 52 even if each has occurred previously. Infantry may enter as Passengers on APC all same type:

M5 or M5A1 if NWE 6-7/44

Priest Kangaroo if NWE 8-9/44

Ram Kangaroo if NWE 10/44 on or Italy 2/45 on

For every complete troop of 4 Ram Kangaroo, 1 Wasp is added (or 1 Badger if Canadian 2/45 on).

*54 Mortar Section from HQ Company arrive! Two 3-in mortar carriers with 2-2-8 Crews may enter manhandling dm mortars. If so carriers must enter on same turn within 4 hexes having expended three quarters of its MP.

*55 As British RE 06 except on dr ≤ 3 FB have bombs (separate dr for each FB).

*56 AT Section arrives from HQ Company! Two 6pdr AT guns towed by Loyd Carrier with 2-2-8 Crew who may manhandle Gun onboard. If so carrier must enter on same turn within 4 hexes having expended three quarters of its MP.

*61-62 As British RE 31-34.

*63 A "chirpy Cockney" tells a joke! which causes one of the following in order of priority:

1. Any stack of ≥ 2 broken squad equivalents Rally, even if DM, Disrupted and leaderless (player's choice of stack).
2. All broken squads with a 7-0 or 8-0 British leader Rally (player's choice of stack).
3. All broken squads stacked with a 8-1 leader (player's choice if more than one available) Rally and Battle Harden (the Sgt. Major's reply was even funnier).
4. Any stack of British Prisoners with an Italian, Axis Minor or German Conscript Guard of the player's choice, escape at the earliest opportunity (the Guards are unharmed but confused by the joke).

5. If British Prisoners are held by SS Guards all Prisoners are executed (the SS guards were not amused) (player's choice of affected stack). No Quarter is then in force vs. SS units for the rest of the mission.

64 As British RE 23.

65 Attached TD Troop arrive! Determine number {A6a}. Determine type(s) {B6c}. Armour Leader {B3}.

66 Hero created from British MMC nearest to ENEMY unbroken/vehicular unit, nearest EBE, VPO, Random Selection if required.

*71 As British RE 56, even if that RE has occurred previously but if British RE 72 has occurred previously MMG Section from attached MMG Company arrives. Two carrier MMG B with 2-2-8 Crews who may carry the dm MMG onboard, with the carriers entering as restricted in RE 56.

72 Royal Artillery Anti-Tank support arrives! Make a subsequent dr.

dr ≤ 3 A section of 2 Archer SPG arrive (if Chapter H date allows).

dr ≥ 4 A section of two 17pdr AT Guns are towed onboard by (dr ≤ 3) Quad FAT or (dr ≥ 4) M9 (Crusader Gun Tractors if NWE), each with 2-2-8 crew.

*73 Conduct British RE 25 even if that RE has been conducted previously. Also decrease ENEMY RE by one.

*74 ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold. All DR on Table A1 now have a +1 DRM. All previous negative DRM applicable to Table A1 are cancelled. If British RE 75-76 has already occurred conduct RE 46 instead.

*75-76 Withdraw to FBE. Decrease British RE # by one. The British receive Exit VP (A26.3) for each British unit exited by Mission end. The ENEMY receives Casualty VP (A26.2) for each British unit encircled at Mission end. Double Capture VP apply normally, otherwise the Mission specific VP schedule still applies. The Mission ends automatically in five Game Turns or when the last British Mobile units exits the FBE. If British RE 74 has previously occurred re-roll RE.