

OVERVIEW

Armored Action Command is a division level World War II game. Each player can easily command a division. Each Stand with a mounted miniature represents a company or battery. Stands may 20mm or 25mm squares. You may wish to use similar sized circles for HQ stands so that they are more easily identified. Stands are grouped upon 3" Hexagonal Battalion BASES. The ground scale is approximately 500 meters per inch. Therefore the BASE frontage equals about 1,500 meters, which is the approximate frontage for a WWII battalion. Each game Turn represents approximately 8 hours. There are three Turns per Day and they are designated as the AM, PM, and the NIGHT Turns. Most battles are two Days, or six Turns. You may design or recreate longer battles. Large two day battles to be fought in about four hours. You can also create battles of different lengths, for example you could game the D-Day, Normandy Invasion, *The Longest Day*, with a June 5th NIGHT Turn, followed by a June 6th AM and PM Turn.



