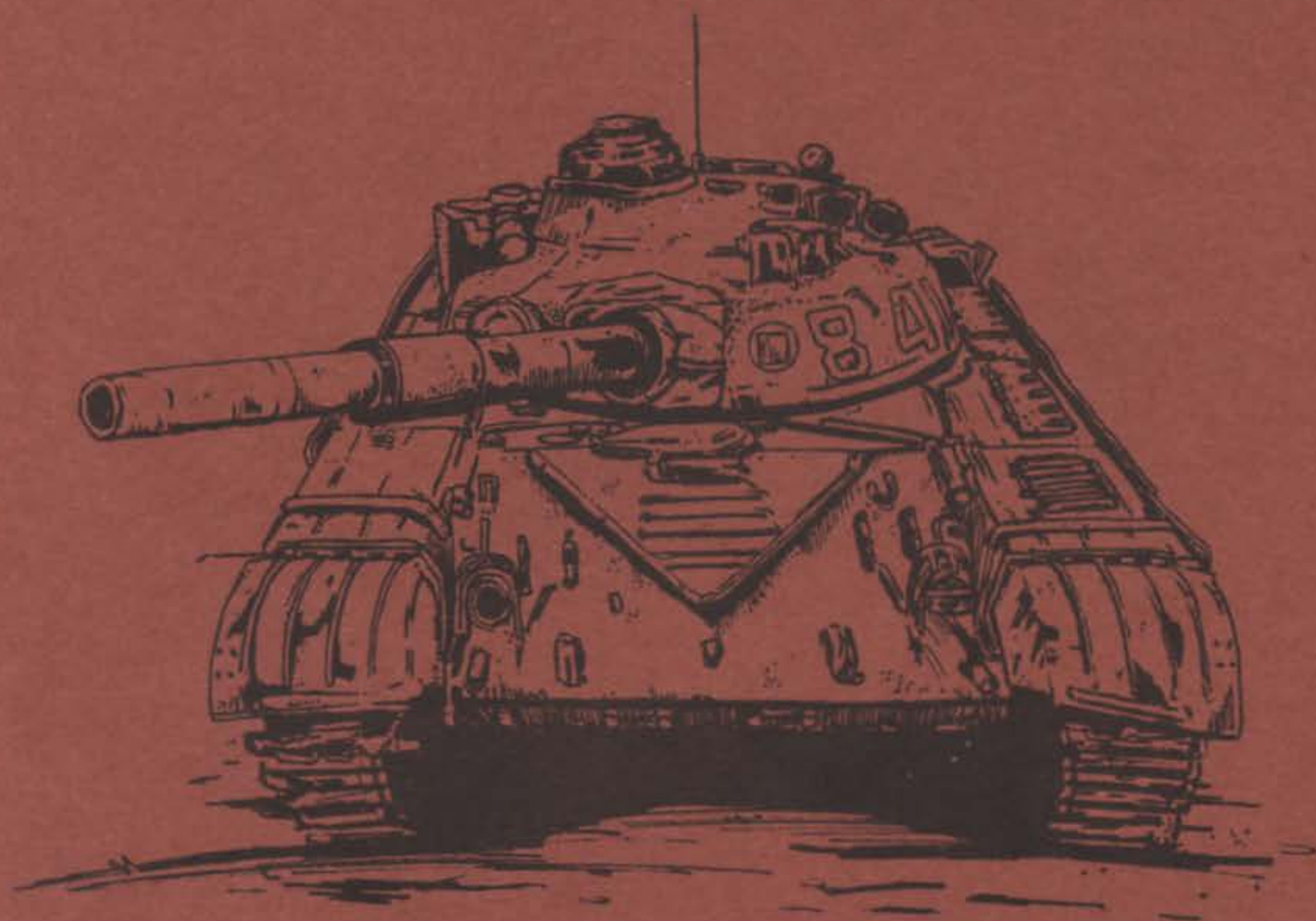


CORPS COMMANDER



OMG

(OPERATIONAL MANOEUVRE GROUP)



A DIVISIONAL LEVEL GAME OF MODERN WARFARE

By Bruce Rea-Taylor

The following are amendments and clarifications for O.M.G.

Page 5 2.6 Should be "SECOND PLAYER'S MOVEMENT PHASE."

Page 9 4.1.34 Warpac Artillery that is integral to a Regiment maybe allocated to any Battalion as for NATO, but any other artillery may only be subordinated to a Regimental or higher HQ.

Page 9 4.2.3 should be see 13.4.7 not 13.6.7.

Page 9 4.3.1 line 4, see 4.7 not 4.7.9.

Page 10 4.5 see 4.3.5 not 4.35.

Note in the following sections reference to 13.6 should refer to 13.4:-
4.6.7, 7.2.4, 7.2.6, 13.0, 13.3.5.

Page 14 4.11.3 ATGW example, line 4 =Col.13 should be =Col.16. Line 5 should be destroys 3 BMPs.

Page 20 9.2.8 Line 1 see 4.7 not 4.9. Line 2 See 4.8 not 4.7.

Page 23 10.8.4 add to end of second sentence ..of the defender.

Page 25 11.4.2 see 11.4 not 11.1.

Page 25 delete 11.4.5.

Page 51 In Armoured Regiment only 1 A/T Platoon of 2 Fv438 1 is Str.5, 1 is Str.4.

Page 65 PART 3 Clarification on ranges:-

Where a letter appears this applies for the remainder of the line or until another letter appears. E.g. Soviet 2S4 is DG at ranges 3 and 6cms and then I until the end of the line.

NOTE: The top line is for A/T attacks against armoured targets, the second line against all soft targets. If there is a third line, as with some MICVs and Infantry this is the missiles A/T value for use against armoured targets only.

Page 68 Striker Missile Value is 4.

Page 70 Striker should be VHM/VSM.

NOTE: only VS or M applies depending on the terrain entered.

Page 79/80 Soviet vehicles are all N equipped except for PT-76PB, BM21/7, and soft transport.

CORPS COMMANDER

1.0 INTRODUCTION

O.M.G. (Operational Manoeuvre Group) is a set of rules in the Corps Commander Series, which will eventually cover all periods of warfare at a level which will allow large battles and campaigns to be fought. The series aim is to utilise the techniques of boardgaming whilst retaining the flavour of miniature gaming.

1.0.1 O.M.G. simulates modern warfare between forces of upto Corps or Army Level in any future war on the Central Front in Europe.

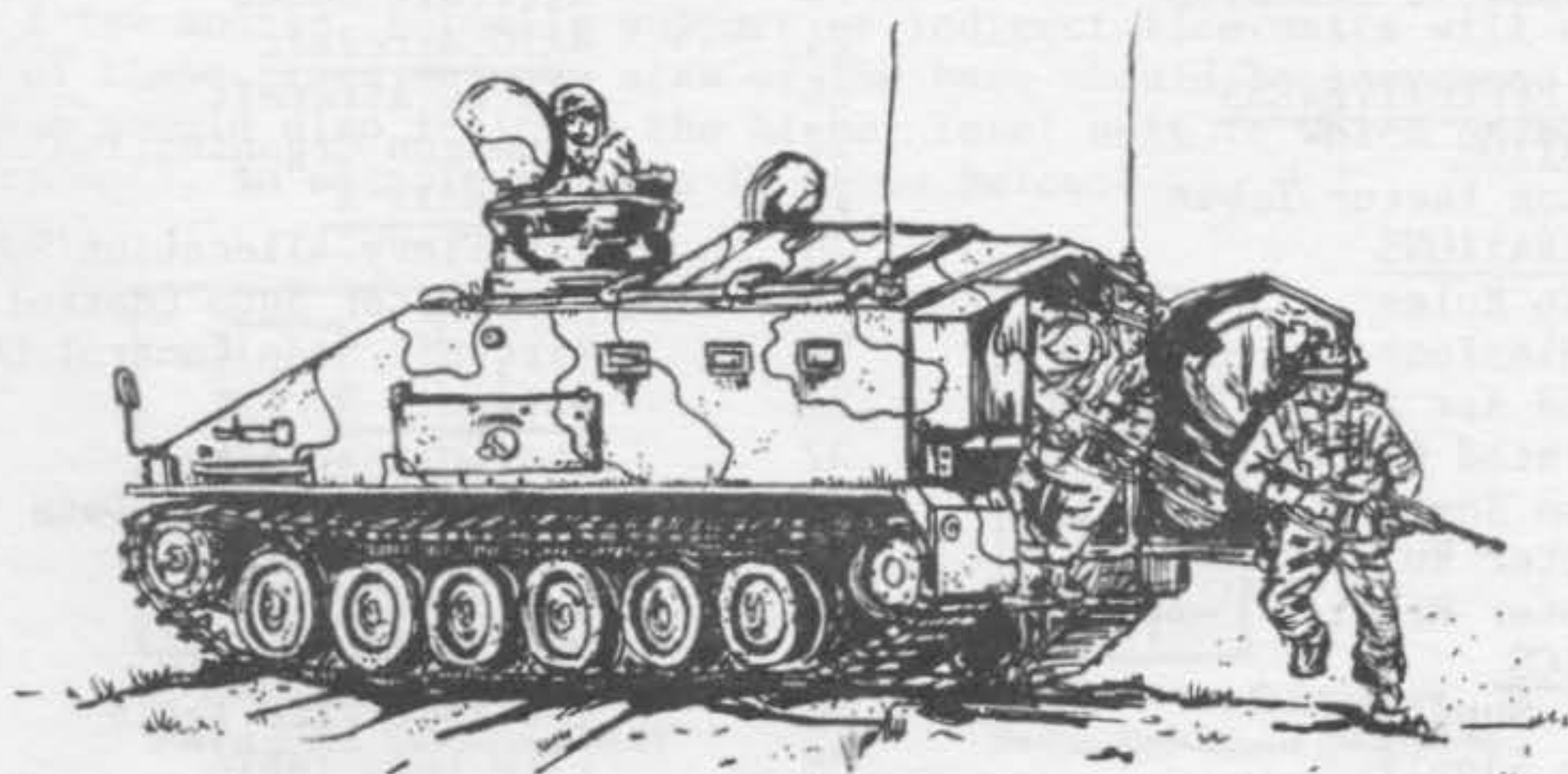
1.0.2 The basic units in the game are tank and mechanised infantry platoons, infantry companies, and artillery batteries. All aspects of modern warfare are covered including helicopters, air power, NBC, logistics and electronics. A Divisional Level assault can easily be played on a standard 8' x 6' table, whilst a heliborne assault on a vital bridge can be played on a 2' x 2' table. Thus allowing several campaign battles to take place in one evening.

1.0.3 We would like to acknowledge the help of the Wallasey Wargames Club in the preperation and playtesting of these rules, and also those in Nottingham (Rob at Heroes is the one to contact). Please send a Stamped Addressed Envelope if you have any queries.

1.0.4 Rules covering sea and airborne assaults, together with details of the Northern and Southern Fronts and the Middle East will follow shortly.

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1.1 SCALES

These rules operate using the following ground and troop scales:-

10 centimetres	= 1 Km (1:10000)
Each Daylight Move	= 1 Hour
Each Night Move	= 2 Hours
Each AFV Strength Point	= 1 Vehicle
Each Artillery Strength Point	= 1 Weapon
Each Infantry Strength Point	= approx. 10 men or 1 Heavy Weapon
Each Aircraft Strength Point	= 1 Aircraft

Note: For some soft transport and some "bus" type AFVs such as the Fv432 or M113 the strength points relate to the unit it is carrying rather than the number of actual vehicles present.

1.2 EQUIPMENT REQUIRED

Metric Tape.

Several D6 and D10 dice.

1/300 or 1/285th scale vehicles and figures. As a rule of thumb a company of vehicles at one to one will provide a battalion or more for Corps Commander and at long last all those odd engineering and support vehicles that have been lying on the shelf can be dusted off and used together with that artillery which was always off table, for example a M107 can only just reach the end of an eight foot table.

Terrain (see 1.4).

Photocopies of the data charts at the rear of the rules for convenience.

Permission is given to take photocopies of Part Three of these rules for personal use only.

Loss markers or chinograph pens.

1.3 UNIT COUNTERS AND COMPOSITION

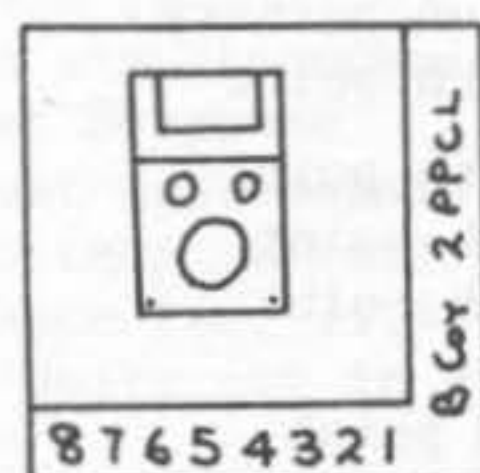
As vehicles and troops will be representing more than one strength point they should be based on card or plasticard of the following dimensions:-

Units over 5 strength points, all dismounted infantry, 30mm x 30mm
and vehicles which may not be concentrated.

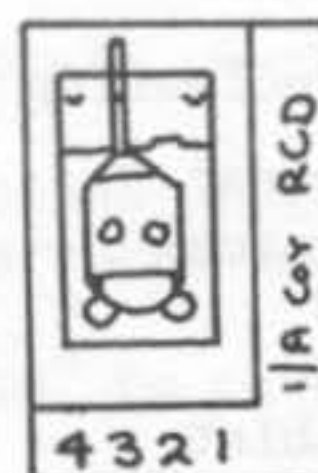
Units upto 5 strength points 20mm x 30mm

Note: A few models, normally support or indirect fire units will not fit on bases of these sizes and the size of the base should be increased accordingly.

1.3.1 The base should also indicate the higher level unit to which it belongs and its strength. An example of this is shown below:-



B COY. 2ND PRINCESS
PATRICIA'S CANADIAN LIGHT



1ST PLATOON, A COMPANY,
ROYAL CANADIAN DRAGOONS

The strength part of the label can be covered in sellotape and a chinograph pen used to mark casualties. Alternatively just the full strength could be indicated and loss markers as found in many commercial games could be used to indicate casualties.

1.3.2 Infantry should be mounted 4 or 5 to a base, of the appropriate type, and all bases should be flocked to improve their appearance.

1.3.3 **Organisations** for units can found in Part Two of the rules. When preparing these some company assets have been combined at Battalion Level to give viable units, whilst command vehicles are usually grouped at battalion or even higher if Warpac.

1.4 **TERRAIN**

Terrain for Corps Commander needs to be fairly dense given the ground scale, with at least four terrain pieces per 300mm square. This terrain can be fairly simply made as no great elevation is required.

1.4.1 My own terrain is all made from plasti-card, with roads and tracks 2cms wide in black and flocked brown respectively. Woods are dark green with a lighter green flocked edge. Broken terrain is brown with a mixed dark brown and green flocking. Towns and cities are black with grey outlines of buildings, gardens and tracks can be added in different colours of flock for a more artistic look. Most of the terrain is made up of modules 40mm x 40mm which allow 2 small size or one large size unit to occupy them. This saves time as to whether a unit is or is not occupying the terrain as only one or two units can fit in and if not entirely in that terrain type they are considered to be in which ever gives them the worse cover. Small removable trees and buildings maybe used to give the impression of height. Unless a major ridge is being represented hills should only be 1 contour high and very small.

1.4.2 **Markers** should be made for the following:-

Smoke - see 4.1.12 for size, from white or grey card.

Minefields - see 16.3 for size, from brown card speckled black.

Radiation Zones - see 17.2 for size, red or yellow.

Chemicals - see 17.4 for size, ochre.

1.5 **POINTS**

Points for all equipment and troops are given in Part Three. The cost of units has already been calculated in Part Two, but for those wishing to form their own units use the following:-

Add the cost of all elements and add any specialist equipment or ammunition.

Add command if a non dismountable HQ is to be used, and multiply by the morale value if required. Round off to the nearest 5pts.

1.5.1 **Points Costs**

Command - +5pts per Strength point (already included in Infantry HQ)

Morale	- Level 1 -25%	- Level 6 no change
	- Level 2 -20%	- Level 7 +5%
	- Level 3 -15%	- Level 8 +10%
	- Level 4 -10%	- Level 9 +15%
	- Level 5 -5%	- Level 10 +20%

Equipment - Artillery Radar +10pts x Level of H.Q.
- Fire Control Radar +5pts per missile strength point
+5pts per gun battery
- Mineclearing + 2pts per strength point

Ammunition - Nuclear +10pts per strength point
- Chemical +5pts per strength point
- ADM +5pts per strength point
- CLGP +10pts per battery
- Bomblet +1pt per strength point
- Minelet +2pts per strength point

(These are paid if the ammunition is to be available to the battery, the supply has still to be there to fire).

1.5.2 **Note** Aircraft and Helicopter points include their basic loads but if any of the above ammunition options are required the extra points must be paid.

2.0 Sequence of Play

Players must perform all game function according to the Sequence of Play. Each move is divided into eight separate phases which may in turn be divided into several subphases. During these phases and subphases the players must carry out the actions related to that phase as outlined in the rules.

- 2.1 **INITIATIVE PHASE** (see 3.0)
During this phase the players determine which side has the initiative for the remainder of the current move.
- 2.2 **FIRE PHASE** (see 4.0)
During this phase both sides simultaneously attempt to eliminate the enemy by use of fire combat.
 - 2.2.1 **Smoke Barrage Subphase** (see 4.1.1.)
Declare, then deploy any smoke barrages or markers.
 - 2.2.2 **Direct Fire Subphase** (see 4.1.2)
Execute any fire combat by direct fire units.
 - 2.2.3 **Indirect Fire Phase** (see 4.1.3)
Execute any fire by indirect fire units.
 - 2.2.4 **A.A. and Air Attack Subphase** (see 14.3)
Move all aircraft to attack points. Execute air to air combat (see 14.4.1). Execute any A.A. Fire by ground units (see 14.4.2) and carry out any air to ground firing by aircraft (see 14.4.3).
 - 2.2.5 **Breakthrough Fire Subphase** (see 3.1.9)
A side which achieves overwhelming initiative may elect that both sides should execute a further round of combat by direct fire units.
- 2.3 **FIRST PLAYER'S COMMAND PHASE** (see 5.0)
This phase is involved with Command Control, Supply and extra campaign routines. All messages are written and passed and aircraft and artillery are allocated.
- 2.4 **FIRST PLAYER'S MOVEMENT PHASE** (see 9.0)
The first player may move any of his units eligible to do so. As part of movement a unit may execute Half Fire (see 4.7), change its Mode (see 9.4), or make a Close Assault (see 10.0). A unit's movement or any of the above actions may trigger Opportunity Fire (see 4.8) by the non phasing player.
- 2.5 **SECOND PLAYER'S COMMAND PHASE**
The second player repeats phase 2.3.
- 2.6 **SECOND PLAYER'S COMMAND PHASE**
The second player repeats phase 2.4
- 2.7 **MORALE PHASE** (see 11.0)
Both sides simultaneously carry out each morale subphase.
 - 2.7.1 **Morale Test Subphase**
Players must test morale for any of the reasons outlined in 11.1. Players may also attempt to rally any previously disrupted units.
 - 2.7.2 **Rout Subphase** (see 11.4)
Disrupted units not in cover attempt to "run" to cover or to other friends.
- 2.8 **MOVEMENT RECORD PHASE**
Note the passage of either 1 hour during daytime or 2 hours at night and remove any smoke markers.

3.0 Initiative Phase

During the Movement Phase the Player who has the Initiative must decide whether to move first or second. This decision must be made in this phase.

3.1 Procedure

Both players throw a D10. The dice score for each player maybe modified by any of the following:-

- 3.1.1 Add the commanding general's initiative rating. As part of a scenario a commanding general maybe rated for initiative . If no such rating is given treat the initiative as zero.
- 3.1.2 Add any strategic situation modifiers. As part of scenario one side or the other maybe said to have the strategic initiative. This side will be given a strategic modifier.
- 3.1.3 Add any tactical situation modifiers. These modifiers are dependant on the actual scenario being played and as can be seen may alter during the course of play.

- +4 For the first three moves of an attack.
- +3 For the 4th to 9th move of an attack.
- +2 For the 10th move onwards in an attack.
- +1 Attacking at night or in other cases of poor visibility.
- +1 On the move after engaging the enemy with the units from a previously unengaged Brigade or higher level H.Q.
- +2 Attacking using Chemical Ammunition.

- 3.1.4 Add or subtract any National Characteristics modifiers:-

	ATTACK	DEFEND	MORALE
U.S. Regulars.....	0	0	6
U.S. National Guard.....	0	0	7
U.S. Airborne/Marines.....	+2	+1	8
U.S. Special Forces.....	+3	+3	9
West German Regulars.....	+2	+2	7
West German Territorials.....	+1	+2	6
West German Airborne.....	+2	+3	8
Great Britain Regulars.....	+2	+3	7
Great Britain Territorials.....	+1	+2	7
Great Britain Paras and Marines.....	+3	+4	8
Great Britain Special Forces.....	+4	+4	9
French Regulars.....	0	+1	6
French Elite.....	+2	+3	8
Dutch.....	-1	0	5
Belgian.....	-1	-1	4
Danish.....	-2	-1	4
Canadian.....	+2	+3	8
Soviet 1st Line.....	+2	+1	6
Soviet 2nd Line.....	-1	-1	4
Soviet Airborne/Marines.....	+3	+2	8
Soviet Special Forces.....	+4	+3	9
Polish.....	-1	0	6
Czechoslovakian.....	-2	-1	5
East German.....	+2	+2	7

- 3.1.5 A player is classed as defending if either defined by the strategic situation, the scenario instructions or finally if he already occupies the table with orders to hold his position. In all other cases the player is classed as attacking.
- 3.1.6 The player with the higher modified dice score has the initiative for that move.
- 3.1.7 If the modified die scores are equal then the side that had the initiative

on the previous move loses it in favour of the other side.

3.1.8 If the modified die scores are equal on the first move of the battle then the attacking player has the initiative that move. If both sides are attacking then re-roll the dice and with no modifiers the higher score has the initiative (continue rolling until one player has the higher roll).

3.1.9 If one sides modified initiative outnumbers that of the other side by at least "6" then that side has achieved overwhelming initiative and may elect to intensify combat by executing a second direct fire subphase. This Breakthrough Fire Subphase is executed after the A.A. and Air Attack Subphase. Eligibility and procedures are the same as for the Direct Fire Subphase (4.1.2).



4.0

Fire Phase

During this phase units on both sides attempt to destroy each other by the use of direct and indirect fire. Fire combat may also occur in the movement phases (see Opportunity Fire 4.8 and Half Fire 4.7).

4.1 SEQUENCE OF FIRE

4.1.1 Smoke Barrage Subphase

A smoke barrage maybe laid down by any indirect fire battery equipped with smoke. This barrage maybe either fire support for a battalion (see 5.5.1) or area fire (see 4.6).

4.1.11 Each battery may only fire smoke for one round in four moves unless it is a battalion support unit or has been designated a smoke unit in pre-game orders to support a set piece attack.

4.1.12 When a battery fires a smoke barrage a **smoke barrage template** is placed with its base positioned pointing in the direction of the wind. The smoke barrage template should be a piece of white or grey card and measure the following:-

1-3	Gun or Mortar battery over 100mm or any gun or mortar battery upto 100mm	3cm x 3cm
4-6	Gun or Mortar battery over 100mm	3cm x 5cm
7+	Gun or Mortar battery and 4-6 Salvo Rocket battery	3cm x 7.5cm
7+	Salvo Rocket battery	3cm x 10cm

Note: the 3cm x 3cm template is known as a **smoke marker**.

4.1.13 If there is no wind or the wind is strong then a smoke marker only is placed on the point of aim. This is not aligned with any wind direction, but square to the firing battery.

4.1.14 Combined Battalion Mortar Batteries

For playability medium mortars which are usually allocated or decentralised to companies have been combined at battalion level. They may place upto 1 smoke marker per 2 surviving strength points in support of any units of that assigned battalion. E.g. an eight strong mortar platoon can put out 4 smoke markers per smoke barrage phase.

4.1.15 The target for a direct fire attack is classed as being in smoke when any part of the counterside that is being fired through is covered by the smoke template. A smoke marker placed directly on a unit completely covers it from all attacks.

4.1.16 The target for an observed indirect fire attack is classed as being in smoke when all the counter side through which the observation is being made is fully covered by the smoke template.

4.1.17 The prescence of smoke has no effect on unobserved interdiction or area fire.

4.1.18 Smoke markers and templates are removed at the end of the move in phase 2.8.

4.1.2 Direct Fire Subphase

Both sides execute any direct fire attacks by eligible units.

4.1.21 Remove all direct fire losses.

4.1.22 Conduct any morale tests caused by "heavy" losses or as a result of being under attack from large guns, or rockets (see 11.1).

4.1.23 Fire attacks in this subphase maybe conducted by any unit which may directly sight the target.

4.1.3 Indirect Fire Subphase

Both sides execute any indirect fire attacks including area and counter battery fire.

4.1.31 Remove all indirect fire losses.

4.1.32 Conduct any further morale tests caused by "heavy" losses or from large guns, rockets or NBC (see 11.1).

- 4.1.33 Fire attacks in this subphase maybe conducted by "emplaced" indirect fire units which have not fired in the preceeding subphase.
- 4.1.34 When executing fire support (see 5.5.1) any unit of the battalion it has been allocated to or any unit subordinate to the battalion HQ may observe for the artillery. If the battery has been allocated to a Regiment or Brigade H.Q. (as it must normally be for a Warpac unit) then only any unit with an H.Q. designation or a recce unit subordinated to that H.Q. may observe for that battery. One unit may spot for any number of allocated batteries but the fire may only be against one target.
- 4.1.4 Fire combat in each of the above subphases is treated as simultaneous and units conduct any fire attacks at their original strength as at the beginning of the subphase.

4.2 ELIGIBILITY TO FIRE

- 4.2.1 The firing unit may not be depleted (see 15.1.7), in travel mode (see 8.1), disrupted (see 8.4), or limbered (see 8.5).
- 4.2.2 As an exception to the above rule on travel mode an AFV which is otherwise eligible to fire in the direct fire subphase may execute a fire attack with a modified strength of 1. (i.e. only the leading vehicle may fire).
- 4.2.3 The target may not be in "dead ground". Dead ground is marked on the Equipment Data Charts as DG. Also see 13.6.7.
- 4.2.4 The target must be sighted at the beginning of the phase (see 13.0).

4.3 FIRE PROCEDURE

- 4.3.1 Measure the range to the target, ensuring that it is visible (see observation 13.0) to the firer at the start of the direct fire phase or to an eligible observer at the start of the indirect fire subphase. For units executing Opportunity Fire (see 4.8.7) or Half Fire (see 4.7.9) the target must be visible to the firer. The range is measured from any part of the firing unit to any part of the target.
- 4.3.2 Read the Fire Effectiveness (FE) of the unit from the Equipment Data Charts at the rear of the rules.
- 4.3.21 A units FE is dependant on both range and whether the target is armoured (has an anti-tank defence) or soft (all units which are not armoured).
- 4.3.3 Apply the unit's FE calculated above to either Table 4 (Direct Fire Weapons) or Table 5 (Indirect Fire Weapons). Cross index the FE with either the A/T defence of the target if armoured or the soft target line. The resulting column is the basic fire column for that particular weapon shooting at the target.
- 4.3.31 This basic fire column maybe modified by shifts to either the left or to the right due to terrain, mode etc. (see 4.4).
- 4.3.32 All such shifts are based on the column calculated in 4.3.3., the net shift being applied to the column. A shift which results in the column moving off the left of the table means that the attack was unsuccessful whilst a shift which results in moving off the right of the table means that the attack is calculated using the right hand column.
- 4.3.4 Cross-index the adjusted fire column with the strength of the firer. The resulting number is the final fire value of the attack.
- 4.3.41 A "-" result means that the fire attack was unsuccessful.
- 4.3.42 The modified strength of a unit in travel mode is 1.
- 4.3.5 Apply the final fire value to Table 9 (Fire Loss Table). Cross index the fire value with the result of a D10. (this die roll maybe modified, see 4.5).
- 4.3.51 A "-" means that the attack has no effect on the target.
- 4.3.52 A "D" means that the target must either disperse or take a one strength point loss. If the target is already dispersed then treat the result as no effect.
- 4.3.53 A result of "1 to 5" means that the target must lose that many strength points and should also disperse as for a "D" result above.
- 4.3.54 A unit in travel mode takes 1 extra loss for any result other than that of no effect. (exception see 9.5.8 for Recce Units).

4.4 FIRE COLUMN MODIFIERS

The effects given below are column shifts on the fire tables (Tables 4 and 5). A plus (+) shift moves the fire column to the right and a minus(-) shift moves it to the left.

4.4.1 Target Modifiers

If the Target is:-

+2 Any unit in travel mode.

Concentrated armour and attacked from the flank or rear.

Open topped AFV and the subject of an indirect fire attack.

Very Large Target Aspect ("VL").

Limbered weapons.

+1 Undispersed in steppe or plain.

Large Target Aspect ("L").

Armour in travel mode and attacked from the flank or rear.

Dispersed Armour and attacked from the flank and rear.

-1 Dispersed in clear, beach, marsh, or open wood.

Small Target Aspect ("S").

AFV's mounting smoke dischargers when they are the targets of an opportunity fire attack due to changing mode or leaving opportunity fire range.

AFV's mounting smoke generators when they are the targets of an opportunity fire attack due to their moving into an opportunity fire zone.

AFVs with Spaced Armour ("s") against any weapon noted as "H".

-2 Dispersed in town, forest or broken terrain.

Reconnaissance units in travel mode.

In smoke.

Very Small Target Aspect ("VS").

AFVs with Composite Armour ("c") against any weapon noted as "H".

-3 Dispersed in City.

Target dispersed in broken woods, forest, or town terrain and has Mastsight ("M").

Dispersed targets may receive a further "-1" advantage per level of fortification, upto a maximum of -4 including any terrain advantages.

Target Aspect depends on speed, acceleration, size, and hulldown ability.

Concentrated targets receive a further "-1" advantage for every 2 levels of fortification.

4.4.2 Attacker Modifiers

If the Attacker is:-

+1 Artillery firing an Intensive Barrage (per extra supply point expended).

-1 Executing Half Fire if stabilised (see 4.7).

Troops mounted in transport.

Carrying out a "shoot and scoot" indirect fire mission.

-2 Executing any unobserved indirect fire.

Dispersed and has concentrated mode capability.

In smoke.

Firing at a helicopter and not specialist A.A. vehicle or weapon.

Executing Half Fire and not stabilised.

4.5 Fire Loss Modifiers

These modifications are to the D10 thrown on Table 9 (Fire Loss Table)(see 4.35).

- 4.5.1 Add one per extra column shift received in the attack above that needed to move the column to the furthest right on Tables 4 or 5.
- 4.5.2 Add one if the firing unit is highly trained and proficient with the weapons making the attack.
- 4.5.3 Subtract one if the firing unit is poorly trained.
- 4.5.4 Subtract one if the firing unit is fatigued.
- 4.5.5 Subtract two if the firing unit is exhausted.
- 4.5.6 Subtract one if fired smoke in the preceeding Smoke Barrage Phase.
- 4.5.7 Add or subtract the following modifiers for the use of Specialist Artillery Ammunition:-

	AFV	Soft
RAP	-1 all targets	
A/T Bomblet	+2	-1
A.Pers.Bomblet	-2	+2
Mixed Bomblet	+1	+1
CLGP	+4	+3
Area Denial Munitions (ADM)	+3	+1

4.6 Area and Interdiction Fire

This fire maybe used against an area where no enemy are sighted or against a particular point to interdict enemy movement.

- 4.6.1 In games not involving hidden movement all area and interdiction fire must be plotted before the opponent deploys his forces.
- 4.6.2 Area and interdiction fire must be targeted against either already defined features or a reference point measured from such a feature.
- 4.6.3 When executing area or interdiction fire the exact target point must be stated. When firing area fire this target point is the centre with all guns firing in line at right angles to the firing units.
- 4.6.4 Place an **Interdiction Marker** (3cms x 3cms) over the point of interdiction during the indirect fire phase and remove it at the end of the move. Interdiction fire may not be intensive.
- 4.6.5 Interdiction Fire is executed immediately on each occasion that any unit enters the area covered by the interdiction marker.
- 4.6.6 Interdiction fire attacks are the only indirect fire attacks triggered by enemy of friendly movement.
- 4.6.7 Any unit that is eligible as per the artillery observation rules (see 4.1.34) may act as an observer for area and interdiction fire. The unit must be able to observe the fall of shot (see observation 13.1-6).
- 4.6.8 In extended games or by agreement 4.6.1 need not apply and area fire maybe plotted in the Command Phase of the preceeding move on terrain features only, this always lands as unobserved fire.

4.7 HALF FIRE

Half fire is fire combat during a player's movement phase.

- 4.7.1 Any eligible (see 4.2) direct fire units which did not fire in the preceeding Fire Phase may make a Half Fire Attack.
- 4.7.2 Half Fire has a movement penalty depending on whether the unit firing is stabilised or not (see 9.6.1).
- 4.7.3 Half Fire is executed unit by unit before each of the units is moved.
- 4.7.4 Half Fire attacks receive a negative shift (see 4.4.2).

4.8 OPPORTUNITY FIRE

Opportunity Fire is extra fire combat triggered by certain enemy actions.

4.8.1 The unit wishing to execute opportunity fire may not be depleted, disrupted, or in travel mode.

4.8.2 Opportunity Fire must be direct fire and all such fire must use Table 4. The target must be in sight of the firing unit.

4.8.3 Opportunity Fire is triggered when an enemy unit performs any of the following activities within Opportunity Fire Range (OFR) during the opponents movement phase.

4.8.31 Changes its mode or debusses.

Attempts to Close Assault.

Moves at least 6cms within OFR or leaves OFR.

Moves more than 15cms within OFR.

Carries out bridge demolition (see 16.1.4).

Helicopter/aircraft carrying out subsequent attack (see 14.4.22/14.8.2).

4.8.4 A unit's opportunity fire range maybe found on the Equipment Data Charts.

4.8.5 A unit may make an opportunity fire attack against a maximum of 2 unit for each different cause triggered for all direct fire weapons except ATGWs which may only fire once for each cause. Close Assault is an exception see 10.4.3.

4.8.6 In the execution of opportunity fire the range is taken as to the furthest point at which the fire was triggered. For Close Assault the range is zero.

4.8.7 Opportunity Fire triggered by a mode change treats the target as being in its original mode for the entire attack, unless firing an ATGW in which case it is in its final mode.

4.8.8 The moving player must declare any instance when his units could trigger opportunity fire. A player must decide whether to execute opportunity fire immediately that the target becomes eligible.

4.9 COUNTER BATTERY FIRE

Counter battery fire is artillery fire executed during the indirect fire phase intended to attack enemy units using indirect fire.

4.9.1 Procedure

4.9.11 During the command phase any artillery unit maybe ordered to attempt counter battery fire, providing its controlling H.Q. has a counter battery capability.

4.9.12 The controlling artillery H.Q. must have a Counter Artillery Rating "AR" on the Organisation Charts. After all indirect fire this H.Q. may attempt to locate upto 3 enemy batteries which have fired on friendly units which are within 100cm of the H.Q. The Artillery Rating value is cross referenced on Table 11 with the type of firing battery that is being pinpointed, and that number or better is required to spot the battery. This number maybe modified as shown.

4.9.14 Counter Battery firing artillery who have received a location of enemy units may attack such targets in subsequent fire phases.

4.9.15 Intensive fire and specialist ammunition maybe used when executing counter battery fire.

4.9.16 A battery carrying out a "shoot and scoot" fire may move in its following movement phase upto 25% of its current movement allowance, thus avoiding any counter battery fire. It however takes the appropriate fire penalty and must comply with the following:-

Have been emplaced before commencing any shoot and scoot operations.

Be under the control of an artillery H.Q. (needs extensive communications and survey facilities).

Be Self-propelled or fitted with an auxiliary propulsion unit (APU).

4.9.2 Counter Battery Effects on Supply

A unit executing counter battery fire against an enemy battery may also cause the loss of artillery supply points.

4.9.21 After calculating the effect of the counter battery attack against the actual guns the effect of the attack on the artillery unit's supply must be determined.

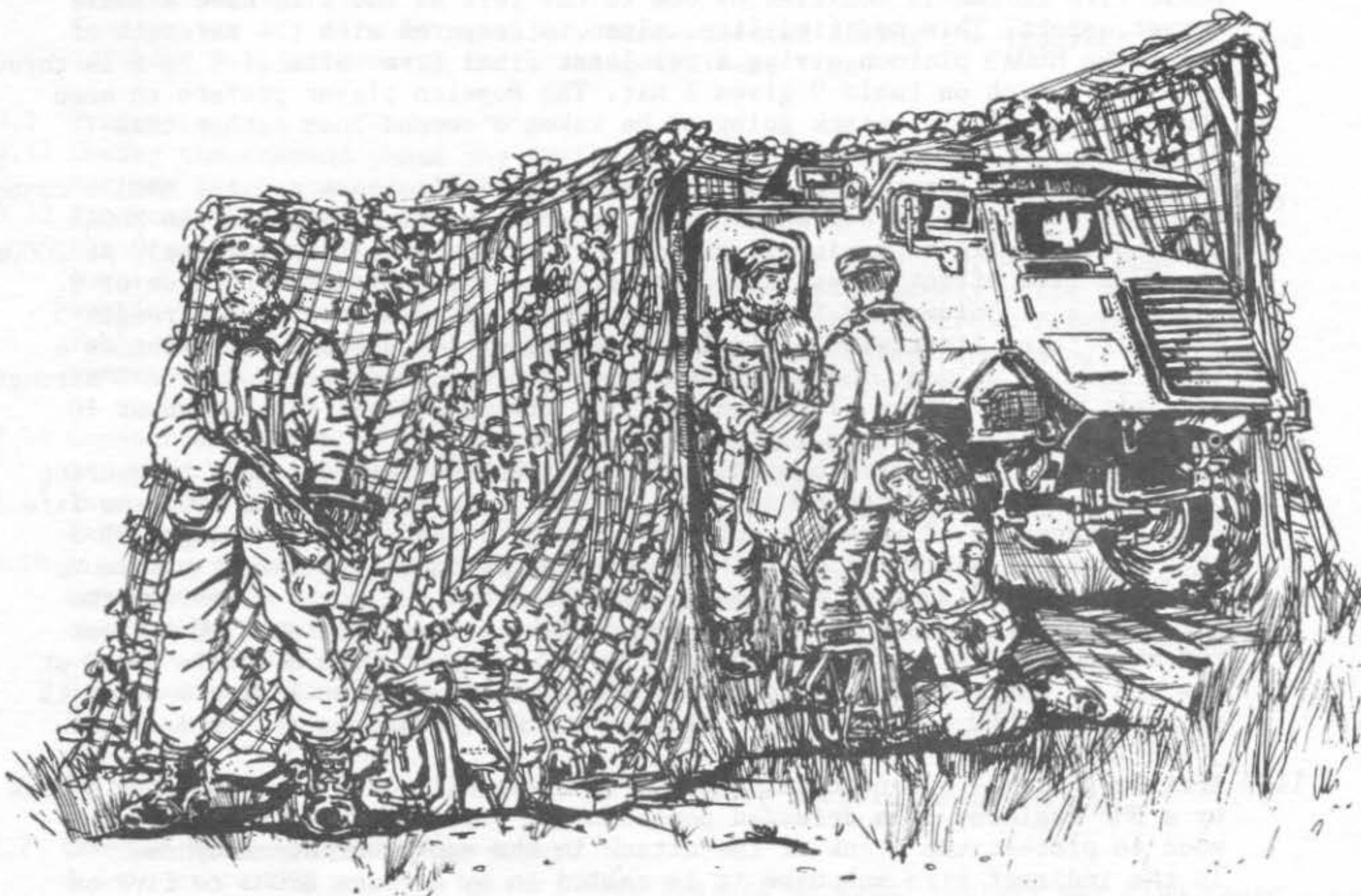
- 4.9.22 Attacks against supply points are treated as a soft target with no adjustments being made for the terrain (Exception - fortifications 4.9.23), formation or speed of the supply vehicles, unless the battery is noted as having an Armoured Supply Train (e.g. the US M992 FAASV) in which case it is treated as an armour class one target.
- 4.9.23 Artillery units deployed in fortifications may also apply the fortification benefits to attacks against their supply.
- 4.10 **SPECIALIST ARTILLERY AMMUNITIONS**
These may only be used by weapons listed as doing so. Chemical and Nuclear weapons are dealt with in 17.4 and 17.1 respectively and minelets under 16.3.23.
- 4.10.1 **Bomblet** ammunition maybe fired by all guns of a battery and the die roll modifiers are listed at 4.5.6 depending on the type and target.
- 4.10.2 **CLGP** (Cannon Launched Guided Projectile) is fired in addition to any other fire by the battery. It is always fired at a strength of 1 and as if the target was soft. The battery then fires at its normal strength -1 for all other fire missions that move. The observer for the CLGP must be equipped with a laser designator so must be designated as being equipped before the game commences. The die roll modifier for CLGP is listed at 4.5.6.
- 4.10.3 **ADM** (Area Denial Munitions) include projected sub-munitions such as WASP, SADARM etc. They are fired by all the firing batteries strength points, but are otherwise fired as CLGP. The die roll modifier is listed at @.5.6.
- 4.11 **FIRING EXAMPLES**
- 4.11.1 A full strength M60A3 platoon deployed concentrated at the edge of an open wood observes a T72 company (two Str.5 units) advancing on it at 2000m and fires at one of the units. At 2000m the M60A3's firing effectiveness is 13 and this is compared with the T72's defence value of 11 on table 4. The resultant basic fire column is modified by one to the left as the T72s have a small target aspect. This modified fire column is compared with the strength of 5 for the M60A3 platoon giving a resultant final fire value of 8. A 6 is thrown on a D10, which on table 9 gives 1 hit. The Russian player prefers to keep the momentum of his attack going so he takes a second loss rather than dispersing.
The T72s cannot return fire as the firing is simultaneous and the M60A3s cannot be observed. The T72s are moved first and both units half fire (the M60A3 platoon having fired previously and so is now visible at that range). At 2000m the T72s fire effectiveness is 15 compared to the M60s defence value of 9. There is a -1 column modifier for the stabilised half fire. The strength 5 T72 unit fires first with a final fire value of 14 on table 9 and throws a three causing 1 loss. The American player decides to disperse so the 3 strength T72 unit has a further -1 column modifier giving a final fire value of 10 on table 9 and throwing a 7 also causes 1 loss.
The T72s then both move to within 900m of the M60s position thus triggering opportunity fire and the M60A3s fire once at each T72 unit. At 900m the fire effectiveness is 17 versus a defence value of 11 and with a strength of 3 this gives a final value of 7 (-1 column target small, -1 target has smoke generators, -2 dispersed and can concentrate) and rolling a 3 against the strength 5 unit forces it to disperse or take a loss. Whilst a 10 against the strength 3 unit causes 2 losses (it will have to take a morale check at the end of the move for being below half strength and for losing 4 strength points). The M60 cannot move in its own movement phase as it fired in the joint fire phase.
- 4.11.2 **Artillery Fire** - A battery of SAU-152 has been allocated to support an attack by a BMP Regiment on a defended position. It fires smoke at the edge of a wood to protect the flank of the attack in the smoke barrage subphase. In the indirect fire subphase it is called in by a recce BRDM2 to fire on another wood to suppress some spotted Belgian Milan ATGW teams at a range of 110cm. It fires with a strength of 6 and a fire value of 7 on the soft line of the indirect fire table with -2 columns, target dispersed in wood, +1 firing 1 round intensive (expends an additional supply point) = Col.10.

It rolls a 7, -1 fired smoke = 6 causing one loss on the Milan Team.
In the movement phase one of the BMP companies close assaults the Milan Team and the battery may add +1 to the attack modifier.

4.11.3 ATGW fire - An American M2 Bradley platoon strength 6 is supporting its dismounted infantry element which is being attacked by part of a reinforced BMP Battalion. In the direct fire phase it fires at a BMP company at a range of 1500m. Its fire value is 25 versus 2, -1 small target aspect = Col.13 and rolling an 8 destroys 2 BMPs. A supporting T72 unit returns the fire causing 1 casualty and dispersing the M2s.

The BMP battalion rolls forward triggering opportunity fire at 900m. The M2 fires at another BMP company, 25 versus 2, -2 target aspect small, -1 smoke generators, -2 dispersed and can concentrate = Col.11 rolling a 6 causes 1 casualty on the BMPs.

The M2 can only fire once with missiles per opportunity fire cause, so even if another BMP company has moved within opportunity fire range it may not fire, in any event it has now fired its maximum 2 missiles that turn and will have to rely on its cannon if it is close assaluted etc.



5.0 Command Phase

During this phase the player will check certain routines attempting to simulate the difficulties of command control and supply. This phase also contains many routines used only in engagements forming part of an ongoing campaign.

5.1 Command Control Subphase

The player checks his units for Command Control (see 7.0).

5.2 Supply Subphase

The player checks his units as to their supply status (see 15.1).

5.3 Emplacement Subphase

The player may attempt to emplace any eligible H.Q. or artillery battery, (see 6.0).

5.4 Communication Subphase

The player by means of written messages transfers information between friendly H.Q.'s linked by LOC's. The opposing player may attempt to intercept radio messages (see 7.2.5).

5.5 Artillery Allocation Subphase

Indirect fire weapons not organic to non artillery units must allocate their fire for the following move.

5.5.1 Any indirect fire weapon maybe allocated to fire area or interdiction fire (see 4.6).

5.5.2 Any indirect fire weapon maybe allocated to an H.Q. for normal observed fire support (see 4.1.34).

5.5.3 Artillery units maybe allocated to counter battery fire (see 4.9).

5.6 Air Operations subphase

During this subphase air units are allocated to the battle.

5.6.1 Declare all radar equipped A.A. units which are switched on by turning their radar counter to the on position (see 14.4.23).

5.6.2 Remove all remaining aircraft and helicopters from the table that have to return to base.

5.6.3 Allocate all fighters to the table and place them on the baseline (see 14.3).

5.6.4 Allocate all helicopters to the table and place on baseline, if not already based on the table (see 14.7.2).

5.6.5 Place all aircraft due to operate over the table next turn on the table base edge, unless they are reconnaissance (see 14.2).

5.6.6 Make decisions regarding the future use of aircraft that require a prior plan for their mission (see 14.2).



6.0 Emplacement

All indirect fire capable units must emplace before they can execute observer sight attacks.

- 6.0.1 An H.Q. must emplace to use a telephone LOC (see 7.3). These emplacement rules portray the time and difficulties involved in establishing a communication and for artillery an observer net.

- 6.1 Non emplaced indirect fire units may only make attacks against directly sighted targets.

- 6.2 A unit may only attempt to emplace if there is a controlling H.Q. (see 7.9) within 20cms or is itself an H.Q.

- 6.2.1 The (controlling) H.Q. must be in concentrated mode and may not be disrupted.

- 6.2.2 During subsequent emplacement phases there must always be a controlling H.Q. within 20cms of the emplaced indirect fire units to maintain their emplaced status.

- 6.3 Towed weapon must be unlimbered to attempt to emplace.

- 6.4 During any emplacement phase if the artillery unit is limbered or in travel mode or becomes disrupted, or if there is no longer a controlling H.Q. within 20cms then the unit loses any emplacement status and must completely restart the emplacement procedure.

- 6.5 Infantry heavy weapons companies and artillery units integral to an armoured or infantry regiment do not need to emplace. Any unit of the regiment may observe for them.

6.6 Emplacement Method

- 6.6.1 At the beginning of an emplacement phase an emplacement counter and a strength marker bearing a number equal to the controlling H.Q.'s emplacement factor is placed adjacent to each newly emplacing unit.

- 6.6.2 Throw a D10 for every H.Q. which has units attempting to emplace. A number greater than 3 results in the strength marker under the emplacement markers being reduced by one.

- 6.6.3 When the strength marker is reduced to zero then the unit is emplaced.

- 6.6.4 Units beginning emplacement where there are already either fully or partially emplaced units begin their emplacement with a factor no greater than one higher than the highest existing emplacement level.

6.7 Emplacement Levels

Battalion, Regimental or Brigade HQ.....	= 1
Divisional HQ.....	= 2
Corps, Warpac Army, HQ.....	= 3
Army or Front HQ.....	= 4

6.7.1 Emplacement Level Modifiers :-

+2 For Heavy Rockets.

+1 For indirect fire units with a low radio establishment.
If the artillery is larger than 155mm calibre.

-1 If the artillery is self-propelled.
For all mortars and artillery less than 85mm calibre.

- 6.7.2 An indirect fire unit with a modified emplacement factor of less than one automatically emplaces during the first emplacement phase.

7.0 Command Control

These rules attempt to portray the control exhibited by an HQ which enables its units to move and fight efficiently. Command control may be exerted on a unit that can trace a line of communications (LOC) to its controlling HQ. There are three types of LOC - Land, Radio and Telephone.

7.1 Land LOC

A land LOC is limited to 40cms for the purpose of command control and represents runners and despatch riders which in periods of radio silence may be the only way of communication.

7.1.1 A land LOC may not be traced through opportunity fire range of enemy units or through the target areas for area or interdiction fire.

7.1.2 A land LOC may not be traced through unbridged rivers or other prohibited terrain.

7.1.3 Measurement of a land LOC through swamp, forest, or broken terrain is treated as double the distance.

7.1.4 **Example:** An infantry company wishes to trace a land LOC to its regimental HQ. The HQ is not emplaced and therefore cannot use telephone LOC (see 7.3) and it is operating under radio silence so cannot use a radio LOC (see 7.2). The HQ is 25cm away from the unit but the LOC must pass through 12cms of forest. As tracing a land LOC through forest is treated as double distance the 12cms of forest must count as 24. The total distance of the land LOC is modified to 25-12 cms of clear terrain plus 12 doubled to 24cms of forest = 37cms. The infantry company is within its limits for a land LOC and therefore is in command control. If the company advanced more than 3 cms away from the HQ it would be out of command control (see 7.5-8).

7.2 Radio LOC

A radio LOC is limited only by intervening terrain and the effects of electronic warfare.

7.2.1 A radio LOC may not pass through hills.

7.2.2 A radio LOC may not pass through more than 40cms of blocking terrain. Towns, open woods, forests and cities are blocking terrain, with forests and cities counting as double the distance.

7.2.3 A radio LOC must be in a straight line between the unit and its controlling HQ.

7.2.4 A radio LOC may be traced over intervening terrain (see elevation 13.6).

7.2.5 A radio communication may be intercepted by an enemy intercept unit that can trace a radio LOC to the point from where the message was broadcast.

7.2.51 A radio message broadcasted within a range of an intercept unit may be intercepted on a roll of a 1-3 (D10).

7.2.52 A copy of the intercepted message must be given to the intercepting player. If an umpire is used all interception attempts are carried out by him in secret, the broadcasting player not knowing either that an intercept unit is in action or that his messages have been intercepted. It therefore pays to have a simple code for units and places to make it difficult although not impossible, as the number of intercepts builds up, for the enemy to learn of your intention.

7.2.53 If the die roll was a one the position of the transmitting unit is located and can be used for calling down indirect fire, by any counter battery fire unit.

7.2.54 An intercept unit must have a functioning LOC to an emplaced HQ in order to carry out an intercept.

7.2.6 **Example:** A Divisional commander wishes to change the orders of two of his brigade commanders. A straight line is taken between the Divisional HQ and each of the Brigade HQs. All HQs are on terrain level 0 (see 13.6). In the case of the first Brigade HQ the only terrain blocking the radio LOC is a town measuring 8cms across. The radio LOC is therefore not blocked. For the second HQ the intervening terrain is more varied. There are two towns 14cms and 12cms wide and a patch of forest 10cms wide. The combined obstacle to the LOC is 14+12 (the two towns) + 10x2 (the forest) = 46cms. This is higher than the maximum limit of 40cms for blocking terrain and therefore a radio

LOC may not be traced between the Divisional HQ and that of the Second Brigade. Note that the actual distance between the HQs was irrelevant as a radio LOC is of unlimited length and it is only curtailed by intervening blocking terrain. The new orders for the first brigade maybe intercepted by an enemy intercept unit if it could trace a radio LOC to the Divisional HQ (i.e. the broadcaster).

7.3 Telephone LOC

A telephone LOC is unlimited in length between emplaced HQs or between an emplaced HQ and a fortified subordinate. The length of the telephone line between emplaced HQs and their unfortified subordinate units is 75cms.

7.3.1 For rules concerning HQ emplacement see 6.0.

7.3.2 A telephone LOC is restricted as for Land LOCs (see 7.1.1-3).

7.3.3 If both the unit and its controlling HQ are in fortified positions then the restrictions of 7.3.2 do not apply.

7.3.4 **Example:** Your orders were to breakthrough the enemy lines and capture a particular town. You are successful and now wish to establish telephone contact with your controlling Divisional HQ 125cms away. The Divisional HQ may trace a telephone LOC to an unemplaced subordinate unit (your HQ) of 75cms. You are therefore at the moment forced to rely on a radio LOC until you can emplace your own HQ. After emplacing your HQ you have an unlimited telephone LOC to your Divisional HQ and one of 75cms to your subordinates. If the enemy counter attack and your LOC comes within opportunity fire range of the enemy then your LOC is again reduced to that of a radio. In the above example you may still trace a telephone LOC of 75cms to your subordinates.

7.4 An HQ cannot function whilst it is disrupted.

7.5 Any unit must be able to trace a LOC to its controlling HQ to be able to receive or send messages and orders.

7.6 A unit must be able to trace a radio or telephone LOC (or a combination of the two) to an HQ controlling artillery to act as an observer for that artillery.

7.7 A unit that cannot trace a LOC to a controlling HQ may only move or change mode on a die roll (D10) of 6-10.

7.8 Units that cannot trace a land LOC to a supplied controlling HQ may become short of ammunition and become unable to fire (see 15.0).

7.9 Subordination and HQ control

All units must be clearly noted as to which HQ controls them.

7.9.1 Infantry or tank battalions are usually subordinate to their regimental or brigade HQ which (within a Division) is subordinate to the Divisional HQ. All other units belonging to a Division are normally directly subordinate to the Divisional HQ.

7.9.2 Divisional assets (troops normally directly subordinate to the Divisional HQ) maybe resubordinated to any other HQ within the Division.

7.9.21 Units resubordinated to a lower HQ treats its new HQ as its own for all purposes.

7.9.22 All changes in subordination must occur during the Command Phase and must be noted in writing.

7.9.3 Some Divisional formations may have non regimental/brigade HQs which have no set allocation of troops. The Divisional commander may assign any combination of troops to each such HQ.

7.9.4 Battalion and Regimental/Brigade HQs may have upto a maximum of six extra units directly subordinate to its HQ if NATO and four if WARPAC. Artillery allocated to give fire support to his force do not count as subordinate units unless directly controlled by the HQ.

7.9.5 Corps, Front and Army troops (any troops not part of a division) are directly controlled by the Corps, Front or Army HQ. These troops maybe resubordinated to the Divisional HQs who in turn may resubordinate them to any HQ within the Division.

8.0 Modes

A mode is the general formation adopted by a unit to best achieve a particular movement speed and offensive and defensive capability. There are three main modes that a unit may voluntarily enter - travel, concentrated and dispersed. A unit may have its mode disrupted, which results from the loss of cohesion after a failure in the unit's morale. Artillery and other towed weapons may also be classed as limbered or unlimbered and troops with mechanised transport may either be mounted or dismounted.

8.1 Travel Mode

This is the formation used for fast strategic movement. The unit is unable to take advantage of terrain and are therefore extremely vulnerable to enemy fire. The unit is deployed in column and can therefore bring little of its strength to bear against the enemy.

8.2 Concentrated Mode

This formation concentrates the unit into its optimum attacking formation. This concentration means that the unit is still fairly vulnerable to enemy fire but it is also still able to move quite quickly through most terrain.

8.3 Dispersed Mode

This formation disperses the unit so that it may take the best advantage of available cover. It also includes the routine "digging in" and construction of minor strongpoints, and the taking up of covered positions for vehicles. The use of terrain to minimise casualties and the loss of cohesion due to dispersal usually results in a loss of offensive effectiveness. A further effect of this dispersal is a great reduction in speed due to the more cautious use of available cover. This mode is the usual formation used in defence.

8.4 Disrupted Mode

A disrupted unit must also be in dispersed mode. A unit in concentrated or travel mode which is forced to disrupt must also disperse. A unit is forced to disrupt by the failure of a morale test or as a result of close assault or an airstrike. Disruption means that all cohesion has been lost and the unit is incapable of executing effective fire or voluntary movement.

8.5 Towed and Transported Units

limbered weapons may not fire and their defence in close action is greatly reduced. Units fighting from APCs or other transports are usually less effective unless the AFV itself provides offensive and/or defensive capabilities. For the effects of tows and transport see 9.5.

8.6 Markers

All elements are considered to be in concentrated mode unless they may not use it, and so other modes should be indicated by either different coloured or lettered markers or by marking the counter with a coloured chinograph pen.

9.0 Movement Phase

In this phase any unit which did not fire in the preceeding Fire Phase and is eligible to move as per the Command Control rules (see 7.7) may move and change it's mode.

- 9.1 During the Initiative Phase (see 3.0) the player who wins the initiative must decide whether to move first or second, i.e. whether to move in the first or second movement phase. This can be an important decision depending on whether you are attacking or defending and which to choose will become a matter for experience.
- 9.2 For movement all ground units are rated as being very high mobility, high mobility, standard mobility, low mobility, truck mobility or infantry mobility. The table below is consulted to give the vehicles movement in different terrain types.

Table 3 BASIC MOVEMENT DISTANCE (BMD) in cms

Mobility	Clear Track	Road	City Town O.Wood	Forest Broken Marsh
VHM	40	80	30	(15)
HM	30	60	20	(10)
SM	25	50	10	(5)
LM	20	40	10	(5)
TM	20	60	10	(P)
IM	10	15	10	(5)

- 9.2.1 This is the basic move distance when the unit is concentrated.
- 9.2.2 Forest, broken, and marsh may only be entered in a dispersed mode, and this is the bracketed figure given; otherwise the dispersed movement distance is half the BMD. Roads or tracks may not be used in dispersed mode.
- 9.2.3 Travel mode is double the BMD.
- 9.2.4 If the terrain is classified as Steppe or Plain the dispersed mode is three quarters of the BMD.
- 9.2.5 A stream may not be crossed in travel mode.
- 9.2.6 The distance that a unit may move is also limited by Terrain, Half Fire, Mode changes, Close Assaults etc.
- 9.2.7 Units may move through other friendly units but may never end a phase occupying the same area as another unit. Exception - Non dispersed units may never move through units in travel or concentrated modes positioned on a road, trail, railroad, bridge or ford.
- 9.2.8 Each unit individually moves, executing half fire (see 4.9) and suffering Opportunity Fire (see 4.7) where applicable before continuing with the next unit (Exception - Close Assault 10.5.2).

9.3 Rivers

Rivers may only be crossed at bridges, fords (count as for crossing a stream) or other designated crossing points. **Exceptions** - Engineers may ferry units across rivers (see 16.2.6) and some vehicles have amphibious capabilities. These take a whole movement phase to cross a river upto 10cm wide. For each additional 5cm or part thereof add a quarter of a move. To use their amphibious capabilities the vehicles must be dispersed.

9.4 Changes in Mode

During the movement phase non disrupted units may voluntarily change their mode. Units which executed fire combat in the previous Fire Phase may not change their mode during this phase.

- 9.4.1 Units may alter their mode between travel, concentrated and dispersed at a cost of half their movement allowance. **Exception** - changing from travel to dispersed or vice versa costs the entire movement phase.
- 9.4.2 Units that may not move in concentrated mode may never exist in that mode.
- 9.4.3 The allowable modes for a unit are given in the Equipment Data Charts.
- 9.4.4 A unit which changes its mode during the movement phase may trigger Opportunity Fire (see 4.8).
- 9.4.5 Disrupted units may not voluntarily change modes.
- 9.4.6 Opportunity Fire attacks against a unit changing its mode are executed while the unit is still in its original mode before its mode change; **Exception** - if the opportunity fire is carried out by an ATGW unit it is against its final mode. E.g. an attack against a unit changing its mode from dispersed to concentrated will treat the unit as dispersed when calculating the effect. The result of the attack is applied to the unit in its new mode unless the owning player decides to abort the mode change and take the result in the original mode.
- 9.5 **Tows and Transport**
Tows and transporting vehicles are only placed on the table when they are actually towing or transporting a unit. If the unit unlimbers or debusses the vehicle is removed from play. Unless a unit specifically loses its vehicles they are assumed to be at hand when required by the unit. Two methods of representing such vehicles may be used; firstly by placing an unbased vehicle or horse team on the counter it is towing or transporting, which is then removed when the unit is unlimbered or dismounts, or secondly by having a separately based vehicle which is removed and replaced by an unlimbered or dismounted unit.
- 9.5.1 Units in transport, not in travel mode, are assumed to fight from, in and around the transport and may elect to count as a soft or armoured target if in an AFV. **Exception** - troops in MICVs are either in the vehicle in which case they add 2 to the vehicle's soft CAE value and 1 to the soft FE value at up to 300m, or they must dismount from the vehicle and both they and the vehicle fight separately.
- 9.5.2 Limbered units may never fire.
- 9.5.3 Towed weapons in dispersed mode may unlimber at any point in their movement phase at no cost.
- 9.5.4 Troops in vehicles may debus at any point in their movement phase.
- 9.5.5 Limbering up or mounting transport costs half the movement phase. The vehicle transport retains the mode of the dismounted unit unless it is a MICV in which case it retains its current mode.
- 9.5.6. If a unit fired during the preceding fire phase it may not alter its transport status.
- 9.5.7 Limbering or unlimbering, mounting or dismounting all count as a mode change and therefore may trigger Opportunity Fire.
- 9.5.8 Recce units in travel mode do not take any of the penalties for being in travel. i.e. if fired on do not count as if in travel.
- 9.6 **Half Fire**
This is fire which takes place during the movement phase, and only units which did not fire in the preceding Fire Phase may carry it out. It is used by the attacker who wishes to combine fire with movement and by the defender who is lucky enough to be moving second to engage an attacker at a closer range.
- 9.6.1 Half fire costs half a move to fire and has a firing penalty (see 4.7) if the vehicle is not stabilised and a quarter of a move if the vehicle is stabilised.

10.0 Close Assault

Close Assault is the combat involved in an attempt to overrun an enemy's position. Close Assault attacks are made during the player's movement phase.

- 10.1 A maximum of two attacking units may participate in a close assault on a defending unit.
- 10.2 All the attacking units must be able to occupy the position of the defender in the first half of their movement phase.
- 10.2.1 If there are two attacking units then one must be designated as the lead unit. The other is effectively providing fire support.
- 10.3 A close assault ends the attackers units' movement phase.
- 10.4 A defending unit may be close assaulted as many times as the moving player has units to do so.
- 10.4.1 Each assault is resolved separately.
- 10.4.2 Close Assaults do not need to be declared until the beginning of the participating units movement.
- 10.4.3 A defending unit may execute Opportunity Fire against each assaulting unit on every occasion it is close assaulted.

10.5 Procedure

- 10.5.1 The attacking player declares which unit or units are to make the assault and which unit is to lead.
- 10.5.2 The attacking units check that they can occupy the defending unit's position. The lead unit is then moved adjacent to the defending unit. If there is a second unit this is placed behind the first attacking unit. (Exception to 9.2.8).
- 10.5.3 The target unit executes any Opportunity Fire (see 4.8).
- 10.5.4 Read the Close Assault Effectiveness (CAE) from the Equipment Data Charts for both the leading attacking unit and the defending unit. The soft CAE is used when fighting soft units (see 4.3.21) and the anti-tank CAE is used when fighting armoured units.
- 10.5.5 Troops mounted in armoured personnel carriers (APC) may choose to be classed either as a soft target or an armoured target. Troops in Mechanised Infantry Vehicles (MICV) must previously have dismounted their MICV to count as soft. **Note:** if they had dismounted their MICV, it could count as the other supporting unit.
- 10.5.6 A unit fighting troops in non armoured vehicles may use either their soft or anti-tank CAE.
- 10.5.7 Limbered ordnance have a CAE of zero.
- 10.5.8 Disrupted units must subtract four from their CAE and are also limited to a maximum of four.
- 10.5.9 All dispersed units must subtract two from their CAE. **Exception** - troops on foot and unlimbered guns defending against AFV's do not take any deduction. Subtract the defender's CAE from that of the leading attacker's.

Modify the result by each of the following:-

- ± Difference in morale class.
- ± Odds ratio difference.
- + Leader value.
- ±1 Unit well/poorly trained.
- +4 Attacking a fortified position with engineers or flamethrowing AFVs.
- +2 Attacking a town or City with engineers or flamethrowing AFVs.
- +2 A combined attack with infantry and non APC AFVs.
- +1 Attacking with artillery support, for each 6 Str.pts. (max. +4)
- 1 Attacking a hilltop position.
- 1 Defender forms a combination of infantry and non APC AFVs unit within 3cms.
- 1 Defending with artillery fire support, per 4 str.pts. (max.-4).
- 2 Attacking into a town or forest.
- 2 Defender forms a combination of infantry and ATGW weapons with any unit within 6cms if assaulted by AFVs.

- 3 Attacking over a bridge or into a city.
- 4 Attacking a fortified position.

10.6 The attacker throws a D6 and adds the score to the above, then reads the result for both sides from **Table 8 - Close Assault Results**.

Modified Die	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
Attacker	2	2	1	1	Ds	Ds	Ds	-	-	-	-	-	-	-
Defender	-	-	-	-	-	-	Ds	Ds	Ds	1	1	2	2	3

10.7 Close Assault Results

The meaning of the results is as follows:-

- "-" : No effect
- "D" : The force is disrupted
- "1, 2, or 3" : The force is disrupted and must also lose the indicated number of strength points

- 10.7.1 A disrupted defender must retreat 6cms and is eliminated if forced to retreat within 3cms of an undisrupted, directly sighted, enemy unit, other than their last close assault opponents.
- 10.7.2 An unlimbered gun is eliminated if forced to retreat.
- 10.7.3 A disrupted attacker remains in its original position adjacent to the defender's position.
- 10.7.4 A disrupted defender that receives a further disruption from close assault is eliminated.

10.8 The Odds Ratio

The odds by which one side outnumber the other can have great effect on the result of a close assault.

- 10.8.1 Calculate the modified strength of both the attacking units and the defending unit.
- 10.8.2 A unit in travel mode always has a modified strength of one. **Exception** see 9.5.8).
- 10.8.3 The total modified strength of the attackers is halved (round up) when assaulting across a bridge or ford.
- 10.8.4 Express the modified strengths as a ratio - greater strength to lesser strength. Convert this ratio to a simple odds ratio always rounding fractions in the favour.

10.9 Close Assault example

A British infantry company (Fv432) is defending a town and has been heavily bombarded in the indirect fire phase and reduced to a strength of 4. A BMP Battalion is preparing to assault the area. The British company is supported by a Scorpion unit within 3cms and a Milan platoon within 6cms, plus the battalion mortars Str.8. The BMPs are supported by a Regimental Artillery Group of 3 batteries of SAU122 and 1 mortar battery all Str.6. The first BMP company is within 12cms so it can occupy the british position. It moves adjacent to the british unit and declares it is dismounting its infantry. This triggers opportunity fire and the british fire on the BMPs at a range of upto 3cms. The fire value is 12 versus 2 -1 small target, -1 using smoke generators = col.13 and rolling a 6 causes 2 casualties on the BMP company and its disembarking infantry. The british now fire again under opportunity fire for the close assault at the infantry. The fire value against soft is 3 upto 3cms = col.4 and rolling a 4 destroys another infantry strength point.

The close assault is then calculated:-

Difference in CAE	3
Odds - 7 BMP + 6 Inf versus 6 British	+3
Combined attack	+1
Artillery Support 24÷6	+4
Defender's artillery support 8÷4	-2
Defender combined with AFV	-1
Defender combined with ATGW	-2

Attacking into a town

$\frac{-2}{+4}$

The Soviet rolls a 3 giving 7 on the Close Assault results table and the British company is disrupted and retires 6cms. If a Soviet unit can reach this position the British unit maybe overrun and eliminated.

11.0 Morale Phase

These rules cover the occasions where a unit's cohesion is lost when in the face of apparent death or destruction the troops panic and attempt to escape from the enemy. All control has been lost until the unit's morale can be rallied.

11.1 Morale Test Subphase

A unit may take a morale test if it wishes to rally and must also take a morale test for the following reasons.

- 11.1.1 If the unit suffers more than **two strength point losses** in an individual fire attack, or four or more losses in one fire phase.
- 11.1.2 If the unit suffers a "D" result or worse from an attack by guns of greater than 155m calibre, salvo rockets, heavy rockets or flamethrowers.
- 11.1.3 If the unit suffers an attack by **Chemical** weapons or is in the secondary zone of a **Nuclear** explosion.
- 11.1.4 If the unit has been reduced to **below half strength** and there are enemy units insight or if the unit was under fire that move.
- 11.1.5 If a unit has a friendly **disrupted** units visible within 6cms.
- 11.1.6 Units with an original morale level of 3 or less insight of the enemy.
- 11.1.7 The morale test for cases 1 and 2 are taken immediately after the attack that caused the morale test.
- 11.1.8 The morale tests for cases 3 to 6 and voluntary tests to rally previously disrupted units are taken during this subphase.

11.2 Morale Test Procedure

Each unit tests its morale individually.

Where there is more than one unit which requires testing then each player decides the order of testing his own units.

Throw a D10

11.2.1 Modify the score as follows:-

- 2 if the unit is an HQ or if the unit is within 10cms of a controlling undisrupted HQ.
- 1 if there is a friendly leader within 3cms.
- 1 if there is an undisrupted unit from its own battalion within 15cms.
- +1 for every friendly disrupted unit within 6cms and in sight (max.3).
- +1 for infantry within 10cms of visible enemy AFVs.
- +1 for AFVs within sight of deployed enemy A/T, A.A. or artillery with an effectiveness of at least 10 at that range.
- +2 if the unit is already disrupted.
- +2 if the unit is attempting to rally and below half strength.
- +2 if the unit was forced to disrupt this move.
- +2 if under chemical attack.
- +3 if under nuclear attack.

11.3 Morale Test Results

- 11.3.1 If the final score is less than the unit's original morale then the unit's morale is good. Rally a disrupted unit. (see 3.1.4 for morale values).

- 11.3.2 If the final score is equal to the units original morale then the unit must disperse, if not already dispersed, and retire one movement subphase. The rules for the retreat are as for a rout (see 11.4) except that the retreat is in dispersed mode. A unit in cover (11.4) or unlimbered weapons may not retreat. A retreating unit is not subject to opportunity fire and may cross rivers at bridges or fords. A disrupted unit is rallied after the retreat move.
- 11.3.3 If the final score is greater than the unit's original morale by less than five then the unit is disrupted. A unit already disrupted suffers no further effect.
- 11.3.4 If the final score is greater than the unit's original morale by five or more then the unit surrenders to the nearest known enemy. If there are no known enemy then the unit moves (in dispersed mode) towards the enemies baseline by the fastest possible route and surrenders to the first undisrupted enemy encountered.
- 11.3.5 Surrendered units are removed from play immediately that they move adjacent to an undisrupted enemy unit or an enemy unit moves adjacent to them.
- 11.3.6 A rallied unit always rallies in dispersed mode.
- 11.4 **Rout Phase**
All disrupted units which are not in cover (town, city, forest or broken terrain or fortified positions) must retreat towards such cover or if there is none in sight away from the nearest enemy. If there are no enemy in sight then the unit must retreat towards the nearest friends.
- 11.4.1 At the beginning of this subphase any unit may voluntarily disrupt itself and rout.
- 11.4.2 Any disrupted unit in cover (see 11.1) may rout from such cover towards new cover etc. if there is no enemy in sight.
- 11.4.3 A routing unit may not move closer to visible enemy units unless this would result in both moving towards cover and towards the nearest visible undisrupted friends.
- 11.4.4 A player may move his routing units in any order.
- 11.4.5 The disruption of a unit has no effect on the determination of enemy or friendly units. Exception see 11.1.3).
- 11.4.6 Routing units move at their fastest speed possible and may freely change their mode without penalty as often as necessary to do so. A routing unit will always end its rout move in a dispersed mode. Routing units do not trigger opportunity fire during this forced movement.
- 11.4.7 A unit forced to rout which requires transport to move is eliminated unless already limbered before the disruption.
- 11.4.8 A disrupted unit that cannot rout due to the prescence of enemy units suffers no penalty.



12.0 Combat Effectiveness & Commitment of Units

To retain combat efficiency and unit effectiveness troops must periodically be rested even on today's battlefield, with the concept of the 24hr battle.

- 12.1 Unless carrying out a special operation units are committed to action by the Brigade or Regiment.
- 12.1.1 Whilst not committed a Brigade may not use travel mode nor may it move at more than half speed. It does not use any general supply, but must still have a line of supply.
- 12.1.2 Whilst not committed the Brigade is resting its troops and carrying out maintenance.
- 12.2 Troops who have been committed to battle for more than 12 daylight turns or 4 night turns or any combination thereof become **fatigued**.
- 12.2.1 Troops who remain in action for more than another 8 daylight turns or 2 night turns or any combination thereof are **exhausted**.
- 12.2.2 Units which are resting regain one level for each four turns, whether night or day, that they are rested.
- 12.3 Whilst units are not committed to battle they may combine units of similar type to form full strength units from those who have received casualties. This requires a minimum of 4 turns to achieve.
- 12.3.1 These units must be noted and their morale grade is one below the lowest graded unit being combined.
- 12.4 Units which have functioning maintenance units equipped with ARVs may recover and repair vehicles.
- 12.4.1 Each strength point of ARV may repair up to 1 strength point of vehicle per four hour period that its parent unit is uncommitted for combat.
- 12.4.2 To carry out such repair, the battlefield must still be in friendly hands, should be obvious from the initial deployment and current position, and be within the supply radius of the maintenance unit. Only half of all casualties may be repaired.
- 12.4.3 Units so repaired may be reinforced, combined or reconstituted.
- 12.5 A unit's effectiveness may be increased by the presence of an influential leader.
- 12.5.1 Any leaders which may be considered as having a major influence on the battle may be given a leadership rating on a scale of one to three and a marker made to represent his presence.
- 12.5.2 A leader's rating may be used to influence the initiative roll, a unit he is near in close assault, and the morale of nearby units.



13.0 Observation

Weapons are now effectively capable of hitting what they can see and therefore the main limiting factor to the weapon's effectiveness is the distance that the target can actually be sighted at. Target size (see 13.1), an unobstructed line of sight (see 13.6) any many other factors (see 13.2) influence the observation and sighting of the enemy.

- 13.1 Each type of unit or formation has a base range for such target location which maybe modified by terrain etc.

Base Ranges

Observing the fall of shot of an indirect fire attack.....	= 12 cms
All units in travel mode.....	= 10 cms
All vehicles and mounted troops in concentrated mode, artillery more than 159mm calibre, Salvo rockets and large missile installations....	= 8 cms
All vehicles and mounted troops in dispersed mode and artillery less than 160mm calibre.....	= 6 cms
Unlimbered artillery and A.A. guns less than 100mm calibre.....	= 4 cms
Unlimbered A/T and A.A. guns of less than 50mm calibre.....	= 3 cms
Dismounted troops in concentrated mode.....	= 2 cms
Dismounted troops in dispersed mode.....	= 1 cm

- 13.2 Calculate the net Observation Multiplier (OM) from the following (treat a negative OM as zero). Multiply the net OM by the base range to give the net observation range.

- +4 : Observing during normal daylight.
- +3 : It is dawn or dusk.
: Observing during night or through smoke with Thermal Imaging (TI).
- +2 : The target fired during the current or preceding move.
: Observing during the night with Infra Red (IR), Image Intensifying (II), or LowLight Television (LLTV).
- +1 : The target moved in its last movement phase.
: The target is on a road and is concentrated or in travel mode.
: The target is in either plains or steppe terrain.
: The observer is on higher ground.
: Observing at night with no aids.
- 1 : The target is hull down or fortified.
: The target is in an open wood.
: The observer moved in his last movement phase.
: The observer is in travel mode.
: It is snowing or during a period of heat haze.
- 2 : The target is in broken, town, city or forest terrain.
: If it is a moonless night.
- 3 : It is a blizzard or period of heavy rain.
- 4 : The target is in smoke.

13.3 Exceptions

- 13.3.1 Units in towns, cities, or forest terrain may only be seen when deployed along the edge of the terrain. In all other cases units in these terrains must be adjacent to sight each other.
- 13.3.2 Units in broken, open woods, smoke maybe sighted upto 1 cm into the terrain from the outside, or upto 2cms if both are within the terrain feature.
- 13.3.3 During periods of fog sightings are to adjacent units only, unless using TI.
- 13.3.4 During periods of good visibility the final Observation Multiplier may never be reduced below one.

13.3.5 Units within a clear line of sight (see 13.6) are automatically sighted at the above calculated ranges.

13.3.6 Disrupted units may not observe for other units.

13.3.7 Adjacent units are always sighted.

13.4 Elevation and Line of Sight

The height of any terrain determines whether a unit's visibility is blocked by intervening terrain features.

13.4.1 Clear, swamp, open woods, broken, plain or steppe are treated as elevation zero.

13.4.2 Low hills, town or forest are treated as elevation one.

13.4.3 Medium hills (two contour), cities, and smoke are treated as elevation two.

13.4.4 High hills are treated as elevation three.

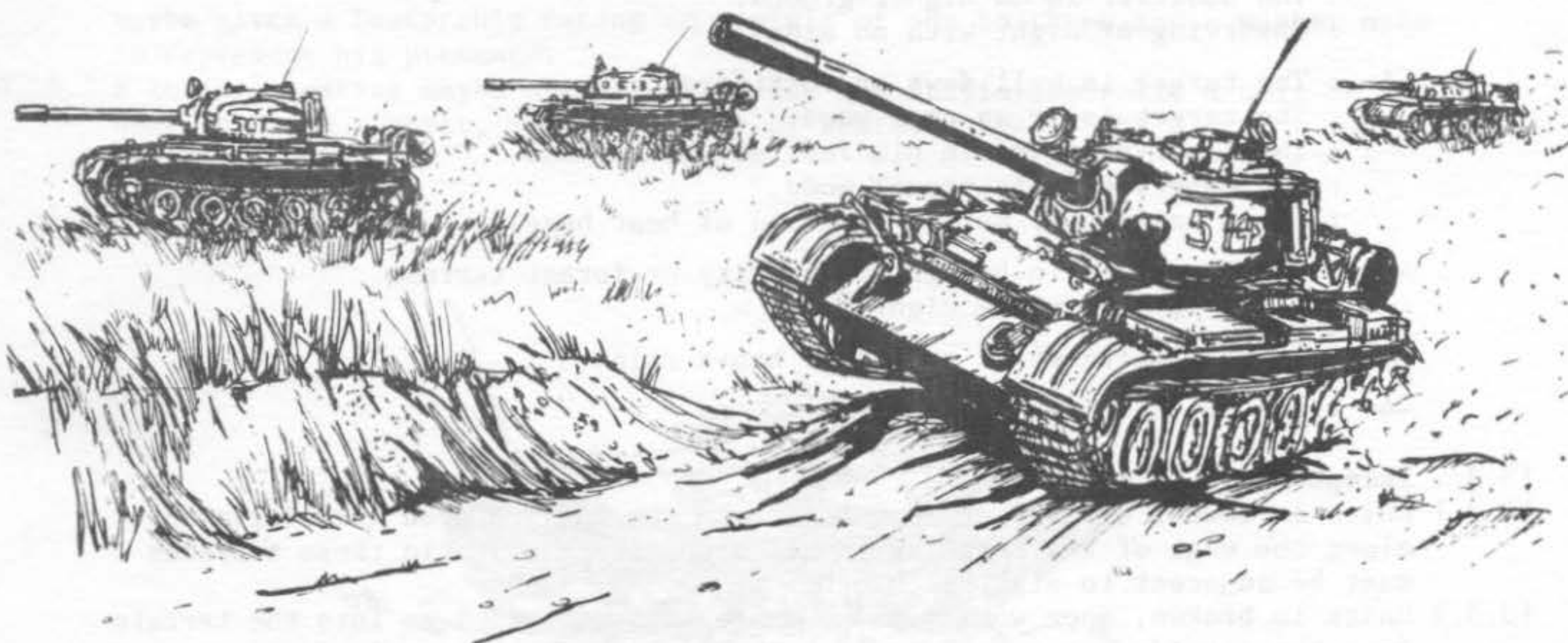
13.4.5 All units on hills may observe and fire over lower elevation obstacles.

13.4.6 Units may only use the height advantage offered by towns, forests or cities when observing for indirect fire weapons or when firing infantry weapons.

13.4.7 **Deadground:** observation over line of sight obstacles result in the formation of deadground. Deadground is the area directly behind a line of sight obstacle in which units may not be observed. Deadground spreads directly back from the obstacle in the direction of the observer's line of sight. The depth of the deadground is found by multiplying the distance between the observer and the further edge of the intervening obstacle by the Elevation Factor (EF). The EF is found by cross-indexing the height of the observer, the height of the obstacle and the height of the terrain behind the obstacle.

ELEVATION FACTOR TABLE

Observer	2	3	3	4	4	4	4	4	4	4
Obstacle	1	1	2	2	1	2	2	3	3	3
Deadground	0	0	0	1	0	0	1	0	1	2
EF	0.8	0.4	1.8	0.8	0.2	0.8	0.4	2.8	1.8	0.8



14.0 Air Operations

Air power forms an integral part of modern warfare and within the scale of these rules can play a significant part in the battle. This section covers both aircraft and helicopters, which although having much in common, are treated as two separate classes. Due to the timescale of one hour no aircraft remain over the table from turn to turn due partly to a matter of endurance and partly due to the fact that to hang around the modern battlefield is asking for trouble. There are however a number of exceptions to this (see 14.5). Aircraft will generally only make one attack, depending on its mission (see 14.2), whilst helicopters may make several, although they will draw a lot of return fire.

14.0.1 These air rules if used in their entirety are relatively complex and it is suggested that players introduce them gradually over a number of games.

14.1 Aircraft are organised into flights of between 4 and 6 aircraft, except for reconnaissance and electronic warfare aircraft which are in flights of 1 to 4. A flight is represented by a single model and an air operations control sheet should be used to keep track of all air operations. A copy of the air operation control sheet is given in the back of the rules. Flights maybe combined into Squadrons if using the optional Sortie rules (see 14.6).

14.1.1 The use of aircraft, type number and period of use will either be given in the scenario used, or must be agreed between the players before the game commences. For example the NATO player might be given 3 flights of 4 A-10A for ground attack, 2 flights of 4 F-16A as air superiority, and 1 flight of 6 F-111F for a strike mission, with no aircraft to be used until at least turn 4; plus 1 flight of 1 OV-10 for tactical observation per turn. These aircraft will then be given orders as per their mission profile (see 14.2). For a large game or a Campaign the players may prefer to use the optional Squadron Sortie rules (see 14.6), although if used it maybe preferable to have an air operations player to control all aircraft and helicopter assets.

14.2 All aircraft flights must be given a **basic mission**, which allows it to carry out the functions listed under that type of mission. What missions an aircraft can undertake is listed in the aircraft data tables in Part Three.

14.2.1 Strike Missions

A flight on a strike mission must have its target and attack point designated before the game commences or be given orders in the command phase 5.6.6 at least three turns before the strike is to be carried out. A strike mission does not require any knowledge of the enemy unless using strategic weapons. The flight carrying out the strike makes only one attack against the designated target point and releases all of its ordnance, unless only so armed no gun attack maybe used.

14.2.2 Ground Attack Mission

A flight is allocated as ground attack must have its target and attack point designated in the command phase 5.6.5 and is placed on the table edge immediately to indicate that it will be arriving in the next air attack subphase 2.2.4. The target must be an observed enemy unit. Any NATO HQ or WARPAC Divisional or higher HQ may request a ground attack mission. If any other unit requests such support there is a move delay until it is received. A flight on a ground attack mission may attack upto two targets within 10cms of the previously designated target point and either expend half their ordnance against each target or using its ordnance against the other (exception - see 14.4.53 re stand off weapons). Certain specialised aircraft may make further attacks, (see 14.5), note that any second of subsequent attacks may trigger additional A.A. fire.

14.2.3 Air Superiority Missions

Flights allocated to air superiority maybe given either a Combat Air Patrol (CAP) or Close Escoer (CE) mission.

14.2.31 **Combat Air Patrol** - Flights are allocated in the command phase 5.6.5 and are placed on the table edge. They maybe used to intercept enemy flights that attack the table using the sequence given in 14.3.

14.2.32 **Close Escort** - These flights are allocated to any other mission at the time that it is requested and provides escort for that mission and its attached flights only.

14.2.4 **Reconnaissance Missions** - two types of reconnaissance missions maybe used in the game, depending on the type of aircraft used.

14.2.41 **Tactical Reconnaissance** - the flight is allocated in the command phase 5.6.6, but is not placed on the baseline until all other air attacks have been completed in subphase 2.2.4 of the next turn. This means that the enemies capability to react has been reduced due to the use of the CAP and expenditure of missiles. The flight may either traverse the table once on a pre-designated flightpath, automatically observing all enemy units within 5 cms of the path if moving infantry or stationary vehicles, or 10cm of the path if moving vehicles for a length of upto 50 cm anywhere along the path. The observed elements may then be targeted this move for artillery, ground attack strikes etc. if equipped with realtime data transmission, or next move if not; or may cross the table and exit the enemies baseline, where it will report the arrival of enemy ground reinforcements for the next four turns in terms of approximate size and type, but no actual vehicle type, and move of arrival. If the enemy has more than one baseline or it is more than 1 metre long then the sector chosen must be specified in the flights orders and only reinforcements which may enter by that sector must be disclosed.

14.2.42 **Tactical Observation** - These are allocated and placed on the baseline in the command phase 5.6.5 and moved to their observation point during 2.2.4. They are usually low powered aircraft or helicopters which patrol the Forward Edge of the Battlefield on the friendly side and observe enemy movement using sideways looking radar and infra red systems. They may spot any moving vehicles within 300 cm of the observation point and any stationary vehicles or moving infantry within 50 cm. These may then be targeted for artillery or ground strikes, in the same move.

14.2.5 Electronic Warfare Mission (EW)

EW flights maybe of three types.

14.2.51 **Airborne Early Warning and Command (AWACS)** - an AWACS flight usually consists of only one aircraft, which is available for a number of turns due to either to inflight refuelling or a system of reliefs. It is allocated in the command phase 5.6.5, with its duration in moves given. It is then placed on the friendly table edge and is not moved over the table. The AWACS flight increases the effectiveness of friendly air superiority fighters.

14.2.52 **Electronic Counter Measures (ECM)** - an ECM flight is allocated in the command phase 5.6 to either general ECM or as an escort to a particular mission. If on a general mission it degrades the effectiveness of all enemy interceptions and A.A.fire within 100 cms of its location. If it is on an escort mission it degrades only those attacks that are directed against the mission it is escorting but obviously with a higher effect. If the ECM flight is armed or the ground attack mission it is covering is designated as being an A.A. suppression mission it may also help attack radar controlled A.A. batteries, (see 14.4.4).

14.2.53 **Electronic Intelligence (ELINT)** - an ELINT flight is limited in scope during a game but maybe used in campaign games to increase ECM aircraft's efficiency and plan deception operations. An ELINT flight, which usually consists of one aircraft, is allocated during the command phase 5.6.5 and is given an observation point behind the forward edge of battle, this need not be on the table. The ELINT flight has a chance of intercepting enemy communications as well as classifying radar emissions and their locations, enabling HQs and radar equipped units to be targeted by artillery and ground strikes.

14.2.6 Transport Missions

Aircraft used for transporting troops either as reinforcements or for para dropping, or for regular supply runs whether landed or air dropped must be given their orders stating the destination and time of drop or mission at least 3 turns before the mission takes place. Full details of airborne operation will be given in the first OMG supplement.

14.3 A.A. and Air Attack Subphase - Sequence of Events.

During the A.A. and Air Attack Subphase all aircraft that have been placed at the tables edge are moved to their attack or observation points, or if firing from off table, are declared as such. The following sequence of air related activities then takes place:-

14.3.1 CAP Engagement

If both sides have CAP flights available then they will engage one another see 14.4.1. If one side has more flights than the other or eliminates all of the opposing players CAP after one round of combat, then the excess may attack any other flight over the table or any flights releasing weapons from off-table. They may not attack AWACS or ELINT aircraft that do not move over the table.

14.3.11 If only one side has CAP flights available these may be engaged by any AAGW missile battery with a range of at least 300 cm counting as if at maximum range against a medium altitude target (see 14.4.26). Note that if both sides have CAP there is no AAGW fire against them.

14.3.12 Surviving CAP flights may then attack other flights as noted above in 14.3.1.

14.3.13 When a CAP attacks a flight which has a close escort, the escort must be engaged first for one round of combat, with any surviving CAP then being able to make an attack on the escorted flight. The escort may however be ignored after the exchange of long range missiles and the main flight bounces but the escort will in turn bounce them leading to considerably higher losses.

14.3.14 A CE flight may not attack any other flight other than a CAP flight which is attempting to attack the flight it is escorting. All other flights may not fight back unless they abort their mission.

14.3.2 Any flight that is equipped with Anti-radar Missiles now fire these against any radar operated A.A. battery within its range (see 14.4.4) and resolves its effect.

14.3.21 Any A.A. Battery that did not receive a loss from the ARM fire above may fire at any aircraft flight within range up to its maximum missile expenditure for that move (see 14.4.2), remembering that some may already have been fired in 14.3.11, and maybe required to fire at any reconnaissance units in 14.3.4.

14.3.3 Resolve all Air to Ground Attacks from both direct and stand off ordnance (see 14.4.3).

14.3.4 Move any Recce Flight to the point they begin their active reconnaissance, then carry out the ARM and A.A. fire as per 14.3.2 and 14.3.21. Flights which are leaving the enemies baseline before carrying out their recce are fired at, at a point halfway across the table. Only surviving aircraft in a flight may carry out the recce.

14.3.5 Altitude

All aircraft must be at one of three altitudes, Low, Medium, or High. All off table aircraft must be at Medium or High. Strike aircraft may be at any altitude over the table, stand off ordnance however may not be fired at very low. Ground attack aircraft must be at low unless firing stand off ordnance which must be released at medium. Escorting flights must be at the same height as the flight they are escorting.

14.4 AIR RELATED COMBAT

14.4.1 Air to Air Combat - a round of air to air combat has three stages:-

1. Exchange of long range missile fire.
2. Exchange of short range missile fire.
3. Exchange of gunfire.

14.4.11 A flight may always break off and abort before the firing of any stage of a combat round providing its defence value for that stage is equal or higher than that of the opposing flights. A flight may always abort after the firing of any stage providing its defence value for that stage is no more than two less than the opposing flights.

14.4.12 Combat between CAP flights last a maximum of two rounds, the second round consisting only of stages 2 and 3. All other combat only consists of one round. Note: a CAP flight may have upto three rounds of combat, one against another CAP, one against an escort flight and one against the target flight.

14.4.13 All air to air combat uses the direct fire table 4, with the long/short range missile value or gun value versus the other aircrafts missile or gun defence respectively. This is affected by the following Fire Column Modifiers:-

- 1 Attacking flight that has a close escort.
- +2 Bouncing a flight (that does not abort).
- ECM value of escorting ECM flight.
- $\frac{1}{2}$ ECM value of any supporting ECM flight.
- +2 CAP supported by AWACS.
- +1 CE supported by AWACS.

The highly trained/poorly trained die roll modifiers also apply to all air to air combat.

14.4.14 Example of Air to Air Combat

A British player has two flights of 4 Harrier GR.3, one escorted by 1 flight of 4 Phantom FGR.2 and supported by 1 CAP flight of 5 Tornado F.2 and an ECM flight of 1 EF-111A.

The Soviet player has 3 flights of 6 Mig 23BM on CAP. 1 flight of Mig 23 engage the Tornado F.2.

The 5 Tornados fire at long range, 10 versus 6 = col 12 and rolls a 4, the Mig 23 return the fire 6 versus 9 -1 ECM = col.2 and rolls a 3, one Mig 23 is destroyed for no Tornado losses. They both now move to short missile range, the 5 Tornados have no change in factors and roll a 10, the 5 Mig 23s are 6 versus 9 -1 ECM = col.1 and roll a 9, a further 3 Migs are destroyed and 1 Tornado aborted. (Note a D result is 1 aircraft aborted). At gun range the 4 Tornados are 6 versus 5 = col.7 and roll a 2, the 2 Mig 23s are 6 versus 8 = col.1 and roll a 5, 1 Mig 23 is aborted with no losses to the Tornados. Note: if the Tornados had rolled a 9 or 10 the Mig 23 flight would have been eliminated in the first round and the Tornado flight could have intervened against either of the 2 CAP flights, but only after their first round of combat.

One Mig 23 flight bounces the unescorted Harrier flight which aborts its mission before any combat as its missile defence is higher than the Mig23s. The other Mig23 flight attacks the escorted flight and engages the escort with long range missiles 6 versus 7 -1 ECM = col.5 rolling a 7, the Phantoms return fire 8 versus 6 = col.8 rolling a 6 and both flights lose 1 aircraft. The 5 Mig 23 elect to ignore the escort and bounce the Harriers with short range missiles 6 versus 7 -1 attacking escorted flight, -1 ECM, +2 bouncing a flight = col.6 and rolls an 8 destroying 1 Harrier. The phantoms now bounce the Mig 23s 8 versus 6 +2 bouncing a flight = col.10 and rolling an 8 destroys 2 Migs. At gun range the 3 Migs are 6 versus 7 -1 attacking escorted flight, +2 bouncing a flight = col.5 rolling a 2 which misses the Harriers. The 3 Phantoms are 6 versus 5 + 2 bouncing a flight = col.9 and on rolling a 3 aborts a Mig 23. The remaining 3 Harriers can now continue their mission.

- 14.4.2 **Ground to Air Combat**- is divided into two categories, AAGWs and Guns.
- 14.4.21 AAGWs maybe fired the number of times shown on the A.A. missile table in Part Three per turn during any of the following phases:-
1. At the opposing player's CAP (see 14.3.11).
 2. At other flights (see 14.3.21).
 3. At Reconnaissance flights (see 14.3.4).
 4. At Helicopters (see 14.9.1).
- 14.4.22 A missile battery may only fire once at each target flight unless that flight or flight that it is escorting makes more than one ground attack.
- 14.4.23 A battery that has a "*" against its fire value at the range it wishes to fire at must have its radar switched on in the command phase 5.6.1.
- 14.4.24 A battery may not fire in a turn if it has previously taken a loss from Anti-radar Missile fire earlier in the turn.
- 14.4.25 A battery may not fire if radar controlled at a flight that has been attacked by CAP this turn.
- 14.4.26 **Resolution of AAGW Fire**
The fire value for the range to the target flight (treat as maximum if off table and can range at least 300 cm, otherwise may not fire at off table targets) and compare it with the defending flights missile defence on table 4 and apply any of the following **Fire Column Modifiers**:-
- 1 own unit*target for attack.
 - ECM value of escorting ECM flight.
 - $\frac{1}{2}$ ECM value of supporting ECM flight.
 - 2 if received a "D" result from ARM fire.
- The result is then rolled on the fire loss table 9.
- 14.4.27 **A.A. Gun Combat** is resolved similarly to AAGW fire except that a gun battery may fire as many times as there are attacks. The following **Fire Column Modifiers** are used:-
- +1 if using own radar.
 - ECM value of escorting ECM flight if using radar.
 - $\frac{1}{2}$ ECM value of supporting ECM flight if using radar.
 - 2 if dispersed.
- 14.4.28 **Examples of Ground to Air Combat**
Continuing the previous example the 3 remaining Harriers are attacking a Soviet tank column with visually fired weapons. The column is protected by a battery each of SA-6, SA-9, and ZSU-23-4.
The SA-6 is radar controlled and cannot fire as the Harriers have been attacked by CAP.
The SA(battery (Str.4) is 26 cms away so it is at $\frac{2}{3}$ range which is an 8 versus 7 -1 ECM = col.6 and rolling a 2 misses. The Harrier flight has elected to attack the ZSU-23-4 battery with the tank column, as it is within 10 cms of its attack point, so the ZSU-23-4 is 8 versus 7 - 1 ECM, +1 using radar, -1 own unit target of attack = col.6 and rolling a 6 destroys 1 Harrier. The remaining 2 may continue the attack. If the Harriers elect to make a second or third attack then the ZSU-23-4 may still fire, if surviving, whilst the SA-9 may only fire 1 more round this turn.

- 14.4.3 **Air to Ground Combat**
There are three types of air to ground combat.
- 14.4.4 **Anti-Radar Missile**
These may be fired at any active radar equipped A.A. battery (see 14.3.21), or at any HQ which has been located by an ELINT flight and is currently still emplaced. (see 14.3.3).
- 14.4.41 The maximum range from the attack point to the target is 200 cm using the Fire Value shown on the aircraft data tables if a specialist ECM aircraft or 8 if NATO, 6 if WARPAC if not. This value is compared against the armoured defence value or soft defence value of the target depending on what the radar is installed or the HQ is equipped with, on table 4. If the range is more than 100 cm there is a **Fire Column Modifier** of -1. If there is a supporting ELINT flight there is a **Fire Column Modifier** of +2.
- 14.4.42 A specialist ECM flight may attack up to 2 targets, both radars or both HQ, from its attack point, whilst any other flight may only make one attack.
- 14.4.43 **Example** - a flight of 4 F-4G is escorting a F-16A flight and on reaching its attack point finds a ZSU-23-4 battery and a SA-3 battery within 100 cm and 200 cm ranges respectively and fires once against each target. Against the ZSU-23-4 it is 6 versus 1 = col.13 and on rolling a 3 destroys 1 ZSU and disperses the unit (may only fire visually). Against the SA-3 it is 6 versus soft -1 range = col.6, rolling a 5 which disperses it. If it had rolled over 8 it would have destroyed 1 launcher/radar and the battery could not fire for the remainder of the turn.
- 14.4.5 **Stand-off Weapons**
These include guided missiles and bombs whether laser, radio controlled or IR guided. The aircraft factor represents both the payload and the effectiveness of the delivery system.
- 14.4.51 Stand-off weapons may be fired from off table, but the target must have been designated in their pre-flight orders, designated by a friendly HQ, or they must come on to the table to a pre-designated attack point and spot the target visually.
- 14.4.52 Short range weapons have a range up to 100 cms.
Medium range weapons have a range up to 200 cms.
Long range weapons have a range up to 400 cms.
- 14.4.53 Their attack is resolved as for visually fired weapons (see 14.4.6) with an additional **Fire Column Modifier** of -1 if firing from over half range. Only one attack may be made if equipped with stand-off weapons.
- 14.4.6 **Visually Fired Weapons**
These include free fall bombs and unguided rocket pods, and cluster weapons.
- 14.4.61 The target must be within 10 cms of the attack point and visible (count aircraft as moving, and not higher for observation purposes).
- 14.4.62 The ordnance factor from the aircraft data charts is compared with the armoured or soft defence on table 5. Specialist ammunition may be used as per artillery, e.g. cluster bombs as various types of bomblets and stand-off area sub-munitions as Area Denial Munitions.
- 14.4.63 If the aircraft's ordnance load is more than 10 divide by 10 and make that number of attacks on the same target (note if the flight is eligible to make more than one attack at different targets the ordnance may be split between them). E.g. if a F-111F unloads 25 ordnance points on a target it will attack twice at 10 and once on a 5 (counts as a single attack for morale purposes for losses).
- 14.4.64 **Air to Ground Gunfire**
This is as per normal direct fire using the aircraft's gunfire value for both armoured and soft targets. The aircraft's target must be within 5 cms of the attack point.
- 14.4.7 **Air to Ground Examples**
A flight of 6 F-15C unloads its guided A/T cluster bombs on a T-72 platoon which is concentrated in the clear at a range of 250 cms. Its ordnance value is 10 versus armour 11 on table 5 -1 for over half range = col.5, on rolling an 8 +2 for A/T bomblet = 10 destroying 2 T-72.
A flight of 4 Su-24 attacks a FH-70 battery with an ordnance value of 12

(freefall bombs). It is 10 versus soft = col.12 and the second attack 2 versus soft = col.4. The Soviet player rolls a 5 and a 7 causing 2 losses to the FH-70 battery.

14.5 Specialist Aircraft

Certain aircraft due to their doctrine, loiter ability or forward basing are capable of remaining over the battlefield for longer. If on a ground attack mission they may make two attacks from their first attack point, then they may make a further attack from a new attack point within 100 cms. Note each attack triggers further A.A. fire. If escorted, ECM flights may move with them, but close escort flights must return, they therefore maybe bounced whilst in transit to the second attack point if the opposing player has any remaining CAP. The following aircraft are so classified, Alphajet, Harrier GR.3/5, A-10A, and Su25.

14.6 (Optional) Squadron Sorties

For a large, longer or campaign game the following rules maybe used to generate air support.

- 14.6.1 The aircraft are bought by squadrons. The players in their pre-game command orders or during the command phase 5.6.6 decide whether to operate the squadrons by flights or on a "cab rank" system.
- 14.6.2 If it is by flights the squadron is divided up into flights to conform with 14.1. They are then available for use at the beginning of the game (or when the scenario allows) and once used will not be available for the number of moves given by their maximum sortie rate. E.g. a Squadron of British Phantoms is divided into 3 flights of 4. 2 flights are used on turn 2 and the last flight on turn 4. Their maximum sortie rate is 8 so they will not be available again until turns 10 and 12 respectively.
- 14.6.3 If a "cab rank" system is to be used divide the squadron size by the minimum sortie rate to give the number of aircraft available each turn, round fractions to the nearest whole number. E.g. a squadron of 18 A-10A has a minimum sortie rate of 3 giving a flight of 6 available each turn.
- 14.6.31 If the number of aircraft available falls below the minimum for a flight of that type then turns must be missed until the number is above the minimum. E.g. a squadron of German Tornados has 12 aircraft and a minimum sortie rate of 6 giving 2 aircraft per turn. The minimum flight size is 4 so a 4 aircraft flight is available every other turn.
- 14.6.4 These optional rules require a more detailed look at casualties. All aircraft that are forced to abort (a "D" result) suffer no further effect. 50% of all aircraft rounded down, considered "destroyed" over an entire mission are lost. The remainder have a D10 thrown and if their minimum sortie rate or less is thrown they are considered to have aborted or suffered minor field repairable damage, otherwise they have suffered major workshop damage or are a write off. E.g. a flight of 6 Tornado GR.1s are mauled losing 5 aircraft "destroyed" on a mission. 2 of these are immediately lost. A dice is thrown for each of the others rolling a 4, 6, & 8, a further 1 is lost leaving a flight of 3 aircraft.

14.7 Helicopters

These are bought by squadron or supplied by a scenario, they are extremely effective but vulnerable to counter fire.

They are deployed by flights or troops of upto 9 helicopters, with a minimum of 3 unless casualties reduce it below this. Their roles are more specialised than aircraft and their type designates this, although a number of transport helicopters are armed for landing suppressive fire.

14.7.1 Attack and Observation Squadrons

These divide their assets by their sortie rate rounded down to give the number of helicopters available per turn, which are then divided into flights.

Reduce the sortie rate by 1 if the squadron is based on the table. E.g. an American Combat Company has assets of 21 AH-64A and 12 OH-58D, both with a sortie rate of 3, this give one troop of 7 AH-64A (or 1 of 4 and 1 of 3) and 1 troop of 4 OH-58D available per turn.

14.7.11 As casualties are taken reduce the squadron assets and recalculate the size of the flights for the next move in the command phase 5.6.6. E.g. with the above company, if it losses 2 AH-64A and OH-58D in a turn, the available helicopters reduce to 6 AH-64A and 2 OH-58D a turn.

14.7.12 The organisation of the helicopter squadron/company should be noted on the helicopter roster sheet, a copy of which is given in the back of the rules.

14.7.13 Attack helicopter's loads must be decided in the command phase 5.6.6 previous to the turn in which they are to be used.

14.7.14 Attack and Observation helicopters move as per vehicles, multiplying their movement rating by either the Low BMD of 10 cm or the N of E BMD of 5 cm. There is no effect for the type of terrain crossed. They must spend the entire move at the same height.

14.7.15 There is a special half fire movement for attack helicopters in that they may move half a move and then fire. E.g. an AH-64A has a move rate of 30 and is flying at N of E. This means that it may move 75 cm and then fire in a turn.

14.7.16 Observation helicopters may have any number of artillery batteries attached to them, or maybe designated as forward air controllers, calling in aircraft and designating targets.

14.7.2 Transport Helicopters

These are usually used as a squadron of flight to lift other ground units. As for aircraft they are available for 1 turn, with their objective being designated in the command phase 5.6.6 of the previous turn. They are moved in phase 2.2.4 as per aircraft and removed from the table in the command phase 5.6.2.

14.7.21 Their maximum range over the table is their move rate multiplied by a BMD of 50 cm if based off table or 75 cm if based on table. Note this means that unless a very large table is in use they maybe moved anywhere.

14.7.22 Having completed a mission they may then not be used for twice their sortie rate in turns. Reduce the sortie rate by 1 if based on table.

14.7.23 Transport helicopters carry 1 strength point of infantry per payload point, and take proportional losses if any loaded helicopters are lost.

14.7.24 Transport helicopters may carry 1 strength point of light artillery or light soft vehicle per 2 load payload points; may not be split between helicopters.

14.7.25 Transport helicopters may carry 1 strength point of light armoured vehicles or medium artillery per 4 payload points; may not be split between helicopters.

14.7.26 Transport helicopters may carry 1 general supply point per 1 payload point, or 1 artillery supply point per 4 payload points; may split between helicopters.

14.7.3 ECM Helicopters

These may be operated as either attack/observation or transport helicopters, or a squadron may be split to operate with both. E.g. a squadron of 12 EH-60A may have a flight of 4 to operate with a transport squadron, whilst 8 divided by the sortie rate of 4, gives 2 per move to operate with an attack squadron.

14.7.31 They function as an ECM aircraft flight and can escort or provide general support with a radius of 50 cms from the helicopter for helicopters only.

14.8 Helicopter Related Combat:-

14.8.1 Helicopter to Ground Fire

This is treated as per vehicle direct fire except for transport helicopters (see 14.8.3), and rocket pods which are as aircraft (see 14.4.6).

14.8.2 Attack helicopters may make a total of four attacks in a turn as well as any opportunity fire if they are equipped with Hellfire or Spiral ATGW. They may fire twice in the direct fire phase and twice in the half fire phase, at least one of each pair of attacks must be with Hellfire or Spiral.

14.8.21 Other attack helicopters may make only one attack in the direct fire phase and one attack in the half fire phase, in addition to any opportunity fire.

14.8.22 The load factor of an attack helicopter is the number of ATGW and/or rocket pod attacks which may be carried out in a turn. The mix of weapons to be used must be specified on the helicopter roster chart in the command phase of the previous turn.

14.8.23 Example

An AH-64A troop equipped with 2 Hellfire and 2 R.P.s fires its 30mm gatlings at a nearby BRDM2 recon platoon and 1 Hellfire at an approaching Regimental column in its direct fire phase. As it is moving first it moves to an ambush position on the column and fires twice with rocket pods at some BMPs. It then has 1 Hellfire and its 30mm gatling to use for any opportunity fire.

14.8.24 Hellfire and Spiral may be designated as for stand off weapons, thus the OH-58Ds may spot for the AH-64As which need never sight their target or receive A.A. fire.

14.8.3 Armed Transport Helicopters

These may fire at any visible targets or any terrain features within 10 cms of their landing point as suppressive fire before receiving any A.A. fire. They count the half fire modifier for m.g.s.

14.9 Ground to Helicopter Fire

Helicopters are treated as aircraft for A.A. fire with the following additional

Fire Column Modifiers:-

- 1 Target flying N of E
- 2 Non A.A. unit firing at helicopters
- 4 Radar controlled firing at Contour flying helicopters
- 6 Radar controlled firing at N of E flying helicopters

Visually spotted contour flying helicopters count as travel mode.

Visually spotted N of E flying helicopters count as concentrated vehicles.

Note: only autocannon equipped non A.A. units may fire at helicopters.

14.9.1 They are fired at as for aircraft in phase 2.2.4 (see 14.3.21) and before any half fire attacks if these are carried out.

14.9.2 Helicopter versus Helicopter

This fire is treated as air to air combat with both sides exchanging fire, cannon armed may be fired up to 10 cm and mg up to 5 cm, so cannon armed will fire first, and inflict losses before reply (if mg armed are in range).

14.9.21 Helicopters armed with air to air missiles may fire them once per turn in either the direct fire phase or half fire phase, at any helicopter within 30 cms that is visible as per the air to air rules. (see 14.4.1).

14.10 Helicopters that are based on table may only continue to do so providing that they have an undisrupted emplaced HQ to be based on. This may either be a proper helicopter HQ or if it is a small unit a Brigade or Divisional HQ.

- 14.10.1 If the HQ is destroyed or disrupted the helicopter unit must retire off the table and may not be used again until double the sortie rate in turns has passed.

15.0 Logistics

These have become even more important as recent modern wars have shown, with expenditure of ordnance particularly, having exceeded all planning exercises. The increased mechanisation has also led to heavy demands for POL which has increased an armies vulnerability to a counter strike against its supplies. This being the rationale behind the Soviets Operational Manoeuvre Group and the Americans Airland Battle 2000.

- 15.0.1 In order however to keep things as simple as possible and to eliminate as much book keeping as possible only three aspects of supply have been considered.

15.1 General Supply

The main focus for supply is the brigade or regiment. All units within 50cms of their HQ are in supply and may move and fight normally. If there is a subordinate HQ to a Brigade or Regiment then these can extend the line of supply by a further 30 cms for units under its direct command.

- 15.1.1 This line of supply maybe traced through enemy opportunity fire zones.

- 15.1.2 The supply line to the Brigade maybe of any length via a road network but may not be longer than 50 cm to a road. Once connected to a road network it may not be traced across country.

- 15.1.3 The capacity of a road network must be agreed between the players or set by the umpire.

- 15.1.4 The Brigade or Regimental Supply Line may not be traced through enemy opportunity fire zones.

- 15.1.5 No line of supply maybe traced across an unbridged river or through other prohibited terrain.

- 15.1.6 All supply lines count double the distances through swamp, forest, or broken terrain.

15.1.7 Effects of Loss of Supply

Once the supply line has been broken all units using that supply route have four turns of general supply remaining unless they are fatigued or exhausted, in which case they have none.

- 15.1.71 If the supply line is not restored, all units stand a chance of running out of supplies each time they either move at more than half speed if a vehicle, or fire in the direct fire phase or half fire phase, or if any missiles are fired.

- 15.1.72 Opportunity fire (except missiles) may still be carried out without penalty.

- 15.1.73 Travel mode may not be used by any out of supply unit.

- 15.1.74 Each time the unit moves or fires as above it rolls a D10 and if infantry it is depleted on a 8 or higher and if a vehicle on a 6. Place a depleted marker on the unit, it may not move or fire until the supply line is reopened. It may however defend against a close assault as normal, except it will have no opportunity fire.

15.2 Missile Supply

Missiles are large bulky items in comparison to other ammunition and units usually only carry a limited supply. To represent this all missile carrying units have been given a missile supply rating. This is the number of missiles that maybe fired in one turn due to any causes including opportunity fire.

- 15.2.1 Both ATGW and AAGW are affected by this and some thought must be given to their expenditure in a move, especially AAGW.

15.3 Artillery Supply

Artillery supply is the only type of supply that needs any significant book keeping. All artillery units should be rostered on an artillery control sheet, to be found at the end of the rules.

- 15.3.1 All the general supply rules above apply to artillery and whilst they remain in general supply they receive 1 general artillery supply point per turn. This is enough to cover all normal HE and smoke fire for the turn, however many times it is called upon to fire.

15.3.2 Intensive fire

This requires additional supply. Each additional -1 fire column modifier requires the expenditure of 1 additional supply point.

- 15.3.3 To allow for this allocate a reserve of artillery supply points at the beginning of the game. Generally 4 per battery, but more or less can be allocated as per the situation. This supply is increased by one per turn, whilst a battery is in supply, and is committed to combat (see 12.0), upto a maximum of 12. E.g. if a battery began the game with 4 supply points, fired intensive -2 on turn 1 and did not fire for 3 turns it would have 5 supply points at the beginning of turn 6.

15.3.4 Specialist Ammunition

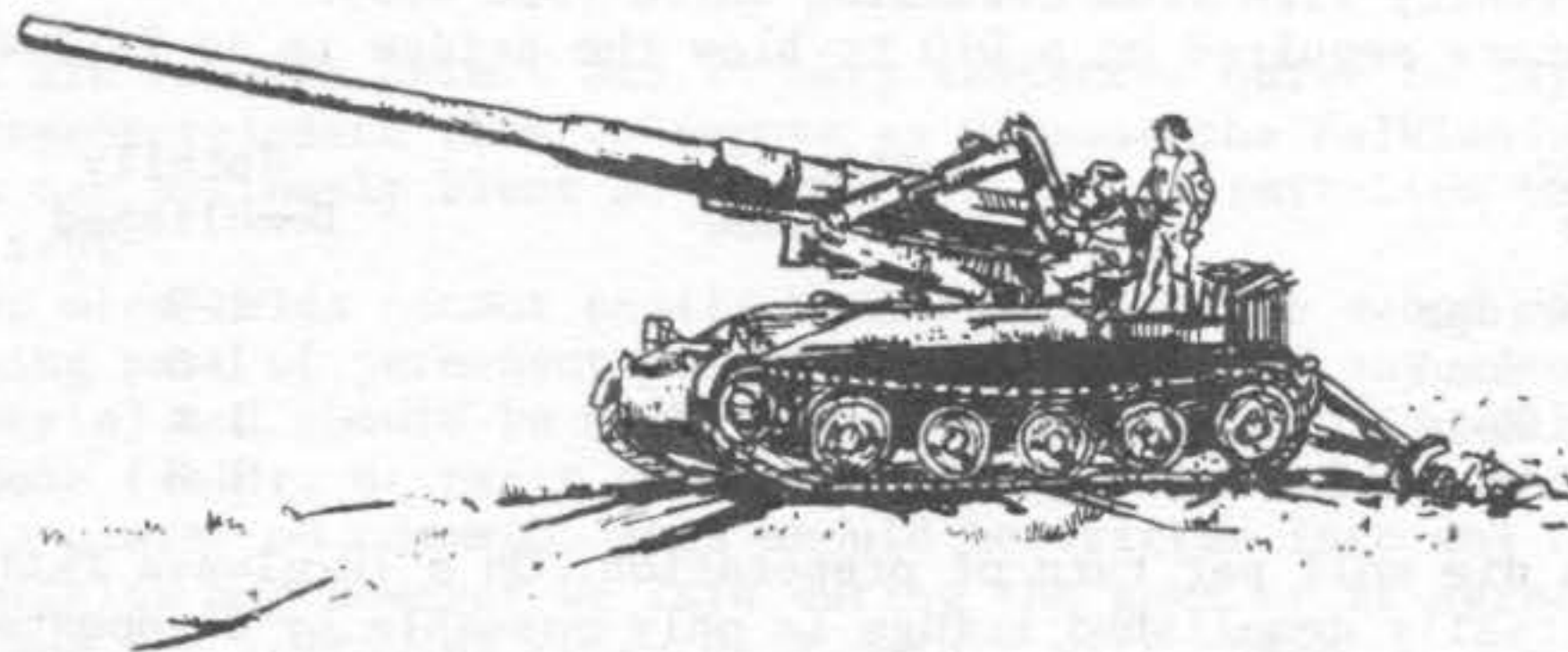
This also requires the expenditure of an additional specialist supply point. These must be agreed upon before the game and will be received instead of normal ammunition during the game. Exception - CLGP if allowed will be supplied together with any general supply.

- 15.3.5 To fire intensive with specialist ammunition requires the expenditure of additional specialist ammunition points.

- 15.3.6 (Optional) An increase in artillery supply, both general or specialist, can be carried out by the use of supply convoys. These are an appropriate truck type unit which may carry 1 artillery supply point per unit, at normal truck movement rates from a designated supply dump to a gun battery. It must reach the battery before it may deliver its supply point, and it may take normal losses.

- 15.3.7 The supply convoy must have orders to deliver its supplies to a specific battery or battalion, and may only deliver its supplies if its current strength is equal to or greater than that of the battery it is to deliver the strength points.

- 15.3.8 See 4.9.2 for the effect of counter battery fire on supplies.



Engineering Operations

In the scale of these rules extensive use can be made of engineers, with three main areas of operation:-

16.1 FORTIFICATIONS

The basic role of engineers is building and destroying. Dispersed troops already include the construction of personal foxholes, quickly bulldozed hulldown positions by vehicles and field camouflage. Engineers are used to make these into more durable constructions by building bunkers, well sighted firing ramps, anti-tank ditches or barricades, and small defensive minefields. These maybe divided into 2 types, occupied fortifications and linear obstructions.

16.1.1 Occupied Fortifications

Each level of fortification gives a -1 fire column modifier (see 4.4.1), upto a maximum of -4, including any terrain advantage. E.g. a unit dispersed in clear requires 3 levels of fortification to give a maximum of -4, whilst a city requires only 1.

16.1.11 Each level of fortification requires 1 complete stationary turn by an engineer unit to construct if for dismounted infantry or 2 turns if for a vehicle. A combat engineering vehicle (CEV) reduces this to 1 turn to fortify a vehicle unit.

16.1.12 The engineering unit must be at least equal to half the size of the unit it wishes to fortify, or else take double the time.

16.1.13 The engineering unit may fortify a position in advance of it being occupied, but the type of occupying unit must be noted.

16.1.14 Mark all fortified positions or units with an appropriate level of fortification marker.

16.1.2 Linear Obstructions

These include A/T ditches, barricades and major road blocks. They maybe constructed at the rate of 3cm wide by 1cm deep per turn if by a CEV or 1.5cm wide by 1cm deep per turn if dismounted engineers. To block a road requires one complete stationary turn. Mark the obstruction accordingly.

16.1.3 Demolitions

Linear field obstructions and any number of unoccupied field fortification levels maybe demolished by a dismounted engineering unit spending one turn adjacent to it. Reduce this to half a move if using a CEV. The gap in a linear obstruction is 3cm wide by 1cm deep.

16.1.31 A/T ditches may also be crossed by AVLBs and other bridging units, see 16.2 for their use.

16.1.32 Bridges maybe demolished by an engineering unit remaining next to it for a minimum of one move. At the beginning of the next move the unit may attempt to blow the bridge, making upto 3 attempts. Each attempt however may trigger opportunity fire from defending units (see 4.8).

16.1.32 The score required on a D10 to blow the bridge is as follows:-

Bridge Type	Partially Demolished	Totally Demolished
Footbridge	-	1-9
Minor Road	7-9	1-6
Major Road	5-7	1-4
Autobahn/Rail	4-6	1-3

-1 on die roll per turn of preperation. On a 10 always fails to blow. A partially demolished bridge is only passable by dismounted troops.

6.1.4 Engineering troops are also effective in attacking fortifications and built up areas, (see 4.4.1).

16.2. RIVER CROSSINGS

Minor streams have no effect on the game. However larger streams and A/T ditches maybe crossed using a Vehicle Launched Bridge (VLB), or more permanently by a bridging unit. Rivers will require the use of major bridging units, ferries or assault boats. Details of the different units are given below.

16.2.1 VLBs

These are usually armoured vehicles (AVLB) and may only be used to cross large streams or A/T ditches. An AVLB unit requires no time to emplace, but all units crossing it lose a quarter of a move and only the number of units equal to the AVLB's strength may cross it per turn.

16.2.2 Other Bridges

These cost the following times to erect:-

Bridge Type	Time to Erect	Bridge Length
Soviet		
TMM	1turn/cm	.5cm per str.pt.
PMP	1turn/2cm	1cm per str.pt. AFV crossing 2cm per str.pt. others crossing
TPP	2turns/2.5cm	2.5cm per str.pt.
NATO		
Ribbon	1turn/2cm	2cm per str.pt.
Pontoon	1turn/1cm	1cm per str.pt.
Girder	2turn/2cm	2cm per str.pt.

Note: half times at night.

16.2.3 E.g. a Soviet PMP bridge unit Str.8, would take 3 turns to bridge a 6cm wide river using 6 strength points to allow A.F.V. traffic. The bridge could absorb 2pts of damage before being unable to continue bridging the river.

16.2.4 Units crossing a bridge lose a quarter off their movement.

16.2.5 NATO pontoon bridges include Gallois, M2, Uniflote and M4T6 units; Girder bridges include MGB and Bailey.

16.2.6 Ferries

All ferry units (PMP, GSP, Ribbon, MOFAB, M2, Gallois), can carry one strength point of vehicles per own strength point, or 9 strength points of dismounted troops.

16.2.61 All can cross a river at 10cms per move including landing and unloading, and the return trip. E.g. if the river is 20cms wide it would take 2 moves to transport units across and return for the next load.

16.2.62 If losses are taken whilst crossing, proportional losses are taken against any loads.

16.2.7 Assault Boats

These are carried by lorry to the crossing site and may carry 1 strength point of dismounted infantry per strength point of assault boat. They move at a speed of 30cm per turn including loading and unloading.

16.3 MINE WARFARE

Modern mines are hard to detect and in many instances quick to lay, and thus require a disproportionate time to remove as witness the Falklands. Effective use of mines can seriously blunt an attack, the only limitation being the number available.

16.3.11 Large barrier minefields cannot easily be laid within the scope of this game, usually forming part of permanent defences. They maybe of any size (remember the ground scale) and should be marked on any pre-game map as well as on the table. Some fields, or parts of fields maybe activated or deactivated by the owning player on command. This should be written into any orders.

16.3.12 Smaller minefields may however be laid during the game or if agreed in pre-game orders and the following rules deal mainly with these.

16.3.2 Minefields

There are 4 different methods of laying such minefields, which are laid in sections 3cm x 1cm.

16.3.21 Hand Laid

These are laid by dismountable engineering units. They are usually buried mines and are laid at a rate of 1 section per 3-6 strength points in 2 turns or 2 sections if 7-9 strength points. These sections are placed adjacent to the laying unit at the end of the second movement phase. The unit must have remained stationary and not have been fired upon during either of the moves.

16.3.22 Automatic minelayers

Such as Barminelayer, GEMSS, BTR50/T55 systems. These lay at a rate of 1 section per turn upto 4 strength points and 2 sections per turn if 5-9 strength points. These are laid during the movement phase either behind or to either side of the laying unit, which may move the length of the minefield. The unit may not have fired in the previous direct fire phase.

16.3.23 Artillery Laid

1 section per turn maybe fired in the indirect fire phase if upto 4 strength points or 2 sections side by side i.e. 3cms x 2cms, if 5-9 strength points. The fire must have been planned in the previous turns command phase in response to a known enemy threat.

16.3.24 Aircraft or Helicopter Laid

These are dropped during the air to ground phase at the rate of 1 section per 8 load points for helicopters and 1 section per 16 load points for aircraft. E.g. a unit of 8 UH-1D could drop 1 section of mines, whilst a flight of 6 A-10A could drop 4 units which could be laid side by side or end to end.

16.3.3 Effects of Minefields

A minefield costs a quarter of a move per centimetre crossed and attacks the crossing unit as for opportunity fire for each centimetre crossed.

16.3.31 A minefield may only be crossed concentrated, by a unit which is capable of being concentrated. If during the attempt it becomes dispersed it must be placed on the original side of the minefield.

16.3.32 The minefield uses the soft line on the indirect fire table, cross referencing it with the strength of the unit crossing it and using the following factors:-

Mine Type	Factor
Barrier or hand laid	8
Auto-laid	6
Artillery/air-dropped	5

The result maybe affected by the following fire column modifiers:-

- +2 Soft vehicle.
- 2 Dismounted engineers adjacent to crossing unit.
- 3 Unit crossing equipped with mineclearing equipment.
- 4 Specialist engineering unit crossing.
- 1 Per unit previously attempting to cross section.

16.3.33 A minefield section is removed once it has been crossed by a unit without being dispersed or suffering a loss.

16.3.34 A Barrier minefield is breached by the width of a unit once it has been crossed by a unit without suffering a loss or dispersal. The breach should be marked as such.

16.3.35 Example:- a company of T72s fitted with mineploughs attempt to cross a 1cm wide autolaid minefield. The factor is 6 versus 4 -3 columns for the first unit = col.5 and on rolling a 6 takes 1 loss and disperses. The second unit is on col.4 and rolls a 4 becoming dispersed. The third unit is on col.3 and rolls a 4 for no loss, the minefield is breached and the section removed.

16.3.4 Mine Equipment

Soviet Tank Regiments have enough mineclearing equipment for 20 strength points. 1 Eng(BTR50) unit in the Divisional Engineering Battalion has specialist mine-clearing equipment.

- 16.3.41 NATO units are poorly equipped for minefield crossing. The Americans are starting to equip units with minerollers and the SLUFAE unit is a specialist mineclearing unit.
- 16.3.42 British Centurion AVRE maybe fitted with mineclearing equipment and count as specialised. Other NATO armies rely on handlifting.
- 16.3.43 NATO armies are better equipped for minelaying. Most have some form of auto-laying GEMSS, Barminelayer on Eng(Fv432) etc. The American and West Germans have mine dispensers for their UH-1D and UH-60 helicopters. Most NATO artillery is capable of firing minelets.
- 16.3.44 Soviet GMZ units may automatically lay mines, and there are some reports of heli-borne mine dispersal.

17.0 NBC Weapons

17.1 NUCLEAR WEAPONS

Only nuclear weapons in the low kiloton range are considered here as any larger would make the game irrelevant. Three methods of delivery are considered artillery, tactical missiles, and aircraft.

17.1.1 Artillery

These fire .5KT rounds at a maximum rate of 1 per battery in the indirect fire phase.

17.1.2 Tactical Missiles

These fire 10 or 20KT rounds if FROG7, SS21, Pluton or Lance and 20 or 50KT if Pershing or SCUD.

- 17.1.21 Tactical missiles do not have a very good accuracy record and will not land on their target on a roll of 1-4 on a D10 if a FROG7, SCUD, or Pershing 1, or on a 1-2 on a D10 if a SS-21, Pluton, Lance or Pershing 2. If it fails to land on target roll another D10 and it goes over if 1-3, under if 3-6, left if 7-8, right if 9-10, by the roll of another D10.

- 17.1.22 A tactical missile battery maybe targeted on more than one enemy unit in the same move.

17.1.3 Aircraft

These may drop 10, 20 or 50KT bombs from any aircraft with a stand-off weapons capability as free-fall only in the air to ground phase. Their target must have been previously plotted, and only one attack maybe made.

17.2 Effects of Nuclear Strike

This depends on the size of the weapon being dropped and the nearness to the point of impact. The effects are given on the table below:-

.5KT	Destroys target only, all with 5cms radius test.
10KT	Destroys all within 3cms, all within 9cms test.
20KT	Destroys all within 5cms, all within 12cms test.
50KT	Destroys all within 7cms, all within 15cms test.

- 17.2.1 Units having to test do so as if under attack from indirect HE fire with a value of 10 at strength 9.

- 17.2.2 The primary destruction zone should be marked with a red radiation disc. This marks the area of high radiation, which cannot be entered by any unit for at least 8 hours and then only by armoured units. If a "Neutron" type weapon is used reduce this time limit to 4 hours for armoured and 12 hours for unarmoured. Turn the radiation disc over to its yellow side after the first time period.

- 17.3 To use nuclear weapons agreement must be reached as to the nuclear threshold for each side. Once granted aircraft must programme as strike missions, tactical missiles at least 2 command phases before use. Artillery one phase before use.

17.4 CHEMICAL WARFARE

This is much favoured by the Soviet Bloc and a scenario would usually start with them using chemicals and NATO requiring release for either chemicals or a nuclear response.

17.4.1 Chemicals can be delivered either by:-

17.4.2 Artillery

This covers an area double the length of the smoke barrage template extending downwind.

17.4.3 Aircraft Ordnance

This cover a lcm x lcm area per 5 load points dropped as visually dropped ordnance.

17.4.4 Chemical Minefields

These cover double the size of a pre-planned minefield downwind.

17.4.5 Effects of chemicals

Chemical attacks are made using the soft line of the indirect fire table, cross referencing the following values with the strength of the unit under attack:-

Attacking NBC equipped AFV	1
Attacking non-NBC equipped vehicle	3
Attacking NBC equipped infantry/soft	2
Attacking non-NBC equipped infantry/soft	6

The following Fire Column Modifiers are used:-

- +2 first turn of use of chemicals
- 1 raining

17.6 Non-persistent chemicals last for four hours. Persistent for the rest of the game. Mark the areas accordingly.

17.6.1 Units test each turn they remain touching a chemical area.

17.7 Troops under chemical attack suffer in their morale, and fighting ability, in that they become fatigued and exhausted in half the time that troops normally do so. They also suffer a -1 fire loss modifier.



PART 2

BASIC ORGANISATIONS

This part gives example organisations for the opposing forces on the Central Front. The listing usually includes a typical Division plus Corps or Army Level troops which are likely to be found supporting it. For other organisations adopt those from Ultra Modern Army Lists and Organisations Volume One.

For initial games a reinforced battalion, attacked by a brigade or regiment, with reinforcements coming on later, should be used for most encounter games lasting an evening, but this can rapidly be built up to a reinforced Brigade or Division as you become familiar with the rules. But note large amounts of attached artillery support, aircraft, helicopters and complicated river crossings slow the game considerably and should not be used until the game has been well played.

Notes:-

1. HQ and Infantry units usually have bracketed transport after them. This unit is the same strength as the unit it is carrying, but is removed from the table when not transporting, unless the player wishes to risk its loss for the minimal fire support it may add.
2. Infantry with MICVs are listed separately from their transport.
3. Artillery HQs are rated for Counter Artillery Fire (AR).



1. THE AMERICAN ARMY

Corps 86 (e.g. V Corps)

Corps HQ x1	3x HQ(M577)	Str.4	305pts
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11th Armoured Cavalry Regiment

RHQ	1x HQ(M577)	Str.4	16670pts
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3x M163/M248	Str.4	685pts
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3x Stinger(Hum)	Str.9	
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Eng.Sqdn.	1x M728CEV	Str.3	400pts
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1x M60AVLB	Str.3	
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2x M9ACE	Str.3	
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2x Eng(M113)	Str.6	
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3x Cavalry Squadrons

SHQ	1x HQ(M577)	Str.6	3560pts
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2x M1	Str.5	
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1x M106	Str.6	
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3x Troops	2x M3	Str.6	
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2x M1	Str.4	
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1x Troop	3x M1	Str.4	
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Air Cavalry Squadron

SHQ	1x HQ(UH60)	Str.3	
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Hel.Assets	26 AH1/AH64		
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25 UH60		
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32 OH58		
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Artillery Battalion

3x M109A2	Str.8	575pts
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11th Combat Aviation Brigade

BHQ	1x HQ(UH60)	Str.6	8655pts
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1x HQ(Truck)	Str.6	
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Support Battalion

BHQ	1x HQ(UH60)	Str.4	1930pts
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Medium Co.	15 UH60		
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Observation Co.	15 OH58		
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Heavy Co. (x2)	24 CH47		
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Utility Co. (x2)	10 OH58, 10 UH1/UH60		
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3x Combat Battalions			2160pts
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BHQ	1x HQ(UH60)	Str.4	
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Hel.Assets	21 AH1/AH64		
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12 OH58		
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Air Defence Group

Air Defence Bn	9x Stinger(Hummer)	Str.5	4055pts
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9x M163/M248	Str.4	1235pts
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1/5, 7/4, 6/4th A.D.Bns	9x M48 Imp.Chapparal	Str.4	830pts
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4/3rd A.D.Bn	1x Hawk/Patriot	Str.6	330pts
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Corps Artillery

41st Artillery Brigade

BHQ	1x HQ(M577) (9AR)	Str.6	120pts
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4/7, 4/77th Bns	3x M110A2	Str.4 or 6	290/430pts
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2/15th Bn	3x M109A2	Str.6 or 8	430/575pts
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1/32nd Bn	1x Lance	Str.6	485pts
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42nd Artillery Brigade

BHQ	1x HQ(M577) (9AR)	Str.6	120pts
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5/3, 6/82nd Bns	3x M110A2	Str.4 or 6	290/430pts
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2/32, 3/32nd Bns	1x Lance	Str.6	485pts
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130th Engineering Brigade			
54, 317, 547th Eng. Bns	as in Division 86		
549, 559th Eng. Bns	3x Ribbon (Truck)	Str.4	
	3x MGB(Truck)	Str.6	
3x DIVISION 86 (e.g. 3rd Armoured with M1, AH-64, M163)			46280pts
Div.HQ	2x HQ(M577)	Str.6	240pts
Brigade HQ x3	1x HQ(M577)	Str.6	120pts
4/66, 2/67, 4/67, 3/8CAV, 1/32, 3/32nd Tank Battalions			3295pts
BHQ	1x HQ(M577)	Str.5	
	2x M1/M60	Str.5	
Recce Plt	2x M3	Str.3	
Mortar Plt	1x M125A3	Str.6	
Maintenance Plt	1x M88	Str.5	
4x Tank Co.	3x M1/M60	Str.4	
2/5, 3/5, 2/7, 2/48, 1/7th Mechanised Battalions			2890pts
BHQ	1x HQ(M577)	Str.5	
	1x M2	Str.6	
	1x Inf	Str.6	
Recce.Pl't	2x M3	Str.3	
Mortar Plt	1x M125A3	Str.6	
Maintenance Plt	1x M578	Str.6	
4x Mech.Infantry Co.	2x M2	Str.6	
	2x Inf	Str.6	
A/T Co.	3x M901	Str.4	
503rd Combat Aviation Brigade			8640pts
BHQ	1x HQ(Truck)	Str.6	480pts
	1x UH60	Str.6	
	2x OH58	Str.3	
Combat Support Aviation Bn			1285pts
Hel. Assets	10 OH58		
	15 UH60		
	12 EH60		
2x Attack Helicopter Bn			2160pts
Hel. Assets	21 AH1/AH64		
	12 OH58		
3/12th Cavalry Squadron			2555pts
SHQ	1x HQ(M577)	Str.6	
	1x M3	Str.5	
2x Cavalry Sqdns	3x M3	Str.6	
	1x M106A2	Str.3	
Hel. Assets	8 AH1/AH64		
	12 OH58		
Artillery Brigade			2410pts
BHQ	1x HQ(M577) (8AR)	Str.5	100pts
2/3, 2/82, 4/82nd Bns	3x M109A2	Str.8	575pts
3/7th Bn	3x M110A2	Str.4	585pts
	3x MRLS	Str.3	
3/5th Air Defence Battalion			1570pts
BHQ	1x HQ(M577)	Str.4	335pts
	3x Stinger(Hummer)	Str.5	
Air Defence Co. x3	3x M163/M248	Str.4	410pts
	3x Stinger (Hummer)	Str.5	

23rd Engineer Battalion			1730pts
Bridge Co.	2x M60(AVLB)	Str.3	125pts
	1x Ribbon Br.(Truck)	Str.4	
3x Engineer Cos.	1x M728(CEV)	Str.4	535pts
	2x M9ACE (CEV)	Str.4	
	2x M60(AVLB)		
	1x SLUFAE/GEMSS(Truck)	Str.3	
	2x Eng(M113)	Str.6	

Note: All American units are pointed as Morale Grade 6.

2. THE BELGIAN ARMY

1st Belgian Corps			
Corps HQ	3x HQ(Truck)	Str.9	
Security	2x Inf(Truck)	Str.8	
3rd, 14th Light Infantry Battalions			530pts
BHQ	1x HQ(Truck)	Str.4	
	1x 81mmM(Truck)	Str.6	
	1x Milan(Jeep)	Str.6	
3x Cos.	1x Inf(Truck)	Str.8	
4th C a C, 1st, 2nd Horse Jager Recce Battalions			1580pts
BHQ	1x HQ(Spartan)	Str.4	
	1x Inf(Spartan)	Str.6	
3x Cos.	2x Scorpion	Str.4	
	2x Scimitar	Str.4	
	1x Striker	Str.4	
3rd Lancers Armoured Recce Battalion			1350pts
BHQ	1x Leopard 1 (HQ)	Str.4	
	1x ARV (Leopard)	Str.5	
	1x Scorpion	Str.3	
	1x Scimitar	Str.3	
3x Cos.	3 Leopard 1	Str.4	
Artillery Group (13th)			1845pts
GHQ	3x HQ(Truck) (6AR)	Str.6	
3rd Missile Regt.	1x Lance	Str.4	
6th, 17th Art. Bns.	2x M109A2	Str.8	
20th Art.Bn.	2x M110A2	Str.4	
72nd Art.Bn.	3x M115(Truck)	Str.6	
Air Defence Group			3185pts
GHQ	1x HQ(Truck)	Str.6	
14th, 35th A.A.Regts			585pts
3 Bttys	3x Gepard	Str.3	
32nd A.A.Regt			745pts
3 Bttys	3x M167(Truck)	Str.4	
43rd, 64th A.A.Regt			585pts
4 Bttys	1x I.Hawk(Truck)	Str.4	
Aviation Group			2290pts
GHQ	1x HQ(Truck)	Str.6	
16th, 17th, 18th Squadrons	14 Allouette II		
1st Heavy Engineer Battalion			340pts
2x Cos.	1x Eng(Truck)	Str.7	
1x Co.	3x M48(AVLB)	Str.4	

3rd Bridging Battalion			730pts
1x Co.	1x Uniflote(Truck)	Str.6	
2x Cos.	2x MOFAB	Str.6	
10th, 17th Engineer Battalions			
3x Cos.	1x Eng(Truck)	Str.7	
1st, 16th Mechanised Divisions			11210pts
Example: 16th Mechanised Division (based in West Germany)			
Div.HQ	1x HQ(Truck)	Str.7	
4th Mechanised Brigade			4920pts
BHQ	1x HQ(M577)	Str.6	
14th Engineer Co.			
	2x Eng(M75)	Str.6	
	1x CEV (Leopard)	Str.2	
2nd Artillery Battalion			330pts
2x Btlys	1x M109A2	Str.8	
1st Grenadier, 5th Line Mechanised Battalions			
BHQ	1x HQ(M577)	Str.6	
	1x Scorpion	Str.3	
	1x Scimitar	Str.3	
	1x M125(81mmM)	Str.6	
	1x M106(107mmM)	Str.4	
	1x Milian(M113)	Str.4	
3x Cos.	2x Inf	Str.6	
	2x AIFV	Str.6	
4th Lancers Armoured Battalion as Armoured Recce Battalion			1350pts
9th Line A/T Battalion			510pts
1x Co.	3x Kannone	Str.4	
1x Co.	3x Milan(M113)	Str.4	
17th Armoured Brigade as 4th Mechanised Brigade but with 1 extra tank battalion.			6275pts
Units:-			
Mechanised Battalions	1st, 2nd Cyclists		
Tank Battalions	1st, 2nd Lancers		
A/T Battalion	2nd Chasseurs		
Artillery Battalion	19th Horse Artillery		
Engineer Company	15th		

Note: All pointed as Morale Grade 4.



3. THE BRITISH ARMY

1st Corps (BAOR)			
Corps HQ	3x HQ(Truck)	Str.9	445pts
9/12th Lancers, 13/18th Hussars Armoured Recce Regiments			2390pts
RHQ	1x HQ(Sultan)	Str.6	
	1x ARV(Samson)	Str.4	
3x Recce Sqdns	4x Scorpion	Str.4	
	1x Striker	Str.4	
	1x Inf(Spartan)	Str.5	
23rd, 25th Engineer Regiments			795pts
RHQ	1x HQ(Sultan)	Str.6	
3x Field Engineer Sqdns	3x Eng(Fv432)	Str.5	
	1x Fv180 (CEV)	Str.5	
1x Support Sqdn	1x MGB(Truck)	Str.2	
28th Amphibious Engineer Regiment			160pts
RHQ	1x HQ(Truck)	Str.4	
2x Amphibious Sqdns	2x M2	Str.7	
32nd Armoured Engineer Regiment			1705pts
RHQ	1x HQ(Sultan)	Str.6	
3x Armoured Eng. Sqdns	1x Fv180 (CEV)	Str.6	
	3x Chieftain (AVLB)	Str.3	
	3x Centurion AVRE	Str.3	
Artillery Division			5425pts
Div.HQ	1x HQ(Truck) (9AR)	Str.9	
	2x HQ(Fv432) (9AR)	Str.6	
5th, 32nd Heavy Art.Regts.	3x M107	Str.4	350pts
39th Heavy Art.Regt.	4x M110A2	Str.4	385pts
50th Missile Art.Regt.	4x Lance	Str.3	970pts
16th, 22nd Air Defence Regt	6x TR-1	Str.4	1490pts
	6x Rapier	Str.4	
664th Army Air Corps Sqdn			410pts
Hel.Assets	12 Gazelle AH.1		
3x Armoured Divisions			
E.g. 4th Armoured Division (Challenger/MCV80)			38920pts
Div.HQ	3x HQ(Fv439)	Str.6	360pts
35th Engineer Regiment			795pts
as for Corps			
4th Army Air Corps Regiment			1240pts
654 Sqdn	12 Lynx AH.3(TOW)		620pts
659 Sqdn	12 Lynx AH.1		210pts
669 Sqdn	12 Gazelle AH.1		410pts
Artillery Brigade			2130pts
3rd, 47th Field Art.Regts			710pts
RHQ	1x HQ(Fv432) (7AR)	Str.4	
	3x Abbot	Str.8	
27th Field Art.Regt.			710pts
RHQ	1x HQ(Fv432) (8AR)	Str.4	
	3x M109A2	Str.8	
11th, 20th, 30th Armoured Brigades			9505pts
Chieftain/Fv432			
Challenger/MCV80			11465pts
BHQ	1x HQ(Fv439)	Str.6	

2(1)x Armoured Regiments			3780/4440pts
RHQ	1x HQ(Sultan)	Str.4	
	2x Cheiftain/Challenger	Str.4	
Recce Plt	2x Scimitar	Str.4	
2x A/T Plt	2x Fv438	Str.4 & 5	
LAD	1x Fv434	Str.5	
4x Armoured Sqdns	4x Chieftain/Challenger	Str.4	
1(2)x Mechanised Infantry Battalions			1825/2465pts
BHQ	1x HQ(Fv432)	Str.4	
Mortar Plt	1x Fv432(m)	Str.8	
Recce Plt	2x Scimitar	Str.4	
LAD	1x Fv434	Str.4	
3x Infantry Cos.	2x Inf(Fv432)	Str.7	
	or		
	2x Inf	Str.7	
	2x MCV80	Str.7	
A/T Co.	6x Milan(Fv432)	Str.4	
2nd Infantry Division			30475pts
Div.HQ	2x HQ(Truck)	Str.6	170pts
3x Engineer Regiments			530pts
RHQ	1x HQ(Truck)	Str.4	
3x Engineer Sqdns	1x Eng(Truck)	Str.9	
Support Sqdn	1x MGB(Truck)	Str.2	
12th Air Defence Regiment as Corps but all towed Rapier			1410pts
655th Army Air Corps Sqdn			310pts
	6 Lynx AH.3(TOW)		205pts
	6 Gazelle AH.1		
24th Regular Infantry Brigade			9710pts
BHQ	2x HQ(Saxon)	Str.6	250pts
Artillery Regt.	3x FH70(Truck)	Str.6	535pts
A/T Co.	4x Striker	Str.4	2040pts
Engineer Co.	1x Eng(Truck)	Str.7	110pts
3x Mechanised Infantry Battalions			1125pts
BHQ	1x HQ(Saxon)	Str.9	
Mortar Plt	1x 81mmM(Saxon)	Str.8	
A/T Plt	6x Milan(Saxon)	Str.4	
Recce Plt	2x Fox	Str.3	
3x Infantry Cos.	1x Inf(Saxon)	Str.9	
2x T.A. Infantry Battalions as in Brigade below			1040pts
Medium Recce Regiment			1320pts
RHQ	2x HQ(Sultan)	Str.4	
LAD	1x ARV(Samson)	Str.4	
3x Recce Sqdns	2x Scorpion	Str.4	
	2x Scimitar	Str.4	
	1x Inf(Spartan)	Str.5	
15th, 49th T.A. Brigades			8540pts
BHQ	2x HQ(Truck)	Str.6	
Engineer Co.	1x Eng(Truck)	Str.7	
Air Defence Plt	1x Javelin(1t)	Str.8	
Artillery Regiment	3x 105mmLG	Str.6	435pts

5x Motorised Infantry Battalions			1040pts
BHQ	2x HQ(Truck)	Str.9	
Mortar Plt	1x 81mmM(Truck)	Str.8	
A/T Plt	2x Milan(1tLand)	Str.3	
Recce Plt	2x Inf(Land)	Str.3	
Assault Pioneer Plt	1x Pio(Land)	Str.6	
3x Infantry Cos.	1x Inf(Truck)	Str.9	
Light Recce Regiment			2470pts
RHQ	2x HQ(Saracen)	Str.6	
LAD	1x ARV(Saracen)	Str.4	
Liasion	2x Ferret	Str.4	
4x Recce Sqdns	4x Fox	Str.4	
	1x Inf(Saracen)	Str.6	
	1x Ferret	Str.4	
6th Airmobile Brigade (part of 3rd Armoured Division)			3125pts
BHQ	1x HQ(Truck)	Str.4	
	4x Javelin(Truck)	Str.4	
2x Motorised Infantry Battalions (as regular but in Trucks not Saxons)			845pts
Engineer Sqdn	as in Infantry Division		
Hel.Assets	10 Chinook HC.1		185pts
	16 Puma HC.1		265pts
	9 Lynx AH.3(TOW)		465pts
	3 Gazelle AH.1		100pts

Note: All British pointed as Morale Grade 7.



4. THE CANADIAN ARMY

4th Canadian Mechanised Brigade Group			7550pts
BHQ	1x HQ(M577)	Str.6	
	1x Inf(M113)	Str.8	
1st Royal Canadian Horse Artillery Battalion			
BHQ	1x HQ(M577(HQ) (8AR)	Str.4	
4x Bttys	1x M109A1	Str.6	
3x Bttys	1x Blowpipe(M113)	Str.5	
Royal 22nd, Princess Patricia's Canadian Light Infantry Regiments			1460pts
BHQ	1x HQ(M577)	Str.4	
Recce	3x Lynx	Str.3	
LAD	1x ARV(M113)	Str.4	
Support Co.	6x M150	Str.3	
	1x M125	Str.8	
3x Cos.	1x Inf(M113)	Str.8	
Royal Canadian Dragoon Regiment			2505pts
RHQ	1x HQ(M577)	Str.4	
	2x Leopard C.1	Str.4	
LAD	1x ARV(Leopard)	Str.4	
	1x AVLB(Leopard)	Str.2	
Recce Sqdn	6x Lynx	Str.3	
3x Sqdns	4x Leopard C.1	Str.4	
4th Combat Engineer Regiment			470pts
	4x Eng(M113)	Str.5	
	1x AVLB(Leopard)	Str.3	
444th Tactical Helicopter Squadron			375pts
SHQ	1x HQ(Truck)	Str.4	
Hel.Assets	11 CH136 Kiowa		

Note: All Canadians pointed as Morale Grade 8.

5. THE DANISH ARMY

The Jutland Division			19745pts
Div.HQ	1x HQ(Truck)	Str.6	85pts
Sonderjyske Artillery Regiment			640pts
RHQ	1x HQ(Truck) (7AR)	Str.4	
1st Art.Bn			470pts
2x Bttys	1x M114(Truck)	Str.8	
1x Btty	1x M109	Str.6	
2nd Art.Bn			185pts
2x Battys	1x M115(Truck)	Str.4	
Jyske Engineer Battalion			365pts
4x Cos.	1x Eng(Truck)	Str.7	
Norrejyske Air Defence Battalion			350pts
1x Coy	3x 40mm(Truck) (FCR)	Str.4	

1st, 2nd, 3rd Jutland Mechanised Brigades 6195pts

BHQ	1x HQ(M113)	Str.6
A/T Co.	2x TOW(Jeep)	Str.4
Air Defence Co.	3x Redeye(Jeep)	Str.6
Engineer Co.	1x Eng(M113)	Str.6

Armoured Battalion 1135pts

BHQ	1x HQ(M113)	Str.4
	1x Leopard 1	Str.4
Recce Plt	1x Inf(M113)	Str.3
A/T Plt	1x TOW(Jeep)	Str.4
Mortar Plt	1x M125	Str.4
2x Co.	2x Leopard 1	Str.4
1x Co.	1x Inf(M113)	Str.9
1x Co.(M)	1x Inf(Truck)	Str.9

2x Mechanised Battalions 1105pts

BHQ	1x HQ(M113)	Str.6
Recce Plt	1x Inf(M113)	Str.3
A/T Plt	2x TOW(Jeep)	Str.4
Mortar Plt	1x 120mmM(Truck)	Str.4
Mortar Plt	1x M125	Str.4
1x Co.	2x Leopard 1	Str.4
2x Co.	1x Inf(M113)	Str.9
1x Co.(M)	1x Inf(Truck)	Str.9

Motorised Battalion (M) 510pts

BHQ	1x HQ(Truck)	Str.6
Recce Plt	1x Jeep(MG)	Str.3
A/T Plt	2x 106mmRCL(Jeep)	Str.4
Mortar Plt	1x 120mmM(Truck)	Str.4
4x Cos.	1x Inf(Truck)	Str.9

Recce Company 325pts

1x Inf(M113)	Str.5
2x M41	Str.3
3x Jeep(MG)	Str.4
1x M125	Str.3

Artillery Battalion 890pts

BHQ	1x HQ(M113) (6AR)	Str.4
Recce Plt	3x Inf(M113)	Str.3
Air Defence Btty	3x 40mm(Truck)	Str.4
2x Art.Bttys	1x M109	Str.6
1x Art.Btty	1x M114(Truck)	Str.6

Helicopter Squadron 360pts

Assets	12 Hughes 500M
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Note: Mobilised Troops are morale grade 3. Recce, Divisional, Brigade HQ and engineers are morale grade 5. The rest are pointed as morale grade 4.

6. THE DUTCH ARMY

1st Netherlands Corps			
Corps HQ	3x HQ(Truck)	Str.8	360pts
101st Field Artillery Group			
GHQ	1x HQ(YP408)	Str.4	705pts
	1x Inf(YP408)	Str.9	
1x Artillery Bn	1x Lance	Str.6	
102nd Field Artillery Group			
GHQ	3x HQ(YP408) (8AR)	Str.4	1935pts
19th Field Art.Bn	3x M110	Str.6	
117th Field Art.Bn (R)	3x M110	Str.6	
107th Field Art.Bn	3x M107/M110A2	Str.6	
44th Field Art. Bn	3x M109	Str.6	
103rd Field Artillery Group			
GHQ	3x HQ(Truck) (6AR)	Str.4	1655pts
104, 114, 124th F.Art,Bn (M)	3x M114(Truck)	Str.6	
108th Field Art.Bn (M)	3x M115(Truck)	Str.4	
104th Field Artillery Group			
as 103rd Artillery Group			1655pts
101st Air Defence Group			
GHQ	1x HQ(Truck)	Str.6	1435pts
15th, 25th Air Defence Battalion			450pts
2x Batteries	1x 40mm(Truck) (FCR)	Str.6	
1x Battery	1x 12.7mmQ(Truck)	Str.4	
45th, 115th Air Defence Battalions (R)			450pts
2x Batteries	1x 40mm(Truck) (FCR)	Str.6	
1x Battery	1x 12.7mmQ(Truck)	Str.4	
105th, 125th Air Defence Battalions (M)			450pts
2x Batteries	1x 40mm(Truck) (FCR)	Str.6	
1x Battery	1x 12.7mmQ(Truck)	Str.4	
101st Infantry Brigade (M)			
BHQ	1x HQ(Truck)	Str.6	3110pts
102, 112, 132, 142nd Infantry Battalions			522pts
BHQ	1x HQ(Truck)	Str.4	
	1x 120mmM(Truck)	Str.6	
3x Cos.	1x Inf(Truck)	Str.9	
54th Artillery Battalion			395pts
3x Bttys	1x M114(Truck)	Str.6	
32nd Tank Co.	3x Centurion	Str.5	390pts
32nd Recce Co.	3x Landrover(MG)	Str.6	145pts
1st, 2nd Corps Engineer Groups			
GHQ	1x HQ(Truck)	Str.4	912pts
2x Cos.	2x Eng(Truck)	Str.7	
2x Cos.	2x MGB(Truck)	Str.4	
1st, 4th, 5th(M) Mechanised Divisions			
Example			
4th Mechanised Division (based in West Germany)			
Div.HQ	1x HQ(M577)	Str.6	26600pts
			110pts
103rd Recce Battalion			
BHQ	1x HQ(M113)	Str.6	2015pts
	1x M106(107mmM)	Str.9	
	1x ARV(Leopard)	Str.4	

3x Cos.	2x Leopard 4x M113C&R	Str.3 Str.4	
41st Armoured Brigade			9370pts
BHQ	1x HQ(M577)	Str.6	110pts
41, 43rd Tank Battalions			2660pts
BHQ	1x Leopard 2 (HQ)	Str.4	
LAD	1x ARV(Leopard)	Str.3	
Recce Plt	1x YPR765	Str.3	
3x Cos.	4x Leopard 2	Str.4	
42nd Mechanised Battalion			2105pts
BHQ	1x HQ(YPR765COM)	Str.5	
Recce Plt	1x YPR765	Str.3	
Support Co.	1x 120mmM(YPR765)	Str.9	
	2x YPR765TOW	Str.4	
3x Co.	2x Inf	Str.7	
	2x YPR765	Str.7	
41st Field Artillery Battalion			505pts
BHQ	1x HQ(M577) (6AR)	Str.4	
	3x M109A2	Str.6	
41st Air Defence Company			215pts
	3x Caesar	Str.3	
41st Recce Company			735pts
	4x M113C&R	Str.4	
	2x YPR765	Str.3	
	1x M106(120mmM)	Str.3	
41st Engineer Co.			380pts
	1x AVLB(Leopard)	Str.4	
	1x CEV(Leopard)	Str.2	
	2x Eng(M113)	Str.7	
42nd Mechanised Brigade			6495pts
BHQ	1x HQ(YP408)	Str.6	115pts
43, 44, 45th Mechanised Battalions			865pts
BHQ	1x HQ(YP408)	Str.4	
Recce Plt	1x YP408	Str.3	
Support Co.	1x 120mmM(YP408)	Str.6	
	2x YP408(TOW)	Str.3	
3x Cos.	1x Inf(YP408)	Str.9	
57th Tank Battalion (R)			1470pts
BHQ	2x Centurion (HQ)	Str.4	
Recce Plt	1x YP408	Str.3	
LAD	1x ARV(Centurion)	Str.4	
3x Cos.	3x Centurion	Str.5	
42nd A/T Co.	2x YPR765TOW 2x AMX13/105	Str.4 Str.4	480pts
42nd Air Defence Company	3x Caesar	Str.3	215pts
42nd Recce Company	as in 41st Brigade		735pts
55th Artillery Battalion	as in 41st Brigade		505pts

42nd Engineer Company	as in 41st Brigade		380pts
43rd Mechanised Brigade			8610pts
BHQ	1x HQ(M577)	Str.6	
41, 47th Mechanised Brattalions	as YPR765 in 41st Brigade		2105pts
42nd Tank Battalion (R)			1865pts
BHQ	2x Leopard 1	Str.4	
Recce Plt	1x YPR765	Str.3	
LAD	1x ARV(Leopard)	Str.3	
3x Cos.	3x Leopard 1	Str.5	
43rd A/T Co.	4x YPR765TOW	Str.4	590pts
43rd Air Defence Co., 43rd Recce Co., 43rd Artillery Bn., 43rd Engineer Co., all as 41st Brigade.			

Notes: (R) are immediate Reserves, (M) are mobilised Reserves. Both are Morale Grade 4.

7. THE FRENCH ARMY

Corps (Example II Corps) based in West Germany			
CHQ	3x HQ(Truck)	Str.8	335pts
2x Missile Regiments			805pts
RHQ	1x HQ(AMX10P)	Str.4	
1x Co.	2x Inf	Str.5	
	2x AMX-10P	Str.5	
3x Cos.	1x Pluton	Str.2	
2x Artillery Regiments			830pts
RHQ	1x HQ(AMX10SAO) (9AR)	Str.4	
4x Bttys	1x GCT	Str.6	
51st Air Defence Regiment			990pts
4x Bttys	2x Roland(AMX30)	Str.4	
53rd Air Defence Regiment			985pts
3x Bttys	2x Roland(AMX30)	Str.4	
1x Btty	4x AMX13DCA	Str.3	
3rd Hussars Recce Regiment			2470pts
RHQ	1x HQ(VAB)	Str.4	
3x Cos.	4x AMX10RC	Str.3	
	4x Jeep(MG)/VBL	Str.3	
1x Co.	4x Milan(Jeep)/VBL	Str.6	
2x Engineer Regiments			600pts
2x Cos.	1x Eng(Truck)	Str.8	
1x Co.	3x Gallois	Str.6	
12th Light Helicopter Group			1075pts
GHQ	1x HQ(Truck)	Str.4	
3x Sqdns hel.assets	10 Gazelle S.A.341L		

Combat Helicopter Regiment	(2nd)		2340pts
RHQ	1x HQ(Truck)	Str.6	
2x Sqdns hel.assets	10 Gazelle SA.341L		
2x Sqdns hel.assets	10 Gazelle SA.342M		
2x Sqdns hel.assets	11 Puma SA.330		
3x Armoured Divisions			14795pts
Example			
3rd Armoured Division			
Div.HQ	1x HQ(Truck)	Str.7	
Recce Co.	3x Jeep(MG)/VBL	Str.6	
	1x Milan(Jeep)/VBL	Str.6	
A/T Co.	4x VAB/HOT	Str.3	
32nd Engineer Regiment			840pts
2x Cos.	1x Eng(AMXVCI)	Str.8	
1x Co.	4x CEV(AMX30)	Str.4	
1x Co.	1x Dozer(AMX30)	Str.4	
	1x Mineclear(AMX30)	Str.4	
3rd Dragoons, 12th Cuirassier Armoured Regiments			2700pts
RHQ	1x HQ(AMX10P)	Str.4	
	1x AMX30	Str.4	
	1x Jeep(MG)/VBL	Str.6	
4x Cos.	4x AMX30	Str.4	
1x Co.	2x Inf	Str.6	
	2x AMX10P	Str.6	
42nd Line, 19th Chasseurs Mechanised Regiments			1810pts
RHQ	1x HQ(AMX10P)	Str.4	
	1x Jeep(MG)/VBL	Str.6	
2x Cos.	3x Inf	Str.6	
	3x AMX10P	Str.6	
1x Co.	4x AMX30	Str.4	
1x Co.	1x 120mmM(AMX10P)	Str.6	
110th Line Motorised Regiment			3130pts
RHQ	1x HQ(VAB)	Str.6	
	2x Jeep(MG)/VBL	Str.6	
	1x 81mmM(VAB)	Str.8	
	2x 20mm(VAB)	Str.4	
	2x Milan(VAB)	Str.4	
4x Cos.	2x Inf(VAB)	Str.8	
2x Cos.	3x Milan(VAB)	Str.6	
	1x Jeep(MG)/VBL	Str.6	
11th Artillery Regiment			830pts
RHQ	1x HQ(AMX10SAO) (8AR)	Str.4	
4x Bttys	1x GCT	Str.6	

Notes: All are pointed as Morale Grade 6.



8. FEDERAL GERMAN REPUBLIC

West German Corps (Combat Troops only)

Example 1st Corps

Corps HQ	3x HQ(Truck)	Str.6	100pts
1st Artillery Command			1160pts
CHQ	1x HQ(M577) (9AR)	Str.6	
150th Rocket Battalion	1x Lance	Str.6	
110th, 120th Hvy.Art.Bns	3x M110A2	Str.6	
1st Air Defence Group			7260pts
100th A.D.Regiment			925pts
2x Groups	3x Roland(Marder)	Str.4	
110th, 120th A.D.Regiments			2510pts
4x Groups	3x 40mm(Truck) (FCR)	Str.6	
1st Aviation Group			
GHQ	2x HQ(Bol05M)	Str.6	
10th Utility Regiment			910pts
RHQ	1x HQ(Bol05M)	Str.4	
2x Sqdns hel.assets	24 UH-1D		
15th Heavy Regiment			860pts
RHQ	1x HQ(Bol05M)	Str.4	
2x Sqdns hel.assets	16 CH-53G		
6th Observation Regiment			2235/1750pts
RHQ	1x HQ(Bol05M)	Str.4	
3x Sqdns Hel.assets	21 Bol05M or Allouette II		
16th Attack Regiment			2710pts
RHQ	1x HQ(Bol05M)	Str.4	
3x Sqdns hel.assets	18 Bol05P		
110th, 120th Heavy Engineer Regiment			915pts
3x Cos.	1x Eng(Truck)	Str.7	
1x Co.	3x Ribbon Bridge(Truck)	Str.2	
	2x Assault Boats(Truck)	Str.7	
130th Amphibious Engineer Battalion			140pts
3x Cos.	1x M2	Str.7	
160th, 170th Heavy Bridge Battalions			625pts
3x Cos.	1x MGB(Truck)	Str.7	
140th, 150th Field Engineer Battalions			785pts
3x Cos.	3x Eng(M113)	Str.4	
	1x AVLB(Leopard)	Str.4	
	1x CEV(Leopard)	Str.2	

PANZER DIVISION

E.g. 1st Panzer Division (Leopard II)			33470pts
Div.HQ	3x HQ(M577)	Str.9	
Helicopter Sqdn	10 Bol05M		
1st Recce Battalion			2400pts
BHQ	1x HQ(M113)	Str.6	
	1x Leopard	Str.4	
2x Cos.	3x Leopard	Str.4	
1x Co.	2x Leopard	Str.3	
	2x Luchs	Str.4	
1x Co.	3x TPZ-1(Milan)	Str.3	

1st Artillery Regiment		1175pts
RHQ	1x HQ(M577) (7AR)	Str.4
1x Artillery Bn.	3x FH-70(Truck)	Str.6
	1x M110A2	Str.6
1x MRL Battalion	2x LARS(Truck)	Str.8
Engineer Battalion		560pts
3x Cos.	1x Eng(M113)	Str.7
1x Co.	2x AVLB(Leopard)	Str.3
	1x Ribbon Bridge(Truck)	Str.2
2x Jager Battalions (Rear Security)		750pts
BHQ	1x HQ(Truck)	Str.4
3x Cos.	1x Inf(Truck)	Str.8
1x Co.	1x Milan(Truck)	Str.6
	1x M113/120mmM	Str.6
1st Air Defence Battalion		950pts
6x Bttys	2x Gepard	Str.3
1st Panzer Grenadier Brigade		7995pts
BHQ	1x HQ(M577)	Str.6
Recce Plt	2x Luchs	Str.5
A/T Co.	4x Jaguar	Str.3
Eng. Co.	1x HQ(TPZ-1)	Str.6
	3x Eng(M113)	Str.4
	1x AVLB(Leopard)	Str.4
	1x CEV(Leopard)	Str.2
LAD Co.	1x ARV(Leopard)	Str.4
12th, 13th Panzer Grenadier Battalions		1270pts
BHQ	1x HQ	Str.5
	1x Marder	Str.5
2x Pz. Gren.Cos.	2x Inf	Str.5
	2x Marder	Str.5
1x Pz.Gren. Co.	1x Inf(M113)	Str.9
1x Mortar Co.	1x M113/120	Str.6
14th Panzer Battalion		2160pts
BHQ	1x Leopard	Str.4
3x Cos.	3x Leopard	Str.4
Combined Battalion		1395pts
BHQ	1x HQ(M577)	Str.4
2x Cos.	2x Inf	Str.5
	2x Marder	Str.5
1x Co.	3x Leopard	Str.4
15th Artillery Battalion		
BHQ	1x HQ(M577) (7AR)	Str.4
3x Bttys	1x M109G	Str.6
2x Panzer Brigades		9200pts
As Panzer Grenadier Brigade but 2 Panzer Battalions and 1 Panzer Grenadier Battalion. Combined Battalion has 2 Panzer and 1 Panzer Grenadier Companies.		
2nd Panzer Brigade - 21st, 22nd, Pz.Gren.Bns, 23rd Pz.Bn, 25th Art.Bn.		
3rd Panzer Brigade - 32nd Pz.Gren.Bn, 31st, 33rd Pz.Bn, 35th Art.Bn.		

27th German Airborne Brigade (attached I Corps)

3870pts

BHQ	1x HQ(Iltis)	Str.6
Recce Co.	3x Recce(Iltis)	Str.4
Mortar Co.	4x 120mmM(Iltis)	Str.4
Engineer Co.	3x Eng(Lt.truck)	Str.4

270th, 271st, 273rd Airborne Battalions

805pts

BHQ	1x HQ(Iltis)	Str.4
2x Cos.	1x Paras	Str.6
	1x Milan(Kraka)	Str.4
2x Cos.	1x TOW(Kraka)	Str.5
	2x 20mm(Kraka)	Str.6

272nd Airborne Battalion

465pts

BHQ	1x HQ(Iltis)	Str.4
3x Cos.	1x Paras	Str.6
	1x TOW(Kraka)	Str.4

Notes: All troops are pointed as morale Grade 7.

WARPAC FORCES

9. THE SOVIET ARMY

Soviet Tank Army (Combat Elements)

3x Tank Divisions

1x Motor Rifle Division

Air Defence Brigade

1170pts

3x SAM Battalions	3x SA-4	Str.3	390pts
	2x ZSU-23-4	Str.4	

Artillery Regiment

1750pts

RHQ	1x HQ(ACRV) (7AR)	Str.6	
2x Artillery Bn.	3x 2S5(152mm)	Str.6	470pts
1x Artillery Bn.	3x BM27	Str.6	685pts

Motor Rifle Division

30900pts

Div.HQ	3x HQ(Truck)	Str.9	380pts
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Air Defence Regiment

5x SA-8/SA-6

Str.4 780/800pts

Tank Battalion

1900pts

5x Cos.	2x MBT	Str.5	
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Artillery Regiment

2130/2150pts

RHQ	1x HQ(ACRV) (6AR)	Str.6	
2x Artillery Bns.	3x SAU122	Str.6	
1x Artillery Bn.	3x SAU152	Str.6	
1x MRL Bn.	3x BM21	Str.6	
1x SSM Bn.	1x FROG7/SS21	Str.4	

Recce Battalion

860pts

BHQ	1x BMP-R	Str.3	
2x Cos.	2x Inf	Str.3	
	2x BMP	Str.3	
	1x MBT	Str.3	
1x Co.	4x BRDM2	Str.3	

Helicopter Squadron			815pts
SHQ	1x HQ(Mi2)	Str.3	
Hel.assets	6 Mi24		
	8 Mi8/17		
	8 Mi2		
A/T Battalion			505pts
2x A/T Cos.	1x T12(MT-LB)	Str.6	
1x A/T Co.	4x BRDM3	Str.3	
Engineer Battalion			860pts
Sapper Co.	1x GMZ(Minelayer)	Str.3	
	2x Eng(BTR50)	Str.6	
Road Co.	1x IMR(CEV)	Str.4	
	1x MTU-55(AVLB)	Str.3	
	1x TMM(Truck)(Bridge)	Str.4	
Pontoon Co.	2x PMP(Truck)(Bridge/Ferry)	Str.8	
Assault Co.	2x PTS-M(Amp)	Str.6	
	1x GSP(Ferry)	Str.3	
Maintenance Battalion			95pts
1x Co.	1x ARV(T55)	Str.5	
3x Motor Rifle Regiments (BMP/BTR)			BMP2 6380pts/BTR 5030pts
RHQ	1x HQ(BMP/BTR)	Str.6	
	2x BRDM2	Str.4	
Maintenance Co.	1x ARV(T55)	Str.3	
A/T Co.	3x BRDM3	Str.3	
Mortar Plt.	1x Vaselik	Str.4	
3x Motor Rifle Batalions			BMP2 1105pts/BTR 670pts
3x Infantry Cos.	1x Inf	Str.9	
	1x BMP/BTR	Str.9	
1x Heavy Weapons Co.	1x H.W.	Str.6	
	1x BMP/BTR	Str.6	
1x Mortar Co.	1x 120mmM(MT-LB/Truck)	Str.6	
Tank Battalion			1520pts
BHQ	1x MBT	Str.4	
3x Tank Cos.	3x MBT	Str.4	
Artillery Battalion			415pts
	3x SAU-122	Str.6	
Recce Co.			140pts
	1x Inf	Str.3	
	1x BMP	Str.3	
	1x BRDM2	Str.4	
A.A. Co.			110pts
	1x ZSU23-4	Str.4	
	1x SA-9/SA-13	Str.4	
Engineer Co.			280pts
	1x TMM(Truck)(Bridge)	Str.4	
	1x MTU-55(AVLB)	Str.3	
	1x GMZ(Minelayer)	Str.3	
	2x Eng(BTR50)	Str.6	
1x Tank Regiment			5930pts
RHQ	1x HQ(BMP)	Str.4	
	1x MBT	Str.5	
	1x BRDM2	Str.4	

3x Tank Battalions			1140pts
3x Tank Cos.	2x MBT	Str.5	
1x Motor Rifle Battalion			1105pts
3x Infantry Cos.	1x Inf	Str.9	
	1x BMP	Str.9	
1x Heavy Weapons Co.	1x H.W.	Str.6	
	1x BMP	Str.6	
1x Mortar Co.	1x 120mmM(MT-LB)	Str.6	
Recce Co.	1x Inf	Str.3	140pts
	1x BMP	Str.3	
	1x BRDM2	Str.4	
Artillery Battalion	3x SAU-122	Str.6	415pts
A.A.Co.	1x ZSU23-4	Str.4	175pts
	1x SA-9/SA-13	Str.4	
Engineer Co.	as Motor Rifle Regiment		280pts
Maintenance Co.	1x ARV(T55)	Str.3	55pts

TANK DIVISION

As for Motor Rifle Division but 3 Tank Regiments and 1 Motor Rifle Regiment.
30635pts

No Independent Tank Regiment or A/T Battalion.

The Engineer Battalion has 2 GSP Ferry units.

Assault Helicopter Regiment

RHQ	1x HQ(Mi8/Mi17)	Str.4
2x Attack Sqdns assets	18 Mi24 or Mi28	
2x Transport Sqdns assets	10 Mi8 or Mi17	

Transport Helicopter Regiment

RHQ	1x HQ(Mi8)	Str.4
2x Transport Sqdns assets	10 Mi8 or Mi17	
2x Transport Sqdns assets	6 Mi6 or Mi26	

Notes: All above costed as 1st Line with T-64, 1x BMP2, and 2x BTR70 Regiments.

SECONDLINE AND WARPAC UNITS

Motor Rifle Division			14800pts
Div.HQ	3x HQ(Truck)	Str.8	
Air Defence Regiment			730pts
	4x 57mm(Truck) (FCR)	Str.6	
Recce Battalion			275pts
BHQ	1x BRDM2	Str.3	
1x Recce Co.	4x BRDM2	Str.4	
1x Recce Co.	2x PT76	Str.3	
A/T Battalion			310pts
3x Cos.	1x T-12(Truck)	Str.6	

Engineer Battalion
as in 1st Line Division.

775pts

Maintenance Battalion

1x ARV(T55)

Str.4

70pts

Artillery Regiment

785pts

RHQ

1x HQ(BTR60PA) (5AR)

Str.6

2x Artillery Bns.

3x 122mm D-30(Truck)

Str.6

1x Artillery Bn.

3x 152mm D-20(Truck)

Str.6

1x SSM Bn.

1x FROG7

Str.4

1x MRL Bn.

3x BM21

Str.6

3x Motor Rifle Regiments

BTR50PK 2325pts BTR60PB 2590pts

RHQ

1x HQ(BTR)

Str.6

1x BRDM2

Str.4

Maintenance Co.

1x ARV(T55)

Str.3

A/T Co.

3x BRDM2S

Str.3

Artillery Btty

1x 122mm D-30(Truck)

Str.6

Recce Co.

1x PT76

Str.3

1x BRDM2

Str.4

A.A.Co.

1x ZSU23-4

Str.4

1x SA-9

Str.4

Engineer Co.

as 1st Line

3x Motor Rifle Battalions

BTR50PK 460pts BTR60PB 545pts

3x Infantry Cos.

1x Inf(BTR)

Str.9

1x Mortar Co.

1x 120mmM(Truck)

Str.6

1x Heavy Weapon Plt

1x H.W.(BTR)

Str.4

1x Tank Regiment

T62A

4255pts

RHQ

1x HQ(BTR50)

Str.4

1x MBT

Str.5

1x BRDM2

Str.4

1x SA7(Truck)

Str.5

3x Tank Battalions

T62A

755pts

3x Cos.

2x MBT

Str.5

1x Motor Rifle Battalion

460pts

as in Motor Rifle Regiment in BTR50

Support units as in Motor Rifle Regiment, but no A/T Co.

770pts

Note: This is a typical secondline Division and it maybe equipped with anything in between the two types. Pointed as Morale Grade 4.

Whilst being organised as above several of the Warpac Armies field their own equipment as follows:-

Czechoslovakia

OT-64A/C replaces BTR60

OT-62A/B replaces BTR50/BMP

INF(OT-65A) replaces BRDM2

Regimental AA units may have 2x M53/59 Str.4

Divisional AA maybe twin 30mm(Truck) Str.6

Hungary

PSVH-IV may replace BTR60

D-44 85mm gun replaces T-12

INF(FUG) replaces BRDM2

Poland

OT64A/C replaces BTR60

OT62C replaces BTR50

D-44 85mm gun replaces T-12

INF(FUG) replaces BRDM2

East German

AA Co. may have 2x ZSU57-2 Str.3

PART 3

Equipment Data Charts

This part details all the equipment used by the formations given in the Organisation Charts, plus some additional vehicles etc. which maybe substituted.

VEHICLE - Common name of vehicle or troop type

MAIN GUN - Calibre of gun (for information only). (H) denotes HEAT type round.

TYPE - main function of vehicle.

ACCC - Armoured Command and Control
ADG - Air Defence Gun
ADM - Air Defence Missile
APC - Armoured Personnel Carrier
ARV - Armoured Recovery Vehicle
AVLB - Armoured Vehicle Launched Bridge
AVR - Armoured Vehicle Reconnaissance
CEV - Combat Engineer Vehicle
INF - Infantry
LT - Light Tank

MBT - Main Battle Tank
MICV - Mechanised Inf. Combat Vehicle
MRL - Multiple Rocket Launcher
SPG - Self Propelled Gun
SPH - Self Propelled Howitzer
SPM - Self Propelled Mortar
SSM - Surface to Surface Missile
TDG - Tank Destroyer, Gun
TDM - Tank Destroyer, Missile
TR - Soft Transport

COST - cost of 1 Strength Point.

MOVE - movement rate and target aspect.

VHM - very high mobility
HM - high mobility
SM - standard mobility
LM - low mobility
TM - truck mobility
IM - infantry mobility

VL - very large target aspect
L - large target aspect
S - small target aspect
VS - very small target aspect
M - Mastsight
O - open topped

MODE - allowable modes

T - Travel
D - Dispersed

NF - night fighting equipment

T - Thermal Imaging
II - Image Intensifying
IR - Infra Red

NOTES - vehicle or troops equipment

A - Amphibious
B - Stabilised
G - Smoke Generators

N - NBC equipment
S - Smoke Dischargers

DEF - armoured defence value, S- Soft

MIS - number of rounds of missile fire per turn.

CAE - close assault effectiveness, top line A/T, bottom line Soft.

OPR - opportunity fire range - top line A/T, bottom line Soft.
C - close assault only.

3-40 - ranges in centimetres, top line A/T, bottom line Soft.

A - Anti-aircraft only
DG - Dead ground
I - Indirect fire, see artillery charts.

AMERICAN ONE

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
M1 ABRAMS 105mm	MBT 49	VHM/VS ALL	T BSGN	14C	17 8	20 15	19 8	18 5	17 3	16 3	14 2	12 2	10	6
M1A1 ABRAMS 120mm	MBT 51	VHM/VS ALL	T BGSN	15C	19 9	25 15	21 9	20 8	19 5	18 4	16 3	15 3	13 2	7
M60A3 105mm	MBT 37	SM ALL	T BGSN	9	17 8	20 15	19 7	18 5	17 3	16 3	13 2	11 2	8	4
M48A5 105mm	MBT 21	SM ALL	R	7	16 8	15 10	18 7	17 5	13 3	11 3	9 2	7 2	5	
M901 TOW (H)	TDM 34	HM/M T,D	T SA	1 4	15 2	25 C	18 2	24	25	25	25	25	23	
M2 BRADLEY 25mm TOW (H)	MICV 28	VHM/S ALL	T BSGAN	5S 2	9 5 12	10 6 25	8 4 18	7 4 24	6 3 25	5 2 25	3 2 25	2 2 25	25	23
M3 DENVERS 25mm TOW (H)	AVR 31	VHM/S ALL	T BSGAN	5S 3	9 4 12	10 6 25	8 4 18	7 4 25	6 3 25	5 2 25	3 2 25	2 2 25	25	23
M113A3 12.7mm	APC 12	HM ALL	I SA	1	6 3	3 3	5 2	4 2	2					
M577 MG	ACCC 9	HM/L T,D	R A	1	1 2	C C	2							
M163 20mmG	ADG 13	HM T,D	R A	1	8 5	6 6	7 4	6 3	5 2	4 2	2			
M48 CHAPARRAL	ADM 23	HM T,D	R A	S 2	0 0	0 0	A							
SGT. YORK 2x 40mm	ADG 24	SM T,D	I BS	3	9 6	10 10	8 5	7 4	6 3	5 3	4 2	3	2	
M728 165mm (H)	CEV 23	SM T,D	R S	8	20 10	6 6	20 10	16 9	11 6	10 5				
M9 ACE MG	CEV 11	SM T,D	R A	2	1 2	C C	2							
M125A3 81mm	SPM 15	HM T,D	R A	1	6 3	3 3	5 2	4 2/I	2 I					
M106A2 107mm	SPM 15	HM T,D	R A	1	6 3	3 3	5 2	4 2	2 I					
M60	AVLB 12	SM/VL T,D	R	5	0 0	0 0								
M109A2 155mm (H)	SPH 24	SM T,D	R	1	10 10	10 10	15 I	13	9					
M110A2 203mm	SPH 24	SM/O T,D	R	1	0 0	0 0	I							
MRLS 227mm	MRL 33	HM T,D	R	1	0 0	0 0	DG							
PATRIOT (FCR)	ADM 55	HM/L T,D	R	1 2	0 0	0 0	A							

AMERICAN TWO

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
TRUCK 6X6	TR 7	TM ALL	R	S										
HUMMER 4X4 (40mmGL)	TR 9/12	VHM/S ALL	R	S	8 5	6 6	6 4	5 3	4 2					
M151 JEEP 4X4 (MG)	TR 8	HM/VS ALL	R	S	1 2	C C	2							
INFANTRY														
INF(M2) AT4	INF	IM ALL	I N	S	16 5	3 3	9 4	7 2	2					
DRAGON (H)	10			2	8	6	10	14	15					
INF(M113)M72	INF	IM ALL	I N	S	12 4	C 3	6 3	2	2					
DRAGON (H)	9			2	8	6	10	14	15					
ENGINEERS FLAME/M72	INF 7	IM ALL	I SN	S	16 6	C 3	6 3	2	2					
HQ M72	INF 8	IM ALL	I N	S	10 3	C C	5 3	2						
M88 12.7mm	ARV 15	SM T,D	R	5	6 3	3 3	5 2	4 2	2					
M578 12.7mm	ARV 9	SM T,D	R	1	6 3	3 3	5 2	4 2	2					

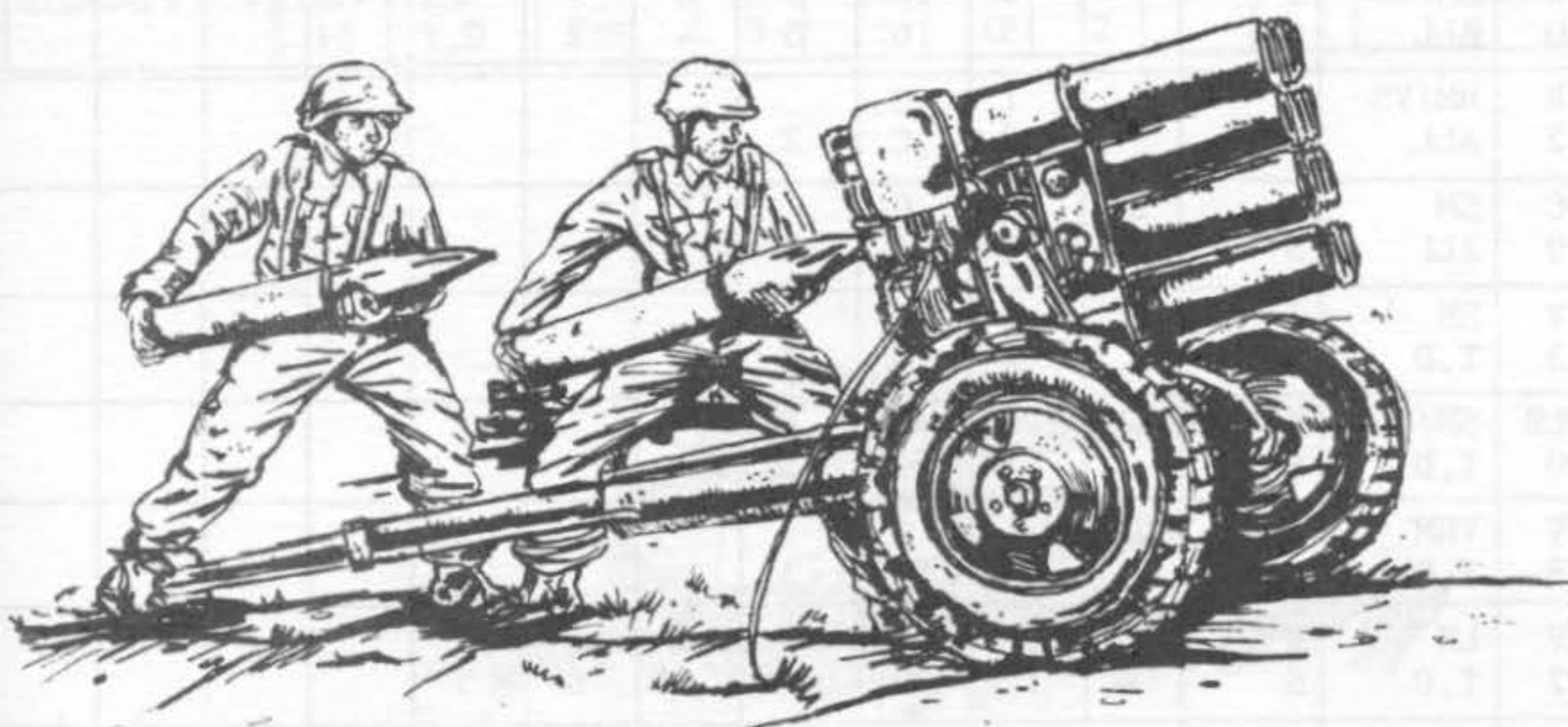


BELGIAN ONE

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
LEOPARD 1 105mm	MBT 32	HM/S ALL	I BSN	6	16 7	20 15	18 6	17 5	15 3	12 3	10 2	8 2	7	4
SCORPION 76mm (H)	AVR 23	VHM/VS ALL	I SAN	2	12 5	6 6	12 6	10 4	8 3	5 2	2 2	2		
SCIMITAR 30mm	AVR 21	VHM/VS ALL	I SAN	2	8 5	10 6	9 5	8 4	7 2	5 2	4	2		
STRIKER SWINGFIRE(H)	TDM 39	VHM/VSM T,D	I SAN	2	8 4	25 2	15 C	20 2	27	27	27	27	27	25
SPARTAN MG	APC 17	VHM/VS ALL	I SAN	2	1 2	C C	2							
KANNONE 90mm (H)	TDG 22	HM/S T,D	I SN	5	12 6	15 10	15 8	14 6	12 4	10 3	7 2	5 2	3	
AIFV 25mm	MICV 20	HM ALL	I SAN	2S	8 4	10 6	7 4	6 4	5 3	4 2	2			
M113A2 12.7mm	APC 13	HM ALL	I AN	1	6 3	3 3	5 2	4 2	2					
M75 12.7mm	APC 10	HM/L ALL	R	1	6 3	3 3	5 2	4 2	2					
M577 MG	ACCC 9	HM/L T,D	R A	1	1 2	C C	2							
LEOPARD MG	ARV 18	HM/S T,D	R SN	6	1 2	C C	2							
LEOPARD MG	CEV 18	HM/S T,D	R SN	6	1 2	C C	2							
M48 12.7mm	AVLB 14	SM/VL T,D	R	4	6 3	3 3	5 2	4 2	2					
M125 81mm	SPM 19	HM T,D	R A	1	1 2	C C	2	I						
M106 107mm	SPM 21	HM T,D	R A	1	6 3	3 3	5 2	4 2	2					
M109A2 155mm (H)	SPH 23	SM T,D	R	1	10 10	10 10	15 I	13	9	4				
M110A2 203mm	SPH 25	SM T,D	R	1	0 0	0 0	I							
LANCE	SSM 81	HM/O T,D	R	S	0 0	0 0	DG							
GEPARD 2x35mm	ADG 24	HM T,D	I BSN	2	9 5	10 10	8 4	7 3	5 2	3 2	3 2	2		
TRUCK 6X6	TR 7	TM ALL	R	S	0 0	0 0								
JEEP 4X4	TR 9	HM/VS ALL	R	S	0 0	0 0								

BELGIAN TWO

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
INFANTRY														
INFANTRY BLIND/M72	INF 5	IM ALL	I N	S	12 5	3 3	10 3	6 2	2					
ENGINEER M72/FLAME	INF 8	IM ALL	I SN	S	14 6	3 3	12 3	7 2						
HQ M72	INF 8	IM ALL	I N	S	10 4	C C	7 2	2						
MILAN (H)	INF 12	IM T,D	I SN	S 3	10 3	15 C	12 2	16	17	17	17			



BRITISH ONE

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
CHALLENGER 120mm	MBT 48	HM ALL	T BSN	15C	19 9	25 15	21 9	20 8	19 5	18 4	16 3	15 3	13 2	7
CHIEFTAIN 120mm	MBT 41	SM ALL	I BSN	12	19 9	25 15	21 9	20 8	19 5	18 4	16 3	15 3	13 2	7
SCORPION 76mm (H)	AVR 23	VHM/VS ALL	I SAN	2	12 5	6 6	12 6	10 4	8 3	5 2	2 2	2		
SCIMITAR 30mm	AVR 24	VHM/VS ALL	I SAN	2	8 5	10 6	9 5	8 4	7 2	5 2	4	2		
STRIKER SWINGFIRE(H)	TDM 41	VHM/VS T,D	I SAN	2 4	8 2	25 C	15 2	20	27	27	27	27	27	25
SPARTAN MG	APC 17	VHM/VS ALL	I SAN	2	1 2	C C	2							
SULTAN MG	ACCC 16	VHM/S T,D	I SAN	2	1 2	C C	2							
SAMSON MG	ARV 18	VHM/S T,D	I SAN	2	1 2	C C	2							
MVC80 30mm	MICV 20	VHM ALL	T SN	3	8 5	10 6	9 5	8 4	7 2	5 2	4	2		
Fv432 MG	APC 10	SM ALL	I SN	1	1 2	C 3	2	2						
Fv438 SWINGFIRE(H)	TDM 34	SM/M T,D	T SN	1 4	8 2	25 C	15 2	20	27	27	27	27	27	25
Fv434 MG	ARV 10	SM T,D	I SN	1	1 2	C C	2							
Fv439 MG	ACCC 10	SM T,D	I SN	1	1 2	C C	2							
SAXON MG	APC 11	TM ALL	I S	1	1 2	C C	2							
FOX 30mm	AVR 20	HM/VS ALL	I S	1	8 5	10 6	9 5	8 4	7 2	5 2	4	2		
FERRET MG	AVR 12	HM/VS ALL	R S	1	1 2	C C	2							
SARACEN MG	APC 9	SM ALL	R S	1	1 2	C C	2							
CHIEFTAIN MG	ARV 23	SM T,D	I SN	12	1 2	C C	2							
CHIEFTAIN MG	AVLB 20	SM/VL T,D	I SN	12	1 2	C C	2							
Fv180 MG	CEV 18	VHM T,D	I SAN	2	1 2	C C	2							
CENTURION 165mm (H)	CEV 22	LM T,D	R S	8	20 10	6 10	20 10	16 9	11 6	10 5				
TR-1 RAPIER/MG	ADM 36	HM T,D	I SN	1 3	1 2	C C	A 2							

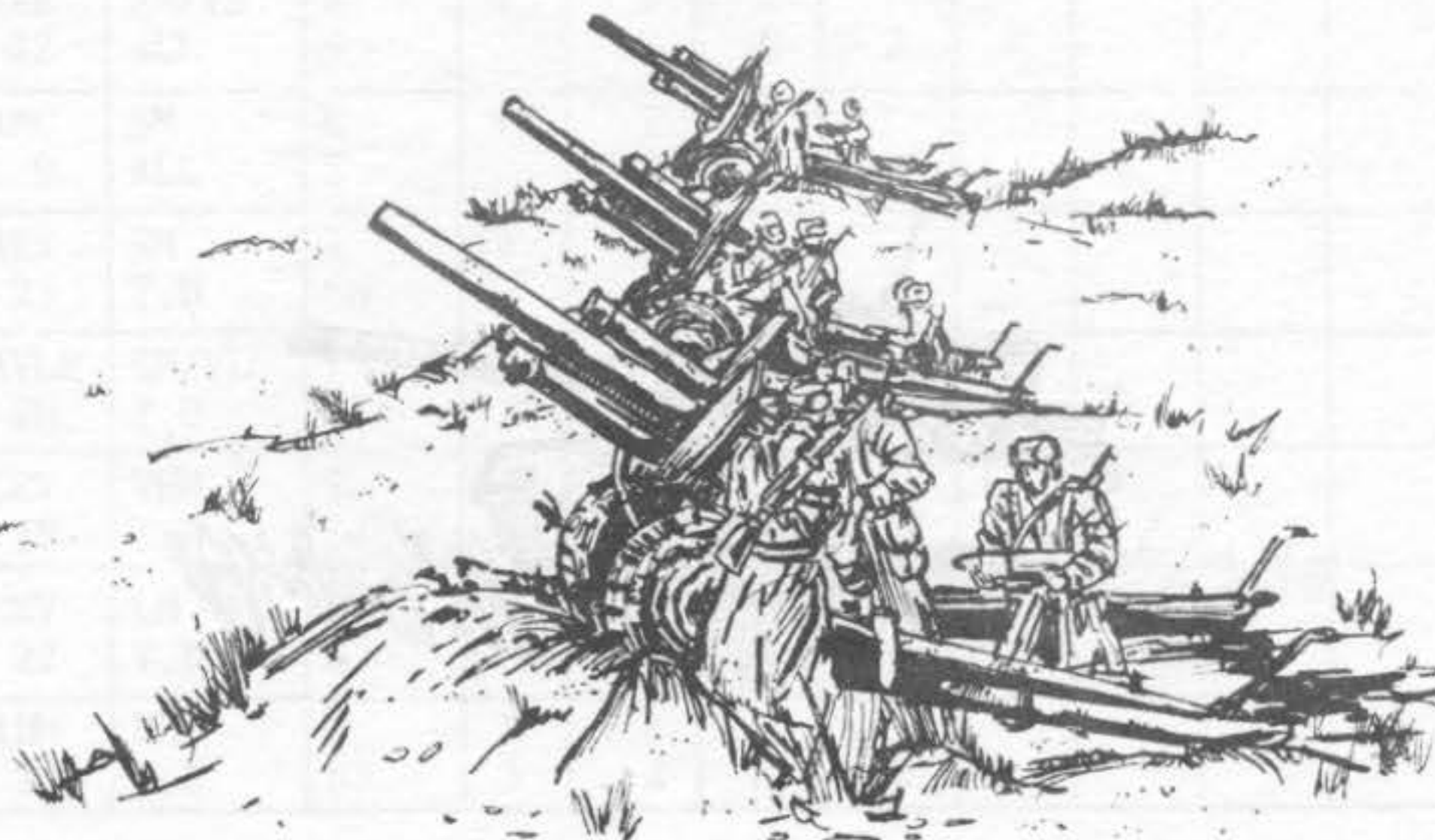
BRITISH TWO

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
M107 175mm	SPG 29	SM/O T,D	R	1	0 0	0 0	DG							
M110A2 203mm	SPH 24	SM/O T,D	R	1	0 0	0 0	DG							
ABBOT 105mm (H)	SPH 24	SM T,D	R SAN	1	10 9	6 10	14 I	13	8	3				
M109A2 155mm (H)	SPH 24	SM T,D	R S	1	10 10	10 10	15 I	13	9	4				
LANCE	SSM 81	HM/O T,D	R	S	0 0	0 0	DG							
Fv432(M) 81mm.	SPM 23	SM T,D	I SAN	1	1 2	C C	2 I							
TRUCK 4X4	TR 7	TM ALL	R	S										
1T LANDROVER 4X4	TR 8	HM/S ALL	R	S										
LANDROVER 4X4	TR 8	HM/VS ALL	R	S										
INFANTRY														
INF(MCV80) LAW80	INF 7	IM ALL	T N	S	18 6	3 3	14 4	10 3	2					
INF(Fv432) C.GUSTAV3M72	INF 6	IM ALL	I N	S	14 5	3 3	12 3	9 2	2					
ENGINEER M72	INF 7	IM ALL	I SN	S	12 6	3 3	9 4	2 2	2					
PIONEER M72	INF 7	IM ALL	I SN	S	12 6	3 3	9 3	2 2	2					
HQ M72	INF 8	IM ALL	I N	S	10 4	C C	7 2	2						
MILAN (H)	INF 13	IM T,D	T SN	S 3	10 3	15 C	12 2	16	17	17	17			



CANADA ONE

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
LEOPARD C.1 105mm	MBT 34	HM/S ALL	I SAN	7S	16 7	20 15	18 6	17 5	15 3	12 3	10 2	8 2	7	4
LYNX 12.7mm	AVR 11	HM/S ALL	R SA	1	6 4	3 3	5 3	4 2	2					
M113A1 12.7mm	APC 12	HM ALL	R A	1	6 3	3 3	5 2	4 2	2					
M577A1 MG	ACCC 9	HM/L ALL	R A	1	1 2	C C	2							
M150 TOW (H)	TDM 29	HM/S T,D	I A	1 4	12 3	25 3	18 2	24 2	25	25	25	25	25	23
M125A1 81mm	SPM 19	HM T,D	R A	1	6 3	3 3	5 2	4 2	2 I					
M109A2 155mm	SPH 24	SM T,D	R	1	10 10	10 10	15 I	13	9	4				
LEOPARD MG	ARV 19	HM/S T,D	I SN	6	1 2	C C	2							
LEOPARD MG	AVLB 16	HM/VL T,D	I SN	5	1 2	C C	2							
TRUCK 6X6	TR 6	TM ALL		S										
ILTIS 4X4	TR 9	HM/S ALL	R	S										
INFANTRY														
INFANTRY C.GUSTAV/M72	INF 6	IM ALL	I N	S	14 5	3 3	12 4	9 2	2					
ENGINEERS FLAME/M72	INF 7	IM ALL	I SN	S	16 7	C 3	6 3	2						
HQ M72	INF 8	IM ALL	I N	S	6 3	C C	4 2							



DANISH ONE

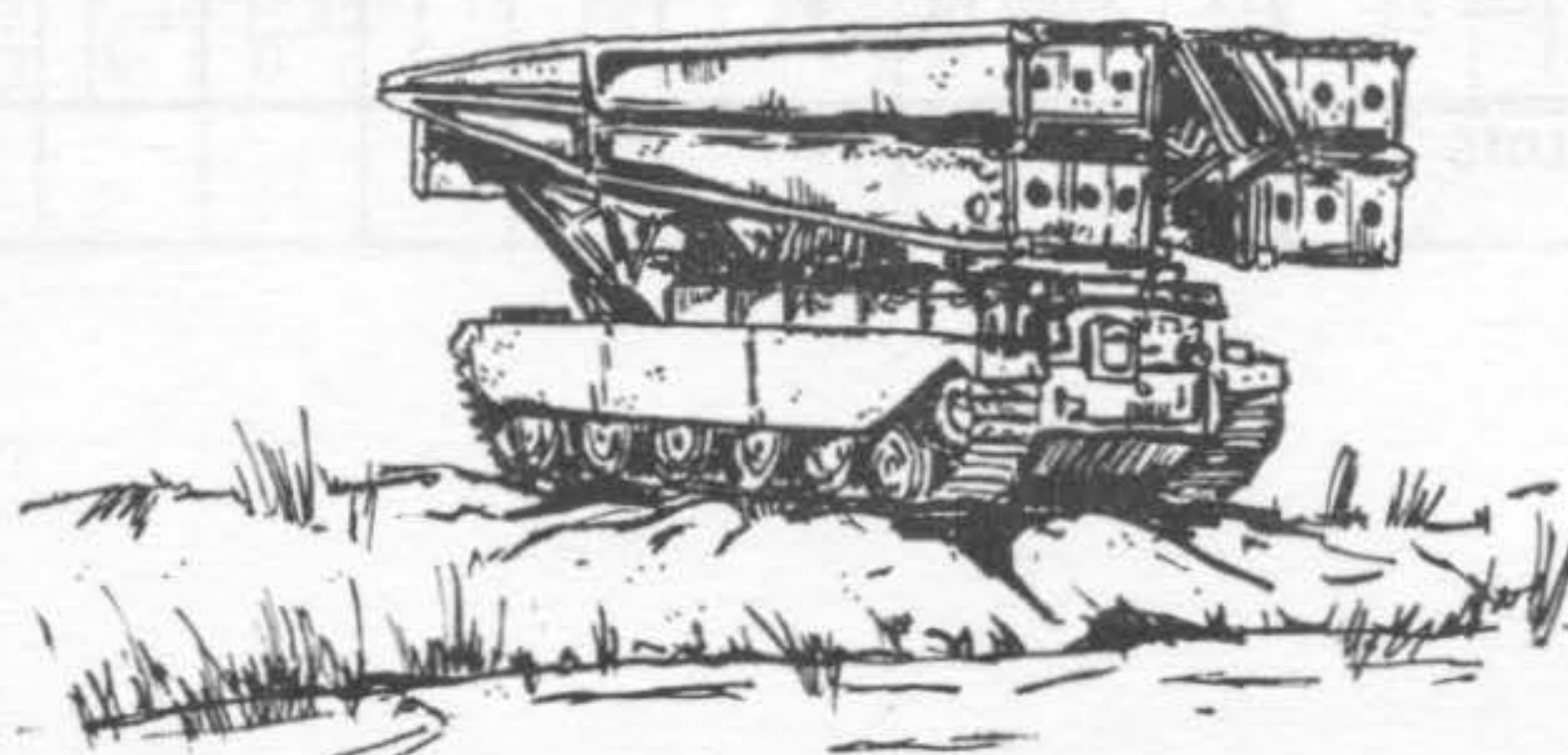
VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
LEOPARD 1A3 105mm	MBT 32	HM/S ALL	I BSN	7S	16 7	15 10	18 6	17 5	13 3	11 3	9 2	7 2	5	
CENTURION 105mm	MBT 28	SM ALL	R BS	6	16 7	20 10	18 6	17 5	14 3	12 3	10 2	8 2	7	4
M113 12.7mm	APC 11	HM ALL	R A	1	6 3	3 3	5 2	4 2	2					
M41 76mm	LT 16	HM/S ALL	R SN	3	9 4	10 6	11 4	9 3	8 3	6 2	5 2	3		
LEOPARD MG	ARV 19	HM/S T,D	I SN	6	1 2	C C	2							
M109 155mm (H)	SPH 22	SM T,D	R	1	10 10	10 10	15 I	13	9	4				
M125 81mm	SPM 19	HM T,D	R A	1	6 3	3 3	5 2	4 I	2					
TRUCK 6X6	TR 6	TM ALL		S										
JEEP 4X4	TR 8	HM/VS ALL	R	S										
INFANTRY														
INF(M113) C.GUSTAV/M72	INF 4	IM ALL	R N	S	13 4	3 3	11 3	5 2	2					
INF(OTHER) BAZ	INF 3	IM ALL	R	S	6 4	C 3	5 3	2	2					
ENGINEERS M72/FLAME	INF 7	IM ALL	I SN	S	10 5	C 3	6 3	2	2					
HQ M72	INF 8	IM ALL	I N	S	6 3	C 3	4 2	2						
TOW (H)	INF 16	IM T,D	I N	S 3	10 3	25 2	14 2	23	25	25	25	25	25	23
106mmRCL 106mm (H)	INF 7	IM T,D	R N	S	18 6	6 3	18 6	12 5	8 3	2				

DUTCH ONE

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
LEOPARD 2 120mm	MBT 49	VHM/S ALL	T BSN	13C	19 8	25 15	21 8	20 7	19 5	18 4	16 3	15 3	13 2	7
LEOPARD 1-V 105mm	MBT 33	HM/S ALL	I BSN	7S	17 7	15 10	19 6	18 5	15 3	13 3	10 2	8 2	6	
LEOPARD 1 105mm	MBT 30	HM/S ALL	I BSN	6	16 7	15 10	18 6	17 5	13 3	11 3	9 2	7 2	5	
CENTURION 105mm	MBT 26	SM ALL	R BS	6	16 7	15 10	18 6	17 5	13 3	11 3	9 2	7 2	5	
YPR765 25mm	MICV 20	HM ALL	I SAN	2S	8 4	10 6	7 4	6 3	5 2	4 2	2			
YPR765COM 12.7mm	ACCC 17	HM ALL	I SAN	2S	6 3	3 3	5 2	4 2	2					
YPR765TOW TOW (H)	TDM 37	HM/M T,D	SAN SAN	2S 4	10 2	25 C	14 2	23	25	25	25	25	25	23
YP408 12.7mm	APC 11	HM ALL	R S	1	6 3	3 3	5 2	4 2	2					
M113 12.7mm	APC 12	HM ALL	I A	1	6 3	3 3	5 2	4 2	2					
M577 MG	ACCC 10	HM/L T,D	I A	1	1 2	C C	2							
M113 C&R 25mm	AVR 16	HM/S ALL	R SA	1	8 4	10 6	7 4	6 4	5 3	4 2	2			
AMX-13/105 105mm (H)	TDG 23	HM ALL	R S	3	19 8	15 15	18 8	16 5	13 4	11 3	8 3	6 2	3	
CAESAR 2x 35mm	ADG 24	HM T,D	I BSN	2	9 5	10 10	8 4	7 3	5 2	3 2	3 2	2		
LEOPARD MG	ARV 18	HM/S T,D	R SN	6	1 2	C C	2							
CENTURION MG	ARV 15	SM T,D	R S	6	1 2	C C	2							
LEOPARD MG	AVLB 16	HM/VL T,D	I SN	5	1 2	C C	2							
LEOPARD MG	CEV 19	HM/S T,D	I SN	6	1 2	C C	2							
TRUCK 6X6	TR 7	TM ALL	R	S										
JEEP 4X4 (MG)	TR 8	HM/VS ALL	R	S	1 2	C C	2							

DUTCH TWO

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
M106 107mm	SPM 19	HM T,D	R A	1	6 2	3 C	5 2	4 I	2					
M107 175mm	SPG 29	SM/O T,D	R	1	0 0	0 0	DG			I				
M109A2 155mm	SPH 24	SM/O T,D	R	1	10 10	10 10	15 I	13	9	4				
M110/M110A2 203mm	SPH 23/25	SM/O T,D	R	1	0 0	0 0	DG			I				
LANCE	SSM 81	HM/O T,D	R	S	0 0	0 0	DG							
INFANTRY														
INF(AIFV) C.GUSTAV/M72 DRAGON (H)	INF 11	IM ALL	I N	S 1	14 5 8	3 3 6	12 3 10	9 2 14	2 15					
INF(OTHER) C.GUSTAV/M72	INF 5	IM ALL	R N	S	14 4	3 3	12 3	9 2	2					
HQ M72	INF 8	IM ALL	I N	S	10 4	C C	7 2	2						
ENGINEERS FLAME/M72	INF 8	IM ALL	I SN	S	16 6	3 3	12 4	9 2	2					



FRENCH ONE

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
AMX-30B2 105mm	MBT 31	HM/S ALL	I SN	5	20 9	20 15	19 9	18 6	16 4	15 3	13 3	11 2	8 2	4
AMX-30 105mm	MBT 27	HM/S ALL	R SN	5	19 9	15 15	18 9	17 6	14 4	12 3	10 3	8 2	5 2	
AMX-10RC 105mm	AVR 30	HM/S ALL	I SN	3	19 8	20 15	18 8	17 5	15 4	13 3	11 3	9 2	7 2	3
AMX-10P 20mm	MICV 19	HM/S ALL	I SAN	2	8 6	10 6	7 5	6 3	5 2	4 2	2			
AMX-10SAO MG	ACCC 15	HM/S ALL	T SAN	2	1 2	C C	2	2						
AMX-VCI 12.7mm	MICV 12	HM ALL	R N	2	6 3	3 3	5 2	4 2	2					
VAB MG	APC 13	TM ALL	I AN	1	1 2	C C	2							
VAB/HOT HOT (H)	TDM 33	TM/S ALL	I AN	1 4	12 0	30 0	16	25	27	27	27	27	27	27
VBL (12.7mm)	AVR 17	HM/VS ALL	I AN	1	6 3	3 3	5 2	4 2	2					
AMX-13DCA 2x 30mm(FCR)	ADG 20	HM T,D	R S	1	9 5	10 10	8 4	7 3	5 2	3 2	2 2	2		
AMX30 ROLAND (FCR)	ADM 31	HM/O T,D	R S	1 4	0 0	0 0	A							
GCT 155mm	SPH 31	HM/L T,D	I N	1	6 3	3 3	5 2	4 2	2 I					
F3 155mm	SPH 25	HM/O T,D	R	1	0 0	0 0	DG		I					
VAB/PM 81mm	SPM 23	TM T,D	R AN	1	6 3	3 3	5 2	4 I	2					
AMX-30 MG	CEV 18	HM/S T,D	I SN	5	1 2	C C	2							
AMX-30 MG	ARV 18	HM/S T,D	I SN	5	1 2	C C	2							
TRUCK 4X4	TR 7	TM ALL	R	S										
P3 JEEP (MG)	TR 8	HM/VS ALL	R	S	1 2	C C	2							
GALLOIS	VLB 7	LM/L T,D	R	S										

FRENCH TWO

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
INFANTRY														
INF(AMX10P) LRAC MILAN (H)	INF 13	IM ALL	I N	S 1	12 5 10	3 3 15	10 4 12	8 3 16	2 17	17	17			
INF(VAB) LRAC	INF 6	IM ALL	I N	S	16 4	3 3	14 4	10 3	2					
ENGINEER LRAC	INF 8	IM ALL	I SN	S	14 6	3 3	10 4	8 3	2					
HQ	INF 7	IM ALL	I N	S	1 2	C C	2							
MILAN (H)	INF 12	IM T,D	I N	S 3	10 3	15 C	12 2	16	17	17	17			

WEST GERMAN TWO

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
INFANTRY														
INF(MARDER) PZF44	INF 5	IM ALL	I	S	8 6	3 3	6 4	3	2					
INF(M113) C.GUSTAV	INF 8	IM ALL	I	S	14 5	3 3	12 4	9 3	2					
PARA ARMBRUST	INF 5	IM ALL	I	S	10 6	3 3	8 5	2	2					
ENGINEERS FLAME/ARM	INF 7	IM ALL	I S	S	10 6	3 3	8 5	2	2					
HQ PZF44	INF 8	IM ALL	I	S	6 3	C C	4 3	2						
MILAN (H)	INF 13	IM T,D	T	S 3	10 3	15 C	12 2	16	17	17	17			
TOW (H)	INF 17	IM T,D	T	S 3	10 3	25 C	14 2	23	25	25	25	25	25	23

WEST GERMAN ONE

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
LEOPARD 2 120mm	MBT 49	VHM/S ALL	T BSN	13C	19 8	25 15	21 8	20 7	19 5	18 4	16 3	15 3	13 2	7
LEOPARD 1A4 105mm	MBT 32	HM/S ALL	I BSN	7S	16 7	15 10	18 6	17 5	13 3	11 3	9 2	7 2	5	
LUCHS 20mm	AVR 20	HM/S ALL	I SAN	2	8 5	10 6	7 4	6 3	5 2	4 2	2			
MARDER 20mm MILAN (H)	MICV 25	HM/S ALL	I SN	4 1	8 6 10	10 6 15	7 5 12	6 3 16	5 2 17	4 2 17	2 2 17			
M113 MG	APC 10	HM ALL	R SA	1	1 2	C C								
TPZ-1 MG	APC 13	HM ALL	I SAN	1	1 2	C C								
M577 MG	ACCC 12	HM/L T,D	I SAN	1	1 2	C C								
JAGUAR I HOT (H)	TDM 38	HM/S T,D	T SN	4S 4	12 3	30 C	16 2	25	27	27	27	27	27	27
JAGUAR II TOW (H)	TDM 36	HM/S T,D	T SN	5S 4	10 2	25 C	14 2	23	25	25	25	25	25	23
GEPARD 2x 35mm	ADG 24	HM T,D	I BSN	2	9 5	10 10	8 4	7 3	5 2	3 2	3 2	2		
MARDER ROLAND	ADM 35	HM T,D	R SN	3 3	0 0	0 0	A							
M113/120 120mm	SPM 24	HM T,D	R SA	1	1 2	C C	2	DG	I					
M109G 155mm (H)	SPH 24	SM T,D	R S	1	10 10	10 10	15 I	13	9	4				
M110A2 203mm	SPH 25	SM/O T,D	R	1	1 0	C 0	DG			I				
LARS 110mm	MRL 22	TM/L T,D	R	S	0 0	0 0	DG							
LANCE	SSM 81	HM/O T,D	R	S	0 0	0 0	DG							
LEOPARD MG	AVLB 16	HM/VL T,D	I SN	5	1 2	C C	2							
LEOPARD MG	CEV 19	HM/S T,D	I SN	6	1 2	C C	2							
LEOPARD MG	ARV 19	HM/S T,D	I SN	6	1 2	C C	2							
TRUCK 6X6	TR 7	TM ALL	R	S										
ILTIS 4X4 (MG)	TR 9	TM ALL	R	S	1 2	C C	2							
KRAKA 4X4 (20mm)	TR 5/10	LM/VS ALL		S	7 6	10 6	6 5	5 3	4 2	3 2	2			
M2 MG	VLB 6	LM/L T,D	R	S	1 2	C C	2							

U.S.S.R. ONE

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
T-74/T-80 125mm	MBT 42	HM/S ALL	I BSG	12S	18 9	15 10	20 9	19 8	17 6	16 4	15 3	13 3	11 2	7
T-72 125mm	MBT 39	HM/S ALL	I BG	11	18 9	15 10	20 9	19 8	17 6	16 4	15 3	13 3	11 2	7
T-64 125mm	MBT 40	HM/S ALL	I BSG	11	18 9	15 10	20 9	19 8	17 6	16 4	15 3	13 3	11 2	7
T-64B/T-80B 125mm/kobra	MBT 45	HM/VS ALL	I BSG	12S 4	18 9	25 10	20 9	19 8	17 6	17 4	17 3	17 3	17 2	17
T-62A 115mm	MBT 28	SM ALL	R BG	9	16 8	10 10	18 8	17 7	15 5	13 3	9 2	7 2	6	3
T-62M 115mm	MBT 30	SM ALL	I BG	9	16 8	10 10	19 8	18 7	16 5	14 3	11 2	9 2	8	5
T-55A 100mm (H)	MBT 23	SM ALL	R G	8	14 8	10 10	16 8	14 7	11 5	9 3	7 2	5 2	3	
T-55M 100mm (H)	MBT 25	SM ALL	R G	8	14 8	10 10	16 8	15 7	13 5	11 3	9 2	6 2	4	
PT-76B 76mm (H)	LT 13	SM/L ALL	R GA	1	8 3	6 6	10 6	7 4	6 2	5 2	3	2		
ASU-85 85mm (H)	TDG 18	SM/L T,D	I S	3	10 6	10 6	14 7	12 6	9 4	7 3	6 2	4	2	
BMP-2 30mm	MICV 18	HM/S ALL	R SGA	2	7 5	6 6	8 5	7 4	6 2	5 2	4	2		
BMP-1 73mm (H) SAGGER (H)	MICV 24	HM/S ALL	R GA	2 1	11 4	6 6	13 4 20	9 3 5	6 3 9	5 2 13	4	13	13	12
BMP-R 73mm (H)	AVR 18	HM/S ALL	R GA	2	11 4	6 6	13 4	9 3	6 3	5 2	4			
BMD 73mm (H) SAGGER (H)	MICV 25	HM/S ALL	R GA	1 1	11 5	6 6	13 5 20	9 4 5	6 3 9	5 2 13	4	13	13	12
BTR-70 14.5mm	APC 11	HM ALL	R AS	1	6 3	3 3	6 3	4 2	3 2					
BTR-60PB 14.5mm	APC 10	HM ALL	R A	1	6 3	3 3	6 3	4 2	3 2					
BRDM-2 14.5mm	AVR 12	HM/S ALL	R A	1	6 3	3 3	6 3	4 2	3 2					
MT-LB MG	APC 11	HM/S ALL	R GA	1	1 2	C C	2	2						
BRDM-2S SAGGER (H)	TDM 21	HM/S T,D	R A	1 4	2 1	20 C	0	5	9	13	13	13	12	
BRDM-3 SPANDREL (H)	TDM 23	HM/S T,D	R A	1 4	2 1	20 C	12	17	17	17	17	17	15	
T-55 12.7mm	ARV 19	SM T,D	R G	8	6 4	3 3	5 3	4 2	2					
MTU-55	AVLB 13	SM/VL T,D	R G	5	0 0	0 0								

U.S.S.R. TWO

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
ZSU23-4 4x 23mm	ADG 16	SM T,D	R	1	6 7	6 6	7 7	6 6	4 4	3 3	2 2			
SA-4 GANEF	ADM 29	SM/LO T,D	R	1 1	0 0	0 0	A							
SA-6 GAINFUL	ADM 40	SM/O T,D	R	1 2	0 0	0 0	A							
SA-8 GECKO	ADM 39	HM/O T,D	R A	1 3	0 0	0 0	A							
SA-9 GASKIN	ADM 27	HM T,D	R A	1 2	0 0	0 0	A							
SA-11 GADFLY	ADM 38	SM/O T,D	R	1 2	1 2	C C	A 2							
SA-13 GOPHER	ADM 28	HM T,D	R A	1 3	1 2	C C	A 2							
ACRV2 12.7mm	ACCC 13	HM ALL	I A	1	6 4	3 3	5 3	4 2	2					
VASELIK 82mm	SPM 21	HM T,D	R A	1	1 2	C C	I							
2S1 SAU-122 122mm (H)	SPH 23	HM T,D	R A	1	11 10	6 10	13 9	9 8	5 8	7	I			
2S3 SAU-152 152mm (H)	SPH 24	SM T,D	R	1	12 11	6 10	15 10	10 9	6 9	8	I			
2S5 M1975 152mm	SPG 26	SM/O T,D	R	1	0 0	0 0	DG		I					
2S4 S0-203 203mm	SPH 25	SM/O T,D	R	1	0 0	0 0	DG			I				
BM-21 122mm	MRL 26	TM/L T,D	R	S	0 0	0 0	DG							
BM-27 220mm	MRL 38	SM/L T,D	R	S	0 0	0 0	DG							
FROG-7	SSM 63	SM/LO T,D	R	S	0 0	0 0	DG							
SS-21	SSM 68	SM/O T,D	R	1	0 0	0 0	DG							
GMZ/IMR 12.7mm	CEV 18	SM T,D	R G	7	6 4	3 3	5 3	4 2	2					
PTS-M	TR 6	SM/L ALL	R A	S	0 0	0 0								
GSP	FERRY 7	SM/VL T,D	R A	S	0 0	0 0								
TRUCK	TR 6	TM ALL		S	0 0	0 0								

U.S.S.R. THREE

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
INFANTRY														
INF(BMP2) RPG16/18 SPIGOT	INF 12	IM ALL	R N	S 1	14 7 8	3 3 15	12 6 12	10 3 14	2 15	15	15			
INF(BTR/BMP) RPG7V	INF 4	IM ALL	R N	S	9 6	3 3	6 5	4 2	2					
H.W.(BMP) G/L,SA7	INF 7	IM ALL	I N	S 1	6 4	6 6	5 5	4 4	3 3	2				
H.W.(BTR)SA7 SPG9,SAGGER	INF 14	IM ALL	I N	S 1/3	9 4	20 6	13 5	11 4	9 3	13 2	13	13	12	
HQ RPG7	INF 8	IM ALL	I N	S	8 4	C C	3 3	2 2						
ENGINEERS FLAME/RPG	INF 7	IM ALL	I SN	S	12 7	3 3	6 4	4 2	2					

WARPAC

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
BTR50PK MG	APC 7	SM/L ALL	R A	1	1 2	C C	2							
BTR60PA 12.7mm	APC 11	HM ALL	R A	1	6 3	3 3	5 2	4 2	2					
OT-64A	APC 10	HM/L ALL	R A	1	0 0	0 0								
OT-64C 14.5mm	APC 12	HM/L ALL	R A	1	6 3	3 3	6 3	4 2	3 2					
OT-62A	APC 10	SM ALL	R AG	1	0 0	0 0								
OT-62B 82mmRCL	APC 14	SM ALL	R AG	1	9 3	3 3	8 3	6 2	3					
OT-62C 14.5mm	APC 12	SM ALL	R AG	1	6 3	3 3	6 3	4 2	3 2					
OT-65A 82mmRCL	AVR 13	HM/S ALL	R A	1	9 3	3 3	8 3	6 2	3					
PSVH-IV 14.5mm	APC 12	HM ALL	R A	1	6 3	3 3	6 3	4 2	3 2					
FUG MG	AVR 10	HM/S ALL	R A	1	1 2	C C	2							
ZSU57-2 2x 57mm	ADG 13	SM/O T,D	R	1	10 6	10 10	9 5	8 4	7 3	6 2	5 2	4	2	
M53/59 2x 30mm	ADG 12	TM/O T,D	R	1	9 5	10 10	8 4	7 3	5 2	3 2	2 2	2		

ARTILLERY NOTES

These are given where it is different from ground equipment notes.

TYPE	- gun type and whether a SP model exists.
G	- Gun
H	- Howitzer
M	- Mortar
APU	- Auxiliary Power Unit (allows it to move at IM speed)
RANGE	- in centimetres, first number is minimum range, second maximum.
RAP	- maximum range with Rocket Assisted Projectiles.
AMMO	- ammunition types available, note unlimited supply of HE, plus smoke and illumination if listed. Others require special supply.
B	- Bomblet
C	- Chemical
G	- Guided (CLGP)
I	- Illumination
M	- Minelet
N	- Nuclear
S	- Smoke
INDIRECT	- fire values
V	- Visually spotted range
E	- Effective range, two thirds of maximum
M	- Maximum range

NATO ARTILLERY

ARTILLERY UNIT	TYPE COST	RANGE RAP	AMMO NOTES	INDIRECT			CAE	OP. FR.	DIRECT A/T FIRE						
				V	E	M			3	6	10	15	20	25	30
M125A3 81mm	SPM	3-50	IS	7	6	4	0 0	0 0							
M125 81mm	SPM	2-40	IS	6	5	3	0 0	0 0							
M106 107mm	SPM	6-50	CIS	7	5	4	0 0	0 0							
M113/120 120mm	SPM	5-56	S	8	7	5	0 0	0 0							
120mm	M 16	11-75 115	S	8	7	5	0 0	0 0							
81mm	M 12	2-50	IS	7	6	4	0	0							
MRLS 227mm	MRL	100-300	BMS	0	10	10	0 0	0 0							
LARS 110mm	MRL	40-140	MS	0	9	9	0 0	0 0							
LANCE	SSM	100- 1100	N	0	10	10	0 0	0 0							
PLUTON	SSM	100- 1200	N	0	0	0	0 0	0 0							

NATO ARTILLERY

ARTILLERY UNIT	TYPE COST	RANGE RAP	AMMO NOTES	INDIRECT			CAE	OP. FR.	DIRECT A/T FIRE						
				V	E	M			3	6	10	15	20	25	30
M110A2 203mm	SPH	10-190 260	NCB	9	8	7	0 0	0 0							
M110/M115 203mm	SPH/H -/17	10-150	NCB	9	8	6	0 0	0 0							
M109A2 155mm (H)	SPH	160 210	NCBMG IS	8	7	5	10 10	10 10	15	13	9	4			
M109A3G 155mm (H)	SPH	240 300	BMGIS	8	7	5	10 10	10 10	15	13	9	4			
M109 155mm (H)	SPH	130 170	NCBMG	8	7	4	10 10	10 10	15	13	9	4			
M109G 155mm (H)	SPH	185	BMGIS	8	7	5	10 10	10 10	15	13	9	4			
M198 155mm (H)	H 20	220 300	NCBMG IS	9	7	6	8 8	10 10	15	13	9	4			
M114 155mm (H)	H 15	130	NCBIS	8	7	4	7 7	10 10	15	13	9	4			
GCT 155mm	SPH	235 305	BMIS	9	7	5	0 10	0 10							
F3 155mm	SPH	200 253	IS	8	7	5	0 7	0 10							
FH-70 155mm	H/APU 20	215 270	GISBM	9	7	6	0 8	0 10							
M107 175mm	SPG	15-295		8	7	6	0 0	0 0							
LG/ABBOT 105mm (H)	H/SPH 14/-	155	IS	6	5	4	12 6	6 6	11	10	6	4			
M102 105mm (H)	H 12	105 135	CIS	6	5	3	8 6	6 6	10	7	4				
M101 105mm (H)	H 11	100	CIS	6	5	3	8 6	6 6	10	7	4				
Mod. 56 105mm (H)	H 11	95	IS	6	5	3	10 6	6 6	9	7	4				

WARPAC ARTILLERY

ARTILLERY UNIT	TYPE COST	RANGE RAP	AMMO NOTES	INDIRECT			CAE	OP. FR.	DIRECT A/T FIRE						
				V	E	M			3	6	10	15	20	25	30
2S4 203mm	SPH	100-190 270	NC	9	8	7	0 0	0 0							
2S5 152mm	SPG	100-245 270	NCS	8	7	5	0 0	0 0							
2S3 152mm (H)	SPH	185 270	NCS	8	7	4	10 10	6 10	15	9	4				
2S1 122mm (H)	SPH	140 195	CSI CSI	7	6	4	9 9	6 10	12	6	3				
S-23 180mm	H 20	100-275 400	N	8	7	6	0 0	0 0							
M1976 152mm	G 20	60-240	N NCSI	8	7	5	0 0	0 0							
D-20 152mm	H 16	155 215	NCSI	8	7	5	10 10	6 10	15	9	4				
M-46 130mm	G 19	245 315	IS	7	6	5	12 9	10 10	17	13	11	9	7	4	
D-30 122mm (H)	H 14	140 195	CIS	7	6	4	9 9	6 10	12	6	3				
T-12 100mm	G 13		R				15 8	15 10	17 8	16 7	14 5	13 3	11	9	7
D-44 85mm	G 13	140	R	6	5	3	10 6	10 6	14 7	12 6	9 4	7 3	6 2	4	2
M1943 120mm	M 13	5-50	CS	8	7	5	0 0	0 0							
M1982 82mm	M 10	30	BS	7	6	3	0 0	0 0							
VASELIK 82mm	SPM 12	50	R	8	7	4	0 0	0 0							
FROG7	SSM	50-700	N	0	10	10	0 0	0 0							
SS21	SSM	70-800	N	0	10	10	0 0	0 0							
BM-21 122mm	MRL	100-200	C	0	9	9	0 0	0 0							
BM-27 220mm	MRL	100-400	CBM	0	10	9	0 0	0 0							

HELICOPTER DATA NOTES

These are given where they are different from the ground equipment notes.

- Main Weapons** - Factor for rocket pods or air to air missiles given.
- Move** - VF = Very Fast, F = Fast, M = Mastsight, S = Slow.
- Sortie** - Sortie Value
- NF** - Night Fighting, T = Thermal imaging, II = Image intensifying, IR = Infra Red.
- Pay** - Payload, no. of rounds for attack helicopters or transport value. Helicopters with 2 values may carry both at the same time.
- Type** - AH = Attack, UH = Utility or Assault, OH = Observation, CH = cargo, EH = ECM.
- Combat Value** - Top Line = A/T, Bottom Line = Soft.

HELICOPTER MISSILES

MISSILE	OPR	3	6	10	15	20	25	30	40	60
HELLFIRE	30	-	-	35	35	35	35	35	35	35
TOW	25	14	23	25	25	25	25	25	23	-
HOT	30	16	25	27	27	27	27	27	27	-
SAGGER	20	-	5	9	13	13	13	12	-	-
SWATTER	25	-	-	14	17	17	17	17	15	-
SPIRAL	30	-	-	-	23	23	23	23	23	23

AMERICAN HELICOPTERS

HELICOPTER WEAPONS	TYPE COST	MOVE SORTIE	NF NOTES	PAY	MIS DEF	GUN DEF	3	6	10	15	20	25	30	40
AH-64A 30mmG RP(8) HELL.	AH 76	30F 3	TI	4	8	7	12 6	10 5	7 4	5 2	3	2		
AH-1S 20mmG RP (8) TOW	AH 51	20F 3	II	2	6	5	7 3	6 3	5 2	4 2	2			
AH-1G MG/GL RP(6)	AH 40	22F 3	IR	2	5	5	4 4	2 3						
OH-58D STINGER(-6)	OH 39	22M 3	TI		5	3								
OH-58A MG CH-136	OH 26	22F 3	IR		4	2	2							
UH-60A MG RP(8)	UH 18	29 3	II	1/1	6	4	2							
EH-60B	EH 44	29 4	TI		9/2	7/2								
CH-47D	CH 17	30 3	II	4	4	2								
UH-1N MG	UH 13	20 3	IR	1	4	3	2							

NATO HELICOPTERS

HELICOPTER WEAPONS	TYPE COST	MOVE SORTIE	NF NOTES	PAY	MIS DEF	GUN DEF	3	6	10	15	20	25	30	40
LYNX AH.1 (MG)	UH 16/17	22 3	II	1	6	4	2							
LYNX AH.3/5 TOW	AH 47	22 3	TI	3	7	4								
GAZELLE AH.1 (R.P.(6))	OH 31/34	26F 3	II	(1)	5	3								
GAZELLE 341L	OH 31	26F 3	II		5	3								
GAZELLE 342M 20mm or HOT	AH 33 45	26F 3	II	2	5	3	7 5	6 3	5 2	4 2	2			
CHINOOK HC.1	CH 17	30 3	II	4	4	2								
PUMA HC.1	CH 15	24 3	II	2	5	3								
WESSEX HC.1 RP(6)	CH 13/16	20 4	IR	2/1	4	2								
Bo105M	OH 29	24 3	II		5	3								
Bo105P HOT	AH 47	24 3	II	3	6	3								
UH-1D	UH 13	20 3	IR	1	4	3								
CH-53G	CH 18	32F 3	II		4	2								
ALLOUETTE II	OH 22	20 3			3	2								
ALLOUETTE III (20mm)	OH 24/26	22 3			4	2	7 5	6 3	5 2	4 2	2 2			
HUGHES 500M	OH 30	30 3	IR		5	3								

WARPAC HELICOPTERS

HELICOPTER WEAPON	TYPE COST	MOVE SORTIE	NF NOTES	PAY	MIS DEF	GUN DEF	3	6	10	15	20	25	30	40
Mi2 MG	OH 23	20 3	IR		3	2	2							
Mi8C MG RP(6)	UH 14/17	25 4	IR	2/2	4	2								
Mi8D	EH 33	25 5	IR		6/2	4/2								
Mi8E 12.7mm RP(6)/SAGGER	UH/AH 14/39	25 4	IR	2/2	4	2	5 3	3 2	2 2					
Mi17 MG RP(6)	UH 16/19	28 4	II	2/2	5	3	2							
Mi6 MG	CH 16	30S 5		6	4	2	2							
Mi26 MG	CH 18	32S 5	II	6	5	3	2							
Mi24A 12.7mm RP(6)/SAGGER	UH 43	26 4	IR	1/2	6	3	5 3	3 2	2 2					
Mi24D 12.7G RP(6)/SWATT	AH 46	26 4	IR	3	6	4	6 4	4 3	3 2	2 2				
Mi24E 23mmT RP(6)/SPIRAL	AH 64	26 4	II	3	7	4	7 4	5 3	4 2	3 2				
Mi28 23mmG RP(6)3SPIRAL	AH 71	32F 5	II	4	8	6	8 6	6 5	5 4	4 3	2 2			
Mi17J	EH 39	28 5	II		7/2	5/2								



A.A. MISSILE DATA

MISSILE	DIRECT FIRE VALUE			MAX RANGE CMS	LOW ALT.	C.SHIFTS		NO. FIRES	PTS
	1/3	2/3	MAX.			MED. ALT.	HIGH ALT.		
SA-13	12	10	8	70	-	-1	P	3	+
SA-11	13*	11*	8*	280	P	-	+2	2	+
SA-9	10	8	6	70	-	-2	P	2	+
SA-8	13	11*	8*	120	-	+1	P	3	+
SA-7M	9	7	5	35	-	P	P	1	7
SA-7	8	6	4	35	-	P	P	1	6
SA-6	12*	10*	8*	350	-2	-	+1	2	+
SA-4	11*	10*	9*	700	P	-	+2	1	+
SA-3	10*	8*	6*	350	P	+1	-1	2	33
SA-2	9*	7*	5*	440	P	-	+1	1	21
PATRIOT	12*	10*	9*	600	-	+1	+2	2	+
N.HERCULES	10*	8*	6*	1500	-	+1	+3	1	43
IMP.HAWK	11*	9*	7*	400	-1	-	+1	2	31
CHAPPARAL	10	8	7	50	-	-1	P	2	+
STINGER	10	8	6	50	-	P	P	1	8
REDEYE	9	7	5	35	-	P	P	1	7
TIGERCAT	10	8	6	65	-	P	P	2	17
BLOODHOUND	10*	8*	6*	800	P	-	+1	1	30
BLOWPIPE	9	7	5	32	-	P	P	1	6
JAVELIN	10	9	7	40	-	P	P	1	7
RAPIER	12	11	9	65	-	-1	P	2/3	19/+
ROLAND	12	11	8*	60	-	-	P	2	23/+
CROTALE	11*	9*	7*	85	-	-1	P	2	25
SATCP	10	9	7	50	-	-1	P	2	25
RBS70	10	9	7	50	-	-1	P	1/2	8

A.A.Missile Notes

1. P= may not fire to that altitude.
2. += see vehicle data for S.P. version.
3. *= requires Fire Control Radar at that range.

A.A. GUNS DATA

GUN	DIRECT FIRE VALUE		MAX RANGE	LOW ALT.	C.SHIFTS		POINTS
	1/2	MAX.			MED. ALT.	HIGH ALT.	
Quad 12.7mm	5	4	10	-	P	P	10
Quad 14.5mm	6	5	10	-	P	P	11
20mm	5	5	15	-	P	P	12
20mm Gatling	7	6	20	-	P	P	16
Twin 20mm	6	5	20	-	P	P	15
Twin 23mm	6	5	20	-	P	P	15
Quad 23mm	8	6	25	-	P	P	20
30mm	6	5	30	-	-3	P	20
Twin 30mm	7	6	35	-	-2	P	25
Twin 35mm	8	7	40	-	-2	P	28
37mm	6	5	35	-	-3	P	23
40mm	6	5	35	-	-2	P	23
Twin 40mm	8	7	40	-	-1	P	27
57mm	6	5	40	-	-	P	26
Twin 57mm	7	6	45	-	-	P	29

Notes:-

1. P= Prohibited to fire at that altitude.

AIRCRAFT DATA NOTES

Aircraft		- Common designation.
Role		- Mission types allowable to aircraft.
	A	- Air Superiority.
	ECM	- Electronic Counter Measures.
	EL	- ELINT, Electronic Intelligence.
	G	- Ground Attack.
	R	- Reconnaissance
	S	- Strike
	W	- Airborne Warning and Control
Mis.Def.		- Missile Defence Value, second figure additional ECM value.
Gun.Def.		- Gun Defence Value, second figure additional ECM value.
F.P.		- Fire Power for gun attacks.
Ord.		- Ordnance Load, first figure for visual attacks, second figure for stand-off attacks with range.
	A	- Anti Radar Missile.
	S	- Short range.
	M	- Medium Range.
	L	- Long Range.
Mis.		- Missile Load, first figure is at long range, second figure at short range.
Sort.		- Sortie Rate, first figure is at maximum rate, second figure at minimum rate.



NATO AIRCRAFT

AIRCRAFT	ROLE	MIS. DEF.	GUN. DEF.	F. P.	ORD.	MIS.	SORT.	PTS.
F-4E	SGAR	5	7	7	14/8M	10/10	8/6	41
F-4G	ECM	9/2	8/2	-	/10A	-	10/8	56
RF-4C/F	R	7	7	-	-	-	10/8	34
F-5A, CF-116	GAR	3	5	6	4/4	-/8	6/3	28
F-15C	SGAR	9	9	7	14/10L	10/10	8/5	51
F-16A	SGAR	7	8	7	20/15L	8/10	7/4	49
F-18A, CF-188	SGAR	7	7	7	15/10L	8/10	6/4	48
F-104G	SGAR	5	5	7	7/4M	-/8	8/6	31
F-111F	SGR	9	7	7	25/15L	-	12/8	52
EF-111A	ECM	10/4	9/2	-	-	-	14/9	48
A-7D/K	SGR	7	5	7	12/8L	-/4	8/6	31
A-10A	GR	7	5	15	14/10L	-	4/3	49
OV-1D	R	5	2	-	-	-	4/3	25
RV-1D	EL	5	2	-	-	-	4/3	25
OV-10A	R	3	3	-	-	-	4/3	24
Mirage IIIE	SGAR	5	5	8	4	4/6	8/6	34
Mirage 5BA	SGAR	6	5	8	8/4S	-/6	8/6	33
Mirage F.1	SGAR	7	7	8	8/6S	6/8	7/5	42
Mirage 2000	SGAR	7	8	8	10/6M	8/8	6/4	46
Jaguar	SGR	7	5	8	9/6M	-/4	8/5	35
Tornado GR.1	SGR	8	7	8	16/12M	-	8/6	45
Tornado F.2	A	9	8	6	-	10/10	9/7	48
Phantom FGR.2	SGAR	7	5	6	12/8M	8/8	8/6	40
F-35XD	GAR	5	5	8	6/-	-/6	8/6	30
Alphajet	GR	3	5	6	4/4L	-/4	6/3	25
E-3A	W	9	2	-	-	-	12/8	35
Harrier GR.3	GR	7	7	8	6/4M	-/6	5/3	36
Harrier GR.5	GR	8	8	8	15/8M	-/8	5/3	47
Nimrod AEW.3	W	9	2	-	-	-	14/9	34

WARPAC AIRCRAFT

AIRCRAFT	ROLE	MIS. DEF.	GUN. DEF.	F. P.	ORD.	MIS.	SORT.	PTS.
Mig 17	G	3	4	7	2/-	-	6/4	23
Mig 21	GAR	4	5	6	3/-	-/6	6/4	28
Mig 23	AR	6	5	6	4/-	6/6	8/6	35
Mig 25	AR	7	3	-	-	6/6	18/10	23
Mig 27	SGA	6	5	6	6/4M	-/4	8/6	29
Mig 29	AR	8	7	6	8/6M	6/8	9/7	41
Mig 31	A	9	5	-	-	8/8	18/10	31
Su 7	G	4	3	8	5/-	-	6/4	27
Su 17	SGR	5	5	8	8/6M	-/4	7/5	32
Su 24	SGR	7	5	6	12/8L	-	16/9	32
Su 25	GR	5	3	10	8/6M	-	7/5	32
Su 27	GAR	8	7	6	8/6M	8/8	12/8	41
Yak 28E	ECM	8/2	7/2	-	-/8A	-	16/9	49
Il-76E	W	8	2	-	-	-	14/8	33
Coot A	EL	7	2	-	-	-	12/7	33

SQUADRON ORGANISATIONS

American (available Europe)

7sqdns	18	F-111E/F	55,77,79,492,493,494,495 TFS.
1sqdn	12	EF-111A	42 ECS.
6sqdn	18	A-10A	78,91,92,509,510,511 TFS
2sqdn	18	RF-4C	10,38 TRS.
5sqdn	24	F-16A	10,313,496,512,526 TFS.
2sqdn	24	F-4E	23,480 TFS.
1sqdn	24	F-4G	81 ECS.
4sqdn	24	F-15C	32,22,53,525 TFS
2sqdn	20	OV-10A	601 TCW.

Belgian

1sqdn	18	Mirage 5BR	42 RS.
2sqdn	18	F-16A (F)	23,31 FS.
2sqdn	18	F-16A (GA)	349,350 FS.
3sqdn	18	Mirage 5BA	1,2,8 FS.

Britain (based Germany)

2sqdn	12	Phantom FGR.2	9,92 FS.
7sqdn	10	Tornado GR.1	14,17,31,15,16,20,9 SS.
1sqdn	12	Jaguar GR.1 (R)	2 RS.
2sqdn	12	Harrier GR.3	3,4 FS.

Canada (based Europe)

3sqdn	18	CF-188	421,439,441 FS.
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Denmark

3sqdn	16	F-16A	
1sqdn	16	F-35XR	
1sqdn	16	RF-35XD	

Dutch

4sqdn	18	F-16A	311,312,322,323 FS.
1sqdn	18	F-16A (R)	306 RS.
4sqdn	18	NF-5A	313,314,315,316 FS

France (possible allocation to Central Front)

4sqdn	15	Jaguar	EC1/11,2/11,3/11,3/3.
2sqdn	15	Mirage IIIE	EC1/3,2/3.
1sqdn	15	Mirage F.1CR	ER1/33.
2sqdn	15	Mirage IIIR	ER2/33,3/33.
3sqdn	15	Mirage F.1C	EC1/12,2/12,3/12.

West German

3sqdn	15	F-104G	
8sqdn	15	F-4F	
6sqdn	12	Tornado	
7sqdn	18	Alphajet	
4sqdn	15	RF-4F	

NATO

1sqdn	18	E-3A	
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WARPAC

Soviet (available Western Strategic Direction)

1 Regiment equals 3 squadrons of 15 aircraft.

2 Regts	Su 24	Strike
6 Regts	Mig 27	Ground Attack
5 Regts	Su 17	Ground Attack
1 Regt	Su 7	Ground Attack
1 Regt	Su 25	Ground Attack
8 Regts	Mig 21	Fighter
8 Regts	Mig 23	Fighter
4 Sqdns	Su 17	Recce
4 Sqdns	Mig 21R	Recce
2 Sqdns	Mig 25	Recce
2 Sqdns	Yak 28E	ECM

Mig 21 fighters maybe replaced by some Mig 29, Su 27.

Czechoslovakian

3 Sqdns	20	Su 7	Ground Attack
2 Sqdns	12	Mig 23	Ground Attack
3 Sqdns	12	Mig 21	Ground Attack
1 Sqdn	12	Su 25	Ground attack
6 Sqdns	12	Mig 21	Fighter
3 Sqdns	12	Mig 23	Fighter
2 Sqdns	12	Mig 21R	Recce

East German

3 Sqdns	12	Mig 17	Ground attack
2 Sqdns	12	Mig 23	Ground attack
1 Sqdn	12	Su 17	Ground attack
1 Sqdn	18	Mig 21R	Recce
3 Sqdns	15	Mig 21	Fighter
6 Sqdns	15	Mig 23	Fighter

Hungarian

6 Sqdns	15	Mig 21	Fighter
3 Sqdns	15	Mig 23	Fighter
1 Sqdn	12	Su 17	Recce

Polish

3 Sqdns	12	Su 7	Ground Attack
3 Sqdns	12	Su 17	Ground Attack
12 Sqdns	12	Mig 17	Ground attack
5 Sqdns	15	Mig 23	Fighter
10 Sqdns	15	Mig 21	Fighter
3 Sqdns	15	Mig 21R	Recce

APPENDIX A

ARTILLERY ALLOCATION AND SUPPLY CHART

BATTERY		1	2	3	4	5	6	7	8
	MISSION								
	SUPPLY								
	SP. AMMO.								
	MISSION								
	SUPPLY								
	SP. AMMO.								
	MISSION								
	SUPPLY								
	SP. AMMO.								
	MISSION								
	SUPPLY								
	SP. AMMO.								
	MISSION								
	SUPPLY								
	SP. AMMO.								
	MISSION								
	SUPPLY								
	SP. AMMO.								
	MISSION								
	SUPPLY								
	SP. AMMO.								
	MISSION								
	SUPPLY								
	SP. AMMO.								
	MISSION								
	SUPPLY								
	SP. AMMO.								
	MISSION								
	SUPPLY								
	SP. AMMO.								

NOTATION: MISSION - UNIT ALLOCATED TO OR TYPE OF FIRE.
 SUPPLY - NUMBER OF GENERAL ARTILLERY SUPPLY POINTS.
 SP. AMMO. - NUMBER OF SPECIALIST AMMUNITION POINTS.
 N = NUCLEAR, C = CHEMICAL, B = BOMBLET, G = CGLP, A = AREA DENIAL,
 M = MINELET.

[illegible]

APPENDIX B

THE CHINESE ARMY

I have included the Chinese Army here as whilst a potential adversary of the Soviet Union, it does not fit in with future Corps Commander publications.

TANK DIVISION

Div.HQ	3x HQ(Truck)	Str.8	14810pts
	1x Inf(truck)	Str.7	360pts

A.A. Battalion

3x 14.5mmQ(Truck)	Str.4	800pts
3x Twin 37mm(truck)	Str.6	

Artillery Regiment

RHQ	3x HQ(Truck) (6 AR)	Str.6	2140pts
2x Artillery Bn.	3x Type 56 85mm (Truck)	Str.6	
1x Artillery Bn.	3x Type 54-1	Str.6	
1x Artillery Bn.	3x Type 83	Str.6	
1x MRL Bn.	3x Type 83 (BM21) or Type 63	Str.6	

Engineer Battalion

3x Cos.	2x Eng(Truck)	Str.7	570pts
1x Co.	1x Bridge(Truck)	Str.8	

Recce Company

3x Type 63	Str.4	120pts
2x Inf(m/c)	Str.2	

3x Tank Regiments

RHQ	1x HQ(WZ701)	Str.6	2660pts
	2x MBT	Str.4	
3x Tank Battalions			750pts
3x Tank Cos.	2x MBT	Str.5	
Recce Co.	1x Type 63	Str.4	70pts
	1x Inf(m/c)	Str.2	
Maintenance Co.	1x Type 653 ARV	Str.5	50pts

Mechanised Regiment

RHQ	2x HQ(WZ701)	Str.6	2840pts
	1x SA-7(YW531)	Str.4	
3x Mechanised Bn.			730pts
3x Mech.Cos.	2x Inf(YW531)	Str.7	
1x Support Co.	1x 82mmM(YW531)	Str.6	
	1x Sagger(YW531)	Str.4	
1x A.A.Co.	2x Type 63 or Type 80	Str.3	
1x Artillery Btty	1x Type 54-1	Str.6	
1x A/T Co.	3x Sagger(YW531)	Str.4	

INFANTRY DIVISION

Div.HQ	3x HQ(Truck)	Str.8	360pts
	1x Inf(Truck)	Str.7	

A.A. Battalion

3x 14.5mmQ(Truck)	Str.4	830pts
3x 57mm(Truck) (FCR)	Str.6	

Artillery Regiment

RHQ	2x HQ(Truck) (5 AR)	Str.6	1545pts
1x Artillery Bn.	2x 120mmM(Truck)	Str.6	
1x Artillery Bn.	2x Type 54 122mm(Truck)	Str.6	

1x Artillery Bn.	3x Type 56 85mm(Truck)	Str.6	
1x Artillery Bn.	3x Type 83 (BM21)	Str.6	
<u>Recce Company</u>	1x Inf(m/c)	Str.4	50pts
<u>Pioneer Company</u>	1x Pio(Truck)	Str.9	115pts
<u>3x Infantry Regiments</u>			1750pts
RHQ	2x HQ(Jeep)	Str.6	375pts
3x Infantry Bns.			
3x Cos.	2x Inf	Str.7	
1x MG Co.	2x MG	Str.4	
1x Support Co.	1x 82mmM(Truck)	Str.6	
	1x 82mmRCL(Jeep)	Str.3	
1x A/T Co.	3x 82mmRCL(Jeep)	Str.3	115pts
1x Mortar Co.	1x 82mmM(Truck)	Str.9	145pts
1x Engineer Co.	1x Eng(Truck)	Str.9	110pts
1x A.A.Co.	2x 14.5mmQ(Truck)	Str.3	100pts
<u>1x Tank/Assualt Gun Regiment</u>			815pts
RHQ	1x MBT	Str.4	
	1x Inf(Truck)	Str.7	
1x Tank Battalion			510pts
3x Cos.	2x MBT	Str.5	
1x Assault Gun Bn.	2x SU100	Str.5	120pts
1x Engineer Plt.	1x Eng(Truck)	Str.4	50pts

Notes:

1. The Tank Division is pointed for Type 69 and YW531 but other tanks and APCs maybe substituted.
2. The Infantry Division is pointed with Type 59.
3. All troops are morale grade 6.



CHINESE ONE

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
TYPE 69 105mm	MBT 25	SM ALL	R BGN	8	16 8	20 15	18 8	17 7	15 5	12 3	10 2	8 2	7	4
TYPE 59 100mm (H)	MBT 17	SM ALL	G	7	14 8	10 10	16 8	14 7	11 5	8 3	6 2	4 2	2	
TYPE 59M 100mm	MBT 22	SM ALL	R GN	8	14 8	15 10	16 8	15 7	13 5	11 3	9 2	6 2	4	
TYPE 62 85mm	LT 14	HM ALL	G	4	12 6	10 6	14 7	12 6	9 4	7 2	6 2	4	2	
TYPE 63 85mm	LT 12	HM ALL	G	1	12 6	10 6	14 7	12 6	9 4	7 2	6 2	4	2	
SU100 100mm (H)	TDG 12	SM T,D		5	12 7	10 10	16 8	14 7	11 5	8 3	6 2	4 2	2	
YW531 12.7mm	APC 9	HM ALL	A	1	6 3	3 3	5 2	4 2	2					
WZ701 12.7mm	ACCC 9	HM T,D	A	1	6 3	3 3	5 2	4 2	2					
TYPE 77 12.7mm	APC 8	HM/L ALL	A	1	6 3	3 3	5 2	4 2	2					
WZ501 73mm (H) SAGGER (H)	MICV 24	HM/S ALL	R GAN	2 1	11 4	6 6 20	13 4 0	9 3 5	6 3 9	5 2 13	2 13	13		
TYPE 80 2x 57mm	ADG 13	SM/O T,D		1	10 6	10 10	9 5	8 4	7 3	6 2	5 2	4	2	
TYPE 63 2x 37mm	ADG 12	SM/O T,D		1	8 4	10 10	8 4	6 3	5 2	3 2	2	2		
TYPE 653 12.7mm	ARV 10	SM T,D		6	6 3	3 3	5 2	4 2	2					
TYPE 54-1 122mm (H)	SPH 20	SM/O T,D		1	11 10	6 10	13 9	9 8	5 8	7	I			
TYPE 83 152mm (H)	SPH 24	SM T,D	R	1	12 11	6 10	15 10	10 9	6 9	8	I			
TRUCK 4X4	TR 6	TM ALL		S										
JEEP 4X4	TR 7	HM/S ALL		S										
M/C	TR 8	HM/VS		S										

CHINESE TWO

VEHICLE MAIN GUN	TYPE COST	MOVE MODE	NF NOTES	DEF MIS	CAE	OFR	3	6	10	15	20	25	30	40
INFANTRY														
INF RPG	INF	IM		S	12	3	8	4						
57mm/60mmM	4	ALL			5	3	3	3	2	2				
HQ RPG	INF 6	IM ALL		S	7 3	C C	4 3	2						
ENG RPG	INF 6	IM ALL	S	S	10 4	3 3	6 3	4 2	2					
PIO FLAME/RPG	INF 7	IM ALL	S	S	14 6	3 3	12 5	6 3	2					
MG	INF 9	IM ALL		S	10 6	3 6	6 6	4 5	4	3	2			
82mmRCL	INF 6	IM T,D		S	9 3	3 3	8 2	6 2	3					
SAGGER	INF 8	IM T,D		S 3	2	20 C	0 2	5	9	13	13	13		

CHINESE AIRCRAFT

AIRCRAFT	ROLE	MIS. DEF.	GUN. DEF.	F.P.	ORD.	MIS.	SORT.	PTS.
A-5 FANTAN	GR	3	5	8	6/-	-	6/4	29
F-5 FRESCO	GR	3	4	7	2/-	-	6/4	23
F-6 FARMER	GAR	3	5	8	3/-	-/6	6/4	31
F-7 FISHBED	GAR	4	5	6	3/-	-/4	6/4	28
F-8 FINBACK	GAR	5	5	7	4/-	-/6	6/4	33

CHINESE HELICOPTERS

HELICOPTER WEAPONS	TYPE COST	MOVE SORTIE	NF NOTES	PAY	MIS DEF	GUN DEF	3	6	10	15	20	25	30	40
H-5 (Mi4) MG	UH 11	20 4		1	3	2	2							
H-8 (Mi8) MG	UH 14	25 4	R	2	4	2	2							
H-9(DAUPHIN)	OH 27	30 3	I		5	3								
S-70	UH 18	29 3	I	1	6	4								

APPENDIX C

TABLE 4 FIRE TABLE - DIRECT FIRE WEAPONS

FIRING UNITS EFFECTIVENESS												DEF
11	12	13	14	15	16	17	18	19	20	21	22+	15
10	11	12	13	14	15	16	17	18	19	20	21+	14
9	10	11	12	13	14	15	16	17	18	19	20+	13
8	9	10	11	12	13	14	15	16	17	18	19+	12
7	8	9	10	11	12	13	14	15	16	17	18+	11
6	7	8	9	10	11	12	13	14	15	16	17+	10
5	6	7	8	9	10	11	12	13	14	15	16+	9
4	5	6	7	8	9	10	11	12	13	14	15+	8
3	4	5	6	7	8	9	10	11	12	13	14+	7
2	3	4	5	6	7	8	9	10	11	12	13+	6
1	2	3	4	5	6	7	8	9	10	11	12+	5
0	1	2	3	4	5	6	7	8	9	10	11+	4
-	0	1	2	3	4	5	6	7	8	9	10+	3
-	-	0	1	2	3	4	5	6	7	8	9+	2
-	-	-	0	1	2	3	4	5	6	7	8+	1
-	1	2	3	4	5	6	7	8	9	10	-	SOFT
FS 1	-	-	-	1	2	3	4	6	8	9	11	12
IT 2	-	-	1	2	3	4	6	8	9	10	12	12
RR 3	-	1	2	3	5	6	7	9	10	12	13	14
EE 4	1	2	3	4	6	7	8	10	11	13	14	15
RN 5	1	3	4	6	7	8	9	11	12	14	15	16
SG 6	2	4	5	7	8	9	10	12	13	15	16	17
T 7	2	5	6	8	9	10	11	13	14	16	17	18
H 8	3	5	7	9	10	11	12	13	15	17	18	19
9	4	6	8	10	11	12	13	15	17	18	19	20

TABLE 5 FIRE TABLE - INDIRECT FIRE

FIRING UNITS EFFECTIVENESS												DEF
6,7	8,9	10	NA	NA	NA	NA	NA	NA	NA	NA	NA	13+
4,5	6,7	8,9	10	NA	NA	NA	NA	NA	NA	NA	NA	7-12
3,4	5,6	7,8	9,10	NA	NA	NA	NA	NA	NA	NA	NA	3-6
3	4,5	6,7	8,9	10	NA	NA	NA	NA	NA	NA	NA	1-2
NA	NA	1	2	3	4	5	6	7	8	9	10	SOFT
FS 1	-	-	1	1	2	3	4	5	6	7	9	10
IT 2	-	1	1	2	3	4	5	6	8	9	10	11
RR 3	1	1	2	3	4	5	6	8	9	9	10	11
EE 4	1	2	3	4	5	6	7	8	9	10	11	12
RN 5	2	3	3	4	5	6	8	9	10	11	12	13
SG 6	2	4	5	6	7	8	9	10	11	12	13	13
T 7	2	4	5	6	7	8	9	11	12	13	14	14
H 8	3	5	6	8	9	10	11	12	13	14	15	15
9	3	5	6	8	9	11	12	13	14	14	15	16

TABLE 9 FIRE LOSS

DIE ROLL	FIRE VALUE																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	-	-	-	-	-	-	-	-	D	D	D	1	1	1	1	1	1	2	2	2
2	-	-	-	-	-	-	D	D	D	D	1	1	1	1	1	1	2	2	2	2
3	-	-	-	-	-	D	D	D	D	1	1	1	1	1	1	2	2	2	2	3
4	-	-	-	-	D	D	D	D	1	1	1	1	1	1	2	2	2	2	3	3
5	-	-	-	D	D	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3
6	-	-	D	D	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	4
7	-	D	D	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	4	4
8	D	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	4	4	4	4
9	D	1	1	1	1	1	2	2	2	2	2	3	3	3	3	4	4	4	4	5
10	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	5	5

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 David C.Isby
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 C.Chant
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 R.E.Simpkin
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 R.E.Simpkin

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TABLE 1 SEQUENCE OF PLAY		TABLE 2 OBSERVATION		TABLE 3 BASIC MOVEMENT DISTANCE (BMD)				
1.	Initiative	Base Ranges		Mobility	Clear Track	Road	City Town O. Wood	Forest Broken G. Marsh
2.	Joint Fire Phase	Fall of shot	12cm	VHM	40	80	30	(15)
	Smoke Barrage Subphase	Unit in Travel Mode	10cm					
	Direct Fire Subphase	Concentrated vehicles & Artillery > 159mm	8cm					
	Indirect Fire Subphase	Dispersed vehicles & Artillery < 160mm	6cm					
	Air Movement Subphase	Artillery and AA < 100mm	4cm					
	AA & Air Attack Subphase	Artillery and AA < 50mm	3cm					
	Breakthrough Subphase	Dismounted concentrated	2cm					
3.	First Player Command Phase	Dismounted dispersed	1cm	HM	30	60	20	(10)
4.	First Player Movement Phase	Range Multipliers (multiply above by below)		SM	25	50	10	(5)
5.	Second Player Command Phase			LM	20	40	10	(5)
6.	Second Player Movement Phase			TM	20	60	10	(p)
7.	Morale Phase			IM	10	15	10	(5)
8.	Record Phase			All x 2 if in travel mode. All divided by 2 if in dispersed mode.				
<div>CORPS</div>		+4 Daylight		<div>COMMANDER</div>				
		+3 Dawn or Dusk. Using TI.						
		+2 Target fired. Using IR, II, or LLTV.						
		+1 Target moved. Target on road-conc., Travel mode. Target on plain/steppe. Observer higher. Night						
		-1 Target hulldown or fortified, In open woods. Observer moved. In travel mode. Snowing or heat haze.						
		-2 Target in broken ground, town city or forest. Target in smoke. Moonless night.						
		-3 Blizzard or heavy rain.						
		-4 Target in smoke.						

TABLE 4 FIRE TABLE - DIRECT FIRE WEAPONS

	Firing Units Effectiveness												DEF
	11	12	13	14	15	16	17	18	19	20	21	22+	
	10	11	12	13	14	15	16	17	18	19	20	21+	15
	9	10	11	12	13	14	15	16	17	18	19	20+	14
	8	9	10	11	12	13	14	15	16	17	18	19+	13
	7	8	9	10	11	12	13	14	15	16	17	18+	12
	6	7	8	9	10	11	12	13	14	15	16	17+	11
	5	6	7	8	9	10	11	12	13	14	15	16+	10
	4	5	6	7	8	9	10	11	12	13	14	15+	9
	3	4	5	6	7	8	9	10	11	12	13	14+	8
	2	3	4	5	6	7	8	9	10	11	12	13+	7
	1	2	3	4	5	6	7	8	9	10	11	12+	6
	0	1	2	3	4	5	6	7	8	9	10	11+	5
	-	0	1	2	3	4	5	6	7	8	9	10+	4
	-	-	0	1	2	3	4	5	6	7	8	9+	3
	-	-	-	0	1	2	3	4	5	6	7	8+	2
	-	-	-	-	0	1	2	3	4	5	6	-	1
	-	-	-	-	-	0	1	2	3	4	5	-	SOFT
FS 1	-	-	-	-	1	2	3	4	6	8	9	11	12
IT 2	-	-	-	1	2	3	4	6	8	9	10	12	13
RR 3	-	-	1	2	3	5	6	7	9	10	12	13	14
EE 4	1	2	3	4	6	7	8	10	11	13	14	15	
RN 5	1	3	4	6	7	8	9	11	12	14	15	16	
SG 6	2	4	5	7	8	9	10	12	13	15	16	17	
T 7	2	5	6	8	9	10	11	13	14	16	17	18	
H 8	3	5	7	9	10	11	12	13	15	17	18	19	
9	4	6	8	10	11	12	13	15	17	18	19	20	

TABLE 7 CLOSE ASSAULT PROCEDURE

1. Subtract defenders CAE from attackers CAE

Add or Subtract to following:-

- +/- difference in morale class
- +/- odds ratio difference
- +/-1 well/poorly trained troops
- + Leader value
- +4 fortified using engineers
- +2 Town/City using engineers
- Combined Arms
- +1 per 6 artillery strike points
- 1 attacking a hilltop
- defender combined with AFV's
- per 4 artillery strike points from the defender
- 2 attacking a town or forest
- defender combined with ATGW
- 3 attacking over a bridge or into a city
- 4 attacking fortified position

TABLE 8 CLOSE ASSAULT RESULTS

Modified Die	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
Attacker	2	2	1	1	Ds	Ds	Ds	-	-	-	-	-	-	-
Defender	-	-	-	-	-	-	Ds	Ds	Ds	1	1	2	2	3

TABLE 9 FIRE LOSS

Die Roll	FIRE VALUE																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	-	-	-	-	-	-	-	-	D	D	D	1	1	1	1	1	2	2	2	2
2	-	-	-	-	-	-	-	D	D	D	D	1	1	1	1	1	2	2	2	2
3	-	-	-	-	-	-	D	D	D	D	1	1	1	1	1	2	2	2	2	3
4	-	-	-	-	-	D	D	D	D	1	1	1	1	1	1	2	2	2	2	3
5	-	-	-	-	D	D	1	1	1	1	1	1	2	2	2	2	2	3	3	3
6	-	-	-	D	D	1	1	1	1	1	1	2	2	2	2	2	3	3	3	4
7	-	-	D	D	1	1	1	1	1	1	2	2	2	2	2	3	3	3	4	4
8	-	D	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4	4	4
9	-	D	1	1	1	1	1	2	2	2	2	2	3	3	3	4	4	4	4	5
10	-	1	1	1	2	2	2	2	2	3	3	3	3	4	4	4	4	4	5	5

TABLE 5 FIRE TABLE - INDIRECT FIRE

	Firing Units Effectiveness												DEF
	6,7	8,9	10	NA	NA	NA	NA	NA	NA	NA	NA	NA	
	4,5	6,7	8,9	10	NA	NA	NA	NA	NA	NA	NA	NA	13+
	3,4	5,6	7,8	9,10	NA	NA	NA	NA	NA	NA	NA	NA	7-12
	3	4,5	6,7	8,9	10	NA	NA	NA	NA	NA	NA	NA	3-6
	NA	NA	1	2	3	4	5	6	7	8	9	10	1-2
	NA	NA	1	2	3	4	5	6	7	8	9	10	SOFT
FS 1	-	-	1	1	2	3	4	5	6	7	9	10	
IT 2	-	1	1	2	3	4	5	6	8	9	10	11	
RR 3	1	1	2	3	4	5	6	8	9	9	10	11	
EE 4	1	2	3	4	5	6	7	8	9	10	11	12	
RN 5	2	3	3	4	5	6	8	9	10	11	12	13	
SG 6	2	4	5	6	7	8	9	10	11	12	13	13	
T 7	2	4	5	6	7	8	9	11	12	13	14	14	
H 8	3	5	6	8	9	10	11	12	13	14	15	15	
9	3	5	6	8	9	11	12	13	14	14	15	16	

TABLE 6 FIRE COLUMN MODIFIERS

- +2 Target in Travel Mode, Flank/Rear against concentrated armour, Open topped - indirect fire, Very large target, Limbered target.
- +1 Target undispersed in steppe/plain, Large target, Flank/Rear against target in travel mode, Open turret - indirect fire, Artillery firing intense, per supply point.
- 1 Target dispersed in clear/beach/marsh/open woods, Small target, Smoke dischargers or smoke generators, Spaced armour, Attacker stabilized, Attacker using half fire, Firing when mounted, Firing 'Shoot and Scoot', Per level of fortification (max -4).
- 2 Target dispersed in town/forest/broken ground, Recce in travel mode, Very small target, Composite armour, Attacker using unobserved fire, Dispersed but able to concentrate, Non Stabilized firing half fire, Not SP AA firing at helicopter.
- 3 Target dispersed in city, Using mastsight.

FIRE LOSS MODIFIERS (Die Roll)

- +1 per extra column shift, Highly Trained.
- 1 Poorly Trained, Exhausted, Fired smoke, Under NBC attack.

AIR TO AIR FIRE COLUMN MODIFIERS

- +2 Bouncing flight, CAP supported by AWACS.
- +1 CE supported by AWACS
- ? ECM value of escorting ECM flight (applies to all air combat)
- ½ ECM value of supporting ECM flight (applies to all air combat)
- 1 Attacking escorted flight

GROUND TO AIR MODIFIERS (Missiles)

- 1 Own unit target of attack, Target flying nap or Earth.
- 2 If received a 'D' result from ARM, Non AA fire at helicopters.

GROUND TO AIR GUN FIRE MODIFIERS

- +1 Using own radar.

AIR TO GROUND FIRE MODIFIERS

- +2 ARM fire supported by ELINT.
- 1 ARM more than 100cm away, Stand Off fired at over half range.

TABLE 10 Specialist Artillery Modifiers (Die Roll)

Ammunition	AFV	SOFT
RAP	-1	-1
A/T Bomblet	+2	-1
Anti-Personel Bomblet	-2	+2
Mixed Bomblet	+1	+1
CLGP	+4	+3
Area Denial Munitions	+3	+1

TABLE 11 COUNTER BATTERY FIRE

Counter Artillery Rating										Modifiers	
	1	2	3	4	5	6	7	8	9	10	
Guns	10	9	8	7	6	5	4	3	2	1	+2 each phase of firing by target battery.
Mortars	8	7	7	6	5	4	3	2	1	1	-1 each strength point lost by controlling HQ
Rockets	6	6	5	5	4	3	2	1	1	1	-1 each ECM factor.

TABLE 12 HELICOPTER MISSILES

Missile	OPR	3	6	10	15	20	25	30	40	60
Hellfire	30	-	-	35	35	35	35	35	35	35
TOW	25	14	30	25	25	25	25	25	23	-
HOT	30	16	25	27	27	27	27	27	27	-
Sagger	20	-	5	9	13	13	13	12	-	-
Swatter	25	-	-	14	17	17	17	17	15	-
Spiral	30	-	-	-	23	23	23	23	23	23

REASONS FOR A MORALE TEST TO BE TAKEN

1. unit suffers more than 2 strength points loss in one fire attack or 4 or more losses in any one fire phase.
2. If unit suffers a 'D' result or worse from attack by guns over 155mm, salvo rockets or flame throwers.
3. If under chemical attack or in secondary of Nuclear explosion.
4. If reduced to below half strength and any enemy in sight or if unit was under fire this move.
5. If unit has friendly disrupted units visible within 6cm.
6. Units with original morale level of 1 and enemy in sight.

TABLE 13 MORALE (THROW a D10 and add or subtract the following)

- 2 HQ is testing unit or unit within 10cm of its HQ (undisrupted)
- 1 Leader within 3cm. If undisrupted own Battalion unit within 15cm.
- +1 each friendly disrupted unit within 6cm & in sight (max of 3) if infantry within 10cm of visible enemy AFV's
- For AFV's within sight of deployed enemy A/T, A/A or Artillery who have an effectiveness of at least 10 at that range.
- +2 If testing unit already disrupted.
- If attempting to rally and below half strength.
- If unit was forced to disrupt this move.
- If under chemical attack.
- +3 If under nuclear attack.

Morale Results

If score is less than original morale strength
 If score equal to original morale strength
 If score is greater than original by less than 5
 If score is more than 5 above the original

Morale Good, May rally.
 unit must disperse
 unit is disrupted
 unit surrenders

BASIC VEHICLE DETAILS (refer to main rules for any not shown)

Vehicle	Type	Move	INF	DEF	CAE	OFR	3	6	10	15	20	25	30	40
Main Gun	Cost	Mode	Notes	MIS										
AMERICAN														
M1 Abrams 105mm	MBT	VHM	T	14C	17	20	19	18	17	16	14	12	10	6
M1A1 120mm	MBT	VHM	T	15C	19	25	21	20	19	18	16	15	13	7
M60A3 105mm	MBT	SM	T	9	17	20	19	18	17	16	13	11	8	4
M48A5 105mm	MBT	SM	R	7	16	15	18	17	13	11	9	7	5	
M901 TOW(H)	TDM	HM/M	T	1	15	25	18	24	25	25	25	25	25	23
M2 Bradley 25mm	MICV	VHM	T	5S	9	10	8	7	6	5	3	2		
TOW(H)		All	BSGN		5	6	4	4	3	2				
M3 25mm	AVR	VHM	T	5S	9	10	8	7	6	5	3	2		
TOW(H)		All	BSGN		4	6	4	4	3	2				
M113A3 12.7mm	APC	HM	I	1	6	3	5	4	2					
M577 MG	ACCC	HM/L	R	1	1	C								
M163 20mmG	ADG	HM	R	1	8	6	7	6	5	4	2			

BRITISH

Challenger 120mm	MBT	HM	T	15C	19	25	21	20	19	18	16	15	13	7
Chieftain 120mm	MBT	SM	I	12	19	25	21	20	19	18	16	15	13	7
Scorpion 76mm(H)	AVR	VHM	I	2	12	6	12	10	8	5	2	2		
Scimitar 30mm	AVR	VHM	I	2	8	10	9	8	7	5	4	2		
Striker Swingfire(H)	TDM	VHM	M,T	2	8	25	15	20	27	27	27	27	27	25
MCV80 30mm	MICV	VHM	T	3	8	10	9	8	7	5	4	2		
FV432 MG	APC	SM	I	1	1	C								
FV438 Swingfire(H)	TDM	SM/M	T	1	8	25	15	20	27	27	27	27	27	25

WEST GERMANY

Leopard 2 120mm	MBT	VHM	T	13C	19	25	21	20	19	18	16	15	13	7
Leopard1A4 105mm	MBT	HM	I	7S	16	15	18	17	13	11	9	7	5	
Luchs 20mm	AVR	HM	I	2	8	10	7	6	5	4	2			
Marder 20mm	MICV	HM	I	4	8	10	7	6	5	4	2			
Milan(H)				1	10	15	12	16	17	17	17			
M113 MG	APC	HM	R	1	1	C								
TPZ-1 MG	APC	HM	I	1	1	C								
Jaguar 1 HOT (H)	TDM	HM	T	4S	12	30	16	25	27	27	27	27	27	27
Jaguar 2 TOW (H)	TDM	HM	T	5S	10	25	14	23	25	25	25	25	25	25
Gepard 2x35mm	ADG	HM	I	2	9	10	8	7	5	3	3	2		

FRENCH

AMX30B2 105mm	MBT	HM	I	5	20	20	19	18	16	15	13	11	8	4
AMX30 105mm (H)	MBT	HM	R	5	19	15	18	17	14	12	10	8	5	
AMX10RC 105mm(H)	AVR	HM	I	3	19	20	18	17	15	13	11	9	7	3
AMX10P 20mm	MICV	HM	I	2	8	10	7	6	5	4	2			
AMX-VC1 12.7mm	MICV	HM	R	2	6	3	5	4	2					

Vehicle	Type	Move	INF	DEF	CAE	OFR	3	6	10	15	20	25	30	40
Main Gun	Cost	Mode	Notes	MIS										
USSR														
T74 125mm	MBT	HM	I	12S	18	15	20	19	17	16	15	13	11	7
T72 125mm	MBT	HM	I	11	18	15	20	19	17	16	15	13	11	7
T64 125mm	MBT	HM	I	11	18	15	20	19	17	16	15	13	11	7
T62A 115mm	MBT	SM	R	9	16	10	18	17	15	13	9	7	6	3
T62M 115mm	MBT	SM	I	9	16	10	19	18	16	14	11	9	8	5
T55A 100mm(H)	MBT	SM	R	8	14	10	16	14	11	9	7	5	3	
T55M 100mm(H)	MBT	SM	R	8	14	10	16	15	13	11	9	6	4	
PT-76 76mm(H)	LT	SM	R	1	8	6	10	7	6	5	3	2		
BMP-2 30mm	MICV	HM	R	2	7	6	8	7	6	5	4	2		
BMP-1 73mm(H)	MICV	HM	R	2	11	6	13	9	6	5	2			
Sagger(H)				1		20	0	5	9	13	13	13	12	
BMP-R 73mm(H)	AVR	HM	R	2	11	6	13	9	6	5	2			
BTR-70 14.5mm	APC	HM	R	1	6	3	6	4	3					
BTR-60PB 14.5mm	APC	HM	R	1	6	3	6	4	3					
BRDM2 14.5mm	AVR	HM	R	1	6	3	6	4	3					
BRDM-2S	TDM	HM	R	1	2	20	0	5	9	13	13	13	12	
Sagger(H)				4	1	C								
BRDM-3	TDM	HM	R	1	2	20	12	17	17	17	17	17	15	
Spandrel(H)				4		0								
ZSU-23-4 4x23mm	ADG	SM	R	1	6	6	7	6	4	3	2			

INFANTRY AND MISSILE DETAILS

AMERICA

Inf(M2)AT4	Inf	IM	I	S	16	3	9	7						
Dragon(H)		All	N		5	3	4	2	2					
Inf(M113)M72	Inf	IM	I	S	12	C	6							
Dragon(H)		All	N		4	3	3	2	2					
Engineers Flame/M72	Inf	IM	I	S	16	C	6							

BRITISH

Inf(MCV80)	Inf	IM	T	S	18	3	14	10						
LAW80		All	N		6	3	4	3	2					
Inf(FV432)	Inf	IM	I	S	14	3	12	9						
C.Gus/M72		All	N		5	3	3	2	2					
Engineer M72	Inf	IM	I	S	12	3	9							

WEST GERMAN

Inf(Marder)	Inf	IM	I	S	8	3	6							
Pzf 44		All			6	3	4	3	2					
Inf(M113)	Inf	IM	I	S	14	3	12	9						
C.Gustav		All			5	3	4	3	2					
Engineers	Inf	IM	I	S	10	3	8							
Flame/Arm		All	S		6	3	5	2	2					
Milan(H)	Inf	IM	T	S	10	15	12	16	17	17	17			
TOW(H)	Inf	IM	T	S	10	25	14	23	25	25	25	25	25	27

USSR

Inf(BMP2)	Inf	IM	R	S	14	3	12	10						
RPG16/18		All	N		7	3	6	3	2					
Spigot				1	8	15	12	14	15	15	15			
Inf(BTR/BMP)	Inf	IM	R	S	9	3	6	4						
RPG7V		All	N		6	3	5	2	2					
HW(BTR)SA7	Inf	IM	I	S	16	6	16	16	17					
SPG7 AT7		All	N		4	6	5	4	3	2				



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