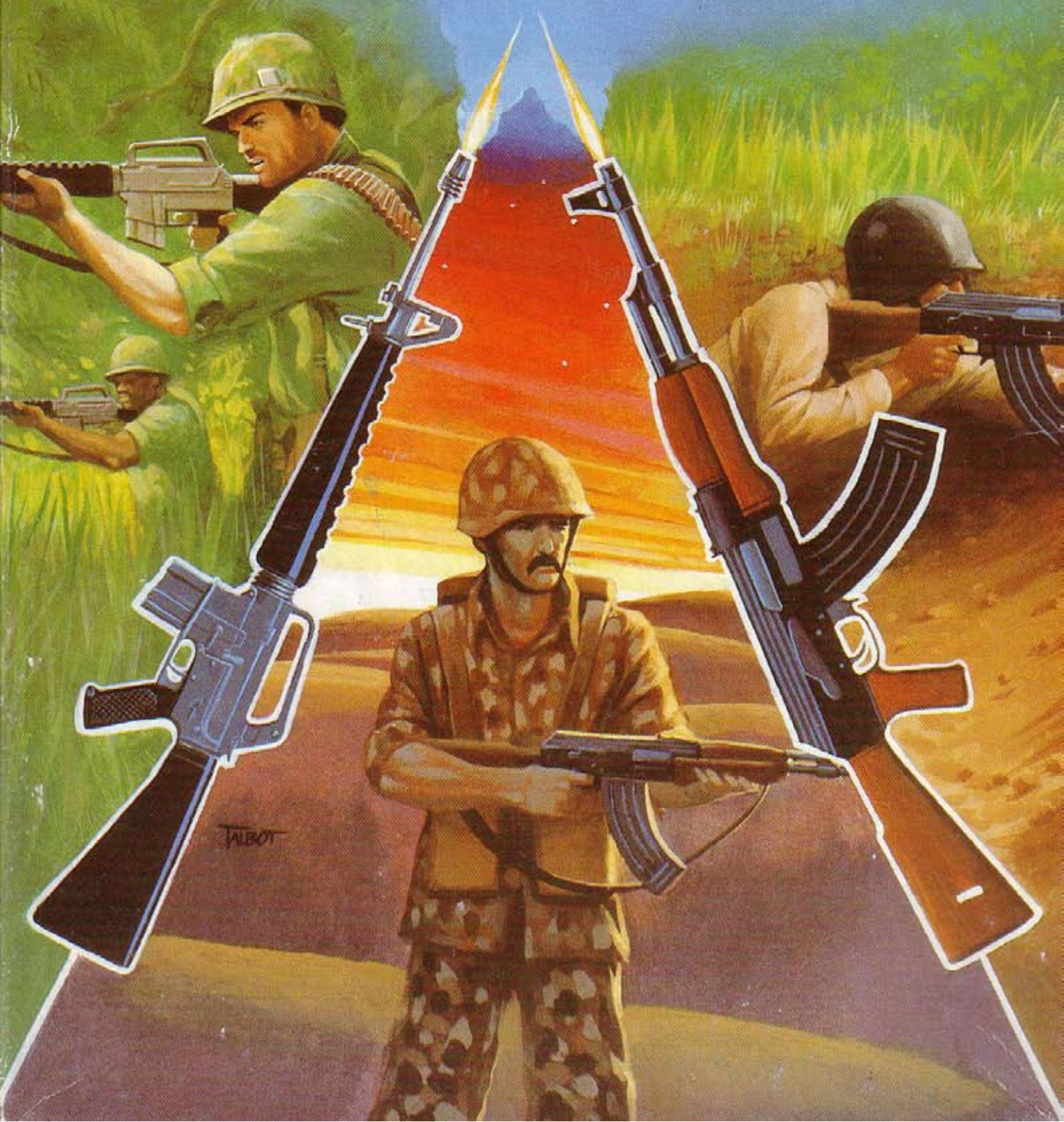# FIREPOWER

FIREPOWER IS THE AVALON HILL GAME COMPANY'S TRADEMARK NAME FOR ITS MAN-TO-MAN SQUAD TACTICS GAME

TALBOT

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BASIC GAME RULES FOLDER

INTRODUCTION TO THE BASIC GAME RULES

FIREPOWER is a game of man-to-man combat at the present time and during the recent past, designed to test the tactical combat skills of two or more players. The game's scale is approximately five yards per hex and thirty seconds per Turn. Combat at this level is at its most basic and brutal; propaganda, war aims, and the overall situation matter little. Full attention is focused on the immediate enemy, his location, numbers and weapons, the local terrain, and sheer survival. *Your* mission is to employ superior maneuver and firepower to lead *your* soldiers to victory.

For those of you new to the wargaming hobby, what you have in your hands is a *simulation* of actual modern combat situations. Simulations come in many forms—a movie can be a "visual" simulation of some reality, or a book can be a "written" simulation. Similarly, playing this game provides a "gaming" simulation of the "real thing". Absolute realism in any type of simulation is, of course, impossible, but, within the framework provided, the *major* problems confronting actual soldiers in combat situations can be recreated. However, unlike visual or written simulations, the gamer does not merely take a passive role in watching or reading the simulation, but becomes an active participant in it. The players take the roles of the opposing commanders—*they* are in command, and *their* decisions and *their* actions determine the result.

The rules *are* lengthy, but need not be memorized, only carefully and thoroughly read and used as a reference for questions that arise during the playing of a game. The rules are organized by a number code for quick reference. The rules do not have to be read and learned all in one sitting. The first few games can and should be played using only these Basic Game Rules. Additional, more complex rules found in the BATTLE MANUAL can be introduced as the player's tastes and interests dictate.

1. THE BASIC GAME EQUIPMENT

The following components are used in the play of the Basic Game. Information *not* needed for play of the Basic Game is identified with an asterisk (*). Components *not* used with the Basic Game are identified and explained in the BATTLE MANUAL. Please inspect these parts carefully while reading through this section.

1.1 THE MAPBOARD: There are four mapboard "panels" included in the game. Each panel is numbered for identification and shows an area of typical terrain. Panels 1—3 can be joined together in a variety of ways to form multi-panel mapboards. Panel 4 does not fit together with the other panels, but is always used alone. Only panels 1 and 2 are used for the Basic Game. A hexagon grid is used to regulate movement and the positioning of the playing pieces, and individual hexagons are called "hexes". Each hex contains a letter-number identification which, in conjunction with the panel number, is its individual designa-

tion. *For example, hex "1FF1" is the "FF1" hex on mapboard panel 1.* The hexes where the mapboard panels join (so that there is a half hex on each panel) can be identified by referring to either of the adjacent full hexes as if they were a continuation of either panel's numbering sequence, regardless of what designation or partial designation may appear in the partial hex. In the center of each hex is a "sighting dot" used to determine lines of sight. The terrain found on the mapboard is identified in the STANDARD TERRAIN IDENTIFICATION CHART on the Basic Game Card. Each side of a hex can be identified by a number corresponding to a number assigned (see below for the orientation of these numbers to the panel numbers) to that same hexside of the "directional hex" on each mapboard panel. When two or more panels are joined together, always use the directional hex of the *lowest-numbered* panel as the reference for the entire mapboard. A directional hex also identifies the sides of the mapboard, as shown below:

DIRECTIONAL HEX

SIDE 1

SIDE 5/6   SIDE 2/3

SIDE 4
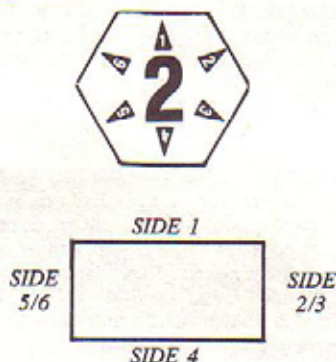
1.2 THE PLAYING PIECES: The die-cut counters are punched out to provide playing pieces called "units". The tan (side "A") and green (side "B") soldier units represent the opposing sides, and either set may be used to represent a certain nationality in a given game, as the players desire. Units of other colors are neutral, and may be used by either or both sides. Note that most units have two sides, the side to be used in a particular game depending on what is needed to play the game. The units used in the Basic Game are identified below:

1.2.1 SOLDIER UNITS: These units, called "soldiers" in the rules, each represent an individual man and his major personal weapon. All soldier units are "RFL" on one side, with a variety of other weapon types on the reverse side. The side used depends on what weapons are needed for the game.

FRONT

PICTURE SYMBOL

IDENTIFICATION NUMBER
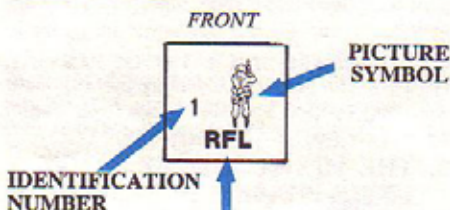
MAJOR PERSONAL WEAPON CARRIED

FTR(*) : Flamethrower.
GLR(*) : Grenade Launcher.
LMG : Light Machinegun.
MMG(*) : Medium Machinegun.
MPL(*) : Medium Portable Launcher.
MRT(*) : Mortar.
PST : Pistol.
RFL : Rifle.
SMG(*) : Submachinegun.

1.2.2 SEQUENCE UNITS: These are lettered for identification on one side—the color shows the owning player side.
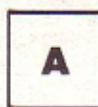
1.2.3 INFORMATION UNITS: These are placed to display game information.
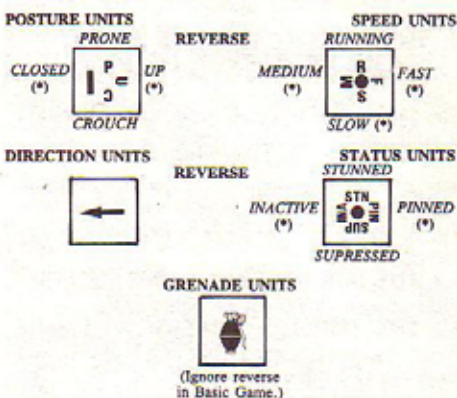
1.3 DIE: One "decimal die" is included in the game, which can be used to roll *ten* different numbers ("1" to "0"). A "0" is the highest number, and is read as "10". This can be used as provided, but is easier to read if the numbers are first filled in with a black water-proof felt-tip pen.

1.4 OFF-BOARD CARD: The Off-Board Card should be cut into the Turn Record (needed for the Basic Game) and two identical Holding Box Cards (*). The back of one of these Holding Box Cards (*) is the Basic Game Card, needed to play the Basic Game.

1.5 THE BASIC GAME RULES FOLDER: This folder has all the rules required to play the Basic Game. Players may start a game after reading this folder and preparing the necessary components—the remaining components are not needed to play the Basic Game.

1.6 OTHER: A straight edge, rubber band, or string to check lines of sight will prove useful.

2. BASIC GAME SETUP AND PREPARATION FOR PLAY

This "Basic Game Scenario" is the only one that can be played using only the Basic Game Rules.
2.1 STEP ONE: Lay out mapboard panels "1" and "2" as shown below:

SIDE 2/3   SIDE 5/6
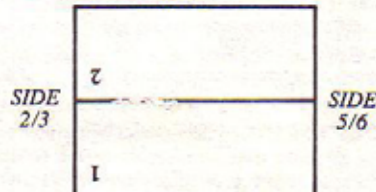
Place the Turn Record near the mapboard, and place any unused unit in its "1" box.
2.2 STEP TWO: Each player now rolls the die, repeating to break ties. The player with the high roll then picks a side ("2/3" or "5/6") of the mapboard on which to set up, the other player taking the opposite side.
2.3 STEP THREE: By any mutually agreeable method, the players decide which will use the side "A" soldiers and which will use the side "B" soldiers. Then both select the units needed for their side, both identical forces consisting of the following units:
SOLDIER UNITS: 1×LMG, 1×PST, 4×RFL (a total of six soldier units).

1

SEQUENCE UNITS: 3 sequence units (any letters).

2.4 STEP FOUR: Each player now rolls the die, repeating to break ties. The player with the *low* roll then sets up his soldiers in any desired manner within five hexes (inclusive of both the soldier's hex and the partial hexes along the mapboard edge) of his side of the mapboard. After this, the other player sets up his soldiers in any desired manner within five hexes of the opposite side of the mapboard. Play may now begin.

3. HOW TO PLAY—THE BASIC GAME SEQUENCE OF PLAY

The game starts when all setup and preparation is completed. The game is played in "Turns". Each Turn is divided into "Phases", which are performed in the order listed below. For the Basic Game Scenario, this sequence is repeated for four Turns, after which the game is finished and victory is determined.

3.1 THE MIX SEQUENCE UNITS PHASE: Either player mixes the sequence units.

3.2 THE IMPULSE PHASES: An Impulse Phase begins when a sequence unit is drawn, and there are two Impulses per Impulse Phase. The sequence units are randomly drawn one at a time. As each is drawn, the soldiers on the side matching the color drawn may be used to perform any Actions allowed by the two Impulses. This continues until all sequence units have been drawn.

3.3 THE TURN RECORD PHASE: After all sequence units have been drawn, advance the unit on the Turn Record into the next box. The number in this box shows what Turn is being played.

4. GENERAL BASIC GAME RULES

These all play a part in different ways during a game.

4.1 CONTROLLING PLAYER DEFINITION: Players *always* perform all moves and die rolls for the units that they use. Thus, players are always the "controlling players" for their own units.

4.2 READING THE DIE—DIE MODIFIERS: The number that appears at the top of the die when thrown is the number rolled. "Modifiers" to this die roll are called for in the rules and require numbers to be added and/or subtracted to the number actually thrown. *For example, if a "5" is rolled on the die and a modifier of "−1" is called for, the result is "5−1 = 4", and the result is interpreted as if a "4" had been rolled. If more than one modifier applies, the effects are cumulative. For example, if modifiers of "−1" and "+2" both apply, the cumulative modifier is "−1+2 = +1".*

4.3 UNIT FACING: The "fronts" of units face the tops of those units, as shown in the soldier unit example in **1.2.1**. Soldiers must at all times be facing toward a definite *hexside*, not toward the angle of a hex. Be very careful with the placement of units with regard to their facing, especially when more than one unit is present in a hex, so that no chances for confusion exist.

The facing of posture, speed, and status units depends on which side of the information unit *matches* the front facing of the soldier unit with which it is placed.

4.4 UNIT POSTURE: A soldier may be in a "Standing", "Crouching", or "Prone" posture in the Basic Game, as is shown by the placement or non-placement of a posture unit in the appropriate facing on or near the soldier. If no posture unit is placed, the soldier is "Standing", if a posture unit is placed "P" topmost, the soldier is "Prone", and if the posture unit is placed "C" topmost, the soldier is "Crouching". A posture unit remains the same until movement factors are expended to change it or until it is changed when the soldier is Stunned.
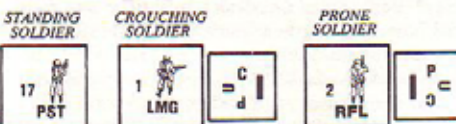
4.5 UNIT SPEED: In the Basic Game, a soldier may be "Normal" or "Running", as shown by the placement or non-placement of a speed unit on or near the soldier. If no speed unit is placed, the soldier is at "Normal" speed, and if a speed unit is placed "R" topmost, the soldier is "Running". A soldier is Running only if it entered four *new* hexes. Once placed, a speed unit remains in place until the next sequence unit for the soldier's side is drawn or until it is removed if the soldier is Suppressed or Stunned.

4.6 UNIT STATUS: A soldier may be "Stunned" or "Suppressed" as a result of fire, as shown by the placement of a status unit on or near the soldier. If no status unit is placed, neither applies. If a status unit is placed "STN" topmost, the soldier is "Stunned", and if placed "SUP" topmost, the soldier is "Suppressed". Stunned soldiers are also automatically marked as Prone.

4.7 FENCE AND HEDGE HEX UNIT DIRECTION: In a fence or hedge hex, a soldier may be on *either* side of that particular obstacle. A direction unit must be placed on or near a soldier with the arrow showing which side of the hex is occupied.

4.8 STACKING—MORE THAN ONE UNIT PER HEX: Any number of soldiers or other units of the same side may occupy the same hex at the same time. They may be in the same or different facings, postures, speeds, directions, and/or status. Normally, there are no problems, but if things get too crowded in a hex, the player may have to carefully explain the situation to the opponent or even make some notes to avoid confusion.

4.9 MAPBOARD SIDES—USE OF PARTIAL HEXES: The partial hexes along the mapboard sides may be used normally. In the Basic Game, no soldiers may exit the mapboard.

5. THE MIX SEQUENCE UNITS PHASE

EveryTurn begins with this Phase. The sequence units should be placed upside down and thoroughly shuffled and mixed so that no one knows which is which. If available, place the sequence units in a cup or hat, then shake thoroughly. Either player may handle this, and it must be done once at the start of every Turn.

6. THE BASIC GAME IMPULSE PHASES

6.1 GENERAL IMPULSE PHASE RULES—CHANGES IN SPEED AND STATUS: The se-

quence units are drawn one at a time. As each is drawn, the player controlling the soldiers of the sequence unit's side may perform two "Impulses", which together constitute one "Impulse Phase". Each Impulse consists of performing the Actions for the soldier or soldiers in *one* hex. Only after the completion of one Impulse Phase is the next sequence unit randomly drawn. As each is drawn, invert the previous sequence unit and place in an area separate from those still to be drawn—no player may examine the inverted sequence units or the ones still to be drawn. This continues until all sequence units have been drawn. Thus, players are never sure of the order in which a Turn will be resolved.

6.1.1 REMOVAL OF SPEED UNITS: When a sequence unit is drawn, all speed units marking that side's soldiers are removed from play.

6.1.2 REMOVAL OF SUPPRESSED STATUS UNITS: When a sequence unit is drawn, all Suppressed status units marking the *other* side's soldiers are removed from play.

6.1.3 CHANGE OF STUNNED STATUS UNITS: When all Actions in an Impulse Phase have been completed (i.e., at the end of each Impulse Phase), all Stunned status units marking that side's soldiers are changed to show that the soldiers are now Suppressed.

6.2 BASIC GAME ACTIONS—MOVEMENT FACTORS AND EXPENDITURES: The two Impulses of an Impulse Phase may be performed in any desired order by the controlling player. Each Impulse must involve different soldiers. No single Soldier may ever be used to perform Actions during both Impulses or expend more than the allowable number of movement factors during any one Impulse Phase. During each Impulse, each involved soldier may have up to four movement factors expended performing any desired "Actions", which may be performed in any desired order or combination. All Actions cost movement factors. All movement factors do not have to be expended. The number of movement factors expended in having a soldier perform any single Action are listed in the BASIC GAME MOVEMENT FACTOR EXPENDITURE CHART on the Basic Game Card. Note that the number of movement factors expended to perform an Action can vary depending on the posture of the soldier used to perform the Action. No Actions may be performed if insufficient movement factors are available to perform the Actions. The Basic Game Actions are:

6.2.1 ENTER A NEW HEX: A soldier is moved into a new hex containing any type of terrain. Hexes entered must be consecutive—a unit may not skip hexes. Moving soldiers may enter and/or pass through hexes containing other friendly soldiers, but may not enter hexes containing opposing soldiers without a melee combat. A soldier may be moved only into the hex directly in front of the unit's facing. Mark a soldier as Running if four new hexes are entered during the Impulse. This Action is shown by moving the unit into the new hexes, then marking.

6.2.2 TURN 1-3 HEXSIDES IN A HEX: A soldier's facing is changed by one, two, or three hexsides (60 to 180 degrees). This Action is shown by pivoting the unit within the hex.

6.2.3 CROSS FENCE, HEDGE, OR HILL/DEPRESSION: A soldier is crossed from one side of a fence or hedge to the other while remaining in the same hex. These Actions are shown by adjusting the Direction unit to show the new location. This expenditure must also be made if the soldier crosses a hill (with any number of contour lines) or depression hexside while going up

or down the hill or depression. After crossing the hexside, movement factors must also be expended to enter the new hex.

6.2.4 POSTURE CHANGES: A soldier's posture can be changed from Prone to Stand, Stand to Prone (note that changing from Stand to Prone expends only one movement factor, while changing from Prone to Stand expends two movement factors), Prone to Crouch, Crouch to Prone, Crouch to Stand, or Stand to Crouch. Adjust a posture unit to show these Actions.

6.2.5 COMBAT ACTIONS: Firing weapons and melee are both "Combat Actions". An individual soldier may be used to perform no more than *one* Combat Action per Impulse Phase.
6.2.5.1 FIRE WEAPONS (COMBAT): Although a hand grenade is actually thrown, for game purposes treat as if it and all other weapons are "fired". Firing is resolved by die rolls after announcement (see 6.3).
6.2.5.2 MELEE (COMBAT): A soldier is moved into a hex containing an opposing soldier (or soldiers) and engages in hand-to-hand combat. A melee is resolved by a die roll (see 6.5).

6.2.6 STACKS: All soldiers who start an Impulse in the *same* stack may all have Actions performed (up to each of their maximum number of movement factors) as part of that one Impulse. They may do so whether the stack remains together or breaks up into smaller stacks and/or individual soldiers as their Actions are performed.

6.2.7 EXAMPLES OF ACTION MOVEMENT FACTOR EXPENDITURES:
6.2.7.1: *A soldier starts the Impulse Prone. Two movement factors are expended to Stand (remove the status unit), one movement factor to turn two hexsides, and one movement factor to enter a new hex.*

6.2.7.2: *A soldier starts the Impulse Standing. One movement factor is expended to cross the hill hexside, moving up the hill, and one movement factor to enter the new hex atop the hill. Then one movement factor is expended to cross the hill hexside, moving down off the hill, and one movement factor to enter another new hex.*

6.2.7.3: *Two soldiers start the Impulse stacked together and Standing. The first soldier (as determined by the controlling player) expends two movement factors firing, then one movement factor to go Prone (add a Prone status unit). The second soldier expends one movement factor to enter a new hex, two movement factors to fire, then one movement factor to go Prone (add a Prone status unit).*

6.2.8 EFFECTS OF STUNNED AND SUPPRESSED ON MOVEMENT FACTORS: Stunned soldiers may not be used to expend movement factors. Suppressed soldiers have their available number of movement factors reduced by one (ie. from "4" to "3" movement factors).

6.3 BASIC GAME FIRE COMBAT—HOW TO FIRE: The following rules apply when a soldier is used to expend movement factors to fire.

6.3.1 GENERAL RULES OF FIRE: A soldier may be used to fire at any hex that lies within both its firing arc and firing range, provided that the shot is not blocked by line of sight considerations. The soldier firing is called the "firing unit" and the opposing soldier or hex being fired at is called the "target unit" or "target hex".
**6.3.1.1:** Grenades are fired (actually, thrown) at a target *hex* (not necessarily containing soldiers), and all other Basic Game weapons are directed at one specific target *unit* within a target hex (firing player's choice).
6.3.1.2: All soldiers are fired individually, and may have their fire directed at only *one* target each time they are fired. A soldier may be used to fire its major personal weapon *or* a hand grenade during an Impulse, but not both. Two or more firing units may be fired separately at the same target hex or target unit during the same Impulse or Impulse Phase.
6.3.1.3: No more than one soldier in a single stack in a single hex may be fired while the stack remains together, although, if the stack is broken up by movement, the new stacks and/or individual soldiers may be fired (one per stack per hex) *after* entering a new hex.

6.3.2 THE FIRING RANGES: The maximum ranges of the various weapons are shown on the BASIC GAME FIRING CHARTS on the Basic Game Card. Any ranges that contain a number are in the range of a specific weapon. *For example, a pistol may be fired at a target unit at eight or less hexes range.*

6.3.2.1: The "firing range" is determined by counting the number of hexes by the *shortest* possible route from the firing unit to the target hex, not including the hex that contains the firing unit, but including the target hex. *For example, below is shown a range of five hexes.*

FIRING UNIT   TARGET HEX
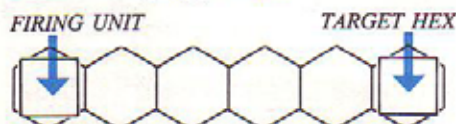
6.3.2.1 THE HAND GRENADE RANGE LINE: There is a "range line" printed on the Hand Grenade line on the CHART, between the numbers "5" (ranges 3-5) and "2" (ranges 6-8). This indicates that a soldier must be Standing to be used to fire (throw) a hand grenade 6-8 hexes. A Crouching or Prone soldier can be used to fire a hand grenade only up to a 5 hex range.

6.3.3 THE FIRING ARC: The "firing arc" depends on the firing unit's facing and includes all hexes or partial hexes in a 60 degree arc out to the limits of the weapon's range. Any hex within a firing unit's arc is a possible target hex. No fire may be directed at hexes falling outside of this arc.

SHADED HEXES FALL WITHIN THIS UNIT'S FIRING ARC.

6.3.4 THE BASIC GAME LINE OF SIGHT: "Line of sight" determines what a firing unit can "see". If the line of sight to a potential target hex may be completely "blocked" by some obstacle, run a straight edge (ruler, taut string, stretched rubber band, part of the Unit Counter Sheet frame, etc.) from the sighting dot in the firing unit's hex to the sighting dot in the target hex to see if the line of sight passes through the obstacle.
6.3.4.1: Unless both hexes are hill hexes, an intervening hill hex blocks the line of sight. The hexsides of a hill hex count as part of a hill hex.
6.3.4.2: If both hexes are divided by an intervening fence hex (including units actually in the fence hex) and either or both units are Prone, the intervening fence blocks the line of sight. To be blocked the line of sight must pass through or along some part of the fence *picture* printed on the mapboard.
6.3.4.3: A hex (including the hexsides) containing one or more "friendly" soldiers will block a line of sight if the intervening friendly soldiers are the same as or of a higher posture than the firing unit and both are on the same height terrain. Hexes containing opposing soldiers do not block a line of sight in this way.
6.3.4.4: Hills are the highest terrain (for the Basic Game ignore the number of contour lines in a hill hex and treat all hill hexes as being of equal height) and depressions are the lowest terrain. All other terrain is somewhere in between in height. For posture, Stand is higher than Crouch and Crouch is higher than Prone.

6.3.5 RATES OF FIRE: When weapons are fired, the Impulse used in performing the Action allows them to be fired at their full "rate of fire" for the two movement factors expended. The weapon's rates of fire are shown on the BASIC GAME FIRING CHARTS, and are different for each weapon.
6.3.5.1 AUTOMATIC WEAPONS: The light machinegun and rifle are both "automatic weapons", as shown by the "X" that appears in their rate of fire. The number that appears to the left of the "X" is the number of "bursts" that can be fired by the weapon in each Impulse. The number that appears to the right of the "X" is the number of "shots" per burst. *For example, a light machinegun may fire three bursts of four shots each. The die is rolled four times (once per shot) per burst.* All target units must always be in the same hex, and only one burst may be fired by the same weapon at any single target unit during the same Impulse Phase. Separate bursts may be fired at different targets in the same hex. If only one target unit is in a target hex, only one burst may be fired.
6.3.5.2 SELECTIVE FIRE: The rifle has "selective fire"—two different rates of fire are shown to the right and left of a slash ("/")—the one to be used is up to the controlling player, but only one or the other may be used during any one Impulse Phase. The "2X3" notation to the left is its automatic rate of fire, and the "2" notation to the right is its "semi-automatic" rate of fire. The "2" indicates that two shots (roll the die twice) may be directed at a *single* target unit—they may not be split against two different units. Semi-automatic fire has the advantage of being more accurate than automatic fire.
6.3.5.3: The pistol has only semi-automatic fire. The hand grenade has a rate of fire of "1"—one shot may be directed at one target hex per Impulse. In the Basic Game, each soldier is considered to be carrying unlimited supplies of bullets for the major personal weapon plus an unlimited number of hand grenades.

6.3.6 FIRE PROCEDURES: After checking the firing range, firing arc, and line of sight to deter-

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mine if firing is possible, and, if necessary, deciding which rate of fire to use, the fire is announced and resolved. If the firing unit is to expend additional movement factors after firing, this must be announced at the time of firing, as this modifies the die number rolled.

6.3.6.1 THE HIT NUMBER: On the BASIC GAME FIRING CHARTS crossgrid the firing weapon's line with the range in hexes to the target hex to find the "hit number". *For example, if a light machinegun is fired at a fifteen hex range (range increment "13-20"), the hit number is "3".* For the rifle, use the hit number to the left of the slash line if automatic fire is used, and the hit number to the right of the slash if semi-automatic fire is used.

6.3.6.2 THE BASIC GAME FIRING MODIFIERS: Now check the BASIC GAME FIRING MODIFIERS, which are printed just below the BASIC GAME FIRING CHARTS on the Basic Game Card. Each is explained in more detail below:
6.3.6.2.1 FIRING UNIT IS SUPPRESSED: If the firing unit is "Suppressed" (see **6.4** below), the die number rolled is modified by "+1".
6.3.6.2.2 TARGET IN COVER: "Cover" is any obstacle that can stop a bullet or grenade fragment. If a target unit is in a tree hex or rough hex, or in a fence hex with the fence between the firing and target units or between a grenade's impact hex and the target hex, the die number rolled is modified by "+1". THIS MODIFIER DOES NOT APPLY FOR FIRING HAND GRENADES, BUT DOES APPLY TO THEIR BLAST.
6.3.6.2.3 TARGET IN CONCEALMENT: "Concealment" is any obstacle that will not stop a bullet or fragment, but does conceal a target by making it less visible. If a target unit is in a scrub or tree hex or in a hedge hex with the hedge between the firing and target units, the die number rolled is modified by "+1". Note that tree hexes offer both cover and concealment and thus have a combined total modifier of "+2". THIS MODIFIER DOES NOT APPLY WITH HAND GRENADES (FIRING OR BLAST).
6.3.6.2.4 TARGET IS CROUCHING OR PRONE: If the target is Crouching or Prone, the die number rolled is modified by "+1" or "+2", respectively. THESE MODIFIERS DO NOT APPLY FOR FIRING HAND GRENADES, BUT DO APPLY TO THEIR BLAST.
6.3.6.2.5 PER TREE OR HEDGE HEX IN LINE OF SIGHT: For each tree hex and/or hedge through which the line of sight passes (not including the firing and/or target hexes) the die number rolled is modified by "+1". The hexsides of a tree hex count as part of a tree hex. For hedges, the line of sight must pass through or along some part of the hedge picture printed on the mapboard— where a fence or hill would block a line of sight, a similarly placed hedge or tree will only cause the die modifier. Check line of sight the same as when checking to see if completely blocked.
6.3.6.2.6 TARGET IS RUNNING: If the target unit is marked as Running, the die number rolled is modified by "+2". THIS MODIFIER DOES NOT APPLY WITH HAND GRENADES (FIRING OR BLAST).
6.3.6.2.7 FIRER EXPENDS MOVEMENT: If the firing unit expends any movement factors performing Actions that are not Combat Actions, before and/or after firing, this modifies the die number rolled by "+1" per movement factor expended by non-Combat Actions. THESE MODIFIERS DO NOT APPLY WITH HAND GRENADES (FIRING OR BLAST).
6.3.6.3 RESOLVING FIRING: Fire is resolved by rolling the die.

6.3.6.3.1 LIGHT MACHINEGUNS, PISTOLS, AND RIFLES: Roll the die once per shot fired. Modify each shot by the applicable modifiers. If the hit number or less is rolled, the target unit is eliminated and removed from play. Otherwise, the shot "misses". *For example, a light machinegun is fired at two soldiers in the same hex. The range is 30 hexes, giving a hit number of "3" and the target units are both Prone ("+2" modifier). One burst of four shots each is fired at each target unit. For the first soldier "0" (reads as "10"), "6", "5" and "1" are rolled. The "1" hits ("1+2 = 3", the hit number), and that soldier is eliminated. For the second soldier, "8", "7", "8" and "3" are rolled, all "misses".*
6.3.6.3.2 HAND GRENADES: In addition to the major personal weapon, each soldier also carries hand grenades. Roll the die once per fire (throw). Modify by the applicable modifiers. If the hit number or less is rolled, the target hex (now called the "impact hex") is hit. If the modified die number is higher than "10", consider the grenade to be a "dud"—it missed completely and no further action is taken. If the modified die number is higher than the hit number, but "10" or less, the target hex was missed, but the "spread" must be checked to see what nearby hex was hit.
6.3.6.3.2.1 HAND GRENADE SPREAD: Consult the GRENADE SPREAD DIAGRAM on the Basic Game Card. The "X" shows the target hex and the arrow shows the hexside crossed by the line of sight from the firing unit. If the line of sight crosses directly over a hex *angle*, the firing player must choose which of the hexsides that form the angle to use *before* rolling the die for spread. Roll the die— the grenade lands in the mapboard hex corresponding to the number on the diagram, which now becomes the impact hex. *For example, in the following diagram, the grenade missed and a "4" is rolled, so "B" shows the impact hex.*

FIRING LINE OF SIGHT   TARGET
UNIT   IMPACT HEX   HEX
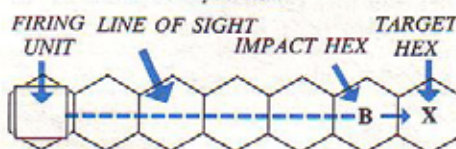
If the impact hex is a hex that is a completely blocked hex from the firing unit's line of sight, or if the impact hex is beyond the grenade's range or goes off the mapboard, treat as a "dud" (no effect). Otherwise, blast is evaluated from the new impact hex. For reference while resolving this, use a grenade unit to mark target and impact hexes as they are determined.
6.3.6.3.2.2 GRENADE BLAST: When a grenade explodes, its explosion and fragmentation effects can cause damage not only in the hex hit, but also in nearby hexes, called the "blast zone". The "blast hit number" for a Basic Game hand grenade is "5". The GRENADE BLAST DIAGRAM on the back of this folder shows die roll modifiers that apply in nearby hexes, in addition to any other applicable firing modifiers. One die roll is made for each soldier in the blast zone hexes (this can also affect friendly soldiers in these hexes). *For example, assuming that no other modifiers apply, a "5" is the hit number in the impact hex ("B" on the diagram) and no modifiers apply there. Adjacent hexes have a "+3" modifier, and hexes which are two hexes away from the impact hex have a "+4" modifier.*

6.4 STUNNED AND SUPPRESSED: Soldiers can be Stunned or Suppressed as a result of fire that misses.
6.4.1 AUTOMATIC FIRE SUPPRESSION: For automatic fire from a light machinegun or rifle (automatic fire only—not the semi-automatic rate of fire), any soldiers in the target hex that are not hit (whether actually the target unit or not) are Sup-

pressed, and should be appropriately marked with a Status unit. It is also possible for automatic fire to Suppress all soldiers in a hex, even if there is no chance of a hit (ie., if positive modifiers make it impossible to roll the hit number) if a modified number of "10" or less can be rolled.
6.4.2 GRENADE STUNS AND SUPPRESSION: Soldiers that are not eliminated in a grenade impact hex are Stunned, and should be so marked. Stunned soldiers may do nothing to expend movement factors until the Stunned is changed to a Suppressed. Soldiers in a blast zone hex, but not in an impact hex, that are not eliminated are Suppressed if an unmodified die roll of "2" could have caused a hit (i.e., if a "2" had been rolled, a hit could have been scored, even considering all modifiers).
6.4.3 STATUS EFFECTS ON SPEED: Any Running soldier who is Stunned or Suppressed automatically has the Speed removed and is no longer considered to be Running.
6.4.4 STUN EFFECTS ON POSTURE: Soldiers marked as Stunned are also immediately marked as Prone, if not already in that posture.
6.5 HOW TO HAVE BASIC GAME MELÉE COMBAT: To initiate a melee combat a soldier or soldiers must be able to enter a hex containing an opposing soldier or soldiers and have at least one movement factor to expend for the melee. It is possible to have melee in a hex during the same Impulse Phase as fire is directed at the hex by other soldiers.
6.5.1 MELEE PROCEDURE: The hit number for melee is "5". If a modified die number of "5" or less is rolled, the side that entered the hex (the "attacker") wins, and all opposing soldiers in the hex are eliminated. If a modified die number of "6" or more is rolled, the side originally in the hex (the "defender") wins, and all attackers are eliminated.
6.5.2 MELEE MODIFIERS: The die number is modified by "−2" for each attacker in excess of the number of defenders, or by "+2" for each defender in excess of the number of attackers.
6.5.3 POST MELEE: Successful attackers must immediately end their Actions after the conclusion of a melee, even if unexpended movement factors remain.

6.6 ORDER OF ACTIONS: Any changes in the mapboard situation caused by an earlier Action apply to any later Action during the same Impulse and/or Impulse Phase. *For example, if fire at a hex Suppressed a Running soldier in that hex, the "+2" modifier for Running would not apply for a later shot at that soldier, even during that same Impulse.* The Impulses of an Impulse Phase and the Actions of an Impulse may be performed in any desired order by the controlling player. If a stack of soldiers is used for an Impulse, the controlling player may perform their individual Actions in any desired order, even expending some movement factors for one soldier, then some for another, then back to the first soldier, etc., being careful not to exceed the 4 movement factors allowed with any one soldier.

7. VICTORY CONDITIONS— HOW TO WIN THE BASIC GAME SCENARIO

At the conclusion of four Turns, the players count "victory points". Each player gets one victory point for each opposing soldier eliminated and three victory points for each of their own surviving soldiers located in a hex on the opposite side of the mapboard (beyond the "Q" row, past the mapboard fold). The winner is the player with the most victory points; if victory points for both sides are equal, the game is a draw.

FIRE POWER

FIREPOWER BATTLE MANUAL

STOP!! Do not read this until after you have read the Basic Game Rules. It is a good idea to become thoroughly familiar with the Basic Game before moving on to the more detailed and complicated versions of the game found here.

THE ADVANCED GAME RULES

INTRODUCTION TO THE ADVANCED GAME— SIMULATION NOTES

The Basic Game provides a quick and convenient method of "getting into" the game and learning the most important mechanics. After the Basic Game is mastered, the Advanced Game is much easier to learn and understand. Only after becoming comfortable with the Advanced Game should any Optional Rules be tried. This gradual learning process makes the entire game package easier to assimilate and use. Using the Advanced Game and Optional Rules makes *FIREPOWER* a very detailed game *system*. Mastering this system enables a player to "game" any comparable scale modern action, even, with a little research, types of actions and countries other than those included in this game package.

As players begin using the Advanced Game Rules, and even more so as many of the Optional Rules are adopted, they will find that the game system in many important ways simulates *actual* combat situations as opposed to the "Hollywood" version of these same events. The way this is done and the reasons it was done in this way may at first be puzzling, because warfare is anything but logical. Firefights are brutal and terrifying experiences for the soldiers involved, who may also be suffering from fatigue and the effects of a preliminary bombardment, and many "everyday" and seemingly "logical" concepts have to be changed for a proper perspective. Although a large number of books, articles, manuals, and interviews were used in researching this game, among them were two sources that consistently presented many of the basic ideas for the version of combat presented in this game. These sources were the works of S.L.A. Marshall (especially his classic *Men Against Fire*), and Stouffer, et al's *The American Soldier, Combat and its Aftermath*, a multi-volume psychological look at combat and the attitudes of American combat troops in World War II. The con-

clusions of these sources are substantially backed up by every good first-hand account of modern ground combat, although most other works are more concerned with a broad sweep of what happened rather than a detailed analysis of why it happened the way it did.

These works emphasize the "emptiness" of a modern battlefield where a good look at the enemy or even at most of one's comrades is rare, the small percentage (20—30%, or even less) of the soldiers who do anything effective during an action, the fear and confusion, and the short duration (usually a few minutes or less) of an actual ground combat (random firing can continue for some time, forces may be regrouping, and the combat may be repeatedly renewed, but a few minutes are usually enough to settle *immediate* victory or defeat). All major modern battles consist of hundreds or thousands of separate combats of the types presented here as scenarios. Success depends on the efforts of a handful of individuals among those engaged, called "natural fighters" by Marshall. Many modern training techniques attempt to develope such soldiers, and every army awards medals for encouragement and makes efforts to promote these "natural fighters" to positions of leadership (squad leaders, assistant squad leaders, and weapon team leaders) to stimulate the others to participate. "Friction" and "fog of war" are endemic in low level tactics (even worse than in the higher levels of command, since the danger is more immediate, constant, and personal), and squad "drills" break down rapidly under fire (more or less so depending on the troop quality and training). Small units, such as squads, are "primary groups" where the members are often friends, and very close knit. When the shooting starts, a soldier is very reluctant to abandon his buddies, but may still take no effective part in a combat. Soldiers in combat spend most of their time hiding and looking. Even "natural fighters" get scared, confused, or may just be looking in the wrong direction at the wrong time. Combat veterans confirm this. As one former squad leader (Army, Vietnam War) told me, "Once the shooting started, nobody would do anything until I went over and personally kicked

them in the butt." Another, (Marine, Korean War) mentioned. "The first time we came under fire, the sergeant had to move around and personally tell each man that he was supposed to be firing back." Some crazy things happen in actual combat, and can occur in this game. Gamers who think of warfare as a series of carefully orchestrated maneuvers will have to adjust their thinking to play this game effectively. Lucky breaks and opportunities for one side will be intermixed with the same for the other side in a patternless manner. Seizing one's own opportunities while minimizing the other side's opportunities is the crux of successful play of *FIRE-POWER*. Some soldiers will emerge as "heroes", while others will accomplish nothing, but this is the nature of the beast called modern ground combat.

The "squad" at the start of World War I was an organization primarily useful for administration and close order drill. The tactical impact of the massive firepower available from the new weapons of 1914—1918 was startling. The traditions of centuries of close order fighting by massed troops died hard, but, by the end of that war a transformation had taken place, and squads were being trained and organized around one or more automatic and/or heavy weapons as independent maneuver elements within larger formations. This very revolutionary tactical concept was adopted by all major powers by the start of World War II. This marks the beginning of "modern ground combat", and, in its essentials, is the system still used today. The squad organizations and tactics of the Second World War, along with the more publicized use of armor and airpower, made the conduct of ground actions, even though many of the weapons were the same, vastly different from actions in previous wars.

Since 1945, attempts have been made to increase the effective firepower of squads. During World War II it was found that the automatic rifleman or light machinegunner in a squad was more effective compared to other squad members than the difference in firepower would suggest. At short ranges this could also be noted in soldiers armed with submachineguns. Research indicated that

these men had confidence in their ability to dominate their immediate front with their superior firepower, and this confidence increased their effectiveness. Equipping every infantryman with a bulky light machinegun is impractically expensive and submachineguns lack range, so other weapons were examined. Today, the long-range bolt action rifles and the short-range submachineguns of the 1940s have been largely superseded by "assault rifles" that feature selective rates of fire for either long-to-medium-range semiautomatic fire, *or* automatic fire for short-to-medium ranges. Since the mid 1960s, there has also been a steady trend towards smaller caliber bullets, such as the 5.56mm of the M-16 Rifle. These smaller, lighter bullets enable soldiers to carry more ammunition (a key consideration with the rates of fire now available to the average soldier), and, since they have a reduced recoil, are capable of more accurate automatic fire. Most armies still back up these weapons with powerful light machineguns, but the latest trend is towards lighter, more compact, and shorter-ranged light machineguns that share the same ammunition as the rest of the squad. This use of smaller caliber or reduced power bullets (such as those employed in the AK Rifle and RPD and RPK light machinegun series, which use carbine bullets) reduces the effective ranges of the standard infantry weapons, and has resulted in the increasing use of powerful, specialized sniper rifles to provide accurate firepower beyond 300—400 yards. Infantry flexibility and firepower have also grown through the lavish inclusion of anti-tank weapons and/or specialized grenade launchers or improved rifle grenades, and through improved mobility and survivability. Since the 1950s, most squads have been equipped with an armored personnel carrier ("APC") to replace their World War II-era trucks or half-tracks. These APCs provide all-round protection from small arms fire and shell fragments for the safe delivery of fresh infantry squads to the battlefield. A more recent trend has been to the infantry fighting vehicle ("IFV") which is more heavily armed and armored than a standard APC to provide fire support for the dismounted squad, and also has firing ports to allow the infantrymen to fire from inside the vehicle. Starting with the Korean War (1950—1953) there has also been a spread in the use of body armor by individual soldiers. The intended net effect of all the changes since World War II is to provide the individual soldier with confidence in his ability to survive and to dominate his own front with firepower, thus encouraging more soldiers to behave like "natural fighters". Overall, judging from the results in recent and current wars, this does not seem to have happened, although the still small percentage of "natural fighters" now have the means to be more effective than their earlier counterparts.

The *FIREPOWER* game covers what happens *after* the artillery barrage has lifted, and the airstrikes have done their worst. Combat at this level emphasizes the twin problems of survival in an environment of automatic and explosive weapons (accomplished by spreading out and keeping out of sight), and control (most easily accomplished by keeping together and in sight—suicidal, if spotted). The game system demonstrates that no modern ground combat situation can be divorced from the fog of war and the problems of small unit tactics—what *should* be done and what *can* be done may be very different in practice. If desired, a player can easily move and/or fire every soldier one or more times during a *Turn*, just the same as in a game where every unit can be moved and fired every Turn. This game's system of sequence units simply breaks this down into parts of a Turn. Keep in mind that the Impulse Phases are *not* units of time (although they obviously *average* five to ten seconds each), but merely determine the *order* in which events occur. The number of sequence units and Impulses per Impulse Phase of a squad show its degree of training, experience, and morale. A better squad can accomplish more in a given Turn. The randomness of drawing the sequence units and the limited number of things that can be done during each Impulse Phase are the heart of this game as a simulation of reality, and provide unique challenges for even the most "hardened" wargame commanders.

The Advanced Game Rules introduce new concepts and procedures that are absent in the Basic Game. This gives a more complex and detailed game that is much easier to understand and learn if the Basic Game Rules are already well understood. The Advanced Game Rules, in most cases, simply add to the Basic Game Rules, or supplement certain sections. Many of these rules simply explain charts and tables—it is suggested that these be found and examined as the rules explaining them are read. *All* Basic Game Rules still apply to the Advanced Game, unless otherwise stated.

ADVANCED AND OPTIONAL COMPONENTS; These components were not covered in the Basic Game Rules, as they are needed only with the Advanced and/or Optional Rules.

PLAYING PIECES; Some units may represent different things in different games, depending on their identification in the scenario.

ADVANCED INFORMATION UNITS:
HEIGHT UNITS
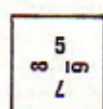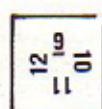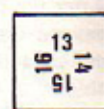
CRATER UNITS

SINGLE

DOUBLE

RUBBLE UNITS

REVERSE

FLAME UNITS(OP)

REVERSE

SMOKE UNITS

510

TURRET UNITS(OP): Reverse is blank.

FRONT

GRENADE UNITS

OR

MISSILE UNITS(MSL)
(A weapon unit)

FRONT

MSL

DEMOLITION CHARGE UNITS(DMC)

REVERSE

VEHICLE AND WEAPON UNITS (OP):
The reverse shows vehicles or weapon units of the opposing side.

SMALL VEHICLES(SMV)

FRONT

205

SMV
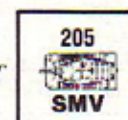
LARGE VEHICLES(LGV)

FRONT

201

GV

LARGE CREW WEAPONS(LCW)
(A weapon unit)

FRONT

301

LCW

DEFENSIVE UNITS: These represent fortifications and obstacles when placed on the mapboard.

2

WIRE UNITS(WIR)   **ABATIS(ABS) OR ROADBLOCK(RBL) UNITS**

REVERSE

DOUBLE WIRE(DWR) UNITS   **BLOCK(BLK) UNITS**   **BRIDGE UNITS**

REVERSE   *OR*

FOXHOLE(DFX or SFX) UNITS   **TRENCH (TRN) UNITS**

401

REVERSE

1
401

PILLBOX(PBX) OR CAVE(CAV) UNITS   **BUNKER(BKR) UNITS**   **TOWER(TWR) UNITS**

FRONT   *FRONT*

REVERSE

—DOOR   —DOOR

413

ILLUMINATION UNITS (An Information Unit)   **DITCH UNITS (A Defensive Unit)**

REVERSE

THE BATTLE MANUAL: This contains all the rules for the more complex versions of the game, as well as the scenarios.

THE GAME CARD: The Game Card contains the most-used charts and tables needed to play the Advanced Game and the Optional Rules.

THE WEAPON CARDS: The two Weapon Cards contain WEAPON CHARTS for firing the various weapons, including the VEHICLE WEAPON CHARTS.

THE VEHICLE CARD: This card contains the VEHICLE CHARTS on both sides.

THE BUILDING CARD: This card contains floor plans for the upper levels of the buildings on panel ''4'' of the mapboard.

THE OFF-BOARD CARD: If not already done, cut this card into two identical Holding Box Cards. These are backed by the Basic Game Card (not needed for the Advanced Game) and a sample CHARACTER SHEET (see Option 22.).

8. ADVANCED GAME SETUP AND PREPARATION FOR PLAY

8.1 SCENARIO SELECTION: Select a scenario from the scenario section of this BATTLE MANUAL. Most scenarios can be played using only the Advanced Game Rules. All specific information needed to set up and play a scenario is given in the Scenario Format or individual scenario sections.

8.2 ADVANCED MAPBOARD SETUP— TERRAIN DEFINITION: In the Advanced Game, terrain may vary from game to game, and information detailing terrain identification, heights, and values is given in the individual scenarios. The mapboard panels should be placed with the locations of the panel identification numbers matching those on the accompanying diagram in the scenario.

8.2.1 MULTI-LEVEL BUILDINGS: The upper floors of the buildings on mapboard panel 4 appear on the Building Card, which should be placed near the mapboard for scenarios using multi-level buildings on mapboard panel 4. Soldiers located on these upper floors are removed from the mapboard and placed in the appropriate hexes of the upper floor plans, which are identified by a letter that matches the identifying letter of the building on the mapboard, and a number identifying the story. *For example, floor plans ''A2'' and ''A3'' on the Building Card are the second and third floors of building ''A''. For single-story buildings, ignore the stairs—consider them to be part of the walls. Note that buildings ''G'' and ''H'' are joined on their second floor by a balcony with a wall that juts out over the pavement below, and building ''O'' includes balconies with walls that are an outdoor part of the third floor.*

8.2.2 TERRAIN HEIGHTS AND DEPTHS: A terrain feature may represent various heights or depths, depending on the scenario information. A ''height'' in the game equals two to four actual feet, an average of three actual feet. *For example, a hill defined as being three heights high is actually about nine feet high per contour level.* The depths of depressions are just the reverse—a depression that is four heights deep is about twelve actual feet below the normal ground level. Various heights and depths can be indicated by placing height units in one of the terrain feature's hexes. The number on the height unit facing in direction ''1'' (referring to the mapboard's directional hex) shows the height, or, for depressions, the depth of the terrain in ''heights''. Height units need only be placed to avoid confusion; in most cases players can simply remember the heights and depths. In the Advanced Game, *each* contour level of a hill adds to a hill's total height. *For example, hill ''A'' is 3 heights high while hill ''B'', which has two contour levels, is 2×3 = 6 heights high.*

A   B   *DIRECTION ''1''*

3
2   1

3
2   1

The heights of hills, depressions, fences, trees, hedges, building walls, roadblocks, and anything else that is unusual is given in the scenarios. Most of the hexes on the mapboard are defined as ''0'' height, unless otherwise listed.

8.2.3 BUILDING AND ROOF HEIGHTS: For buildings, heights are given for the *walls* of each story. Windows are considered to be one height high, starting one height above the floor of their story. Doors are considered to be two heights high, starting with the floor of their story. Soldiers may be moved through open doors or windows. For game purposes, all roofs are considered to be flat, and add no height to the building walls.

8.2.4 LOOPHOLES: These are wall openings too small to be moved through. They are found in pillboxes, bunkers, sandbagged towers, and may also be found in building walls, if so defined in a scenario.

8.2.5 DOORS AND WINDOWS: A defender with buildings may start a game with doors and/or windows open or closed, as desired. An attacker with buildings must start with all doors and windows open (see 11.1.9 for marking doors and windows).

8.3 DETERMINING SIDES: The choice of sides in a game can be determined in any agreeable manner.

8.4 THE HOLDING BOX CARDS: A side using vehicles or defensive units such as pillboxes, bunkers, towers, foxholes, or trenches, should take a Holding Box Card and place it near the mapboard.

8.5 SQUAD ORGANIZATION, LEADERS, AND EQUIPMENT: The scenarios show the organization of the soldiers into ''squads''. In reality, different armies have different designations for these basic combat organizations, the most common alternate term being ''section'', but, for game purposes, all such organizations, including all attached soldiers, weapons, and/or vehicles, are called ''squads''. An ''organization

list'', divided by squads if there is more than one on a side, must be made on paper to show the major personal weapon carried by each soldier with that soldier's identification number. For each squad, also note which soldier units represent the "leaders" (officers and senior noncoms—all referred to as "officers" in these rules, squad leaders, and assistant squad leaders)—the number of each for a squad is given in the scenarios. The equipment carried by each soldier must also be listed—unlike the Basic Game each soldier does not carry an unlimited number of hand grenades or ammunition for many weapons, although still consider that unlimited quantities of "L" ammunition are carried. In many cases, there is also an assortment of ammunition types that can be fired from the same weapon or are available as versions of the same grenade. The player has the choice of which type or types to use, and must decide when the organization list is prepared. These can be listed using abbreviations discussed in the Scenario section of this BATTLE MANUAL. *For example, the listing below shows that soldier "3" is armed with RFL 5 as a major personal weapon, is the squad leader ("S"), has body armor ("BDA"), and also carries three HGN4 (two are of the "G" type, and one is of the "M" type) and BNC ("binoculars") as equipment.*

3 RFLE 5 BDA 2xHGN4G 1xHGN4M BNC

Equipment is marked off as used during a game. If necessary, any desired soldiers may be used as weapon or vehicle crews.

8.6 GAME, WEAPON, AND VEHICLE CARDS:
The BASIC GAME FIRING and MOVEMENT FACTOR EXPENDITURE CHARTS are not used in the Advanced Game. They are replaced by the charts and tables on the Game Cards, and by the information on the various WEAPON and VEHICLE CHARTS (the Vehicle Card is needed only with the Optional Rules). These cards should be kept handy for reference during play.

8.7 CRATER UNITS:
Crater units represent the effects of any "preliminary bombardment" that took place before the game started. They are placed by the Attacking player in any desired hexes except water or building hexes before anything else is placed on the mapboard. Crater units showing one crater are treated as depressions "−1" height deep, and crater units showing two craters are treated as depressions "−2" heights deep. These depths are calculated from the normal height of the hex. Both depths of craters are also considered to be rough terrain. The Defending player may not set up any units in crater hexes.

8.8 DEFENSIVE UNITS:
The scenarios give defensive units that are set up by the defending player at the same time as the rest of his units. Note that in some hexes (tree, fence, etc.) a direction unit must be placed with the defensive unit (or secretly marked)

to show which side of the hex contains the unit (see 12.7). With the exceptions of tunnels (which run under a hex) and mines, no defensive units may be placed in building hexes or a hex which contains another defensive unit. These may not be moved during a game.

8.8.1 IN OR OUT OF DEFENSIVE POSITIONS:
For foxholes, trenches, bunkers, pillboxes, caves, and towers, show that a soldier is "in" the defensive position by placing the soldier in the matching numbered hexagonal "box" on the Holding Box Card. Facing (any direction or directions allowed) is done with reference to the direction "1" arrow on the Holding Box Card and direction "1" on the mapboard. Soldiers in these hexes, but not "in" the defensive position are left in the mapboard hex. Other defensive units are treated as turning their hexes into new types of terrain.

8.8.2 FOXHOLES AND TRENCHES:
These represent dug-in positions, and may be used by either side once placed. They may not be placed in pavement or paved road hexes. Soldiers must climb to get in or out of foxholes or trenches.

8.8.2.1 FOXHOLE UNITS (DFX,SFX):
These are identified in the scenarios as being either "deep" (DFX = "−2" heights) or "shallow" (SFX = "−1" height). A deep or shallow foxhole unit can provide "+1" cover *and* "+1" concealment for up to four soldiers of one side.

8.8.2.2 TRENCH UNITS (TRN):
A trench is essentially a series of connected deep foxholes, and are "−2" heights deep. A trench can provide "+1" cover and "+1" concealment for any number of soldiers.

8.8.3 WIRE AND DOUBLE WIRE UNITS (WIR,DWR):
These represent barbed wire entanglements. A wire or double wire hex may not be entered by soldiers or vehicles that are not tracked.

8.8.4 BUNKERS AND PILLBOXES:
These represent concrete or stone fortifications, and may be used by either side, once placed. They must be placed with the door side of the unit facing a hexside. A soldier *may* climb on top of a bunker or pillbox when in the hex. Soldier may enter or exit a pillbox or bunker only through the door. Vehicles may not enter a bunker or pillbox hex.

8.8.4.1 BUNKER UNITS (BKR):
A bunker unit can provide cover (loopholes or doors) and concealment for any number of soldiers. There are considered to be loopholes facing in all directions except the door hexside. Bunker loopholes are considered to be one to two heights above the floor, and can be used by standing or crouching soldiers.

8.8.4.2 PILLBOX UNITS (PBX):
A pillbox unit can provide cover (a loophole) and concealment for up to four soldiers of one side. Soldiers inside a pillbox may be faced in any direction, although they may only be fired out of the "front" (the hexside opposite the door) loophole. Pillbox loopholes are

considered to be one height high, and can be used only by crouching soldiers.

8.8.5 ABATIS, BLOCK, DITCH, AND ROADBLOCKS:
These units represent obstacles that change the terrain in a hex.

8.8.5.1 ABATIS UNITS (ABS):
These represent rows of sharpened stakes and/or intertwined branches that slow down advancing soldiers (double movement costs to enter hex).

8.8.5.2 BLOCK UNITS (BLK):
These represent a barrier of concrete obstacles that prevent vehicle movement. These hexes may not be entered by vehicles, but soldiers in these hexes have "+1" cover in all directions, the obstacles being "1" height high.

8.8.5.3 DITCH UNITS (DCH):
These represent anti-vehicle ditches, are essentially depressions with steep sides, and are considered to occupy the entire hex. A ditch may not be entered by vehicles. Soldiers may enter and exit only by climbing—a standard ditch is considered to be "−5" heights deep.

8.8.5.4 ROADBLOCK UNITS (RBL):
These represent a barrier (usually made of logs or paving blocks), and are treated the same as a fence hex "3" heights high. The unit should be placed to show what hexsides the roadblock connects, as shown below:

THIS ROADBLOCK CONNECTS THESE HEXSIDES

8.8.6 TOWER UNITS (TWR):
These represent wooden watchtowers that may be (if stated in the scenario) reinforced and further protected by sandbags. They can provide cover (loopholes if sandbagged) and concealment for up to eight soldiers of one side. Tower loopholes are considered to be "1" to "2" heights above the floor, and may be used by crouching or standing soldiers. Their floors are considered to be "5" heights above the ground, with the roof being "3" heights above the floor, for a total height of "8". Stairs (not shown on the unit) connect floor and ground and are used to enter or exit the tower from or to any direction through a door in the floor (which can be open or closed).

8.8.7 CAVE UNITS (CAV):
These represent cave mouths and/or the entrances to tunnels. These may be placed only in hexes with a height hexside going at least "3" heights above the unit, with the front (or "mouth") of the cave opposite the height hexside, as shown below:

HEIGHT HEXSIDE OF "3" HEIGHTS OR MORE (BACK OF CAVE)

TUNNEL COULD BE NOTED IN THIS HEX.
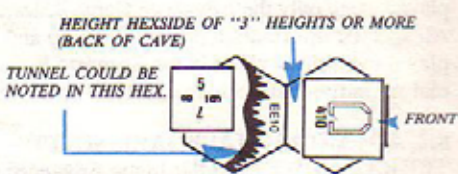
FRONT

Interior cave height is defined to be "2" heights from floor to the top of the opening, so soldiers may stand inside a cave. Soldiers inside a cave may only fire out the "front". Caves provide cover ("+1") and concealment for any number of soldiers. For outside the cave, consider that the hex is a hill hex "3" heights higher than the hex's normal height.

8.8.8 TUNNELS (TNL): There are no tunnel units. During set up, the defending player *secretly* records the hex numbers of any below ground tunnels. Tunnels may run under any hexes, but every tunnel hex must connect to the back of a cave hex or another tunnel hex, although otherwise they may be laid out as the defending player desires. A tunnel hex may hold up to four soldiers of one side, and is "1" height high—soldiers must be prone or crouching to enter a tunnel hex. Soldiers in a tunnel must have their hex number, posture, and facing direction number noted on scratch paper.

8.8.9 MINES (PMN,VMN): There are no mine units. Mines may be placed in any non-water hexes. During set up, the defending player *secretly* records the hex numbers in which each mine included in the scenario is located. No more than one mine may be placed in the same hex. For Claymore mines (PMN2), facing direction must also be noted, as well as six possible trip wire hexes or a trigger hex (see **12.4.4.1.2** for uses). The trigger hex may be any hex up to ten hexes range from the mine hex. The trip wire hexes may be any six contiguous hexes starting and ending no more than twenty hexes from the mine hex.

8.9 BRIDGE UNITS: These represent bridges and may be placed singly or linked together over mapboard low spots. The "originating hexes", linked by a bridge, must be of equal height, as shown below:

BRIDGE SPANS THESE LOWER HEXES

ORIGINATING HEX   ORIGINATING HEX
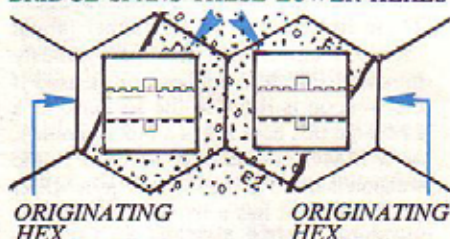
The height of the bridge floor is the same height as the originating hexes. A bridge is also one height thick *below* the floor. Soldiers crossing a bridge are placed on top of the bridge unit, and soldiers moving under the bridge are placed under the bridge unit. Treat bridges as paved hexes for movement.

9. ADVANCED GAME SEQUENCE OF PLAY

The Advanced Game sequence of play is the same as for the Basic Game, with the addition of **9.3**, below. However, depending on the scenario played, the number of Turns, the number of sequence units per side, and the number of Impulses per Impulse Phase can vary, and may even be different for each side or for different squads on the same side.

9.1 VARYING SEQUENCE UNITS AND IMPULSES: The number of sequence units and Impulses per Impulse Phase is a measure of a squad's morale, training, and experience. In cases where both sides have different numbers of sequence units, simply use the appropriate number for each side. In cases where different squads on the same side have unequal numbers of sequence units, designate certain lettered sequence units as not applying to squads with the lesser numbers. *For example, if a side has one squad allowed 4 sequence units, and another squad allowed only 3 sequence units, sequence unit "A" could be designated as applying only to the first squad, but not to the second squad.*

9.2 MULTIPLE SQUADS: In scenarios where a side has two or more squads, *each* gets its designated number of Impulses when a sequence unit for the side is drawn. *For example, if a side has two squads, each allowed 2 Impulses per Impulse Phase, each squad is allowed 2 Impulses when a sequence unit for that side is drawn.* An Impulse allowed for one squad cannot be used by soldiers of another squad, although officers may "activate" members of another squad (see **11.4**). If soldiers from different squads are used to crew the same weapon, an Impulse from *each* squad is required to use the crewmen together. The controlling player may use the Impulses for each of his squads in any desired order, intermixing them, if desired (exception: see Option **17.3**).

9.3 REMOVAL OF ILLUMINATION AND SMOKE UNITS: This is added to the Turn Record Phase. All illumination units are removed from the mapboard. All smoke units that were not started during the Turn just ended are also removed from the mapboard at this time.

10. ADVANCED GAME GENERAL PROCEDURES AND RULES

These all play a part in a number of different ways during a game.

10.1 CREWED WEAPONS: A weapon unit (LCW or MSL) represents *only* the weapon itself, not a soldier with the weapon. LCW weapon units require a "crew" of soldiers (each of these "crewmen" has a major personal weapon, and may also be carrying equipment) to be stacked with them to be moved and/or fired. To show that a soldier is part of a LCW unit's crew, stack the crewmen *under* the weapon unit—other soldiers in the hex stacked on *top* of the weapon unit are not part of the crew. Many major personal weapons also require a crew for full efficiency, although this crew *includes* the soldier with the weapon. Crew membership is shown the same as for weapon units, by stacking the crewmen under the soldier unit (who is also part of the crew) with the weapon. Crewmen must also be facing in the same direction as the weapon's unit and not be Stunned or Inactive to be an effective part of a crew. Crewmen must "ac-

quire" to become part of a crew and "discard" to leave a crew (see **11.1.6.2**). Soldiers may become crewmen only on weapons that require two or more crew. MSL Weapon units require a crewman to be with the *control box* (which is extra equipment and written down, not a unit) and not necessarily with the missile unit, as many missiles can be fired with the crewman in a different hex than the missile (see **12.4.6**).

10.1.1 WEAPON FIRING CHOICE: A crewman may be used to help fire the weapon crewed, or may be used to operate its own major personal weapon or some other equipment , but not both during the same Impulse. As long as a soldier remains part of a crew any movement factor loss caused by the weapon applies, even if another weapon is fired. The movement factor loss also applies during any Impulse in which the weapon is discarded, but not during an Impulse in which the weapon is acquired.

10.1.2 EFFECTS OF CREW LOSSES: Crews may be larger than required (only minimum crews are given—many weapons actually have larger table of organization crews), but, if smaller than listed (see the Crew Columns on the WEAPON CHARTS), reductions in mobility and/or firepower can result.

10.1.2.1 CREW LOSS MOVEMENT EFFECTS: For *each* crewman less than the listed number, the maximum number of movement factors available to the remaining crewmen is reduced by "−1" (this is in addition to any normal reduction, if any, caused by the weapon).

10.1.2.2 CREW LOSS FIRING EFFECTS: For automatic "L"weapons requiring two or more crewmen, if only *one* crewman is left, the rate of automatic fire is reduced to a maximum of only *one* burst. For weapons that fire "A", "C", "F", "G", "H", "S", "U", or "W" ammunition and require two or more crewmen, a lone crewman must "load" the weapon separately (see **11.1.12**). This information is summarized in the CREW LOSS EFFECTS CHART on the Game Cards.

10.2 ENTERING AND EXITING THE MAPBOARD: Some scenarios require units to enter and/or exit the mapboard. When entering the mapboard all units of a squad must enter at the same time. Consider that the off-board units are anywhere just off the mapboard side designated in the scenario, and any edge hex on that side may be entered at the normal movement factor expenditures. When entering, *all* units of a squad may be moved, ignoring any Impulse restrictions for the Impulse Phase when entry takes place, but no units of an entering squad may be fired during that Impulse Phase. To exit the mapboard a unit must be in an edge hex and facing off the mapboard. A further movement factor expenditure to enter a new *clear* hex exits the unit. Units may exit individually. Once exited, a unit may not re-enter the mapboard. Units may enter and/or exit the mapboard only on sides designated by the scenario.

10.3 BUILDING WALL OR VEHICLE UNIT HEX DIRECTION: As with fence and hedge hexes in the Basic Game, a unit in a building wall hex must have the side located marked with a direction unit. Mark with a direction unit the same as for a fence or hedge hex, but note that some building walls have many possible sides, and oral explanations for clarification may sometimes be useful. Similarly, when Option **19.** is used, units must be marked to show which side of a vehicle hex they occupy (ie., up to four possible sides for a small vehicle—see Option **19.3.1.1.1**).

10.4 TREE, WELL, AND STUMP COVER DIRECTIONS: Unlike the Basic Game, a soldier in a tree, stump, or well hex in the Advanced Game is not automatically *covered* in all directions. A direction unit must be used for soldiers in these hexes to show *which side* of the possible cover they occupy.

10.4.1 COVER SIDES: The soldiers in the examples below are on the sides as shown by the direction units. Cover is provided against fire or blast coming in lines of sight over the two thickened hexsides, but not from other directions.

RIGHT SIDE   *LEFT SIDE*
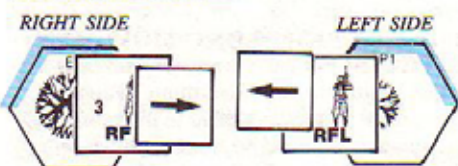
10.4.2 COVER REAR: The soldier in the example below is to the rear of the tree trunk. Cover is provided against fire or blast coming in lines of sight over the three thickened hexsides, but not from other directions. A soldier in this position may not be used to fire a major personal weapon but may be used as part of a crew, if another crew member (located on one side) is used to fire.
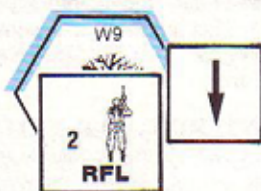
10.4.3 CHANGING COVER SIDES: Once placed, an Impulse must be used to change sides on a tree, stump, or well hex, even if no movement factors are expended.
10.4.4 COVER STACKING LIMITS: No more than one soldier may be on any one of the sides of a tree, stump, or well hex, one soldier per side, and get cover as shown above. Additional soldiers on the same side have no cover (when a number of soldiers are on the same side, the one at the bottom of the stack is the one covered). Crewmen on different sides of a tree may be used together to operate a weapon or to move it.
10.4.5 TREE CONCEALMENT: Tree concealment is still provided in all directions, including a soldier "Up" a tree (however, an "Up" posture soldier in a tree hex gets no cover in any direction).

10.4.6 TREE STUMP AND WELL CONCEALMENT: Hexes may be designated in a scenario to be "tree stump" hexes. These represent trees that have been cut down, leaving only the stump. A tree stump or well is "1" height high, provides cover in lines of sight as explained above, but provides no concealment.

10.5 ADVANCED GAME POSTURES AND POSTURE HEIGHTS:
10.5.1 THE UP POSTURE: In the Advanced Game there is an additional posture, "Up", which is marked using the "U" side of a posture unit. An Up posture shows a soldier that has climbed a fence, wall, tree, or elevation level hexside, and is marked using both the "U" side of a posture unit *and* a height unit to show the Height. *For example, the soldier below is "5" heights up a tree.*

DIRECTION "1"

10.5.2 HEIGHT BY POSTURE: Soldiers have a height depending on their posture. Standing soldiers are "2" heights, Crouching soldiers are "1" height, and Prone soldiers are "0" heights. In all cases, these heights are to the soldier's "head"—keep in mind that while a Standing soldier's head is "2" heights, his feet are at "0" height. A soldier's weapons and equipment are normally considered to be at the same height as the "head". Note that a Crouching or Prone soldier in a deep foxhole or a Prone soldier in a shallow foxhole will usually be unable to fire (except at higher targets).
10.5.3 POSTURE/SPEED COMBINATIONS: Soldiers, unless riding on or in vehicles (see Option **19.**) may not be marked with both a Speed unit and a posture unit. A soldier that enters four new hexes, then goes Prone, Crouch, or Up is marked *only* with the posture unit.

10.6 ADVANCED UNIT SPEEDS: More speeds can be shown using the speed units than is covered in the Basic Game Rules by changing the facing of a speed unit, as shown below:

 RUNNING: 4-6 new hexes were entered.

 SPEED INCREMENT S(Slow): 7-9 new hexes were entered (only needed with vehicles).

 SPEED INCREMENT M(Medium): 10-12 new hexes were entered (only needed with vehicles).

 SPEED INCREMENT F(Fast): 13 or more new hexes entered (only needed with vehicles).

10.7 INTERPRETING THE WEAPON CHARTS: These six charts contain informa-

tion that supersedes the BASIC GAME FIRING CHARTS. The charts display the individual information needed to move and use the weapons and equipment. A single chart serves as a reference for *all* units of that type on the mapboard. Obviously, these charts are not exhaustive, but do show the most common and/or important weapons in use.

1) CHART IDENTIFICATION: This identifies the types of weapons and equipment covered in the chart.
2) TYPE UNIT (OR EQUIPMENT): Different nations use various designations for their weapons and equipment. For game purposes, these are divided by function and size, and the designation may not match the "official" nomenclature (i.e., rifle caliber machineguns on tripods are classed as light, medium, and heavy machineguns in various nations—here they are all classed as medium machineguns). Each weapon is also numbered for identification. This lettering and numbering system is used to set up scenarios, rather than listing the full names of the weapons and equipment. Abbreviations used in this column are explained below:

BDA: Body Armor. This extra equipment is a light-weight protective vest that offers some protection to the wearer.
BPD: Bipod. This personal equipment may be attached to rifles for greater stability when firing prone. Some rifles and all light machineguns (marked "bipod" in parenthesis next to the weapon name) always have this equipment.
BNC: Binoculars. This extra equipment aids sight when the Umpired Game (see Option **18.**) is played.
CBX: Control Box. This extra equipment controls missiles.
DMC: Demolition Charge. This extra equipment is used to destroy walls, fences, and/or defensive units.
FTR: Flamethrower. These fire a stream of burning fuel. Use a FTR soldier unit.
GMG: General Purpose Machinegun. These fire bullets of rifle caliber (about .30 or 7-8mm) and may be variously mounted. A LMG soldier unit is used if the weapon is listed in the scenario as a LMG (in this case it has a bipod mount), or a MMG soldier unit is used if the weapon is listed in the scenario as a MMG (in this case it has a tripod mount). *For example, GMG2 will be listed in a scenario as MMG2 or LMG2, depending on its mounting, never as GMG2.*
GLR: Grenade Launcher. This fires grenades 30-40mm diameter. Use a GLR soldier unit.
HGN: Hand Grenade. This extra equipment is a small explosive projectile that is thrown by hand.
HRG: Hand/Rifle Grenade. This extra equipment can be used as a hand *or* rifle grenade.
LCW: Large Crew Weapon. These are heavy recoilless rifles that require a large crew. Use a LCW weapon unit.
LMG: Light Machinegun. These fire rifle or carbine (less powerful rounds) caliber

bullets and have bipod mounts. Some of these are versions of rifles with a bipod and a heavier barrel. Use a LMG soldier unit.

LPL: Light Portable Launcher. This type of extra equipment consists of a disposable rocket launcher.

MMG: Medium Machinegun. These fire rifle caliber bullets and are mounted on heavy, stable mounts (usually tripods). Use a MMG soldier unit.

MPL: Medium Portable Launcher. These are recoilless rifles and rocket launchers that can be easily carrried on the ground. Use a MPL soldier unit.

MRT: Mortar. These are small, portable, high angle fire weapons that can fire a variety of ammunition. Use a MRT soldier unit.

MSL: Missile. These are anti-tank missiles that can be guided to a target. Generally useful only at longer ranges, these are a prime target for infantry forces screening vehicles. Use a MSL weapon unit.

NBC: Protective clothing. This extra equipment is worn for protection against the effects of nuclear, biological, and chemical weapons (see Option **27**).

NST: Infrared Nightsight. This personal equipment can be attached to other weapons for superior visibility at night or in poor weather.

PNS: Passive Nightsight. This personal equipment is another, newer type of nightsight that uses collected light or thermal images.

PST: Pistol. Hand guns. Use a PST soldier unit.

RDO: Radio. This extra equipment is used for communications (see Optional Rules **17.2, 18.2.4, 18.3.1,** and **20.2**).

SCP: Scope. This personal equipment can be attached to other weapons for superior shooting accuracy.

SHG: Shotgun. This extra equipment is a short range weapon that may be used instead of a soldier's major personal weapon.

SMG: Submachinegun. These are automatic fire weapons that use pistol bullets. Use a SMG soldier unit.

RFL: Rifle. These are the standard shoulder arm, usually classified as sniper rifles, rifles, carbines, or assault rifles. Use a RFL soldier unit.

RGN: Rifle Grenade. These extra equipments are grenades that may be fired from weapons with a proper adaptor and using the proper ammunition.

NOTE: For easy reference, defensive units are also listed on one of these charts.

3) WEAPON NAME: A name designation for the weapon. In many cases several different weapons with similar characteristics are listed together. Standard bipod or tripod mounts are listed, if present. Arming devices, either time fused (Fuse) or impact (Impact) are listed for grenades. Some weapons, especially the larger ones, give the caliber.

4) TYPE: Again, weapons are divided by function. Weapons that list alternate ammunition types may be used to fire any of these types, at the controlling player's choice. For simplicity, many types of modern shells are abstracted and combined with similar projectiles to reduce the number of categories. Where types are separated into a right and left side by a slash line, the divided hit, penetration, blast hit, and reliability numbers will apply to the corresponding shell types. These are explained below:

A: Armor-Piercing. A type of projectile designed to penetrate armor by kinetic energy.

C: Canister. A type of projectile that breaks up into many smaller projectiles that spread over an arc.

F: Fire. Burning Fluid.

G: General Purpose. A type of projectile designed to cause destructon by its high explosive and/or fragmentation effects. This category represents high explosive, concussion, and fragmentation projectiles in the game.

H: Armor-Piercing. This version uses a shaped or plastic charge to penetrate armor with a narrow stream of gas or cause fragments from the vehicle's inner walls. It also has limited high explosive and fragmentation effects in an impact hex. This category represents such projectiles as HEP, HESH, and HEAT.

L: Light Weapons (small arms). Shells with no or very small explosive or fragmentation effects that depend on directly hitting the target to cause damage.

M: Smoke. Shells that create smoke clouds for concealment.

U: Illumination. Shells that create enough light to illuminate a dark night.

W: White Phosphorus and Chemical. Shells that cause fires *and* smoke.

5) RATE OF FIRE: Similar to the Basic Game. Many weapons offer selective fire. General purpose machineguns ("GMG") show their rates of fire when used as a light machinegun ("L") or as a medium machinegun ("M"). Most other weapon's split rates of fire are automatic/semi-automatic or are explained in the weapon's notes. If "1+L" appears, an extra Impulse Phase of loading is required before firing, and "1+2L" indicates that two extra Impulse Phases of loading are required before firing, etc. (see **11.1.12**). Unloading these weapons requires the same number of Impulses as loading.

6) RANGE IN HEXES: As in the Basic Game, but with a much expanded number of weapons. Note that ranges are now carried out to 100 hexes. The range lines for hand grenades have the same meaning as in the Basic Game, although note that the ranges now vary for various types of hand grenades.

7) BLAST: This is the "blast hit number" for the weapon.

8) PENETRATION: This is the weapon's "penetration number" and shows its ability to penetrate terrain or armor plate. For all but "A", "H", and "L" ammunition, this is the penetration value of the *blast*, not of the projectile itself.

9) MOVE: This is the effect of a weapon on a soldier's movement factors. If "N", the maximum number of movement factors equals the soldier's "normal" allowance. If a negative number is shown, this is the reduction in the soldier's normal number of movement factors. *For example, all crewmen with a SPG-9 (LCW1) have their movement factors reduced by "-2".* This can be cumulative. *For example, if a LCW1 crewman ("-2") had a LMG12 ("-1") as a major personal weapon, the total reduction in movement factors for this crewman would be "-3".*

10) POSTURE—RESTS: The posture of a firing unit can modify the die roll number when the weapon is fired. If an "X" appears, the weapon can be fired from the given posture with no modifier. If a positive number is shown, this is the modifier to the die number when the weapon is fired by a soldier in the given posture. If dashes appear, the weapon cannot be fired from the given posture. Many of these are split to correspond to different rates of fire. **RESTS:** Some notes indicate that fire or full rate of fire from the posture is allowed *only* if at "rest". A weapon is at rest in a hex where something of the same height as the soldier is available in the hex on which to rest the weapon. *For example, a Standing soldier ("+2" heights) in a deep foxhole ("-2" heights) could "rest" the weapon on the lip of the foxhole. Note that when Standing in the foxhole the soldier's "head" has reached a height of "0", or ground level. A Crouching soldier ("+1" height) in a window hex(also "+1" height) could rest the weapon on the window sill, etc.* "Up" soldiers may not use rest. For crew-served weapon units with crewmen in different postures, the controlling player may use the crewman in the most favorable posture for resolving firing. For crew-served major personal weapons, always use the posture of the soldier whose unit features the weapon.

11) CREW: This is the *minimum* normal size crew for the weapon (see **10.1.2**).

12) IMPACT: This is the "impact number" of the weapon when it hits. The numbers and "S" for "L" weapons are explained in Option **23.1.2**. In the Advanced Game, if a "S" appears, for weapons with impact and blast zone hexes, the blast can Stun soldiers in the impact hex and possibly Suppress them in surrounding blast zone hexes, the same as the hand grenade in the Basic Game Rules. (See **6.4.2**).

13) RELIABILITY (OP): This is the weapon's "reliability number", and is explained in Option **16.3.1**.

14) POINTS (OP): This is the point value of the weapons and equipment. Where the point value is split, the number to the left is the point value of the weapon or equipment, and the number to the right is the point value of a shell for the weapon (see Option **26**).

15) NOTES: The small case letters give any special rules that apply to a weapon's use. These letters appear in the charts, and in the "Notes" column, with explanations keyed to these letters below each chart. These notes are explained in various places throughout the rules. The capital letters in the "Notes" column refer to other equipment that is or may be provided with the weapon, as explained below:

B: May have a bipod (BPD) attached.
G: Does have a rifle grenade launcher attached.
I: May have an nightsight (NST or PNS) attached.
S: May have a scope (SCP) attached.
Y: Does have a bayonet attached.

10.8 ADVANCED STACKING: This is the same as in the Basic Game Rules (see **4.8**), except that some limitations do exist (ie. only four soldiers per foxhole). These limitations apply only to one side—the other side could momentarily also have up to the allowable number of soldiers there until the melee was resolved. *For example, if side "A" had four soldiers inside a pillbox, Side "B" could move up to four soldiers inside the pillbox for a melee.*

11. ADVANCED GAME IMPULSE PHASES

This works generally the same as in the Basic Game, but a greater variety of maximum movement factors and Actions are possible.

11.1 ADVANCED GAME ACTIONS AND MOVEMENT FACTOR EXPENDITURES—INTERPRETING THE LEG MOVEMENT FACTOR EXPENDITURE CHART: As in the Basic Game, each involved private soldier may expend up to four movement factors performing any desired Actions. However, leader (officer, squad leader, and assistant squad leader) soldier units may expend up to *five* movement factors, instead of the usual four, although leaders may still enter no more than four *new* hexes. Costs for Actions are listed in the LEG MOVEMENT FACTOR EXPENDITURE CHART on the Game Cards. This is similar to the BASIC GAME MOVEMENT FACTOR EXPENDITURE CHART, but with more Actions. "All" indicates that a unit must have all movement factors available expended to perform an Action—no movement factors may be expended doing anything else. The possible Actions are discussed below:

11.1.1 ENTER A NEW HEX: A unit is moved into a new hex of any terrain from an adjacent hex. Friendly units may be moved through, and speed is indicated by the use or not of a speed unit. A unit is usually moved into the hex directly ahead, or it may be "backed" (see **11.2.1.2**). Hexes or hexsides containing opposing units may be entered or crossed without stopping if the height differences or situation (ie., closed windows or doors between the soldiers, etc.) are such that no melee is possible (see **13**).

11.1.2 TURN 1-3 HEXSIDES IN A HEX: A soldier's facing is changed, the same as in the Basic Game Rules (see **11.3.1** for an exception).

11.1.3 CROSS FENCE, HEDGE, DOOR, OR WINDOW: A unit is crossed from one side of a hex to another while remaining in the same hex, and adjusting the direction unit. The door or window must be "open" to be crossed. Any number of soldiers may cross a door, fence (or roofless wall or roadblock), or hedge. No more than four soldiers may cross a single window during an Impulse Phase. The rules for crossing open doors or windows located on hexsides are the same, except that a new hex must be entered (and the movement factors expended to enter it) instead of adjusting a direction unit. A fence, roofless wall, or roadblock over "2" heights must be climbed—it may not be crossed.

11.1.4 CROSS HEIGHT HEXSIDES: A soldier is crossed over a hill, ditch, or depression hexside while going up or down. The movement factors expended depend on the height of the hexside and the unit's posture. Hexsides whose total height is "11" or more may not be crossed—they must be climbed. When such a "height hexside" is crossed, the movement factors to enter the new hex must also be available to be expended.

11.1.5 POSTURE CHANGES: This is the same as in the Basic Game.

11.1.6 ACQUIRE OR DISCARD: Players may wish soldiers to "acquire" or "discard" major personal weapons, weapon units, equipment, or even wounded soldiers. The movement factor expenditure is *per item acquired or discarded. For example, acquiring two different items of equipment would require two separate Actions and movement factor expenditures.*

11.1.6.1 AQUIRE WEAPONS AND EQUIPMENT: No soldier may carry more than one major personal weapon (exception: see Option **16.8**), so to acquire a new one the original must first be discarded. Personal or extra Equipment may be acquired without any prior discards. Soldiers may acquire, but not *use* enemy weapons in the Advanced Game.

11.1.6.2 CREWS: To become part of a crew, a soldier must have movement factors expended to "acquire" the weapon, and, once part of a crew, must have movement factors expended to "discard" it to leave the crew. In cases where weapon units require large crews, it is possible for surviving crewmen to be so reduced that they lack the movement factors required to discard the weapon—in such a case, discarding can be done for a movement factor expenditure of whatever is available, as long as this is the only Action performed. When a soldier unit with a crew-served major personal weapon is hit, the weapon may be immediately transferred to a crewman, as it has already been "acquired", as soon as that crewman's own major personal weapon has been discarded.

11.1.6.3 WOUNDED: If Option **23.0** is used, a wounded soldier can be picked up ("acquired") or put down ("discarded") in a similar manner, without discarding the carryied soldier's weapon or equipment.

11.1.6.4 MARKING CASUALTY LOCATIONS: Since valuable weapons and equipment may be important to recover from casualties, players may wish to record in writing the hex number where a casualty is located—this preserves the location of the casualty's weapons and equipment.

11.1.6.5 SHOWING NEW ACQUISITIONS: When a soldier acquires a new major personal weapon, if necessary, swap the soldier unit for one showing the new weapon—be sure to transfer equipment to the new soldier unit number to avoid confusion, as the new unit just represents the same soldier with a new weapon, Newly acquired equipment should also be written next to the acquiring soldier's number, and deleted next to the former owner's number.

11.1.7 FIRE WEAPONS, FIRE GUIDED MISSILES, AND MELEE (COMBAT): Firing weapons and melee combats have the same movement factor expenditures as in the Basic Game, and there is still a limit of one Combat Action per soldier per Impulse Phase. A missile is fired by the soldier with the control box, and expends "all" of that soldier's movement factors (see **12.4.6**).

11.1.8 UP OR DOWN ONE FLIGHT OF STAIRS: Stairs are used to move units from floor to floor in a multi-level building or tower. After moving the unit from one floor to the next, place on the appropriate building floor plan level and hex on the Building Card or tower holding box on a Holding Box Card to show the new location.

11.1.9 OPEN OR CLOSE DOOR OR WINDOW: Closed doors or windows may not be crossed. Movement factors may be expended by a soldier to open or close a door or window, if the soldier unit is *inside* the building, structure (pillbox or bunker), or room (all doors are shown opened "inside"), and in the same hex as the door or window, or in a hex that contains the hexside with the door or window. An open door or window is designated by not being marked. Mark a closed door or window by placing a posture unit with the "bar" side over the door or window picture (**NOTE:** Record in writing if there are a *very* large number of doors and windows variously closed or open, or, if the majority are closed, use the posture units to record the *open* doors and windows).

11.1.10 BREAK OPEN CLOSED DOOR, HATCH, OR WINDOW ATTEMPT: Soldiers on the outside who cannot be used to open normally, may *attempt* to "break open" a closed door, hatch (on a vehicle—see Option **19.4.3**), or window (the windows are considered to have heavy shutters or to be boarded up) from the outside. The soldier must be in the same hex as the closed opening, or in a hex containing the door or window hexside, facing it, and able to reach it (check heights). Each attempt expends movement factors, and, if an attempt fails, more can be attempted, remaining movement factors permitting. The controlling player announces an attempt, then rolls the die. A roll of "1" breaks open a bunker or pillbox door,

a roll of "3" or less breaks open a building door, and a roll of "4" or less breaks open a window or vehicle hatch (see the BREAKING ATTEMPTS TABLE on the Game Card). Once successfully broken, these openings may not be closed again, and they are treated as "open".

11.1.11 CLIMB ONE HEIGHT: A soldier may be climbed up *or* down a tree, or height hexside (higher ones *must* be climbed, as they may not be crossed), into or out of a foxhole or trench, on or off (or into or out of) a vehicle, or up or down a building wall or fence, etc. To start climbing a soldier must be Standing. Movement factor expenditures are one per height for all climbs except for walls, fences, or roadblocks, which cost two movement factors per height. The current height of a climbing soldier is marked with an Up posture unit and height unit, as explained in **10.5**. Climbing Up trees, walls, or fences is only possible by soldiers whose weapons and equipment do not reduce their movement factor in any way. "Up" soldiers expend movement factors for Actions using the Stand column.

11.1.11.1 MAXIMUM TREE CLIMBS: A tree's height is two heights *more* than the maximum "head" height to which a soldier may be climbed in that tree. Everything else may be climbed to its full height or depth. No more than one soldier per side may be "up" a single tree at the same time.

11.1.11.2: COMPLETING CLIMBS: Once a climbing soldier's "feet" are brought to a desired height (bottom of a depression or foxhole, top of a hill, etc.) in a hex containing whatever is being climbed, the soldier is considered to have reached the top or bottom and no longer needs to be marked as climbing. On a roof, mark the soldier as both Up (to show roof location as opposed to being in the same hex and inside the building) and the normal posture (Stand, Crouch, or Prone) with two different posture units, if necessary. If a hexside is climbed, movement factors must be expended to enter the new hex to complete the climb. When the top of a fence or roofless wall is reached, the soldier may start climbing down on *either* side. Note that a rooftop may only be reached by climbing an *outside* wall or an inside wall in a hex where the roof had been destroyed.

11.1.12 PLOT LOADING OR UNLOADING: Weapons that fire ammunition other than "L", and which require two or more crewmen must be separatly loaded or unloaded for an *extra* Impulse Phase if only one crewman is available. In addition, some weapons (with rates of fire of "1+L", "1+2L", etc.) require separate loading and unloading even with a full crew. The notation "soldier number-LOAD-Ammunition Type" or "Soldier number-UNLOAD-Ammunition Type" is secretly written (expending "all" movement factors) during an Impulse Phase. When the required number of Impulse Phases have been noted, the weapon is ready to be fired (if loaded) or reloaded (if unloaded) during any later Impulse Phase for that side. The MPL13 and GLR1

both have their ammunition in "groups" that are loaded together. For the MPL13, there are 4 rounds in a group, so after firing the weapon 4 times, it is reloaded all at once with four new rounds, taking two Impulse Phases to load the four new rounds. For the GLR1, there are 30 rounds in a group, so after firing the weapon 30 times, it is reloaded all at once with 30 new rounds, taking one Impulse Phase to do so. Ammunition for these weapons must be taken in quantities that conform to these "groups".

11.1.13 DETONATE MINE OR ARM DEMOLITION CHARGE: A soldier may be used to "detonate" a PMN2 mine from the "trigger hex" or to "arm" a demolition charge by expending "all" movement factors and announcing what is being done (see **12.4.4.1.2** and **12.4.9**).

11.1.14 OPTIONAL ACTIONS The remaining Actions are discussed in the appropriate sections of the Optional Rules.

11.2 ACTION NOTES OF THE LEG MOVEMENT FACTOR EXPENDITURE CHART: On the Game Card, below the Chart are short explanations of the lettered notes that appear in the chart. These are further explained below:

11.2.1 DOUBLE IF BACKING, FORDING OR ABATIS(a): The movement factor expenditure is twice normal if backing, fording (wading through water), or entering or in an abatis hex. Backing a unit while also fording or entering or in an abatis hex expends twice times twice, or four times times the normal movement factors. In some cases these multiples may make specific movements impossible.

11.2.1.1 FORDING: Water up to 48 inches deep may be forded by Standing soldiers, and 24 inches deep by Crouching soldiers. Prone soldiers may not ford (they swim).

11.2.1.2 BACKING: A unit may be moved straight backwards, at a doubled movement cost, as shown below:

BACKING
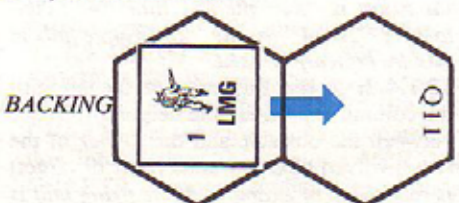
11.2.2 SNOW OR MUD (b): The weather conditions are given in the scenarios. If the weather conditions are Snow or Mud, the extra movement factors must be expended for Actions where note (b) appears. These can be ignored inside buildings or other structures with a roof (pillboxes, bunkers, towers, caves, or tunnels, etc.), while fording, or, for Mud weather only, on paved road, alley, or pavement hexes.

11.2.3 SWIMMING (c): Soldiers may "swim" into water hexes. Soldiers must be Prone to swim (and three movement factors are expended to enter the hex), and the water must be at least 18 inches deep. In the Advanced Game, consider that all soldiers know how to swim, but only allow swimming by

soldiers whose weapons and/or equipment do not reduce their movement factor in any way.

11.2.4 CLIMBING OVER 10 HEIGHTS (d): Hill or depression hexsides of over "10" heights must be climbed—they may not be crossed.

11.2.5 NOT DONE WITH STATUS UNIT (e): The Action may not be performed by a soldier marked with a status unit (Suppressed, Pinned, Stunned, or Inactive).

11.2.6 "P": Such Actions may not be performed—they are "prohibited".

11.3 SPECIAL MOVEMENT ACTIONS: These Actions may be performed under certain conditions.

11.3.1 FREE 60 DEGREE TURNS: Soldiers may make one 60 degree (one hexside) turn in each hex occupied or entered without expending movement factors for turning *if* the soldier being moved does no firing during the Impulse. A turn of more than 60 degrees in a hex still expends movement factors, as do *any* turns if the soldier *is* used to fire.

11.3.2 INITIAL ACTIONS BEFORE COMBAT: Prior to the start of combat, *all* units may be used to expend movement factors during an Impulse Phase—ie. there is no limit on the number of Impulses allowed during an Impulse Phase. Once at least one combat Action takes place, or during the Impulse Phase in which this first occurs, the normal number of Impulses is used, which then continues for the rest of the game.

11.3.3 HIT THE DIRT!: Using one Impulse, a player may change *any* number of a squad's soldiers to a Prone posture, regardless of how many different hexes are occupied. This is all that can be done with these units during that Impulse Phase.

11.4 LEADER ACTIVATION OF SOLDIERS: The leader (squad leader, assistant squad leader, or officer) units have the ability to "activate" other soldiers. Officers may be used to activate *any* soldiers on their side, even those in other squads. Squad leaders may be used to activate any soldiers in their squad, except officers. Assistant squad leaders may be used to activate any soldiers in their squad except for officers, squad leaders, or other assistant squad leaders. Any soldiers in a hex entered by a leader that can activate them may expend movement factors as part of that Impulse. The number of movement factors they can expend are their usual movement factors minus the number of movement factors expended by the leader to reach their hex. *For example, a leader expends two movement factors to enter a hex containing three soldiers with four movement factors each. Four movement factors minus two movement factors equals two movement factors left to be expended by each of three soldiers activated.* Activation itself expends no movement factors.

DESIGN NOTE: Leaders in this game were assigned based on effectivness. While virtually all squads have at least one assistant squad leader assigned and some have more, in some cases "extra" assistant squad leaders

are assigned for the game to "elite" or very experienced troops to represent the high caliber of the men present—there are extra potential leaders, even if the number of actual non-commissioned officers present doesn't show this. Conversely, in many cases, less effective troops in the game often have no assistant squad leader assigned. Leader's extra movement factors do not indicate that they are especially fast, only that they move more efficiently.

11.5 TUNNEL MOVEMENT: The locations of tunnel hexes and soldiers placed in and moved through these tunnel hexes are always recorded *secretly* by the defending player. The attacking player must also keep written records when inside tunnels, but these are not as secret—the hex numbers but no other information are known to the defending player at all times. When an attacking player's soldiers enter a cave or tunnel hex, any adjacent tunnel and cave hexes and if they contain soldiers (but no other information) are revealed to the attacking player by the defending player. Exact information about a tunnel hex becomes available only when a hex is actually entered.

12. ADVANCED GAME FIRE COMBAT

Advanced Game firing is very similar to the Basic Game Rules. The firing ranges and rates of fire are found in the WEAPON CHARTS, the firing arcs are the same, and the firing procedures remain generally unchanged. Note, however, that many weapons have "minimum ranges" ("—" given instead of a hit number at closer ranges) that prevent fire at closer ranges. It is possible, due to height differences, for opposing soldiers to be in the same hex without meleeing—if a target unit in the same hex is fired at, treat the range as "1" hex. New rules and changes are covered below:

12.1 THE ADVANCED GAME LINE OF SIGHT: All Basic Game line of sight rules (6.3.4) are replaced by these Advanced Game Rules. Lines of sight are all still checked by running a straight edge from the sighting dot in the firing unit's hex to the sighting dot in the target hex. Lines of sight for "A", "C", "H", or "L" weapons or for sighting (Option 18.0) are checked to the maximum height of the target *unit*. Lines of sight for "F", "G", "S", "U", or "W" weapons are checked to the *highest* height in the target *hex*. Obstacles may completely block a line of sight to prevent firing or blast to a blast zone hex, or, as with trees, hedges, or smoke may only block the line of sight enough to require a modifier to the die roll. The LINE OF SIGHT CHART on the Game Card is used to determine Advanced Game line of sight, as follows:

12.1.1: If the obstacle (highest portion of the terrain in an intervening hex) is higher than both the firing unit and the target (unit or hex, depending on the ammunition used), the line of sight is blocked. *For example, a rifle-armed Standing firing unit (height "2") in*

hex "A" is to be used against a Standing target unit (height "2") in hex "C". The hill at "B" is height "3" so the line of sight is blocked.

12.1.2: If the obstacle is equal in height to either the firer or target and higher than the other, line of sight is blocked. *For example, a submachinegun-armed Standing firing unit (height "2") in hex "A" is to be used against a Prone target unit (height "0") in hex "C". The fence in hex "B" is height "2", so the line of sight is blocked.*

12.1.3: If the obstacle is lower in height than both the firer and the target, the line of sight is not blocked. If the obstacle is equal in height of both the firer and the target, the line of sight is not blocked. *For example, a pistol-armed Standing firing unit (height "2") in hex "A" is to be used against a Standing target unit (height "2") in hex "C". If the fence in hex "B" is either height "1" (lower than both) or height "2" (equal to both), the line of sight is not blocked.*

12.1.4: If the obstacle is higher than either the firer or target, but lower than the other, the following line of sight "check" must be made:

12.1.4.1: Determine the height differences between the firing unit and the target. *For example, if the firing unit is height "5" and the target is height "3", the height difference is "2".* Find the column containing that number ("2") on the LINE OF SIGHT CHART, and go down that column until the first line in that column containing the ranges between the firing and target hexes is found. *For example, if the "2" column is used and the range is "22" the line (line "4") containing "20-24" (as the "22" range falls in this increment) is used.*

12.1.4.2: On that line, move to the left until the column expressing the height difference between the obstacle and the *higher* of the two involved hexes or units (firer or target) is reached. *For example, if the firing unit is height "5" and the obstacle is height "4", the "1" column is used.* The highest number found on the line in that column ("12" in the example used above) is the maximum range from the higher hex to the obstacle hex that will *not* block the line of sight.

12.1.4.3: A line of sight may possibly not be blocked by friendly soldiers, if determined using the LINE OF SIGHT CHART. A line of sight is never blocked by opposing soldiers.

12.1.4.4 USE OF LINE OF SIGHT CHART EXAMPLE: *Firing unit "A" is Standing (height "2") in a height "3" hill hex (total height of unit "A" and hill is "5") Target unit "B" is Crouching (height "1") in a height "-3" depression hex (total*

height of unit "B" and depression is "-2"). Possible obstacle hexes "C", "D", and "E" are all height "0". The range from "A" to "B" is 11 hexes, and the ranges from "A" to "C", "D", and "E" are 7, 8, and 9 hexes, respectively. The height difference of "A" and "B" is "7", so that column is used. Moving down column "7" find "10-12" (line "13"), which includes the range of "11". The height difference from "A" to the obstacle hexes is "5", so line "13" is followed to the left to column "5", where "8-9" is found. Since "9" is the highest number here, "9" is the maximum range from "A" that will not block the line of sight. All of the obstacle hexes are at ranges of "9" hexes or less from "A", so the line of sight is not blocked. Note that if "A" were Prone, the line of sight would be blocked by "D" and "E".

12.1.5: For fences, hedges, the well, and buildings to block a line of sight, the line of sight must actually pass through the picture, not just through another part of the hex. For hills, trees, tree stumps, and defensive units with heights (bunkers, pillboxes, blocks, etc.) the line of sight can be blocked if it passes through the hex or *hexside* of the hex.

12.1.6 INSIDE BUILDINGS: The line of sight inside buildings is blocked by the building walls except where there are doors and windows. If the line of sight to a hex that is inside or partially inside a building runs only through wall hexes and/or hexsides containing doors or windows (not necessarily directly through a door or window symbol), the line of sight is not blocked. Any line of sight from floor to floor inside a building is automatically blocked, except from stair hex to stair hex on the two floors. Soldiers in open door or window hexes have normal firing arcs (except where blocked by walls); however, soldiers in loophole hexes *must* face and be in the hex with the wall containing the loophole to fire throught the loophole (with a normal firing arc in that direction). Loopholes may not otherwise be fired through to hexes beyond the loophole hex.

12.2 ADVANCED GAME FIRING MODIFIERS—INTERPRETING THE FIRING, BLAST, AND SIGHTING MODIFIERS CHART: These replace the BASIC GAME FIRING MODIFIERS. The Advanced Game modifiers are listed in this Chart on the Game Card, and are discussed in more detail below. Each modifier is preceded by a letter or letters that tell to what the modifiers apply:

- **A:** Modifier applies if "A" ammunition is used for the firing.
- **B:** Modifier applies with blast hit numbers.
- **C:** Modifier applies if "C" ammunition is used for the firing.
- **F:** Modifier applies when firing a "F" weapon.
- **G:** Modifier applies if "G" ammunition is used for the firing.
- **H:** Modifier applies if "H" ammunition is used for the firing.
- **L:** Modifier applies if "L" ammunition is used for the firing.

M: Modifier applies if "M" ammunition is used for the firing.

S: Modifier applies for sighting attempts (see Option 18.0).

U: Modifier applies if "U" ammunition is used for the firing.

W: Modifier applies if "W" ammunition is used for the firing.

The modifiers do not apply in cases where the letter is not listed. *For example, the concealment modifier does not apply with blast hit numbers("B").* All modifiers are cumulative.

12.2.1 FIRING POSTURE (A,C,F,G,H, L,M,U,W): These are the modifiers found in the Posture Columns on the WEAPON CHARTS (see 10.7).

12.2.2 FIRING OR SIGHTING UNIT IS SUPPRESSED/PINNED (A,C,F,G,H,L, M,S,U,W): If the firing or sighting unit is Suppressed or Pinned (see Option 16.6) the die number rolled is modified by "+1" if Suppressed or by "+2" if Pinned. Suppressed or Pinned soldiers may not be used to perform any written Actions.

12.2.3 TARGET HAS LOOPHOLE OR IS IN COVER (A,B,C,H,L,S): Advance Game "cover" is provided if the target unit is in a tree, stump, or well hex (in covered directions, only), a foxhole, trench, rough, or rubble hex (all directions), in a fence hex or roadblock hex or in a wall hex containing an open door, open window, or loophole with the fence or wall between the firing and target hex, or in a pillbox, bunker, tower, or cave. In addition, soldiers that *climb* to the top of a height hexside, fence, or wall and remain marked as climbing have the hexside, fence, or wall for cover (the soldier is considered to be "peering" over the top). The die number rolled is modified by "+2" for targets using loopholes and by "+1" for targets in cover. Note that since "F" and "W" blasts hit *all* parts of an impact or blast zone hex (unless totally blocked), these modifiers do not apply to their blasts. If a hill, roadblock, fence, or wall (with no openings) totally blocks the line of sight from an impact location to a possible target unit, even if the target unit is *in* the impact hex, the target unit cannot be hit, Stunned, or Suppressed *unless* the blocking terrain can be destroyed or at least penetrated by the hit.

12.2.4 TARGET IN CONCEALMENT (A,H,L,S): Advance Game "concealment" is provided if the target unit is in a foxhole, trench, scrub, loophole, or tree hex, in a hedge hex with the hedge picture between the firing and target units, inside a building or tunnel, or swimming or fording. In addition, concealment is also provided by "cover" which the firing weapon can penetrate (see 12.3.6). The die number rolled is modified by "+1" for concealed target units. Note that, as in the Basic Game, trees still offer both cover (from the right direction) *and* concealment for a possible total modifier of "+2", as do foxholes and trenches from all directions, and loopholes when the line of sight passes through their wall.

SPECIAL NOTES ON COVER AND CONCEALMENT: A player must some-times announce *which* opening is being used if a soldier is in a wall hex containing more than one opening. All modifiers are cumulative and count (but not more than once each—a soldier using a loophole does not also have normal cover), unless an exception is noted.

12.2.5 TARGET IS CROUCHING OR PRONE (B,C,L,S): If the target unit is Crouching or Prone, the die number rolled is modified by "+1" or "+2", respectively. This modifier does not apply to the blast numbers of "F" or "W" weapons.

12.2.6 PER TREE OR HEDGE HEX IN LINE OF SIGHT (A,B,C,F,G,L,M,S,W): For each tree and/or hedge hex that blocks the line of sight, the die number rolled is modified by "+1". Note that tree hexes modify blast hit numbers while hedges do not. "H" shells may *not* be fired through a tree or hedge hex that blocks the line of sight.

12.2.7 PER SMOKE HEX IN LINE OF SIGHT (A,C,F,G,H,L,M,S,W): For each smoke hex that blocks the line of sight, the die number rolled is modified by "+3" if the smoke is from a "F"or "M" weapon or from a fire (see Option 21), and by "+2" if the smoke is from a "W" shell. If necessary, make notes to record what caused each smoke hex (the smoke units are numbered for this purpose). These modifiers also apply when firing into or from a smoke hex. If a smoke hex also includes a tree or hedge, ignore the tree or hedge modifier and only consider the smoke.

12.2.8 PER HEIGHT DIFFERENCE FROM IMPACT LOCATION (B): When a target unit in an impact or blast zone hex is at a different height from the impact location of a blast, a modifier of "+1" applies to the die number rolled for *each* height difference from the impact location to the *nearest* part of the target unit. *For example, a soldier is Up a tree "5" heights when a grenade hits the tree hex. The difference in height from the soldier's "feet" (nearest part of the target unit, and two heights lower than the "head") to the impact location is three heights, and a "+3" modifier applies.*

12.2.9 USING SCOPE (L) OR LASER SIGHT (A,H): Weapons that can use a scope have a note to that effect in their WEAPON CHARTS and vehicles with laser sights have this information given in the VEHICLE CHARTS. Weapons equipped with scopes (for "L") may have the die number rolled modified by "−1" with rates of fire of "1" or "2" (no effect for automatic fire). Weapons on a vehicle equipped with laser sights (for "A" or "H") have the die number rolled modified by "−2" for the main gun *only*.

12.2.10 PER HEIGHT OF WALL, FENCE, OR ROADBLOCK (A,F,G,H, M,W): The die number rolled is modified by "−1" for *each* height of wall, fence, or roadblock in a target hex (ie. the larger the target, the easier it is to hit). For "A" or "H" used as armor piercing the object must be the target for this modifier to apply. For other types of ammunition, it is enough that the object is in the hex.

12.2.11 OBSERVATION CONDITIONS "2" OR "3" (A,G,H,L,M,S,U,W): The die number is modified by "+1" if the target hex has Observation Conditions of "2" or by "+2" if the target hex has Observation Conditions of "3". This can be negated in some cases by night sights (see 12.4.7), or illumination shells (see 12.3.8).

12.2.12 MOVEMENT MODIFIERS (A, H,L,S): A separate MOVEMENT MODIFIERS CHART is provided below the FIRING, BLAST, AND SIGHTING MODIFIERS CHART, and is used as follows:

12.2.12.1: On the left hand side of the Chart find the line that applies to the number of movement factors expended by the firing unit during the Impulse for all Actions that are not Combat Actions, before and/or firing. For weapons with crews, figure this based on the crewman who expends the *most* movement factors.

12.2.12.2: Along the top of the Chart find the column that applies to the number of hexes that the target unit entered, as shown by its speed unit or lack of same.

12.2.12.3: Crossgrid the correct firing unit line with the correct target unit column to find the movement modifier. *For example, if the firing unit expended one movement factor, and the target unit showed the Run facing of a speed unit, the die number rolled is modified by "+3".*

12.2.12.4: When any GLR or some MPL (see Notes on WEAPON CHARTS) using "G", "M", "U", or "H" used as "G" ammunition are fired, this chart must be used if the firing unit expends any movement factors other than to fire the weapon.

12.2.13 OPTIONAL MODIFIERS: All remaining modifiers are discussed in the appropriate sections of the Optional Rules.

12.3 ADVANCED GAME WEAPONS ("A", "C", "F", "G", "H", "L", "M", "U", and "W")—EFFECTS OF HITS: Different weapons use different types of ammunition, have different effects, and have various special rules that apply to their use. Use grenade units to mark target and impact hexes as these are determined for *all* Advanced Game weapons that are not fired at specific target units.

12.3.1 ARMOR PIERCING ("A") WEAPONS: "A" weapons are fired at specific targets—vehicles or walls, fences, blocks, pillboxes, bunkers, towers, the well, and road blocks—and are ineffective against any other targets.

12.3.1.1 DETERMINING HIT NUMBERS: The hit number is found on the WEAPON and VEHICLE WEAPON CHARTS depending on the range, and the applicable modifiers determined and applied. If the die roll indicates a "miss", no further action is taken.

12.3.1.2 HIT EFFECTS: If a hit is scored, the terrain value or armor basis number of the target is compared to the firing unit's penetration number. If the penetration number is less, the shot does not penetrate and

counts as a "miss". If the penetration number equals or exceeds the terrain value or armor basis number, the shot has penetrated. If the shot penetrates, the weapon's blast hit number for "A" ammunition applies against all targets in the hex for hits on walls, fences, the well, or roadblocks, and applies against all targets *inside* (not riding on) a vehicle, tower, bunker, or pillbox. Missed soldiers affected by the blast but not hit are Stunned. "A" weapons do no permanent damage to terrain value or armor basis numbers. "A" weapons have no blast zone hexes, although when a large vehicle is penetrated, both hexes of the vehicle are equally affected.

12.3.2 CANISTER ("C") WEAPONS: "C" weapons consist of many small projectiles that spread out after firing so that their effect is spread over a wide area. In the game, they are handled similarly to hand grenades in the Basic Game, except that the blast hit numbers (see the WEAPON and VEHICLE WEAPON CHARTS) and the BLAST DIAGRAM (Canister section—see the Game Card) vary.

12.3.2.1 DETERMINING HIT NUMBERS: "C" weapons are not fired at a specific target unit or target hex, as *all* hexes falling within the firing arc are treated as blast zone hexes. The blast hit number for a "C" projectile is the same as listed for the same weapon's "G" projectiles, if both can be fired by the same weapon. The modifier used depends on the range from the firing unit, plus any other applicable modifiers. *For example, if a unit fires a "C" weapon, and the target unit lies within the fire arc of the firing unit at a range of 5 hexes, the modifier is "+1" for the range from the firing unit, plus any other modifier that may apply.* All Canister firing weapons use the GAME CARD range modifiers except for PMN2, which uses the range modifiers listed in place of hit numbers on its line of the WEAPON CHARTS.

12.3.2.2 HIT EFFECTS: A separate die roll should be made for each soldier (friend or foe) in the firing arc that could possibly be hit, using all applicable modifiers. Any missed soldiers in blast zone hexes are Suppressed if an unmodified "2" could have caused a hit (see **6.4.2**), as with Basic Game hand grenades. "C" weapons do no permanent damage to terrain value or armor basis numbers.

12.3.3 FLAME ("F") WEAPONS: "F" weapons are handled the same as "G" weapons in the Advanced Game, any real differences being covered in the Optional Rules (**16.7.1** and **21**). "F" weapons have no SPREAD DIAGRAM. If a shot is a "miss", consider that the weapon failed to ignite (the equivalent of a "dud") and no further action is taken. "F" weapons hit *all* parts of an impact or blast zone hex (unless totally blocked) up to "3" heights (inclusive) up and down from the impact height. "F" weapons create smoke, and the impact hex should be marked with a smoke unit. The smoke extends to "5" heights above the impact location, and modifies die rolls by "+3" (see **12.2.7**). For the Advanced

Game, "F" weapons effect *only* their impact hex and have no blast zone hexes. A "Molotov Cocktail" (HGN5) may be used only once. A flamethrower may be fired the number of times indicated in the weapon's notes. *For example, FTR1 may be fired up to six times ("6×").* Keep a written record as a flamethrower is used.

12.3.4 GENERAL PURPOSE ("G") WEAPONS: These are handled similarly to hand grenades in the Basic Game, except that the blast hit numbers (see the WEAPON and VEHICLE CHARTS) and the SPREAD and BLAST DIAGRAMS (see Game Cards) vary from weapon to weapon.

12.3.4.1 DETERMINING HIT NUMBERS: "G" weapons are fired at a target hex, not at specific targets in that hex. Unless there is a "dud" (see **6.3.6.2**), once the impact hex is determined, the die is rolled for each target in the impact and blast zone hexes, using all applicable modifiers. Blast zone hexes and modifiers vary depending on the size of the blast hit number—see the BLAST DIAGRAMS on the Game Card.

12.3.4.2 HIT EFFECTS: Any soldiers in an impact hex that are not hit are Stunned, and missed targets in blast zone hexes may be Suppressed (see **6.4.2**), as with Basic Game hand grenades. If anything with a terrain value is in the impact hex, it will be damaged to an extent equal to the "G" weapon's *penetration* number. Terrain without a terrain value is never damaged and may not be destroyed (exception: loopholes are destroyed when their structure is destroyed). Make a note of this damage on a sheet of scratch paper. If the penetration numer equals or exceeds the *remaining* terrain value number in an impact hex, the terrain is destroyed.

12.3.4.2.1 DESTROYED WIRE, ABATIS, HEDGE, OR STUMP: Destroyed wire, double wire, or abatis (remove unit) hexes revert to their original type of terrain. Destroyed hedge or tree stump hexes (make a note, if necessary) become the terrain type indicated by the hex color.

12.3.4.2.2 DESTROYED CAVE: A destroyed cave hex becomes a rubble hex which reverts to the hex's normal height. Soldiers inside or on top of a cave hex when it is destroyed are eliminated.

12.3.4.2.3 DESTROYED BAMBOO OR BRUSH: Destroyed bamboo or brush fences or walls become scrub hexes. Soldiers Up these fences or walls when destroyed are eliminated.

12.3.4.2.4 DESTROYED TREE: Destroyed tree hexes become abatis hexes (place abatis unit in the hex—this can later be destroyed in turn). This is done no matter how much the tree hits exceed the number required to destroy the tree. Soldiers Up a tree when destroyed are eliminated.

12.3.4.2.5 OTHER: Other destroyed terrain becomes rubble hexes (mark the hex with a rubble unit). Soldiers Up fences, or anywhere in a hex with a tower or bridge when these are destroyed are eliminated.

12.3.4.2.6 VEHICLES: If a vehicle is in the impact hex, damage is rolled for all locations of the unit with an armor basis

number equal to or less than the "G" weapon's penetration number (see Option **9.3**). If the penetration number equals or exceeds the armor basis number on the hit side or part of the vehicle, the blast hit number is applied to all parts inside the vehicle, the same as if an "A" weapon had penetrated.

12.3.4.2.7 DESTROYED BUILDINGS: A blast in a building hex will damage and/or destroy not only the building walls (each separate wall in the hex, including all levels, is damaged equally), but any doors and/or windows in the hex, and the roof. It is possible for a roof to be destroyed while the walls are only damaged, so the hex story just under the roof could contain walls *and* rubble (both cover modifiers apply in the hex). Floors in multi-story buildings collapse when all outer walls in the hex are destroyed—until then there is always considered to be enough floor left for movement in the upper stories. Soldiers located in a roof or floor hex that is destroyed ("collapses out from under them") or Up a wall hex when it is destroyed are eliminated. Destroyed doors or windows become permanently open and cannot be closed (note, if necessary).

12.3.5 ARMOR PIERCING ("H") WEAPONS: "H" weapons can be used in one of two ways, the one used being announced before firing:

12.3.5.1 ARMOR PIERCING: Use exactly like an "A" weapon, except that the "H" firing modifiers are used, and the prohibition on firing through trees or hedges with "H" applies.

12.3.5.2 GENERAL PURPOSE: Use exactly like a "G" weapon, using the "G" modifiers, except that the prohibition on firing through trees or hedges still applies. The blast hit number when fired in this manner is one-half (round factors down) the blast hit number listed for the "H" ammunition and the penetration number is reduced to "1". *For example, if an RPG-2 (MPL19) is fired in this manner, its blast hit number (normally "5") is "5/2 = 2 1/2", rounds down to "2", and its penetration number is reduced to "1".*

12.3.6 LIGHT ("L") WEAPONS: "L" weapons are similar to Basic Game weapons (except hand grenades) and are fired at specific targets—soldiers or vehicle locations—and are ineffective against any other targets. The hit number is found on the WEAPON and VEHICLE WEAPON CHARTS depending on the range, and the applicable modifiers determined and applied. A "miss" ends firing procedure, but a hit eliminates a soldier target unit. Automatic "L" fire can Suppress missed units in the target hex (see **6.4.1** and **12.6**). If an "L" weapon's penetration number equals or exceeds the terrain value number of a target unit's cover, this cover does not apply but counts only as concealment. If an "L" weapon's penetration number equals or exceeds the armor basis number of a vehicle, that location is destroyed (see Option **19.3.5** for more details) when hit.

12.3.7 SMOKE ("M") WEAPONS:
Notes in the WEAPON and VEHICLE WEAPON CHARTS indicate which weapons may be used to fire smoke shells as alternate ammunition, and which grenades have a smoke version available. Smoke shells and grenades are fired using the normal "G" weapon procedures for the weapons except that *all* parts of an impact hex are hit (unless totally blocked), although no hits or damage are caused by smoke projectiles. When the impact hex for a smoke weapon is found, mark it with a smoke unit. This hex will be a smoke hex for two Turns, including whatever is left of the current Turn *after* the Impulse Phase in which it is fired. All smoke hexes extend to a height of "5" levels above their impact height, and they modify die rolls by "+3" as explained in 12.2.7.

12.3.8 ILLUMINATION ("U") WEAPONS:
"U" weapons are handled the same as "G" weapons only they score no hits, as they burst high in the air to light up the night. They are useful only at night in Observation Conditions "2" or "3". Place an illumination unit in the impact hex, once determined. The Observation Condition in the impact hex and for 10 hexes in every direction is improved by up to two Observation Conditions (i.e., from Observation Condition "2" or "3" to Observation Condition "1"), and for 11-25 hexes in every direction there is an improvement of one Observation Condition. This improvement lasts until the Turn Record Phase, at which time all illumination units are removed from the mapboard.

12.3.9 WHITE PHOSPHORUS AND CHEMICAL ("W") WEAPONS:
"W" weapons are handled the same as "G" weapons in the Advanced Game, any real differences being covered in the Optional Rules (21). "W" weapons hit *all* parts of an impact or blast zone hex (unless totally blocked), up to "3" heights (inclusive) up and down from the impact height. "W" weapons create smoke (mark impact hex with a smoke unit) *in addition* to causing hits and damage. Smoke is not created in blast zone hexes unless a Fire is started (see Option 21). The penetration number for "W" weapons applies in all blast zone hexes where a hit is possible, as well as in the impact hex.

12.4 SPECIAL RULES FOR ADVANCED GAME WEAPONS AND EQUIPMENT:

12.4.1 SPECIAL GRENADE RULES:
12.4.1.1 RIFLE GRENADES (RGN):
Rifle grenades may not be fired at targets of two or less hexes range. To be fired, most rifle grenades must first be separately loaded (see 11.1.12) or start the game already loaded, although some rifle grenades do not require separate loading. Once loaded, the weapon may not be fired normally until the rifle grenade has been fired or it has been unloaded. A rifle grenade may only be fired during an Impulse in which the firing soldier is used to expend no other movement factors for any other Actions. The rate of fire of rifle

grenades replaces the normal rate of fire of the weapon used. Note that a rifle with a GLR3 attached does not also have a rifle grenade launcher.

12.4.1.2 HAND/RIFLE GRENADES (HRG):
These may be used either as a rifle grenade *or* as a hand grenade when fired, as the controlling player wishes (once separately loaded as a rifle grenade it must be used as a rifle grenade unless later separately unloaded). Normal hand grenade rules apply if used as a hand grenade, and normal rifle grenade rules apply if used as a rifle grenade.

12.4.1.3 OFFENSIVE/DEFENSIVE GRENADES (HGN1, HGN2):
These hand grenades come equipped with a special fragmentation sleeve that can be swiftly slipped on or off the grenade. The grenade is heavier and cannot be thrown as far, but is more effective with the sleeve in place (a "defensive grenade"). The grenade is lighter and can be thrown further, but is less effective without the sleeve in place (an "offensive grenade"). The controlling player decides which configuration to use and announces the decision before firing.

12.4.2 SPECIAL MORTAR RULES:
Mortars are crew-served weapons that lob their shells in a high trajectory and have a large "minimum range" shown on the WEAPON CHART. *For example, MRT6 has no hit numbers listed for ranges 1-20. Any target hex must be at least 21 hexes away, as this is the "minimum range".* If only one crewman is available, a mortar must be separately loaded or unloaded, and may not be moved into a new hex while loaded in this manner. With two or more crewmen, a mortar may be fired every Impulse, if desired. A mortar may only be fired during an Impulse in which the crewmen are used to expend no other movement factors for any other Action. Because of their high trajectory, mortars fired "normally" may not be fired out of covered structures (roofed buildings, pillboxes, bunkers, caves, or tunnels) or vehicles other than mortar carriers (MCV). Two of the mortars, the IMI-52 (MRT4) and the T18E6 (MRT5), can be fired by "hand" with a *flat trajectory*, in addition to the "normal" high trajectory method. When fired by "hand", these mortars may be fired out of covered structures.

12.4.3 SPECIAL LAUNCHER RULES (LCW, LPL, MPL):
These weapons vary quite a bit as they represent a great variety of weapons, and the Notes for each should be checked on the WEAPON CHARTS. Some require two-man crews, and must be separately loaded or unloaded if only one crewman is available. Others (LPLs) may only be fired once, then discarded (they always start loaded). Some may not be moved into a new hex while loaded. Still others, like the Milan (MPL4) and Dragon (MPL8) are essentially tube-launched and controlled guided missiles (the launcher incorporates a control box) that may not be fired if the soldier is marked with a status unit, although most other missile rules do not apply to them. Most may not be fired in a confined space (inside a vehicle, bunker, pill-

box, tower, cave, tunnel, or building) because of the backblast from the rocket.

12.4.4 SPECIAL MINE RULES:
Mines are of main two types—anti-vehicle ("VMN"—usually called "anti-tank mines"), which are effective against vehicles, and anti-personnel ("PMN"), which are effective against soldiers. Each may be used only *once*, this being the *first* time that an appropriate unit enters the secretly mined hex or side of the hex (if divided by fence, wall, etc.).

12.4.4.1 ANTI-PERSONNEL MINES (PMN):
12.4.4.1.1 PMN1:
This is a "G" weapon that explodes in its impact (location) hex. It has a blast hit number of "7" and a penetration number of "1". It is set off by a soldier entering the hex.
12.4.4.1.2 PMN2:
This is a "C" weapon that has a blast hit number of "8" and a penetration number of "1". It uses different range modifiers than other "C" weapons (see 12.3.2). A PMN2 has a "wire" that can be used by a soldier to manually detonate the mine from a "trigger" hex or which can be laid in front of the weapon to provide a "trip wire" that detonates the mine when touched. The player has the option of which to use when setting up before the game starts (see 8.8.9). If a "trigger" hex is used, the mine may be detonated (fired—this uses "all" movement factors performing a "detonate" Action—see 11.1.13) by any soldier in the trigger hex. If a trip wire is used, the mine is immediately detonated whenever the first unit enters a trip wire hex.

12.4.4.2 ANTI-TANK MINES (VMN):
These are "A" weapons that can be set off by a vehicle entering its hex. The penetration number ("3" for VMN1, "6" for VMN2) is compared with the bottom armor basis and the track armor basis numbers (both are considered to be hit) to determine damage—when set off, these hits are automatic (see Option 19.3.8 for the effects of these hits).

12.4.4.3 HITS ON MINE HEXES:
If a hex that contains a mine or mines is the impact hex for any other "F", "G", "H" used as "G", or "W" weapons, all mines in that hex immediately detonate (with the usual effects) after the effects of the impacting weapon are resolved.

12.4.5 SPECIAL SHOTGUN RULES (SHG):
A Shotgun is extra equipment. Any soldier carrying one may use it *or* the major personal weapon when firing.

12.4.6 SPECIAL MISSILE RULES (MSL, CBX):
Guided anti-tank missiles are operated by a soldier with a control box (CBX). The missile unit (MSL) must start the game already placed in a hex. MSL units may not be placed in a confined space (inside a vehicle, bunker, pillbox, tower, cave, tunnel, or building). Since the missile is guided, its facing is not important, but it should be faced generally in the direction of the expected threat. For some missiles, the soldier and control box must be in the same

hex as the missile unit, but for others the control box may be located there or in a hex "separated" by up to some range (given in Notes on the WEAPON CHARTS) from the missile unit (see WEAPON CHARTS Notes). Line of sight to the target is always checked from the control box position, not from the missile position. The missile is fired by the soldier with the control box expending "all" movement factors to do so. Once fired, the MSL unit is removed from the game, as each may be fired only once.

12.4.7 SPECIAL NIGHTSIGHT AND SCOPE RULES (NST, PNS, SCP): In the Advanced Game, both types of nightsights are treated identically and improve visibility to Observation Condition "1" when firing a weapon equipped with one of them (see Option **16.7.2** for more detailed rules). Weapons may have both a nightsight and a scope (actually a combined instrument), and their combined effects apply. Nightsights and/or scopes do not necessarily have to be used. Automatic fire weapons using nightsights may only be fired at then targets in one hex per Impulse Phase.

12.4.8 SPECIAL BODY ARMOR RULES (BDA): A "+1" die roll modifier applies when firing a pistol or submachinegun at or when resolving a blast number roll against a soldier "wearing" body armor. No soldier may "wear" more than one set of body armor.

12.4.9 SPECIAL DEMOLITION CHARGE RULES (DMC): Demolition charges are large bundles of explosives usually used only to destroy fortifications. Each may be used only once. To use, the demolition charge must first be taken into the hex where it is to be used. The demolition charge may then be "armed" by any soldier in the hex, using "all" movement factors performing an "arm" Action (see **11.1.13**). Show the "arming" by placing a demolition charge unit in the hex. The demolition charge will then "explode" (fire) at the very *end* of the next Impulse Phase for the side that placed it, (hopefully) giving the player time to get his soldier or soldiers away from the impact hex.

12.5 TERRAIN VALUES: All walls, fences, trees, roofs, hedges, roadblocks, etc. have "terrain value numbers" defined in the scenarios. These numbers represent their resistance to hits. these terrain values vary from scenario to scenario, but standard values used in most situations are given (along with standard heights) in the STANDARD TERRAIN VALUES CHART on the Game Cards. *For example, a "standard" concrete or stone fence or wall has a terrain value number of "8" and heights of "1" if a fence or "4" if a wall.*

12.6 AUTOMATIC FIRE AT MULTIPLE HEXES: As in the Basic Game, most automatic weapons must direct all of the bursts to the same target hex when fired, but there are exceptions:

12.6.1 TRIPOD WEAPONS: Tripod weapons not using nightsights have the ability to be fired at automatic fire rates at target units in any number (up to their number of bursts) of *different* hexes, as long as all target hexes are in the same firing arc and firing is otherwise possible. Different modifiers may apply to different hexes.

12.6.2 BIPOD WEAPONS: Any soldier units with weapons having bipods and not using nightsights may be used to fire at automatic fire rates at up to *three* different hexes (rate of fire permitting), but these three hexes must all be adjacent to each other (see diagram below), and all in the same firing arc. This can only be done if the firing unit is Prone or has a rest— otherwise, only one hex can be the target hex.

ALL THREE HEXES ARE ADJACENT TO EACH OTHER.
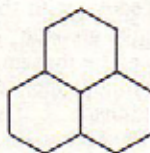
12.6.3 SUPPRESSIVE FIRE ONLY: All automatic weapons not using nightsights may be used for "suppressive fire" to any number (one burst per hex, up to their number of bursts) of different hexes. The controlling player announces, "suppressive fire", then fires normally, but no hits can be scored. Instead, in every hex where a modified number of "10" or less can be rolled, the target units are Suppressed.

12.7 HITS WITHIN A HEX—INTERPRETING THE HIT LOCATION TABLES: Cover and heights within a hex must be considered in the Advanced Game. Exactly where inside a hex did a projectile actually hit, and did it actually reach the hex if some small gap had to be passed through first? These determinations require the use of additional die rolls and the use of the HIT LOCATION TABLES on the Game Cards. These list the situations that can occur and any modifiers that can apply (treat modified die rolls of less than "1" as "1", and of more than "10" as "10").

12.7.1 TWO, THREE, OR FOUR SIDES: In a hex with two or more sides to consider, it is necessary to see which side of the hex is actually hit by a "G" weapon, as this can determine if cover applies to the blast hit number. Once the impact hex has been determined, the firing player designates the sides as desired, the lower numbered sides always being those more desired by the firing player, and rolls the die. A die roll modifier of "−2" applies if the range is 1-3 hexes. The side hit determines if the cover is between the target unit and the blast or not. *For example, in the TWO SIDES example shown below, a target soldier is on side 1 of the fence. If the projectile is determined to land on side 1 of the hex, the soldier has no cover, and if it lands on side 2 of the hex the soldier does have the fence's cover to modify the die roll of the blast hit number. How this applies to vehicles is covered in Option* **19.3.1.1**

EXAMPLES:

TWO SIDES

THREE SIDES (1)

THREE SIDES (2)
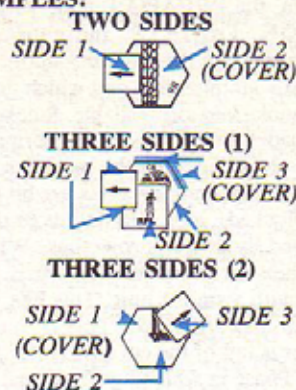
12.7.2 INTO FOXHOLE, DITCH, OR TRENCH: In a hex with a hole in the ground, it is necessary to determine if the "G" weapon lands *in* the hole or just near it, as this can determine if cover modifiers apply to the blast hit number. The die is rolled, and if one of the correct numbers is rolled, the hit is *in* the foxhole or trench, and no cover die roll modifier applies. Otherwise, the cover modifier does apply. Since a ditch occupies an entire hex, a hit in the hex always goes in the ditch. A die roll modifier of "−3" applies if the firing range is one hex, and a "−1" modifier applies if the range is two or three hexes for determining if the projectile goes into a foxhole or trench.

12.7.3 THROUGH DOOR, WINDOW, CAVE, OR LOOPHOLE: For any "G", "F", or "W" weapon with an impact hex located where the projectile would have to pass *through* an opening to reach, or (for "G" only, since "F" and "W" weapons hit all sides of a hex) where the impact hex contains a wall opening, it is necessary to determine if the projectile passes through the opening or hit the wall around the opening. This impact hex can be the original target hex, or may be one determined by a SPREAD DIAGRAM. If a projectile fails to pass through an opening, its impact location will be the hex where this took place and on that side of the wall which was hit. A die roll modifier of "−2" applies if the range is one hex, and a modifier of "+1" applies per height difference from the firing unit to the nearest height of the opening. The projectile passes through automatically if the opening is in the same hex as the firing unit (normal fire arcs). Roll the die, and if one of the correct numbers is rolled (including modifiers), the projectile passes through the wall opening. *For example, below an attempt is made to fire a hand grenade through window hex "A" to target hex "B". The grenade hits the target hex, but now it must be checked to see if it passes through the window (roll of 1-3). If it does, the target hex is hit; if not, the grenade hits the wall (remaining on side 2) in hex "A". If a wall contains more than one opening, the firing player decides which to attempt to pass through.*
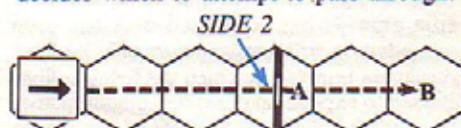
12.7.4 COMBINATIONS: Combination locations are rolled one at a time, until the final hit location is determined. *For example, a foxhole in a fence hex would require a roll first to see if the side of the hex containing the foxhole was hit, then, if that side was hit, a roll to determine if the hit is in the foxhole or not.*

12.7.5 POSITIVE MODIFIERS: Normally, a player is trying to hit a specific target and prefers the negative HIT LOCATION TABLES modifiers, but sometimes something else may be preferred (you may want to hit the hex and *not* go in the foxhole, for instance). If desired, allow the firing player to announce before rolling the die if the modifiers will be ''−'', as given in the rules, or ''+''.

13. ADVANCED GAME MELEE COMBAT

Advanced Game melee is similar to basic Game melee, and is summarized on the MELEE CHART on the Game Cards. In the Advanced Game, melee occurs when the opposing soldiers are both in the same hex and share at least one height. *For example, a soldier who is at height "7" ("head" location—"feet" are at height "5") Up a tree may not melee an opposing soldier on the ground in that same hex. On the other hand, a soldier at height "4" Up a tree could be meleed by a Standing soldier on the ground in that hex, as the head of one and the feet of the other are both at height "2".* For hill and depression hexsides and for walls that are on hexsides, melees can occur between soldiers who are Up these hexsides and opposing soldiers who are also Up the same hexsides, or with soldiers in hexes that include these hexsides. No melees are possible through closed doors, windows or hatches, through loopholes or firing ports, through walls or fences that are higher than the soldiers involved, or between soldiers outside of a vehicle with those inside the vehicle, unless those inside the vehicle are Standing and therefore partially out of the vehicle (see Option 19.4.2) or the vehicle has an open top. Advanced Game melee includes a much greater number of modifiers to the die roll than Basic Game melee. These are cumulative and given below:

13.1 PER ADDITIONAL ATTACKER OR DEFENDER: The die number is modified by ''−2'' for each attacker in excess of the number of defenders, or by ''+2'' for each defender in excess of the number of attackers.

13.2 CROUCHING OR PRONE ATTACKER OR DEFENDER: If *all* attackers or defenders are Crouching, or mixed Crouching and Prone, the die number is modified by ''−1'' if this applies to the defender or by ''+1'' if this applies to the postures of the attackers. If *all* attackers or defenders are Prone, the die number is modified by ''+2'' if this applies to the attacker's posture or by ''−2'' if this applies to the defender's posture.

13.3 VS. REAR OF ALL DEFENDERS: If any *one* attacker enters the hex from the

rear (see diagram) of *all* defenders, the die number rolled is modified by ''−3''.

REAR ATTACK
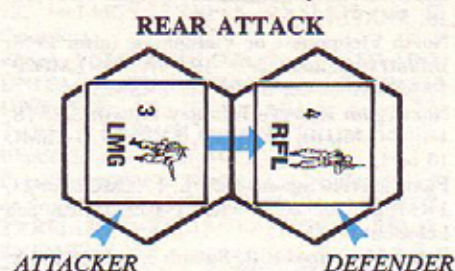
ATTACKER   *DEFENDER*

13.4 STUNNED / INACTIVE / UNARMED: If *all* defenders are Stunned, Inactive, and/or unarmed the number rolled is modified by ''−3''. If *all* attackers are Stunned, Inactive, and/or unarmed, the die number is modified by ''+3''.

13.5 ATTACKING UP OR DOWN: If *all* attackers had to change their height to enter the melee location, the die roll number is modified by ''+1'' if the change was up, and ''−1'' if the change was down. This applies only if the height change occurred with the last movement factor(s) expended to get to the melee location, not for earlier height changes in other hexes.

13.6 BAYONET: Weapons whose notes indicate that they have bayonets (''Y'') are considered to have these ''fixed'' and ready for use. If *all* attackers have bayonets and *no* defenders have bayonets the die number rolled is modified by ''−1''. If *all* defenders have bayonets and *no* attackers have bayonets, the die number rolled is modified by ''+1''.

14. SQUAD GROUPS AND NATIONAL EQUIPMENT

The following information may be used by players to quickly setup their own variants based on the information given in some of the scenarios.

14.1 SQUAD GROUPS: Any squad in a group is closely matched in combat power with any other squad in the same group. Depending on the group listed in the scenario, the players may select squads from any nationalities that have been or may be engaged in combat with each other. Although this is not an exhaustive list of squads, they do give a good representation of these units as they appear worldwide. Many of these squads follow official tables of organization and equipment, but others were gleaned from photographs or written accounts. Some of the more irregular forces have little real formal structure, and ''average'' squads have been portrayed. Even in the most highly organized and disciplined units, wartime conditions reveal that infantrymen everywhere are adept at trading or stealing equipment to replace or augment their issue weapons.

14.1.1 SQUAD INFORMATION NOTES: Some squads are given as dismounted and the vehicle in which they ride is listed— additional squad members would be on the vehicle in these cases and are not listed. Some countries vary the organization of the squads in a platoon—a notation such as ''1 of 3'' indicates that one of the three squads in a platoon is organized in the given manner. For American squads during the Vietnam War, from the late 60s on, most squads in Vietnam used the M16 (RFL10) while squads elsewhere used the M14 (RFL14) and M14E2 (LMG11), and

many of these squads in the groups give both organizations. Some ''experimental'' American squads are listed—these are squads formed to test new weapons that may or may not be standardized later. For guerilla forces, the country in the National Equipment Lists where information on them can be obtained is given (ie., ''see Rhodesia''). Since changes are often gradual, all dates should be regarded as approximations.

14.1.2 SELECTION OF FORCES USING SQUAD GROUPS: Many scenarios can be setup by selecting squads from the appropriate groups given in the scenarios. Unless the scenario already calls for multiple squads, larger or multi-player games can be played by simply doubling the number of squads on each side. Note the scenario date or determine your own date for the battle— some weapons and squads are unavailable on all dates.

14.1.3 ASSIGNING EXTRA EQUIPMENT: Assign extra equipment to both sides in the same proportion as the squad group numbers used in the scenario. *For example, if a scenario had side "A" with a group 8 squad and side "B" with a group 4 squad, side "A" should get extra equipment in a ratio of 8:4 to side "B".* Generally, allow about 10-20 grenades and 2 rounds of ammunition for each non ''L'' weapon (or 15-30 points, if Option 26.1 is used) for the smaller numbered squad and proportionally higher quantities for the larger numbered squad.

14.1.4 THE SQUAD GROUPS LIST: The format and abbreviations used here are explained in the Scenario Format section of the rules.

GROUP 4: (88—112 points).
Afghan Motorized Rifle Squad (−) (1980 on): 3/2; 1S; 1×LMG21, 1×MPL20, 4×RFL1 (Dismounted from any APC or IFV—2 of 3).
Chinese Local Forces Infantry Squad: 3/2; 1S; 1×LMG6 or 12, 1×MPL19 or RFL7, 6×RFL7, 1×SMG2, 4, or 9.
FROLOZI, SAANC, ZANU, or ZAPU Guerilla Squad (1965-1980): 3/2; 1S; 8×RFL1, 1×SMG4, 7, 9, or 11 (see Rhodesia).
Egyptian Infantry Squad (1965-1970): 3/2; 1S; 1×LMG10, 1×MPL19 5×RFL18 or 21, 2×SMG1, 9, or 10.
Egyptian Motorized Infantry Squad (1965-1970): 3/2; 1S; 1×LMG20 or 23, 1×MPL19, 3×RFL18 or 21, 3×SMG9 or 10 (Dismounted from BTR50, BTR152, or OT62).
Greek Reserve Infantry Squad: 3/2; 1S; 1×LMG15, 8×RFL7, 1×SMG2.
Israeli Paratrooper Squad (1965-1974): 3/3; 1S; 1A; 1×LMG11, 2×RFL5, 3×SMG7.
Libyan Motorized Rifle Squad (1975 on): 3/2; 1S; 1×MPL20, 7×RFL1 (Dismounted from BMP1—1 of 3).
Mujahideen Guerilla Squad (1979 on): 4/2; 1S; 1×MPL20, 2×RFL1, 4×RFL7, 1×SMG2 or 10 (see Afghanistan).
Rhodesian Security Force Infantry Squad (1965-1980): 3/2; 1S; 1×RFL5, 8×RFL7, 1×RFL11; 1×BPD.
South Vietnamese Infantry Squad (−) (1965-1966): 3/2; 1S; 1×LMG10, 7×RFL18.
Soviet Long-Range Reconnaissance Squad: 3/3 or 4/2; 1C, 1S, 1A; 5×RFL1; 1×BPD (1 of 3).
Soviet Long-Range Reconnaissance Squad: 3/3 or 4/2; 1S, 1A; 5×RFL1; 1×BPD (2 of 3).
Swedish Infantry, Motorized Infantry, or Noorland Infantry Squad (1965-1968): 4/2; 1S; 1A; 4×RFL7, 2×RFL18, 2×SMG6 or 9 (2 of 3).
Syrian Motorized Infantry Squad (1965-1970): 3/2; 1S; 1×LMG20, 1×MPL19, 4×RFL21, 2×SMG4 or 7 (Dismounted from BTR50).
Turkish Reserve Infantry Squad: 3/2; 1S, 1A; 1×LMG10 or 15, 7×RFL7, 2×SMG10.
Viet Cong Guerilla Squad (1965-1966): 3/2; 1S; 1×LMG20, 1×PST3, 1×RFL1, 5×RFL21,

1×SMG9 (see Vietnam).
Yugoslav Reserve Infantry Squad: 3/2; 1S; 1×LMG15, 6×RFL7, 2×RFL21, 1×SMG 4 or 10.

GROUP 5: (113—137 points).

Afghan Infantry Squad (−) (1974 on): 3/2; 1S; 1×LMG20, 1×MPL20, 6×RFL1 (2 of 3).

Afghan Infantry Squad (−) (1974 on): 3/2; 1C, 1S; 1×LMG20, 1×MPL20, 1×PST4 or SMG11, 6×RFL1 (1 of 3).

Albanian Infantry Squad (1974 on): 3/2; 1S; 1×LMG6 or 20, 1×MPL19, 7×RFL1 or 16.

Angolan Infantry Squad (1976 on): 3/2; 1S; 1×LMG21, 1×MPL20, 6×RFL1.

Belgian Armored Infantry Squad (late 70s): 3/2; 1S, 1A; 2×LMG10, 6×RFL18 (Dismounted from AMX-VCI).

Chinese Motorized Infantry Squad: 3/2; 1S; 1×LMG20, 1×MPL19 or 20, 7×RFL1 or 16 (Dismounted from BTR152, or K63).

Contra Guerilla Squad (−) (1981 on): 3/2; 1S; 8×RFL10; 2×BPD (see Nicaragua).

Cuban Infantry Squad (1965-1973): 3/2; 1C, 1S; 1×LMG20, 1×MPL19, 6×RFL1, 1×SMG7 or 11 (2 of 3).

Cuban Infantry Squad (1978 on): 3/2; 1S; 1×LMG21, 1×MPL20, 6×RFL1 (1 of 3).

Czech Motorized Rifle Squad: 3/2; 1S, 1A; 1×LMG4, 1×MPL14 or 20; 6×RFL1 (Dismounted from OT62—1 of 3).

Czech Motorized Rifle Squad: 3/2; 1C, 1S, 1A; 1×LMG4, 1×MPL14 or 20, 1×PST3 or SMG11, 5×RFL1 (Dismounted from OT62—1 of 3).

East German Panzergrenadier Squad: 3/2; 1S, 1A; 1×LMG20 or 21, 1×MPL19 or 20, 7×RFL1 (Dismounted from BTR50 or BTR152—1 of 3).

Egyptian Infantry Squad (1965-1970): 3/2; 1S; 1×LMG20 or 23, 1×MPL19, 5×RFL18, 2×SMG9 or 10.

Egyptian Infantry Squad (1969 on): 3/2; 1S; 1×LMG20 or 23, 1×MPL20, 7×RFL1.

Egyptian or Syrian Motorized Infantry Squad (1970 on): 3/2; 1S; 1×LMG20, 1×MPL20, 6×RFL1 (Dismounted from BTR50, BTR60, or BTR152).

FAO or Nicaraguan (Sandanista) Infantry Squad: 3/2; 1S; 1×LMG20, 1×MPL19 or 20, 6×RFL1 (2 of 3).

FNLA or UNITA Guerilla Squad (1971 on): 3/2; 1S; 1×LMG20, 7×RFL1, 1×SMG4 or 7 or RFL1 (see Angola).

Hungarian Motorized Rifle Squad: 3/2; 1S, 1A; 1×LMG20 or 21, 1×MPL19 or 20, 6×RFL1 (Dismounted from BTR60—1 of 3).

Hungarian Motorized Rifle Squad: 3/2; 1S, 1A; 1×LMG20 or 21, 1×MPL19 or 20, 7×RFL1 (Dismounted from BTR50, BTR152, or OT62—1 of 3).

Iranian Revolutionary Guard Squad (1979 on): 3/2; 1S; 1×LMG15, 1×PST1, 6×RFL11 or 18, 2×SMG2, 4, or 7 (1 of 3).

Iranian Revolutionary Guard Squad (1979 on): 3/2; 1S; 7×RFL11, 3×SMG7 (2 of 3).

Iraqi Infantry, Mountain or Republican Guard Squad: 3/2; 1S; 1×LMG20, 1×MPL19, 5×RFL1, 3×RFL21.

Israeli Paratrooper Squad (1965-1974): 3/3; 1S, 1A; 1×LMG11, 1×RFL1 or SMG7, 2×RFL5, 2×SMG7; 1×SCP.

Israeli Paratrooper Squad (1971 on): 3/3 or 5/2; 1S, 1A; 1×LMG8, 2×RFL4, 3×RFL17.

Libyan Motorized Rifle Squad (1973 on): 3/2; 1S; 1×LMG20 or 21, 1×MPL20, 6×RFL1 (Dismounted from any APC or BTR60—1 of 3).

Mujahideen Guerilla Squad (1979 on): 3/3; 1S; 1×MPL20 or RFL1, 2×RFL1, 4×RFL7, 1×SMG2, 4, 5, 7, 9, 10, or 11 (see Afghanistan).

North Korean Infantry Squad: 3/2; 1S; 1×LMG20, 1×MPL19 or 20, 7×RFL1.

North Korean Light Infantry Squad: 4/3 or 6/2; 1S; 5×RFL1.

North Vietnamese or Vietnamese (after 1975) Infantry Squad: 3/2; 1S, 1A; 1×LMG20, 1×MPL19 or 20, 6×RFL1, 1×SMG11.

Norwegian Reserve Infantry Squad: 3/2; 1S, 1A; 1×LMG10, 1×MPL7, 7×RFL7, 1×SMG 10 or 12.

PLO Guerilla Squad: 3/2; 1S; 1×LMG20 or 23, 1×MPL19 or 20, 7×RFL1 (see Jordan and Lebanon).

Polish Motorized Rifle Squad: 3/2; 1C, 1S, 1A; 1×LMG20 or 21, 1×MPL19 or 20, 3×RFL1, 2×RFL15, 1×SMG11 (Dismounted from BTR50, BTR152, or OT62—1 of 3).

Polish Motorized Rifle Squad (1970 on): 3/2; 1S, 1A; 1×LMG4, 1×MPL20, 4×RFL1, 2×RFL15 (Dismounted from BMP1—1 of 3).

Romanian Motorized Infantry Squad (1970 on): 3/2; 1S, 1A; 1×LMG4, 1×MPL20, 6×RFL1 (Dismounted from BTR60—1 of 3).

South Korean Infantry Squad (1967-1970): 3/2; 1S, 1A; 1×LMG10, 8×RFL18, 1×SMG2 or RFL13.

Soviet Long Range Reconnaissance Squad: 5/2; 1C, 1S, 1A; 5×RFL1; 1×BPD (1 of 3).

Spanish Territorial Infantry Squad: 3/2; 1S; 1×LMG5, 8×RFL7, 1×SMG9.

Swedish Reconnaissance Squad(1966 on): 3/2; 1S, 1A; 1×LMG3 or 13, 1×MPL5 or 6, 3×RFL11 (Dismounted from Pbv302—2 of 3).

Syrian Infantry Squad (1965-1970): 4/2; 1S; 1×LMG20, 1×MPL19, 5×RFL21, 2×SMG4, 7, 10, or 11.

Taiwan Reserve Infantry Squad: 3/2; 1S; 1×LMG10 or 15, 10×RFL7, 1×SMG2.

Turkish Infantry Squad: 3/2; 1S, 1A; 1×LMG10 or 15, 8×RFL18, 1×SMG2.

West German Panzergrenadier Squad (1971-1980): 3/2; 1S, 1A; 1×LMG5, 1×MPL15, 5×RFL11 (Dismounted from Marder).

Yugoslav Motorized Rifle Squad: 3/2; 1S, 1A; 1×LMG16, 7×RFL15, 1×SMG10.

Group 6: (138—162 points).

American Mechanized Rifle Squad (Experimental, 1981-1984): 3/2; 1S, 1A; 2×GLR3+RFL10, 1×LMG4, 3×RFL10; 2×BPD (Dismounted from M2).

Angolan Infantry Squad (1976 on): 4/2; 1S; 1×LMG20 or 21, 1×MPL20, 5×RFL1, 1×SMG4, 11, or 12 or RFL1 or 3.

Argentine Airborne, Infantry or Mountain Squad (1970 on): 3/2; 1S; 1×LMG11, 9×RFL5.

Australian Infantry Squad (1966-1969): 3/2; 1S, 1A; 1×LMG4, 7×RFL18, 2×SMG8 or RFL6.

Austrian Panzergrenadier Squad (1965-1978): 3/2; 1S, 1A; 1×LMG5, 7×RFL11 (Dismounted from Saurer 4K4).

Austrian Mountain Squad (1979 on): 3/2; 1S, 1A; 1×LMG9, 8×RFL4, 1×RFL6; 1×BPD.

Belgian Mechanized or Armored Infantry Squad (1982 on): 3/2; 1S, 1A; 2×LMG11, 6×RFL5 (Dismounted from AIFV).

Biafran Infantry Squad (1967-1970): 4/2; 1S; 1×LMG10 or 15, 2×RFL5, 6×RFL7 (see Nigeria)

British Infantry Squad (−): 3/2; 1S, 1A; 1×LMG3, 1×MPL5, 7×RFL18.

British Mechanized Infantry Squad (mid 60s): 3/3 or 4/2; 1S, 1A; 1×LMG15, 1×MPL7, 4×RFL7, 2×SMG10 (Dismounted from any APC or IFV).

Bulgarian Motorized Rifle Squad (1970 on): 3/2; 1C, 1S, 1A; 1×LMG4, 1×MPL20, 4×RFL1, 1×RFL19, 1×SMG11 (Dismounted from BTR60—1 of 3).

Canadian Mechanized Infantry Squad (1983

on): 3/2, 1S, 1A; 1×LMG3, 1×MPL6, 5×RFL18, 1×SMG10 or RFL18 (Dismounted from M113).

Contra Guerilla Squad (1981 on): 3/2; 1S; 10×RFL10; 2×BPD (see Nicaragua).

Czech Motorized Rifle Squad (1965-1970): 3/2; 1C, 1S, 1A; 1×LMG4, 1×MPL14 or 20, 5×RFL1, 1×RFL8, 1×SMG11 (Dismounted from OT62—1 of 3).

Egyptian or Syrian Motorized Infantry Squad (1969 on): 4/2; 1S; 1×LMG20, 1×MPL20, 6×RFL1 (Dismounted from any APC or IFV).

FAO Guerilla Squad: 4/2; 1S; 1×LMG11, 5×RFL5, 2×SMG7 (see Nicaragua).

FNLA or UNITA Guerilla Squad (1975 on): 3/3; 1S; 1×LMG20, 2×RFL1, 5×RFL21, 1×SMG 4 or 7 (see Angola).

French Mechanized Infantry Squad (1971 on): 3/2; 1S, 1A; 1×LMG2, 1×MPL21, 6×RFL18, 1×SMG9 (dismounted from AM×10P).

Greek Infantry Squad: 3/2; 1S, 1A; 2×LMG10, 8×RFL18, 1×SMG2 or RFL13 or RFL18.

Hungarian Motorized Rifle Squad (to mid 70s): 3/2; 1C, 1S, 1A; 1×LMG4, 1×MPL19 or 20, 5×RFL1, 1×RFL3, 1×RFL8 (Dismounted from BTR60—1 of 3).

Indian Infantry Squad: 3/2; 1S, 1A; 1×LMG3 or 15, 1×MPL7, 7×RFL18, 1×SMG10.

Indian Mechanized Infantry Squad (1981 on): 3/2; 1S, 1A; 1×LMG3, 1×MPL6, 6×RFL18 (Dismounted from any APC or IFV).

Iranian Revolutionary Guards Squad: 3/2; 1S; 1×LMG5, 1×PST1, 6×RFL11, 2×SMG7 (1 of 3).

Iraqi Motorized Rifle Squad: 4/2; 1S; 1×LMG20, 1×MPL19 or 20, 5×RFL1, 1×SMG10 or RFL1 (Dismounted from any APC or IFV).

Israeli Paratrooper Squad (1971 on): 4/3; 1S, 1A; 1×LMG8, 1×RFL4, 3×RFL17, 1×SMG7 or RFL1, 4, or 17.

Libyan Motorized Rifle Squad (1973 on): 4/2; 1S, 1A; 1×MPL20, 7×RFL1; 2×BPD (dismounted from any APC—1 of 3).

MNLF or NPA Guerilla Squad: 4/2; 1S; 8×RFL1 or 18, 1×SMG2 or 11 or RFL1 (see Philippines).

Netherlands Armored Infantry Squad (1978 on): 3/2; 1S, 1A; 1×LMG3, 1×LMG11, 6×RFL5 (Dismounted from AIFV).

Nicaraguan Infantry (Sandanista) Squad (1979 on): 4/2; 1S; 1×LMG20, 1×MPL19 or 20, 6×RFL1 (2 of 3).

Nicaraguan National Guard (Samoza) Infantry Squad: 3/2; 1S; 9×RFL5, 1×SMG2; 2×BPD.

Nigerian Airborne, Airmobile, Infantry, or Marine Squad: 3/2; 1S; 1×LMG15, 1×MPL19, 7×RFL11, 1×SMG10.

Nigerian Mechanized Infantry Squad: 3/2; 1S; 1×LMG3, 1×MPL20, 6×RFL11, 1×SMG10 or RFL11 (Dismounted from Saracen).

North Korean Motorized Rifle Squad (1970 on): 3/3 or 4/2; 1S; 1×LMG20, 1×MPL20, 5×RFL1 (Dismounted from any APC or IFV).

North Vietnamese or Vietnamese (after 1975) Motorized Rifle Squad: 3/3 or 4/2; 1S, 1A; 1×LMG20, 1×MPL19 or 20; 5×RFL1 (Dismounted from any APC).

Pakistani Mechanized Infantry Squad: 3/2; 1S, 1A; 1×LMG15, 1×MPL7 or 17, 6×RFL1 (Dismounted from M113).

Philippines Infantry Squad (1965-1972): 3/2; 1S, 1A; 1×LMG10, 9×RFL18, 1×SMG2.

South Korean Marine Squad (1967-1975): 3/2; 1S, 1A; 1×GLR2, 1×LMG11, 7×RFL14, 1×SMG2.

South Vietnamese Infantry Squad (−) (1965-1966): 4/2; 1S; 1×LMG10, 7×RFL18.

South Vietnamese Infantry Squad (−) (1966-1969): 3/2; 1S, 1A; 1×GLR2, 1×LMG4, 1×LMG11, 5×RFL14, 1×SMG2.

South Vietnamese Mechanized Infantry Squad (1967-1975): 3/2; 1S, 1A; 1×GLR2, 1×LMG4, 6×RFL10; 1×BPD (Dismounted from M113).

Soviet Motorized Rifle Squad: 3/2; 1C, 1S, 1A; 2×LMG21, 1×MPL20, 1×PST4 or RFL1 or SMG11, 4×RFL1 (Dismounted from BTR60—1 of 3).

Swedish Infantry or Noorland Squad (1965-1968): 4/2; 1S, 1A; 1×LMG3, 4×RFL7, 2×RFL18, 1×SMG6 or 9 (1 of 3).

Swedish Mechanized Infantry Squad: 3/2; 1S, 1A; 1×MPL5 or 6, 7×RFL11; 2×BPD (Dismounted from Pbv302).

Swedish Reconnaissance Squad (1966 on): 5/2; 1S, 1A; 5×RFL11; 1×BPD (Dismounted from Pbv302—1 of 3 squads).

Swiss Armored Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 1×MPL10 or 12, 5×RFL20 (Dismounted from M113).

Viet Cong Guerilla Squad (1965-1968): 3/3 or 4/2; 1S; 1×LMG20, 1×PST1, 3, or 4, 3×RFL1, 3×RFL7 or 21, 1×SMG9 (see Vietnam).

Yugoslav Rifle Squad: 3/2; 1S, 1A; 1×LMG16, 1×MPL16, 8×RFL15.

GROUP 7: (163—187 points).

American Rifle Squad (−) (Inf. or Lt. Inf. Bn., 1968-1973): 3/2; 1S, 1A; 2×GLR2, 1×LMG4, 7×RFL10 or 14; 2×BPD (RFL10 squads only).

American Scout Squad (Inf. or Lt. Inf. Bn., 1974-1984): 3/2; 1S, 1A; 1×GLR3+RFL10, 9×RFL10; 2×BPD.

Argentine Infantry Squad (1970 on): 3/2; 1S; 1×LMG3, 8×RFL5, 1×SMG 2, 7, or 10.

Australian Infantry Squad (1967-1970): 3/2; 1S, 1A; 1×LMG4, 5×RFL10, 2×RFL18, 2×SMG8; 1×SCP.

Biafran Infantry Squad (1967-1970): 4/2; 1S; 1×LMG10 or 15, 2×RFL5, 6×RFL18 (see Nigeria).

British Infantry Squad: 3/2; 1S, 1A; 1×LMG3, 1×MPL5 or 6, 8×RFL18.

British Mechanized Infantry Squad (to 1983): 4/2; 1S, 1A; 1×LMG3 or 15, 1×MPL5, 5×RFL18, 1×SMG10 (Dismounted from any APC or IFV).

British Paratrooper Squad (−): 4/2; 1S, 2A; 1×LMG3, 1×MPL5, 4×RFL18, 1×SMG10 or RFL18, 1×SMG10.

Canadian Mechanized Infantry Squad: 3/2; 1S, 1A; 1×LMG3, 1×LMG11, 1×MPL5 or 6, 6×RFL18 (Dismounted from M113).

Chinese Paratrooper Squad: 4/2; 1S, 1A; 1×LMG20, 1×MPL19 or 20, 7×RFL1 or RFL 16.

Cuban Infantry Squad (1972 on): 3/3; 1S; 1×LMG20 or 21, 1×MPL20, 6×RFL1 (2 of 3).

Czech Motorized Rifle Squad (1970 on): 4/2; 1S, 1A; 1×LMG4, 1×MPL20, 6×RFL1 (Dismounted from BMP1—1 of 3).

Czech Motorized Rifle Squad (1970 on): 4/2; 1C, 1S, 1A; 1×LMG4, 1×MPL20, 1×PST3 or SMG11, 5×RFL1 (Dismounted from BMP1—1 of 3).

Czech Motorized Rifle Squad (1970 on): 4/2; 1C, 1S, 1A; 1×LMG4, 1×MPL20, 4×RFL1, 1×RFL8, 1×SMG11 (Dismounted from BMP1—1 of 3).

Danish Motorized Infantry Squad (1966-1978): 3/2; 1S, 1A; 1×LMG3, 1×MPL7, 8×RFL18.

East German Panzergrenadier Squad: 3/2; 1C, 1S, 1A; 1×LMG21, 1×MPL20, 1×PST4 or SMG11, 6×RFL1, 1×RFL19 (Dismounted from BTR50 or BTR152—1 of 3).

Egyptian Motorized Infantry Squad (1969 on): 3/2; 1S; 1×LMG20, 1×MPL20, 7×RFL1, 1×APC1(BTR50P or BTR50PK), 2(BTR152C or BTR152D), or 4(M113A1).

Egyptian Paratrooper Squad (1969 on): 4/2; 1S, 1A; 1×LMG20 or 23, 1×MPL20, 7×RFL1.

El Salvadoran Infantry Squad (1982 on): 3/2; 1S; 1×LMG4, 8×RFL10 or 11, 1×SMG7 or RFL10; 1×BPD.

FDR or FMLN Guerilla Squad (1980 on): 3/2; 1S; 1×LMG5, 7×RFL5, 2×SMG7 (see El Salvador).

FNLA, FNLC, FROLOZI, SAANC, SWAPO, UNITA, ZANU, or ZAPU Guerilla Squad (1976-1980): 4/2; 1S; 1×LMG12, 20, or 23, 7×RFL1, 1×SMG4 or 7 or RFL1 (see Angola, Rhodesia, and South Africa).

French Regular or Foreign Legion Paratrooper Squad (1970-1979): 4/2; 1S, 2A; 1×LMG2, 2×RFL13, 4×RFL18, 1×SMG9 or RFL18, 2×SMG9.

FROLOZI, SAANC, ZANU, or ZAPU Guerilla Squad (1965-1977): 3/3; 1S; 9×RFL1 (see Rhodesia).

Hungarian Motorized Rifle Squad: 4/2; 1C, 1S, 1A; 1×LMG20 or 21, 1×MPL19 or 20, 6×RFL1, 1×RFL3 (Dismounted from BTR50, BTR152, or OT62—1 of 3).

Hungarian Motorized Rifle Squad (1972 on): 3/2; 1C, 1S, 1A; 1×LMG4, 1×MPL20, 5×RFL1, 1×RFL3, 1×RFL19 (dismounted from BTR60— 1 of 3).

Indian Mechanized Infantry Squad (1968 on): 4/2; 1S, 1A; 1×LMG15, 1×MPL7, 6×RFL18 (Dismounted from any APC or IFV).

Iranian Armored Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 8×RFL11 (Dismounted from any APC or IFV).

Iranian Infantry Squad: 3/2; 1S, 1A; 1×LMG15, 10×RFL11.

Iraqi Motorized Rifle Squad: 3/2; 1S; 1×LMG20, 1×MPL19 or 20, 7×RFL1, 1×SMG10, 1×APC1(BTR50P) or 2.

Iraqi Special Forces Squad (1970 on): 4/2; 1S, 1A; 1×LMG20, 1×MPL20, 3×RFL1, 1×RFL8, 2×SMG10 or RFL1 or 21.

Israeli Infantry Squad: 3/2; 1S, 1A; 1×LMG3, 8×RFL5, 1×SMG7 or RFL1 or RFL17.

Israeli Mechanized Infantry Squad: 4/2; 1S, 1A; 1×LMG11, 7×RFL5, 1×SMG7 (Dismounted from any APC).

Japanese Mechanized Infantry Squad: 3/2; 1S, 1A; 1×LMG2 or 7, 1×MPL6 or 7, 7×RFL22 (Dismounted from SU60).

Jordanian Infantry Squad: 3/2; 1S, 1A; 1×LMG15, 9×RFL5; 1×BPD.

Nigerian Airborne, Airmobile, Infantry, or Marine Squad: 3/2; 1S; 1×LMG3, 1×MPL19, 7×RFL11, 1×SMG10.

North Korean Infantry Squad: 4/2; 1S; 1×LMG20, 1×MPL19 or 20, 7×RFL1.

North Korean Motorized Rifle Squad: 3/2; 1S; 1×LMG20, 1×MPL19 or 20, 7×RFL1, 1×APC1, 2, or 3.

North Vietnamese or Vietnamese (after 1975) Infantry Squad: 4/2; 1S, 1A; 1×LMG20, 1×MPL19 or 20, 6×RFL1, 1×SMG5 or RFL1.

North Vietnamese or Vietnamese (after 1975) Motorized Rifle Squad: 3/2; 1S, 1A; 1×LMG20, 1×MPL19 or 20, 7×RFL1, 1×APC1 or 3.

Pakistani Infantry Squad: 3/2; 1S, 1A; 2×LMG15, 1×MPL17 or 18, 7×RFL1 or 18.

PLO Guerilla Squad: 4/2; 1S; 1×LMG20 or 23, 1×MPL19 or 20, 7×RFL1 (see Jordan and Lebanon).

Polish Motorized Rifle Squad (1970 on): 4/2; 1C, 1S, 1A; 1×LMG4, 1×MPL20, 3×RFL1, 2×RFL15, 1×SMG11 (Dismounted from BMP1—1 of 3).

Portuguese Infantry Squad: 3/2; 1S, 1A; 1×LMG5 or 13, 9×RFL11.

Portuguese Mechanized Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 1×MPL7, 6×RFL11 (Dismounted from V150).

Rhodesian Infantry Squad (1965-1980): 3/2; 1S, 1A; 1×LMG3, 8×RFL5, 1×SMG7 or 10.

South African Infantry Squad (1965-1975): 3/2;

1S, 1A; 1×LMG3 or 15, 9×RFL5.

South Korean Infantry Squad (1967-1975): 3/2; 1S, 1A; 1×GLR2, 1×LMG4, 7×RFL14, 1×SMG2.

South Korean Mechanized Infantry Squad (−) (1965-1969): 3/2; 1S, 1A; 2×LMG10, 1×RFL13, 6×RFL18, 1×APC4.

South Vietnamese Infantry Squad (1968-1975): 3/2; 1S, 1A; 1×GLR2, 1×LMG4, 7×RFL10, 1×SMG2 or RFL6.

Soviet Motorized Rifle Squad (60s): 4/2; 1S, 1A; 1×LMG20 or 21, 1×MPL19 or 20, 7×RFL1 (Dismounted from BTR50 or BTR152—1 of 3).

Spanish Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 9×RFL11.

Swedish Mechanized Infantry Squad: 3/2; 1S, 1A; 1×LMG3, 1×MPL5 or 6, 6×RFL11 (Dismounted from Pbv302—2 of 3).

Taiwan Reserve Infantry Squad: 4/2; 1S; 1×LMG15 or 18, 10×RFL7, 1×SMG2.

Turkish Infantry Squad: 4/2; 1S, 1A; 1×LMG10 or 15, 8×RFL18, 1×SMG2 or RFL13.

Viet Cong Guerilla Squad (1965-75): 3/3; 1S; 1×LMG20, 1×PST3 or 4, 4×RFL1, 3×RFL7 or RFL21 (see Vietnam).

West German Panzergrenadier Squad (1971 on): 4/2; 1S, 1A; 1×LMG5, 1×MPL15 or RFL11, 5×RFL11 (Dismounted from Marder).

GROUP 8: (188—212 points).

American Rifle or Air Assault Rifle Squad (1965-1974): 3/2; 1S, 1A; 1×GLR2, 1×LMG4, 1×LMG11 or RFL10, 8×RFL10 or 14; 1×BPD (RFL10 squads only).

American Rifle Squad (1974-1984): 3/2; 1S, 1A; 2×GLR3+RFL10, 9×RFL10; 2×BPD.

ANC, FNLC or SWAPO Guerilla Squad (1975 on): 3/3; 1S; 1×LMG12 or 20, 7×RFL1 (see Angola and South Africa).

Austrian Infantry or Mountain Squad (1979 on): 4/2; 1S, 1A; 2×LMG9, 7×RFL4, 1×RFL6.

Belgian Armored Infantry or Mechanized Infantry Squad (1980 on): 4/2; 1S, 1A; 2×LMG11, 6×RFL5, 1×SMG7 (Dismounted from M113).

Biafran Infantry Squad (1967-1970): 3/3; 1S; 1×LMG10 or 15, 2×RFL5, 6×RFL18 (see Nigeria).

British Mechanized Infantry Squad: 4/2; 1S, 1A; 1×LMG3, 1×MPL5 or 6, 6×RFL18 (Dismounted from Saracen).

Canadian Mechanized Infantry Squad: 4/2; 1S, 1A; 1×LMG3, 1×LMG11, 1×MPL5 or 6, 4×RFL18, 1×SMG10 (Dismounted from M113).

Chinese Motorized Infantry Squad: 3/2; 1S; 1×LMG4 or 20, 1×MPL20, 8×RFL1 or 16, 1×APC3.

Chinese Motorized Infantry Squad: 3/3; 1S; 1×LMG4, 1×MPL20, 7×RFL1 or 16 (Dismounted from K63).

Cuban Infantry Squad (1972 on): 4/2; 1C, 1S; 1×LMG20 or 21, 1×MPL20, 1×PST4, 5×RFL1, 1×RFL19 (1 of 3).

Danish Armored Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 1×MPL5 or 6, 8×RFL11 (Dismounted from M113).

East German or Romanian Marine Squad: 4/2; 1S, 1A; 2×LMG4, 1×MPL20, 5×RFL1 (Dismounted from BTR60—1 of 3).

East German Panzergrenadier or Marine Squad: 4/2; 1S, 1A; 2×LMG4, 1×MPL20, 4×RFL1, 1×SMG11. (Dismounted from BTR60— 1 of 3).

East German Paratrooper Squad (1975 on): 5/2; 1S, 1A; 1×LMG20 or 21, 1×MPL20, 6×RFL1.

Egyptian Airmobile Infantry Squad (1969 on): 3/3; 1S, 1A; 1×LMG20 or 23, 1×MPL20, 7×RFL1.

Egyptian or Syrian Motorized Rifle Squad (1969 on): 3/2; 1S; 1×LMG20, 1×MPL20, 7×RFL1, 1×IFV6(BTR60PK).

Finnish Jaeger Squad: 4/2; 1S, 1A; 1×LMG14, 1×MPL9 or SMG6 or 9, 7×RFL15, 1×SMG6 or 9.

Finnish Mechanized Infantry Squad (1966 on): 4/3; 1S, 1A; 1×LMG14, 1×MPL9 or SMG6 or 9, 3×RFL15, 3×SMG6 or 9 (Dismounted from BTR50 or BTR60).

French Regular or Foreign Legion Paratrooper Squad (1965-1979): 4/2; 1S, 2A; 1×LMG2, 1×MPL7 or MPL21, 5×RFL18, 3×SMG9.

Greek Mechanized Infantry Squad: 4/2; 1S, 1A; 2×LMG15, 6×RFL5, 1×SMG2 or RFL 13 (Dismounted from AM×10P or M113).

Hungarian Motorized Rifle Squad: 3/2; 1C, 1S, 1A; 1×LMG4, 1×MPL19 or 20, 1×PST4, 6×RFL1, 1×RFL3, 1×IFV6(BTR60PK) (1 of 3).

Indian Mechanized Infantry Squad (1968 on): 3/2; 1S, 1A; 1×LMG3, 1×MPL7, 6×RFL18, 1×SMG10, 1×APC1 or 2.

Indian Mountain Squad: 4/2; 1S, 1A; 1×LMG15, 1×MPL7 or RFL8, 8×RFL18.

Iraqi Special Forces Squad: 3/3; 1S, 1A; 1×LMG20, 1×MPL20 or RFL1, 4×RFL1, 1×RFL8, 1×SMG4 or 10 or RFL1.

Iranian Infantry Squad (+): 3/2; 1C, 1S, 1A; 1×LMG15, 10×RFL11, 1×SMG2, 4, or 7.

Iranian Infantry Squad (+): 3/2; 1C, 1S, 1A; 1×LMG15, 10×RFL11, 1×SMG2, 4, or 7.

Israeli Mechanized Infantry Squad (1973 on): 4/2; 1S, 1A; 1×LMG11, 1×RFL1 or 17, 7×RFL5 (Dismounted from M113).

Italian Mechanized Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 1×LMG11, 1×MPL7, 5×RFL9, 2×SMG10 (Dismounted from M113).

Libyan Motorized Rifle Squad (1973 on): 3/2; 1S; 1×LMG20 or 21, 1×MPL20, 8×RFL1, 1×APC1 or 4 (1 of 3).

Netherlands Armored Infantry Squad: 3/2; 1S, 1A; 2×LMG3, 1×MPL5 or 6, 6×RFL5 (Dismounted from AM×-VCI or M113).

Nigerian Airborne, Airmobile, Infantry, or Marine Squad: 4/2; 1S; 1×LMG15, 1×MPL19, 7×RFL11, 1×SMG10.

North Vietnamese or Vietnamese (after 1975) Infantry Squad: 3/3; 1S, 1A; 1×LMG20, 1×MPL19 or 20, 7×RFL1.

Norwegian Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 1×MPL5 or 6, 7×RFL11, 1×SMG2 or 6.

Pakistani Infantry Squad: 3/2; 1S, 1A; 2×LMG15, 1×MPL7, 17, or 18, 7×RFL11.

PLO Guerilla Squad: 3/3; 1S; 1×LMG20 or 23, 1×MPL19 or 20 or RFL1, 7×RFL1 (see Jordan and Lebanon).

Polish Marine Squad: 5/2; 1S, 1A; 1×LMG4, 1×MPL19 or 20, 4×RFL1, 2×RFL15 (Dismounted from BTR60).

Saudi Infantry Squad: 3/2; 1S; 1×LMG3, 9×RFL11, RFL12.

Saudi Mechanized Infantry Squad: 4/2; 1S; 1×LMG3, 6×RFL11, 2×RFL12 (Dismounted from M113).

South African Mechanized Infantry Squad (1965-1975): 4/2; 1S, 1A; 1×LMG15, 8×RFL5 (Dismounted from IFV11).

South Vietnamese Infantry Squad (−) (1970-1975): 4/2; 1S, 1A; 1×GLR2, 1×LMG4, 6×RFL10; 2×BPD.

Soviet Airborne Squad (1978 on): 4/3 or 6/2; 1S, 1A; 1×LMG22, 1×MPL20, 4×RFL2 (Dismounted from BMD1—2 of 3).

Soviet Motorized Rifle Squad: 4/2; 1S, 1A; 2×LMG4, 1×MPL20, 5×RFL1 (Dismounted from BMP1 or BMP2—1 of 3).

Spanish Paratrooper Squad: 4/2; 1S, 1A; 1×LMG15, 7×RFL11, 2×SMG8 or 10.

Swedish Infantry, Noorland Infantry, or Motorized Infantry Squad (1968 on): 3/3; 1S, 1A; 8×RFL11; 2×BPD (2 of 3).

Swiss Fusilier, Border or Fortress Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 1×MPL10 or 12, 8×RFL20.

Taiwan Infantry or Light Infantry Squad (late 60s): 3/2; 1S; 1×GLR2, 1×LMG4, 1×LMG11, 8×RFL14.

Turkish Mechanized Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 1×MPL7, 8×RFL11 (Dismounted from M113 or V150).

West German Panzergrenadier Squad (1971 on): 3/3; 1S, 1A; 1×LMG5, 1×MPL15 or RFL11, 5×RFL11 (Dismounted from Marder).

GROUP 9: (213—237 points).

American Air Cavalry Rifle Squad (1974-1980): 3/2; 1S, 1A; 2×GLR3+RFL10, 1×LMG4, 1×MPL13, 6×RFL10; 2×BPD.

American Mechanized Rifle Squad (1965-1974): 4/2; 1S, 1A; 2×GLR2, 1×LMG4, 1×LMG11 or RFL10, 5×RFL10 or 14; 1×BPD (RFL10 squads only) (Dismounted from M113).

American Rifle Squad (Experimental, 1984 on): 3/2; 1S, 1A; 2×GLR3+RFL10, 2×LMG17, 7×RFL10.

Bulgarian Motorized Rifle Squad (1970 on): 3/2; 1C, 1S, 1A; 1×LMG4, 1×MPL20, 1×PST4, 5×RFL1, 1×RFL19, 1×SMG11, 1×APC1 or 2.

Chinese Mountain Squad: 3/3; 1S, 1A; 1×LMG20, 1×MPL19, 6×RFL1, 1×RFL8.

Czech Paratrooper Squad (1965-1975): 4/3; 1S, 1A; 1×LMG23, 1×MPL14, 19, or 20, 5×RFL1, 1×SMG11 or RFL1 (2 of 3).

Czech Paratrooper Squad (1975 on): 4/3; 1C, 1S, 1A; 1×LMG21, 1×MPL20, 5×RFL1, 1×SMG11 (1 of 3).

East German Commando Squad (1979 on): 4/3; 1C, 1S, 1A; 1×LMG20 or 21, 1×MPL20, 1×PST4, 5×RFL1 (1 of 3).

El Salvadoran Infantry Squad (1981 on): 4/2; 1S; 1×LMG4, 8×RFL10 or 11, 1×SMG7 or RFL10; 1×BPD.

FDR or FMLN Guerilla Squad (1980 on): 4/2; 1S; 1×LMG5, 7×RFL5, 2×SMG7 (see El Salvador).

FNLA, FROLOZI, MPLA, SAANC, UNITA, ZANU, or ZAPU Guerilla Squad: 3/3; 1S; 1×LMG12, 1×MPL20, 8×RFL1 (see Angola and Rhodesia).

French Infantry or Mechanized Infantry Squad (1971 on): 4/2; 1S, 1A; 1×LMG2, 1×MPL21, 7×RFL18, 1×SMG9 or RFL18 (Dismounted from AM×10P or VAB).

Hungarian Motorized Rifle Squad (1973 on): 4/2; 1C, 1S, 1A; 1×LMG21, 1×MPL20, 6×RFL1, 1×RFL3, 1×RFL8 (Dismounted from BTR50, BTR152, or OT62—1 of 3).

Israeli Commando Squad (1971 on): 6/3; 1C, 1A; 1×LMG8, 1×RFL1, 4, or 17, 1×RFL4, 3×RFL17.

Israeli Mechanized Infantry Squad: 5/2; 1S, 1A; 1×LMG11, 7×RFL5, 1×SMG7 or RFL17 (Dismounted from any APC or IFV).

Italian Lagunari Squad: 4/2; 1S, 1A; 2×LMG11, 6×RFL9, 2×SMG10.

Jordanian Infantry Squad (1965-1975): 4/2; 1S, 1A; 1×LMG15, 9×RFL5; 1×BPD.

Jordanian Mechanized Infantry Squad: 4/2; 1S, 1A; 1×LMG3, 8×RFL5, 10, or 11; 1×BPD (Dismounted from M113 or Saracen).

Jordanian Mechanized Infantry Squad: 3/2; 1S, 1A; 1×LMG3, 9×RFL5, 10, or 11, 1×APC4(M113A1); 1×BPD.

Netherlands Marine Squad: 4/2; 1S, 1A; 1×LMG3, 1×LMG11, 7×RFL5.

North Korean Motorized Rifle Squad (mid 70s on); 4/3; 1S; 1×LMG21, 1×MPL20, 5×RFL1 (Dismounted from any APC or IFV).

North Vietnamese or Vietnamese (after 1975) Motorized Rifle Squad: 4/2; 1S, 1A; 1×LMG20, 1×MPL19, 7×RFL1, 1×APC1(BTR50P) or 3.

Norwegian Mechanized Infantry Squad: 4/2; 1S, 1A; 1×LMG5, 1×MPL5 or 6, 6×RFL11 (Dismounted from M113).

Polish Commando Squad (1979 on): 4/3; 1S, 1A; 1×LMG21, 1×MPL20, 4×RFL1, 1×RFL15.

Polish Paratrooper Squad: 4/3; 1C, 1S, 1A; 1×LMG20 or 21, 1×MPL20, 3×RFL1, 2×RFL15, 1×SMG11 (1 of 3).

Portuguese Infantry Squad: 4/2; 1S, 1A; 1×LMG13, 9×RFL5 or RFL11.

Rhodesian Infantry Squad (1965-1980): 4/2; 1S; 1×LMG3, 8×RFL5, 1×SMG7 or 10.

South Korean Infantry Squad (1965-1969): 5/2; 1S, 1A; 1×GLR2, 1×LMG10, 7×RFL18, 1×SMG2.

South Korean Mechanized Infantry Squad (1975 on): 4/2; 1S, 1A; 1×GLR2 or GLR3+RFL10, 9×RFL10; 2×BPD (Dismounted from M113).

South Vietnamese Infantry Squad (1968-1970): 4/2; 1S, 1A; 1×GLR2, 1×LMG4, 1×RFL6 or RFL10, 7×RFL10.

South Vietnamese Mechanized Infantry Squad (−) (1967-1975): 3/2; 1S, 1A; 1×GLR2, 1×LMG4, 7×RFL10, 1×APC4(M113A1).

South Vietnamese Ranger Squad (−): 4/2; 1S, 1A; 2×GLR2, 1×LMG4, 6×RFL10; 2×BPD.

Soviet Airborne Squad (1978 on): 4/3; 1S, 1A; 1×LMG21, 1×MPL20, 4×RFL2 (Dismounted from BMD1—2 of 3).

Soviet Motorized Rifle Squad: 4/2; 1C, 1S, 1A; 2×LMG4, 1×MPL20, 1×PST4 or SMG11, 3×RFL1, 1×RFL19 (Dismounted from BMP1 or BMP2).

Soviet Paratrooper Squad (1965-1968): 4/3; 1S, 1A; 1×LMG20, 1×MPL20, 6×RFL1.

Spanish Mechanized Infantry Squad: 4/2; 1S, 1A; 1×LMG5, 8×RFL11 (Dismounted from M113).

Spanish Mechanized Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 9×RFL11, 1×APC4(M113A1).

Swedish Infantry, Noorland Infantry, or Motorized Infantry Squad (1968 on): 3/3; 1S, 1A; 1×LMG3, 7×RFL11 (1 of 3).

Taiwan Airborne Squad (1975 on): 4/2; 1S, 1A; 1×GLR2, 10×RFL10; 2×BPD.

West German Jaeger Squad (1982 on): 4/2; 1S, 1A; 1×LMG5, 1×MPL6, 6×RFL11 (Dismounted from M113).

GROUP 10: (238—262 points).

American Air Assault Rifle Squad (1974-1980): 4/2; 1S, 1A; 2×GLR3+RFL10, 9×RFL10; 2×BPD.

American Air Assault Rifle Squad (1980 on): 3/2; 1S, 1A; 2×GLR3+RFL10, 2×LMG4, 7×RFL10; 7×BPD.

Argentine Motorized Infantry Squad: 3/3; 1S; 1×LMG11, 9×RFL5 (Dismounted from M113).

Australian Infantry Squad (1966-1969): 5/2; 1S, 1A; 1×GLR2, 1×LMG4, 1×RFL6, 2×RFL10, 4×RFL18, 1×SMG8; 1×BPD.

Austrian Infantry or Mountain Squad: 5/2; 1S, 1A; 1×LMG11, 8×RFL5 or 11, 1×SMG10 or 12.

Austrian Panzergrenadier Squad: 3/2; 1S, 1A; 1×LMG5, 9×RFL4 or 11, 1×APC9.

Belgian Armored Infantry Squad (1982 on): 3/2; 1S, 1A; 2×LMG11, 8×RFL5, 1×IFV1.

British Infantry Squad (−): 4/3 or 6/2; 1S, 1A; 1×LMG15, 1×MPL5, 5×RFL18, 1×SMG10 or RFL18.

Chinese Motorized Infantry Squad (1975 on): 4/2; 1S; 1×LMG4, 1×MPL20, 8×RFL16, 1×APC3.

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Cuban Infantry Squad (1978 on): 4/3 or 6/2; 1S, 1A; 1×LMG21, 1×MPL20, 6×RFL1 (2 of 3).

Cuban Motorized Rifle Squad (1975 on): 3/2; 1C, 1S; 1×LMG4, 1×MPL20, 1×PST4, 7×RFL1, 1×IFV5(BMP1) (1 of 3).

Czech Motorized Rifle Squad (1975 on): 3/2; 1C, 1S; 1×LMG4, 1×MPL20, 1×PST3 or SMG11, 6×RFL1, 1×RFL19, 1×APC6 (1 of 3).

Czech Paratrooper Squad (1975 on): 4/3; 1S, 1A; 1×LMG21, 1×MPL20, 6×RFL1 (2 of 3).

Danish Motorized Infantry Squad (1966 on): 4/2; 1S, 1A; 1×LMG3, 1×MPL5 or 6, 7×RFL5, 1×SMG6, 9, or 10.

Egyptian Commando Squad (1969 on): 4/3 or 6/2; 1S,1A; 1×LMG20, 1×MPL20, 7×RFL1.

Finnish Mechanized Infantry Squad (1966 on): 4/2; 1S, 1A; 1×LMG14, 1×MPL9 or SMG6 or 9, 5×RFL15, 3×SMG6 or 9, 1×IFV6(BTR60PK).

French Marine Squad (1970 on): 4/2; 1S, 1A; 1×LMG2, 2×MPL21, 7×RFL18.

French Paratrooper Squad (1980 on): 4/2; 1S, 2A; 1×LMG2, 1×MPL21, 8×RFL4.

Greek Infantry or Paratrooper Squad: 4/2; 1S, 1A; 2×LMG10, 9×RFL5.

Hungarian Commando Squad (1979 on): 4/3 or 6/2; 1S, 1A; 1×LMG21, 1×MPL20, 6×RFL1 (2 of 3).

Hungarian Commando Squad (1979 on): 4/3 or 6/2; 1C, 1S, 1A; 1×LMG21, 1×MPL20, 5×RFL1, 1×RFL1 or 3 (1 of 3).

Indian Mechanized Infantry Squad: 4/2; 1S, 1A; 1×LMG3, 1×MPL7, 5×RFL18, 2×SMG10, 1×APC or 2.

Iranian Armored Infantry Squad: 3/3; 1S, 1A; 1×LMG5, 7×RFL11, 1×RFL13 (Dismounted from any APC).

Iranian Armored Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 10×RFL11, 1×APC1, 2, or 4(M113A1).

Iraqi Special Forces Squad: 4/3 or 6/2; 1S, 1A; 1×LMG20, 1×MPL20, 4×RFL1, 1×RFL8, 1×SMG 4 or 10.

Israeli Paratrooper Squad (1965-1974): 6/3; 1S, 1A; 1×LMG11, 2×RFL5, 2×SMG7, 1×SMG7 or RFL1; 1×SCP.

Japanese Infantry Squad: 4/2; 1S, 1A; 1×LMG2 or 7, 1×MPL7, 8×RFL22.

Netherlands Armored Infantry Squad (1965-1981): 3/2; 1S, 1A; 1×LMG3, 1×LMG11, 9×RFL5, 1×APC4(M113A1).

North Vietnamese or Vietnamese (after 1975) Infantry Squad: 4/2; 1S, 1A; 1×LMG20, 1×MPL20, 7×RFL1, 1×IFV6(BTR60PK).

Norwegian Mechanized Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 1×MPL5 or 6, 8×RFL11, 1×APC4(M113A1).

Pakistani Mechanized Infantry Squad: 3/2; 1S, 1A; 2×LMG15, 1×MPL7, 17, or 18, 7×RFL11, 1×APC4(M113A1).

Philippine Infantry Squad (1972 on): 4/2; 1S; 1×GLR2, 1×LMG4, 9×RFL10; 1×BPD.

Polish Marine Squad: 5/2; 1C, 1S, 1A; 1×LMG4, 1×MPL20, 3×RFL1, 2×RFL15, 1×RFL8 or 19 (Dismounted from BTR60—1 of 3).

Polish Motorized Rifle Squad (1970 on): 3/2; 1C, 1S, 1A; 1×LMG4, 1×MPL20, 1×PST4, 3×RFL1, 2×RFL15, 1×RFL19, 1×SMG11, 1×IFV5(BMP1) (1 of 3).

Portuguese Infantry Squad: 4/2; 1S, 1A; 1×LMG5, 9×RFL11.

Saudi Mechanized Infantry Squad: 3/2; 1S; 1×LMG4, 8×RFL11, 2×RFL12, 1×IFV12 (with weapon 42).

South African Mechanized Infantry (1965-1975): 5/2; 1S, 1A; 1×LMG15, 8×RFL5 (Dismounted from Saracen).

South Vietnamese Paratrooper Squad (−) (1971-1975): 5/2; 1S, 1A; 1×GLR2, 1×LMG4, 6×RFL10; 2×BPD.

Soviet Airborne Squad (1973-1980): 5/3; 1S, 1A; 1×LMG21, 1×MPL20, 4×RFL1 (Dismounted from BMD—2 of 3).

Soviet Airborne Squad (1978 on): 5/3; 1C, 1S, 1A; 1×LMG21, 1×MPL20 or RFL2, 1×PST4, 3×RFL2 (Dismounted from BMD1—1 of 3).

Soviet Grenade Launcher Squad (1976 on): 3/3; 1S; 2×GLR1, 3×RFL1 (Dismounted from BTR50 or BTR152).

Swedish Motorized Anti-Tank Squad (1976 on): 3/3; 1S, 1A; 2×MPL6, 6×RFL11, 2×BPD.

Swiss Mountain Squad: 4/2; 1S, 1A; 1×LMG5, 1×MPL10 or 12, 8×RFL20.

Taiwan Armored, Armored Cavalry, or Mechanized Infantry Squad: 3/2; 1S, 1A; 1×GLR3+RFL10, 1×LMG4, 8×RFL10, 1×APC4(M113A1).

West German Mountain or Jaeger Squad: 4/2; 1S, 1A; 1×LMG5, 1×MPL5 or 6, 7×RFL11.

Yugoslav Mechanized Infantry Squad: 4/2; 1S, 1A; 1×LMG16, 9×RFL15, 1×APC1 or 2.

GROUP 11: (263—287 points).

American Air Assault Scout Squad (1980 on): 4/2; 1S, 1A; 3×GLR3+RFL10, 7×RFL10; 7×BPD.

American Light Infantry Rifle Squad (1965-1974): 3/3; 1S, 1A; 2×GLR2, 1×LMG4, 1×LMG11 or RFL10, 6×RFL10 or 14; 1×BPD (RFL10 squads only).

American Marine Rifle Squad (Experimental, 1984 on): 3/2; 1S, 3A; 3×GLR3+RFL10, 3×LMG17, 7×RFL10.

American Paratrooper Squad (1974-1984): 3/3; 1S, 2A; 2×GLR3+RFL10, 8×RFL10; 2×BPD.

Argentine Marine Squad: 3/3; 1S, 1A; 1×LMG3, 9×RFL5; 1×SCP.

Australian Infantry Squad: 4/3 or 6/2; 1S, 1A; 1×LMG4, 8×RFL18, 1×SMG8.

Austrian Commando Squad (1978 on): 4/3 or 6/2; 1S, 2A; 2×LMG9, 1×MPL5 or 6, 3×RFL4, 2×RFL6.

British Marine Commando Squad: 4/3 or 6/2; 1S, 2A; 1×LMG3, 7×RFL18, 2×SMG10.

Bulgarian Motorized Rifle Squad: 4/2; 1C, 1S, 1A; 1×LMG20 or 21, 1×MPL19 or 20, 2×PST4, 6×RFL1, 1×APC6 (1 of 3).

Cuban Motorized Rifle Squad (1973 on): 4/2; 1C, 1S; 1×LMG21, 1×MPL20, 2×PST4, 6×RFL1, 1×RFL19, 1×APC1(BTR50P) or 2 (1 of 3).

Danish Armored Infantry Squad: 3/2; 1S, 1A; 1×LMG5, 1×MPL5 or 6, 10×RFL11, 1×APC4(M113A1).

East German Panzergrenadier Squad (1970 on): 3/2; 1C, 1S, 1A; 2×LMG4, 1×MPL20, 1×PST4, 4×RFL1, 1×RFL19, 1×SMG11 or PST4, 1×IFV5(BMP1) (1 of 3).

Finnish Infantry Squad (1966 on): 4/3 or 6/2; 1S, 1A; 1×LMG14, 1×MPL9 or SMG6 or 9, 7×RFL15, 1×SMG6 or 9.

French Mechanized Infantry Squad (1971 on): 3/2; 1S, 1A; 1×LMG2, 1×MPL21, 9×RFL18, 1×SMG9 or RFL18, 1×IFV2.

Greek Armored Infantry Squad (1975 on): 3/2; 1S, 1A; 2×LMG15, 8×RFL5, 1×SMG2 or RFL13, 1×IFV2.

Greek Marine Squad: 4/3 or 6/2; 1S, 1A; 1×LMG15, 7×RFL5.

Iraqi Motorized Rifle Squad: 4/2; 1S; 1×LMG20, 1×MPL20, 7×RFL1, 1×SMG10, 1×IFV6(BTR60PB).

Iranian Paratrooper Squad: 3/3; 1S, 1A; 1×GLR3+RFL1, 1×LMG15, 8×RFL11, 1×RFL13.

Israeli Mechanized Infantry Squad (1972 on): 4/2; 1S, 1A; 1×LMG11, 8×RFL5, 1×SMG7 or RFL1 or 17, 1×APC1(BTR50PK), 2(BTR152D), or 4(M113A1—including modifications).

North Vietnamese or Vietnamese (after 1975)

Infantry Squad (+): 4/3 or 6/2; 1C, 1S, 1A; 1×LMG20, 1×MPL20, 1×PST4, 7×RFL1.

Philippine Marine Squad (1975 on): 4/2; 1S, 1A; 1×GLR3+RFL10, 1×LMG4, 9×RFL10; 1×BPD.

Romanian Motorized Rifle Squad (1970 on): 4/2; 1C, 1S, 1A; 1×LMG21, 1×MPL20, 1×PST4, 6×RFL1, 1×SMG11, 1×IFV6 (BTR60PB) (1 of 3).

Saudi Paratrooper Squad: 3/3; 1S, 1A; 1×LMG4, 8×RFL11, 2×RFL12.

South African Motorized Infantry Squad (1965-1975): 5/2; 1S, 1A; 1×LMG15, 9×RFL5.

Soviet Marine Squad (60s): 5/2; 1C, 1S, 1A; 2×LMG4, 1×MPL19 or 20, 1×PST4, 4×RFL1, 1×RFL8 (Dismounted from BTR60).

Syrian Motorized Rifle Squad (1972 on): 4/2; 1S, 1A; 1×LMG20, 1×MPL20, 7×RFL1, 1×IFV6(BTR60PB).

Turkish Mechanized Infantry Squad (1975 on): 3/2; 1S, 1A; 1×LMG5, 1×MPL7, 10×RFL11, 1×APC4(M113A1).

Yugoslav Mountain Squad (1971 on): 5/2; 1S, 1A; 1×LMG16, 1×MPL16, 7×RFL16, 1×RFL19.

GROUP 12: (288—312 points).

American Armored Cavalry Rifle Squad (1974-1980): 3/2; 1S, 1A; 2×GLR3+RFL10, 1×LMG4, 1×MPL13, 7×RFL10, 1×APC4; 2×BPD.

American Marine Rifle Squad (1965-1974 Standard:) 4/2; 1S, 3A; 3×GLR2, 3×LMG11, 7×RFL14.

American Marine Rifle Squad (1965-1974: Vietnam): 4/2; 1S, 3A; 3×GLR2, 1×LMG4, 9×RFL10; 2×BPD.

American Marine Rifle Squad (Experimental, 1984 on): 4/2; 1S, 2A; 2×GLR3+RFL10, 2×LMG17, 7×RFL10.

American Mechanized Rifle Squad (Experimental, 1984 on): 3/2; 1S, 1A; 2×GLR3+RFL10, 2×LMG17, 5×RFL10, 1×IFV9(no weapon 42).

American Paratrooper Squad (Experimental, 1984 on): 3/3; 1S, 2A; 2×GLR3+RFL10, 2×LMG17, 6×RFL10.

American Ranger Squad (1974 on): 3/3; 1S, 2A; 2×GLR3+RFL10, 9×RFL10; 2×BPD.

British Mechanized Infantry Squad: 4/2; 1S, 1A; 1×LMG3, 1×MPL5 or 6, 8×RFL18, 1×APC11.

Bulgarian Commando Squad (1979 on): 5/3; 1S, 1A; 1×LMG20 or 21, 1×MPL20, 6×RFL1 (2 of 3).

Canadian Mechanized Infantry Squad: 4/2; 1S, 1A; 1×LMG3, 1×LMG11, 1×MPL5 or 6, 6×RFL18, 1×SMG10, 1×APC4.

Cuban Motorized Rifle Squad (1973 on): 3/3; 1C, 1S; 1×LMG21, 1×MPL20, 8×RFL1, 1×APC1 or 2 (1 of 3).

East German Marine or Panzergrenadier Squad (1967 on): 4/2; 1S, 1A; 2×LMG4, 1×MPL20, 1×PST4, 6×RFL1, 1×IFV6(BTR60PK) (1 of 3).

French Alpine Squad (1965-1980): 4/3 or 6/2; 1S, 1A; 1×LMG2, 9×RFL18.

French Regular or Foreign Legion Paratrooper Squad (1970 on): 4/3 or 6/2; 1S, 2A; 1×LMG2, 1×MPL21, 5×RFL18, 3×SMG9.

Italian Bersagliari or Motorized Infantry Squad: 4/2; 1S, 1A; 1×LMG5, 1×LMG11, 1×MPL7, 7×RFL9, 1×SMG10.

Italian Paratrooper Squad: 4/3 or 6/2; 1S, 1A; 2×LMG11, 5×RFL9, 3×SMG8.

Japanese Paratrooper Squad: 5/2; 1S, 2A; 1×LMG2 or 7, 1×MPL7, 8×RFL22.

North Korean Motorized Rifle Squad (1980 on): 3/3; 1S; 1×LMG21, 1×MPL20, 7×RFL1, 1×IFV6(BTR60PB).

South African Motorized Infantry Squad (1975

on): 5/2; 1S, 1A; 2×LMG15, 8×RFL4 or 5.
South African Paratrooper Squad: 5/2; 1S, 2A; 1×LMG15, 10×RFL4 or 5.
South Korean Mechanized Infantry Squad (1975 on): 4/2; 1S, 1A; 1×LGR2 or GLR3+RFL10, 10×RFL10, 1×APC4.
Soviet Commando (Rejdoviki) Squad (1978 on): 5/3; 1C, 1S, 1A; 1×LMG22, 1×MPL20, 5×RFL2, 1×SMG11 (1 of 3).
Soviet Commando (Rejdoviki) Squad (1978 on): 5/3; 1S,1A; 1×LMG22, 1×MPL20, 6×RFL2 (2 of 3).
Soviet Marine Squad (1967 on): 5/2; 1C, 1S, 1A; 2×LMG4, 1×MPL20, 1×PST4 or SMG11, 4×RFL1, 1×RFL19 (Dismounted from BTR60— 1 of 3).
Soviet Special Forces (Vysotniki) Squad (1975 on): 5/2; 1C, 1S, 2A; 2×LMG21, 9×RFL1.
Soviet Special Forces (Vysotniki) Squad (1980 on): 5/2; 1C, 1S, 2A; 2×LMG22, 9×RFL2.
Swiss Armored Infantry Squad (1976 on): 4/2; 1S, 1A; 1×LMG5, 1×MPL12, 7×RFL20, 1×APC4(M113).
West German Airborne Squad: 4/3 or 6/2; 1S, 2A; 1×LMG5, 1×MPL15 or RFL11, 6×RFL11.
West German Panzergrenadier Squad (1980 on): 3/2; 1S, 1A; 1×LMG5, 9×RFL11, 1×IFV10.

GROUP 13: (313—337 points).
American Armor Killer Squad (late 70s on): 3/3; 1S, 1A; 2×GLR3+RFL10, 2×MPL8, 6×RFL10; 2×BPD.
American Mechanized Scout Squad (1974 on): 4/2; 1S, 1A; 2×GLR3+RFL10, 1×LMG4, 6×RFL10, 1×TDR6; 1×BPD.
Australian Mechanized Infantry Squad: 5/2; 1S, 1A; 1×LMG4, 8×RFL18, 1×SMG8, 1×APC4(M113A1).
British Paratrooper Squad (−): 5/3; 1S, 2A; 1×LMG3, 1×MPL4 or 5, 4×RFL18, 2×SMG10.
Canadian Mechanized Infantry Squad (Canada based—1979 on): 4/2; 1S, 1A; 1×LMG3, 1×LMG11, 1×MPL5, 6×RFL18, 1×SMG10 or RFL18, 1×IFV8.
Greek Mechanized Infantry Squad: 4/2; 1S, 1A; 2×LMG15, 9×RFL5, 1×APC4(M113A1).
Italian Alpini Squad: 4/3; 1S, 1A; 2×LMG11, 6×RFL9, 2×SMG10.
Japanese Mechanized Infantry Squad: 4/2; 1S, 1A: 1×LMG7, 1×MPL20, 8×RFL22, 1×APC10.
Portuguese Mechanized Infantry Squad: 4/2; 1S, 1A; 1×LMG5, 1×MPL7, 8×RFL11, 1×IFV12(without weapon 42).
South African Mechanized Infantry Squad (1976 on): 4/2; 1S, 1A; 2×LMG15, 8×RFL4 or 5, 1×IFV11.
South African Mechanized Infantry Squad (1976 on): 5/2; 1S, 1A; 2×LMG3, 7×RFL4 or 5 (Dismounted from Saracen).
Soviet Airborne Squad (1973-1980): 4/2; 1C, 1S, 1A; 1×LMG21, 1×MPL20, 2×PST4, 3×RFL2, 1×PST4, 1×IFV4 (1 of 3).
Soviet Grenade Launcher Squad (1976 on): 4/3 or 6/2; 1S; 2×GLR1, 3×RFL1 (Dismounted from BTR50 or BTR152).
Soviet Marine or Motorized Rifle Squad (1965-1968): 4/2; 1C, 1S, 1A; 2×LMG4, 1×MPL19 or 20, 1×PST4, 5×RFL1, 1×RFL8, 1×SMG11 or PST4, 1×IFV6(BTR60PK).
Soviet Motorized Rifle Squad (1979 on): 4/2; 1C, 1S, 1A; 2×LMG4, 1×MPL20, 1×PST4, 6×RFL1, 1×IFV6(BTR70) (1 of 3).
Soviet Motorized Rifle Squad (1980 on): 4/2; 1S, 1A; 2×LMG4, 1×MPL20, 1×PST4, 6×RFL1, 1×IFV5(BMP2) (1 of 3).
Swedish Armored Infantry Squad (1976 on): 3/3; 1S, 1A; 1×MPL6, 7×RFL11, 1×APC8;

2×BPD (1 of 3).
Turkish Paratrooper Squad: 4/3; 1S, 2A; 9×RFL11, 1×SMG2; 2×BPD, 1×SCP.

GROUP 14: (313-337 points).
American Green Beret (A Team) Squad (1974 on): 5/2; 1C, 1S, 2A; 3×GLR3+RFL10, 8×RFL10; 3×BPD.
American Marine Rifle Squad (1973-1984): 3/3; 1S, 3A; 3×GLR3+RFL10, 10×RFL10; 3×BPD.
American Mechanized Rifle Squad (−) (1965-1974): 3/3; 1S, 1A; 2×GLR2, 1×LMG4, 1×LMG11 or RFL10, 6×RFL10 or 14, 1×APC4; 1×BPD (RFL10 squads only).
American Mechanized Rifle Squad (1974 on): 4/2; 1S, 1A; 2×GLR3+RFL10, 1×LMG4, 8×RFL10, 1×APC4; 2×BPD.
British Paratrooper Squad (1983 on): 5/3; 1S, 2A; 1×LMG3, 1×MPL6, 4×RFL18, 2×SMG10.
Canadian Airborne Commando Squad: 4/3 or 6/2; 1S, 3A; 2×LMG11, 1×MPL5, 8×RFL18, 1×SMG10.
East German Panzergrenadier Squad (late 60s on): 4/2; 1C, 1S, 1A; 2×LMG4, 1×MPL20, 2×PST4, 5×RFL1, 1×RFL19, 1×IFV6(BTR60PB) (1 of 3).
French Alpine Squad (1980 on): 4/3 or 6/2; 1S, 1A; 1×LMG2, 9×RFL4; 2×BPD.
French Commando Squad (1980 on): 4/3 or 6/2; 1S, 3A; 1×LMG2, 9×RFL4.
Italian Marine or Mechanized Infantry Squad: 4/2; 1S, 1A; 1×LMG5, 1×LMG11, 1×MPL7, 6×RFL9, 2×SMG10, 1×APC4(M113A1).
Soviet Commando (Rejdoviki) Squad (to 1980): 6/3; 1S, 1A; 1×LMG20 or 21, 1×MPL20, 6×RFL1 (2 of 3).
Soviet Marine or Motorized Rifle Squad (1968 on): 4/2; 1C, 1S, 1A; 2×LMG4, 1×MPL20, 1×PST4, 5×RFL1, 1×RFL19, 1×SMG11, 1×IFV6(BTR60PB) (1 of 3).
Soviet Motorized Rifle Squad (1967 on): 4/2; 1C, 1S, 1A; 2×LMG4, 1×MPL20, 1×PST4, 5×RFL1, 1×SMG11, 1×IFV5(BMP1) (1 of 3).
Soviet Special Forces (Vysotniki) Squad (1980 on): 4/3 or 6/2; 1C, 1S, 2A; 2×LMG22, 9×RFL2.

14.2 THE NATIONAL EQUIPMENT LISTS:
The following lists record the weapons used by the armies of various nationalities included in the game. The short text with each country gives an idea of who the country fought/is fighting/or could fight. Parenthesis next to the unit types record which (if there is a choice) weapon is actually used and any local designations, preceded by a dash. *For example, China uses RFL1 (the AKM), but designates their variant as the "Type 56-1". If a weapon was originally developed and/or is primarily produced by a country, this is marked by an "*".* Other information of interest is also listed in parenthesis, such as dates when weapons were first supplied, local variations in equipment, and point values where these are different from normal. If there are no parenthesis, all the weapons and/or vehicles covered by the heading are used by that country. Note that *all* countries use shotguns, mines, defensive units, most types of personal and extra equipment (except grenades and light portable launchers), TRK1, TRK5, and the unarmed versions of TRK1 through TRK4, so that these are not repetitively listed below, but should be regarded as available. All types of grenades may be used that are not specifically ruled out by the notes.

AFGHANISTAN (KINGDOM OF AFGHANISTAN—DEMOCRATIC REPUBLIC OF AFGHANISTAN): The Kingdom was

overthrown in 1973. Afghanistan has been a major receiver of Soviet arms since 1977. Since the Soviet Union's invasion of December 1979, the Soviet and Afghan armies have been engaged in guerilla warfare with the poorly-armed and organized *Mujahideen*. The Mujahideen represent many different and often feuding groups and are primarily armed with captured Soviet weapons plus RFL7 (SMLE) and small numbers of virtually every small arm included in the game.
Afghan Weapons: FTR3; GMG6; LCW1, LCW2(B10); LMG20, LMG21; MMG1 (SG,SGM); MPL19, MPL20; MRT1, MRT13(M1937); MSL4; PST3(TT33), PST4(PM); RFL1(AK47,AKM), RFL21(SKS); SMG4(PPSh41).
Afghan Vehicles: APC1, APC2, IFV6(BTR60PK); LTK4; MBT15(no "B" weapon or "N" or "S" equipment = 75/67 points); MBT16(no "N" or "S" equipment = 77/86 points); MCV2; RCV3.
Notes: Do not use HGN1, HGN2, HRG or any RGN.

ALBANIA (PEOPLE'S SOCIALISTIC REPUBLIC OF ALBANIA): Albania has Soviet equipment, but has been primarily armed by and was a client state (until 1978) of China. Albania withdrew from the Warsaw Pact in 1968.
Albanian Weapons: FTR1; GMG4(-Type67), GMG6(-Type 58); LCW1, LCW2(B10); LMG12, LMG20; MMG1(SG-Type53,SGM-Type57); MPL19; MRT1, MRT6(M2-Type63); MRT13(M1937-Type53); PST3(TT33-Type54); PST4(PMType59); RFL1(AKM-Type56-1), RFL7(Kar98k), RFL16(Type 68), RFL21(SKS-Type56); SMG4(PPSH41-Type50).
Albanian Vehicles: APC1, APC2, APC3(few); LTK6; MBT15(T54 with no "NS" equipment: with"B" weapon = 84/76 points; without "B" weapon = 75/67 points), MBT21; MCV2.
Notes: Do not use HGN1, HGN2, HRG, RGN1, RGN3, RGN4, or RGN5. Use only "G" for RGN2.

AMERICA (UNITED STATES OF AMERICA): American ground forces have been engaged in the Vietnam War (through 1973) against the North Vietnamese and the Viet Cong, and, briefly, against the Cubans in Grenada in 1983. America is a member of NATO.
American Weapons: FTR1; GLR2*; GLR3*(M203); GMG4*(M60); LCW3*; LMG11*(M14E2), LMG17*(originally Belgian); LPL3*; MMG1*(M1917A4); MPL7*, MPL8*, MPL11*, MPL13*; MRT5*, MRT6*(M2,M19), MRT10*, MRT11*(M1), MRT12(M29); PST1*; RFL6*(XM177), RFL8*(M1903A4,M40 introduced in 1968, used only by Marines), RFL10*(M16,M16A1,M16A2), RFL13*, RFL14*, RFL19*(M1D,M21); SMG1*, SMG2*, SMG3*(rarely used), SMG9(M/45—used only by Special Forces).
American Vehicles: AAV1*; APC4*, APC5*; FTV1*, FTV2*; IFV8*(used only by Marines), IFV9*, IFV12*; LTK2*, LTK3*; MBT8*, MBT9*, MBT10*, MBT11*; MCV3*, MCV7*; RCV6*, RCV7*; TDR6*(weapon 42); TRK2(weapon31), TRK3(weapon42).
Notes: Do not use HGN1, HGN2, HGN7, RGN1, RGN3, or RGN5.

ANGOLA (PEOPLE'S REPUBLIC OF ANGOLA): Angola has been torn by almost constant warfare. A Portuguese colony until 1975, the Portuguese army fought three guerilla groups, MPLA (backed by the Soviet Union), FNLA (at various times backed by China, France, Zaire, and, after 1975, the United States), and UNITA (variously backed by China, South Africa, and, more recently, the United States). When the

Portuguese left, the MPLA (now FAPLA or MPLA-PT or, more commonly, the Angolan army), allied with Cuban troops and Warsaw Pact advisors gained control in March, 1975, pushing aside the FNLA and UNITA groups. FNLA largely collapsed in the late 70s, but UNITA has gradually gained control of most of the Angolan countryside. The FNLC (Shaba rebels) guerillas raiding into Zaire's Katanga Province are also based in Angola. All of these guerila groups have largely used Soviet, Czech, and Chinese equipment, plus some captured Portuguese arms. To further complicate matters, South African troops, in pursuit of SWAPO guerillas (based in Angola, raiding into Namibia/Southwest Africa—see South Africa), have clashed with Angolan and Cuban forces, especially in May, 1978. The SWAPO forces have also fought UNITA forces at different times.

Angolan and Guerilla Weapons: FTR1; GMG4(PK,PKM), GMG6; LCW1, LCW2(B10); LMG12, LMG20, LMG21; MMG1(SGM); MPL14, MPL19, MPL20; MRT1, MRT6(-Type 51,Type54), MRT13(M1937); MSL4; PST4(PM); RFL1, RFL3, RFL5, RFL8, RFL16(Type 68-few), RFL21(SKS), SMG4(PPSh41), SMG7(VZ23,VZ25), SMG9(-Type54), SMG11, SMG12(FBP48).

Angolan Vehicles: APC1(some), APC2, APC6; IFV6(BTR60PK,BTR60PB—in 1978-1979); LTK4; MBT15(in 1975); MCV2; RCV2(few); RCV3; TRK2(weapon22 or 32), TRK3(weapon 36).

Notes: Do not use HGN1, HGN2, HRG or any RGN.

ARGENTINA (ARGENTINE REPUBLIC): Although plagued by urban terrorists, this has led to no major military actions. The 1982 Falklands-Malvinas War against Britain was Argentina's only important military action of the period.

Argentine Weapons: FTR1; GMG3; LCW3; LMG10, LMG11(FAL), LPL3; MMG1(M1919A4); MPL7; MRT12(MO-81-61); MSL1, MSL2; PST1(M1927), PST2(HP35-GP); RFL5(FAL), RFL18(SAFN); SMG2(-PAM1, -PAM2), SMG7*(ML57), SMG10*(PA3DM).

Argentine Vehicles: APC4(M113A1); IFV3; LTK1(weapon 28), LTK2; MBT19*; MCV1; RCV2; TRK2(weapon 31).

Notes: Do not use HGN7, RGN1 or RGN5.

AUSTRALIA (COMMONWEALTH OF AUSTRALIA): Since 1965, Australia's major military involvement was in the Vietnam War (withdrew in 1971).

Australian Weapons: FTR1; GLR2, GLR3(M203); GMG4(M60); LCW3; LMG11(FAL-L2A1), LMG15 (L4 Bren); LPL3; MPL5, MPL6, MPL7; MRT6(M19), MRT12(M29); PST2(HP35); RFL6(XM-177); RFL8*(Parker Hale Model 82—introduced in 1978), RFL10(M16,M16A1), RFL18(L1A1); SMG7*(Owen), SMG8*(F1A1).

Australian Vehicles: APC4; MBT2(+weapon 29 replaces weapon 23 during the 70s, "S" equipment added = 94 points), MBT3, MBT6(Leopard1A1 in 1976, Leopard1A3 in 1978-1979); MCV3; RCV4; TDR6(weapon 42); TRK2(weapon 31).

Notes: Do not use HGN1, HGN2, HGN7, or RGN1.

AUSTRIA (Republic of Austria): Austria is officially "neutral".

Austrian Weapons: FTR1; GLR3(HK69); GMG5(MG42/59); LCW3(-PAK66); LMG9(AUG), LMG11(FAL); LPL3, LPL4(used by Landwehr); MPL5, MPL6(early 80s); PST2(P1); RFL4*(AUG), RFL5(FAL-StG58), RFL6*(AUG), RFL8*(SSG69);

SMG10*(MPi69), SMG12*(MP40).

Austrian Vehicles: APC9*; LTK1(weapon 16 or weapon 25), LTK2; MBT9(M47M-phased out in early 80s); MBT11(M60A1,M60A3); MCV4; TRK2(weapon 31).

Notes: Do not use HGN7.

BELGIUM (KINGDOM OF BELGIUM): Belgium is a member of NATO.

Belgian Weapons: GMG3*; LMG10, LMG11*(FAL); LPL3; MMG1(M1919A4); MPL17*, MPL18*; MRT7(HB), MRT8(MO-60-63), MRT12(MO-81-61); MSL5; PST2*(HP35); RFL5*(FAL), RFL10*(FNC), RFL18*(SAFN); SMG7(M2*,Uzi).

Belgian Vehicles: APC4(M113A2—in 1980); IFV1(few), IFV3; LTK1(weapons 16 or 28), LTK2, LTK5; MBT6(Leopard1A1, Leopard1A3 in 1977-1978), MBT7(in 1984), MBT9(M47 with "D8" equipment); MCV1; TDR3.

Notes: Do not use HGN7.

BRITAIN (UNITED KINGDOM OF GREAT BRITAIN AND NORTHERN IRELAND): Britain's most noteworthy war since 1965 has been 1982's Falklands-Malvinas war with Argentina. Britain is a NATO member.

British Weapons: FTR1; GLR2(limited numbers for special forces and missions); GMG3(MAG-L7A1); LMG15*(L4 Bren); LPL2*, LPL3; MMG1(M1919A4); MPL4, MPL5, MPL6(in 1983), MPL7; MRT2*, MRT3*, MRT10(M224-limited numbers), MRT11*(3''), MRT12*(L1A1); MSL5*; PST2(HP35-Browning No.2 Mk.1); RFL7*(SMLE), RFL8*(L42A1), RFL10(M16A1), RFL18*(L1A1); SMG3(9mm—limited numbers); SMG10*(L2).

British Vehicles: APC11*, APC12*; IFV11*; LTK5*; MBT3*, MBT4*, MBT5*; MCV6*; RCV4*; TDR5*.

Notes: Do not use HGN1, HGN2, HGN7, or RGN1. RH 10 = SA-80, LMG 9 = LSW

BULGARIA (PEOPLE'S REPUBLIC OF BULGARIA): Bulgaria is a member of the Warsaw Pact.

Bulgarian Vehicles: FTR3; GMG4(PK,PKM), GMG6; LCW1, LCW2(B10); LMG12, LMG20, LMG21; MMG1(SG,SGM); MPL19, MPL20; MRT1, MRT13(M1937); MSL4; PST3(TT33), PST4(PM); RFL1(AK47,AKM), RFL8 (Moisin Nagant Sniper Rifle), RFL19(SVD), RFL21(SKS); SMG4(PPSh41), SMG11(APS).

Bulgarian Vehicles: APC1, APC2, APC6, APC7; IFV5(BMP1-early 80s), IFV6(BTR60PB,BTR60PK); LTK4; MBT15, MBT16, MBT17(c.1980); RCV3; TDR4.

Notes: Do not use HGN1, HGN2, HRG or any RGN.

CANADA: Canada is a NATO member.

Canadian Weapons: FTR1; GLR2 (special issue only); GMG3(MAG-L7); LCW3; LMG11(FAL-C2A1); LPL3; MMG1(M1919A4-C1); MPL5, MPL6(in 1983), MPL7; MRT3, MRT12(L1A1); PST2(HP35); RFL10(M16A2—in 1985. Most are semi-automatic only = 4 points), RFL18(C1A1); SMG10(L2).

Canadian Vehicles: APC4; IFV7, IFV8; LTK5(Scorpion); MBT3, MBT5, MBT6(Leopard1A4, called the Leopard "C1" in 1978); MCV3; RCV4; TDR6(weapon 42); TRK2(weapon 31), TRK3(weapon 42).

Notes: Do not use HGN1, HGN2, HGN7, or RGN1.

CHINA (PEOPLE'S REPUBLIC OF CHINA): China has been involved in a number of border "incidents" with the Soviet Union (especially in March, 1969) and in a short "punitive" war with Vietnam in 1979.

Chinese Weapons: FTR1, FTR2, FTR3; GMG4*(Type 67), GMG6(-Type 58); LCW2(B10); LMG12(-Type 53), LMG20(-Type 56); MMG1(SG-Type53,SGM-Type57); MPL4(in early 80s), MPL7(-Type51: Penetration is "12", no "M" or "W" ammunition = 7 points), MPL19(-Type56), MPL20(-Type 69); MRT6(M2-Type31,Type63), MRT13(M1937-Type 53); MSL4; PST3(TT33-Types 51 and 54), PST4(PM-Type 59); RFL1(AKM-Type 56-1), RFL7(Moisin Nagant M1891/30, "Generalissimo"), RFL8(Moisin Nagant Sniper Rifle), RFL16*(Type 68), RFL21(SKS-Type 56); SMG2(-Type 36), SMG4(PPSh41-Type 50), SMG5*, SMG9(PPS43-Type 54).

Chinese Vehicles: APC2(-Type 56), APC3*; LTK6*; MBT21*; MBT23*(add "L" equipment to *some* vehicles in early 80s = 88 points); MCV2; TRK3(weapon 36 or 39).

Notes: Do not use HGN1, HGN2, HRG, RGN1, RGN4, or RGN5. Use only "G" for RGN2.

CUBA (REPUBLIC OF CUBA): Cuban troops have been engaged in combat all over Africa.

Cuban Weapons: FTR1; GMG3(MAG-F.A.Lo.), GMG4(PK,PKM), GMG6; LCW1; LMG12, LMG20, LMG21; MMG1(SG,SGM); MPL19, MPL20; MRT1, MRT13(M1937); MSL4; PST3(TT33), PST4(PM); RFL1(AK47,AKM), RFL5(FAL), RFL8(Moisin Nagant Sniper Rifle), RFL19(SVD), RFL21; SMG4(PPSh41); SMG7(VZ23,VZ24,VZ25,VZ26), SMG11(APS).

Cuban Vehicles: APC1, APC2; IFV5(BMP1), IFV6(BTR60PB,BTR60PK); LTK4; MBT15, MBT16; MCV2; RCV3.

Notes: Do not use HGN1, HGN2, HRG or any RGN.

CZECHOSLOVAKIA (CZECHOSLOVAK SOCIALIST REPUBLIC): Czechoslovakia is a member of the Warsaw Pact.

Czech Weapons: FTR1; GMG4(PKM,VZ59*); LCW1; LMG21, LMG23*; MMG1(SG-VZ43); MPL14*, MPL22*; MRT13*(VZ48); MSL4; PST3(VZ52); RFL1*(VZ58), RFL8(VZ54), RFL19(SVD), RFL21*(VZ52/57); SMG7*(VZ23,VZ24,VZ25,VZ26), SMG11*(VZ61).

Czech Vehicles: APC1(mostly BTR50P), APC2, APC6*, APC7*; IFV5(BMP1); LTK4; MBT15(mostly T55—add "L" equipment to some vehicles in early 80s = 79/71 points), MBT16(few-mostly for export), MBT17.

Notes: Do not use HGN1, HRG, or any RGN.

DENMARK (KINGDOM OF DENMARK): Denmark is a NATO member.

Danish Weapons: FTR1; GMG3(MAG), GMG5(MG2-MgM/62,SIG51-MgM/51); LCW3; LMG19*; LPL3; MMG1(M1919A4-MgM/52); MPL5, MPL6(early 80s), MPL7(-RKM/51), MPL8; MRT2(-M/45Fa), MRT12(MO-81-61); PST2(HP35-PM/46,SIG210-PM/49); RFL5(FAL-GM/66), RFL11, RFL18(M1 Garand-GM/50,AG42); SMG6(-MpM/41), SMG9(M1944-MpM/44,M/49-Hovea), SMG10*(Madsen).

Danish Vehicles: APC4; LTK2; MBT2(+weapon 29 replaced weapon 23 and "S" equipment added during late 70s = 94 points), MBT6(Leopard1A3 in 1976); MCV3; TRK2(weapon 31), TRK3(weapon 42).

Notes: Do not use HGN7.

EAST GERMANY (GERMAN DEMOCRATIC REPUBLIC): East Germany is a Warsaw Pact member.

East German Weapons: FTR1, FTR2, FTR3; GMG4(PK,PKM,PKMS,PKS), GMG6; LCW1,

LCW2(B10); LMG20(-IMGD), LMG21(-IMGK); MMG1(SG,SGM); MPL19, MPL20; MRT1, MRT13(M1937); MSL4; PST3(TT33), PST4(PM); RFL1(AKM-MPiK or MPK), RFL8(Moisin Nagant Sniper Rifle), RFL19(SVD), RFL21(SKS-Karabiner S); SMG4(PPSh41-used only by border guards), SMG11(APS).
East German Vehicles: APC1, APC2, IFV5(BMP1), IFV6(BTR60PB,BTR60PK); LTK4; MBT15, MBT16, MBT17(late 70s); RCV3, TDR4.
Notes: Do not use HGN1, HGN2, HRG, or any RGN.

EGYPT (UNITED ARAB REPUBLIC—ARAB REPUBLIC OF EGYPT): Egypt has fought major wars (as well as innumerable skirmishes) with Isreal in 1967 and 1973, as well as a serious clash with Libya in July, 1977.
Egyptian Weapons: FTR1, FTR2, FTR3; GMG6; LCW2(B10), LCW3; LMG10, LMG20, LMG23; LPL3(late 70s); MMG1(SG,SGM); MPL4(early 80s), MPL14, MPL19, MPL20; MRT1, MRT12(M29—late 70s), MRT13; MSL4(early 70s), MSL5(early 80s); PST2(M1951); RFL1, RFL8(Moisin Nagant Sniper Rifle), RFL18(SAFN, AG42-"Hakim"), RFL21; SMG1(very rare); SMG9(M/45-"Port Said"), SMG10(M4-has a bayonet,Sten).
Egyptian Vehicles: APC1(mostly BTR50P), APC2, APC4(M113A1), APC6, APC7; IFV5(BMP1), IFV6(BTR60PK); LTK1(weapon 16), LTK4; MBT2, MBT11(M60A3 with no "P" equipment-AM60 = 96 points in 1981), MBT15 (no "N" equipment-add "L" equipment in early 80s = 79/71 points), MBT16 (no "N" equipment—in 1968, add "L" equipment in early 80s = 82/91 points); MCV2, MCV3(late 70s); RCV3; TDR4, TDR6(weapon 42—in early 80s); TRK2(weapon 31 or 32), TRK3 (weapon 36 in early 70s, weapon 43 in early 80s).
Notes: Do not use HGN1 or RGN1.

EL SALVADOR (REPUBLIC OF EL SALVADOR): Since 1980, FDR and FMLN guerillas based in Nicaragua have fought the Salvadoran army. The guerilla forces seem to be organized into squads of 9—10 men, and use some Soviet and Eastern Bloc equipment (see Notes on Guerillas), although the standard rifle appears to be RFL5(FAL), and a large number of old RFL7(Kar98k), used by the more irregular units, are also used, along with substantial numbers of SMG7(Uzi) and RFL13(M1 and M2 Carbines). The Salvadoran army has gotten large quantities of American equipment.
El Salvadoran Weapons: GLR2, GLR3(M203); GMG4(M60); LCW3; LMG19; LPL3; MMG1(M1919A4); MRT6(M2,M19), MRT12(M29); PST1, PST2(HP35); RFL10(M16A1), RFL11; SMG7(Uzi), SMG10(Madsen).
El Salvadoran Vehicles: APC4; LTK1(Weapon 16); MCV3; TRK2(weapon 31).
Notes: Do not use HGN1, HGN2, HGN7, or RGN1.

FINLAND (REPUBLIC OF FINLAND): Finland is officially "neutral".
Finnish Weapons: FTR1; LMG14*; MMG1(SGM); MPL9*, MPL20; MRT12*(Tampella); MSL4; PST2*(L35); RFL15*(M60,M62,M76); SMG6*, SMG9*(M1944).
Finnish Vehicles: APC1(mostly BTR50P0); IFV5(BMP1), IFV6(BTR60PB,BTR60PK); LTK4; MBT15.
Notes: Do not use HRG, RGN1, or RGN5.

FRANCE (REPUBLIC OF FRANCE): French troops have seen action in a number of trouble spots, notably in 1978 when Foreign Legion paratroopers jumped into Zaire to repel an invasion by the Shaba rebels (FNLC guerilla forces—see Angola). Since 1966, France has not been a full member of NATO. French forces faced Libyan forces in Chad in 1983, although no fighting resulted.
French Weapons: FTR1, FTR2; GLR3(HK69-few used for special missions); GMG2*(AAT52); LCW3; LMG10; LPL1*, LPL6*; MMG1(M1919A4); MPL1*, MPL2*, MPL4*, MPL7(-LRAC M20), MPL21*; MRT6*(M1953), MRT7*(HB); MRT8*(MO-60-63), MRT11*(M1944), MRT12*(MO-81-61); PST2*(MAS1950), PST3*(MAB P15); RFL4*(FAMAS), RFL8*(FRF1), RFL11(few used); RFL13(a few used by paratroopers), RFL18*(M1949/56); SMG9*(MAT49).
French Vehicles: IFV2*, IFV3*, IFV13*; LTK1*; MBT1*(AMX30,AMX30B), MBT9(M47—+in late 60s replace weapon 26 with weapon 28, add "D4" equipment, eliminate "B" position and crew 3 = 74 points); MCV1; RCV1*, RCV2*, RCV4(Mk.2/3); TDR2*, TDR3*; TRK2(weapon 31).

GREECE (KINGDOM OF GREECE—REPUBLIC OF GREECE or HELLENIC REPUBLIC): Greece is a member of NATO.
Greek Weapons: FTR1; LCW3; LMG10, LMG15(L4 Bren); LPL3; MMG1(M1919A4); MPL4, MPL7; MRT6(M2,M19), MRT11(3",M1), MRT12(M29); PST1, PST2(HP35); RFL5(FAL), RFL7(Kar98k,SMLE), RFL13, RFL18(M1 Garand); SMG1(very rare), SMG2.
Greek Vehicles: APC4(M113A1); IFV2(no "P" or "S" equipment); LTK2; MBT1(AMX30 with no "N"), MBT6(Leopard1A4 in 1977), MBT9(M47), MBT10(M48A3,M48A5 about 1980); MCV3; TDR6(weapon 42); TRK2(weapon 31), TRK3(weapon 42).
Notes: Do not use HGN1, HGN2, or RGN1.

HUNGARY (HUNGARIAN PEOPLE'S REPUBLIC): Hungary is a Warsaw Pact Member.
Hungarian Weapons: FTR1, FTR2, FTR3; GMG4(PK,PKM,PKMS,PKS), GMG6; LCW1, LCW2(B10); LMG12, LMG20, LMG21; MMG1(SG,SGM); MPL19, MPL20, MPL22; MRT1, MRT13; MSL4; PST3(TT33), PST4*(PA63); RFL1(AK47,AKM), RFL3*, RFL8(Moisin Nagant Sniper Rifle), RFL19(SVD); SMG4(PPSh41).
Hungarian Vehicles: APC1, APC2, APC6, APC7; IFV6(BTR60PB,BTR60PK); LTK4; MBT15, MBT16, MBT17(1979-1980).
Notes: Do not use HGN1, HGN2, HRG, or any RGN.

INDIA (REPUBLIC OF INDIA): India fought wars with Pakistan in 1965 and 1971.
Indian Weapons: FTR1; GMG3(MAG-L7A1); LCW3; LMG15(L4 Bren); MPL4, MPL6, MPL7; MRT2, MRT3, MRT11(3"), MRT12(L1A1); MSL4; PST2(HP35); RFL8(L42A1), RFL18*("Ishpore"); SMG10(L2).
Indian Vehicles: APC1, APC2, APC6, APC7; IFV5(BMP1), IFV6(BTR60PB); LTK1(weapon 16), LTK4; MBT2(weapon 29 replaced weapon 23 during mid 70s = 91 points, "SL" equipment added in early 80s = 97 points), MBT3(add "L" equipment in early 80s = 100 points), MBT9(M47), MBT15(+during mid 70s a few had weapon 33 replace weapon 27 = 85/77 points and in 1983 conversions were started to make all ve-

hicles a MBT20, including "L" equipment = 91 points), MBT16(+add "L" equipment in 1983 = 82/91 points), MBT17(obtained in 1980 with "L" equipment added in early 80s = 102 points); MCV2; TRK2(weapon 31), TRK3(weapon 39 or 42).
Notes: Do not use HGN1, HGN2, HGN7, or RGN1.

IRAN (KINGDOM OF IRAN—ISLAMIC REPUBLIC OF IRAN): Iran had one of the best armies in the middle east prior to the overthrow of the Shah in 1979, but its quality has deteriorated since then. Iran has been at war with Iraq since September, 1980.
Iranian Weapons: FTR1; GLR2(rare), GLR3(HK69—rare); GMG5(MG1MG1A1); LCW3; LMG15(ZB26/30); LPL3; MMG1; MPL7, MPL8, MPL20; MRT6(M2,M19), MRT11(M1), MRT12(M29); MSL4; PST1; RFL1, RFL13, RFL18(M1 Garand); SMG2, SMG4(PPSh41-M22), SMG7(Uzi).
Iranian Vehicles: APC1, APC2(few), APC4(M113A1); IFV5(BMP1), IFV6(BTR60PB,BTR60PK); LTK5(Scorpion); MBT1(Mk.3/3—few available), MBT9(M47,M47M from 1971-1972), MBT10(M48A3), MBT11(M60A1); MCV3; RCV4; TDR6(weapon 42-few available); TRK2(weapon 31), TRK3(weapon 42-few available), TRK4(weapon 31).
Notes: Do not use HGN7 or RGN1.

IRAQ (REPUBLIC OF IRAQ): Iraq was involved in wars with Israel in 1967 and 1973, and has been at war with Iran since September, 1980.
Iraqi Weapons: FTR1, FTR2, FTR3; GMG4(PK,PKM), GMG6; LCW2(B10); LMG12, LMG20; MMG1(SG,SGM); MPL19, MPL20; MRT1, MRT13; MSL4; PST3(TT33), PST4(PM); RFL1(AK47,AKM), RFL3, RFL8(Moisin Nagant Sniper Rifle), RFL21(SKS); SMG4(PPSh41), SMG10(M4).
Iraqi Vehicles: APC1, APC2, APC6; IFV5(BMP1), IFV6(BTR60PB,BTR60PK); LTK4; MBT1(AMX30), MBT2, MBT15, MBT16, MBT17(1979), MBT21(early 80s), MBT23(1982-1983); RCV1, RCV2(few), RCV3, RCV5(Mk.2/3); TRK2(weapon 32), TRK3(weapon36).
Notes: Do not use HGN1, HGN2, HRG, or any RGN.

ISRAEL (STATE OF ISRAEL): Israel fought a war with Egypt, Iraq, Jordan, and Syria in 1967, with Egypt, Iraq, and Syria in 1973, and with Syria in 1982 in Lebanon, in addition to innumerable skirmishes and almost constant battles with the PLO guerilas (see Jordan and Lebanon). Although most Israeli equipment comes from the west or is locally manufactured, large quantities of Soviet equipment captured in the numerous wars have also been pressed into service.
Israeli Weapons: FTR1; GLR2(rare-only used on special missions), GLR3(M203); GMG3(MAG); LCW3; LMG8*(ARM), LMG10, LMG11(FAL), LMG15(L4 Bren), LMG18(rare), LMG21; LPL3(mid 70s); MMG1(M1919A4); MPL6(early 80s), MPL7, MPL8(late 70s), MPL20; MRT4*, MRT8*(Tampella), MRT12*(Tampella); MSL1, MSL4, MSL5; PST2(M1951); RFL1, RFL4*(AR), RFL5(FAL), RFL10(M16A1—since 1974), RFL13, RFL17*; SMG7*(Uzi).
Israeli Vehicles: APC1(BTR50PK with weapons 1 or 3), APC2(BTR152D), APC4(M113A1- add "+2" to "F" armor basis in early 80s = 18 points), APC6; IFV6(BTR60PK); LTK1(weapon 16—sold off in late 60s, no longer used), LTK4(PT76); MBT2(+weapon 29 replaced weapon 23, "S" equipment added, and engine

changed to "4" in the mid 70s = 94 points and in 1980-1981 "L" equipment and applique armor added = 99 points), MBT3(+"L"equipment and applique armor added in 1980-1981 = 101 points), MBT10(M48A3, M48A5 with only "IS" equipment in late 70s, M48A5 with only "ILS" equipment and applique armor in 1980-1981 = 93 points), MBT1(M60A1 in mid 70s, M60A3 with only "ILNPS" equipment in late 70s = 96 points and with applique armor added in 1980-1981 = 98 points—some also have a weapon 3 added in "J" position = 108 points), MBT12*, MBT16(T62A, + add "L" equipment in 1981 = 91 points), MBT20*(actually, an extensive conversion of captured T54/T55s); MCV2(weapon 20 replaces weapon 21 = 22 points), MCV3; RCV2; TDR4, TDR6(weapon 42); TRK2(weapon 31), TRK3(weapon 36 or 42).
Notes: Applique armor adds "+20" to the dice rolls for reliability when hit by "H" ammunition.

ITALY (ITALIAN REPUBLIC): Italy is a NATO member.
Italian Weapons: FTR1; GLR2(few—for special missions only); GMG5(MG42/59); LCW3; LMG8*(M70/223—special forces only); LMG11*(BM59/4); LPL3; MMG1(M1919A4); MPL3*, MPL7; MRT6, MRT7(HB); MRT8(M2), MRT11(M1), MRT12(M29); MSL1, MSL3*(Mosquito); PST2*(M1951); RFL4*(M70/223—special forces only), RFL9*(BM59), RFL10(M16A1—a few for special forces only), RFL13, RFL18(M1 Garand-Fucile M1); SMG8*(M12-specialist units), SMG10*(M4).
Italian Vehicles: APC4(M113A1); IFV3; MBT6(Leopard1A1 in 1971,Leopard1A4 in late 70s), MBT9(M47), MBT11(M60A1- used for a short time only); MCV1; TDR6(weapon 42); TRK2(weapon 31), TRK3(weapon 42).
Notes: Do not use HGN7.

JAPAN: Japan has avoided any military actions since 1945.
Japanese Weapons: GLR2(few), GLR3(M203-few); GMG2*(Type 74), GMG7*; LCW3; LMG10; LPL3; MMG1(M1919A4); MPL6(1982), MPL7; MRT6(M2,M19), MRT11(M1), MRT12(M29); MSL3*(KAM3D); PST1; RFL10(M16A1-in limited numbers), RFL13, RFL18(M1 Garand), RFL22*; SMG2, SMG8*(SCK).
Japanese Vehicles: APC4(M113A1), APC10*; LTK2; MBT22*, MBT24*; MCV5*; TRK2(weapon 31), TRK3(weapon 40).
Notes: Do not use HGN1, HGN2, HGN7, RGN1, RGN3, or RGN5.

JORDAN (HASHEMITE KINGDOM OF JORDAN): Jordan fought a war with Israel in 1967. Elements of the PLO guerrilla forces have been based in Jordan, raiding into Israel—these carry Soviet and Eastern Bloc weapons (see Notes on Guerillas).
Jordanian Weapons: FTR1; GLR3(few); GMG3(MAG); LCW3; LMG15(L4 Bren); LPL3(late 70s); MMG1(M1919A4); MPL7; MPL8(c.1980); MRT6(M2,M19), MRT11(3″), MRT12(M29); PST2(HP35); RFL10(M16A1-special units), RFL11, RFL18(M1 Garand); SMG10(L2).
Jordanian Vehicles: AAV1; APC4(M113A2); IFV11; LTK1(weapon 16); MBT2(+ weapon 29 replaced weapon 23 and "S" equipment added in mid 70s = 94 points), MBT3(add "LP" equipment in early 80s = 101 points), MBT5(Mk.3/3-called "Khalid", has 15 movement factors), MBT9(M47,M47M in 1972-1973), MBT10(M48A3,M48A5 without "NP" equipment in 1980-1981 = 91 points), MBT11(M60A1,M60A3 in early 80s); MCV3;

RCV4(Mk.2/3); TDR6(weapon 42); TRK2(weapon 31), TRK3(weapon 42).
Notes: Do not use HGN1, HGN2, HGN7, or RGN1.

LEBANON (REPUBLIC OF LEBANON): The current phase of the Lebanese Civil War started in 1975. The Lebanese army has been formed and re-formed in this period, and it and the various "militia" forces carry a strange mixture of weapons. Those given below are only the most common in army and/or militia use. Squad organizations have not lasted long enough to become standardized. PLO guerrillas have also been based in Lebanon—these are equipped with Soviet and Eastern Bloc weapons (see Notes on Guerillas). In addition to raiding into Israel, the PLO fought its own "civil war" inside the borders of Lebanon (1982-83) and has fought the Lebanese army and various militias from time to time. Israeli and Syrian forces have also clashed with various militia forces within the country.
Lebanese Weapons: GLR2(rare), GLR3(M203-1982); LCW2(B10), LCW3; LMG10, LMG15(L4 Bren), LMG20; LPL3(early 80s); MMG1; MPL7, MPL17, MPL19, MPL20, MPL22; MRT1, MRT6(M2); PST1, PST2(HP35), PST3(TT33), PST4(PM); RFL1(AK47,AKM), RFL5(FAL), RFL7(SMLE),RFL10(M16 in 1982), RFL13, RFL18, RFL21(SKS); SMG9(MAT49), SMG10(L2).
Lebanese Vehicles: APC4(M113A1); IFV12; LTK1(weapon 16), LTK2; MBT2, MBT15, RCV1, RCV2; TDR(weapon 42 in 1983); TRK2, TRK3(weapon 42—early 80s), TRK4.
Notes: Almost all grenades will be "F", "G", or "H" types.

LIBYA (KINGDOM OF LIBYA—LIBYAN REPUBLIC—LIBYAN ARAB REPUBLIC): Libya, ruled since 1969 by the strident Quidafi and despite sending terrorists all over the world, has managed to avoid open conflict with any significant forces except for a July, 1977 "incident" with Egypt. Libya has received massive Soviet military aid since 1974-1975.
Libyan Weapons: GMG3(MAG), GMG4(PK,PKM,PKMS,PKS); LCW1, LCW2(B10); LMG20, LMG21; MMG1(SG,SGM); MPL4(early 80s), MPL19, MPL20; MRT13; MSL4; PST2(HP35,M1951), PST4(PM); RFL1(AK47,AKM), RFL5(FAL), RFL8(Moisin Nagant Sniper Rifle); SMG8(M12), SMG10(L2), SMG1(APS).
Libyan Vehicles: APC1, APC4(M113A1), APC6, APC7; IFV5(BMP1), IFV6(BTR60PB,BTR60PK), IFV11; MBT1(AMX30 with no "N" equipment), MBT3, MBT15, MBT16, MBT17(late 70s); MCV2; RCV1, RCV2, RCV3, RCV4; TDR4; TRK3(weapon 36 or 38).
Notes: Do not use HGN1, HRG, or any RGN.

NETHERLANDS (KINGDOM OF THE NETHERLANDS): The Netherlands is a member of NATO.
Netherlands Weapons: FTR1; GMG3(MAG); LCW3; LMG11(FAL); LPL3; MMG1(M1919A4); MPL5, MPL6(early 80s), MPL8(late 70s); MRT12(M29); PST2(HP35); RFL4(AR—MN1), RFL5(FAL); SMG7(Uzi).
Netherlands Vehicles: APC4; IFV1(-YPR765), IFV3; LTK1(weapon 28); MBT2(weapon 29 replaced weapon 23 and "S" equipment added in mid 70s = 94 points), MBT6(Leopard1A1 in 1969, Leopard1A1A1 in early 80s), MBT7(1983), MBT9(M47); MCV3; TDR1, TDR6(weapon 42); TRK2(weapon 31), TRK3(weapon 42).
Notes: Do not use HGN7.

NICARAGUA (REPUBLIC OF NICARAGUA): The FAO, a fourteen party coalition including the Sandanista movement (FSLN) fought a guerilla war against the Samoza government from 1959—1979, although almost all of the real fighting occurred after 1975. Since taking power, the Sandanistas have faced another guerilla war with the American-backed Contras, which includes many former Sandanista allies. Obviously, the Sandanistas have fallen heir to much of the equipment once used by Samoza's National Guard, plus large quantities of Soviet arms from Cuba and their original armaments. The Contras in turn have their own equipment plus captured Sandanista weapons available.
Samozan Weapons: LMG10, LMG18; MMG1(M1919A4), MPL7; MRT6(M2); PST1; RFL5, RFL10(M16A1-rare), RFL13, RFL18(M1 Garand); SMG1(rare), SMG2.
Samozan Vehicles: APC4(M113A1-few); LTK2.
FAO and Sandanista Weapons: GMG5(MG42/59); LCW1; LMG11(FAL), LMG20, LMG21; MPL19, MPL20; MRT13(M1937-Type 53); PST2(HP35); RFL1, RFL4(AR), RFL5(FAL), RFL10(M16-rare), RFL11; SMG7(Uzi).
FAO and Sandanista Vehicles: APC1(1980), MBT15(in 1982).
Contra Weapons: GLR2, GLR3(M203); GMG4(M60); MPL13; MRT6(M19); PST3(Super Star); RFL10(M16A1); SMG7(Uzi,VZ23,VZ25).
Contra Vehicles: APC4.

NIGERIA (FEDERAL REPUBLIC OF NIGERIA): The Biafran Secessionist War (1967-1970) was a civil war fought between Nigerian government forces and the Ibo tribesmen of Biafra Province.
Nigerian Weapons: GMG3(MAG); LCW2(B10); LMG15 (L4 Bren); MPL19, MPL20; MRT6(M2), MRT11(M1); PST2(M1951); RFL11; SMG7(VZ23,VZ25), SMG8(M12), SMG10(L2).
Nigerian Vehicles: APC9(mid 70s); IFV3(late 70s), IFV8(early 80s), IFV11; LTK5; MBT15(1979-1980); RCV1, RCV2; RCV4(Mk.2/3).
Biafran Weapons: LMG10, LMG15(L4 Bren); MPL19, MPL20; MRT7(HB); PST2(MAS1950); RFL5(FAL), RFL7(MAS36), RFL18(M1949/56); SMG9(MAT49).
Biafran Vehicles: TRK4(weapon 31).

NORTH KOREA (DEMOCRATIC PEOPLE'S REPUBLIC OF KOREA): North Korea, aside from tunneling under the South Korean border and mounting small terrorist attacks, has done little of military significance since the end of the Korean War in 1953.
North Korean Weapons: FTR1, FTR2, FTR3; GMG6(-Type64); LCW2(B10); LMG12, LMG20(-Type 62), LMG21; MMG1(SG,SGM); MPL19, MPL20; MRT6(M2-Type31), MRT13(M1937); MSL4; PST3(TT33-Type 68); RFL1(AK47-Type 58,AKM-Type 68), RFL7(Moisin Nagant M1891/30), RFL8(Moisin Nagant Sniper Rifle), RFL21(SKS-Type 63); SMG4(PPSh41-Type49).
North Korean Vehicles: APC1, APC2, APC3; IFV5(BMP1), IFV6(BTR60PB,BTR60PK); LTK4; MBT15, MBT16, MBT21; MCV2; RCV3; TDR4; TRK3(weapon 36), TRK4(weapon 32).
Notes: Do not use HGN1, HGN2, HRG, RGN1, RGN3, RGN4, or RGN5.

NORWAY (KINGDOM OF NORWAY): Norway is a NATO member.
Norwegian Weapons: FTR1; GLR3(HK69-few); GMG5(MG3); LCW3; LMG10; LPL3; MMG1(M1919A4); MPL5, MPL6(early 80s),

MPL7; MRT6(M2,M19), MRT11(M1), MRT12(M29); PST1, PST2(P1); RFL7(Kar98k), RFL11, RFL13, RFL18(M1 Garand); SMG2, SMG6, SMG10(Sten), SMG12(MP40-Maskin).
Norwegian Vehicles: APC4; MBT6(Leopard1A1 in 1971,Leopard1A3 in late 70s), MBT10(M48A3,M48A5 in 1983); MCV3; TDR6(weapon 42); TRK2(weapon 31), TRK3(weapon 42).
Notes: Do not use HGN1, HGN2, HGN7, or RGN1.

PAKISTAN (ISLAMIC REPUBLIC OF PAKISTAN):
Pakistan fought wars against India in 1965 and 1971. The 1971 war saw the Indians supporting the Bangladesh rebels, who used a mixture of Indian weapons, captured Pakistani weapons, and, apparently, a considerable number of RFL11 in addition to captures.
Pakistani Weapons: FTR1; GLR3(HK69-few); GMG5(MG3); LCW2(B10), LCW3; LMG15(L4 Bren), LMG18; MMG1(M1919A4); MPL7, MPL17, MPL18; MRT2, MRT11(3″), MRT12(M29 in early 80s); MSL1; PST2(HP35); RFL1(AK47,AKM), RFL8(L42A1), RFL11, RFL18(M1 Garand), RFL21(SKS); SMG10(M4,Sten).
Pakistani Vehicles: APC4(M113A1); LTK2, LTK4(PT76), LTK6; MBT9(M47,M47M in mid 70s), MBT10(M48A3,M48A5 with no "LNPS" equipment in early 80s = 87 points), MBT15(no "B" position or "NS" equipment = 75/67 points), MBT19(1983), MBT21; TRK2(weapon 31), TRK4(weapon 22 or 31).
Notes: Do not use HGN1, HGN2, or RGN1.

PHILIPPINES (REPUBLIC OF THE PHILIPPINES):
Since the late 60s, the Philippines military has been engaged in low level fighting with the communist NPA guerillas and, since 1972, with the Moro separatist MNLF, supported by Libya. These groups use Soviet weapons (see Notes on Guerillas).
Philippine Weapons: FTR1; GLR2, GLR3(M203); GMG4(M60); LCW3; LMG10; LPL3; MMG1(M1919A4); MPL7, MPL8 (early 80s), MPL11, MPL13; PST1; RFL7(M1903-home defense units), RFL10(M16A1), RFL11(few used), RFL13, RFL18(M1 Garand); SMG1(rare), SMG2.
Philippine Vehicles: APC4; IFV12(no weapon 42); LTK2; TRK3(weapon 31).
Notes: Do not use HGN1, HGN2, HGN7, RGN1, RGN3, or RGN5.

POLAND (POLISH PEOPLE'S REPUBLIC):
Poland is a Warsaw Pact member.
Polish Weapons: FTR1, FTR2, FTR3; GMG4(PK,PKM,PKMS,PKS), GMG6, LCW1, LCW2(B10); LMG20, LMG21; MMG1(SG,SGM); MPL19, MPL20, MPL22; MRT1, MRT13; MSL4; PST2(HP35-WZ35), PST3(TT33), PST4*(WZ64); RFL1(AK47,AKM-KbKAK,DMK), 8(Moisin Nagant Sniper Rifle), RFL15*(PMK-DGN), RFL19(SVD); SMG4(PPSh41), SMG9(PPS43-M43/52), SMG11*(WZPM63).
Polish Vehicles: APC1, APC2, APC6, APC7; IFV5(BMP1), IFV6(BTR60PB, BTR60PK); LTK4; MBT15, MBT16, MBT17(in 1979); RCV4; TDR4.
Notes: Do not use HGN1, HGN2, HGN7, HRG, RGN1, RGN4, or RGN5. Use "G" only for RGN2.

PORTUGAL (REPUBLIC OF PORTUGAL):
Portugal fought guerilla groups in her African colonies until leaving in 1975 (see Angola for the guerilla forces). Portugal is a NATO member.
Portuguese Weapons: FTR1; GLR3(HK69-few); GMG5(MG3); LCW3; LMG13(HK21); LPL3(late 70s); MMG1(M1919A4); MPL7, MPL11; MRT7(ECIA), MRT8(ECIA), MRT12(ECIA); PST2(P1); RFL5, RFL11; SMG12*(FBP48).
Portuguese Vehicles: APC4(late 70s); IFV12(no weapon 42); LTK2; MBT9(M47), MBT10(M48A3,M48A5 with "P" but no "L" equipment = 91 points in early 80s); MCV3(late 70s), MCV7; RCV1, RCV2, RCV4(Mk.2/3); TRK2(weapon 31), TRK3(weapon 42 in early 80s).

RHODESIA-ZIMBABWE:
White-dominated Rhodesia was involved in fighting the FROLO-ZI, SAANC, ZANU, and ZAPU guerilla groups until 1979. These forces used Soviet and Eastern Bloc equipment (see Notes on Guerillas). Newly named Zimbabwe came under black control in 1980.
Rhodesian Weapons: GMG3(MAG); LMG11(FAL), LMG15(L4 Bren); MPL20; MRT2, MRT6(M2), MRT11(3″, M1944); PST2(HP35); RFL5(FAL-R1), RFL7(SMLE), RFL11, RFL18(SAFN); SMG7(Uzi,VZ23,VZ25), SMG10(L2,Sten).
Rhodesian Vehicles: IFV11; MBT15(in 1981); RCV1, RCV2, RCV4(Mk.2/3).
Notes: Do not use HGN1, HGN2, or RGN1. Types other than "G" are rare.

ROMANIA (SOCIALIST REPUBLIC OF ROMANIA):
Romania is a member of the Warsaw Pact.
Romanian Weapons: FTR1, FTR2, FTR3; GMG4(PK,PKM,PKMS,PKS), GMG6; LCW1, LMG12, LMG15(ZB26/30-SB30), LMG20, LMG21; MMG1(SG,SGM); MPL19, MPL20, MPL22; MRT1, MRT13; MSL4; PST3(TT33), PST4(PM); RFL1(AK47,AKM), RFL8(Moisin Nagant Sniper Rifle), RFL19(SVD), RFL21(SKS); SMG4(PPSh41), SMG7(VZ23,VZ24,VZ25,VZ26), SMG10(M4).
Romanian Vehicles: APC1, APC2, APC6, APC7; IFV6(BTR60PB-TAB72); LTK4; MBT15(-M77, a 1977 conversion where the engine goes from "5" to "4" and the move factor increases to "16", and add "L" equipment to M77 in 1982 = 79/71 points), MBT16(few), MBT17(in 1979, and add "L" equipment in 1982 = 102 points); RCV3; TDR4.
Notes: Do not use HGN1, HGN2, HRG, or any RGN.

SAUDI ARABIA (KINGDOM OF SAUDI ARABIA):
Despite sending a brigade of troops during the 1973 Arab-Israeli War and various incidents around the Persian Gulf, the Saudis have largely avoided serious ground fighting during the period.
Saudi Weapons: GLR2(few), GLR3; GMG3(MAG), GMG4(M60); LMG15(L4 Bren); LPL3(early 80s); MPL7, MPL8(early 80s); MPL11; MRT3, MRT6(M19), MRT11(3″,M1), MRT12(M29); PST2(HP35,M1951); RFL10(M16A1), RFL11, RFL12; SMG3(MAC10-9mm)), SMG8(M12), SMG10(Mpi69).
Saudi Vehicles: AAV1; APC4(M113A2); IFV2, IFV12; LTK1(weapon 25), LTK2, LTK5; MBT1(AMX30S), MBT9(M47), MBT11(M60A3 with no "P" equipment in 1981-1983 = 96 points); MCV3, MCV7; RCV1, RCV2, RCV4(Mk.2/3), RCV7; TDR6(weapon 42); TRK3(weapon 38).

SOUTH AFRICA (REPUBLIC OF SOUTH AFRICA):
South African forces have been continuously engaged, especially since 1975, against the Angolans, Cubans, and SWAPO guerillas (armed primarily with Soviet weapons—based in Angola and raiding into Southwest Africa/ Namibia, although they have also fought battles with UNITA guerillas in Angola) and ANC guerillas (also Soviet armed—based in Mozambique and raiding directly into South Africa). See Notes on Guerillas at the end of this rule section for guerilla armaments.
South African Weapons: FTR1; GLR2(few); GMG3(MAG); LCW3; LMG15(L4 Bren); LPL6(few-obtained c. 1980); MMG1(M1919A4-MG4AA); MPL4, MPL5, MPL7, MPL21; MRT6, MRT11; PST2(HP35), PST3(Super Star); RFL3(large quantities captured), RFL4(AR-R4 in 1981), RFL5(FAL-R1); SMG10(Sten).
South African Vehicles: APC4(M113A1); IFV11; LTK1(weapon 16), LTK2; MBT2(-"Olifant"-weapon 29 replaced weapon 23 in late 70s = 91 points), MBT9(M47—few); RCV1(-EIM and EIVM "Eland"), RCV2(-EI and IV "Eland"), RCV4(Mk.2/3); TRK2(weapon 31).
Notes: Do not use HGN1, HGN2, or RGN1. Types other than "G" are rare.

SOUTH KOREA (REPUBLIC OF KOREA):
South Korean forces took part in the Vietnam War.
South Korean Weapons: FTR1; GLR2, GLR3(M203); GMG4(M60); LCW3; LMG10; LMG11(M14E2), LMG18; LPL3; MMG1(M1919A4); MPL7, MPL8(c. 1980), MPL11; MRT6(M2), MRT11(M1), MRT12(M29); PST1; RFL8(M1903A4), RFL10(M16,M16A1), RFL13, RFL14, RFL18(M1 Garand), RFL19(M1D,M21); SMG1(rare), SMG2.
South Korean Vehicles: APC4; LTK2; MBT9(M47), MBT10(M48A3,M48A5 with no "LP" equipment, but with "D8" equipment in late 70s = 90 points), MBT11(M60A1,M60A3 without "LP" equipment in early 80s = 93 points); MCV3; TRK2(weapon 31), TRK3(weapon 42).
Notes: Do not use HGN1, HGN2, RGN1, or RGN5.

SOUTH VIETNAM (REPUBLIC OF VIETNAM):
The Vietnam War against North Vietnam and Viet Cong guerillas lasted until 1975, when South Vietnam was forcefully unified with North Vietnam to form the United Democratic Republic of Vietnam (see Vietnam entry). Relatively little use has been made of the South Vietnamese weapons and vehicles since 1975.
South Vietnamese Weapons: FTR1; GLR2; GMG4(M60); LCW3; LMG10, LMG11(M14E2); LPL3; MMG1(M1919A4); MPL7, MPL11; MRT6, MRT11(M1,M1944), MRT12(M29); PST1, PST2(MAS1950,HP35); RFL6(XM177), RFL8(M1903A4), RFL10(M16,M16A1), RFL13, RFL14, RFL18(M1 Garand,M1949/56), RFL19(M1D,M21); SMG1(rare), SMG2, SMG9(MAT49).
South Vietnamese Vehicles: APC4(M113A1), APC5; IFV12; LTK1(weapon 16), LTK2; MBT9(M47), MBT10(M48A3 in 1971); MCV3, MCV7; TRK2(weapon 31).
Notes: Do not use HGN1, HGN2, RGN1, or RGN5.

SOVIET UNION (UNION OF SOVIET SOCIALIST REPUBLICS):
The Soviet Union is a member of the Warsaw Pact. In addition to a number of border "incidents" with China, Soviet ground forces have been heavily engaged against the Mujahideen guerillas in Afghanistan since 1979.
Soviet Weapons: FTR1, FTR2, FTR3; GLR1*; GMG4*(PK,PKM,PKMS,PKS), GMG6*; LCW1*, LCW2*(B10); LMG12*, LMG20, LMG21*, LMG22*; LPL5*; MMG1*(SG,SGM); MPL19*, MPL20*; MRT1*, MRT13*(M1937);

MSL4*; PST3*(TT33), PST4*(PM); RFL1(AK47,AKM), RFL2*, RFL8*(Moisin Nagant Sniper Rifle), RFL19*(SVD), RFL21*(SKS); SMG4*(PPSh41), SMG9*(PPS43), SMG11*(APS).
Soviet Vehicles: APC1*, APC2*; FTV3*; IFV4*, IFV5*, IFV6*; LTK4*; MBT15*, MBT16*, MBT17*, MBT18*; MCV2*; RCV3*; TDR4*.
Notes: Do not use HGN1, HGN2, HRG, or any RGN.

SPAIN (KINGDOM OF SPAIN—SPANISH STATE): Spain is not a formal NATO member, but is associated with that organization.
Spanish Weapons: FTR1, FTR2; GMG5(MG42/59); LCW3; LMG15(ZB26/30-FAO59); LPL3(-C90); MMG1(M1919A4); MPL4, MPL7(-"Instalaza"-this version has a penetration of "24"); MRT7*(ECIA), MRT8*(EICA), MRT12*(EICA); MSL1(late 70s); PST3*(Super Star); RFL7(Kar98k), RFL11*(-CETME58); SMG8*(Z62,Z70), SMG9(M1944-DUX53), SMG10*(Z45).
Spanish Vehicles: APC4(M113A1); LTK2; MBT1(AMX30,AMX30B in early 80s), MBT9(M47,M47E in late 70s), MBT10(M48A3,M48A5 with "L" but no "P" equipment = 92 points in 1980), MBT11(M60A1); MCV3; RCV1, RCV2; TDR6(weapon 42 in 1983); TRK2(weapon 31), TRK3(weapon 42 in 1983).
Notes: Do not use RGN1.

SWEDEN (KINGDOM OF SWEDEN): Sweden is officially "neutral".
Swedish Weapons: GLR3(HK69-few used); GMG3(MAG-Model 58); LMG13(HK21A); LPL4*; MMG1(M1919A4); MPL5, MPL6; MRT8(MO-60-63), MRT12(MO-81-61); MSL2*; PST2(L35-P40,P1-M39); RFL7(Kar98k-M38), RFL8*(M41), RFL11*(-AK4), RFL18*(AG42); SMG6, SMG9(M1944-M37 or M39F,M/45* "Carl Gustav").
Swedish Vehicles: APC8*; MBT2(-Strv101 or Strv102, weapon 29 replaced weapon 23 and "S" equipment added in mid 70s = 94 points and "L" equipment added in 1982 = 97 points), MBT14*; TRK3(weapon 42—early 80s).
Notes: Do not use HGN7 or RGN1.

SWITZERLAND (SWISS CONFEDERATION): Switzerland is officially "neutral".
Swiss Weapons: GMG5*(SIG50, 51, and 710); LCW3; LPL3; MPL8, MPL10*, MPL12*; MRT7(HB), MRT8(MO-81-61— Minenwerfer 72); MSL2; PST2(SIG210,SIG220); RFL7*(G31), RFL8*(M1935/55), RFL11, RFL20*; SMG6.
Swiss Vehicles: APC4(M113A1-SPZ63); IFV7*, IFV8*; LTK1(weapon 16 or 25-PZ51); MBT2(+weapon 29 replaced weapon 23 and "S" equipment added in late 70s = 94 points-PZ55,PZ57,PZ60), MBT3, MBT7(1984), MBT13*; TRK2(weapon 31).

SYRIA (SYRIAN ARAB REPUBLIC): Syria has been at war with Israel in 1967, 1973, and 1982, and have been heavily involved in Lebanon's civil war.
Syrian Weapons: FTR1, FTR2, FTR3; GMG4(PK,PKM,PKS), GMG6; LCW1, LCW2(B10); LMG20, LMG21, LMG23; MMG1(SG,SGM); MPL4(late 70s), MPL14, MPL19, MPL20; MRT1, MRT13; MSL4; PST3(TT33,VZ52), PST4*(PM); RFL1(AK47,AKM), RFL5(FAL), RFL8*(Moisin Nagant Sniper Rifle), RFL19(SVD), RFL21; SMG4(PPSh41), SMG7(VZ23,VZ25), SMG10(M4), SMG11(APS).
Syrian Vehicles: APC1, APC2; IFV5(BMP1),

IFV6(BTR60PB,BTR60PK); LTK4; MBT15(+add "L" equipment in 1983 = 79/71 points), MBT16(+add "L" equipment = 82/91 points in 1983), MBT17(added in late 70s + add "D6L" = 102 points in 1983); MCV2; RCV3; TDR4.
Notes: Do not use HGN1, HRG, RGN1, RGN3, RGN4, or RGN5.

TAIWAN (REPUBLIC OF CHINA): Taiwan and mainland China have largely restricted their disputes to verbal exchanges since the early 60s.
Taiwan Weapons: FTR1; GLR2, GLR3(M203); GMG4(M60); LCW3; LMG10, LMG11(M14E2), LMG15(L4 Bren), LMG18; LPL3; MMG1(M1919A4); MPL7, MPL8(late 80s), MPL11; MRT6(M2,M19), MRT11(3", M1), MRT12(M29); PST1, PST2(HP35); RFL7(M1903, "Generalissimo"*), RFL10(M16), RFL13, RFL14, RFL18(M1 Garand), RFL19(M1D); SMG2.
Taiwan Vehicles: APC4(M113A1); IFV12(no weapon 42); LTK2; MBT9(M47), MBT10(M48A3); MCV3; TRK2(weapon 31).
Notes: Do not use HGN1, HGN2, RGN1, or RGN5.

TURKEY (REPUBLIC OF TURKEY): Turkey is a NATO member.
Turkish Weapons: FTR1; GMG5(MG3); LCW3; LMG10, LMG15(L4 Bren), LMG18; LPL3; MMG1(M1919A4); MPL4, MPL7, MPL11; MRT2, MRT6(M2), MRT11(M1); MSL1; PST1, PST2(HP35), PST4*(MKE); RFL7(Kar98k), RFL11, RFL13, RFL18(SAFN,M1 Garand), RFL19(M1D); SMG1(rare), SMG2, SMG10(Sten).
Turkish Vehicles: APC4; IFV12; LTK2; MBT6(Leopard1A3 in 19771978), MBT9(M47), MBT10(M48A3,M48A5 in 1981); MCV3; TDR6(weapon 42 in early 80s); TRK2(weapon 31), TRK3(weapon 42 in early 80s).
Notes: Do not use HGN1, HGN2, or RGN1.

VIETNAM (NORTH VIETNAM UNTIL 1975)(DEMOCRATIC REPUBLIC OF VIETNAM—UNITED DEMOCRATIC REPUBLIC OF VIETNAM): Constantly at war. The Vietnam War, which saw North Vietnam and Viet Cong guerilas (same weapons as North Vietnam) fighting American, Australian, South Korean, and South Vietnamese troops lasted until 1975 and was followed by fighting in Cambodia. Cambodia has no separate entry, but has guerilla forces armed with essentially the same weapons as the Vietnamese. Various Cambodian forces fight the Vietnamese and each other. A major border "incident" with China in February and March of 1979 was largely brought on by Chinese displeasure with Vietnamese actions in Cambodia.
Vietnamese Weapons: FTR1, FTR2, FTR3; GMG4(PK×PKM,Type 67), GMG6; LCW2(B10); LMG12, LMG20, LMG21(-TUL1); MMG1(SG,SGM); MPL14, MPL19(-B40), MPL20, MPL22; MRT1, MRT6(M2-Type31 and Type 63), MRT13(M1937); MSL4(in late 70s); PST3(TT33), PST4*(PM); RFL1(AK47,AKM), RFL7(Moisin Nagant M1891/30), RFL8(Moisin Nagant Sniper Rifle), RFL21(SKS); SMG4(PPSh41), SMG5, SMG9(MAT49-Type 50), SMG11(APS).
Vietnamese Vehicles: APC1, APC3; IFV6(BTR60PK); LTK4, LTK6; MBT15, MBT21(few); TRK2(weapon 32—in 1972).
Notes: Do not use HGN1, HGN2, HRG, RGN1, RGN3, RGN4, or RGN5. Use only "G" for RGN2.

WEST GERMANY (FEDERAL REPUBLIC OF GERMANY): West Germany is a NATO member.

West German Weapons: FTR1; GLR3(HK69); GMG5*(MG1,MG2,MG3); LCW3; LMG11(FAL-G1); LPL3; MPL4*, MPL5, MPL6(early 80s), MPL15*; MRT8(MO-60-63), MRT12(MO-81-61); MSL1*; PST2(HP35-P64,P1*,SIG210 by border guards); RFL11*; SMG7(Uzi-MP2), SMG9(M1944-DUX,used by border guards), SMG10(M4).
West German Vehicles: APC4(M113A2); IFV10*; LTK2; MBT6*, MBT7*, MBT9(M47 with "D8" equipment), MBT10(M48A3,M48A5 in 1980—both have "D8" equipment); RCV5*; TDR6(weapon 39); TRK2(weapon 31).
Notes: Do not use HGN7 or RGN1.

YUGOSLAVIA (SOCIALIST FEDERAL REPUBLIC OF YUGOSLAVIA): Yugoslavia, although a European communist nation, is not a member of the Warsaw Pact and has steered for good relations on all sides, obtaining weapons from both east and west.
Yugoslav Weapons: FTR1, FTR2, FTR3; GMG5(MG42/59-M53 "Sarac"); LCW2*(M60), LCW3; LMG15(ZB26/30-30J), LMG16*; MMG1(SG,SGM); MPL16*; MRT2(-M8), MRT9*, MRT11(3", M1), MRT12(MO-81-61—M68), MRT13(M1937-BB1); MSL4; PST2(P1), PST3(TT33-M54,M57,M65,M70d), PST4*(M67); RFL7(Kar98k-M48), RFL15*(M64A,M70), RFL16*(M64), RFL19*("Zastava"—introduced in 1971), RFL21(SKS-M59,M59/66); SMG1(rare), SMG4(PPSh41-M49,M56*), SMG10(M4-M38/42).
Yugoslav Vehicles: APC1, APC2; IFV6(BTR60PK); LTK4; MBT9(M47 + add "L" equipment in early 80s = 76 points), MBT15(+ add "L" equipment in early 80s = 79/71 points); MCV2; RCV3; TRK2(weapon 22 or 31), TRK3(weapon 42—in 1981).
Notes: Do not use HGN1, HGN2, HRG, RGN1, RGN4, or RGN5. Use only "G" for RGN2.

NOTES ON GUERILLAS: Guerila squads usually lack a really formalized organization, although the nine-man squad (divided into three three-man teams) is the most common. Rifle grenades are rare, and hand grenades are almost always "G" types. Most Soviet or Chinese-equipped guerilas will carry HGN3, while most western-equipped guerilas may carry HGN3 or HGN5. HGN8, the "Molotov Cocktail", is also a favorite guerilla weapon. Most Soviet/Eastern Bloc/Cuban/Libyan armed guerilas use the following weapons: GMG4(PK,PKM), GMG6; LCW1, LCW2(B10); LMG12, LMG20, LMG21, LMG23; MMG1(SG,SGM); MPL19, MPL20, MPL22; MRT1, MRT13; PST3(TT33), PST4(PM); RFL1, RFL3(especially popular in Africa), RFL7(various), RFL8, RFL21; SMG4(PPSh41), SMG7(VZ23-26), SMG9(PPS43), SMG11. Vehicles generally consist of trucks which may carry vehicle weapon 22. Body armor, NBC suits, and night sights are rarely found in guerilla units. In addition to the weapons listed above for the various guerilla groups, any other pistols or submachineguns could realistically be substituted for those given, plus any weapons used by their opponents, which could be added through capture.

THE OPTIONAL RULES

INTRODUCTION TO THE OPTIONAL RULES

The rules of the Advanced Game should be mastered before trying any of the Optional Rules. The Optional Rules are just that—Optional—they can be added to the game alone or in any combination to suit the player's tastes. Each Optional Rule adds greater scope and detail, as well as additional complexity to the play of the game. Some Optional rules are required for the use of certain scenarios that use those units, and are not necessary if those units are not used. These rules in most cases simply add to the Basic and Advanced Game Rules, which still apply unless otherwise stated. New Phases are added to the sequence of play when certain Optional Rules are used. The full sequence of play for a game using all of these Optional Rules is printed on the Game Card—simply ignore the Phases that do not apply to the rules used in a particular game.

15. MOVEMENT OPTIONS

15.1 JUMPING: A soldier in an Up posture or in a Stand or Crouch posture in a higher hex may "jump" down into the same or an adjacent hex faced by the soldier for an expenditure of one movement factor. Jumps must always be down, never up.

15.1.1 JUMP INJURIES: A soldier used to jump may be injured while doing so. The controlling player rolls the die, and if the modified die number rolled is "16" or more, the soldier is eliminated. If the modified die number rolled is "10" or more, but less than "16", the jumping soldier is Stunned. A modifier of "+2" applies to the die number rolled for *each* height jumped (calculated from the soldier's feet). This is summarized in the JUMPING ATTEMPT CHART on the Game Card.

15.1.2 JUMP IMPACT INJURIES: If a soldier is jumped into a hex containing other soldiers, there is a chance that the "jump impact" will injure a soldier who may be jumped on. If the hex contains opposing soldiers, the jumping soldier must have at least one remaining movement factor for melee, if this proves necessary. Jump impact injuries are determined *after* jump injuries are determined. Then, roll the die once for each soldier in the hex to determine if they are hit, crossgridding the number rolled with the column describing the soldiers jumped on (friend or foe) on the JUMP IMPACT TABLE on the Game Cards, the results being as follows:

- **N.E.:** No effect. The soldier is unchanged.
- **STUN:** The soldier is Stunned.
- **ELIM.:** The soldier is hit and eliminated.

15.1.3 JUMP MELEE: After resolving the jumping, if both sides still have soldiers in the hex, a normal melee is resolved.

15.2 EQUIPMENT POINT MOVEMENT REDUCTIONS: For every ten points (see Option 26) of personal and/or extra equipment carried by a soldier, there is an additional reduction of one in the soldier's maximum number of movement factors. *For example, a soldier carrying 1-9 points of equipment has no reduction in movement factors, a soldier carrying 10-19 points is reduced one movement factor, two movement factors carrying 20-29 points of equipment, etc.* As in 11.2.3, no swimming with movement reductions.

16. COMBAT OPTIONS

16.1 GRENADE RETURN THROW: *One* soldier in a fuse hand grenade's impact hex may be used, if desired, in an attempt to "scoop it up" and throw it out of the hex. The die is rolled for this attempt, and if "2" or less is rolled the attempt is successful. If successful, the hand grenade may be fired normally at any target hex for normal resolution. If unsuccessful, the soldier used for the attempt has a "−2" modifier applied for the blast hit number when the hand grenade explodes. A hand grenade can be "returned" only once. Impact hand grenades may not be thrown back.

16.2 ASSORTED OPTIONAL FIRING MODIFIERS:

16.2.1 PER IMPULSE OF ADJUSTED FIRE—ADJUSTING LARGE CREW WEAPON, MORTAR OR MAIN GUN FIRE: For *each* time in succession that a large crew weapon (LCW), mortar (MRT), or vehicle maingun (MGN) is fired at the same target hex, after the first shot, the die roll number is modified by "−2". This must be done during *successive* Impulse Phases for a side to apply, and does apply for "A" or "H" weapons even if fired at different target units within the same target hex.

16.2.2 FIRE AT PRONE FROM ABOVE: When firing "L" weapons at a Prone soldier at least "6" heights below the firing height, the die number is modified by only "+1" instead of the normal "+2" modifier for a Prone target.

16.2.3 CONFINED SPACE EXPLOSIONS: An explosion in a small confined area is more effective than one that occurs in the open. For any blast hit number that originates *inside* (not blasts following penetrations) a confined space such as a vehicle, building with roof, bunker, pillbox, tower, cave, or tunnel the die number rolled is modified by "−2".

16.3 WEAPON RELIABILITY—INCREASED FIRE: Weapons can "jam" and shells can prove to be "duds" or fail to explode or penetrate properly.

16.3.1 RELIABILITY: A "reliability number" is listed for all weapons except flamethrowers on the WEAPON and VEHICLE WEAPON CHARTS. Where split, these correspond to the types of ammunition split in the Type columns. When firing, a firing roll matching the first number or higher indicates the possibility of a jam or dud. If this is rolled (check only the first die rolled for weapons with a rate of fire of more than "1"), roll the die again. If the second number or more is then rolled, the weapon does fail to operate properly and causes no hits or damage, although the movement factors for firing and the shell itself are still expended. *For example, a M20 (MPL7) is fired using a "G" shell. If a "0" ("10") is rolled, there is the possibility of a dud. Roll again—if a "7" or above is rolled, the shell is a dud and is wasted.* **NOTE:** This rule is very important when firing "H" weapons, as these have a very high failure rate. If players wish, they may ignore this rule except for firing "H" weapons.

16.3.2 INCREASED FIRE: The rate of fire of all "L" weapons may be increased up to *double* the given rates: (a) A rate of fire of "1" is increased to "2"; (b) A rate of fire of "2" is increased to "4"; (c) Automatic rates of fire double the number of bursts (i.e. "2×3 becomes "4×3"). If this is done, the die number rolled is modified by "+2" for all shots when firing, and for rolling for *both* reliability numbers. Increased fire may not be used for written combat orders (see Option **16.5**, below).

16.4 SUPPRESSION BY NON-AUTOMATIC WEAPONS: The soldiers in a target hex may be Suppressed the same as if automatic fire had been directed at the hex if the *combined* number of shots from non-automatic "L" weapons at the target hex during a single Impulse Phase is "3" or more.

16.5 WRITTEN COMBAT ORDERS: These orders must be secretly plotted on paper and revealed to the opponent to go into effect. A standard system of notations (covered below) is used for these orders by all players, so that notations will mean the same things to everyone when revealed. All of these orders are plotted during one side's Impulse Phase, but apply during the *other* side's Impulse Phases. If a number of the other side's Impulse Phases come in a row, the written order, with full rate of fire, may be applied during *each* of these Impulse Phases. If the next Impulse Phase is the player's own, the written order is wasted. A written order remains in effect until the next sequence unit for the plotted side is drawn, at which time the written order must be renewed (by again using an Impulse) or crossed off. Surviving opposing target units may complete their Actions after the written order fire is resolved, although Stuns and the movement factor reduction caused by Suppression take effect immediately. Soldiers marked with a status unit may not be used for written combat orders, and soldiers with a written combat order have them cancelled if the soldier is marked with a status unit.

16.5.1 OPPORTUNITY FIRE: Write "unit number-Opportunity-hex number". This is an order for the given unit to use "op-

portunity fire'' against any opposing units that cross the line of sight from the unit to (inclusive) the given hex, up to the limits of the unit's rate of fire. The line of sight must be in the weapon's line of sight, or, for non-turret vehicle weapons, in a possible play. *For example, a notation ''31-Opportunity-1C10'' orders soldier ''31'' to use opportunity fire against anything that enters hex 1C10 or that crosses the line of sight from the firing hex to hex 1C10. This order applies for any weapon carried by a soldier. For example, in the sample above, soldier ''31'' could be used to fire the major personal weapon or a grenade, etc.* Opportunity fire may be immediately ''triggered'' when an opposing unit enters a new hex or crosses a hexside (move the target unit into the hex beyond the hexside before resolving fire) in the designated line of sight. One, some, or all of the units in the hex may be fired at, up to the limits of the firing unit's rate of fire for one weapon, at the firing player's option. It can continue to be triggered by different units in different hexes until up to the entire rate of fire has been used. The plotted player may decide to withhold fire at any time (hoping for better shots later). When an opposing unit crosses the line of sight, the plotted player reveals the notation and resolves the fire. Firing is resolved normally in the last hex reached by the target unit or units, with firing modifiers applied based on the target's *current* posture, location, and speed (the player moving must reveal the rest of the intended move to determine speed).

16.5.2 TRACKING FIRE: Write ''unit number-Tracking-target unit number''. This is an order for the given unit to use ''tracking fire'' against a *specific* target unit. This rule works similar to opportunity fire, except that only *one* target unit is nominated. The plotted target unit must be in a hex into which the firing unit could have fired, even if there would have been no chance for a hit. Tracking fire is triggered if the target unit expends movement factors and remains a legal target—if the target unit moves into a blocked hex, out of range or firing arc, or does not expend movement factors, no tracking fire can occur. Tracking fire may be announced at any point in the target unit's move (obviously, when the plotted player feels that the best shot is available), at which time the notation is revealed and the fire is resolved normally.

16.5.3 SWEEPING FIRE: Write ''unit number-Sweep.'' This is an order for a given unit (which must be an ''L'' weapon that has an automatic rate of fire that can be used) to use ''sweeping fire'' against any opposing units that expend movement factors in a hex in the unit's firing arc. Sweeping fire is triggered by opposing units expending movement factors in possible target hexes. One burst, up to the limits of the rate of fire, may be directed at each target hex where the sweeping fire has been triggered. *Any* automatic fire weapon may be fired into these different hexes when sweeping fire is used. Each firing is resolved normally, except that any ''hits'' count only as a Suppression in

the target hex. The notation must be revealed when used.

16.6 PINNED AND INACTIVE STATUS: If this option is used, for any already Suppressed soldier which is again Suppressed, the status unit is adjusted to show that the soldier is ''Pinned''. For any already Stunned soldier which is again Stunned, the status unit is adjusted to show that the soldier is ''Inactive''. Also, at the end of an Impulse Phase, a player's Inactive units are adjusted to Stunned, Stunned units are adjusted to Pinned, and Pinned units are adjusted to Suppressed, adding extra steps. Pinned units are also immediately marked as Prone, if not already in that posture. Pinned soldiers have their available number of movement factors reduced by two, and for firing, the die number rolled is modified by ''+2''. Inactive soldiers are treated the same as Stunned soldiers.

16.7 OPTIONAL WEAPON AND EQUIPMENT RULES:
16.7.1 OPTIONAL FLAMETHROWER RULES (FTR): Flamethrowers (both those carried by soldiers and those on vehicles) are ''F'' weapons whose long stream of burning fuel affects not only their impact hex, but also all hexes along the line of sight from the flamethrower to the impact hex. These line of sight hexes are considered to be a flamethrower's blast zone hexes. The penetration number for flamethrowers also applies in all blast zone hexes where a hit is possible, as well as in the impact hex. A ''+5'' modifier applies to the blast hit number die roll in all of these blast zone hexes. As with the impact hex, *all* parts of a blast zone hex are hit (unless totally blocked), but no smoke is produced in blast zone hexes unless a Fire is started (see Option **21**). A typical blast zone diagram for a flamethrower is shown below:
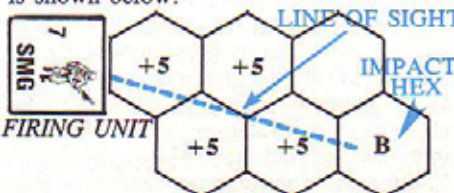
Vehicle flamethrowers may be fired any number of times during a game. A Molotov Cocktail hand grenade (HGN8) still affects only the impact hex.

16.7.2 OPTIONAL NIGHTSIGHT RULES (NST, PNS):
16.7.2.1 NST: These nightsights operate as given in the Advanced Game Rules (see **12.4.7**), but automatically improve visibility to Condition ''1'' only in strictly Night conditions. In Raining, Snowing, or Fog conditions combined with Night conditions, visibility is increased by only one Condition (ie., from Condition ''3'' to Condition ''2'', or from Condition ''2'' to Condition ''1'').
16.7.2.2 PNS: These nightsights operate as given in the Advanced Game Rules (see **12.4.7**), and, when used with a smoke hex or hexes in the line of sight, the firing modifier is reduced by one from ''+2/+3'' to

''+1/+2'' per smoke hex. Also, when firing at a target unit that has used a NST during the current Turn, a ''−2'' firing modifier applies as a NST can be detected by a PNS.
16.7.2.3 COMBINED INSTRUMENTS: No weapon may have more than one nightsight of the same type installed, although it may have both a nightsight and a scope, one nightsight of each type, or one nightsight of each type and a scope (all of these are actually combined instruments). All modifiers and effects apply when firing a combined instrument, but only one type of nightsight may be used at one time—the player must announce if a NST or PNS is being used for a given firing Action.

16.8 EXTRA MAJOR PERSONAL WEAPONS: Soldier units with a major personal weapon that is a LMG, FTR, GLR (except those attached to rifles), MRT, MMG, or MPL may be automatically considered to also carry a pistol, which can be fired instead of the other weapon. If Option **26** is used, instead of a pistol, soldier units with a MPL of 80mm or less may also carry a rifle or submachinegun as ''extra equipment''. The extra weapon is purchased as *extra equipment* at its usual point value at the start of the game, or may be acquired during the game.

16.9 STANDING BEHIND ''2'' HEIGHT COVER: Any soldier Standing behind ''2'' height cover (in a hex with a ''2'' height fence, deep foxhole, etc., or ''2'' height defilade cover—see Option **23.4**) gets an additional ''+1'' modifier when fired at or against blast hit numbers. This rule gives a Standing soldier the same (''+2'') total modifier behind ''2'' height cover as a Crouching soldier behind ''1'' height cover (''$1'' for cover, ''+1'' for Crouching).

17. MULTI-PLAYER RULES

This game lends itself well to play by more than one player per side. The presence of more than one player on one or both sides allows some additional realism to be built into the game. A number of scenarios feature or can be expanded to more than one squad per side, and these scenarios are all suitable for multi-player games. This section contains some suggested rules for use with more than one player per side.
17.1 ASSIGNING UNITS: Decide which players on a side will control which squad or squads. Players may control *only* the units they command. No other player may perform Actions or handle die rolls for that player's units. Each player should select one soldier (the highest ranking one available—usually a squad leader) as a ''personal unit''. A personal unit represents the player's personal command presence on the mapboard. A personal unit may not be replaced if eliminated during a game.
17.2 PLAYER VOICE COMMUNICATIONS: Players may communicate personally only if their personal units are within a five hex range of each other with an unblocked line of sight between. No voice com-

munications are possible with "buttoned" vehicles, unless open-topped or with "0" top armor basis or by radio or phone. The players on a side should meet to discuss a common strategy before the game begins. After the game starts, no talking about the game is allowed unless they can "communicate" under these rules. Communicating expends no movement factors (also see Options 18.2.4, 18.3.1, 20.2, and 20.3).

17.3 SEQUENCING PLAYERS: For multi-player games, rotate the order in which the players perform their Impulses from Impulse Phase to Impulse Phase. *For example, in a game with three players on a side, player "A" would perform all Impulses for his unit, then player "B", and finally player "C". During the next Impulse Phase for that side, the order would be "B", "C", "A", and "C", "A", "B" for the Impulse Phase after that, etc..*

18. THE UMPIRED GAME— SIGHTING RULES:

This Option requires the services of an extra person who will play for neither side, but will serve as "Umpire" and run the game. The Multi-Player Options (17) work well used in combination with these rules. This section presents a few *suggestions* for the Umpire in running such a game; many other ideas will present themselves as Umpires gain experience. It should be pointed out to those who have never played this way that being an Umpire can be surprisingly enjoyable.

18.1 GAME SETUP: The Umpire sets up the mapboard, determines the scenario, etc. If a secret point selection of forces (see Option 26) is used, the opposing players are not even aware of the size or quality of the other side's forces. Separate the players so that they are out of sight of each other. Each player needs a copy of the game, and the Umpire needs another copy. All copies should be setup identically. This Option works beautifully if all participants have a copy at their homes, and the game is played by telephone. The Umpire's copy of the game will display all information and all units for both sides. The player's copies will display only their own units, plus any information about other units that is supplied by the Umpire. If desired, the Umpire may keep the locations of some or all of any defensive units secret from the attacking side until they are "seen", but definitely keep the locations of "unseen" soldiers and weapon units secret.

18.2 UMPIRED SIGHTING: The game is played normally, although all information must go through the Umpire. *All* units of both sides are *completely hidden*, and are reported to the appropriate player or players when sighted. Only the Umpire knows exactly where all units of both sides are located, and what types of units they are. Use the sighting rules given below to determine what is sighted and should be reported to the players.

18.2 UMPIRED SIGHTING: The game is played normally, although all information must go through the Umpire. *All* units of both sides are *completely hidden*, and are reported to the appropriate player or players when sighted. Only the Umpire knows exactly where all units of both sides are located, and what types of units they are. Use the sighting rules given below to determine what is sighted and should be reported to the players.

18.2.1 SIGHTING ATTEMPTS: To "see" something on the mapboard, another unit must be used to "sight" it. A unit must be "seen" before it can be shot. "Sighting attempts" may be made to "see" other units. Sighting attempts are Actions that expend one movement factor, and are handled similarly to the firing procedure for "L" weapons, only the units are "seen", not hit by fire. The hexes being sighted must be in the firing arc and in an unblocked line of sight from the unit used for the sighting attempt. One sighting attempt by one soldier may include *all* hexes in the firing arc that require no " + " sighting modifiers due to terrain, *or* up to three other hexes in the firing arc that do require " + " terrain sighting modifiers *plus* all non " + " hexes in the line of sight to the chosen three hexes. The limitations on sighting inside buildings still apply (see 12.1.6). One soldier may be used to make as many sighting attempts as movement factors permit. The same (in case an earlier attempt missed) or different hexes may be the target hexes during each sighting attempt, as announced by the controlling player.

18.2.2 SIGHTING PROCEDURE: The Umpire handles the die rolls necessary to resolve sighting attempts. Roll the die once for each sighting attempt in a target hex that contains anything, and consult the SIGHTING CHART on the Game Cards. Crossgrid the range in hexes with the appropriate line on the chart, depending on the Observation Conditions (given in the scenarios—this is an indication of visibility based on weather and time of day) and the type of unit used for the sighting attempt (either a "buttoned" vehicle (see Option 19.4.2) or "normal" = anything else) to find the "sighting number". Roll the die; if the sighting number or less, with modifiers, is rolled, the units in the target hex are "seen". The units that can be "seen" include soldiers, vehicle, weapon units, and any "secret" defensive units. All modifiers on the FIRING, BLAST, and SIGHTING MODIFIERS CHART with an "S" apply to these sighting attempts. The Umpire reports the results to the player. Of course, the Umpire does not have to reveal if the reason that nothing was "seen" was because there was nothing there or if a die roll indicated a miss.

18.2.3 DEGREES OF OBSERVATION: At the bottom of the SIGHTING CHART is the Exact Information line. When a sighting attempt is made, if the modified die roll number is the number found on this line or less *and* the sighting attempt is successful, the Umpire gives *exact* information to the player with the sighting unit— the nationality, types

of major personal weapons and/or weapon units, numbers, postures, directions, facing, visible equipment (BNC, BPD, CBX, LPL, NBC, NST, PNS, RDO, SCP, and/or SHG), etc. of all units in that hex (leaders cannot be differentiated from other soldiers). If the modified die roll number is more than the exact sighting number, but the attempt was still successful, the Umpire merely indicates that "something" is there (the player should note the hex number for later reference). If desired, allow players to "see" mine locations and/or trip wire hexes if *half* (round fractions up) of the exact information number or less is rolled.

18.2.4 SHARING AND DURATION OF SIGHTINGS: Once a soldier does "see" something, this information can be automatically "shared" with all other squad members within voice, phone, or radio communication range of the soldier used for the sighting attempt. All of these soldiers now also "see" the hex, and can in turn "share" the information with other squad members within their voice, phone, or radio communication range, etc. Information may not be shared to or from a buttoned vehicle (unless open-topped or with "0" top armor) unless phone or radio communications are possible. Soldiers that later move close enough may then also have the sighting information shared. Sighting information may be shared with members of other squads only by leaders. Thus, it can be seen that sighting information can usually be rapidly shared with a large number of soldiers. These units, as long as they maintain an unblocked line of sight and firing arc to this hex will be able to "see" any new units that enter that hex (if the degree of observation gives information that exact), and will be able to "see" where units from that hex move (unless the move is to a totally blocked hex). The Umpire may wish to keep notes to keep this straight. Sharing sighting information expends no movement factors.

18.2.5 BLIND FIRING: "L" weapons may be fired at hexes where nothing has been "seen", but have no chance of scoring hits. Any hits scored (if there are any soldiers there) count only as Suppressed. "A" or "H" (unless used as "G") weapons may not be fired in this way, and "C", "F", "G", or "W" weapons may be fired at such hexes with no penalties, although, of course, if nothing is there, nothing can be hit.

18.2.6 SIGHTING MODIFIERS: In addition to normal modifiers, some die modifiers apply only to sighting attempts.

18.2.6.1 USING BINOCULARS: A " −2 " modifier applies to a sighting die roll number if the soldier making the sighting attempt has binoculars.

18.2.6.2 ANY HEX FIRED DURING PREVIOUS IMPULSE PHASE: A " −3 " modifier applies to a sighting die roll number if the hex being sighted fired during the previous opposing Impulse Phase *and* the firing unit is still in that hex.

18.2.6.3 TARGET UNIT IS A VEHICLE: A " −2 " modifier applies to a sighting die roll number if the hex being sighted

contains a vehicle. This applies only to sighting the vehicle, not to sighting other units in the hex.

18.2.6.4 MOVEMENT MODIFIERS: All "+" modifiers on the MOVEMENT MODIFIERS CHART become "−" modifiers for sighting attempts.

18.3 GENERAL UMPIRE SUGGESTIONS: The Umpire has a lot to do, and must be skilled with the rules, tactful, and able to use imagination in many situations. After some experience in the role, Umpires should be able to augment the suggestions here with diabolical ideas of their own (only they will not be in this rulebook for the players to look up)! Keeping the players guessing is part of the enjoyment of being the Umpire. The Umpire should handle *all* drawing of sequence units and die rolls, and report the results back to the players.

18.3.1 PLAYER COMMUNICATIONS: All player communications should go through the Umpire, who will forward them to the appropriate player or players. "Garbled" or "jammed" radio messages can be simulated by the Umpire writing each message on a slip of paper, then rolling the die. If a "1" or "2" is rolled, the message is "garbled", and the Umpire should fold it twice, then tear it in half, reading only what still appears on one half to the player to whom the message was sent.

18.3.2 DIE ROLLS: The Umpire should secretly handle all dice rolls, and should *not* reveal exact results to the players unless exact information is in effect in the target hexes. All players should be kept somewhat in the dark as to the enemy losses and, in multi-player games, the losses in other friendly squads.

19. VEHICLE OPTIONS

Vehicles require crews of soldiers to operate them. Necessary information is found on the VEHICLE CHARTS, VEHICLE WEAPON CHARTS and Game Cards. Players will find that vehicle units can be extremely powerful—a typical tank can lay down more firepower than an entire infantry squad. However, they are also very vulnerable. The ranges used in this game are much closer than what are considered to be optimum fighting ranges for most vehicles, and even the most heavily armored are in constant danger from infantry countermeasures.

19.1 INTERPRETING THE VEHICLE AND VEHICLE WEAPON CHARTS: These charts display most of the individual information needed to use vehicles in a game. Obviously, these charts are not exhaustive, but do cover the more common vehicles.

19.1.1 TYPE UNIT: This is the type of unit counter to use to represent the vehicle on the mapboard.

LGV: Large vehicles. Large vehicle units are used to represent all large vehicles (over about 15 feet in length), regardless of the pictures on individual units (these are only decorative).

SMV: Small vehicles. Same as large vehicle units, only these represent vehicles small enough to fit in one hex.

19.1.2 FUNCTION: This describes the vehicle's major intended use. Each vehicle is also numbered for identification. This lettering and numbering system is used to set up scenarios, rather than listing the full names. These are identified as follows:

AAV: Anti-Aircraft Vehicle. Carries an anti-aircraft weapon that is also useful against ground targets.

APC: Armored Personnel Carrier. Used primarily to transport troops to and from the battlefield.

FTV: Flamethrower Vehicle. A vehicle armed with a large flamethrower.

IFV: Infantry Fighting Vehicle. Similar to an APC, but usually more heavily armed and armored. Firing ports are provided to allow passengers to fight from inside the vehicle.

LTK: Light Tank. A small, lightly armored tank.

MBT: Main Battle Tank. A powerful, heavily armed and armored tank.

MCV: Mortar Carrier. An APC or IFV modified to carry a mortar in the vehicle's rear compartment. The mortar can be fired through an open top or a large open roof hatch.

RCV: Reconnaissance Vehicle. A fast, lightly armed vehicle intended more for scouting than for fighting.

TDR: Tank Destroyer. A vehicle primarily intended to destroy other vehicles, particularly tanks.

TRK: Truck. Basic wheeled transportation.

19.1.3 WEAPON NAME: A name designation for the vehicle.

19.1.4 MOVEMENT: The columns in this section provide information for moving the unit.

19.1.4.1 TRACTION: This tells the type of locomotion used by the vehicle. The traction listed here determines the column used on the VEHICLE MOVEMENT FACTOR EXPENDITURE CHART for performing Actions with the vehicle. These are as follows:

W: Wheeled vehicle with single axle drive.

MW: Wheeled vehicle with multi-axle drive.

T: Fully tracked vehicle.

19.1.4.2 MOVE FACTOR: For vehicles this gives the maximum number of movement factors available to that vehicle during an Impulse Phase. If there are two numbers, the vehicle is amphibious. The left number is its movement factor on land, and the right number is its "amphibious movement factor" used in water hexes.

19.1.4.3 CLIMB/FORD: The left number is the *maximum* number of heights of a hill or depression hexside through which a unit may be moved. If the height of a hexside exceeds the given number, the unit may not cross the hexside. *For example, APC2 has a climb number of "2". If a hexside is "3"*

or more heights, *this vehicle may not cross that hexside.* The right number gives the *maximum* depth in inches of water that the vehicle may ford. Deeper water may not be entered. If "A" appears, the vehicle is amphibious, and may be moved through water of any depth.

19.1.4.4 TURRET TURN: This is the maximum number of hexsides that the vehicle's turret can be turned during any single Impulse Phase. Vehicles without a number have no turret, and the entire vehicle must be turned to reface the gun. When setting up, place a turret unit on top of a vehicle unit—this can be turned to show the turret facing during the game. On large vehicles, place the turret unit in the front hex if there is a forward turret and in the rear hex if there is a center or rear turret.

19.1.4.5 WEIGHT: This is the unit's weight, rounded off to the nearest ton.

19.1.5 TARGET SIZE MODIFIER: This is a die roll modifier to use when firing "A" or "H" (used as armor piercing) weapons at vehicles.

19.1.6 VEHICLE HEIGHT: This is the height of the vehicle. Many vehicles show two heights—usually this shows both the height of the vehicle's turret top (the largest number) and the height of the top of its hull. *For example, "3/2" indicates that the top of the turret is "3" heights high and the top of the hull is "2" heights high.* If the letter "T" appears, it shows that the vehicle has a turret, but it is of the same height as the hull (actually, it's slightly higher, but not enough to matter). Other vehicles with only one height listed have no turret.

19.1.7 ARMOR BASIS: This gives the effective resistance to penetration from various angles. "0" indicates no armor. The armor basis numbers work the same as terrain value numbers (see 12.3) when hit. The ARMOR BASIS DIAGRAMS on the Game Cards show the directions to which each armor basis number applies. Armor basis directions are identified as follows:

F: Front armor on a vehicle.

FS: Front-side armor on a vehicle.

RS: Rear-side armor on a vehicle.

R: Rear armor on a vehicle.

T: Top armor on a vehicle. This is used for fire from *any* angle if the firing unit is on top of the vehicle, is in another hex but at least "6" heights higher than the maximum target unit height, is an "H" rifle grenade (these have a higher trajectory than most) or an "H" hand grenade, or is a "F", "G", or "W" weapon that is determined to land on top of the vehicle (see Option 19.3.1.1). "Open-top" vehicles (those not completely covered with a roof) have a letter given for their top armor basis—this letter indicates the size of the opening (see Option 19.3.1.2) to determine if shells go through the opening or hit the top armor. Top armor (when a shell does not pass through an opening it hits the top armor) for vehicles with a letter is always "2".

B: Bottom armor. Used against mines.
TRK: Track (or wheel) armor. Used against mines and for all other hits on this part of a vehicle.

19.1.8 SPECIAL EQUIPMENT: This indicates what special equipment the vehicle carries, as identified below:

D: SMOKE PROJECTOR: These are actually small multi-barrelled mortars that fire smoke shells to the vehicle's or (if present) turret's front firing arc. They are fired like firing smoke shells from mortars, although the vehicle is *not* restricted from other movement factor expenditures when these are fired. The hit number is "3", and the target hex must be exactly 6 hexes from the firing hex. The rate of fire may be up to the number following the "D", each of which may be fired at a different hex. The number following the "D" is also the maximum number of times it can be fired during a game. No reloading is allowed after that number have been fired. Make notes as these are fired.

E: SMOKE GENERATOR: These discharge smoke from the vehicle's rear hex (the smoke is caused by the engine). Any hex or hexes entered by the vehicle's rear hex become and should be marked as smoke hexes. An unlimited number of smoke hexes can be created in this manner, but two movement factors must be expended for each smoke hex created (see Option **19.2.3.1**).

I: INFRARED: This indicates that the vehicle has infrared sights. These have the same effects as NST (see **12.4.7** and Option **16.7.2.1**).

L: LASER SIGHTS: A vehicle so equipped has a "−2" modifier when firing "A" or "H" from its main gun.

N: NBC PROTECTION: The vehicle is equipped to protect its crew and interior passengers from nuclear, biological, and/or chemical contaminations (see Option **27**).

P: PASSIVE NIGHTSIGHTS: These have the same effects as PNS (see **12.4.7** and Option **16.7.2.2**).

S: GUN STABILIZER: A stabilizer keeps a barrel at a constant elevation, and makes firing the main gun while moving more accurate. For stabilizer-equipped vehicles that have expended movment factors, the line on the MOVEMENT MODIFIERS CHART *above* the one normally used is used to determine the movement modifier. *For example, if 3-4 movement factors were expended, use the 2 movement factors expended line.*

OTHER: Not listed, but found on *all* vehicles are a radio (see Option **20.2**) and a telephone (see Option **20.3**). All vehicles carrying missile weapons (weapons 36, 38, 40, 42 and 43) also have one control box included for each gunner/loader crewman that operates missiles on the vehicle.

19.1.9 PASSENGERS: Vehicles may carry other soldiers as passengers in addition to their crews.

19.1.9.1 PASSENGER CAPACITY: The listed number is the maximum number of soldiers, in addition to crewmen, that can be transported by the vehicle. for some vehicles, these transported soldiers ride on the hull and/or turret. If the passenger number is in bold (darker) print, this indicates that the soldiers ride *inside* the vehicle. Passengers riding inside a vehicle are protected by the vehicle's armor (if any). All passengers are placed to show their location in the appropriate "Passenger Boxes" of their Vehicle layout on the Holding Box Cards. 1/3 of the total number of possible passengers riding *on top* of a vehicle may be in any one location (i.e. 1/3 on the bow hull, 1/3 on the turret, and 1/3 on the rear hull) if the vehicle has a turret, or 1/2 each on the bow and rear hull if the vehicle has no turret. Round up all fractions for passenger numbers that do not divide evenly, although the maximum overall number on the entire vehicle may not be exceeded. Vehicles that have a top armor basis that is any value but "0" or a letter, and carry passengers inside may also carry additional passengers on top of the vehicle equal to half (round up odd numbers) of the number that can be carried inside. If some passengers are inside at the same time as others are on the rear hull, make notes as to which are on which.

19.1.9.2 PASSENGER COVER: Passengers riding *on* a vehicle with two heights may, if riding on the hull, use the turret height as "1" height of cover against fire coming from the direction opposite them. *For example, soldiers riding on the rear of a vehicle have a "1" height cover against fire or blast coming over the front hexside of their hex. Soldiers riding on the bow of a vehicle have "1" height cover against fire or blast coming over the rear hexside of their hex.*

19.1.9.3 PASSENGERS OPERATING VEHICLE WEAPONS: Open or shield weapon positions (C, E, F, G, H, or L) may be operated by passengers on top of the vehicle if their height matches the weapon's height.

19.1.10 CREW POSITIONS AND FUNCTIONS: Soldiers representing vehicle crewmen are placed in "Crew Boxes" on their Vehicle Layouts of the Holding Box Card. The crew numbers given in the VEHICLE CHARTS identify the Crew Boxes that are to be occupied and used in the Vehicle Layout. *For example, the M551 "Sheridan" (LTK3) crew positions are "2", "9", "11", and "12", and the soldiers used as crewmen are placed as shown:*

3 B GNL/ L M GNL	6 B GNL/ N LDR/ RDR/R-SGN	15 PST	13 SMG	15 OTHER
6 RFL	5 F GNL/ N GNR/ RDO	8 A K GNR/ H J GNL/ SPJ	16 PST	14 CDR/N/LJ GNL/ A K GNR or GNL/SPJ
2 DRVR-SGN/ B GNL	4 CDR/ SPJ	7 A C D E J K/ SPJ	10 A K LDR/ H J GNL/ SPJ	13 CDR/ SPJ

Only the numbered crew positions specifically given for an individual vehicle are used for the vehicle—all others are ignored and may not be used. Use the "Reduced" Vehicle Layouts for vehicle crews of 1-3 crewmen, and use the "Full" Vehicle Layouts for any size crews, especially larger crews. Make a written note during setup of which Vehicle Layout letter represents which vehicle number. Note that most vehicle guns firing anything but "L" are essentially crew weapons with a two-man crew (gunner and loader)—if one of these is lost or otherwise occupied, an extra Impulse Phase of loading is required, as with other crew weapons. When separate loading is required for a weapon due to the unavailability of either the weapon's gunner or loader, the remaining gunner or loader may be used to perform the separate loading, and, on a later Impulse, the firing of the weapon. Crewmen listed as "GNL" (gunner/loader) can both load and fire during the same Impulse Phase—no separate loading is required unless the weapon's rate of fire requires it. Abbreviations in the Crew Boxes indicate what can be done by a soldier in that position. Alternate positions are available in some vehicles. *For example, in MBT14, crewmen 1 and 3 are both able to act as gunner/loader for the main gun in position B. The controlling player may decide which to use when the main gun is fired. A limited number of functions (separated by "/") may be preformed in each Crew Box, and only one of these during any one Impulse Phase, as explained below:*

CREW BOX 1: DRVR-SGN/B GNL: This crewman is the vehicle's driver (DRVR), operates the smoke generator (if any—SGN), and also loads/fires any bow or fixed forward weapons (B GNL). There *must* be a driver crewman in order for the vehicle to be turned in place or enter a new hex. The weapons may only be fired during an Impulse in which the crewman is not needed as a driver (i.e. no turns in place or new hexes entered). This crewman may operate the smoke generator (if present) while acting as driver, but not while used to fire the weapons.

CREW BOX 2: DRVR-SGN: Same as Crew Box 1, only this crew position does not operate any weapons.

CREW BOX 3: B GNL/LM GNL: This crewman (depending on the weapons present) either loads/fires any bow or fixed forward weapons (B GNL) or loads/fires any rear mounted weapons (LM GNL).

CREW BOX 4: CDR/SPJ: If the vehicle has a leader (CDR = commander), this should be that soldier's position. If there is a smoke projector (SPJ), this crewman may fire it.

CREW BOX 5: F GNL/N GNR/RDO: This crewman (depending on the weapons present) either loads/fires any left side mounted weapon (F GNL), fires any mortar (N GNR), or is an extra crewman (usually the radio man = RDO).

CREW BOX 6: G GNL/N LDR/ RDRVR-SGN: This crewman (depending on the weapons present) either loads/fires any right side mounted weapon (G GNL), loads any mortar (N LDR), or is the *rear* driver (RDRVR), if neither gun is present on the vehicle. Any vehicle with a rear driver may ignore the "double if backing" movement factor expenditure (see Option **19.2.7.1**) when moving in reverse. A rear driver may operate the smoke generator (if present) while moving in reverse.

NOTE: Crewmen 1-6 are all located in a vehicle's *hull* (on large vehicles, 1-4 are in the front hull, and 5-6 are in the rear hull). Crewmen 7-15 are all located in a vehicle's *turret*.

CREW BOX 7: ACDEJK GNL/SPJ: This crewman (depending on the weapons present) loads/fires any turret (A or K), forward mount (C, D, or E), or coaxial (J) weapons. If there is a smoke projector (SPJ), this crewman may fire it. This crewman may operate a weapon or the smoke projector, but not both during the same Impulse Phase.

CREW BOX 8: AK GNR/HIJ GNL/ SPJ: This crewman is used to fire the main turret weapon (A or K) and, also, is the crewman who loads/fires the coaxial and turret top weapon (HIJ) or smoke projector (SPJ), if any are present on the vehicle. Firing the main weapon may be done every Impulse Phase, if the weapon's rate of fire allows and if a loader (Crew Boxes 10 or 11) is also available, as a gunner and a loader together make up a complete crew for a normal rate of fire.

CREW BOX 9: AK GNR/J GNL/SPJ: Same as Crew Box 8, only this crewman does not operate the H or I weapons.

CREW BOX 10 AND 11: AK LDR/HI GNL/SPJ AND AK LDR/SPJ: These crewmen are loaders (LDR) that are used with a gunner (Crew Boxes 8 or 9) on crew served weapons, and may also be used to operate other weapons, as given, if these are present.

CREW BOX 12, 13, AND 14: CDR: These crewmen are all commanders (CDR)—if the vehicle has a leader, this should be that soldier's position. They differ only in what weapons they may be used to operate. Note that crewman 14 is an alternate crewman who may serve as a gunner (GNR) if crewman 9 is unavailable or as a gunner/loader (GNL) if crewmen 7 is unavailable.

CREW BOX 15 OR CREW BOX I AND II: On the Full Vehicle Layouts, Crew Box 15 varies from vehicle to vehicle, and the functions are explained in the VEHICLE CHART notes. On the Reduced Vehicle Layouts, one of the Crew Boxes is always crewman 1 or 2, whichever the vehicle requires, and Crew Boxes "I" and "II" are used to represent whatever crew positions are necessary to complete a particular vehicle's crew. Crew Box I should be the lowest number of these, and Crew Box II should be the

highest. *For example, on a RCV2 (Crewmen 2, 9, 11), Crew Box I should represent Crew Box 9, and Crew Box II should represent Crew Box 11.*

19.1.11 VEHICLE WEAPONS: The Vehicle weapons are listed as numbers which match corresponding numbers on the VEHICLE WEAPON CHARTS. *For example, weapon "9" is the "M242 Bushmaster (25mm)".* The information for all vehicle weapons is found here, working exactly like the WEAPON CHARTS except that unneeded columns are deleted, and there are columns for different types of ammunition (one column for "F", "G", or "W", one for "A" and "L", and one for "H"). The "BL" column is for blast hit numbers, and the "PY" column is for penetration numbers. All vehicle weapons are considered to have unlimited supplies of ammunition of all types available. The *first* weapon listed on the VEHICLE CHARTS for a vehicle is the "main gun" (MGN) to which subsequent information on the chart refers. In some cases, where weapons are very numerous, a notation such as "5×39*" is used to show that there are five identical weapons grouped together. Any weapon listed with a "*" indicates that the weapon can be fired by a Crouching crewman (ie. from inside the vehicle) but must be loaded by a Standing crewman (ie. one with a open hatch, exposed outside the vehicle).

19.1.12 VEHICLE WEAPON POSITIONS AND RULES: The letters denoting weapon positions correspond to the numbers in the Vehicle Weapons column which denote the weapon names. *For example, if the weapons listed are "9, 1" and the positions listed are "A, J", weapon "9" is in position "A" and weapon "1" is in position "J".* For multiple identical weapons, a notation such as "5×A" is used to show these mountings. These positions are identified as follows:

A: FORWARD TURRET: A turret located near the front or bow of the vehicle. In the front hex of a large vehicle.
B: BOW/FIXED FORWARD: A weapon mounted on the front or bow of the vehicle hull. In the front of a large vehicle.
C, D, OR E: FORWARD: A weapon mounted in an open mount (C), in a cupola or remote mount (D), or in a mount protected by a shield (E), located near the bow of the vehicle. In the front hex of a large vehicle.
F OR G: SIDES WITH SHIELD: A weapon protected by a shield located towards the center or rear on the left (F) or right (G) sides of the vehicle. In the rear hex of a large vehicle.
H OR I: TURRET TOP: A weapon mounted in an open mount (H) or in a cupola or remote mount (I) on top of a turret. On a large vehicle, located in the rear hex if the vehicle has a K turret and in the front hex if the vehicle has an A turret.

J: COAXIAL: Mounted beside the main gun. Must be fired at the same target as the main gun (if fired) but *can* be fired at the same time as the main weapon by the same crewman (expending two extra movement factors). It can also be fired separately without the main gun being fired. In the same hex as the main gun on a large vehicle.
K: CENTER/REAR TURRET: A turret located near the center or to the rear of the vehicle. In the rear hex of a larger vehicle.
L OR M: REAR: A weapon mounted in an open mount (L) or in a cupola or remote mount (M) located near and facing the rear of the vehicle. In the rear hex of a large vehicle.
N: MORTAR: A mortar (weapons 20 and 21) mounted to fire through a vehicle's open top or hatch. In the rear hex of a large vehicle.
FIRING PORTS: IFV vehicles have parenthesis following the weapon position letters. These denote the presence of "firing ports" in the sides and/or rear of these vehicles. Firing ports are loopholes in vehicles. They may be used *without* affecting a vehicle's NBC special equipment. An "X" in the first position denotes firing ports on both sides, and a "X" in the second position denotes firing ports to the rear. *For example, "(X, —)" indicates a vehicle with side firing ports but no rear firing ports. "(X,X)" indicates a vehicle with both.* See Option **19.3.9** for the use of firing ports.
NOTE: SHIELDS AND CUPLOAS: A Shield has an armor basis of "2". A Shield provides cover only in the direction of its last play and provides "+1" cover to fire from that direction in addition to the "+1" cover provided by standing in a hatch for a total of "+2" cover. A Cupola (or remote mount) weapon offers complete protection in all directions and above, equaling the vehicle's top armor basis. THE VEHICLE WEAPON POSITION CHARTS on the Game Card shows the information for vehicle weapons and firing ports, depending on their positions, as follows:

PLAY: This is the possible firing arcs into which the weapons may be fired, in reference to the VEHICLE WEAPON PLAYS Diagram. *For example, a Bow/Fixed Forward (B) weapon may be fired only into firing arc "1", or ahead of the vehicle.* Weapons with two or more possible arcs that are not mounted in a turret may be considered to be facing in any desired firing arc by the controlling player when fired. **ELEV/DEPR:** These are the weapon's elevation and depression (see Option **19.1.13**, below), unless given differently for a main gun.
HEIGHT: This in the height of the weapon, unless given differently for a main gun. *For example, a Bow/Fixed Forward (B) position is "Mgn. Ht. −1", or one height less than the height (Ht.) of the main gun (Mgn.). Whatever the height of the main gun, the B weapon is*

one height less. A turret top open (H) position is "V. Ht. +1", or one height more than the maximum height of the vehicle (V. Ht.).

LGV LOC: Location on a large vehicle. Which hex the weapon is in on a large vehicle unit, either "Front" or "Rear". On large vehicles, range is counted from whichever hex contains the weapon according to this chart.

POST: Posture. The posture required by a crewman to operate a weapon position.

NOTES: Some "L" type weapons are noted as firing like tripod machineguns or bipod machineguns. See **12.6.1** and **12.6.2**.

19.1.13 ELEVATION/DEPRESSION:

This column gives the maximum elevation and depression (elevation to the left, depression to the right) of the main gun. Other vehicle weapons work according to the same rules. Depending on a gun's elevation or depression it may be unable to hit a hex at a different height from the gun's height. Using the LINE OF SIGHT CHART, cross-grid the line containing the elevation number if the target is *higher* than the gun's height or the line containing the depression number if the target is *lower* than the gun's height with the column showing the height difference between the gun and the target. The *highest* number found is the *minimum* range at which firing is possible. *For example, a gun with an elevation number of "18" is to be fired at a target hex that is "11" heights higher than the gun. Cross-gridding the "18" line with the "11" column, the result "4-5" is found. The target hex must be at least five hexes from the firing gun in order to be hit. A depression of "0" indicates that the gun may not be fired at lower targets.*

19.1.14 MGN HEIGHT/LENGTH: This

column gives the height of the main gun off the ground, needed for checking lines of sight and elevation and depression, to the left. To the right, if an "X" appears, the main gun has a very long barrel. The gun may not be faced or turned through a direction where the adjacent hex contains terrain higher than the main gun height (the weapon would hit the terrain). If a "−" appears the gun is short and surrounding terrain does not effect its facing.

19.1.15 ENGINE: This gives the number

or less that must be rolled to start an engine fire (see Option **21.2.1**).

19.1.16 EXITING AND ENTERING

VEHICLES: Passengers that ride on top of a vehicle must climb up or down whatever the vehicle's height is to get onto the vehicle (enter) or off of it (exit). Where passengers and/or crew ride inside a vehicle, the height to be climbed to exit and/or enter to or from the *top* of the vehicle is defined to be "1" height, regardless of the vehicle height, if hatches (H) are used. If other methods of exit or entry are listed, the sol-

diers can go from ground level to inside the vehicle or vice-versa with no extra movement factor expenditure. Listed for exiting and entering vehicles are:

A: All round. May exit or enter to or from any direction with no extra movement factor expenditure.

H: Hatches. May exit or enter only from the top of the vehicle—must climb up or down one height to exit or enter.

R: Rear. May exit or enter only directly to or from the rear of the vehicle with no extra movement factor expenditure.

S: Sides. May exit or enter only directly to or from both sides of the vehicle with no extra movement factor expenditure.

NOTE: that turret crewmen (Crew Boxes 7-15) must move to or from the turret top to exit or enter, the hex in large vehicles depending on the turret location, while hull crewman (Crew Boxes 1-6) move to or from the hull top to exit or enter, the hex in large vehicles being front for crewmen 1-4 and rear for crewmen 5-6. Passengers always exit from the rear hex in large vehicles. Soldiers may exit or enter any vehicle whose movement factor expenditure during the Impulse Phase does *not* exceed the soldiers's own maximum movement factor—do not count Combat Action movment factors expended by the vehicle towards this total.

19.1.17 INTRODUCED: The year of in-

troducton, if after 1965.

19.1.18 POINTS: The vehicle's point

value, *not* including crewmen, who are separate. Included in this point value are unlimited amounts of ammunition for the vehicle's weapons, a radio and phone, and control boxes for any missiles carried by the vehicle. If there are two point values separated by a slash, they correspond to the vehicles separated in the Weapon Name column, where the point values are different.

19.1.19 NOTES: Notes are used for clarifi-

cation, information, and special information about specific vehicles. The letters appear in the charts, with the corresponding notes below each chart. Most of these notes are explained elsewhere, or are self-explanatory, but others must be explained here:

19.1.19.1 ALTERNATES: Many vehicles are available with alternate armaments from those listed, crew numbers may change, different special equipment may be available, and designation for these alternate vehicles may be different from that of the "standard". These are listed along with any changes in point values and dates of availability for these changes.

19.1.19.2 COAXIAL MAY ENGAGE SEPARATE HEX: If a note indicates that the coaxial machinegun may engage a separate hex from the main gun, the machinegun may be fired at target units in a different hex (but in the same firing arc) from the main gun's target hex.

19.2 VEHICLE ACTIONS—INTER-PRETING THE VEHICLE MOVEMENT

FACTOR EXPENDITURE CHART: Like soldiers, during each Impulse Phase each involved vehicle may have movement factors expended in performing any desired Actions, which may be performed in any desired order or combination. Vehicles have variable maximum numbers of movement factors available, as given on the VEHICLE CHARTS. An amphibious vehicle moving through water hexes still uses its normal movement factor, but may expend no more movement factors entering water hexes than allowed by its amphibious movement factor. Movement factors not used to enter water hexes may be used for any other Actions. Costs for vehicle Actions are listed in the appropriate columns (depending on the vehicle's traction) in the VEHICLE MOVEMENT FACTOR EXPENDITURE CHART. The possible Actions are discussed below:

19.2.1 ENTER NEW HEXES: A vehicle unit is moved into a new hex from an adjacent hex. Soldiers may be moved through, but not other vehicles. Speed is indicated by the use or not of a speed unit—speed increments "S", "M", and "F" are used only with vehicles. The movement factor expenditure for entering a new hex depends on the terrain in that hex and the vehicle's traction. Vehicles may be backed at a doubled movement factor expenditure (normal expenditure if there is a rear driver). No vehicles may enter ditch, block, bunker, or pillbox hexes.

19.2.1.1 ENTER A SMOKE HEX: When a smoke hex is entered, there is an additional two movement factor expenditure over the normal expenditure for the terrain in the hex.

19.2.1.2 TERRAIN DESTRUCTION—BRIDGE CROSSING: Vehicles are too large to occupy a hex that already contains a wall, fence, hedge, tower, stump, well, tree, roadblock, or wire. Therefore, these features must be "toppled" (trees or towers), "crushed" (hedge, wire, or double wire), or "smashed" (walls, fences, roadblocks, stumps, or wells) when a vehicle enters these hexes. Some vehicles are prohibited ("P") from entering certain hexes, as noted on the VEHICLE MOVEMENT FACTOR EXPENDITURE CHART, and are unable to perform some of these Actions. In addition, not all bridges are strong enough to support all vehicles.

19.2.1.2.1 TERRAIN DESTRUCTION PROCEDURE: Consult the VEHICLE TERRAIN DESTRUCTION TABLES on the Game Cards. The terrain in the hex is automatically destroyed, but the vehicle might also be damaged. To see if the vehicle is damaged, crossgrid the *largest* terrain value in the hex with the vehicle's weight in tons to find the "damage number", and roll the die. If the die number rolled equals or is less than the damage number, the vehicle's tracks are destroyed (see Option **19.3.8** for effects). Also, any vehicle weapon or weapons that face the hex (position "B" and "J" weapons if the "B" weapon is the main gun and the vehicle is going forward, or all "A", "K", and "J" weapons if the turret is not facing *directly away* from the hex entered) or are in open or shield mounts and

are the same or lower height as the terrain are also destroyed. If the die roll exceeds the damage number, the vehicle suffers no damage.

19.2.1.2.2 BRIDGE CAPACITY AND DESTRUCTION: The weight of a vehicle crossing a bridge may cause the bridge to collapse. To see if a bridge collapses, consult the BRIDGE CROSSING TABLES on the Game Card each time a new bridge hex is entered. For large vehicles, do this only when the first hex of the vehicle unit enters the bridge hex. Crossgrid the bridge capacity (given in the scenario) with the vehicle's weight in tons to find the "damage number", and roll the die. If the damage number or less is rolled, the bridge is destroyed and collapses under the vehicle. If damage has reduced the bridge's terrain value, modify the die roll by " −1" for each number of reduction. The vehicle in the collapsed bridge hex automatically has its tracks and any "X" length weapons destroyed and "falls" to the height of the hex below. Large vehicles may have one part of the unit down in the collapsed hex and the other part of the unit still up in another hex.

19.2.1.2.3 MARKING HEXES: Hexes are marked the same as if the terrain had been destroyed by firing (see 12.3.4.2).

19.2.1.2.4 SOLDIERS IN DESTROYED OR COLLAPSED HEXES: Opposing soldiers in a "crushed" hex must be "run down" (see Option 19.5), if possible. Otherwise, they are unhurt. The same applies in the "smashed" or "toppled" hex, except that a soldier climbed Up the smashed or toppled terrain is automatically eliminated (see 12.3.4.2 or, if Wound Options are used, see Option 23.1.3). All soldiers in a "smashed" hex, including those riding on top of (but not inside) the vehicle, may be hit by flying debris—roll the die once per soldier, with a roll of "2" or less causing a hit from the debris. Modify the die number rolled by " −1" per height of the terrain smashed or toppled. Survivors must be run down, if possible. All soldiers in a bridge hex when it collapses (including those under the bridge or in or on the vehicle) must be checked for injury as if they "jumped" the number of heights which the vehicle falls (see Option 15.1.1). Note that for large vehicles, soldiers in a half of the vehicle unit that does not fall "jump" "0" heights. An additional " +5" modifier applies when rolling for these "jumps".

19.2.2 CROSS HEIGHT HEXSIDES: The vehicle is crossed over a hill or depression hexside while going up or down. The movement factors expended depend on the height of the hexside and the traction of the vehicle. The climb number on the VEHICLE CHARTS tells the maximum number of heights in a hexside over which the vehicle may be crossed. If the hexside is higher than the climb number, the vehicle may not cross the hexside or partially climb it. A vehicle may be partially climbed up or down a hexside to use it as cover—movement factor expenditure is the same as if the hexside were totally crossed (see Option 23.5 for cover

effects). Mark the vehicle with a Up posture unit and a height unit, the same as with a climbed soldier, to show its position on the hexside. This height is now added to the heights for a small vehicle or to the entering hex hull and turret heights (if the turret is in the entering hex) of a large vehicle. Note that large vehicles may be located in hexes of different heights.

19.2.3 FIRE WEAPONS OR SMOKE DEVICES:
19.2.3.1 FIRING GUNS AND USING SMOKE: A vehicle may have all of its weapons (except missile weapons) and or smoke projectors fired and/or use its smoke generator during one Impulse, as the crewmen allow. *Each* weapon or smoke device expends movement factors when fired. The movement factors expended to fire other weapons does *not* apply when figuring the firing unit movement factors expended on the MOVEMENT MODIFIERS CHART. The same Impulse used for a vehicle may also be used for any soldiers riding in or on the vehicle, but still only one soldier may be fired in a stack (exception: see Option 19.3.9).
19.2.3.2 FIRING MISSILES: Firing one or more missile vehicle weapon (vehicle weapons 36, 38, 39, 40, 42, and 43) requires expending **all** movement factors. No turning and/or entering new hexes are possible by a vehicle during an Impulse when one or more missiles are fired. One missile per operating gunner/loader (each of which has a control box) may be fired per vehicle per Impulse. If a separation is allowed, a soldier may take (or start with) a control box off of a vehicle and control a missile from another hex.

19.2.4 TURN VEHICLE 1 HEXSIDE IN A HEX: A vehicle's facing is changed one hexside. Large vehicles (LGV) occupy two hexes, and a one hexside turn is performed by turning the vehicle's front hex while pivoting its rear hex into a new hex, as shown below: *THE REAR SWINGS INTO A NEW HEX AS THE VEHICLE TURNS 60 DEGREES.*

Rear hexes may be pivoted into hexes that the vehicle could normally be moved into or into hexes that the vehicle can "crush", but may not be pivoted into hexes prohibited to the vehicle, hexes that must be "toppled" or "smashed", or hexes across a height hexside that the vehicle could not normally cross (either the hexside the rear of the vehicle is moved through and/or the hexside common to the two halves of the vehicle unit). For large vehicles, add the movement factors expended to cross a height hexside and/or to enter the new rear hex to the turning expenditure.
19.2.5 TURN TURRET: The turret's facing is changed, at a movement factor expenditure of one per hexside turned. The maximum number of turret turns allowed per Impulse is found on the VEHICLE

CHARTS. Reface the turret unit to show the change.

19.2.6 PLOT LOADING, WRITTEN COMBAT ORDERS, SIGHTING ATTEMPT, REMOTE OBSERVATION, SURRENDER CALL: These work the same as for soldiers, only vehicle movement factors are expended for each. However, a specific crewman must be designated to perform any of these Actions, and once so designated may not be used for other functions of their position. *For example, if crew 1 is used for one or more sighting attempts, the same soldier may not also function as driver or operate the bow weapon.*

19.2.7 ACTION NOTES: Below the VEHICLE MOVEMENT FACTOR EXPENDITURE CHART are short explanations of the lettered notes that appear in the chart. These are further explained below:
  19.2.7.1 DOUBLE IF BACKING (a): The movement factor expenditure is twice normal if backing. This does not apply to vehicles with a rear driver.
  19.2.7.2 SNOW, SAND, OR MUD (b, c, d, OR e): If the weather conditions are snow or mud, or if the hex is soft, the extra movement factors must be expended for Actions where the letters appear.
  19.2.7.3 DOUBLE FOR DOUBLE WIRE (f): The movement factor expenditure is twice that given if a double wire hex is entered.
  19.2.7.4 PROHIBITED (g OR h): Certain hexes may not be entered by open-topped or wheeled vehicles.
  19.2.7.5 EXPENDITURE FOR 8 TERRAIN VALUES (i): If the terrain value of the largest value terrain in the hex is "8" or less, the given movement factor expenditure is used. If the terrain value exceeds "8", the movement factor expenditure to enter the hex increases by "1" for each value over "8".
  19.2.7.6 LGV TURNS (j): Large vehicles that are turned also must have movement factors expended for the rear hex of the vehicle to enter a new hex (see Option 19.2.4).
  19.2.7.7 STATUS UNIT (k): The Action may not be performed by a soldier marked with a status unit.
  19.2.7.8 NOT CROSS CAVE HEXSIDE (m): A height hexside may not be crossed by a vehicle unit if either hex which the hexside forms a part of is a cave hex.

19.3 FIRING AT AND FROM VEHICLES: Vehicles have different locations that can be destroyed by hits, depending on the type of weapon fired and where the hit occurs.

19.3.1 HIT LOCATIONS WITHIN A VEHICLE HEX: As in 12.7, consideration must be made of exactly where in an impact hex a "G" (or "H" used as a "G") projectile hits when it lands in a vehicle's hex. Combinations are possible. *For example, a "G" hit in an open-topped vehicle's hex re-*

quires a roll to determine if the vehicle is hit, which if it is, must be followed by a roll to see whether the top armor or the open top is hit. These considerations are summarized on the HIT LOCATION TABLES, and detailed below:

19.3.1.1 VEHICLE/HEX: In a hex containing a vehicle, it is necessary to determine if a "G" hit is on the vehicle or in the hex. The chances vary if a large or small vehicle is in the hex. "F" and "W" hits automatically are considered to hit both the vehicle and the hex, at all points.

19.3.1.1.1 SIDE OF HEX HIT: If the hex is hit, another roll is required to determine the side of the hex hit. This hit could still penetrate if the penetration number equals or exceeds the vehicle's armor basis number on the side of the hex hit.

LARGE VEHICLES (3 SIDES) / SMALL VEHICLES (4 SIDES)
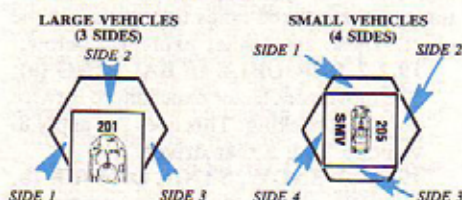
19.3.1.1.2 VEHICLE HIT: If the vehicle has two heights, another roll may be necessary (if it makes any difference) to determine if hull (or part of hull) or turret is hit. For a small vehicle, this gives "three sides"—the front hull, the turret, and the rear hull. The firing player designates which is represented by which side, then rolls the die. For a large vehicle, the procedure is similar, but the hit is already in either the front or rear hex, so this gives only "one side" (no roll required) or "two sides"—the hull (front or rear depending on the hex hit) and the turret (if in that hex). The firing player designates which is represented by which side, then rolls the die.

19.3.1.2 OPEN HATCH OR OPEN TOP: If an open-topped vehicle or one with one or more open hatches (see Option **19.4.2**) takes a "G" hit or an "A", "H", or "L" hit that counts against the top armor basis, it may be necessary to determine if the hit is through the opening or hits the top armor (may make no difference if armor basis can be penetrated anyhow).

19.3.1.2.1 OPEN TOP: Open topped vehicles always have their open top in the rear hull (also where the passengers are carried inside the vehicle), so the rear hull on these must be hit for a chance of passing through the opening. If the proper vehicle location is hit, the die is rolled again, the chances varying with the open top letter (A or B) on the VEHICLE CHARTS.

19.3.1.2.2 OPEN HATCH: Crew members 7-15 have hatches located in the turret. All other crew members have their hatches located in the hull—front hull for crewmen 1-4 and rear hull for crewmen 5-6 on large vehicles. If a vehicle location with one or more open hatches is hit, the die is rolled again, with a roll of "1" required to pass through the hatch.

19.3.1.3 MODIFIERS: For passing through the opening a die roll modifier of

"−3" applies if the range is one hex, "−2" if the range is two hexes, and "−1" if the range is three hexes, applying where shown on the HIT LOCATION TABLES. As in **12.7.5**, these modifiers may be changed to "+", if desired by the firing player. Also, if the firing unit is in the *same* hex (as when dropping a hand grenade or firing "L" weapons through an open hatch), the desired target location is automatically hit.

19.3.2 INSIDE VEHICLE BLASTS: If a weapon's penetration number equals or exceeds the vehicle's armor basis number (except for track hits—a penetrating track hit does *not* penetrate the vehicle)from the direction of the hit or if the shell goes through an open top or hatch, the blast occurs *inside* the vehicle. The blast hit number is rolled once each for each vehicle weapon or the smoke projectors (one roll for all of them), and once each for the engine , stabilizer, radio, and gun sights (this includes laser, infrared, and passive nightsight special equipment—one roll for all of them). A penetrated vehicle automatically loses its NBC protection. Soldiers not hit are Stunned, but other locations not hit are unharmed. *For example, an "A" weapon with a penetration number of "6" and a blast hit number of "4" hits and penetrates the front armor of a BMP1 (armor basis of "3"). Since the blast hit number is "4", a roll of "4" or less will hit. The die is rolled once for each of its two crewmen, once each for every passenger, once for each weapon (weapons 15, 36, and 1) once for the engine, once for the radio, and once for its infrared equipment. Soldiers on the vehicle or in the hex are not checked unless the armor basis in their direction is "0"—otherwise a blast is confined inside the vehicle.*

19.3.3 ON VEHICLE BLASTS: If a vehicle is hit by a "F", "G", "H" (used as "G"), or "W" weapon, but the penetration number is not enough to penetrate the vehicle's top armor basis, the blast occurs on top of the vehicle (height depends on where hit—hull or turret). The blast hit number is rolled once for each possible hit. Roll the die once for each soldier on (but not completely inside the vehicle—this could include Standing crew or passengers) the vehicle, crewmen with open hatches, or soldiers in the hex, the radio, and gunsights (this includes laser, infrared, and passive equipment—one roll for all). For "F" and "W" hits only, check the engine using the "F" or "W" weapon's *penetration number* as its blast hit number for this one check. Soldiers not hit are Stunned, but other locations not hit are unharmed. Blast zone hexes around the impact hex are resolved normally.

19.3.4 IN VEHICLE HEX BLASTS: If a "F", "G", "H" (used as "G"), or "W" weapon hits in a vehicle hex, but its penetration number is not enough to penetrate the vehicle's armor basis where hit (see ARMOR BASIS DIAGRAMS on the Game Cards), the blast occurs in the side of the hex hit. This is resolved the same as with an On Vehicle

Blast except note that soldiers on the far side of the vehicle may be blocked, and the radio and gunsights are not checked. A blast hit is rolled for the track *if* the penetration number equals or exceeds the track armor basis number. Note that for "F" or "W" weapons, which hit both the vehicle and the hex, each individual soldier or vehicle location is rolled for only once, but with the most favorable modifiers. **NOTE: 19.3.2, 19.3.3, and 19.3.4 are summarized in the BLAST EFFECTS ON VEHICLES CHART on the Game Card.**

19.3.5 "A", "H" AND "L" WEAPONS—FIRE AT SPECIFIC LOCATION: "L" weapons have no blast hit number, but can still destroy different vehicle locations if these are hit and the "L" weapon's penetration number equals or exceeds the armor basis number.

19.3.5.1 FIRE AT SOLDIERS ("L"): Soldiers inside a vehicle, even with "0" armor basis, or inside a vehicle that the weapon's penetration number equals or exceeds may be fired at normally by "L" weapons, although the targets are considered to be concealed, so a "+1" modifier to the number rolled applies. This concealment does not apply when firing through an open top or open hatch, or at a Standing crewman or passenger inside the vehicle (these have a cover modifier, but no concealment).

19.3.5.2 FIRE AT TRACKS ("AHL"): Tracks can be damaged or destroyed if hit and the penetration number equals or exceeds the track armor basis number. To fire specifically at a vehicle's tracks, this must be announced before the die is rolled and a modifier of "+3" applies to the number rolled. "A", "H" (used as armor piercing) or "L" weapons may be fired at tracks.

19.3.5.3 FIRE AT ENGINE ("L"): Engines can be destroyed if hit. "L" weapons may be fired specifically at a vehicle's engine if the penetration equals or exceeds the armor basis number in the firing direction. The target must be announced before the die is rolled and a modifier of "+3" applies to the number rolled.

19.3.6 SIDE SHOT AT MOVING VEHICLE: Fast moving vehicles moving across a line of fire are notoriously difficult targets at short ranges. If the target is marked as moving seven or more hexes (speed increments "S", "M", or "F"), and the fire enters its hex from a "FS" or "RS" direction, use one line lower on the MOVEMENT MODIFIERS CHART when firing "A", "H" or "L" weapons.

19.3.7 RECORDING VEHICLE HITS: Eliminated soldiers are removed from play. Other hits should be recorded on paper.

19.3.8 EFFECTS OF VEHICLE HITS: CREW: Eliminated crewmen leave their Crew Box on a vehicle empty. These crewmen may be replaced only by other soldiers with the correct skills if Option **22.1.11** is used.
WEAPONS OR SMOKE PROJEC-

TORS: Hit vehicle weapons or smoke projectors may no longer be fired.

ENGINES: A hit engine means that the vehicle may no longer be turned in place or moved into new hexes or up height hexsides. A smoke generator may not be used with a hit engine. The maximum number of movement factors allowed for the vehicle is reduced to "4". A destroyed engine may catch fire (see Option **21.2.1**).

RADIO: A hit radio means no redio communications.

GUN STABILIZERS: A hit stabilizer eliminates its effect (see Option **19.1.8**).

GUNSIGHTS: This includes special equipment "I" (infrared nightsight), "L" (laser), and "P" (passive nightsight). A gunsight hit ends their effects and *also* adds a "+2" modifier for firing the maingun.

NBC: The NBC protection of the vehicle is lost (see Option **27**).

TRACKS: For "W" and "MW" vehicles, a penetrating track hit reduces the vehicle movement factors by one-half (round fractions down) for turning in place or entering new hexes, although there is no reduction for use in performing other Actions. A second penetrating track hit on "W" or "WM" vehicles destroys the track. One penetrating track hit on "T" vehicles destroys the track. Vehicles with destroyed tracks may no longer be turned in place or moved into new hexes or up height hexsides, but otherwise have their full number of movement factors available for other Actions.

NOTE: If engine and/or tracks are destroyed, *immediately* remove any speed unit with the vehicle. It has "stopped". If tracks are damaged, reducing speed to less than that of the current speed unit, change the speed unit to show the current maximum allowable speed unit.

19.3.9 SOLDIERS FIRING OUT OF VEHICLES: Soldiers riding on vehicles and firing major personal weapons or equipment (as opposed to firing the vehicle's weapons from crew positions) are still restricted to firing only one weapon per hex (see **6.3.1**). Soldiers riding inside a vehicle without firing ports must be Standing to fire, unless firing at a soldier on top of the vehicle through the opening (if any) or through open hatches. In vehicles that do have firing ports, one Crouching soldier may fire in *each* direction using only one Impulse. This is an exception to the rule allowing firing by only one soldier per hex. Only "L" weapons may be fired through firing ports. Treat firing ports as loopholes for all purposes.

19.4 SHIFTING CREW POSITIONS— CREW POSTURES—OPENING AND CLOSING HATCHES: Although crewmen move along with their vehicle, they may also be performing some independent Actions.

19.4.1 SHIFTING CREWMEN: A soldier in one Crew Box may be "shifted" to another of the vehicle's Crew Boxes. Sim-

ply move the soldier into the new Crew Box. This shift expends no vehicle movement factors, but does prevent the crewman from performing any other Actions in either Crew Box during that Impulse. Posture may be changed as part of a shift.

19.4.2 VEHICLE CREW POSTURES: Instead of using posture units, the postures of vehicle crewmen are shown by their facing on the Vehicle Layouts as shown on the POSTURE DIAGRAM on the Holding Box Cards. Crew postures determine if their hatches are open or closed. A vehicle with all hatches closed is "buttoned" or "buttoned up", which affects observation (see Option **18.2**). Changing posture is performed the same as shifting crew positions, and both may be done together at the same time.

PRONE: Crewmen will not normally be Prone, but may be forced into this posture if Stunned. Prone crewmen may not be used to perform any vehicle Actions.

CROUCH: In a vehicle, this represents "sitting" and is the usual posture. Heads are lower than the vehicle sides and/or the crewman's hatch is *automatically* closed. Crouching crewmen may be used to perform all vehicle Actions except firing C, E, F, G, H, or L weapon positions.

STAND: In a vehicle, this represents the head and body appearing over the sides of the vehicle and/or having that crewman's hatch open (either the vehicle is open topped or there is a "hatch" that can be opened). Crewmen must be Standing to load and fire C, E, F, G, H, or L weapon positions. Standing crewmen may *not* be used to load or fire other weapon positions or smoke projectors, although they may be used to perform all other vehicle Actions. A Standing crewman has "1" height of cover (if the armor basis cannot be penetrated, otherwise, only concealment) for the usual "+1" die roll modifier. A Standing crewman is "1" height higher than the hull or turret (depending on position), and can be used for "normal" sighting (see Option **18.2.2**).

NOTE: Opening and closing hatches expends no movement factors— it is an automatic result of a crewman's posture. If a crewman is hit, or Stunned and forced Prone, the hatch remains as it was when the crewman was present, and may not be changed until recovery or another soldier is shifted to the Crew Box (place a posture unit in the Crew Box to show hatch as Closed = closed, Crouch = open when not revealed by crewman's posture).

19.4.3 BREAKING OPEN HATCHES: This is performed and resolved like an attempt to break open a door or window (see **11.1.10**). A breaking attempt may be made by an opposing soldier located on top of the vehicle, and a roll of "4" or less succeeds. Once broken open, a hatch remains open for the remainder of the game (note, if necessary).

19.5 VEHICLE RUN DOWN SOLDER: A vehicle that is moved into a hex containing opposing soldiers may be used to attempt

to "run them down". To do so, a moving vehicle must enter at least enough new hexes to be in at least speed increment "S" during the Impulse (some or all of these hexes may be entered after the run down attempt. To avoid the vehicle, the die is rolled once for each opposing soldier in a hex or hexes entered by the vehicle—if "5" or less is rolled (or the soldier's reflex number or less— see Option **22.1.6**) the vehicle "misses". If not, the soldier is eliminated. The player controlling a "missed" soldier decides which side of the vehicle is the soldier's location after the "miss" (mark with a direction unit).

20. REMOTE OBSERVATION AND COMMUNICATION

20.1 REMOTE OBSERVATION— INDIRECT FIRE CAPABILITY: The notes on the WEAPON CHARTS indicate which weapons have an "indirect fire capability"—only these may be used with "remote observation"—i.e., with mortars.

20.1.1 OBSERVERS: For remote observation, a soldier who is not part of the mortar crew is used to "observe" for the mortar's firing. The mortar may be placed so as to have a blocked line of sight to the target hex. The soldier used as an "observer" must be within a five hex, unblocked line of sight range of the mortar for voice communications, or both soldier and mortar crew must have and be able to use radios or (with a mortar carrier vehicle) phones.

20.1.2 REMOTE OBSERVATION ORDERS: Remote observation is a written order—the notation indicates the observer's number, the order, and the target hex (i.e. "43-Observe-1A8"). Initially, an observation order must be written during an Impulse Phase. The observation order must then be repeated and the mortar fired at the plotted target hex during the *next* Impulse Phase for their side, using separate Impulses for the mortar and observer, *if* the observer has not been eliminated or marked with a status unit and the observation order cannot be maintained (soldiers marked with a status unit may not be used to perform remote observation). The modifiers that apply to this fire are figured from the remote observer's location, not the mortar's location. Shifting fire to a new hex using a remote observer causes another Impulse Phase delay to write another initial observation order, but, if the same hex is fired at repeatedly (see Option **16.7**) for adjusted fire, the remote observer's plotted location can be used for this firing with no delays, as long as the observer is not eliminated or marked with a status unit.

20.2 RADIO COMMUNICATION: A pair of radios can be used for remote observation, sharing sighting information, or for sending messages from player to player in multi-player games (see Options **17.2**, **18.2.4**, and **18.3.1**). A pair of radios require a clear line of sight between them in order to be used. On vehicles, the radio may be operated by any crewman. Radios have an unlimited range and radio communication ex-

pends no movement factors.

20.3 PHONE COMMUNICATIONS: A vehicle with a phone (these are carried outside the vehicle) may be in voice communication with any soldiers riding on the vehicle and/or sharing a vehicle hex, even if the vehicle is totally "buttoned". Phone communications expend no movement factors.

21. FIRES

Buildings, terrain, and vehicles may catch "Fire", and, once "burning" may spread to other hexes.

21.1 TERRAIN FIRES: As long as the scenario indicates that Fires are "Normal" (see scenario Special Rules), fires may be started and burn in hexes containing trees, stumps, scrub, hedges, wooden, bamboo or brush walls, fences, or bridges, roadblocks, rubble, and/or towers. If the scenario indicates "Dry" conditions, clear hexes may also have Fires. If "Wet" conditions are indicated, no terrain will burn due to "G" (or "H" used as "G") weapon blasts, only due to "F" or "W" blasts.

21.1.1 STARTING TERRAIN FIRES: If a hex is the impact hex for a "G" (or "H" used as "G") weapon or the impact hex *or* blast zone hex for a "F" or "W" weapon, there is a chance that a Fire will start in the hex. Roll the die again for each hex where a Fire may start. If a "1" or less is rolled for a "G" weapon (except in "Wet" conditions), or a "4" or less for a "F" or "W" weapon, a Fire starts in the hex. If this Option is used, "F" and "W" weapons do *not* damage or destroy terrain by reducing its terrain value, they may only hit and/or Stun soldiers and/or start Fires in hexes.

21.1.2 MARKING TERRAIN FIRES: Mark Fire hexes with flame units to show that the hex is burning *and* creating smoke from the Fire. Once started, a Fire burns for the rest of the rest of the game.

21.1.3 SPREADING TERRAIN FIRES: At the start of each Turn, during the Fire Phase, any player may roll the die once per Fire hex to see if the fire in a hex will spread. If "7" or more is rolled, the fire does not spread. If "1-6" is rolled, the number rolled indicates the direction (referring to the directional hex) that the fire will spread into an adjacent hex *if* that hex contains terrain that can burn. Mark any new fire hexes with fire units when a Fire spreads.

21.1.4 SPREADING FIRE HEIGHTS: When a fire first starts in a hex, consider it to be present up to three heights up and three hexes down from where it started. After that it will automatically be considered to spread another three heights up and down during every subsequent Fire Phase. Thus, a Fire would spread up a tree or building at a rate of three heights every Turn—obviously, if the terrain does not contain the heights, there will be no vertical spread of a fire within a hex.

21.2 VEHICLE FIRES: Vehicles may burn regardless of the scenario weather.
21.2.1 STARTING VEHICLE FIRES: If

any vehicle gun capable of using "A", "G", and/or "H" ammunition or the engine is hit, roll the die again to see if a Fire starts in the vehicle (once per hit). To start a fire a roll of "3" or less for a gun hit or the engine number (see Engine column on VEHICLE CHARTS) or less for an engine hit indicates a Fire is started *inside* (effects only soldiers *inside* the vehicle) that vehicle (both hexes if a large vehicle). Vehicles *do not* automatically catch on fire if hit by a "F" or "W" weapon or if located in a Fire hex.

21.2.2 MARKING VEHICLE FIRES: Vehicle Fires should be noted on paper.
21.2.3 SPREADING VEHICLE FIRES: During the Fire Phase after a vehicle Fire starts, the Fire will automatically spread from inside the vehicle to the exterior of the vehicle. During the next fire Phase after that, the Fire will automatically spread to the hex or hexes containing the vehicle, if the hexes contain terrain that can burn. At this time, the hex can be normally marked as burning terrain. Normal spread of a Terrain Fire follows on later Fire Phases.

21.3 FIRE EFFECTS: Any Fire hex is also a smoke hex, with the normal smoke hex rules (smoke is "5" heights, "+3" firing modifier). Note that a *Fire* started by a "W" weapon causes "+3" smoke. Any soldiers or vehicles in a Fire hex are handled as if in the impact hex of an "F" weapon with a blast hit number of "6" and a penetration of "1", except that, if missed, they are *not* Stunned. This is checked *every* time a unit starts or stays in, enters, or passes through a burning hex of their side during every Impulse Phase of their side.

NOTE: Fire rules are summarized on the FIRE CHART on the Game Card.

22. INDIVIDUAL PERSONAL CHARACTERISTICS

The rules covered so far have concentrated on the quality of the equipment. The personnel using the equipment could be as or more important than the quality of the equipment. A key element in military command at the level covered in the game is *knowing* the soldiers and their abilities, and placing them in positions to make the best use of their *individual* capabilities.

22.1 DETERMINING PERSONAL CHARACTERISTICS—RULES FOR USE: Personal characteristics are determined before a game starts by rolling the die and referring to the CHARACTERISTICS TABLE on the Game Card. These characteristics are recorded on a copy of the CHARACTER SHEET (see the back of one of the Holding Box Cards—players have permission to copy the CHARACTER SHEET for their *own* use). In addition to recording personal characteristics, the CHARACTER SHEET can be used as an organization list by writing equipment and ammunition notations in the last column. The die is rolled once for each of the

different personal characteristics for each soldier used, and crossgridded on the appropriate column of the CHARACTERISTICS TABLE on the Game Card. Enter the results in the columns of the CHARACTER SHEET copies. One copy is usually sufficient for one squad, although larger squads may require two copies each. Regardless of modifiers, no modified die roll can be considered to be less than "1" or more than "10." Using a pencil, CHARACTER SHEET copies should be filled out as follows:

22.1.1 NAME AND NUMBER: If desired, give each of the soldiers a name. Ideas for names of the appropriate nationalities can be obtained from movies or books, or by thumbing through a phone book. List these names, one per line, for every squad member.

22.1.2 SPEED: Roll the die once per soldier, filling in the resulting numbers in the Speed Column. The resulting number is the maximum movement factors available for that soldier. Note that it is possible to have "slow" soldiers with only three movement factors, and also "fast" soldiers with five movement factors—leaders do not automatically get five movement factors when this Option is used. Any soldier with five movement factors may enter no more than four new hexes per Impulse.

22.1.3 STRENGTH: Roll the die once per soldier, filling in the resulting letters in the Strength Column.
22.1.3.1 WEAK SOLDIERS (W): If the result is "W", the soldier is "weak". For "weak" soldiers, a die roll modifier of "+1/−1" applies for attacking/defending in melee, "+1" for attempts to break down doors, windows, or hatches, and hand grenades are fired one hex less than normal for all postures.
22.1.3.2 NORMAL SOLDIERS (N): For a "N" result, the soldier is "normal" strength, and no new modifiers apply.
22.1.3.3 STRONG SOLDIERS (S): For a result of "S", the soldier is "strong". For "strong" soldiers, a die roll modifier of "−1/+1" applies for attacking/defending in melee, "−1" for attempts to break down doors, windows, or hatches, and hand grenades may be fired one hex more than normal in all postures.

22.1.3.4 VERY STRONG SOLDIERS (V): If the result is "V", the soldier is "very strong". All "strong" modifiers apply, except that a hand grenade can be fired two hexes more than normal in all postures. For both "strong" and "very strong" soldiers, use the hit number for the grenade's normal maximum range when the range exceeds this. For melee, if more than one soldier of a side is in a melee, the modifier to be used is based on the *strongest* soldier in the hex for that side.

22.1.4 CONSTITUTION: Roll the die once per soldier, filling in the resulting

Roman Numerals in the Constitution Column. The die number rolled is modified by "+1" if the soldier's strength is "S" or "V". The constitution can change wound and impact effects as shown on the WOUND TABLES—use when the soldier is hit, as explained in Option 23.1, but check the appropriate column headed by the soldier's Roman Numeral instead of always using Column III.

22.1.5 EYESIGHT: Roll the die once per soldier, filling in the resulting numbers in the Eyesight Column. The number resulting is a die roll modifier ("0" means no modifier) used when that soldier makes sighting attempts (see Option 18.2.2).

22.1.6 REFLEXES: Roll the die once per soldier, filling in the resulting numbers in the Reflex Column. The resulting number is the soldier's "reflex number". If this Option is used, the reflex number is used instead of "5" (see Option 19.5) in attempts to avoid vehicle run downs. Also, a reflex number of at least "6" is required to climb trees, and a reflex number of at least "8" is required to climb building walls or height "3" or more fences. A soldier with a reflex number of at least "8" may return throw a fuse hand grenade (see Option 16.1) if a "3" or less is rolled.

22.1.7 DRIVING: Roll the die once per soldier, filling in the resulting letters in the Driving Column. The die number rolled is modified by "−2" for a soldier from a developed nation, or by "+1" for a soldier from an undeveloped nation (most countries not located in North America or Europe). If the result is "T", the soldier may be used as the driver for *any* vehicle. If the result is "MW", the soldier may be used as the driver for any vehicle except "T" ("tracked") vehicles. If the result is "W", the soldier may be used as the driver for "W" ("wheeled") vehicles only. If the result is "No", the soldier may not be used as a driver. For squads that include attached vehicles, if not enough soldiers are rolled to drive the attached vehicles, any soldiers may have their letters changed to provide one driver with minimum skill required to drive each vehicle. Driving skill includes the ability to operate smoke generators.

22.1.8 SWIMMING: Roll the die once per soldier, filling in the resulting answers in the Swimming Column. the die number rolled is modified by "−2" if the soldiers are part of a Marine and/or Commando or other special forces squad. If the result is "Yes", the soldier may be used to perform swimming Actions, if "No", the soldier may not be used to perform swimming Actions.

22.1.9 EXPERIENCE: Roll the die once per soldier, filling in the resulting numbers in the Experience column. These "experience numbers" influence the Motivation and Skill rolls, but have no other function in the game.

22.1.10 MOTIVATION: Roll the die once per soldier, filling in the resulting numbers in the Motivation Column. The die number rolled is modified by "−1" if the soldier's experience number is "1" or "2", and by "+1" if the soldier's experience number is "8", "9", or "10". This "motivation number" is used to determine if a soldier will do what the player wants. When a player wishes to use an Impulse with a soldier, an announcement to this effect must be made, then a die roll made. If the die number rolled is the motivation number or less of the soldier in the hex with the *largest* motivation number, all soldiers in that hex may be used normally for that Impulse. If the die roll exceeds the motivation number, none of the soldiers in that hex may be used to perform Actions during that Impulse Phase, and the Impulse is wasted. The motivation number is also used for recovering from wounds (see Option 23.1.5).

22.1.11 SKILL: These columns show a soldier's skill and familiarity with various weapons. The eight columns are each used for a different weapon type or equipment type, and each requires a separate die roll. The number of columns a soldier may use depends on the soldier's experience number—see modifier e. in the CHARACTERISTICS TABLE. *For example, a soldier with an experience number of "3" could use five columns.*

22.1.11.1 WEAPON AND EQUIPMENT LISTINGS: Each column has a horizontal line dividing it into two sections. In the top section write the weapon or equipment identification that the column represents for the soldier—these may be any types, including enemy weapons although most should be for weapons used by the soldier's country, and may be different for each soldier. These should be written *before* the die is rolled. The weapons or equipment listed are the *only* ones that soldier may be used to operate. For vehicle and weapon unit crewmen, be sure that the soldier has the skills to operate these weapons by being sure to list them.

22.1.11.1.1 NATIONAL WEAPONS AND EQUIPMENT: A listed weapon normally covers an entire type of weapon or equipment used by one nation. *For example, listing "RFL" for an American soldier would include all American rifle types (RFL6, RFL8, RFL10, RFL13, RFL14, and RFL19) listed in the National Equipment List for the*

United States. Listing "ERFL" (the "E" stands for "enemy") would include all enemy (whoever the enemy happens to be) rifle types. Skill with a missile also indicates skill with its control box. Anyone may use body armor, any hand grenades, phones, NBC suits, or anything that may come with a weapon that has been listed (bipods, rifle grenade launchers, nightsights, scopes, and/or bayonets)—no extra columns are needed. Use the standard abbreviations for weapons and equipment.

22.1.11.1.2 VEHICLE WEAPONS AND EQUIPMENT: List "MGN" (for "main gun") to indicate that a soldier may be used to operate any vehicle weapons and smoke projectors.

22.1.11.1.3 TECHNICAL: List "TCH" (for "technical") to indicate that a soldier may be used to operate mines, demolition charges, and radios.

22.1.11.2 FINDING SKILL NUMBERS: For most columns, roll the die once per soldier per column, filling in the resulting numbers as they are rolled. For each roll, the die number is modified by "−1" if the soldier's experience number is 1, 2, or 3, by "+1" if the soldier's experience is "9" or above, by "+1" if the weapon type is one used by the soldier's own country, and/or by "−1" if the weapon is an enemy weapon type. For "TCH" no die roll is necessary, simply list a "0". The results are firing modifiers when a type of weapon is fired by a soldier.

22.1.12 WEAPON AND NUMBER: Now look over the personal characteristics of your soldiers. Decide what weapon you wish each to carry (the available weapons depend on what the squad carries) and fill in that weapon name and number in the Weapon and Number column. Then select an appropriate unit counter of that weapon type, and add the identification number in the Name and Number column.

22.1.13 LEADERS: Now decide which soldiers will be the leaders. Fill in "C" (for officers), "S" (for squad leaders), and "A" (for assistant squad leaders) in the appropriate lines in the Rank Column. *Immediately* raise these leader's motivation numbers by "1" for their promotions, and write the new motivation numbers in their Motivation Columns. A sample line for "Private Jones" is shown filled-in below:

					PERSONAL CHARACTERISTICS													
CHARACTER SHEET (OP.22)																		
NAME AND NUMBER	WEAPON AND NUMBER	RANK	SPEED	STRENGTH	CONSTITUTION	EYESIGHT	REFLEXES	DRIVING	SWIMMING	EXPERIENCE	MOTIVATION	SKILL					BATTLES	WOUNDS	PERSONAL AND EXTRA EQUIPMENT AND AMMUNITION
												RFL	GLR	RPL	MT	TCH	ERFL			
JONES 8	RFL10	R	4	N	III	0	6	W	Xes	5	7	−1	6	+1	0	0	0	4	—	3×HGN3

B22.2 TOUR OF DUTY: If players wish to continue using the same "surviving" soldiers from game to game, they can simply play any agreed-upon number of scenarios in succession to represent a "tour of duty", and plug-in their named soldiers for some or all of the required units in each scenario. Soldiers may have their major personal weapons and equipment changed between scenarios.

22.2.1 GAINING EXPERIENCE: Players may wish to allow their soldiers to "improve" with time, as a tour of duty progresses. After each game that a soldier survives, place a mark in the Battles Column on the Character Sheet next to the soldier's name. For every *two* "battles" (i.e., scenarios where used), a soldier's experience number can be raised by "1" (the maximum allowed is "10")—erase the old experience number and write in the new one. If this raise allows a new Skill Column to be used, a new weapon may be written in and rolled for. Every time the experience number is increased, the motivation number can be rolled again (including, if any, the modifier caused by the new experience number). If the new motivation number is higher than the old one, the new one may be substituted for the old one—otherwise keep the old motivation number.

22.2.2 PERMANENT LOSSES—REPLACEMENTS—PROMOTIONS: If the Wounds and Cover Options are *not* being used, roll the die once for each soldier eliminated in a game—a roll of "4" or less means that the soldier can recover and be used in future games, and a roll of "5" or above means that the soldier will not return and may not be used again. If the Wounds and Cover Options (see 23) apply, all soldiers that were killed, taken prisoner, or wounded (not weapon or minor wounds) at least twice in a game are gone for good—all others can recover and be used in future games. New named soldiers must be rolled for in the normal way to provide "replacements" for the permanent losses. Any permanent leader losses must be replaced by "promoting" another soldier to fill the slot—this promotion causes the usual "+1" increase in the soldier's motivation number.

22.3 AWARDS AND CITATIONS: Every army employs some sort of reward system to encourage the soldiers, even if it's only a handshake or a slap on the back. In any Umpired game, players may nominate any of their soldiers that they felt performed outstandingly for an "award". The Umpire decides if the "award" is warranted. If so, an "awarded" soldier may have a "1" increase in motivation number.

23. WOUNDS AND COVER

Option 23.1 may be used alone or with Options 23.2-23.5.

23.1 WOUNDS: Whenever a soldier is hit, instead of being automatically eliminated, the WOUND TABLES on the Game Card is

used. Roll the die again for *each* hit on the soldier. Crossgrid the number rolled with the Wound Location Column to see *where* the soldier is hit. Follow this line across to the III Column (or one of columns I—V, depending on the soldier's constitution if Option 22.1.4 is used) to find the effects of the wound or wounds.

23.1.1 WOUND EFFECTS: Record a soldier's wounds in its Wounds column of a Character Sheet, or in its line on an organization list.

"K": The soldier is "killed" and eliminated. A soldier can also be "killed" by any combination of two head, chest, body, and/or groin wounds, or if wounded (except weapon or minor wound) while swimming.

"X": The soldier is "incapacitated" by wounds and is eliminated for the remainder of the game, although not "killed". A soldier can also be "incapacitated" by any combination of two arm and/or leg hits. An incapacitated soldier is automatically made Prone.

"DFMS": Depending on the number listed with the letters, this will be an *unfavorable* modifier to the die number rolled for firing ("F") or melee ("M"). This number is always positive for firing or attacking in melee and negative for defending in melee. The number may also indicate a reduction in the soldier's speed ("S"—ie., a reduction in the soldier's maximum number of movement factors). *For example, "1S" shows that a soldier's maximum movement factor is reduced by "1".* A "D" indicates that the soldier is "knocked down" (made Prone) when hit—mark the soldier Prone as the "D" does not have to be written down. *For example, a soldier takes a leg ("L") wound with "2DS" effects. The soldier is marked as Prone (for the "D") and the notation "L2S" is made in the soldier's wound column to record the leg wound and the speed reduction of two movement factors.* "—": No effects (except for the wound itself).

MELEE WOUNDS: Soldiers wounded in a melee are also automatically Stunned.

23.1.2 IMPACT: "K", "X", or "D" soldiers are always knocked down and become Prone when hit. Stunned soldiers also become Prone. Other wounds will knock down a soldier only if the impact number (see on the WEAPON CHARTS) of the fired "L" weapon is "S" or a number that equals or exceeds the number on the Impact Line at the bottom of the WOUND TABLES ("3" in the III column). If the impact number is "S" or *exceeds* the number on the Impact Line, the soldier is also Stunned.

23.1.3 FALLING: Any soldier in an Up posture will "fall" if knocked down. This fall may inflict additional wounds—use the Jump procedure (see Option 15.1.1) for a fall, but a "+5" modifier to the die number rolled applies. This may also be used for soldiers Up a tree, wall, or fence when the terrain is "toppled", "smashed", or just destroyed instead of an automatic elimination (see 12.3.4.2 and Option 19.2.1.2.4).

23.1.4 WEAPON HITS: A "weapon" hit may eliminate weapons or equipment or may only cause a minor wound, depending on the circumstances.

23.1.4.1 WEAPON UNIT HIT: If a hit soldier is a crewman in a hex with a LCW or MSL weapon unit, that weapon unit is destroyed and removed from play.

23.1.4.2 WEAPON OR MINOR WOUND: Roll again if a weapon "wound" is rolled, and the soldier is not a crew member. If "1-6" is rolled, the soldier suffers a "minor wound", which has no effect (unless the soldier is swimming—see Option 23.1) other than that the soldier may have to be marked Prone. If "7" or more is rolled, the hit *is* a weapon hit, handled as follows:

23.1.4.2.1 HIT MAJOR PERSONAL WEAPONS: If the hit soldier has a major personal weapon, that weapon is destroyed and may no longer be used (cross off the soldier's weapon notation). A hit flamethrower will immediately "explode" if hit—treat the hex as an impact hex for the weapon.

23.1.4.2.2 HIT EQUIPMENT OR AMMUNITION: If the hit soldier's major personal weapon is already gone (including any extra major weapons that may be carried—see Option 16.8), count a weapon wound as a "miss" unless the soldier carries one or more of the following items: AMO, BNC, CBX, DMC, HGN, HRG, LPL, RDO, RGN, or SHG. If one or more of these is present, one of them may be hit. If more than one is present, the players should use a competitive die roll to determine which player chooses the item to be hit. A hit grenade (any type), DMC, or any AMO round will immediately explode if hit—treat the hex as an impact hex for the weapon.

23.1.5 MOTIVATION TO RECOVER: This applies only if Option 22.0 is used. Any soldier knocked down as a result of a non-incapacitating wound requires an *individual* die roll to be used to perform Actions. This die roll requires an Impulse or an activation in the hex, and can be made once per Impulse Phase until it succeeds. The die roll must equal or be less than the soldier's motivation number.

23.2 COVER EFFECTS: If this Option is used all cover, loophole, and body armor modifiers used when firing "B", "C", or "L" weapons are no longer used. Instead, if the soldier is in cover, once the wound location is known, the COVER EFFECTS CHART on the Game Card is consulted. Find the height or type of cover in the left column of the Chart, then crossgrid with the column showing the soldier's posture when hit. The letters found show the wound locations protected by the cover—if this matches a wound location, that hit counts as a "miss" (i.e., the cover was hit instead of the soldier). "None" indicates that the soldier cannot be hit.

23.3 CARRYING WOUNDED: Wounded soldiers may be acquired (picked up) or discarded (set down) just like weapons and

equipment. While moving with ("carrying") a wounded soldier, the carrying soldier's maximum movement factor is reduced by "2", if alone, or by "1", if two soldiers are carrying one wounded soldier. No discards are necessary to carry a wounded soldier. If Option 15.2 is being used, treat a wounded soldier the same as 20 points of equipment (split to 10 points each if two soldiers are carrying).

23.4 DEFILADE COVER:
For all previous rules, a unit must actually be in the hex with the cover to gain its protection. Using this option, the LINE OF SIGHT CHART on the Game Card is used to determine if blocking terrain may offer some cover to the target unit. Check the line of sight for *each* height of a target unit to see if the line of sight to some heights is blocked. If one height is completely blocked the target unit has "1" height of cover, if two heights are completely blocked the target unit has "2" heights of cover, etc. *For example, if the line of sight to a Standing soldier is blocked at "1" height, but not blocked at "2" heights, the soldier has the cover effects of "1" height (see the COVER EFFECTS CHART if Option 23.2 is used, or the usual cover modifiers if not).*

23.5 VEHICLE COVER:
If defilade cover (see Option 23.4) is used, or if a vehicle partially climbs a height hexside or is behind a fence, etc., a vehicle may have some cover. If "1" or more heights are covered, the track cannot be hit. A "+1" modifier applies per height of cover when firing at a covered vehicle.

23.6 WOUNDED AS CASUALTIES—SCENARIO VICTORY POINTS:
If this option is used, all wounded soldiers are still counted as casualties for victory points in the scenarios, except for soldiers with only a weapon hit and/or minor wound. Also, wounded soldiers (except for only weapon hits and/or minor wound) may never be counted as "surviving" for victory points in the scenarios.

24. MORALE

Morale is that intangible quality that affects a military organization's ability to perform in the stress of combat. Losses are demoralizing, and can reduce combat effectiveness.

24.1 REDUCTION OF SEQUENCE UNITS:
This rule reduces a squad's efficiency as it takes casualties. The SEQUENCE UNIT REDUCTION CHART section of the MORALE CHARTS on the Game Card is used during the Morale Phase of each Turn. For each squad, crossgrid the number of soldiers that were part of the squad at game's start with the number of sequence units allowed the squad at the game's start. The numbers found show if any reduction in the number of sequence units is required. The left number shows the number of soldiers lost, and the right number shows

the corresponding loss of sequence units available. *For example, if the numbers "2/1" appear, this indicates that for every two soldiers lost by the squad since the game began, there should be a reduction in the number of sequence units for that squad. For "2/1", if five soldiers were lost, there would be a reduction of two sequence units, and if six soldiers were lost there would be a reduction of three sequence units from the original number of sequence units for that squad.* Remove excess sequence units and/or designate certain letters not to apply to certain squads.

24.2 PANIC:
Losses may "panic" troops, making them totally ineffective.

24.2.1 AUTOMATIC PANIC:
When *all* sequence units have been removed for a squad, it will automatically panic.

24.2.2 PANIC CHECKS:
A squad may also panic before automatic panic is reached. During the Morale Phase of every Turn, *after* removing excess sequence units (see Option 24.1), check the PANIC CHART section of the MORALE CHARTS on the Game Card. For each squad, crossgrid the sequence unit reduction with the number of sequence units for the squad at the start of the game. The number found is the "panic number". This does not have to be done for squads that have no reductions. Roll the die for each reduced squad—if the panic number or less is rolled, the squad will not panic, and can be used normally during the coming Turn. If the roll exceeds the panic number, the squad is "panicked". A "−1" modifier to the die roll applies for squads designated as "defenders" in a scenario, and a "+1" modifier applies for squads that have lost all their leaders. On the Morale Phases of Turns after a squad panics (except for automatic panics), the roll can be made again, after checking for sequence unit reductions due to new casualties *and* soldiers that have exited the mapboard due to panic movement. If the panic number or less is rolled during this later panic check, the squad is not longer panicked—otherwise it continues panic movement during the coming Turn.

24.2.3 PANIC MOVEMENT:
All soldiers in a panicked squad, regardless of the number of remaining sequence units, are moved during the first four Impulse Phases for their side (if less than four sequence units are in use for their side, add some, designating these letters as applying only to Impulses for the panicked squad). This movement must be the *shortest* possible routes for each unit (the route requiring the fewest new hexes to be entered), and at best possible speeds (use all movement factors) towards their mapboard side (or their nearest mapboard side, if they had two entry or setup sides). Units that exit the mapboard may not re-enter. Weapons and/or equipment that cause a movement factor reduction of "2" or more must be discarded as soon as possible, even if this discarding permits no movement into new hexes. When a whole squad panics, soldiers inside or on vehicles will move in their vehicles. Note that Stunned and Inactive status still prevents movement for

panicked soldiers.

24.2.4 VEHICLE PANIC—BAIL OUTS:
When a vehicle is *penetrated* by an "A" or "H" weapon, damaged by a "G" or "L" weapon, or *stopped* by a track or engine hit, the soldiers in the vehicle may panic and "bail out", regardless of the damage or lack of damage. When this occurs, the player controlling the vehicle must *immediately* make a panic check (automatically passed if their squad has no sequence unit reductions at the time) for the soldiers in the vehicle *only*. If failed, the soldiers make panic moves (using one of their squad's Impulses every Impulse Phase), leaving the vehicle as soon as possible, and proceeding on foot. This is automatically done if a vehicle making panic movement is stopped—the soldiers will bail out and continue on foot.

25. PRISONERS

Prisoners are important because they can be interrogated for important military information after the battle is over. Only unhit soldiers or those whose wounds do not incapacitate them may be counted as being taken prisoner.

25.1 STUNNED/INACTIVE/UNARMED PRISONERS:
In a melee situation where all soldiers on one side are Stunned, Inactive, and/or unarmed, the other player may announce that, instead of resolving a melee, these Stunned, Inactive, and/or unarmed soldiers are "taken prisoner". These prisoners automatically discard all weapons and equipment—this expends no movement factors in this case.

25.2 SURRENDERED SOLDIERS:
This option requires the use of Option 22 to provide motivation numbers. A "surrender call" (see LEG or VEHICLE MOVEMENT FACTOR EXPENDITURE CHARTS on the Game Card for movement factor costs) may be made to an opposing soldier or soldiers in a single hex that is within two hexes range of the soldier or soldiers used to make the surrender call. When this is done, the other player, using the *highest* motivation number of all the soldiers in the hex called on to surrender will roll the die. If the die number equals or is less than the motivation number, the soldiers will not surrender. If the die number exceeds the motivation number, all soldiers in the hex will surrender. The die number rolled is modified by "−1" for each individual soldier called on to surrender, by "+1" for each individual soldier that expended movement factors to make the surrender call, and by "+5" if the call is made to soldiers all of whom are Stunned, Inactive, and/or unarmed. Soldiers that surrender automatically discard all weapons and equipment and Stand—this expends no movement factors in this case.

25.2.1 SURRENDERED BECOME PRISONERS:
Surrendered soldiers will become prisoners only when at least one opposing soldier enters their hex—until then they remain "surrendered" in their hex.

25.2.2 REGAINING CONTROL OF SURRENDERED SOLDIERS: If not made prisoners, and left at any time during one of their own Impulse Phases with no opposing soldiers within two hexes of their hex, control of the surrendered soldiers is regained by their player— they are no longer surrendered, and can be handled normally (usually, the first thing done is to acquire weapons and equipment so that they can resume fighting).

25.3 MOVING PRISONERS: Prisoners must have a "guard" of at least one opposing soldier in their hex to be moved. They can be moved with this guard, and are totally controlled by the guard's player, moving on the guard's Impulses.

25.4 LIBERATING PRISONERS: Prisoners who lose their guard (a Stunned, Inactive, and/or wounded but not incapacitated guard— even a disarmed guard—is still treated as a guard) revert to being "surrendered" if an opposing soldier is within two hexes of them, but may not be made to perform any Actions until a new guard enters the hex and makes them prisoners again. If no guard is present, and no opposing soldiers are within two hexes, treat the same as surrendered soldiers regained by their player (see Option 25.2.2).

25.5 PRISONER CASUALTIES: Prisoners and surrendered soldiers can be fired at or meleed by opposing soldiers or their own guards. They may also be hit by "friendly" fire, but their own side may not direct "L" weapons, fire directly at them or through them, or use their hex as a target hex for other types of weapons. "L" fire may be selectively directed at their guards.

25.6 PRISONER VICTORY POINTS: At the end of the game, all surviving prisoners or surrendered soldiers count for *double* the victory points if they had been made casualties.

26. THE POINT SELECTION OF FORCES

The Points columns of the VEHICLE AND WEAPON CHARTS provide point values for all units, equipment, and ammunition. If desired, these points can be used to "purchase" opposing forces as an alternative to using the forces given in the scenarios. The opposing forces given in the scenarios have their point values listed to permit these substitutions.

26.1 PURCHASING CRATERS, EXTRA EQUIPMENT, AMMUNITION, AND DEFENSIVE UNITS ("EXTRA POINTS"): Simply replace the craters, extra equipment, ammunition, and/or defensive units (known collectively as "extra points") given in a scenario with any other items of these same types that match the point values of those replaced. When only the extra points are replaced, the remaining forces are left as given. *For example, if a scenario listed 17×HGN1 (1 point each), 2×LPL3 (2 points each), 3×GLR2AMO (1 point each), and 1×DFX (6 points) = 30 points, these could be replaced by purchasing any combination*

of extra point items equaling 30 points. A tower may be "sandbagged" for 2 points extra. If the scenario has an attacker, the attacking player may purchase crater units as part of the extra points for a "preliminary bombardment". Single crater units cost 1 point and double crater units cost 2 points each.

26.2 PURCHASING SOLDIERS, VEHICLES, WEAPON UNITS, AND PERSONAL EQUIPMENT ("BASE POINTS"): These scenario forces may be replaced by other forces whose final point value does not exceed the point value of the given forces. These purchases (collectively known as "base points") are more complicated than purchasing the extra point forces, and require the use of the following equation to determine a squad's base point value:

$$(VIP + L)(T) / 10 = \text{Base Point Value}$$

where

V = Sum of all point values of all soldiers, vehicles, weapon units, and personal equipment in the squad.
I = The number of Impulses in an Impulse Phase for the squad.
P = The number of Impulse Phases per Turn for the squad.
L = Sum of all leader points, which are as follows:
  A: 6 points each.
  C: 14 points each.
  S: 10 points each.
T = The number of Turns in the game. Round all fractions down.
For example, the base points of this sample squad in a five Turn game are as follows:
American Rifle Squad: 3/2; 1S, 1A; 2×GLR2, 1×LMG4, 7×RFL10; 2×BPD

GLR2	= 5 points × 2	= 10 points.	I = 2.	
LMG4	= 12 points × 1	= 12 points.	P = 3.	
RFL10	= 5 points × 7	= 35 points.	L = 10 + 6 = 16.	
BPD	= 1 point × 2	= 2 points.	T = 5.	
	V	= 59 points.		

$[(59)(2)(3) + 16] [5] / 10 = 185 = $ squad's base points.

26.3 PURCHASING ALL FORCES ("TOTAL POINTS"): A combination of the extra and base points equals a scenario's "total points", and can be used to completely replace all forces given in a scenario with other forces of the same total points. As long as the number of total points for a side are the same, the number of extra and base points may vary from those given in the scenario. Note that control boxes and missiles are purchased separately, and that control boxes are extra equipment ("extra points") while missiles are weapon units ("base points").

27. NUCLEAR, BIOLOGICAL, AND CHEMICAL PROTECTION

On the game's level, any unprotected soldiers hit by any of these weapons would already be eliminated and there would be no game. Therefore, any scenario simulating such contaminated environments must assume that the soldiers have survived the initial attack and start with all soldiers in "buttoned" vehicles with NBC equipment and/or "wearing" (this extra equipment is written next to a soldier's identification) NBC suits. Players using this option should determine the *exact* environment (nuclear, chemical, or biological) in which the game is played, as this determines

the effects of any loss of protection (see Option 27.3).

27.1 EFFECTS OF NBC SUIT PROTECTION: Due to the inconveniences of the suit, there are restrictions on a wearing soldier's capabilities. Soldiers wearing NBC suits are modified as follows: **27.1.1:** A "+1" modifier applies when firing or sighting. **27.1.2:** The soldier's movement factor and the maximum number of new hexes that may be entered per Impulse are reduced by one.

27.2 EFFECTS OF NBC VEHICLE PROTECTION: There are no effects for soldiers inside a vehicle as long as the vehicle remains "buttoned" and/or is not penetrated. Soldiers inside a vehicle may also wear NBC suits, but then the modifiers in 27.1 apply. Soldiers may fire out of vehicle firing ports and still retain the vehicle's NBC protection.

27.3 EFFECTS OF LOSING NBC PROTECTION: The effects of nuclear radiation and most biological agents are not rapid enough to eliminate soldiers in the game's time frame, although their eventual fate is sealed, but most chemical weapons will rapidly eliminate any exposed soldiers. Vehicle NBC protection is lost if any hatches are opened or if the vehicle (except tracks) is penetrated. An NBC suit's protection is lost if Option 23.1 is used and the soldier is wounded (except for weapon hits—minor wounds *will* cause a loss of protection). The effects of losing protection are as follows: **27.3.1:** In a radioactive and/or biological environment, the soldier losing protection suffers no special effects during the game, but cannot be counted as a surviving soldier for scenario victory points and does count as a casualty at game's end. **27.3.2:** In a chemical environment, the soldier losing protection is immediately eliminated.

THE SCENARIOS

The scenarios in this section provide representative types of ground actions. Each scenario is, in effect, a separate game, and provides the specific information needed to be set up and played. Except where noted, these scenarios are not intended to represent specific actions, but are designed to capture the "flavor" of different types of battles in different places, at different times, and to provide a wide variety of gaming situations.

SCENARIO FORMAT

The information in each scenario is presented in the following format:

A. MAPBOARD TERRAIN: This is information for setting up the mapboard. The mapboard panels to be used and how they are to be placed together are given in a diagram. The terrain, its type, height, and values are also given. *Standard* heights and values for terrain are given in the STANDARD TERRAIN VALUES CHART on the Game Card, and these values are *always* the ones used except where otherwise indicated. Use the given terrain (which, when there are several sets of opposing forces, will also give matching terrain information) for the given forces. If other opposing forces variants are determined using **14** or Option **26**, the players must decide any terrain appropriate for their battle location. In many scenarios various types of terrain will represent types of terrain other than as identified in the Basic Game. *For example, if instructed to "treat scrub hexes as clear terrain", all of the scrub hexes on the mapboard panels are considered to be clear hexes for that scenario. Note that in such cases a scrub hex that also included other terrain, like a tree, would still be considered to contain that other terrain.* Unless indicated differently, interpret all terrain as identified in the Basic Game STANDARD TERRAIN IDENTIFICATION CHART. In some scenarios there is a choice of how to place the mapboard panels and/or a choice of which mapboard side to enter for a game. This is done to increase scenario flexibility, and the players should decide how to do it for their game before setting up anything else. A defender may decide what doors and windows of his buildings are open or closed before the game starts. Any buildings in an attacker's setup area automatically have all doors and windows open.

B. SPECIAL RULES: The maximum number of Turns that the game will last and the mapboard sides where units may exit are given here. Any special rules that apply to the scenario are also given, as well as information needed if certain Optional Rules are used. Option **19** *is* required if matchups using vehicles are selected. Other Optional Rules may be used, if desired. Radios and binoculars may be listed and require Optional Rules to use, but, if these Options are not used, they can be deleted from the scenario with only a small effect on play balance. Some special rules are given or must be determined in every scenario, as given below:

1. WEATHER: This determines the condition of the ground. If Normal, there are no special effects. If Mud or Snow, there are increased movement costs, as shown on the charts on the Game Card. Dirt roads are considered to be mud hexes in Mud weather.

2. VISIBILITY: This determines the visibility. Observation Conditions may be 1, 2, or 3, but Observation Conditions 2 or 3 may also be Night, Fog, Raining, or Snowing, which can effect the performance of night-sights (see Option **16.7.2**).

3. FIRES: This is used with Option **21** to determine the chances of a Fire. Usually, Dry conditions should prevail in desert or drought areas, Normal conditions most of the time, and Wet conditions when the weather is Mud or Snow and/or the visibility includes Raining or Snowing.

NOTE: Like the mapboard terrain, these vary with the opposing forces, and rules appropriate for a location and season must be decided by the players if their own variants are used.

C. OPPOSING FORCES: This gives the units and equipment for both sides needed to play the scenario, when or where they may be setup or enter the mapboard, their organization into squads, the leaders, etc. Many scenarios provide alternate forces and information, and the players may select the ones desired for a specific game. In addition, squad group numbers are listed in some scenarios for players employing rule **14** to setup their own scenario variants and also point totals for players who wish to employ Option **26** in selecting alternate forces (listed in the order: Total Points—Base Points—Extra Points). Soldiers may be placed on or enter the mapboard in any desired postures, with any desired soldiers nominated as leaders, any desired soldiers placed as crewmen, and any weapons loaded or unloaded with any desired and allowable type of ammunition. Once forces are selected, organization lists should be prepared.

An organization is displayed in the following format: squad identification; mobility; leaders; soldiers and their personal weapons, weapon units, and vehicles that are part of the squad; personal equipment; extra equipment; and defense units. *For example, "American Rifle Squad (1974 on): 3/2; 1S, 1A; 2×GLR3+RFL10, 9×RFL10; 2×BPD, 1×SCP; 11BDA, 1×BNC, 20×HGN3 and/or 5, 2×LPL3, 1×RDO, 8×GLR3AMO; 1×PMN2."* The squad identification specifies the nationality and type of the squad plus, where changes have been made, the approximate years that the particular squad organization has been or is used. A "+" or "−" may be included to show that the squad is over or under strength. The mobility gives the number of sequence units allowed per Turn and the number of Impulses per Impulse Phase. *For example, "3/2" means three sequence units and two Impulses per Impulse Phase.* Next, the leaders allowed for the squad are shown: C=officer or senior NCO; S=squad leader; A=assistant squad

leader. Then come the soldiers in the squad and their personal weapons. *For example, the sample squad above contains two soldiers with "GLR3+RFL10" (in this case, M203 grenade launchers attached to M16A1 rifles) which are represented by two "GLR" soldier units, and nine soldiers with "RFL10" (in this case, M16A1 rifles), which are represented by nine "RFL" soldier units.* The personal equipment of the sample squad consists of two bipods (BPD) and one scope(SCP), which the player may decide to attach to any of the soldier's weapons, as RFL10 may have these attached. The extra equipment consists of eleven body armor (BDA, in this case enough for one per soldier), one binoculars (BNC), twenty fused offensive and/or defensive hand grenades (HGN3, HGN5—any desired mix of the two types), two M72 LAW light portable launchers (LPL3), one radio (RDO), and eight ammunition rounds for the grenade launchers (8×GLR3AMO). The HGNs and GLR3AMOs could be of *any* types allowed for these ("G", "M", or "W" for the hand grenades, and "C", "G", "H", "M", or "U" for the grenade launcher ammunition). The player may distribute this extra equipment and ammunition among the soldiers as desired. A claymore mine (PMN2) defense unit is also available that is secretly placed before the game begins. When more than one squad is given, and the equipment is listed separately, it may be distributed among the squads as the player desires. Below is a list of the abbreviations used in the scenarios:

AAV: Anti-Aircraft Vehicle.
ABS: Abatis.
AMO: Ammunition **(1)**.
APC: Armored Personnel Carrier.
BDA: Body Armor.
BKR: Bunker.
BLK: Block.
BNC: Binoculars.
BPD: Bipod.
CBX: Control Box.
DCH: Ditch.
DFX: Deep Foxhole.
DMC: Demolition Charge.
DWR: Double Barbed Wire.
FTR: Flamethrower.
GLR: Grenade Launcher **(2)**.
HGN: Hand Grenade.
HRG: Hand/Rifle Grenade.
IFV: Infantry Fighting Vehicle.
LCW: Large Crew Weapon.
LMG: Light Machinegun.
LPL: Light Portable Launcher.
LTK: Light Tank.
MBT: Main Battle Tank.
MCV: Mortar-Carrying Vehicle.
MMG: Medium Machinegun.
MPL: Medium Portable Launcher.
MRT: Mortar.
MSL: Missile.
NBC: Protective Suit.
NST: Infrared Nightsight.
PBX: Pillbox.
PMN: Anti-Personnel Mine.
PNS: Passive Nightsight.
PST: Pistol.

RCV:Reconnaissance Vehicle.
RDO:Radio.
RFL:Rifle.
RGN:Rifle Grenade.
SCP:Scope.
SFX:Shallow Foxhole.
SHG:Shotgun.
SMG:Submachinegun.
TDR:Tank Destroyer.
TRK:Truck.
TRN:Trench.
TWR:Tower.
VMN:Anti-Vehicle Mine.
WIR:Wire (barbed).

NOTES:

(1) List ammunition on organization lists with the weapon identification, then the type of ammunition. *For example, "MRT6G" is "G" ammunition for a "MRT6".*
(2) GLR3 is usually attached to a rifle and, if attached, is written "GLR3+RFL number."

Below is a sample of how the squad used in the preceding examples could be written out as an organization list:

```
AMERICAN RIFLE SQUAD-
1. RFL10    5   BDA   1XHGN3M   1XHGN3W  1XHGN5G
2. RFL10    A   BDA   1XHGN3M   1YHGN3W  1YHGN5G
3. RFL10 BPD    BDA   1XHGN5G
4. RFL10 BPD    BDA   1XHGN5G
5. RFL10 SCP    BDA   1XHGN5G
6. RFL10        BDA   SHG                1XHGN3W  1XHGN3G  2XHGN5G
7. RFL10        BDA   LML5               1XHGN5G  1XHGN5G
8. RFL10        BDA   LML3               1XHGN5G
9. RFL10        BDA   RDO                1X HGN5G
10.GLR3+RFL10 BDA    3XGLR3G  1XGLAB1M   1XHGN5G
11.GLR3+RFL10 BDA    3XGLR3G  1XGLR3G    1XHGN5G
PMN2  HEX 174 DIRECTION 2  TRIP HEXES 1L2, 1L3, 1M2, 1N3, 1O4, 1P4.
```

D. VICTORY CONDITIONS:
The side which accumulates the most victory points is the winner, and this section tells how to gain victory points in the scenario. In addition to what is given, all of the following victory points apply in *all* of the scenarios:
1. Each side gets one victory point for each casualty caused to the other side (two victory points per prisoner—see Option 25.6).
2. If vehicles are used, each side gets a number of victory points equal to 10% (round all fractions up) of the vehicle's point value if it is "destroyed". A vehicle is considered to be "destroyed" if its engine *and* main gun are both hit, if it is burning, or if all soldiers on the vehicle's side are eliminated.
3. To "control" an objective (building, cave, etc.), at the end of a game, a side must be the *only* side with surviving soldiers there or must have been the last side to enter or pass through the objective, and still have some surviving soldiers. In scenarios where the defender starts on the portion of the mapboard containing the objectives, the defender "controls" these objectives at the start of the game (if no defenders occupy these objectives, consider that defending soldiers were the last to pass through them). If both sides have surviving soldiers inside or on the same objective at the end of a game, neither side gets any victory points for controlling that objective. An objective (or at least the hexes that contained it) remains an objective, even if set on Fire or blown from the face of the earth.

SCENARIO ONE: "MEETING ENGAGEMENTS"

This scenario provides the basis for generating a virtually unlimited number of different games. It uses a variation on the Basic Game Scenario (which represents the meeting of very agressive patrols or a head-on clash between attacking forces).

A. MAPBOARD TERRAIN: Assemble the mapboard panels as shown, although the panels may be placed in any order and facing in any directions. The game can be played using the buildings on mapboard panel 3 or ignoring them (in which case the building hexes should be treated as clear terrain).

SIDE A
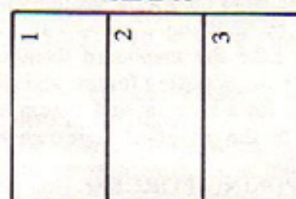
SIDE B

1. **BORDER INCIDENT:** Use all standard terrain values and heights. Buildings are of log construction.
2, 3 **JUNGLE PATROL and CIVIL WAR:** All dark green and light green hexes, as well as the tree hexes are considered to be tree hexes. Brown hexes are mud hexes in Mud weather, but otherwise clear hexes. Ignore all fences and hedges. Buildings are of bamboo construction.
4. **DESERT DUEL:** Tree hexes are considered to be scrub hexes, dark green hexes without trees are considered to be clear hexes, and brown hexes without trees are considered to be rough hexes, as well as the standard rough hexes. Hills are height "4" and depressions are height "−3". Buildings are of mud construction.

B. SPECIAL RULES: Game length is 5 Turns. Units may exit only off the side near which their side setup.
WEATHER: Use Normal weather for all the given matchups, although Mud can be used for matchups 2 and 3, if agreeable to all players.
VISIBILITY: Any desired visibility may be used for the given matchups, although Snowing should not be used with matchups 2 or 3, nor Raining, Snowing, or Fog with matchup 4.
FIRES (OP): Any desired and/or appropriate to the weather and visibility may be used for matchup 1. Wet is appropriate for matchups 2 and 3, and Dry is appropriate for matchup 4.
C. OPPOSING FORCES: Select one of the following matchups or choose opposing squads from the *same* squad group (see **14**). If point selection of forces (Option 26) is used, both sides should have equal total points. Then use a competitive die roll to determine setup. The winner of the die roll selects either the side (A or B) on which to

setup and sets up first, or may decide to setup second, in which case the other player selects a side and sets up first. Both sides may setup no more than four hexes from their side of the mapboard, and all units must start on the mapboard.

1. **BORDER INCIDENT; Sino-Soviet Border, 1969:**
Chinese Motorized Infantry Squad (+): 3/2; 1C, 1S; 1×LMG20, 1×MPL19, 1×MRT6, 1×PST3, 9×RFL1; 12×HGN3, 3×MPL19AMO, 3×MRT6AMO (225-201-24 points).
Soviet Motorized Rifle Squad: 4/2; 1C, 1S, 1A; 2×LMG21, 1×MPL20, 5×RFL1, 1×SMG11; 12×HGN3, 3×MPL20AMO (225-207-18 points).

2. **JUNGLE PATROL; Vietnam, 1970:**
North Vietnamese Infantry Squad (+): 5/2; 1S, 1A; 1×LMG20, 1×MPL19, 7×RFL1, 1×RFL21; 1×BPD, 1×SCP, 2×BDA, 1×BNC, 30×HGN3, 1×RDO, 3×RGN2, 4×MPL19AMO (300-248-52 points).
American Light Infantry Squad: 4/2; 1S, 1A; 2×GLR2, 1×LMG4, 7×RFL10; 2×BPD; 10×BDA, 1×BNC, 22×HGN3 and/or 5, 1×RDO, 1×SHG, 8×GLR2AMO (300-244-56 points).

3. **CIVIL WAR; Nigeria, 1969:**
Biafran Infantry Squad (+): 3/2; 1S; 1×LMG15, 2×RFL5, 6×RFL7, 1×RFL8; 15×HGN5 ("G" only), 1×RGN2 (160-143-17 points).
Nigerian Infantry Squad (−): 3/2; 1S; 1×LMG3, 6×RFL11, 1×SMG10; 16×HGN3 and/or 5, 2×RGN2 (160-140-20 points).

4. **DESERT DUEL; Syria, 1973:**
Israeli Paratrooper Squad (+): 4/3; 1S, 2A; 1×LMG11, 1×MPL7, 2×PST2, 2×RFL5, 4×SMG7, 1×MBT2; 1×SCP; 11×HGN3, 1×RGN2, 1×RGN4, 2×MPL7AMO (760-737-23 points).
Syrian Motorized Rifle Squad (+): 3/2; 1S, 3A; 1×LMG20, 1×MPL20, 4×PST4, 9×RFL1, 4×SMG11, 2×MBT16 (T62A); 1×BPD; 1×BDA, 1×BNC, 15×HGN3, 1×RDO, 4×MPL20AMO (760-731-29 points).

D. VICTORY CONDITIONS:
1. Each side gets two victory points for each surviving soldier (including those in or on vehicles) on the opposite side (past the mapboard panel folds) of the mapboard at game's end. This does not apply if **2.**, below, is used.
2. If the buildings are used, each side gets two victory points for each building controlled at game's end.

SCENARIO TWO: "THE SOLITAIRE SCENARIO"

This scenario allows games when no opponents are available. It represents a sweep

through an area held by an unseen enemy. The player is the attacker, and the "defender" is controlled by various rules and die rolls.

A. MAPBOARD TERRAIN: Assemble the mapboard panels in one of the following configurations:
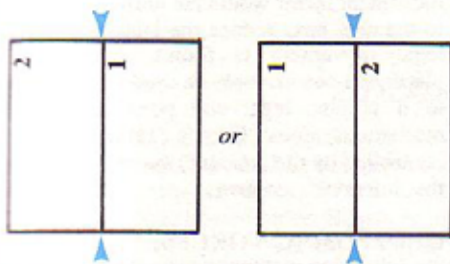
These setups provide the best balanced games. Attacker may enter from either side, as shown by the arrows.
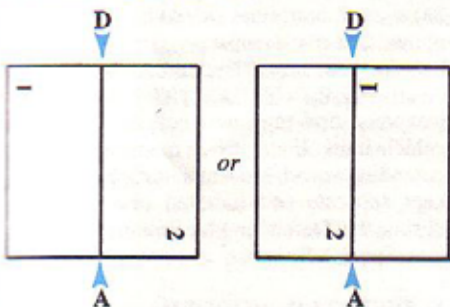
These setups are "weighted" to favor one side or the other, depending on the challenge desired and game experience. Entry from "A" side favors the attacker and entry from "D" side favors the defender.

Place wire units (which in this case do not represent wire units, but merely mark hexes) in hexes 1I6, 1N4, 1T4, 1Y6, 1K1, 2W10, 2I5, 2N6, 2T6, and 2Y5. These are the game's reference hexes.

1. **DISPUTED BORDER:** All tree hexes are considered to be the terrain indicated by their hex colors. Hills are height "6" and depressions are height "−4". All fences and hedges are considered to be stone walls.

2. **ALONG THE IRON CURTAIN:** Use all standard terrain values and heights. Roads are paved.

3. **IN DEEPEST AFRICA:** Treat light green hexes as scrub hexes, in addition to the dark green hexes.

B. SPECIAL RULES: Game length is 5 Turns. Attackers may exit off the mapboard side from which they enter and defenders may exit off the opposite mapboard side.

1. **GENERAL:** Thoroughly mix the defending units so they can be randomly drawn when needed. At the start of the game all attacking units make a normal move onto the mapboard in a "bonus" Impulse Phase. No combat Actions are allowed during this Impulse Phase. Then, randomly select two defending units and place them on the mapboard using the Defender Placement System covered in 2. (starting with b.), below. Sequence units are drawn normally after this initial setup.

WEATHER: Normal. **VISIBILITY:** Condition 1. **FIRES (OP):** Normal.

2. DEFENDER PLACEMENT SYSTEM: When a defender's sequence unit is drawn, the first thing done is to roll the die and use the following tables to determine the number of new soldier units that may be placed on the mapboard and where and how they are to be placed. The die is rolled separately for each soldier and step of the placement procedure, crossgridding the die rolls with the appropriate columns. These placements to not expend Impulses— they represent soldiers who were previously unseen and the whole procedure is used to randomly place defending soldiers on the mapboard. This is done for every defender's sequence until all defending soldiers have been placed on the mapboard.

	SOLITAIRE PLACEMENT TABLE						
DIE NO.	Soldiers Available 3	4	5	6	REFERENCE HEX	DISTANCE	DIRECTION	POSTURE
1	1	0	0	0	1I6	0	1	Prone
2	1	0	0	0	1N4	1	2	Prone
3	1	0	0	0	1T4	1	2	Prone
4	1	1	0	0	1Y6	2	3	Prone
5	1	1	0	0	1K1	2	3	Prone
6	1	1	1	0	2W10	3	4	Crouch
7	1	1	1	1	2I5	3	5	Crouch
8	1	1	1	1	2N6	4	5	Crouch
9	2	2	2	2	2T6	4	6	Stand
10+	2	2	2	2	2Y5	5	6	Stand

a. NO. SOLDIERS AVAILABLE: Select the column showing the number of sequence units per Turn available for the defending squad, then roll the die to determine the number of soldiers that can be placed. *For example, if the squad has three sequence units per Turn and a "3" is rolled, one soldier may be placed.* After this is resolved, randomly draw the required number of defending soldiers. If desired, add "+1" to the die roll for each previous consecutive defender Impulse Phase that has passed with no new soldiers placed on the mapboard.

b. REFERENCE HEX: Roll the die to determine the reference hex to use. *For example, if a "5" is rolled, reference hex 1K1 is used.* Roll separately for each soldier to be placed unless one of the personal weapons requires a crew (this does not apply if both personal weapons requires a crew)—in this case, if two soldiers are to be placed they should be placed and kept together, ending in the same hex, facing, and posture. If the reference hex rolled is already controlled by the attacker (flip over wire units to show that the attacker controls them), the drawn soldier unit is not placed, but is remixed with the other unplaced defending units for possible placement during a later defender Impulse Phase.

c. DISTANCE: Roll the die to determine the number of hexes from the reference hex where the soldier will be placed. *For example, if a "6" is rolled, the soldier is placed three hexes from the placement hex.*

d. DIRECTION: This step can be skipped if the Distance is "0".

(1) THE PLACEMENT HEX: Roll the die to determine the direction from the placement hex in reference to the directional hex on mapboard panel 1. This roll, combined with the distance roll, determines the hex (called the "placement hex") where the soldier will be placed. *For example, using reference hex 1K1, a soldier to be placed 3 hexes distance in direction "4" goes to placement hex 1K4.* If the placement hex is found to be off the mapboard, the soldier is not placed, but is remixed with the other unplaced defending units for possible placement during a later defender Impulse Phase.

(2) A BETTER PLACEMENT HEX: Once the exact placement hex is determined, the soldier is then moved to an adjacent hex if it is "better" than the placement hex. A hex is "better" than the placement hex if it offers better protection (ie., the maximum total number of potential "+" modifiers for cover and/or concealment if fired at by "L" weapons is larger than in the placement hex) and/or is higher than the placement hex with at least equal protection. If no adjacent hex is "better", the soldier remains in the placement hex. If a number of adjacent hexes are "better", the "best" one must be chosen, using the following order of choices in comparison to the placement hex:

FIRST CHOICE: A hex that is both higher and offers better protection.

SECOND CHOICE: A hex that is higher and offers equal protection.

THIRD CHOICE: A hex that is of equal height and offers better protection.

For equal hexes, choose one that does not already contain another friendly soldier in preference to one that does.

e. POSTURE: Roll the die to determine the soldier's posture, and mark with the appropriate posture unit. If placed in a hex containing an attacking soldier or soldiers, the newly placed defender is always Standing, and no die roll is needed.

f. SOLDIER FACING/SIDE OF HEX (NOT ON THE TABLE): Face the soldier in the "best" direction (see PRIORITY SIX in 3, below). If the hex contains a tree or stump, the soldier is always placed, if possible in rear cover to the nearest attacking soldier. If two or more equally close attacking soldiers make it impossible to determine rear cover to all of the closest attacking soldiers, let the die decide the side of the tree or stump on which to place the soldier. For fences and hedges, place the

soldier on the opposite side from the nearest attacking soldier—if more than one equally distant attacker makes this impossible to determine, lete the die decide the side.

3. SOLITAIRE DECISIONS:
Since there is no defending player, the solitaire gamer must allow specific solitaire rules and random die rolls to make "decisions" for the defending units when a defending sequence unit is drawn. These specific rules require certain "decisions" to be made, but in all cases where a superior possibility exists it must be taken and where two or more equal possibilities present themselves, the player must let the die decide which to use. *For example, if two equal possible Actions are available, let "1-5" stand for one Action and "6-10" stand for the other Action, and roll the die to decide which to use. For three equal Actions, let "1-3" stand for one, "4-6" for the second, "7-9" for the third, and roll over if "10" is rolled, etc.* Basically, the player has a number of defending soldiers on the mapboard and must use the listed priorities below to "decide" which units to use and how to use them. Check all defending soldiers. If a PRIORITY ONE Action is possible, do it. If more than one PRIORITY ONE Action is possible, let the die decide the order in which to make them, etc. If no PRIORITY ONE Actions are possible, or if not all Impulses were used performing PRIORITY ONE Actions, go on to PRIORITY TWO Actions, then to PRIORITY THREE Actions, etc., moving down the following list, until all of the defender's Impulses are used at the earliest possible priorities. Note that it is possible for a lower priority Action to create the opportunity for a higher priority Action. *For example, a PRIORITY TWO Action (melee) is not possible because there is not a 50% chance of winning the melee, but then a PRIORITY FOUR shot makes the PRIORITY TWO Action possible.* In such a case, the higher priority Action is then performed, if an Impulse for it still remains.

PRIORITY ONE: If a newly placed soldier is in the same hex as an opposing soldier, a melee must be resolved. Treat this as if the newly placed soldier entered the hex from the rear, if possible.

PRIORITY TWO: If a defending soldier is close enough to enter a hex for melee, do so if there is at least a 50% chance of winning the melee, considering all modifiers. If more than one defending soldier in the same hex can reach the same melee, they will all move together. Any soldiers starting in that same hex with a defending soldier moving into a melee that could not reach the melee hex (due to a lower movement factor, facing differences, etc.) remain in the original hex—use their movement factors for the highest priority available to them, as an Impulse has already been used for that hex. Enter a melee hex from the rear, if possible. If more than one possible melee is available, choose the one with the "best" percentage of winning.

PRIORITY THREE: Take *any* shot with a possibility of a hit (considering all modifiers) at a vehicle target with "A" or "H" weapons, as long as penetration is possible. Take the "best" (see PRIORITY FOUR) shot of this type first, if more than one is possible.

PRIORITY FOUR: Take the "best" (in all cases, the highest chance for a hit, considering all modifiers) shots possible at attacking soldiers, changing facing and/or posture if necessary. After firing the best possible shot, then the next best shot is resolved, etc. *For example, assuming no modifiers, if one soldier can fire at target "A" with a hit number of "1" or at target "B" with a hit number of "2", target "B" is selected. However, if a second soldier can fire with a hit number of "3", the second soldier is fired first.* Target hexes for defending "G" (or "H" used as "G") weapons must always contain attacking soldiers. Some other considerations may also determine the order of choices within this Priority.

(1) If the choice is between "G" (or "H" used as "G") and "L" weapons with equal chances for a hit, use the "G" unless a hit on the target hex could possibly also hit a defending soldier or soldiers. *No* "G" (or "H" used as "G") weapon may ever be used by a defending soldier if a hit on the target hex could also hit a defending soldier.

(2) If the choice is between "G" (or "G" used as "G") weapons with equal chances to hit, choose the one with the highest blast number, unless this could also possibly hit defending soldiers with a hit on the target hex.

(3) If the choice is between "L" weapons with equal chances to hit (using the highest hit number for weapons with selective fire) use the one with the higher rate of fire (semi-automatic over single shot, and, for automatic, the weapon with the most bursts, or, if equal bursts, the most shots per burst). Once chosen to be fired, if the weapon has selective fire, choose automatic fire over semi-automatic fire, even if this reduces the hit number, as long as there is still a chance to hit the target unit.

(4) All other things being equal, choose a shot with more target units available.

(5) In a tree or stump hex where a defending soldier must change sides in the hex in order to fire, place the soldier on the side that provides cover from fire from the *closest* attacking soldier—if not possible, let the die decide the side.

PRIORITY FIVE: If no chances of scoring hits exist, then take the best possible automatic fire shots that may Suppress attacking soldiers. Considerations (3), (4), and (5) from PRIORITY FOUR also apply here.

PRIORITY SIX: If no firing is possible, reface the defending units in their "best" direction. Starting with the defending soldier closest to the most attacking soldiers, etc., the "best" facing is towards the closest attacker to which there is a line of sight.

PRIORITY SEVEN: If PRIORITIES ONE—SIX have failed to expend all

defender Impulses, unused soldiers that are not marked with a status unit may be moved to a new hex. Use the soldier's current hex as a reference hex, and use die rolls and the Distance, Direction, and Posture columns of the SOLITAIRE PLACEMENT TABLE to move the soldier to a new hex. Roll again if the soldier is moved off the mapboard, until an on board hex is found. If the soldier's movement factor would not allow movement to the new hex, reduce the Distance until a legal movement is found. A "better" placement hex can only be used if movement to it is also legal and possible. If this movement goes into a reference hex controlled by the attacker, the hex reverts to the defender's control.

C. OPPOSING FORCES: Select one of the following matchups (either side may be the attacker or the defender) or choose opposing squads from the *same* squad group (see 14). If point selection of forces (Option 26) is used, both sides should have equal total points. The player must prepare organization lists for both sides. The defending side may be armed only with "A", "G", and/or "H" weapons, and may not include weapon or vehicle units. If a matchup has more than one defending squad, the units in each should be kept separate and handled one at a time during the Defender Placement procedures (see Special Rules).

1. DISPUTED BORDER; Bangladesh, 1971:
Indian Mountain Squad: 3/3; 1S, 1A; 1×LMG15, 1×RFL8, 8×RFL18; 1×BNC, 12×HGN4, 2×RGN2 (250-233-17 points).
Pakistani Infantry Squad: 4/2; 1S, 1A; 2×LMG15, 1×MPL17, 7×RFL1, 1×BPD; 1×BNC, 16×HGN3, 3×MPL17AMO (250-224-26 points).

2. ALONG THE IRON CURTAIN; Germany, 1980s?:
West German Jaeger Squad (−): 4/2; 1S, 1A; 1×LMG5, 1×MPL6, 5×RFL11; 7×BDA, 1×BNC, 13×HGN1, 1×RGN1, 1×RDO, 3×MPL6AMO (240-212-28 points).
East German Panzergrenadier Squad: 4/2; 1C, 1S, 1A; 2×LMG4, 1×MPL20; 1×PST4, 2×RFL1, 1×RFL19, 1×SMG11; 16×HGN3, 1×RDO, 3×MPL20AMO (240-215-25 points).

3. IN DEEPEST AFRICA; Angola, 1978:
South African Motorized Infantry Squad (−): 4/2; 1S, 1A; 2×LMG15, 6×RFL5; 1×BNC, 13×HGN5, 4×RGN4, 1×RDO (225-200-25 points).
Cuban Infantry Squad: 4/2; 1S; 1×LMG21, 1×MPL20, 8×RFL1; 1×BDA, 1×BNC, 18×HGN3, 1×RDO, 4×MPL20AMO (225-193-32 points).

D. VICTORY CONDITIONS: The attacker gets one victory point per controlled reference hex, and the defender gets two victory points per controlled reference hex at game's end.

SCENARIO THREE: "AMBUSH"

Ambushes are one of the most common types of modern engagements. These combats are usually very short.

A. MAPBOARD TERRAIN: Only mapboard panel 2 is used.

ATTACKER

ATTACKER
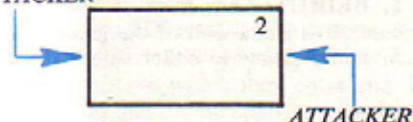
1, 2 SOUTHEAST ASIA and SOUTHERN AFRICA: All dark green and light green hexes, as well as the tree hexes are considered to be tree hexes. Brown hexes are mud hexes in Mud weather, but otherwise clear hexes. Ignore all fences and hedges.

3. CENTRAL AMERICA: All dark green hexes, as well as the tree hexes are considered to be tree hexes. Brown hexes are mud hexes in Mud weather, but otherwise clear hexes. Hills are height "4".

4. AFGHANISTAN: Tree hexes are considered to be scrub hexes, dark green hexes without trees are considered to be clear hexes, and brown hexes are considered to be rough hexes. Hills are height "5", and depressions are height "−5". Roll die: "1-4", the road is paved—otherwise, the road is dirt.

B. SPECIAL RULES:
Game length is 3 Turns. Attackers exit off either or both of the short sides ("2-3" or "5-6"), and the defenders off either or both of the long sides ("1" or "4") of the mapboard. Decide which side of the mapboard the attacker will enter by agreement or competitive die roll. Then, the defender writes down the hex locations of all defending units—their facings and postures can be decided later when they are placed on the mapboard. **EXCEPTION:** If Option **18** is used, the facing and posture must also be written. A mine must be placed in a road hex on or beyond the mapboard fold on the opposite side from where the attacker enters, a roadblock may be placed in any road hex, and other defenders may be placed in any non-road hexes anywhere on the mapboard. The attacker then moves onto the mapboard and moves down the center road using "bonus" Impulses. The attacker's units may be in any formation, but every unit must be moved singly in any desired order and so as to end a "bonus" Impulse Phase adjacent to at least one other unit. No unit may enter more than three new hexes per Impulse, soldiers not riding in or on vehicles must be Standing, and all attacking units must remain in road hexes on the center road at all times. *All* attacking units may be moved during each "bonus" Impulse Phase. These "bonus" Impulse Phases continue until (1) a mine is hit, (2) the defender announces that it is time to start—this can be announced at any time after the conclusion of the second "bonus" Impulse Phase, even if the attacker is in the middle of a "bonus" Impulse Phase

and not all units have been moved (the "bonus" Impulse Phase ends immediately at that point), or (3) if Option **18** is used, and a defender is "seen". At this point all defenders are placed in their plotted hexes, unless Option **18** is used, in which case only the units that have been "seen" are placed. The defender then immediately gets a "bonus" Impulse Phase with the normal number of Impulses during which any Actions may be performed, followed by a "bonus" Impulse Phase with the normal number of Impulses during which any Actions may be performed for the attacker, after which the sequence units are drawn normally for three normal Turns.

WEATHER: Roll the die: "1-2"=Snow; "3-8"=Normal; "9+"=Mud. Modify the die roll by "+2" for Southeast Asia, Southern Africa, and Central America.

VISIBILITY: Roll the die: "1-6" = Observation Condition 1; "7-8" = Observation Condition 2; "9+" = Observation Condition 3. If Observation Conditions 2 or 3, roll the die again: "1-5" = Night; "6-7" = Fog; "8+" = Raining or Snowing (only in Afghanistan).

FIRES (OP): Wet if Snow, Mud, Raining, or Snowing—otherwise Normal.

C. OPPOSING FORCES:
Select one of the following matchups or choose opposing squads from the squad groups (see **14**). If the squad groups are used, the attacker's group number should be twice the defender's group number. If point selection of forces (Option **26**) is used, the attacker should have twice as many points as the defender. In all cases, the defender should be restricted to taking no more than one mine for a balanced game.

1. SOUTHEAST ASIA; 1965-1973: Select one of the defending forces and an opposing attacking force.

a. DEFENDERS:

(1) Viet Cong Infantry Squad (+): 4/2; 1S; 1×LMG6, 1×MPL19, 1×MRT6, 4×RFL1, 1×RFL7, 1×PST3, 1×SMG4, 19×HGN3 ("G" only), 3×MPL19AMO, 4×MRT6AMO; 2×DF×, 1×PMN1 or VMN1 (170-123-47 points).

(2) AMERICAN LRP SQUAD: 4/3; 1C, 1S, 1A; 2×GLR2, 2×RFL6, 3×RFL10; 2×BPD, 2×NST; 11×HGN3 and/or HGN5, 1×LPL3, 6×GLR2AMO; 1×DF×, 1×PMN2 (170-135-35 points).

(3) AUSTRALIAN INFANTRY SQUAD: 4/2; 1S, 1A; 1×LMG4, 1×GLR2, 6×RFL18, 3×SMG8; 1×NST, 1×SCP; 19×HGN 3 and/or HGN5, 2×LPL3, 4×GLR2AMO; 1×DF×, 1×PMN2 (170-127-43 points).

b. ATTACKERS:

(1) NORTH VIETNAMESE: (340-271-69 points).

1st Infantry Squad (+): 4/3; 1C, 1S, 1A; 1×LMG21, 1×MPL20, 1×PST4, 6×RFL1; 1×NST.

2nd Infantry Squad (+): 4/2; 1S, 1A; 1×MMG4, 1×MPL20, 6×RFL1, 1×RFL7; 1×SCP.

Extra Equipment and Ammunition: 3×BDA, 1×BNC, 40×HGN3 and/or

HGN5, 2×RDO, 8×MPL20AMO.

(2) American Mechanized Rifle Squad (+): 4/2; 1S, 1A; 2×GLR2, 1×LMG4, 8×RFL10, 1×RFL19, 1×APC5; 2×BPD, 2×NST; 12×BDA, 1×BNC, 30×HGN3, 4, and or HGN5, 3×LPL3, 1×SHG, 2×RDO, 12×GLR2AMO (340-259-81 points).

(3) South Korean Marine Squad: 5/3; 1S, 1A; 1×LMG4, 1×GLR2, 9×RFL10; 2×BPD, 1×NST; 5×BDA, 1×BNC, 27×HGN5, 5×GLR2AMO (340-297-43 points).

2. SOUTHERN AFRICA; 1965 on: Select one of the defending forces and an opposing attacking force.

a. DEFENDERS:

(1) Portuguese Infantry Squad (−): 4/2; 1S, 1A; 1×LMG5, 6×RFL5, 1×SMG12; 1×BNC, 20×HGN 3, 4, 5, and/or HGN6, 6×RGN2 and/or RGN4; 1×PMN1 or VMN1 (150-115-35 points).

(2) Rhodesian Light Infantry Squad (−): 4/2; 1S, 1A; 1×LMG3, 7×RFL5; 1×BNC, 21×HGN5, 3×RGN2 and/or RFGN4; 1×PMN1 or VMN1 (150-120-30 points).

(3) Angolan Infantry or Guerilla (ANC, FNLA, MPLA, SWAPO, UNITA) Squad (+): 3/2; 1S; 1×LMG20, 1×MPL19, 1×MRT6, 1×PST2, 6×RFL1, 1×SMG4, 5, 7, 9, or 11; 1×BPD; 1×SCP; 1×BNC, 18×HGN3 ("G" only), 3×MPL19AMO, 6×MRT6AMO; 1×DF×, 1×PMN1 or VMN1 (150-105-45 points).

b. ATTACKERS:

(1) ANGOLANS OR GUERILLAS (FNLA, FROLOZI, MPLA, SAANC, UNITA, ZANU, ZAPU): (300-251-49 points).

1st Infantry Squad: 3/2; 1C, 1S; 1×LMG20, 1×MPL19, 7×RFL1, 1×SMG11.

2nd Infantry Squad: 3/2; 1S; 1×LMG20, 9×RFL1.

3rd Infantry Squad: 3/2; 1C, 1S; 1×LMG20, 1×MPL19, 1×PST3, 7×RFL1.

Extra Equipment and Ammunition: 1×BNC, 36×HGN3 ("G" only), 6×MPL19AMO.

(2) CUBANS (1975 on): (300-225-75 points).

1st Motorized Rifle Squad (−): 3/2; 1C, 1S; 1×LMG21, 1×MPL20, 1×PST4, 5×RFL1, 1×RFL19, 1×APC1(BTR50P); 1×NST.

2nd Motorized Rifle Squad (−): 3/2; 1S; 1×LMG21, 1×MPL20, 6×RFL1, 1×APC1(BTR50P); 1×NST.

Extra Equipment and Ammunition: 1×BDA, 1×BNC, 46×HGN3, 2×RDO, 10×MPL20AMO.

(3) South African Mechanized Infantry Squad (1976 on): 5/2; 1S, 1A; 2×LMG15, 9×RFL5, 1×IFV11; 1×NST; 1×BNC, 25×HGN4 and/or HGN5, 3×RGN4 (300-268-32 points).

3. CENTRAL AMERICA; 1975 on: Select one of the following defending forces and an opposing attacking force.

a. DEFENDERS:

(1) FAO Guerilla Squad (+): 3/2; 1S;

1×LMG5, 1×PST2, 6×RFL5, 2×SMG7; 1×SCP; 1×BNC, 17×HGN3 and/or HGN5 ("G" only), 2×RGN2; 1×PMN1 or RBL (120-96-24 points).
(2) FDR or FMLN Guerilla Squad: 3/2; 1S; 1×LMG11, 8×RFL5, 1×SMG7; 19×HGN3, 4×RGN2; 1×PMN1 or RBL (120-91-29).
(3) Contra Guerilla Squad: 3/2; 1S; 1×GLR2, 1×LMG4, 6×RFL10, 1×SMG7; 2×BPD; 1×BNC, 18×HGN3 and/or HGN5 ("G" only), 5×GLR2AMO; 1×PMN1 or RBL (120-94-26).
b. ATTACKERS:
(1) Samozan Nicaraguan Infantry Squad (+): 3/2; 1S, 1A; 1×LMG10, 3×PST1, 4×RFL5, 1×RFL13, 4×RFL18, 1×SMG2, 1×LTK2; 1×BPD; 1×SCP; 1×BDA, 1×BNC, 27×HGN5, 1×RDO, 4×RGN2 (240-199-41 points).
(2) El Salvadoran Infantry Squad (At-lacatl Brigade): 4/3; 1S, 1A; 1×GLR2, 1×LMG4, 7×RFL10, 1×SMG7; 1×BPD, 1×NST; 1×BNC, 26×HGN3 and/or HGN5, 1×RDO, 4×GLR2AMO (240-206-34 points).
(3) SANDANISTA NICARAGUAN: (240-201-39 points).
1st Infantry Squad (−): 3/2; 1C, 1S; 1×LMG20, 1×MPL20, 6×RFL1; 1×NST.
2nd Infantry Squad (−): 3/2; 1S; 1×LMG20, 5×RFL1; 1×BPD.
3rd Infantry Squad (−): 3/2; 1S; 1×LMG20, 3×RFL1, 1×RFL19, 1×SMG7.
Extra Equipment and Ammunition: 1×BNC, 26×HGN3, 2×RDO, 3×MPL20AMO.

4. AFGHANISTAN; 1979 on: The soviets are the attackers and the Mujahideen are the defenders.
Mujahideen Guerilla Squad: 4/3; 1S; 1×MPL20, 3×RFL1, 4×RFL7, 1×SMG10; 1×BPD; 8×HGN3 ("G" only), 3×MPL20AMO; 1×PMN1 or VMN1 (130-114-16 points).
Soviet Motorized Rifle Squad (+): 4/2; 1C, 1S, 1A; 2×LMG4, 1×MPL20, 2×PST4, 6×RFL1, 1×SMG11, 1×IFV6(BTR60PK), 2×TRK4 (unarmed); 1×NST; 1×BDA, 1×BNC, 1×RDO, 29×HGN3, 6×MPL20AMO (260-213-47 points).

D. VICTORY CONDITIONS: Each side gets two victory points for each surviving soldier that exits the mapboard during Turn 3. Defending soldiers must exit off the long sides of the mapboard and attacking soldiers must exit off the short sides of the mapboard to get these victory points.

SCENARIO FOUR: "URBAN COMBAT"

Combat in built-up areas presents unique tactical problems.

A. MAPBOARD TERRAIN: Consider all buildings to be constructed of stone. Only mapboard panel 4 is used. For the given op-

posing forces, consider that all additional stories on the Building Card are used. For other opposing forces that may be used, the players may wish to "alter" the buildings to suit the area. *For example, the buildings could be constructed of other material, lower blocks could be represented by not using the Building Card (all buildings are only one story high), or by ignoring the upper stories on some of the buildings, etc.*

B. SPECIAL RULES: Game length is 5 Turns. Units may exit the mapboard off any side or portion of a side encompassed by their setup hexes.
WEATHER: Normal. **VISIBILITY:** Condition 1. **FIRES (OP):** Normal.

C. OPPOSING FORCES: Select one of the following matchups or choose opposing squads from the following squad groups (see **14**): group 10 attacker vs. group 8 defender or group 5 attacker vs. group 4 defender. If point selection of forces (option **26**) is used, the defender's total points should be 80% of the attacker's total points.

1. HUE; South Vietnam, 1968: Setup the defenders anywhere on the mapboard in hex rows R to GG. Then, setup the attackers anywhere on the mapboard in hex rows A to P.
a. NORTH VIETNAMESE (DE-FENDERS): (800-636-164 points).
North Vietnamese Infantry Squad (+): 5/2; 1C, 1S, 1A; 1×LCW2, 1×LMG20, 1×MPL19, 10×RFL1; 1×BPD.
Viet Cong Guerilla Squad (+): 4/2; 1S, 1A; 1×MMG6, 1×LMG20, 7×RFL1, 1×RFL8, 1×RFL21.
Extra Equipment, Ammunition, and Defensive Units: 4×BDA, 1×BNC, 40×HGN3, 2×RDO, 6×RGN2, 15×LCW2AMO, 6×MPL19AMO; 2×DF×, 4×RBL, 4×SF×, 2×PMN1.
b. AMERICANS (ATTACKERS): (1000-881-119 points).
1st Marine Rifle Squad (+ & −): 4/3; 1C, 1S, 3A; 1×GLR2, 1×LMG4, 1×PST1, 1×RFL6, 8×RFL10, 1×SMG2; 3×BPD; 1×NST.
2nd Marine Rifle Squad (+ & −): 4/3; 1S, 3A; 2×GLR2, 1×RFL8, 9×RFL10, 1×RFL14; 3×BPD, 1×PNS.
Extra Equipment and Ammunition: 26×BDA, 2×BNC, 36×HGN3 and/or HGN5, 3×LPL3, 2×RDO, 1×SHG, 15×GLR2AMO.

2. BEIRUT; Lebanon, 1975 on: Setup the defenders anywhere on the mapboard in hex rows A to L. Then, setup the attackers anywhere on the mapboard in hex rows M to GG.
a. Christian Militia Squad (Defenders): 3/2; 1S; 1×MMG1, 2×PST1, 1×RFL5, 3×RFL10, 2×RFL18, 1×SMG10; 1×BPD, 1×SCP; 1×BDA, 1×BNC, 14×HGN3 ("G" only), 2×HGN8, 1×LPL3; 1×DCH, 1×PMN1 or VMN1, 2×RBL (184-155-29 points).
b. Moslem Militia Squad (Attackers): 3/2; 1S; 1×LMG20, 1×MPL19, 2×PST2,

2×RFL1, 1×RFL5, 1×RFL7, 2×RFL21; 2×SMG9, 1×TRK4 (weapon 22); 1×BPD; 1×SCP; 1×BNC, 14×HGN3 ("G" only), 3×MPL19AMO (230-209-21 points).

D. VICTORY CONDITIONS:
1. HUE: Each floor of building "L" controlled at the end of the game is worth 10 victory points to either side.
1. BEIRUT: Each floor of building "A" controlled at the end of the game is worth 5 victory points to either side.

SCENARIO FIVE: "ASSAULTS"

These engagements represent formal attacks on prepared positions.

A. MAPBOARD TERRAIN: Assemble the mapboard panels as shown, although the panels may be faced in any direction.
1. BASE CAMP ASSAULT: Consider all tree hexes to be stump hexes. The road hexes in rows D, E, CC, and DD represent stream (water) hexes 24 inches deep with the water surface at "−2" heights. Bridge units should be placed in stream hexes 3D6 and 3E7 to show a bridge of 20 tons capacity. Consider all wood fences and building walls to be of bamboo construction. Roads are dirt.

Attacker

or

Attacker
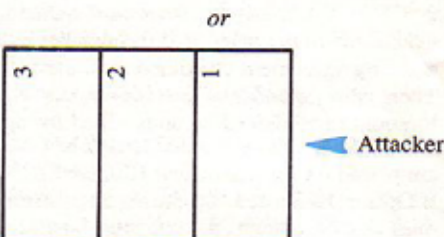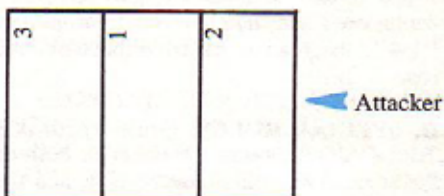
2. GOOSE GREEN: Ignore all fences, hedges, and buildings (consider all building hexes as clear hexes). All tree and well hexes are considered to be scrub hexes, and all dark green hexes are considered to be clear hexes. All brown hexes are considered to be rough hexes, as well as the standard rough hexes. Hills are height "6" and depressions are height "−4". In addition, consider all road hexes as rough depression hexes of height "−2" instead of as roads.
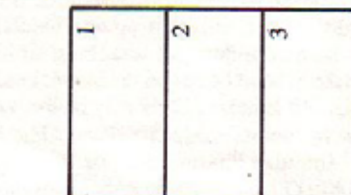
3. HOLY WAR: Tree and hedge hexes are considered to be scrub hexes, and all dark green and light green hexes without trees or

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hedges are considered to be clear hexes. Brown hexes are considered to be sand hexes. Consider all building walls and *all* fences to be of mud construction.

	1		3
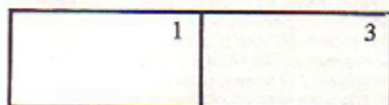
B. SPECIAL RULES:

1. BASE CAMP ASSAULT: Game length is 4 Turns. Attackers may exit off the mapboard side from which they enter and defenders may exit off the opposite side. At the start of the game all attackers must make a normal move onto the mapboard in a "bonus" Impulse Phase. No combat Actions may be performed during this Impulse Phase, and the sequence units are drawn normally after its completion.
WEATHER: Normal.
VISIBILITY: Observation Condition 3, Night.
FIRES (OP): Normal.

2. GOOSE GREEN: Game length is 6 Turns. The British may exit off any mapboard side or portion of a side that is part of panel 3, and the Argentinians may exit off any mapboard side or portion of a side that is part of panel 1. The British get one "bonus" Impulse Phase after setup is complete. Any desired Actions may be performed during this Impulse Phase, and the sequence units are drawn normally after its completion.
WEATHER: Normal.
VISIBILITY: Observation Condition 3, Night.
FIRES (OP): Wet.

3. HOLY WAR: Game length is 5 Turns. The Iranians may exit off any mapboard side that is part of panel 3 and the Iraqis may exit off any mapboard side that is part of panel 1.
WEATHER: Normal. VISIBILITY: Condition 1. FIRES (OP): Dry.

C. OPPOSING FORCES: Select one of the following matchups or setup scenario variants by matching the total points (see Option 26) in a matchup.

1. BASE CAMP ASSAULT; South Vietnam, 1965-1975: This represents an assault on a portion of one face of a typical base camp. Select one of the defending and one of the attacking forces. Setup the defenders anywhere on mapboard panel 3 and/or on the mapboard panel adjacent to panel 3. The attacker starts off the mapboard, and may enter anywhere along their side after the defenders are setup. Note the crater units with the North Vietnamese forces that must be placed before the defender sets up.

a. DEFENDERS:
(1) American Green Beret Squad (+): 6/3; 1C, 1S, 2A; 1×MMG4, 2×GLR2, 9×RFL10; 2×BPD, 3×NST; 12×BDA, 22×HGN3 and/or HGN5, 2×LPL3, 1×SHG, 12×GLR2AMO; 4×ABS, 1×BKR, 2×DCH, 6×DF×, 3×DWR, 1×PMN2, 1×TWR (sandbagged) (680-532-148 points).

(2) SOUTH VIETNAMESE: (680-504-176 points).
1st Ranger Squad (+ & −): 5/3; 1C, 1S, 1A; 1×GLR2, 1×LMG4, 1×PST1, 6×RFL10; 2×BPD, 1×NST.
2nd Ranger Squad (−): 5/2; 1S, 1A; 1×GLR2, 1×MMG4, 5×RFL10; 2×BPD, 1×NST.
Extra Equipment, Ammunition, and Defensive Units: 6×BDA, 1×BNC, 45×HGN3 and/or HGN5, 4×LPL3, 12×GLR2AMO; 8×ABS, 1×CAV, 4×DCH, 4×DF×, 4×DWR, 2×PMN1, 4×TNL, 2×TRN, 6×WIR.

b. ATTACKERS:
(1) NORTH VIETNAMESE REGULARS: (900-744-156 points).
1st Infantry Squad (+): 5/2; 1C, 1S, 1A; 1×LMG20, 1×MPL19, 2×PST3, 6×RFL1, 1×RFL8, 1×SMG11, 1×LTK6; 1×NST.
2nd Infantry Squad (+): 4/3; 1S, 2A; 1×FTR, 1×MMG1, 1×LMG20, 1×MPL19, 1×MRT1, 6×RFL1; 1×NST.
Extra Equipment, Ammunition, and Craters: 4×BDA, 1×BNC, 4×DMC, 75×HGN3, 4×RDO, 10×MPL19AMO, 14×MRT1AMO; 4 single and 3 double craters.
(2) VIET CONG: (900-660-240).
1st Infantry Squad (+): 4/3; 1C, 1S; 1×LMG20, 1×MRT1, 1×PST3, 6×RFL1, 2×RFL21.
2nd Infantry Squad (+): 5/2; 1S, 1A; 1×MMG1, 1×MPL19, 8×RFL1, 1×SMG9.
3rd Infantry Squad (+): 5/2; 1S, 1×LMG20, 1×MPL19, 6×RFL1, 1×RFL8, 1×SMG4.
Extra Equipment and Ammunition: 5×BDA, 2×BNC, 10×DMC, 120 HGN3 ("G" only), 2×RDO, 10×RGN2 ("G" only), 1×SHG, 12×MPL19AMO, 16×MRT1AMO.

2. GOOSE GREEN; Falklands, 1982: This represents a small portion of the attack by the British 2nd Parachute Battalion on the Argentine 12th Infantry Regiment. The Argentines setup first anywhere on mapboard panel 1. Then the British may be setup anywhere on mapboard panel 3.
a. ARGENTINES (DEFENDERS): (800-679-121 points).
1st Infantry Squad (+): 3/2; 1S; 1×LMG3, 1×PST2, 9×RFL5; 1×BPD; 2×PNS.
2nd Infantry Squad: 3/2; 1S; 1×MMG3, 9×RFL5; 1×BPD, 2×NST.
3rd Infantry Squad: 3/2; 1S; 1×MMG3, 8×RFL5, 1×SMG10; 1×BPD, 1×NST, 1×PNS.
Extra Equipment, Ammunition, and Defensive Units: 3×BDA, 1×BNC, 65×HGN3, 4, 5, and/or HGN6, 3×RDO, 5×RGN2; 5×SF×, 5×WIR.
b. BRITISH (ATTACKERS): (1020-883-137 points).
1st Parachute Squad (+): 4/3; 1C, 1S, 2A; 1×GLR2, 1×LMG3, 1×MRT12, 4×RFL18, 4×SMG10; 2×NST.
2nd Parachute Squad (+ & −): 4/3; 1S, 2A; 1×LMG3, 1×MPL4, 1×RFL8,

4×RFL18, 1×SMG10; 2×NST.
Extra Equipment and Ammunition: 19×BDA, 1×BNC, 23×HGN3 and/or HGN5, 2×RDO, 2×RGN2, 5×GLR2AMO, 2×MPL4AMO, 8×MRT12AMO.

3. HOLY WAR; Iran-Iraq Border, 1980 on: This represents an Iraqi assault on a small portion of an Iranian-held town. Setup the Iranians first, anywhere on mapboard panel 3. The Iranian player may designate any 5 windows to be treated as loopholes of height "1" instead of as windows. Then setup the Iraqis anywhere on the mapboard fold or back away from the Iranians on mapboard panel 1. Note the crater units with the Iraqis that must be placed before the defender sets up.

a. IRANIANS (DEFENDERS): (475-394-81 points).
1st Revolutionary Guard Squad: 3/2; 1C, 1S; 1×MMG5, 1×PST1, 6×RFL18, 2×SMG7.
2nd Revolutionary Guard Squad: 3/2; 1S; 3×RFL11, 4×RFL18, 3×SMG7.
3rd Revolutionary Guard Squad: 3/2; 1S; 1×GLR3+RFL11, 3×RFL11, 4×RFL18, 2×SMG2; 1×BPD.
Extra Equipment, Ammunition, and Defensive Units: 1×BDA, 47×HGN3 and/or HGN5 ("G" only), 2×RGN2, 3×GLR3AMO; 2×BLK, 1×DCH, 1×TRN, 6×WIR.
b. IRAQIS (ATTACKERS): (730-583-147 points).
Special Forces Squad: 4/3; 1C, 1S, 1A; 1×LMG20, 1×MPL20, 1×PST4, 3×RFL1, 1×RFL19, 2×SMG10; 1×BPD, 1×NST.
1st Infantry Squad: 3/2; 1S; 1×LMG20, 1×MPL20, 6×RFL1, 1×RFL21; 1×SMG4.
2nd Infantry Squad: 3/2; 1S; 1×LMG20, 1×MRT1, 8×RFL1, 1×RFL21.
Extra Equipment, Ammunition, and Craters: 4×BDA, 1×BNC, 2×DMC, 89×HGN3, 3×RDO, 8×MPL20AMO, 10×MRT1AMO; 2 single and 2 double craters.

D. VICTORY CONDITIONS:
1. BASE CAMP ASSAULT: Both sides get one victory point per building controlled at game's end. The bunker or cave (with tunnel) is considered to be the camp headquarters, and is worth three victory points to the defender and ten victory points to the attacker if controlled at game's end.
2. GOOSE GREEN: There are eight hills on mapboard panel 1. Both sides get three victory points per hill controlled at game's end.
3. HOLY WAR: Both sides get two victory points per building controlled at game's end.

SCENARIO SIX: "TANK KILLERS"

Screening armored fighting vehicles from enemy anti-tank missiles is an important task for modern infantrymen.

A. MAPBOARD TERRAIN: The panels may be placed facing in any direction.

3	2	1

1. SINAI: Tree hexes and dark green hexes are considered to be clear hexes, light green hexes are considered to be scrub hexes, and brown hexes are considered to be sand hexes. Hills are height "4" and depressions are height "−4". Ignore all buildings (consider as clear hexes), fences, and hedges. Roads are dirt.

2. WESTERN EUROPE: Ignore the buildings, and consider them to be clear hexes. Roads are paved.

B. SPECIAL RULES: Game length is 6 Turns. Defenders may exit off the sides of panel 3, attackers off the sides of panel 1. **WEATHER:** Normal. **VISIBILITY:** Condition 1. **FIRES (OP):** Normal.

C. OPPOSING FORCES: Select one of the following matchups or setup scenario variants by matching the total points (see Option **26**) in a matchup. Setup the defenders first anywhere on mapboard panel 3. Then, setup all attacking soldiers except for those required for vehicle crews anywhere on mapboard panel 2. Setup all attacking vehicles and their crews on mapboard panel 1, no more than 4 hexes from the mapboard side farthest from mapboard panel 3.

1. SINAI, 1973:
a. EGYPTIANS (DEFENDERS): (630-577-53 points).
Missile Squad (+): 4/2; 1S, 2A; 2×MSL4, 1×MPL20, 6×RFL1, 1×SMG9; 1×BPD.
Paratrooper Squad: 4/3; 1S, 1A; 1×LMG23, 1×MPL20, 7×RFL1; 1×NST.
Extra Equipment, Ammunition, and Defensive Units: 1×BNC, 1×CBX, 24×HGN3, 2×HGN7, 2×RDO, 6×MPL20AMO; 1×VMN2.
b. ISRAELIS (ATTACKERS): (1260-1203-57 points).
Armored Squad: 4/2; 1S, 1A; 2×PST2, 2×RFL5, 1×RFL13, 3×SMG7, 2×MBT10.
Infantry Squad (+): 5/2; 1C, 1S, 1A; 1×LMG3, 1×PST2, 8×RFL5, 1×SMG7.
Extra Equipment: 1×BNC, 37×HGN3, 4, and/or HGN5, 8×RGN2 and/or RGN4, 1×RDO.
2. WESTERN EUROPE, 1980s?:
a. Canadian Mechanized Infantry Squad (+)(Defenders): 4/3; 1S, 2A; 1×LMG3, 1×MPL6, 1×PST2, 7×RFL18, 2×SMG10, 1×TDR6; 1×NST, 1×SCP; 12×BDA, 1×BNC, 14×HGN3 and/or HGN5, 2×LPL3, 1×RDO, 2×MPL6AMO; 2×RBL, 2×SFX, 2×WIR; 1×VMN2 (675-603-72 points).
b. CZECHS (ATTACKERS): (965-918-47 points).
Armored Squad: 3/2; 1S, 1A; 2×PST3, 2×RFL1, 4×SMG11, 2×MBT15(T55—no "B" weapon position, no "L" equipment).

1st Motorized Rifle Squad: 3/2; 1C, 1S, 1A; 1×LMG4, 1×MPL20, 5×RFL1, 1×RFL8, 1×SMG11; 1×NST.
2nd Motorized Rifle Squad: 3/2; 1S, 1A; 1×LMG4, 1×MPL20, 6×RFL1; 1×BPD.
Extra Equipment and Ammunition: 1×BDA, 1×BNC, 24×HGN3, 2×RDO, 7×MPL20AMO.

D. VICTORY CONDITIONS: The attacker gets 10 points for each undestroyed vehicle that is located in any hex, hexes, or partial hex on mapboard panel 3 at game's end.

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FIREPOWER Counter Sheet Front

FIREPOWER Counter Sheet Front

CHARACTER SHEET (OP.22)

NAME AND NUMBER	WEAPON NUMBER	RANK	SPEED	STRENGTH	CONSTITUTION	EYESIGHT	REFLEXES	DRIVING	SWIMMING	EXPERIENCE	MOTIVATION												BATTLES	WOUNDS	PERSONAL AND EXTRA EQUIPMENT AND AMMUNITION

PERSONAL CHARACTERISTICS

SKILL

HOLDING BOX CARD

VEHICLE LAYOUTS

(Reduced)

A	1 or 2 DRVR-SGN/ B GNL	I OTHER	II OTHER
	PASSENGERS		
	ON BOW HULL 1/3	ON TURRET 1/3	ON REAR HULL OR INSIDE 1/3
B	1 or 2 DRVR-SGN/ B GNL	I OTHER	II OTHER
	PASSENGERS		
	ON BOW HULL 1/3	ON TURRET 1/3	ON REAR HULL OR INSIDE 1/3
C	1 or 2 DRVR-SGN/ B GNL	I OTHER	II OTHER
	PASSENGERS		
	ON BOW HULL 1/3	ON TURRET 1/3	ON REAR HULL OR INSIDE 1/3

(Full)

D

(In Hull)

1	2	3
DRVR-SGN/ B GNL	DRVR-SGN	B GNL/ L, M GNL
4 CDR/ SPJ	5 F GNL/ N GNR/ RDO	6 G GNL/ N LDR/ RDRVR-SGN

(In Turret)

7 A,C,D,E,J,K GNL SPJ	8 A,K GNR/ H,I,J GNL/ SPJ	9 A,K GNR/ J GNL/ SPJ
10 A,K LDR/ H,I GNL SPJ	11 A,K LDR/ SPJ	12 CDR/ H,I GNL SPJ
13 CDR/ SPJ	14 CDR/H,I,J GNL/ A,K GNR or GNL/ SPJ	15 OTHER

PASSENGERS		
ON BOW HULL 1/3	ON TURRET 1/3	ON REAR HULL OR INSIDE 1/3

E

(In Hull)

1	2	3
DRVR-SGN/ B GNL	DRVR-SGN	B GNL/ L, M GNL
4 CDR/ SPJ	5 F GNL/ N GNR/ RDO	6 G GNL/ N LDR/ RDRVR-SGN

(In Turret)

7 A,C,D,E,J,K GNL SPJ	8 A,K GNR/ H,I,J GNL/ SPJ	9 A,K GNR/ J GNL/ SPJ
10 A,K LDR/ H,I GNL SPJ	11 A,K LDR/ SPJ	12 CDR/ H,I GNL SPJ
13 CDR/ SPJ	14 CDR/H,I,J GNL/ A,K GNR or GNL/ SPJ	15 OTHER

PASSENGERS		
ON BOW HULL 1/3	ON TURRET 1/3	ON REAR HULL OR INSIDE 1/3

VEHICLE ABBREVIATIONS

- CDR: Commander.
- DRVR: Driver.
- GNL: Gunner/Loader.
- GNR: Gunner.
- LDR: Loader.
- RDO: Radioman.
- RDRVR: Rear Driver.
- SGN: Smoke Generator.
- SPJ: Smoke Projector.

POSTURE DIAGRAM

- CROUCH (Hatch Closed)
- STAND (Hatch Open)
- PRONE

MAPBOARD DIRECTION "1"

BUNKER, CAVE, FOXHOLE, PILLBOX, TOWER, AND TRENCH BOXES

401	402	403	404	405	406	407	408
409	410	411	412	413	414	415	416

TURN RECORD	1	2	3	4	5	6	7	8	9	10

HOLDING BOX CARD

VEHICLE LAYOUTS

A (Reduced)

	I	II
1 or 2 DRVR-SGN/ B GNL	OTHER	OTHER
ON BOW HULL ½	ON TURRET ½	ON REAR HULL OR INSIDE ½
	PASSENGERS	

B

	I	II
1 or 2 DRVR-SGN/ B GNL	OTHER	OTHER
ON BOW HULL ½	ON TURRET ½	ON REAR HULL OR INSIDE ½
	PASSENGERS	

C

	I	II
1 or 2 DRVR-SGN/ B GNL	OTHER	OTHER
ON BOW HULL ½	ON TURRET ½	ON REAR HULL OR INSIDE ½
	PASSENGERS	

D (Full)

(In Hull) / (In Turret)

1 DRVR-SGN/ B GNL	4 CDR/ SPJ	7 A,C,D,E,J,K GNL/ SPJ	10 A,K LDR/ H,I GNL/ SPJ	13 CDR/ SPJ	ON BOW HULL ½
2 DRVR-SGN	5 F GNL/ N GNR/ RDO	8 A,K GNR/ H,I,J GNL/ SPJ	11 A,K LDR/ SPJ	14 CDR/H,I,J GNL/ A,K GNR or GNL/ SPJ	ON TURRET ½
3 B GNL/ L, M GNL	6 G GNL/ N LDR/ RDRVR-SGN	9 A,K GNR/ J GNL/ SPJ	12 CDR/ H,I GNL/ SPJ	15 OTHER	ON REAR HULL OR INSIDE ½
					PASSENGERS

E (Full)

(In Hull) / (In Turret)

1 DRVR-SGN/ B GNL	4 CDR/ SPJ	7 A,C,D,E,J,K GNL/ SPJ	10 A,K LDR/ H,I GNL/ SPJ	13 CDR/ SPJ	ON BOW HULL ½
2 DRVR-SGN	5 F GNL/ N GNR/ RDO	8 A,K GNR/ H,I,J GNL/ SPJ	11 A,K LDR/ SPJ	14 CDR/H,I,J GNL/ A,K GNR or GNL/ SPJ	ON TURRET ½
3 B GNL/ L, M GNL	6 G GNL/ N LDR/ RDRVR-SGN	9 A,K GNR/ J GNL/ SPJ	12 CDR/ H,I GNL/ SPJ	15 OTHER	ON REAR HULL OR INSIDE ½
					PASSENGERS

VEHICLE ABBREVIATIONS

CDR:	Commander.
DRVR:	Driver.
GNL:	Gunner/Loader.
GNR:	Gunner.
LDR:	Loader.
RDO:	Radioman.
RDRVR:	Rear Driver.
SGN:	Smoke Generator.
SPJ:	Smoke Projector.

POSTURE DIAGRAM

STAND (Hatch Open)

PRONE

CROUCH (Hatch Closed)

MAPBOARD DIRECTION "1"

BUNKER, CAVE, FOXHOLE, PILLBOX, TOWER, AND TRENCH BOXES

401	402	403	404	405
409	410	411	412	413
	406	407	408	
414	415	416		

BASIC GAME MOVEMENT FACTOR EXPENDITURE CHART (6.2)

TYPE OF ACTION	MOVEMENT COST		
	STAND	CROUCH	PRONE
Enter a new hex.	1	2	3
Turn 1—3 hexsides in a hex.	1	1	1
Cross fence, hedge, or hill/depression.	1	1	1
Prone to Stand or vice-versa.	1	—	2
Crouch to Stand or vice-versa.	—	1	1
Fire weapons (Combat).	2	2	2
Melee (Combat).	1	1	1

BASIC GAME FIRING CHARTS (6.3)

TYPE UNIT	WEAPON NAME	RATE OF FIRE	RANGE IN HEXES						
			1-2	3-5	6-8	9-12	13-20	21-30	31-40
LMG	Light Machinegun	3×4	5	4	4	4	3	3	2
RFL	Rifle	2×3/2	5/6	4/5	4/5	4/5	3/4	2/4	1/3
PST	Pistol	2	6	4	1	—	—	—	—
HGN	Hand Grenade (hit 5)	1	8	5	2	—	—	—	—

BASIC GAME FIRING MODIFIERS (6.3.6.2)

+1: Firing unit is Suppressed.
+1: Target in cover (fence, rough, tree—not firing grenades).
+1: Target in concealment (hedge, scrub, tree—not firing grenades).
+1: Target is Crouching (not firing grenades).
+2: Target is Prone (not firing grenades).
+1: Per tree or hedge hex in line of sight.
+2: Target is Running (not grenades).
+1: Firer expends 1 movement factor (not grenades).
+2: Firer expends 2 movement factors (not grenades).

RATE OF FIRE EXAMPLE (6.3.5.1)

No. of bursts ➤ 3×4 ◀ No. of Shots per burst

GRENADE SPREAD DIAGRAM (6.3.6.3.2.1)

GRENADE BLAST DIAGRAM (6.3.6.3.2.2)

STANDARD TERRAIN IDENTIFICATION CHART

NOTE: For appearance, many hexes contain two or more colors. The terrain in a hex is determined by the color that fills *most* of the hex. For hexes that contain roads, consider the entire hex to be a road hex, regardless of other colors also in the hex.

HILL (Higher than surrounding terrain—color indicates other terrain in hex): Includes hexes with one or more contour lines and those enclosed by contour line hexes.

FENCES (Ignore hex color)
STONE   WOOD
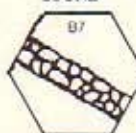
ROAD (Paved on panel 4, unpaved on other panels)

HILL HEXSIDE

HEDGE (Ignore hex color)

DEPRESSION (Lower than surrounding terrain) (Color indicates other terrain in hex)

DEPRESSION HEXSIDE

BUILDING (Panels 3 and 4 only)

BUILDING WALL
DOOR (Shown opened "inside")
STAIRS
WINDOW

ROUGH

CLEAR (Light green or brown)

TREE

TREE HEXSIDE
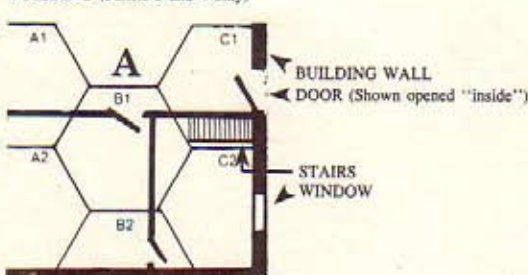
PAVEMENT (Panel 4 only—same as Clear terrain)
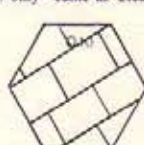
WELL

ALLEY (The narrow paved road hexes on panel 4 only)

SCRUB (Dark green)

EXTRA EQUIPMENT, PISTOL, SUBMACHINEGUN, AND DEFENSIVE UNITS WEAPON CHARTS

TYPE UNIT	WEAPON NAME	TYPE	RATE OF FIRE	1–2	3–5	6–8	9–12	13–20	21–30	31–40	41–60	61–100	BLAST	PENET	MOVE	STAND	CROUCH	PRONE	UP	CREW	REPLACEMENT	INTRO	POINTS	NOTES
HGN1	Offensive/Defensive Grenade (Fuse)	G	1	B/8	B/6	5/3	(2)—	—					2/4	1	N	X	X	X	+1	1	S 00	—	1	ab
HGN2	Offensive/Defensive Grenade (Impact)	G	1	B/8	6/5	3/2	1/—	—					3/5	1	N	X	X	X	+1	1	S 09	—	1	ab
HGN3	Offensive Grenade (Fuse)	GM/W	1	8	5	3	1	—					3/2	1/3	N	X	X	X	+1	1	S 00	—	1	ac
HGN4	Offensive Grenade (Impact)	GM/W	1	8	6	3	1	—					3/2	1/3	N	X	X	X	+1	1	S 09	—	1	ac
HGN5	Defensive Grenade (Fuse)	GM/W	1	8	5	2	—	—					5/3	1/3	N	X	X	X	+1	1	S 00	—	1	ac
HGN6	Defensive Grenade (Impact)	GM/W	1	—	5	2	1	—					5/3	1/3	N	X	X	X	+1	1	S 09	—	1	ac
HGN7	Anti-tank Grenade (Impact)	H	1	—	4	1	—	—					4	2	N	X	X	X	+1	1	S 71	—	1	a
HGN8	Molotov Cocktail (Impact)	F	1	—	3	1	—	—					6	2	N	X	X	X	+1	1	S 06	—	1	a
HRG	Hand Rifle Grenade (Impact)	GM/W	1/1 +L	—	5/4	2/4	—/3	—/2	—/0				5/3	1/3	N	X/+1	X	X	+1/—	1	S 09/09	60	2	ad/ade
RGN1	No Preparation Grenade (Impact)	GMU/H	1	—	4/3	3/2	2/1	0					3/3	1/6	N	+1	X	X	—	1	S 09/09	63	2	aef
RGN2	Light Grenade (Impact)	GMU/W	1+L	—	4	3	3	2	0				3/2	1/3	N	—/1	X	X	—	1	S 09	—	2	ace
RGN3	Light Anti-Tank Grenade (Impact)	H	1+L	—	4	3	2	1	0				3	8	N	+1	X	X	—	1	S 81	81	2	ac
RGN4	Heavy Grenade (Impact)	GMU/W	1+L	—	4	3	3	1	0				5/3	1/3	N	+1	X	X	—	1	S 09	—	2	ace
RGN5	Heavy Anti-Tank Grenade (Impact)	H	1+L	—	3	2	1	0	0				4	25	N	+1	X	X	—	1	S 81	81	2	ae
LPL1	ARPAC	H	1	—	6	5	3	3	2	1	0		5	21	N	X	X	X	X	1	S 81	80	2	a
LPL2	LAW 80	H	1	—	6	5	5	4	3	2	1	0	6	60	N	X	X	X	X	1	S 91	83	5	ag
LPL3	M72 LAW	H	1	—	5	5	4	3	1	1	0	0	4	24	N	X	X	X	X	1	S 81	81	3	ag
LPL4	Miniman	H	1	—	6	5	4	3	1	1	0	0	5	28	N	X	X	X	X	1	S 81	73	3	ag
LPL5	RPG75	H	1	—	6	5	4	3	2	1	0	0	5	33	N	X	X	X	X	1	S 81	81	3	ag
LPL6	SARPAC	GU/H	1	—	6/6	6/5	6/4	5/3	5/1	4/0	2/0	0/—	6/4	1/25	N	X	X	X	X	1	S 07/81	77	3	afg
BDA	Body Armor	—	—																				2	
BNC	Binoculars (OP)	—	—	"+1" vs. Pistol Submachinegun and Blast																			1	
CBX	Missile Control Box	—	—	"−2" Sighting Modifier. Controls missile																			4	
DMC	Demolition Charge	G	1+L	10							9			50							S 06		4	ah
NBC	NBC Protective Suite (OP)	—	—	Environment protection.											−1									
RDC	Radio (OP)	—	—	Used for communications.																			3	
SHG	Shotgun	L	2	9	6	4	2	—					—	1	N	X	X	X	+1	4	S 06	—	2	
PST1	M1911A1	L	2	6	4	1	0	—					—	1	N	X	X	X	+1	3	3 00	—	1	
PST2	HP35, L35, M1951, MAS1950 P1, SIG210, SIG220	L	2	6	4	2	0	—					—	1	N	X	X	X	+1	2	2 09	i	1	v
PST3	MAB P15, Super Star, TT33, VZ52	L	2	6	4	2	0	—					—	1	N	X	X	X	+1	2	2 08	—	1	
PST4	M67, MKE, PA63, PM, WZ64	L	2	6	3	1	0	—					—	1	N	X	X	X	+1	2	2 08	v	1	
SMG1	M1A1 "Tommy Gun"	L	3 x 3/2	5/6	3/5	2/4	1/3	0/1	—/0				—	1	N	X	X	X	X/+1	3	3 08/09	—	2	
SMG2	M3A "Grease Gun"	L	2 x 3	5	3	2	1	0	0				—	1	N	X	X	X	X	3	3 08	—	2	
SMG3	MAC10, MAC11	L	3 x 3/2	5/6	3/4	1/3	0/1	—/0					—	1	N	X	X	X	X/+1	1	k 06/08	70	2	Gmw
SMG4	M56, PPSh61, SIG46	L	4 x 3/2	5/6	3/5	1/4	0/3	—/1					—	1	N	X	X	X	X/+1	1	2 07/09	70	2	Yrv
SMG5	Type 64	L	4 x 3	5	3	2	1	0					—	1	N	X	X	X	X	2	2 06	—	2	
SMG6	M31 (Suomi)	L	3 x 3/2	5/6	4/5	2/4	1/3	0/2	—/0				—	1	N	X	X	X	X/+1	1	2 08/09	—	2	v
SMG7	M2, ML57, Owen, Uzi, VZ23, VZ24, VZ25, VZ26	L	3 x 3/2	5/6	3/5	2/4	1/3	0/1					—	1	N	X	X	X	X/+1	1	2 08/09	q	2	GmYrv
SMG8	F1A1, M12, SCK, Z62, Z70	L	3 x 3/2	5/6	3/4	2/3	1/2	0/1	—/0				—	1	N	X	X	X	X/+1	1	2 07/09	q	2	Yrv
SMG9	M1944, M45, M/49, MAT49, PPS43	L	3 x 3	5	3	2	1	0					—	1	N	X	X	X	X	1	2 08	—	2	
SMG10	L2, M, Madsen, MP169, PA3DM, Sterl, Z45	L	2 x 3/2	5/6	3/5	2/4	1/2	0/1	—/0				—	1	N	X	X	X	X/+1	s	2 06/07	s	2	mtv
SMG11	APS, VZB1, WZPM63	L	2 x 3/2	4/6	3/4	1/3	0/1	—/0					—	1	N	X	X	X	X/+1	1	2 06/08	—	2	uw
SMG12	FBP48, MP40	L	2 x 3	5	3	2	1	—					—	1	N	X	X	X	X	2	2 06	—	2	uw
PMN1	Anti-Personnel Mine	G	1	h									7	1	—	h	X	X	—	2	S 09	—	2	
PMN2	Claymore Mine	C	1	0	+2	+4	+6	+7					8	1	—	h	X	X	—	1	S 06	—	10	
VMN1	Small Anti-Vehicle Mine	A	1	h									2	3	—	h	X	X	—	2	S 07	—	2	
VMN2	Large Anti-Vehicle Mine	A	1	h									3	6	—	h	X	X	—	4	S 05	—	4	

Type Unit	NAME	POINTS		Type Unit	NAME	POINTS
ABS	Abatis			RBL	Roadblock	2
BKR	Bunker	15		SFX	Shallow Foxhole	4
BLK	Block	2		TNL	Tunnel	3
CAV	Cave	4		TRN	Trench	7
DCH	Ditch	3		TWR	Tower	5
DFX	Deep Foxhole	7		WIR	Barbed Wire	10
DWR	Double Barbed Wire	4				
PBX	Pillbox	2				

a. One use only. b. Left is offensive, right is defensive. c. Left is "G", right is rifle grenade for rate of fire, hit numbers, and postures. Left is "G", right is grenade, right's rifle grenade for penetration. e. May not be fired if other movement factors are expended. f. Left is "G", "M", and/or "U", right is "H" for hit numbers, blast and penetration. g. May not be fired in confined space. h. Effect on same hex only. i. SIG220 in 1975. j. M57 in 1957. k. "3" impact in .45 version. "2" impact in 9mm version. m. "+" failing modifier when a grenade launcher is fired. n. Only M56 has a bayonet. p. Only Uzi has grenade launcher. q. Z70 in 1971. r. Only F1A1 has bayonet. s. MP69 in 1970. t. PA3DM has rifle grenade launcher when fired, or bayonet. u. Z70 in 1971. r. Only F1A1 has bayonet. L2 may have nightsight attached and has bayonet. u. VZB1 may have nightsight attached and has semi-automatic fire. v. Left is automatic fire, right is semi-automatic fire. w. May be detonated by one soldier ("+1" modifier when fired). L2 may have nightsight attached and has bayonet. u. VZB1 may have nightsight attached and has semi-automatic fire, right is automatic fire, right is semi-automatic fire. w. May be detonated by one soldier or by a trip wire. G: Has a rifle grenade launcher. Y: Has bayonet.

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NUMBER	WEAPON NAME	TYPE	RATE OF FIRE	1–2	3–5	6–8	9–12	13–20	21–30	31–40	41–60	61–100	F,G or W B/L	F,G or W P/Y	A or L B/L	A or L P/Y	H B/L	H P/Y	IMPACT	RELI Ba	NOTES
1	Light and Medium Vehicle Machineguns (9.5-7.92mm)	L	3 x 6	5	4	4	4	4	4	3	3	3	—	—	—	—	—	—	—	08	
2	M134 "Minigun" (7.62mm)	L	6 x 20	5	5	5	5	—	—	—	—	—	—	—	—	—	—	—	—	04	
3	Heavy Vehicle Machinegun (12.7mm)	L	3 x 5	4	5	5	5	5	—	—	—	—	1	—	1	—	1	—	S	09	
4	KPVT (14.5mm)	L	3 x 5	4	5	5	5	—	—	—	—	—	3	—	3	—	—	—	S	08	
5	Oerlikon 204 G.K. (20mm)	L	2 x 5	4	5	5	4	4	4	4	—	—	4	—	4	—	4	—	S	07	
6	M621, M693 (20mm)	L	2 x 5	4	5	5	5	4	4	4	3	3	4	—	4	—	4	—	S	08	
7	HS804, HS820, Rh202 (20mm)	L	2 x 6	4	6	6	6	6	5	5	5	—	4	—	4	—	4	—	S	08	
8	M167 "Vulcan" (20mm)	L	3 x 6	4	6	6	6	6	—	—	—	—	4	—	4	—	4	—	S	04	
9	M242 "Bushmaster" (25mm)	L	6 x 20	—	6	6	6	6	6	5	5	5	5	—	5	—	5	—	S	08	
10	Rarden (30mm)	A	2	7	7	7	7	7	7	7	6	6	6	—	6	—	6	—	S	05	bc
11	ZU30 (30mm)	A	2	7	7	7	7	7	7	7	6	6	6	—	6	—	6	—	S	07	
12	M174 Automatic Grenade Launcher (to 1974) (40mm)	GMU	2 x 3/2	—	—	5/6	4/5	3/4	2/3	1/2	1/1	0/0	4	1	4	1	4	1	S	02	c
	M174 Automatic Grenade Launcher (1974 on) (40mm)	GMU	2 x 3/2	—	5/6	5/6	5/6	4/5	3/5	2/4	1/3	0/0	4	1	4	1	4	1	S	02	c
13	M1943, ZIS2 (57mm)	AG	1	—	6	6	6	6	6	5	5	7	5	1	4	1	—	—	S	02	c
14	CS DT AT HB CM 60A1 (60mm)	CGMU	2	d	d	d	d	d	—	—	—	—	1	—	14	—	—	—	S	07	
15	2A2B (73mm)	GH	1+L	—	6	6	6	5	4	3	3	3	6	1	5	—	5	—	S	01	e
16	DEFA 75mm (75mm)	GHM	1	—	6	6	6	6	5	5	5	5	7	2	6	—	6	—	S	85	
17	L5 Medium Velocity (76mm)	GHMU	1	—	6	6	6	6	5	5	5	5	7	2	5	—	5	—	S	04/81	
18	M32, T91E3 (76.2mm)	ACGHM	1	—	6	6	6	6	6	5	5	5	7	2	5	—	5	—	S	81	
19	M1942, ZIS3, Ch51m (76.2mm)	AGH	1	—	6	6	6	6	6	5	4	8	7	2	5	—	5	—	S	02/81	elgh
20	Medium Mortar (81mm)	GMUW	1	—	—	—	—	—	5	5	3	3	8/6	2/3	—	—	—	—	S	08	egh
21	Medium Mortar (82mm)	GM	1	—	6	6	6	6	5	5	3	3	7	2	—	—	—	—	S	07	g
22	B10, M60, T21 Recoilless (82mm)	G/H	1	6/6	6	6	6	5	5/4	4/3	3/2	2/1	7	2	6	—	6	—	S	02/71	
23	20 pounder (83.4mm)	AGHM	1	—	6	6	6	5/4	5/4	4/3	4/3	7	8	2	6	—	6	—	S	02/71	
24	M1945, D5T (85mm)	AGH	1	—	6	6	6	6	6	5	5	5	8	2	6	15	6	—	S	05/81	
25	DEFA 90mm F (D921) (90mm)	CGHM	1	—	6	6	6	6	6	5	5	5	8	2	6	22	6	—	S	01/81	
26	M36, M41 (90mm)	AGHM	1	—	6	6	6	6	6	5	5	5	8	2	6	28	6	—	S	85	
27	D10T (100mm)	AGHM	1+L	—	7	7	7	7	7	7	7	7	8	2	7	32	6	—	S	03/81	l
28	DEFA 105mm (105mm)	GHMU	1	—	7	7	7	7	7	7	7	7	7	2	7	20	5	—	S	85	
29	L7, M68 (L7/51) (105mm)	GHMUW	1	—	7	7	7	7	7	7	7	7	9/8	2/4	7	25	7	—	S	05/81	
30	L7 (L62) (105mm)	AGM	1	—	7	7	7	7	7	7	7	7	9	2	7	27	7	—	S	05	ji
31	M40 Recoilless (105mm)	CG/H	1	—	7	7	7	7	6/5	6/5	5/4	4/3	9	2	6	38	7	—	S	03/75	ghnq
32	B11 Recoilless (107mm)	G/H	1	6/6	6/6	6/6	6/6	5/5	5/4	5/4	4/3	3/1	9	2	6	32	7	—	S	05/65	ghn
33	U5TS (115mm)	AGH	1+L	—	7	7	7	7	7	7	7	7	9	2	8	38	8	—	S	03/81	ghn
34	GIAT, M256 (115mm)	AGHM	1+L	—	7	7	7	7	7	7	7	7	9	2	8	28	8	—	S	01/81	l
35	L11 (120mm)	ACGHMU	1+L	—	7	7	7	7	7	7	7	7	8	2	8	35	8	—	S	04/81	ghnr
36	Sagger AT3 (9M14) (MSL) (120mm)	ACGHMU	1+L	—	7	7	7	7	7	7	7	7	8	2	8	32	8	—	S	04/81	k
37	Rapier 3 (120mm)	AGH	1+2L	—	7	7	7	7	7	7	7	7	8	2	7	20	7	—	S	03/81	l
38	Vigilant (MSL) (125mm)	H	1+L	—	7	7	7	7	7	7	3	3	—	—	7	25	7	—	S	71	ghnrp
39	HOT (MSL) (132mm)	H	1+2L	—	7	7	7	7	7	7	7	7	9/8	2	8	30	8	—	S	01/81	ghnq
40	KAM9 (MSL) (142mm)	H	1+2L	—	—	6	6	2	2	2	2	3	9	2	—	—	8	—	S	71	ghn
41	M47 "Shillelagh" (Shell only) (150mm)	GH	1+2L	—	—	2	2	5	5	3	3	4	9	2	9	57	9	—	S	71	ghn
42	M220 TOW (MSL) (152mm)	H	1+2L	—	—	2	2	2	2	4	4	4	10	2	9	42	9	—	S	85	g
43	Swingfire (MSL) (152mm)	H	1+L	—	—	5	5	5	5	3	3	4	—	—	9	57	9	—	S	71	ghnr
44	M220 TOW / Swingfire (152mm)	H	1+2L	—	—	2	2	2	2	3	3	4	—	—	9	67	9	—	S	75	ghnr
45	Vehicle Flamethrower (170mm)	H	1+3L	—	—	5	5	2	2	2	2	3	—	—	9	67	9	—	S	71	ghrs
	Vehicle Flamethrower	F	1	10	10	10	10	10	10	10	—	—	10	2	—	—	—	—	S	—	—

a. All "C", "G", "M", "U", and "W" reliabilities are "02", except where given differently. Split reliability numbers are "A" to left, "H" to right. Where there is only one type of ammunition, the reliability number applies to that type. b. New round (1984) has "3" penetration. c. Left is automatic fire, right is semi-automatic fire. d. Canister only. e. Has indirect fire capability. f. Left is "G", right is "W" for blast and penetration. g. May not be fired if passengers are riding on top of the vehicle. h. May not be fired if the vehicle was turned or entered a new hex during the Impulse Phase I. New "A" round (1980) has "32" penetration. j. New "A" round (1982) has "37" penetration. k. New "A" round (1971) has "26" penetration. l. New "A" round (1982) has "26" penetration. m. Up to 3 hex separation for AT3C. n. May not be fired by soldier marked with status unit. p. "42" penetration for AT3C (1975). q. Up to 13 hex separation. s. Up to 10 hex separation. t. Left hit numbers are for "C" and/or "G", right hit numbers are for "H".

FLAMETHROWER, LARGE CREW WEAPON, MISSILE, MORTAR, MEDIUM PORTABLE LAUNCHER, AND PERSONAL EQUIPMENT WEAPON CHARTS

TYPE UNIT	WEAPON NAME	TYPE	RATE OF FIRE	1–2	3–5	6–8	9–12	13–20	21–30	31–40	41–60	61–100	BLAST	PENET	MOVE	STAND	CROUCH	PRONE	UP	CREW	IMPACT	REPLACB	INTRO	POINTS	NOTES
FTR1	Manpack Flamethrowers	F	1	10	10	10	—	—	—	—	—	—	9	2	−2	x	x	—	—	1	S	—	—	7	6x
FTR2	Two-Man Flamethrowers	F	1	10	10	10	—	—	—	—	—	—	9	2	−1	x	x	—	—	2	S	—	—	10	10x
FTR3	Carl Flamethrowers	F	1	10	10	10	—	—	—	—	—	—	9	2	−1	x	x	—	—	2	S	—	—	10	a10x
LCW1	SPG9 (73mm)	G/H	1	—	G/—	6/6	6/6	5/6	5/5	4/5	3/4	1/3	7/5	2/25	−2	x	x	x	—	3	S	81/71	—	11/3	bcp
LCW2	B10 (SPG82), M60 (82mm)	G/H	1	—	6/5	6/6	6/5	5/4	5/4	4/3	3/2	2/1	6/6	2/19	−1	x	x	x	x	4	S	02/71	—	19/3	abcp
LCW3	M40 (105mm)	CG/H	1	—	6/5	8/6	6/6	6/6	6/5	5/4	5/4	4/3	9/7	2/38	−3	x	x	x	—	4	S	03/75	—	32/9	bcp
MSL1	Mamba (110mm)	H	1	—	—	—	—	—	—	3	3	3	9	40	—	x	x	x	x	1	S	71	78	8	bce
MSL2	Bantam (110mm)	H	1	—	—	—	—	—	—	2	2	2	8	42	—	x	x	x	x	1	S	71	—	7	bcf
MSL3	KAM3D, Mosquito (120mm)	H	1	—	—	—	—	—	2	2	2	2	8	52	—	x	x	x	x	1	S	71	—	8	bdg
MSL4	Spigot AT-4 FAGOT (120mm)	H	1	—	—	—	—	—	2	2	2	3	8	42	—	x	x	x	x	1	S	71	72	10	bcf
MSL5	Beeswing (170mm)	H	1	—	—	—	—	—	3	3	3	3	9	67	—	x	x	x	x	1	S	71	69	14	bdh
MRT1	M1940/1941 Mortar (50mm)	G	1	—	—	—	—	—	3	3	3	3	5	1/3	−1	x	x	x	—	2	S	05	—	10/1	cij
MRT2	2" MK 8ML Mortar (51mm)	GM	1	—	—	—	—	—	3	3	3	3	5	1/3	−1	x	x	x	—	2	S	04	—	10/1	cij
MRT3	51mm Mortar (51mm)	GMU	1	—	—	—	—	—	3	3	3	3	5	1	N	x	x	x	—	2	S	08	—	11/1	ii
MRT4	IMI52 Hand Mortar (52mm)	GMU	1	—	—	—/3	—/2	—/2	3/1	3/0	3/—	3/—	5	1	N	XI/—	XI/—	x	—	2	S	06	—	12/1	ikm
MRT5	T1865 Light Mortar (60mm)	GMU	1	—	—	—/3	—/2	—/2	3/1	3/0	3/—	3/—	6	1	N	XI/—	XI/—	x	—	2	S	07	—	14/2	ikm
MRT6	M2, M19, M1953 (60mm)	GMU/W	1	—	—	—	—	—	3	3	3	3	6/5	1/3	−1	x	x	x	—	2	S	07	—	13/2	ijn
MRT7	HB Commando, ECIA Commando (50mm)	GMU/W	1	—	—	—	—	—	3	3	3	3	6/5	1/3	−1	x	x	x	—	2	S	08	—	13/2	ijn
MRT8	Tampella, EC'AB'L, MO-81-61, L1A1, M29 (60mm)	GMU/W	1	—	—	—	—	—	3	3	3	3	6/5	1/3	−1	x	x	x	—	2	S	08	—	13/2	ijn
MRT9	M57 Light Mortar (60mm)	GMU	1	—	—	—	—	3	5	5	5	5	5	1	−1	x	x	x	—	2	S	07	—	16/2	cij
MRT10	M224 Lightweight Mortar (60mm)	GMU/W	1	—	—	—	—	—	5	5	5	5	6/5	1/3	−1	x	x	x	—	2	S	08	79	20/2	ijn
MRT11	3" Mortar (76mm), M1 & M1944 (81mm)	GMUW	1	—	—	—	—	—	5	5	5	5	8/6	2/4	−3	x	x	x	—	3	S	07	—	19/4	cijn
MRT12	Tampella, EC'AB'L, MO-81-61, L1A1, M29 (81mm)	GMU/W	1	—	—	—	—	—	5	5	5	5	8/6	2/4	−3	x	x	x	—	3	S	08	—	22/4	ijn
MRT13	vz48 M1937 (82mm)	GM	1	—	—	—	—	3	3	3	3	3	7	2	−2	x	x	x	—	2	S	07	—	16/4	cij
MPL1	ACUAPX80 (80mm)	GMU/H	1	—	—	6/6	6/6	6/6	6/5	5/4	5/4	4/3	7/5	2/10	−1	x	x	x	—	2	S	03/81	70	11/3	lbcpw
MPL2	APILAS (112mm)	H	1	6	6	6	5	5	4	3	2	1	8	58	−1	x	x	x	—	2	S	91	83	13/5	lbw
MPL3	Folgore (80mm)	H	1	6	6	6	5	5	4	3	3	2	5	33	−1	x	x	x	—	2	S	81	82	10/3	lbw
MPL4	Milan (103mm)	H	1+L	—	—	7	7	6	5	4	2	1	7	29	−2	q	q	q	—	2	S	71	72	10/12	lbd
MPL5	M2 "Carl Gustav" (84mm)	GMU/H	1	6/6	6/6	6/6	6/5	5/4	5/4	4/3	2/1	0/—	8/6	2/33	−1	x	x	x	—	2	S	04/81	—	9/3	lbcpw
MPL6	M2-550 FFV "Carl Gustav" (84mm)	GMU/H	1	6/—	6/—	6/6	6/6	5/6	5/5	4/5	2/4	0/3	8/6	2/58	−1	x	x	x	—	2	S	04/81	76	12/3	lbcpw
MPL7	M20 "Super Bazooka" (89mm)	GMW/H	1+L	6/6	6/6	6/5	5/4	4/2	3/1	1/0	0/—	—	r/6	r/22	−1	x	x	x	—	2	S	07/71	74	8/4	bpw
MPL8	M47 "Dragon" (MAW) (127mm)	H	1+L	—	—	4	3	0	0	2	3	5	8	33	−2	—	x	x	—	1	S	71	74	12/12	lbd
MPL9	M155 (55mm)	H	1+L	6	6	6	5	4	3	2	—	—	6	25	N	x	x	x	—	1	S	81	—	3/3	lbw
MPL10	M56 "Raketenrohr" (83mm)	GM/H	1	6	6	6	5	5	4	3	2	1	6	30	−1	x	x	x	—	1	S	81	—	7/3	lbw
MPL11	ME7 (90mm)	H	1	6/6	6/6	6/6	5/4	5/4	5/4	5/4	4/3	2/1	8/6	2/25	−1	x	x	x	—	2	S	03/85	—	12/4	lbcpw
MPL12	M75 "Raketenrohr" (85mm)	H	1	6	6	6	5	4	2	1	0	—	6	36	−1	x	x	x	—	1	S	87	76	9/3	lbw
MPL13	M202 "Flash" (66mm)	W	1+L	—	—	8	8	6	4	1	0	—	8	5	−1	x	x	x	—	1	S	05	70	12/2	bs
MPL14	P27 (RPG27) "Pancerovka" (45mm)	H	1+L	6	6	5	4	3	1	0	—	—	8	19	N	x	x	x	—	1	S	71	—	3/3	lbw
MPL15	PzF44 (44mm)	H	1+L	6/6	6/6	5/6	3/5	1/4	0/2	—/0	—/0	—/0	6/4	27/31	N	x	x	x	—	1	S	81	—	4/2	ltw
MPL16	RB57 (44mm)	H	1	6	6	5	4	3	0	—	—	—	6	23	−1	x	x	x	—	1	S	71	—	4/2	ltw
MPL17	RL83 "Blindicide" (83mm)	GMUW/H	1	6/6	6/6	6/6	6/5	5/4	4/3	3/2	1/—	1/0	8/6	2/27	−1	x	x	x	—	2	S	07/81	—	7/3	lbpuw
MPL18	RL100 "Blindicide" (101mm)	GMUW/H	1	6/6	6/6	6/5	6/5	5/4	4/3	3/2	1/0	1/0	9/7	2/33	−1	x	x	x	—	2	S	07/81	—	10/4	lbpvw
MPL19	RPG2 (40mm)	H	1+L	6	6	5	3	1	0	—	—	—	5	15	N	x	x	x	—	1	S	71	—	3/2	lbw
MPL20	RPG7 (40mm)	H	1+L	6	6	6	4	3	0	—	—	—	6	27	N	x	x	x	—	2	S	81	—	4/2	lbw
MPL21	STRIMF1 (89mm)	GUW/H	1	6/6	6/6	6/5	5/4	5/4	4/3	3/2	2/1	1/0	7/5	2/33	N	x	x	x	—	2	S	07/81	69	10/4	lbpuw
MPL22	T21 "Tarrasnice" (82mm)	G/H	1	6/6	6/6	6/5	6/5	5/4	5/4	4/3	3/2	1/0	8/6	2/19	N	x	x	x	—	1	S	02/81	—	9/3	bcpw
BPD	Bipod	—	—										—	—				x	x	1	—	—	—	1	
NST	Infra-Red Night Sight	—	—										—	—		x	x	x	x	—	—	—	—	1	
PNS	Passive Night Sight	—	—										—	—		x	x	x	—	—	—	—	75	2	
SCP	Scope	G/H	—										—	—		x	x	x	—	1	—	—	—	3	

Allows Prone fire at multiple hexes.
Improves Observation.
Conditions.
— '-1' when firing.

RIFLE, MACHINEGUN, AND GRENADE LAUNCHER WEAPON CHARTS

TYPE	WEAPON NAME	TYPE	RATE OF FIRE	RANGE IN HEXES										BLAST	PEN	MOVE	STAND	CROUCH	PRONE	UP	CREW	RELIAB	ORIGIN	NOTES
				2	1–5	3–8	6–12	9–20	13–30	21–40	31–60	41–100	61–											
RFL1	AK47, AKM, VZ58	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/3	—	—	—	—	N	a/X	a/X	X	X	+2/+1	4	08000	—	BIYbc
RFL2	AK74, AKD	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/4	1/3	0/2	—	—	N	c/X	c/X	X	X	+2/+1	5	1Yb	76	1Yb
RFL3	AMD	L	5/6	4/5	4/5	3/5	3/4	2/3	0/1	—	—	—	—	N	a/X	a/X	X	X	+1	4	0709	n	1b
RFL4	AR AUG(G77); FAMAS; M70/223	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/4	1/3	0/2	—	—	N	d/X	a/X	X	X	+2/+1	5	0709	e	BGISYbe
RFL5	AR10, FAL	L	5/6	4/5	4/5	3/4	3/4	2/3	—	—	—	—	—	N	f/X	f/X	X	g/X	+4/+2	5	0709	f	BGISYbf
RFL6	AUG Carbine, XM-177 "Commando"	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/3	1/3	0/2	—	—	N	f/X	f/X	X	g/X	+1	4	0709	h	BGISYb
RFL7	AUG Carbine, XM-177 "Commando"	L	1	7	6	6	5	4	3	2	1	—	—	N	X	X	X	X	+2	3	0709		GSY
RFL8	Bolt Action Sniper Rifles	L	8	8	7	6	5	4	3	2	1	—	—	N	X	X	X	X	+2	3	00		GISY
RFL9	BM59	L	9	8	8	6	5	4	3	2	1	—	—	N	X	X	X	X	+1	6	0809		GISYb
RFL10	FNC (FN CAL); M16 (Bipod)	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/3	1/3	0/2	—	—	N	f/X	f/X	X	X	+4/+2	5	0709	i	GISYb
RFL11	G3	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/4	1/3	0/2	—	—	N	d/X	d/X	X	X	+3/+1	5	06/09		GISYb
RFL12	HK33	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/4	1/3	0/2	—	—	N	a/X	a/X	X	X	+1	3	0607	j	BSYb
RFL13	HK33	L	2 x 3/2	5/6	3/5	3/5	2/4	1/3	0/2	—/1	—/0	—	—	N	a/X	a/X	X	g/X	+3/+1	3	0307		BGISYb
RFL14	M1, M2 Carbine	L	2 x 3/2	5/6	4/5	4/5	3/4	2/4	1/3	0/2	—/1	—/0	—	N	a/X	a/X	X	X	+1	5	0709	k	BGISYb
RFL15	M14	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/3	1/3	0/2	—/1	—	N	f/X	f/X	X	X	+2/+1	4	0709		GISYbk
RFL16	M60, M52, M64A, M70, M76, PMK-DGN	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/3	1/3	0/2	—/1	—	N	a/X	a/X	X	X	+3/+2	4	0709		GIYbk
RFL17	M64 Type 68	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/3	1/3	0/2	—/1	—	N	a/X	a/X	X	X	+3/+2	4	0508	m	1SYb
RFL18	SAR	L	7	6	6	4/5	4	3/4	3	2/3	1	—	—	N	X	X	X	X	+2	3	0709		1SYb
RFL19	Semi-Automatic Rifles	L	6	6	5	4/5	4	3/4	3	2/3	1	—	—	N	X	X	X	X	+1	4	0709		GIYb
RFL20	Semi-Automatic Sniper Rifles	L	8	7	6	5	4	3	2	1	0	—	—	N	1/X	1/X	X	X	+2	4	08		GISY
RFL21	SIG510, Stgw57 (Bipod)	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/3	1/3	0/2	—/1	—	N	1/X	1/X	X	g/X	+3/+1	11	00		GISYb
RFL22	SKS Carbine, VZ52/57	L	6	5	5	4/5	4	3/4	3	2	1	0	—	N	X	X	X	X	+1	3	06/08		GISYb
RFL23	Type 64	L	2	6	5	4/5	4	3/4	3	2	1	0	—	N	1/X	1/X	X	X	+1	3	07		1GSY
MMG1	SG, SGM, M1919A4 (Tripod)	L	3 x 6	5/6	4/5	4/5	3/5	3/4	2/3	1/2	0	—/1	—/0	N	1/X	1/X	X	X	+4/+2	5	07/09		1GISY
GMG7	Type 62 (Bipod)	L	3 x 6	5/6	4/5	4/5	3/4	3/4	2/3	1/2	0/1	—/1	0/1	—1	1/X	1/X	X	X	+4/+2	2/3	09		1Yb
GMG6	RP46	L 3 x 4/M 3 x 5	5/5	4/5	4/4	4/4	3/4	3/4	2/3	1/2	0/1	1/3	—1	1/X	1/X	X	X	+2	2	08/09		1YbC
GMG5	MG1,2, &3, MG42/59, SIG50.51, &710	L 4 x 5/M 5 x 6	5/5	4/5	4/4	4/4	3/4	3/4	3/4	2/3	1/2	—1	1/X	1/X	X	X	+3/+2	2/3	09		1p
GMG4	M60, PK, PKM, PKMS, PkS, Type 62, VZ59	L 3 x 4/M 5 x 6	5/5	4/5	4/4	4/4	3/4	3/4	3/4	2/3	1/2	—1	1/X	1/X	X	X	+3/+2	2/3	07/09		1p
GMG3	Madsen-Saetter, MAG	L 3 x 4/M 4 x 5	5/5	4/5	4/4	4/4	4/4	3/4	3/4	3/4	2/3	—1	1/X	1/X	X	X	+1	2/3	07		1p
GMG2	AAT52, Type 74	L 3 x 4/M 3 x 5	5/5	4/5	4/4	4/4	4/4	3/4	3/4	2/3	1/2	—1	1/X	1/X	X	X	—	2	05		1p
GMG1	AUG, FNC-Heavy Barrels	L 3 x 4M 3 x 5	5/5	4/5	4/4	4/4	3/4	3/4	2/3	1/2	0/1	—1	1/X	1/X	X	X	—	1/4	07		1GISYb
LMG9	APM, M70/223; Heavy Barrel (Bipod)	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/3	1/2	1/2	0/1	N	f/X	f/X	X	X	+2	1	08/09	1	6v
LMG10	BAR (Bipod)	L	2 x 3/1 x 3	5/6	4/5	4/5	3/4	3/4	2/3	1/2	1/2	0/1	N	s/+2	s/+2	a	a	+1	1	08/09	u	1b
LMG11	BM59/4, FAL, M14E2-Heavy Barrels (Bipod)	L	2 x 4/2	5/6	4/5	4/5	3/4	3/4	2/3	1/2	1/2	0/1	N	f/+1	f/X	a	a	—	1	07/09	b	1b
LMG12	DP, DPN, RP42 (Bipod)	L	3 x 4/2	5/6	4/5	4/5	4/4	3/4	2/3	1/2	1/2	0/1	—1	f/+1	f/X	a	a/X	—	1	07/09		1b
LMG13	HK21, HK21A (Bipod)	L	3 x 4/2	5/6	4/5	4/5	4/4	3/4	2/3	1/3	1/2	0/1	—1	f/+1	f/X	a	a/X	—/+1	1	07/09		1b
LMG14	KK62 (Bipod)	L	4 x 5	5	4	4	4/5	4	3/4	3	2	1	—1	a	f/X	1/X	X	X	—	2	06		1b
LMG15	L4 Bren, ZB26/30 (Bipod)	L	2 x 4/2	5/6	4/5	4/5	4/5	4/4	3/4	2/3	1	1/2	N	f/+1	f/X	a/X	a/X	—/+3	2	08		1b
LMG16	M65, M72 (Bipod)	L	2 x 4/2	5/6	4/5	4/5	4/4	3/4	2/3	2/2	1/1	0/0	N	a/X	a/X	a	a	—/+3	1	07/00	67	1b
LMG17	M249 SAW (Bipod)	L	3 x 5	5	4	4	4	4	3	2	1	1	N	a	a	a	a	—/+3	4	03	84	1
LMG18	M191BA6 (Bipod)	L	2 x 5	5	5	4	4	4	3	2	2	1	N	a	a	X	X	—	1	09		1
LMG19	Mg48, Mg50 (Bipod)	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	2/3	1/2	1	1/2	N	f/+1	f/X	X	X	—/+3	1	05/08		1b
LMG20	RPD (M53), RPDM (Bipod)	L	3 x 4	5	4/5	4	4	3	2	1	0	0	—1	f/X	f/X	X	X	—/+3	1	07		1b
LMG21	RPK (M60), RPKS (Bipod)	L	3 x 4/2	5/6	4/5	4/4	3/4	3	2/3	1/2	1/2	0/1	—1	f/+1	f/X	X	X	—/+3	1	07/09		1b
LMG22	RPK74 (Bipod)	L	3 x 3/2	5/6	4/5	4/5	4/5	3/4	2/3	1/2	0/1	1/0	—1	f/+1	f/X	X	X	—	2	09/09	76	1b
LMG23	VZ52/57 (Bipod)	L	4 x 4/2	5/6	4/5	4/5	4/4	3/4	2/3	2/2	1	0/0	N	a/X	a/X	X	X	—	2	09/09		1b
GLR1	AGS17 "Plamya" (Tripod)	G	2 x 3/2	—	—	—	—	—	—	3	2	1	4/3	—2	—	X	X	+1	2	79		2aacd
GLR2	M79 "Blooper"	G	1	—	—	—	—	—	4/3	3/2	2/2	1/2	4/3	N	—	X	X	+1	1	20.5	byd	2aacd
GLR3	M203, HK69	CGMU/H	1	—	—	—	—	—	—	1/5	—	—	1/5	S	—	X	X	+1	S	51	cc11	2aacd

a. Full automatic only if at rest, one burst only with "+1" modifier. b. Left is automatic fire, right is semi-automatic fire. c. Only VZ58 can have blood. d. has no bayonet. d. Full automatic fire only if at rest, one burst only. e. Introduced: AR:1970, AUG:1978, FAMAS:1978, M70/223:1971. No tripod or scope for AUG, no scope for FAMAS. Reliability: AR: "08000, AUG: and M70/223 "07/09". f. +1 modifier unless there is a bipod. h. AUG in 1978, SM-177 in 1967. i. Introduced: M16: 1967 only with "+1" modifier. g. +2 modifier if not at rest. (M16A1 in 1984; FNC: 1981. Reliability: FNC and M16A2 "0709", M16: "85/05" from 1967-1969, "04/09" from 1970 (M16A1). j. Full automatic fire only if at rest. k. The M1 fires only semi-automatic. FNC and M16A2 "07/09"; M16: "85/05" from 1967-1969, "04/09" from 1970 (M16A1). j. The M76 was introduced in 1977, and has built-in infra-red nightsights, being worth 5 points instead of 4 points. The PMK-DGN has no bayonet, and may be used to fire RGN21. "G" only or RGN3. m. Type 68 in 1968. n. Type 74 in 1974. p. Left is bipod light machinegun, right is tripod medium machinegun, q. "07" for Madsen-Saetter.

'09" for MAG, r. "08" for Type 67 and VZ59, and "03" for the rest. s. No firing unless at rest. t. ARM in 1970, M70/223 in 1971. u. AUG in 1978, FNC in 1980. v. Left is for "2x3", right is for "1x3". w. "05/09" for BM59/4, "08/09" for the rest. x. Ammunition available in 1972. "H" in 1974. bb.M203 in 1970, HK69 in 1978 cc. HK69 can be used as a separate weapon (4 points) or attached to a G3(RFL11) or HK33(RFL12) (6 points for the combination). Rifles with these attached do not have a rifle grenade launcher. dd. Movement modifiers apply when firing. "G": "M": "U": and/or "H" used as "G". B: Bipod may be attached. G: Has rifle grenade launcher. I: Nightsight may be attached. in "30" groups. One impulse of loading required between groups. z. Left is "C", "G": "M", and/or "U", right is "H". aa. in "30" groups. One impulse of loading required between groups. M203 is attached to M16 (RFL10—all models). attached to a G3(RFL11) or HK33(RFL12) (6 points for the combination). Rifles with these attached do not have a rifle grenade launcher. "G", "M", "U", and/or "H" used as "G". B: Bipod may be attached. S: Scope may be attached. Y: Has bayonet.

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VEHICLE CHARTS

TYPE	FUNCTION	WEAPON NAME	TRACTION	MOVE FACTOR	CLIMB/FORD	TURRET TURN	WEIGHT	TARGET SIZE	HEIGHT	F	FS	FRS	RT	B	TRK	EQUIPMENT	PASSENGERS	CREW POSITIONS	WEAPONS	WEAPON POSITIONS	MGN DEP/ELEV	MGN HEIGHT	ENGINE	ENTER/EXIT	INTRODUCED	POINTS	NOTES
LGV	AAV1	M163	T	20/2	3/A	3	13	−1	3/2	3	3	2	2	2	2	—	2	2,9,11,13	8	K	20/12	3/—	4	HR	68	30	
LGV	APC1	BTR50P/BTR50PK	T	13/3	4/A	—	16	−2	2	3	3	2	2	2	2	IN	13/9	2,7	1 or 3 or 4	C	20/11	3/—	4	H	—	16/17	a
LGV	APC2	BTR152C/BTR152D	W	22	2/31	—	10	−2	2	3	3	2	2	B/2	2	—	14/9	2,7	1 or 3	C	20/15	3/—	6	H	—	16	
LGV	APC3	K63	T	17/2	4/A	—	12	−2	2	3	3	2	2	B/2	2	—/D6	10	2,7	3	C or E	20/17	3/—	6	HR	67	16	
LGV	APC4	M113A1/M113A2	T	20/2	3/A	3	12	−1	2	4	3	2	2	2	2	IN	12	2,7	1 or 3	E,F,G	20/15	3/—	4	HR	—/75	17	
LGV	APC5	M113ACAV	T	20/2	3/A	3	12	−1	2T	4	3	2	2	2	2	IN	10	2,5,6,7	3 or 12,1,1	A,A	20/15	3/—	4	HR	66	29	
LGV	APC6	OT62 TOPAS Model 2	T	18/3	4/A	3	17	−2	2	4	4	2	2	2	2	D10	18	2,7	22*,1	A,J	20/11	2/—	4	HR	—	27	
LGV	APC7	OT62 TOPAS Model 2AP	T	18/3	4/A	3	17	−2	2	3	3	2	2	2	2	D6	12	2,4,7	4,1	A,J	20/11	3/—	4	HR	66	22	
LGV	APC8	Pbv302	T	19/2	3/A	3	15	−2	3/2	4	3	2	2	2	2	—	10	2,7	7	A	20/15	2/—	4	HR	66	21	
LGV	APC9	Sauer 4K4F/4K4FA	T	19	4/39	3	15	−1	2T	4	3	2	2	2	2	D6N	8	2,7	3/5	E/A	20/16	2/—	4	HR	—	18/20	
LGV	APC10	SU60	T	13	3/30	3	13	−2	2	3	3	2	2	2	2	D6NP	8	1,7	3,1	E,B	20/15	3/—	4	HR	—	21	
LGV	APC11	Trojan (FV432)	T	15	3/39	3	17	−2	2	3	3	2	2	2	2	—	10	2,7	1	A or C	20/15	3/—	4	HR	—	19	
LGV	APC12	Trojan FSV	T	15	3/39	3	18	−2	3/2	18	18	10	6	2	2	—	6	2,9,11	10,1	K,J,H	20/16	2/—	4	HR	—	26	
LGV	FTV1	M67	T	14	4/48	2	52	−3	3/2	3	3	2	2	2	5	EINS	8	2,7,12	44,1,3	A,J	20/17	3/—	4	HR	—	70	
LGV	FTV2	M132 "Zippo"	T	20/2	3/A	3	12	−1	3/2	3	3	2	2	2	5	D6P	4	2,7	44,1	A,J (X,X)	20/17	3/—	4	HR	—	29	
LGV	FTV3	OT55	T	15	4/55	1	40	−2	3/2	18	16	12	7	6	4	D4IN	7	2,9,10,13	27,45,3	A,J (—,X)	17/11	2X	5	H	73	70	
LGV	IFV1	AIFV	T	18/2	4/A	3	15	−1	3T	4	3	2	2	2	2	D6N	7	2,7,14	9,1	A or D/X,—	20/14	3/—	4	HR	77	29	b
LGV	IFV2	AMX10P	T	19/2	3/A	3	15	−1	3T	4	4	2	2	2	2	EIN	9	2,7	6,1	A,A,J,B,B	20/14	2/—	5	HR	70	29	
LGV	IFV3	AMX-VCI	T	18	3/24	2	15	−1	2T	6	4	4	2	2	2	EIN	9	2,7	1 or 3	A,A,J (X,X)	18/15	3/—	6	HR	—	19	
LGV	IFV4	BMD1	T	15/2	4/A	3	10	−1	2T	7	6	2	2	2	2	IN	6	1,7	15,36*,1/11,36*,1	C/A,J,X,—	18/10	3/—	4	HR	73	47	
LGV	IFV5	BMP1/BMP2	T	19/2	4/A	2	14	−2	2T	9	8	5	4	3	2	D6LNP	9	2,7	15,36*,1/11,36*,1	A,A,J,B,B	18/10	3/—	4	HR	67/80	31/27	c
LGV	IFV6	BTR60PK/BTR60PB(BTR70)	MW	23/3	3/A	3	11	−2	2T	6	4	2	2	2	2	D8N	12	2,7	1 or 3 or 3,4,1	A,A,J (X,X)	19/15	2/—	6	H	—	20/24	
LGV	IFV7	Cougar	MW	24/3	5/A	3	9	−2	2T	4	4	2	2	2	1	D8	10	2,9,11	17,1	A,J (X,—)	19/15	2/—	4	HR	79	38	
LGV	IFV8	Grizzley	MW	24/3	2/42	2	9	−2	2T	6	4	2	2	2	2	EINPS	12	2,7	1 or 3,1	A,J (X,—)	20/15	2/—	6	HR	79	25	
LGV	IFV9	M2 "Bradley"	T	21/2	4/A	3	21	−1	3T	5	5	4	3	3	3	D8 EINPS	8	2,7,14	9,1	A,J (X,X)	20/14	3/—	4	HR	81	38	d
LGV	IFV10	Marder	MW	22	5/59	3	31	−2	3/2	6	5	4	3	3	3	D6IN	7	2,3,7	7,1,1	A,J,M (X,—)	20/17	3/—	4	HR	71	39	b
LGV	IFV11	Saracen (FV603)	MW	21	2/42	3	11	−2	2T	3	3	2	2	3	3	D6	8	2,3,7	1,1	A,L (X,—)	20/17	2/—	6	HR	—	24	
LGV	IFV12	V150(M706) "Commando"	MW	24/1	2/A	3	11	−2	2T	3	3	2	2	3	3	D12	10	2,7	1 or 3,1	A,J (X,—)	20/15	3/—	6	HRS	71	20	e
LGV	IFV13	VAB (4 x 4)	MW	24/2	3/A	2	14	−3	3T	3	3	2	2	3	2	D4N	10	2,7	6,1	A,J (X,X)	18/15	3/—	4	HR	77	27	
LGV	LTK1	AMX 13	T	17	3/24	3	16	−2	3/2	8	6	6	4	3	3	D4I	4	2,7,12	18,1,3	K,J,I	16/12	2X	5	H	—		
LGV	LTK2	M41 "Walker Bulldog"	T	21	3/42	3	26	−2	3/2	9	8	6	4	3	3	IS	6	2,9,11,14	41,1,3	K,J,H	17/15	2X	6	H	—	53	
LGV	LTK3	M551 "Sheridan"	T	20/2	5/A	2	17	−2	3/2	6	6	4	5	4	4	D8INS	4	2,9,11,12	19,1	K,J,H	17/15	2X	4	H	68	48	g
LGV	LTK4	PT76 "Plavayushchiy"	T	13/3	5/A	3	15	−2	2/1	7	6	4	5	2	2	EN	6	2,9,11,12	17,1/10,1	K,J	18/10	2/—	4	H	—	37	h
SMV	LTK5	Scorpion/Scimitar	T	24	2/42	3	9	−1	2/1	6	4	2	3	3	3	D6INP	2	2,9,11	24,1,1	K,J	19/15	2/—	6	H	72	39/29	
LGV	LTK6	Type 60	T	13/3	5/A	2	16	−2	2/1	6	4	4	4	4	4	E	6	2,9,10	26,3 or 6,1 or 3	K,J,H	18/10	2/—	4	H	—	47	
LGV	MBT1	AMX 30	T	19	4/80	1	40	−2	3/2	15	14	7	4	4	4	D4IN	6	2,9,11,14	23,1,1	K,J,I	19/14	2X	4	H	67	78	i
LGV	MBT2	Centurion MK.5-8	T	11	5/57	1	55	−3	3/2	19	18	14	9	9	5	D12	9	2,9,11,12	29,1,1	K,J,I	20/17	2X	6	H	—	83	
LGV	MBT3	Centurion MK.9-13	T	10	5/57	2	57	−3	3/2	16	14	9	6	4	4	D12IS	9	2,9,11,12	35,1,1	K,J,I	20/15	2X	6	H	—	97	
LGV	MBT4	Challenger	T	15	4/42	3	62	−3	3/2	21	20	15	8	8	5	D12IL NPS	9	2,9,11,14	35,1,1	K,J,I	18/15	2X	4	H	84	132	j
LGV	MBT5	Chieftain MK.2	T	14	4/42	3	60	−3	3/2	43	43	20	13	10	5	D12INS	9	2,9,11,14	35,1,1	K,J,I	17/15	2X	4	H	66	103	k
LGV	MBT6	Leopard 1A1	T	19	5/39	2	44	−2	3/2	26	26	19	12	6	6	D8IN	7	2,9,11,12	29,1,1	K,J,H	17/14	2X	4	H	—	85	m
LGV	MBT7	Leopard 2	T	20	4/39	3	60	−3	3/2	41	36	12	8	4	7	D8IL NPS	9	2,8,11,14	34,1,1	K,J	17/14	2X	4	H	81	122	j
LGV	MBT8	M1 "Abrams"	T	21	4/48	3	58	−3	3/2	41	35	11	7	6	7	D8EIL NPS	9	2,9,10,12	29,1,3,1	K,J,I,H	17/15	2X	4	H	81	133	jn
LGV	MBT9	M47 "Patton"	T	17	4/48	3	51	−3	3/2	16	15	10	6	5	7	1	7	2,3,9,11,14	26,1,3,1	K,J,H,B	17/12	2X	6	H	—	83	p
LGV	MBT10	M48A3 "Patton"	T	14	4/48	3	52	−3	3/2	18	18	10	6	6	7	INS	8	2,9,11,12	26,1,1 or 3	K,J,I	17/14	2X	4	H	—	77	q
LGV	MBT11	M60A1/M60A2	T	14	4/48	3	54	−3	3/2	23	22	12	7	7	5	INS	8	2,9,11,12	29,1,3/41,1,3	K,J,I	17/15	2X	4	H	—	92/76	r

Vehicle / Weapon Data Chart — Movement, Armor Basis, and Weapons

TYPE	FUNCTION NO.	WEAPON NAME
LGV	MBT12	Merkava MK.2
LGV	MBT13	PZ.68
LGV	MBT14	Strdsvagn 103b(S Tank)
LGV	MBT15	T54/T55
LGV	MBT16	T62/T62A
LGV	MBT17	T72
LGV	MBT18	T74(T80)
LGV	MBT19	TAM
LGV	MBT20	T67
LGV	MBT21	Type 59
LGV	MBT22	Type 61 STA
LGV	MBT23	Type 69
LGV	MBT24	Type 74 STB
LGV	MCV1	AMX-VCMP
LGV	MCV2	BTR152C(Mortar)
LGV	MCV3	M125
SMV	MCV4	Saurer 4GrW1
LGV	MCV5	SV60
LGV	MCV6	FV432(Mortar)
LGV	MCV7	V150(Mortar)
LGV	RCV1	V150/90mm
SMV	RCV2	AML60
LGV	RCV3	BRDM2
LGV	RCV4	Ferret MK.2/3/Ferret MK.2/6
LGV	RCV5	Luchs
LGV	RCV6	M3 "Devers"
LGV	RCV7	V150 20mm/90mm
LGV	TDR1	AIFV (TOW)
LGV	TDR2	AMX10P (HOT)
LGV	TDR3	AMX-VCI (TOW)
LGV	TDR4	BRDM2 (Sagger)
LGV	TDR5	FV438
LGV	TDR6	M150 (TOW or HOT)
SMV	TRK1	Recon Utility Truck
SMV	TRK2	Recoilless Utility Truck
SMV	TRK3	Missile Utility Truck
SMV	TRK4	Recoilless Light Truck
LGV	TRK5	Medium Utility Truck

(Column groups across the chart: MOVEMENT — Tactical Move Factor, Combat Move Factor, DB, Turn, Weight/Size, Enemy Weight; ARMOR BASIS — F, FS, R, T, B, K; Special Equipment; Weapons; Weapons Heat; Weapon Positions; MDG/HG weapon; Points; Notes.)

Footnotes:

a. "N" equipment for BTR50K only. b. "PS" installed in 1979 – 1983 = 32 points for the AMX10P, 42 points for the Marder. c. The BTR70 (introduced in 1979 is basically identical to the BTR50PB, but add "S" as an additional Entel/Exit call to the BTR50PB. d. May add a weapon 42" in positions A. A = 42 points. e. "S" as an additional Entel/Exit call. d. May add two weapon 42" in position A = 21 points. f. The main gun can be one of three weapons. Weapon 16 (48 points); weapon 25 (51 points, or weapon 28 (54 points). g. "L" equipment installed in 1976 = 50 points. h. "S" equipment added on PT76B, used only by the Soviet Union = 39 points. i. "j" weapon added on PT76B. This coaxial weapon may engage a separate hex from the main gun. "LPS" equipment installed in 1978 – 1969, a depression of "19/14". This coaxial weapon may engage a separate hex from the main gun. j. "L" equipment installed in 1973 (Mk. 2/3 = 105 points). k. "L" equipment installed in 1975 – 1977 = Leopard1A1. Leopard1A3, and Leopard1A4 = 91 number whenever hit by "H" ammunition. l. "L" equipment installed in 1980 – 1981 = 91 points. m. "LPS" equipment installed in 1982 (Mks. 5 – 8 = 106 points). n. "H" weapon position, crewman 12 operates the second. "H" weapon. Subtract "2" from the blast number when points. n. "B" and crewman 3 were removed on most vehicles in use by the early 70s = 7 points. o. The M47E also has "E" equipment. replaces weapon 29 = 129 points. p. In M47E or M47M, the engine is "4" instead of "6". The M47E also has "E" equipment. late 70s conversion: weapon 29, add "NS" equipment = 90 points. crewman 10 operates the first. "H" weapon, crewman 12 operates the second. "H" weapon. Subtract "2" from the blast number when r. M60A3 (1978). Add "D8ELP" equipment = 97 points. Also (1978), add "D8LP" equipment to M60A2 = 81 points.

penetrated from F or FS directions. t. Add "+30" to the die roll for the reliability number whenever hit by "H" ammunition. u. The BTR70 (introduced in 1979 during the Impulse Phase whenever hit by "H" ammunition, v. The T55 has no "H" weapon position. The "B" and "J" positions gunner/loader. "L" equipment installed in 1982 = 92 points. v. The T55 has no "H" weapon position. About 1969, some Soviet (only) vehicles had "L" equipment installed = 79/71 points. w. T62 has no "H" weapon position. "L" equipment installed in only Soviet vehicles in 1978 – 1969 = 82/91 points. x. "L" equipment installed in only Soviet vehicles in 1978 – 102 points. y. Add "+20" to the die roll for the reliability number whenever hit by "H" ammunition. z. "L" equipment installed in 1980 – 1981 = 91 points. aa. Add "P" equipment in 1983 = 24 points. bb. Both crewmen 15s are gunner/loaders for one of the three weapon positions. cc. "L" equipment installed in 1960 – 1981 = 91 points. dd. Both crewman 15s are gunner/loaders for two of the weapon positions. ee. Crewman 15 operates the "C" weapon position. ff. 9 points with weapon 31 or 32. 5 points unarmed. gg. 24 points with weapon 39, 40, 42 or 43. 5 points unarmed. All were introduced during the 70s. hh. 23 points with weapon 1 or 3, 13 points with weapon 2, 5 points with weapon 31 or 32. 4 points unarmed.

N: NBC Protection. P: Passive Nightsights. S: Gun Stabilizer. D: Smoke Dispenser. E: Smoke Generator. I: Infrared Nightsights. L: Laser Sights.

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FIRE POWER
Building Card
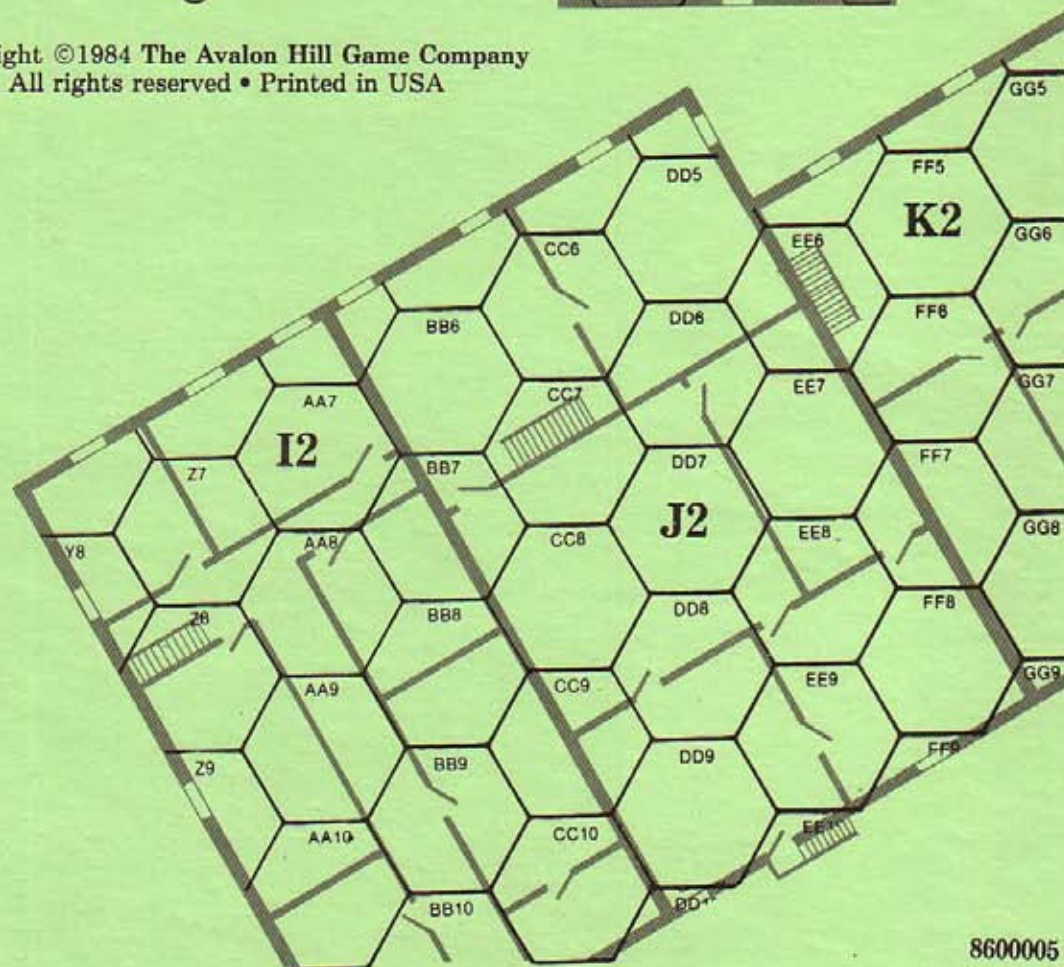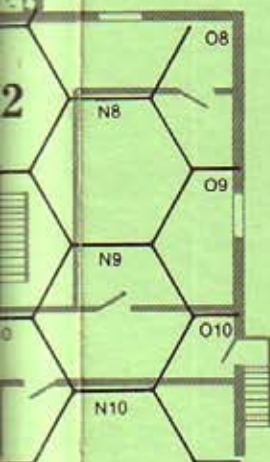
8600005
Y-2288 2/85
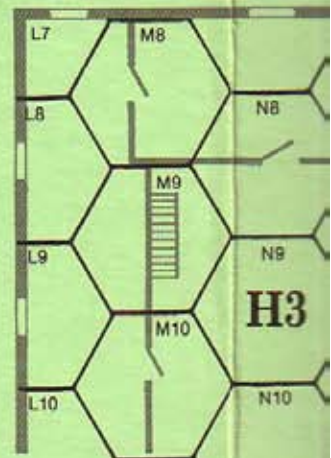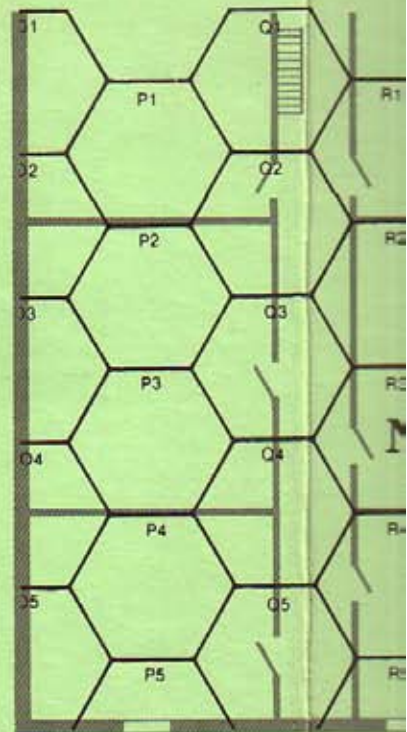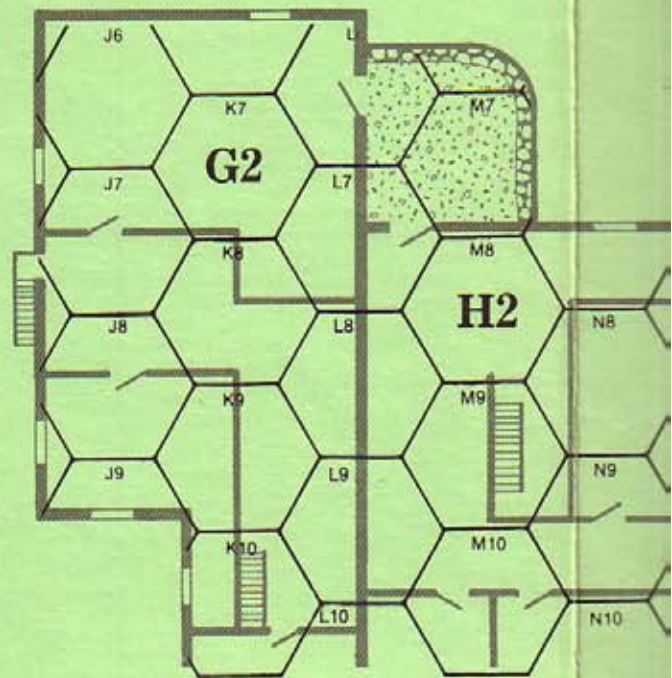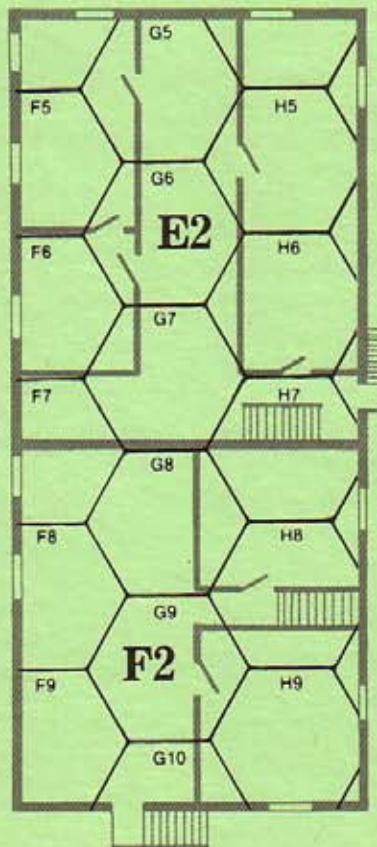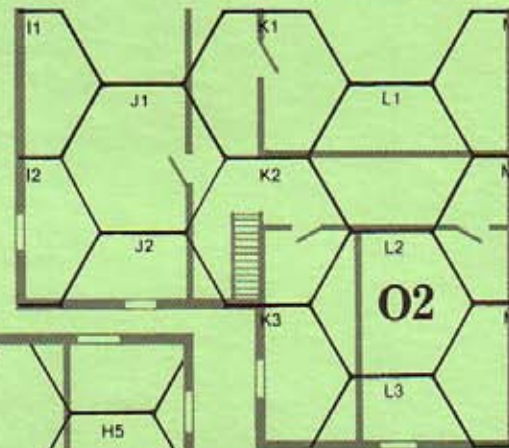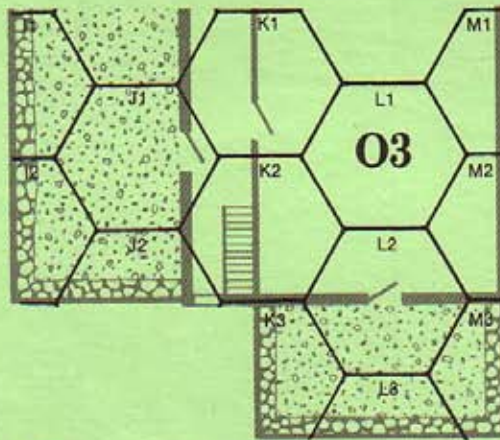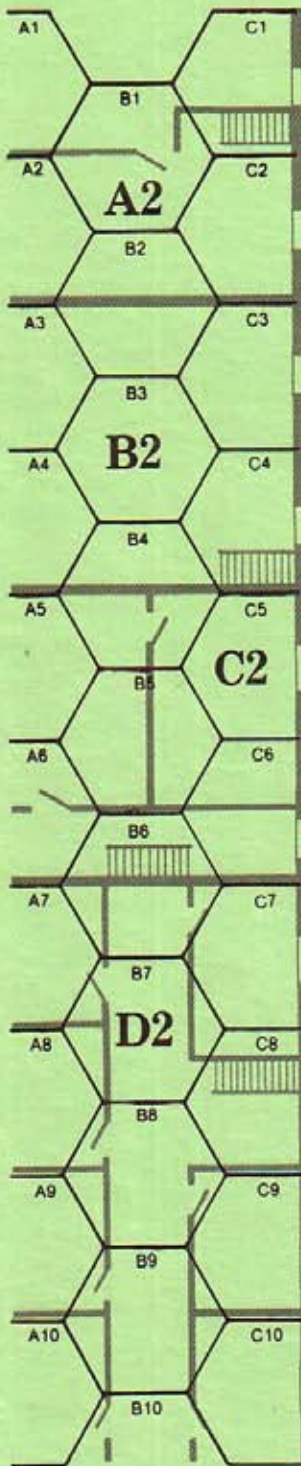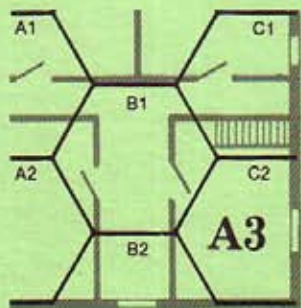
LEG MOVEMENT FACTOR EXPENDITURE CHART (11.1.)

TYPE OF ACTION	MOVEMENT COST		
	STAND	CROUCH	PRONE
Enter a new hex.	1ab	2ab	3abc
Turn 1-3 hexsides in a hex.	1	1	1
Cross fence or window (maximum 4/window).	1a	1a	P
Cross hedge.	1a	1a	1a
Cross door.	0	0	0
Cross 1-3 height hexside (up or down).	1ab	1ab	1ab
Cross 4-7 height hexside (up or down).	2ab	2ab	2ab
Cross 8-10 height hexside (up or down). d	3ab	3ab	3ab
Prone to Stand or vice-versa.	1	—	2
Prone to Crouch or vice-versa.	—	1	1
Crouch to Stand or vice-versa.	1	1	1
Acquire or Discard.	2	2	2
Fire weapons (Combat).	2	2	2
Melee (Combat).	1	1	1
Fire Guided Missile. e	All	All	All
Up or down one flight of stairs.	1ab	1a	2a
Open or close door or window.	2	2	3
Break open closed door, hatch, or window attempt.	3	3	4
Climb 1 height (anything but fence or wall).	1 (UP)	P	P
Climb 1 height (fence or wall).	2 (UP)	P	P
Plot Loading or Unloading (written). e	All	All	All
Detonate mine or arm satchel charge.	All	All	All
Jumping down into same or new hex (OP.15.1)	1	1	P
Plot written Combat orders (OP.16.5). e	All	All	All
Sighting attempt (OP.18.2).	1	1	1
Remote observation (OP.20.1) (written). e	All	All	All
Surrender call (OP.25.2). e	All	All	All

ACTION NOTES:
a. Double if backing, fording (48″ Stand, 24″ Crouch), or entering or in an abatis hex. Prohibited to enter wire or double wire hex.
b. +1 in snow or mud. For mud, ignore on paved hexes, while fording, or indoors. For snow, ignore indoors or while fording.
c. Posture and cost for swimming.
d. Over 10 heights *must* be climbed up or down.
e. May not be done while marked with a status unit.

P = Prohibited.   — = Does not apply.

GENERAL NOTES ON ACTIONS:
1) Normal movement factors are "4" for soldiers, "5" for leaders (may enter no more than four new hexes).
2) Suppression reduces the maximum movement factor by "1", Pin (OP.16.6) reduces it by "2", and every 10 points of equipment reduces it by "1" (OP.15.2).
3) One Impulse may include only *one* Combat Action per soldier.
4) A maximum of 4 soldiers/side inside a foxhole, tunnel hex, or pillbox and 8 soldiers/side inside a bunker or tower.
5) No more than one soldier per side may climb a single tree—the maximum height that can be climbed is "2" heights less than the tree's maximum height.
6) (OP.22.1.6) Reflex number of "6 +" required to climb a tree, "8 +" to climb a wall or high ("3" or more heights) fence.
7) (OP.23.3) Carrying a wounded soldier reduces movement factors by "2" if one is carrying, by "1" if two are carrying.

GAME CARD

MELEE CHART (13)
The basic melee hit number is "5". If the hit number or less is rolled, the attacker wins. If the hit number is exceeded, the defender wins. No melee is possible unless at the same heights, and not through closed doors, windows, or hatches, any loopholes, or wall or fences higher than all soldiers.

MELEE MODIFIERS

−2/+2:	Per additional attacker or defender.
−1/+1:	Crouching attacker or defender.
+2/−2:	Prone attacker or defender.
−3:	Vs. rear of all defenders.
+3/−3:	Attacker or defender Stunned/Inactive/Unarmed.
+1/−1:	Attacking up or down.
−1/+1:	Attacker or defender only has bayonet.
+1/−1:	Attacker or defender has "W" strength (OP.22.1.3.1).
−1/+1:	Attacker or defender has "S" or "V" strength (OP.22.1.3.3 and 22.1.3.4)

VEHICLE SMOKE PROJECTORS (OP.19.1.8)
Target hexes must be 6 hexes from the firing hex.

MORALE CHARTS

SEQUENCE UNIT REDUCTION CHART

NUMBER SOLDIERS AT START	NO. OF SEQUENCE UNITS AT START			
	3	4	5	6
1-4	1/2	1/3	1/3	1/3
5-8	1/1	1/1	1/1	1/1
9-12	2/1	2/1	2/1	2/1
13-16	3/1	2/1	2/1	2/1
17 +	3/1	3/1	3/1	3/1

Left number is the number of soldiers lost, right number is the number of sequence units lost as a result of the loss of soldiers.

SEQUE... UNI... REDUC...

1
2
3
4
5

If the number during t by " − 1" squads t

CHARACTERISTICS TABLE (OP.22.1)

DIE ROLL	SPEED	STRENGTH	CONSTITUTION	EYESIGHT	REFLEXES	DRIVING	SWIMMING	EXPERIENCE	MOTIVATION	SKILL
1	3	W	I	+1	1	T	Yes	1	1	+1
2	4	W	I	0	2	MW	Yes	2	2	+1
3	4	N	I	0	3	W	Yes	3	3	+1
4	4	N	II	0	4	W	Yes	4	4	0
5	4	N	II	0	5	W	No	5	5	0
6	4	N	III	0	7	W	No	6	6	0
7	4	N	III	0	7	W	No	7	7	0
8	4	N	III	0	8	No	No	8	8	0
9	5	S	IV	0	9	No	No	9	9	0
10	5	V	V	−1	9	No	No	10	9	−1
MOD	—	—	a	—	—	b	c	de	f	g

MODIFIERS: Treat less than "1" as "1", and over "10" as "10".

a. " + 1" if strength is "S" or "V".
b. " − 2" if developed nation, " + 1" if undeveloped nation.
c. " − 2" for Marines, Commandos, or other special forces.
d. " − 1"/2 battles survived (22.2.1). Re-roll motivation after any rise.
e.

EXPERIENCE	NO. SKILL COLUMNS
1-2	4
3-4	5
5-6	6
7-8	7
9 +	8

f. " − 1" if experience is "1-2", " + 1" if experience is "8-10". " + 1" for a promotion (22.1.13).
g. " − 1" if experience is "1-3", " + 1 if experience is "9 +". " + 1" for own country's weapons, " − 1" for other weapons.

SEQUENCE OF PLAY WITH ALL OPTIONS
1) FIRE PHASE (OP.21).
2) MORALE PHASE (OP.24).
3) MIX SEQUENCE UNITS PHASE.
4) IMPULSE PHASES.
   a) Remove own speed units (before).
   b) Remove opposing Suppressed units (before).
   c) Change own Stunned to Suppressed, or, if OP.16.6 is used, change own Inactive to Stunned, own Stunned to Pinned, and own Pinned to Suppressed (after).
5) TURN RECORD PHASE.
   a) Remove all illumination units.
   b) Remove smoke units not started this Turn.
   c) Advance the Turn Record into the next box.

JUM...
Jum...
die r...
A ma...
" + 5...
(OP....

VEHIC...
Vehicle...
faster. S...
or less...

GRE...
Only vs....
if reflex...
rolled. M...
fails.

BREA...
A roll of...
roll of "...
roll of "...
hatch (...
(OP.22.1...

CRE...
1) Each...
speed "...
2) Auto...
man left...
3) For a...
crewma...

STARTI...
"H", "4"...

SPREAD...
spread....
three he...

STARTI...
or less...

SPREAD...
to exteri...

FIRE EF...
status e...

PANIC CHART

SEQUENCE UNIT REDUCTION	NO. OF SEQUENCE UNITS AT START			
	3	4	5	6
1	7	8	8	9
2	4	5	6	7
3	—	3	4	5
4	—	—	2	4
5	—	—	—	2

If the die roll exceeds the panic number, the soldiers will panic during the entire Turn. Modify die roll by "−1" for defenders and by "+1" for squads that have lost all leaders.

VEHICLE MOVEMENT FACTOR EXPENDITURE CHART (OP.19.2)

TYPE OF ACTION	MOVEMENT COST		
	FULL TRACK (T)	MULTI WHEEL (MW)	WHEEL (W)
Enter a new clear hex.	2ab	3ab	3ac
Enter a new paved or bridge hex.	1d	1ae	1ae
Enter a new rough, rubble, or water (fording) hex.	10ab	14ac	16ac
Enter a new water hex with amphibious vehicle.	1a	1a	1a
Enter a new scrub or abatis hex.	3ab	4ab	5ac
Enter a new ditch, block, bunker or pillbox hex.	P	P	P
Enter a new smoke hex.	+2	+2	+2
Enter a new tree or tower hex (topple).	7ab	9ab	P
Enter a new wire or hedge hex (crush).	3abf	4abg	5abg
Enter a new bamboo or wood wall or fence hex (smash).	4ah	6ah	8ah
Enter a new log wall, fence or roadblock hex (smash).	6ah	10ah	P
Enter a new stump hex (smash).	7a	12a	P
Enter a new brick, mud, concrete or stone wall, well or fence hex (smash).	8ahi	P	P
Cross one height hexside (up or down, m	1a	1a	2a
Cross two height hexside (up or down, m	2ab	3ab	4ac
Cross three height hexside (up or down, m	3ab	5ac	6ac
Cross four height hexside (up or down), m	5ab	7ac	9ac
Fire "L" weapon or smoke device (Combat).	2	2	2
Fire any main gun (non-"L" or MSL) weapon (Combat).	4	4	4
Fire any missile weapon (Combat). k	All	All	All
Turn vehicle one hexside in a hex. j	3b	2c	2c
Turn turret one hexside.	1	1	1
Plot Loading or Unloading (written). k	4	4	4
Plot written Combat orders (OP.16.5) (per weapon). k	4	4	4
Sighting attempt (OP.18.1).	1	1	1
Remote observation (OP.20.1) (written). k	4	4	4
Surrender call (OP.25.2). k	4	4	4

ACTION NOTES:
a. Double if backing. b. +4 snow, sand or mud. c. +6 snow, sand or mud. d. +2 snow.
e. +4 snow. f. Double for a double wire hex.
g. Prohibited to enter wire or double wire hex.
h. Prohibited if over "2" heights and vehicle is open-topped.
i. Expenditure given is for 8 terrain values (see OP.19.2.7.5).
j. LGV also expends movement factors to turn into the rear hex.
k. May not be done while marked with a status unit.
m. May not cross hexside if either hex contains a cave.

GENERAL NOTES ON ACTIONS:
1) Soldiers may not be climbed onto or off of a vehicle whose movement factor expenditure exceeds the soldier's maximum movement factor.
2) A track hit reduces movement factors that can be used to enter hexes by one-half (round down for odd numbers) for "MW" and "W" vehicles. Track hits on "T" vehicles make entering new hexes impossible, as does a second track hit on "MW" or "W" vehicles.
3.) Crewmen may be shifted from Crew Box to Crew Box if they are used to perform no other Actions. Posture may be changed as part of a shift.

JUMPING ATTEMPT CHART (OP.15.1)

Jumping soldier is eliminated if the modified die roll is "16+", and Stunned if it is "10+". A modifier of "+2" applies for each height. A "+5" modifier applies when "falling" (OP.23.1.3).

JUMP IMPACT TABLE (OP.15.1.3)

DIE NO.	SOLDIERS IN THE HEX	
	FRIEND	FOE
1-4	N.E.	N.E.
5-6	N.E.	Stun
7	Stun	Stun
8	Stun	Elim.
9+	Elim.	Elim.

VEHICLE RUN DOWN SOLDIER (OP.19.5)

Vehicle must be moving at speed increment of "S" or faster. Soldier must roll "5" or less (or reflex number or less—see OP.22.1.65) to avoid.

GRENADE RETURN THROW (OP.16.1)

Only vs. Fuse hand grenades. Successful if "2" ("3" if reflex numer is "8+"—see OP.22.1.6) or less is rolled. Modify the blast number by "−2" if the attempt fails.

BREAKING ATTEMPTS TABLE (11.1.10)

A roll of "1" breaks open a bunker or pillbox door, a roll of "3" or less breaks open a building door, and a roll of "4" or less breaks open a window or vehicle hatch (OP.19.4.3). May be modified by strength (OP.22.1.3).

CREW LOSS EFFECTS CHART (10.1.2)

1) Each crewman less than the listed number reduces speed "1".

2) Automatic fire crew weapons with only one crewman left may fire only one burst.

3) For all but "L" crew weapons, a reduction to one crewman requires an extra Impulse of loading.

BLAST EFFECTS ON VEHICLES CHART (OP.19.3.2-19.3.4)(AFGHW)

INSIDE VEHICLE BLAST: Check the blast hit number against all soldiers inside the vehicle, all vehicle weapons and the smoke projectors, engine, stabilizer, radio, and gun sights (laser and any nightsight equipment). A penetrated vehicle loses its NBC protection.

ON VEHICLE BLAST: Check the blast hit number against all soldiers in the hex but not inside the vehicle, the gun sights (laser and any nightsight equipment), the radio, the smoke projectors, and, for "F" and "W" only, check the engine using the penetration number as the blast hit number.

IN VEHICLE HEX: Check the blast hit number against all soldiers in the hex but not inside the vehicle and the tracks (if penetration number is large enough).

VEHICLE TERRAIN DESTRUCTION (OP.19.2.1.2.1)

TERRAIN VALUE	VEHICLE WEIGHT IN TONS						
	1-10	11-20	21-30	31-40	41-50	51-60	61+
1	3	3	2	2	1	1	1
2	4	3	2	2	1	1	1
3	5	4	3	3	2	1	1
4-5	8	4	3	3	2	2	1
6-8	6	5	4	4	3	2	2
9+	6	5	4	3	3	2	2

If the damage number or less is rolled, a track hit results. If a gun faces the terrain and the terrain is at least as high as the gun, the gun is also destroyed (with no chance of fire). "Smash" debris hits on "2" or less—modify "−1"/height.

BRIDGE CROSSING TABLES (OP.19.2.1.2.2)

BRIDGE CAPACITY	VEHICLE WEIGHT IN TONS						
	1-10	11-20	21-30	31-40	41-50	51-60	61+
1-10	0	+4	+5	+6	+7	+8	+9
11-20	−1	0	+4	+5	+6	+7	+8
21-30	−4	−1	0	+4	+5	+6	+7
31-40	−5	−4	−1	0	+4	+5	+6
41-50	−6	−5	−4	−1	0	+4	+5
51-60	−7	−6	−5	−4	−1	0	+4
61+	−8	−7	−6	−5	−4	−1	0

If the damage number or less is rolled, the bridge is destroyed and collapses under the vehicle. A die roll modifier of "−1" applies for each number of reduction in the bridges terrain value due to damage. A destroyed bridge automatically collapses. A collapsing bridge automatically destroys the vehicle's tracks and any "X" length weapon. Falling soldiers are treated as if they "jump" with an extra "+5" modifier.

FIRE CHART (OP.21)

STARTING TERRAIN FIRES: A "1" or less for "G" or "H", "4" or less for "F" or "W".

SPREADING TERRAIN FIRES: If "7" or more, no spread. If "1-6", spread is in that direction. Spreads three heights every Turn.

STARTING VEHICLE FIRES: Roll again for a gun ("3" or less), or engine (see VEHICLE CHARTS).

SPREADING VEHICLE FIRES: Spread per Turn: Inside to exterior to hex, followed by normal terrain spread.

FIRE EFFECTS: "6" blast hit, "1" penetration. No status effects.

FIRING, BLAST, AND SIGHTING MODIFIERS CHART (12.2)

A = Armor-piercing. B = Blast. C = Canister. F = Flame. G = General purpose.
H = Armor-piercing (shaped). L = Light (small arms). M = Smoke. S = Sighting.
U = White phosphorus. U = ILLUMination W = White Phosphorus + Chemical

ACFGHLMUW	?	Firing posture (see WEAPON CHARTS).
ACFGHLMSUW	+1/+2	Firing or Sighting unit is Suppressed/Pinned.
ABCHLS	+2	Target has loophole (in bunker, building, sandbagged tower or pillbox. Not apply to "F" or "W" blasts.
ABCHLS	+1	Target in cover [block, climbed (wall, fence, or hill), door, window, or cave, fence or roadblock, foxhole or trench, rough or rubble, standing in open hatch, shield, stump, tree or well (in the right directions), tower (if not sandbagged). Not apply to "F" or "W" blasts.
AHLS	+1	Target in concealment [loophole, cave, penetrable cover (including totally inside vehicle), fording or swimming, foxhole or trench, hedge, building or tunnel, scrub or tree].
BCLS	+1/+2	Target is Crouching/Prone. Not apply to "F" or "W" blast.
ABCFGLMSW	+1	Per tree hex in line of sight ("H" may not fire through).
ACFGLMSW	+1	Per hedge hex in line of sight ("H" may not fire through).
ACFGHLMSW	+2/+3	Per smoke hex in line of sight ("5" heights). One less with PNS—see (OP.16.7.2.2.1).
B	+1	Per height difference from impact location.
AHL	−1/−2	Using scope ("L"/laser sight ("A" and "H").
AFGHMW	−1	Per height of wall, fence, or roadblock.
AGHLMSUW	+1/+2	Observation Conditions "2"/"3".
AGHMUW	−2	Per impulse of adjusted fire (LCW, MRT and MGN only) (OP.16.2.1).
L	+1	Fire at Prone from above ("6" heights—OP.16.2.2).
B	−2	Confined space explosion (OP.16.2.3).
L	+2	Increased rate of fire used (OP.16.3.2).
AGHLSW	−2	PNS firing at target with NST (OP.16.7.2.2).
BCL	+1	Target Standing behind "2" height cover (OP.16.9).
S	−2	Using binoculars (OP.18.2.6.1).
S	−3	Any hex that fired during previous Impulse Phase (OP.18.2.6.2).
S	−2	Target unit is a vehicle (OP.18.2.6.3).
AH	?	Given target size (see VEHICLE CHARTS) (OP.19.1.5).
ALH	+3	Fire at specific vehicle location (crew, engine, track) (OP.19.3.5)
ACFGHLMSUW	+2	Gun sights hit (OP.19.3.8—also ends sight modifiers).
S	−1/+1	Eyesight (OP.22.1.5).
AFGHLMUW	−1/+1	Skill (OP.22.1.11).
ABCHLS	+1	Per height of vehicle cover—tracks cannot be hit (OP.23.5).

NOTE: When "H" is used as "G", its blast number is ½ normal (round down) (12.3.5.2).

HIT LOCATION TABLES (1...)

Treat rolls of less than "1" as "1", rolls of ov...

TYPE OF TARGET	HIT LOCATIONS
Two sides (G).	1-5: Side 1; 6+: Side 2...
Three sides or LGV (G).	1-3: Side 1; 4-6: Side 2, 7-9: Side 3; 10: Roll ag...
Four sides (G).	1-2: Side 1; 3-4: Side 2 5-6: Side 3; 7-8: Side 4 9+: Roll again.
Into shallow foxhole (G).	1-3: In; 4+: Hex.
Into deep foxhole (G).	1-2: In; 3+: Hex.
Into ditch (G).	Automatic.
Into trench or crater (G).	1-4: In; 5+: Hex.
Through door or cave (FGW).	1-4: Through; 5+: Hex.
Through window (FGW).	1-3: Through; 4+: Hex.
Through loophole (FGW).	1: Through; 2+: Hex.
Large vehicle (G). b	1-8: Vehicle; 9+: Hex.
Small vehicle (G). b	1-6: Vehicle; 7+: Hex.
Through open hatch (AGHL).	1: Inside; 2+: Vehicle.
Through open top A (AGHL).	1-4: Inside; 5+: Vehicle.
Through open top B (AGHL).	1-5: Inside; 6+: Vehicle.

(OP.19.3.1)

a. Modifiers can be "+", if desired. b. "F" or "W" automa... cle. c. Roll again for side of hex around the vehicle.

SPREAD DIAGRAMS (GMUW...)

HGN	MRT or RGN	GLR,L...

COVER EFF...

EFFECTIVE COVE...
TYPE OR HEIGH...

1 Height (window, st... shallow foxhole, blo... open hatch, well, et...

2 Heights (deep fox... some fences, etc.)

Rough Rubble.

Tree, door, cave.

Loophole, porthole.

A: Arm. B: Body.

The listed wounds s... when using the give...

LINE OF SIGHT CHART (12.1)

EL/DEP LINE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	EL/DEP LINE
						HEIGHT DIFFERENCES															
1	50	48-100	72-100	95-100	------	------															1
2	24	33-47	48-71	64-94	80-100	96-100	------														2
3	16	25-32	36-47	48-63	60-79	72-95	83-100	95-100	------												3
4	12	20-24	29-35	38-47	48-59	57-71	66-82	75-94	85-100	94-100	------										4
5	9	16-19	24-28	32-37	39-47	47-56	55-65	63-74	70-84	78-93	86-100	93-100	------								5
6	8	14-15	21-23	27-31	34-38	40-46	47-54	53-62	60-69	67-77	73-85	80-92	86-100	93-100	99-100	------					6
7	7	12-13	18-20	24-26	30-33	35-39	41-46	47-52	52-59	58-66	64-72	70-79	75-85	81-92	87-98	92-100	98-100	------			7
8	6	10-11	15-17	19-23	24-29	29-34	33-40	38-46	42-51	47-57	52-63	56-69	61-74	65-80	70-86	75-91	79-97	84-100	88-100	93-100	8
9	5	9	13-14	16-18	20-23	24-28	28-32	32-37	36-41	39-46	43-51	47-55	51-60	55-64	59-69	62-74	66-78	70-83	74-87	78-92	9
10	4	7-8	10-12	12-15	15-19	18-23	21-27	24-31	27-35	30-38	32-42	35-46	38-50	41-54	44-58	47-61	50-65	52-69	55-73	58-77	10
11	3	6	8-9	10-11	13-14	15-17	17-20	19-23	22-26	24-29	26-31	29-34	31-37	33-40	36-43	38-46	40-49	42-51	45-54	47-57	11
12	2	5	6-7	8-9	10-12	12-14	13-16	15-18	16-21	19-23	20-25	22-28	24-30	25-32	26-35	27-35	29-37	31-39	33-41	34-44	36-46	12
13	2	4	5	6-7	8-9	9-11	10-12	12-14	13-16	14-18	16-19	17-21	18-23	20-25	21-26	22-28	24-30	25-32	26-33	28-35	13
14	1	3	4	5	6-7	7-8	9	10-11	11-12	12-13	13-15	14-16	15-17	16-19	17-20	18-21	19-23	20-24	22-25	23-27	14
15	1	2	3	4	5	6	7-8	8-9	9-10	10-11	11-12	12-13	13-14	14-15	15-16	15-17	16-18	17-19	18-21	19-22	15
16	1	2	3	4	4	5	6	6-7	7-8	8-9	8-10	9-11	9-12	10-13	11-14	11-14	12-15	13-16	13-17	14-18	16
17	1	1	2	3	3	4	4-5	4-5	5-6	5-7	6-7	6-8	7-9	7-10	8-10	8-11	9-12	9-12	9-13	9-13	17
18	1	1	1	2	2	3	3	3	4	4	4-5	5	5-6	5-6	5-7	6-7	6-8	6-8	7-8	7-8	18
19	1	1	1	1	1	2	2	2	3	3	3	3-4	3-4	4	4	4-5	4-5	4-5	4-6	19
20	1	1	1	1	1	1	1	1	1-2	1-2	1-2	1-2	1-2	1-3	1-3	1-3	1-3	1-3	1-3	1-3	20

1) If the obstacle is higher than both firing unit and target, the line of sight is blocked.

2) If the obstacle is equal to one and higher than the other, the line of sight is blocked.

3) If the obstacle is lower than or equal to both, the line of sight is not blocked.

4) If the obstacle is higher than one, but lower than the other, a line of sight check is made.

a) Determine height differences between firer and target. Find that column, and find the range from firer to target.

b) On that line, move left until the column with the height difference of higher to obstacle is found. The highest number there is the maximum range from the higher to the obstacle that will not block line of sight.

GUN ELEVATION/DEPRESSION (OP.19.1.12.8)
Crossgrid the Elevation/Depression line with the height difference. The highest number found is minimum range at which firing is possible.

DEFILADE COVER (OP.23.4)
Check the line of sight for all heights of the target to see if some are blocked while others are not.

BLAST "5" OR

"G"

CANISTER	Range
(12.3.2)	Mod
Illumination shells in...	

ON TABLES (12.7)

as "1", rolls of over "10" as "10".

HIT LOCATIONS	MODIFIERS a
Side 1; 6+: Side 2.	
Side 1; 4-6: Side 2;	"– 2" if range
Side 3; 10: Roll again.	is 1-3 hexes.
Side 1; 3-4: Side 2;	
Side 3; 7-8: Side 4;	"– 3" if range is
Roll again.	1 hex.
In; 4+: Hex.	"– 1" if range is
In; 3+: Hex.	2-3 hexes.
matic.	
In; 5+: Hex.	Same hex: Auto.
Through; 5+: Hex.	1 hex: "– 2".
Through; 4+: Hex.	+1/ ht. diff.
hrough; 2+: Hex.	
Vehicle; 8+: Hex. c	1 hex: "– 3".
Vehicle; 7+: Hex. c	2 hexes: "– 2".
side; 2+: Vehicle.	3 hexes: "– 1".
Inside; 5+: Vehicle.	Same hex: Auto.
Inside; 6+: Vehicle.	

"F" or "W" automatically hits both hex and vehi-
the vehicle.

VEHICLE WEAPON POSITION CHARTS (OP.19.1.12)

POSITION	PLAY	ELEV	DEPR	HEIGHT	LOV LOC	POST
A Forward Turret a.	1-6	21	9		Front	Crouch
B Bow-Fixed Forward a.	1	17	10	Mgn. Ht. – 1	Front	Crouch
C Forward Open c.	1-6	20	17	V. Ht.	Front	Stand
D Forward Cupola/Remote d.	1-6	17	15	V. Ht. + 1	Front	Crouch
E Forward with Shield e.	1-6	20	17	V. Ht. + 1	Front	Stand
F Left with Shield e.	4-6	20	17	V. Ht. + 1	Rear	Stand
G Right with Shields e.	2-4	20	17	V. Ht. + 1	Rear	Stand
H Turret Top Open e.	1-6	20	17	V. Ht. + 1	d.	Stand
I Turret Top Cpl./Rem. e.	1-6	17	15	V. Ht. + 1	d.	Crouch
J Coaxial a.	e.	e.	e.	e.	e.	Crouch
K Center/Rear Turret a.	1-6	21	9		Rear	Crouch
L Rear Open e.	2-6	20	17	V. Ht.	Rear	Stand
M Rear Cupola/Remote e.	3-5	17	15	V. Ht. + 1	Rear	Crouch
N Mortar	1	20	20	Vt. Ht.	Rear	Crouch
Smoke Projectors					Rear	Crouch

a. Fire "L" weapons like a bipod machinegun. b. Given in VEHICLE CHARTS. c. Fire "L" weapons like a tripod machinegun. d. Front if there is a forward turret or no turret, Rear if there is a center/rear turret. e. Same as the main gun. NOTE: Open or Shield weapons may be operated by passengers on top of the vehicle if their height matches the weapon's height. Shields have "2" armor basis to the direction faced, and cupolas have "2" armor basis in all directions.

VEHICLE WEAPON PLAYS

ARMOR BASIS DIAGRAMS (OP.19.1.7)

FIRE AT VEHICLE (AHL)

SMALL VEHICLE	LARGE VEHICLE

BLAST IN HEX (B)

SMALL VEHICLE	LARGE VEHICLE

NOTES: TOP(T): Use against grenades, "F", "G", or "W" hits on a vehicle, or "A" or "H" hits from 6 or more heights higher.
BOTTOM(B): Use against mines.

SIGHTING CHART (OP.18.2)

OBSERVATION CONDITIONS	SIGHTING UNIT	RANGE IN HEXES				
		1-20	21-40	41-60	61-80	81+
1	Normal	10	9	8	7	6
Excellent	Buttoned	6	5	4	3	2
2	Normal	8	7	6	5	4
Reduced	Buttoned	4	3	2	1	0
3	Normal	6	5	4	3	2
Poor	Buttoned	2	1	0	–1	–2
Exact Information		4	4	3	3	2

Conditions 2 or 3 improved by one if night sights are used.

RAMS (GMUW) (12.3)

MGN	GLR,LCW,LPL,MGN,MPL

MOVEMENT MODIFIERS CHART (A,H,L,S*) (12.2.12)

FIRING UNIT MOVEMENT FACTORS EXPENDED	TARGET UNIT HEXES ENTERED				
	1-3	4-6 (R)	7-9 (S)	10-12 (M)	13 + (F)
0	0	+2	+2	+3	+4
1	+1	+3	+4	+5	+6
2	+2	+4	+5	+6	+7
3-4	+3	+5	+6	+7	+8
5-6	+4	+6	+7	+8	+9
7-10	+5	+7	+8	+9	+10
11+	+6	+8	+10	+12	+14

*: "+" becomes "–" for sighting purposes (OP.18.2.6.4). **GUN STABILIZER:** Use one line higher (OP.19.1.8). **SIDE SHOT AT MOVING VEHICLE:** Use one line lower (OP.19.3.6). **NOTE:** This Chart also applies when firing GLR or MPL using "GMUW" or "H" used as "G" (12.2.12.4).

COVER EFFECTS CHART (OP.23.2)

EFFECTIVE COVER TYPE OR HEIGHT	TARGET POSTURE		
	STAND OR UP	CROUCH	PRONE
Height (window, stump, shallow foxhole, block, open hatch, well, etc.)	GL	BGL	None
Heights (deep foxhole, some fences, etc.)	BGL	None	None
Rough Rubble.	L	GL	BGL
Tree, door, cave.	GL	GL	BGL
Loophole, porthole.	ABCGL	ABCGL	ABCGL

A: Arm. B: Body. C: Chest. G: Groin. L: Leg.
The listed wounds show the locations that are not hit when using the given cover.

WOUND TABLES (OP.23.1)

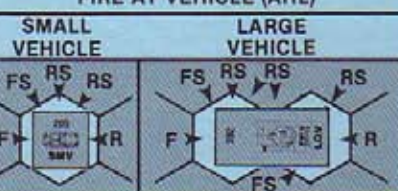| DIE NO.	WOUND LOCATION	WOUND EFFECTS CONSTITUTION				
		I	II	III	IV	V
1	Killed	K	K	K	K	K
2	Head (H) a	X	X	X	X	2DFM
3	Chest (C) a	X	X	X	1DMS	1DMS
4	Body (B) a	X	X	X	1DMS	1DMS
5	Groin (G) a	X	X	X	1DFM	1DFM
6	Arm (A) b	X	X	2DFM	1DFM	1DFM
7	Arm (A) b	X	2FM	2FM	1FM	1FM
8	Leg (L) b	X	X	2DS	2DS	2DS
9	Leg (L) b	X	2S	2S	2S	1S
10	Weapon (W) c	D	D	D	–	–
	Impact	1	2	3	4	5

D: Down. F: Firing. M: Melee. S: Speed.
a. Any combination of two = "K".
b. Any combination of two = "X".
c. Roll again unless a weapon unit: if "1-6", this hit is a minor wound and the weapon may still be used.
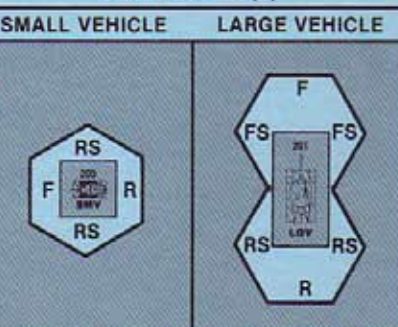A soldier is Stunned if the Impact Number exceeds the required.

STANDARD TERRAIN VALUES CHART (12.5)

TERRAIN TYPE	VALUE	HEIGHT
Abatis.	2q	1
Balcony wall.	8a	1a
Bamboo, brush fence/wall.	1b	3/3
Block.	20c	1
Brick, mud fence/wall.	5c	1/4
Bridge.	m	m
Bunker/pillbox.	20c	3/2
Cave opening.	30c	2d
Concrete, stone fence/wall.	8c	1/4
Crater (one/two holes).	—	– 1a/ – 2e
Depression.	—	– 2
Ditch.	—	– 5
Door.	1f	2d
Foxhole (shallow/deep).	—	– 1/ – 2
Hedge.	1g	2
Hill.	—	2
Log fence/wall.	4c	1/3
Loophole.	—	2h
Roadblock.	6c	3
Roof.	2c	1
Stump/tree.	3j	1/10
Tower.	3/4ck	5/8k
Trench.	—	– 2
Tunnel.	—	1
Wall.	8c	1
Window.	1f	1h
Wire/double wire.	2/3g	0
Wood plank fence/wall.	2c	2/3

TERRAIN NOTES: a. Becomes rubble hex if destroyed. Wall height is "1" above the floor. Floor height equal to floor height of that story of building. b. Becomes scrub hex if destroyed. c. Becomes rubble hex if destroyed. d. From floor to top of opening. e. Is also a rough hex. f. Becomes open if destroyed. g. Becomes a normal or clear hex if destroyed. h. Starts "1" height above floor level. i. On top of wall. j. Tree becomes abatis hex and stump becomes normal or clear hex if destroyed. k. Value "3" normally, "4" if sandbagged. Floor has "5" height, roof has "8" height. m. Bridges have the same values when fired at as walls of the same materials. The height of the floor is the same as that of the originating hexes connected by the bridge, and the thickness extends one height below that. Standard bridge capacities are (in tons) as follows: Wood Plank: 10; Log: 20; Brick: 40; Concrete or Stone: 65.

BLAST DIAGRAMS (12.3)

BLAST "5" OR LESS		BLAST "6+"		HGN ("F")
"G"	"W"	"G"	"W"	

HGN ("F"): B

FTR ("F"): "+5" for all hexes in line of sight. +5 / B

ISTER	Range	1-3	4-7	8-12	13-18	19-25	26-33	34-42	43-52	53-63	64+
(3.2)	Mod	0	+1	+2	+3	+4	+5	+6	+7	+8	+9

mination shells increase visibility by "2" for 10 hexes, by "1" from 11 to 25 hexes.

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The hex grid coordinates visible on the map: B5, C6, D5, E6, F5, G6, H5, I6, K6, L5, M6, B6, D6, F6, H6, J6, K7, C7, E7, G7, I7, B7, D7, F7, H7, J7, L7, M7, C8, E8, G8, K8, B8, D8, F8, H8, J8, L8, M9, E9, H9, K9, B9, D9, F9, I9

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LMG   1
SMG   9
SMV   205

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COMPLEXITY

	VERY HIGH		SOLITAIRE SUITABILITY
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	MEDIUM		
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