

USA Infantry Table									
Element	Fire Power at Range						Morale	Men	Notes
	0	30	100	200	300	400			
Army	5	4	3	2	0		+2.9.1	10	a,l,K
Army	5	4	3	1	0		+2.9.1	9	a,l,K
M113	5	4	2	1	-1		+2.9.1	8	a,l,K
Army 1971+	5	4	2	1	-1		+2.9.2	10	a,t,K
M2 squad	4	3	2	1	-1		+2.9.2	6	a,l
M3 scout team	1	1	0	-2			+2.10.3	2	a
Marine	6	5	3	2	1		+1.9.1	13	a,t
fire team	2	2	1	0	-1		+2.9.2	4	a
fire team 1971+	2	2	1	-1	-2		+2.9.2	4	a,w
HQ team	2	2	1	-1	-2		+2.9.2	4	a
M249 5.56mm	1	1	1	-1	-2	-3			LSW
M60 .30cal MG	0	2	2	0	-1	-2			LMG
M2 .50 cal MG	0	2	2	1	0	-1			HMG

UK Infantry Table									
Element	Fire Power at Range						Morale	Men	Notes
	0	30	100	200	300	400			
Army	5	4	3	2	0		+2.9.1	10	a,l,K
MICV80	5	4	2	1	-1		+2.9.2	7	a,l,K
Gurka	5	4	2	2	-1		+1.8.1	10	a,l,K
fire-team	2	2	1	0	-1		+2.9.2	4	a
fire-team '85	2	1	1	-1	-2		+2.9.2	4	a,w
HQ team	2	2	1	-1	-2		+2.9.2	4	a
L86 5.56mm	1	1	1	-1	-2	-3			LSW
L4A4 7.62mm	0	2	1	0	-1	-2			LMG
GPMG 7.62mm	0	2	2	1	0	-1			HMG

NATO Infantry Table									
Element	Fire Power at Range						Morale	Men	Notes
	0	30	100	200	300	400			
FRG marder	7	5	4	2	1	-1	+2.9.2	7	a,l
FRG para	7	5	4	2	1	-1	+1.9.1	7	a,l
fire team	2	2	1	-1	-2		+2.9.2	4	a
HQ team	2	2	1	-1	-2		+2.9.2	4	a
M3 7.62mm	0	2	1	0	-1	-2			LMG

Squad Morale (+a.b.c)
+a - If the killpower D10 roll is +a over the killpower the squad is broken. +4 over killpower suppresses one turn too.
b - Rally on this number or higher.
c - Dispersal number - When attempting to rally and this number or lower is rolled the element is removed from play.

Warsaw Infantry Table									
Element	Fire Power at Range						Morale	Men	Notes
	0	30	100	200	300	400			
BTR-152/50	5	4	3	2	0		+2.9.1	10	a,l,G
BMP	5	4	2	1	-1		+2.9.1	8	a,l,G
BMD spetsnaz	3	2	1	0	-2		+1.8.1	5	a
fire team	2	2	1	-1	-2		+2.9.2	4	a,G
fire team	2	2	1	-1	-2		+2.9.2	4	a,w
HQ team	2	2	1	0	-2		+2.9.2	4	a
RPK 7.62mm	1	1	1	-1	-2	-3			LSW
RPK-74 5.45mm	1	1	1	-1	-2	-3			LSW
PKM 7.62mm	0	2	1	0	-1				LMG
NVS 12.7mm	0	2	2	1	0	-1			HMG

Other Infantry Table									
Element	Fire Power at Range						Morale	Men	Notes
	0	30	100	200	300	400			
N.Korean squad	4	2	1	-1			+2.10.2	8-9	a
N.Viet squad	4	3	2	1	-1		+2.9.2	8-9	a,l
Viet Cong squad	3	2	1	-1			+2.10.3		a,G
							+2.8.2	4	a
PKM 7.62mm	0	2	1	0	0	-			LMG

Range of 0 indicates the bases are touching.

Notes:

r - rifle armed

s - sub-machinegun armed

a - assault rifle armed

e - semi automatic rifle armed

w = LSW or SAW

l - has own LMG.

t - has two LMGs

K - has limit quantity (3) of LAW

G - has RPG

LSW - Light squad weapon (also known as SAW) - can be fired from inside IFV.

LMG - Light machinegun

MMG - Medium machinegun

HMG - Heavy machinegun

Generic Team/Crew Table									
Element	Fire Power at Range						Morale	Men	Notes
	0	30	100	200	300	400			
Scout team	0	0	-3				+2.10.3		r
Sniper team	0	0	-2	-3			+3.10.3		r
Gun Crew	0	-1					+2.10.3		
Flamethrower	7	6							3

Auto Cannon/ Auto Grenade Launchers									
Element	Fire Power at Range								Notes
	0	50	100	200	300	400	500	600	
20mm cannon HE	0	3	3	2	2	1	1	0	HE
25mm cannon HE	0	3	3	2	2	2	1	1	HE
30mm cannon HE	0	4	3	3	3	2	2	1	HE
40mm cannon HE	0	4	4	3	3	3	2	1	HE
AGS-17 30mmAGL	0	4	3	3	2	2	1	1	HE
40mm AGL	0	4	4	3	3	2	2	1	HE

Minimum ranges is 25 in all the above.

HE - Has area effect in addition to direct fire target effect.

Infantry Fire Power Adjustment Factors	
Situation	Adjustment
Attacker squad moved and firing small arms.	-1
Attacker squad moved and firing LSW, LMG.	-2
Attacker element moved firing MMG, HMG.	-3
Attacker element suppressed.	-1
Attacker firing through each 12.5 of smoke.	-1

Infantry Target Kill Power Adjustment Factors	
Situation	Adjustment
Target moving 20 or more in the open.	+1
Target charging 20 or more in the open.	+2
Target riding on outside of AFV.	+2
Team sized not in contact with friendly squad.	+1
Target in woods and under HE attack without overhead cover.	+1
Target gun crew protected by gunshield.	-1
Target gun crew protected by emplacements.	-1
Target firing from trenches or foxholes.	-2
Target firing from open AFV	-1
Target stationary or ½ moving in woods.	-1
Target stationary or ½ moving in wooden or terra cotta buildings or ruins.	-1
Target stationary or ½ moving in stone or concrete buildings or rubble.	-2
Target stationary or ½ moving in heavy woods.	-2
Target stationary hiding in hard cover.	-3

Notes:

Emplacements may include sandbags, gun pits, spider holes, stone walls. Various things that are bullet proof.

The protection of various buildings and walls, etc. is negated to 0 if the weapon can penetrate it.

Wood can be penetrated if the weapon penetrates .5cm.

Terra cotta or masonry is negated by 1cm penetration.

Stone or concrete is negated by 2cm penetration.

Casualty team sized elements in contact with can be rebuilt from the squad if in contact (touching) with the squad. The squad and team becomes suppressed for one turn.

Factors are additive.

Infantry Close Assault Tactics (CAT) Factor	
Situation	Factor
Assault on rear of AFV or rear of bunker.	+2
Assault on side of AFV or side of bunker.	+1
Assault on open topped AFV or open bunker.	+1
Assault on AFV which moved over 25 this turn.	-1
Assault on AFV which moved over 150 this turn.	-1
Target has 10-15 cm. armor on side to attacker.	-1
Target has over 15 cm. armor on side to attacker.	-2
Target using flamethrower within 25 of attacker.	-2
Target firing machineguns within 25 of attacker.	-1
Target firing HE within 25 of attacker.	-1
Attacking squad moved over 10 this turn.	-1
Attacking squad moved charge move this turn.	-1
Attacking squad was overrun.	-2
Attacking squad using flamethrower.	+2
Attacking squad using satchel charges.	+2
Attacker using Molotov cocktails.	+1
Attacker not equipped with AT grenades.	-1
Attacking squad is elite.	+1
Attacking squad is green.	-1
Attacking squad is pinned.	-1
Attacking squad is suppressed.	-3
Both the attacking squad and the target did not move and started and ended turn in contact.	-2

Note:

All applicable factors are additive.

Infantry elements that are destroyed in any of the fire segments cannot CAT attack.

Infantry that are routed in the turn cannot conduct CAT attacks.

Close Assault Tactics Results			
Attacked by:	Damage As Per:		
		D	S
Squad weapons	Shell penetration	6	6
Molotov cocktail	open	Bail on 1-4 D10	7
	close	Bail on 1-2 D10	9
Flamethrower	open	Bail on 1-8 D10	3
	close	Bail on 1-5 D10	6
Demolition charge	Shell penetration	3	4

Shell penetration means roll a location D10 for a vehicle.

If a bunker or pill box the D factor is the killpower on the infantry and the weapon enclosed. No protection adjustments are made for CAT attack results.

Infantry Anti-Tank Weaponry - Machineguns																
.30 cal, 7.62 - 8.0mm	D	S	Pen.					1	.5	To Hit	1 ^{.3.5}	3 ^{.5.7}	6 ^{.8.10}	9 ^{.11}	10 ^{.12}	11 ^{.13}
RoF=ac	8	-	Range					100	300	Range	50	125	250	375	500	650
.50 cal, 12.7 - 13.2mm			Pen.			2	1.5	1	.5	To Hit	1 ^{.3.5}	3 ^{.5.7}	6 ^{.8.10}	9 ^{.11}	10 ^{.12}	11 ^{.13}
RoF=ac	8	15	Range			100	300	550	800	Range	50	125	275	450	600	800
14.5mm - 15mm			Pen.			3	2	1.5	1	To Hit	1 ^{.3.5}	3 ^{.5.7}	6 ^{.8.10}	9 ^{.11}	10 ^{.12}	11 ^{.13}
RoF=ac	8	15	Range			100	300	550	800	Range	50	125	275	450	600	800

Machineguns are both an anti-personal and an anti-armor weapon. When firing at a vehicle a to-hit test must be made. When firing at infantry targets only killpower effect is used.

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