1985 British Army of the Rhine Battlegroup

**Headquarters Units**

*Each unit taken from Forward Headquarters allows a support choice from* ***Logistics*** *or* ***Additional Fire Support.***

**Forward Headquarters 27 pts 3-r BR**

**Unit Composition:** 2 men

**Transport:** FV103 Spartan

**Special Rules:** Senior Officer, Artillery Spotter, Unique

**Options:** Replace men and FV103 with:

FV105 Sultan (adds Radio Communications Network rule) +25 Pts

Challenger 1 Mk.1 +95 Pts

Chieftain Mk.6 +40 Pts

Chieftain Mk.10 +72 Pts

FV432 +10 Pts

Saxon APC +12 Pts

FV101 Scorpion +20 Pts

FV107 Scimitar +20 Pts

**Tactical Air Control Party 34 pts 1-r BR**

**Unit Composition:** 4 men with

**Transport:**Mount in FV103 Spartan +8 Pts

**Special Rules:** Officer, Air Spotter 3+, Laser Designator, Unique

**Forward Signals Unit – Radio 23 pts 1-r BR**

**Unit Composition:** FV430 series (Specialist)[[1]](#footnote-1)

**Special Rules:** Communications, Unique

**Forward Signals Unit – Wire 17 pts 1-r BR**

**Unit Composition:** FV430 series (Specialist)

**Special Rules:** Wire Communications, Unique

**Infantry Units**

*Each unit taken from Infantry allows a support choice from:* ***Reconnaissance, Engineers, Specialists*** *or* ***Embedded Air Support****.*

**Armoured Infantry Platoon 160 pts 13-r BR**

**Platoon Composition:**

1 Armoured Infantry Platoon Command Squad,

1 Light Mortar Team,

3 Armoured Rifle Squads,

4 FV432s

**Options:**

May turn into a standard platoon, removing all FV432s

-40 Pts -3 BR

May turn into a Mechanised (Wheeled) platoon, replacing all FV432s with:

Trucks -24 Pts -2 BR

Saxon APCs +4 Pts

**Armoured Infantry Platoon Command Squad**

**Unit Composition:** 3 men

* Leader and Assistant Leader with SLR Battle Rifle
* Radio Operator

**Special Rules:** Officer, Artillery Spotter

**Light Mortar Team**

**Unit Composition:** 2 men with 51mm Light Mortar

**Armoured Infantry Squad**

**Unit Composition:** 8 men

* 1 Section Leader with SLR Battle Rifle
* 1 Machine Gunner with L7 GPMG (medium mg)
* 1 man with SLR Battle Rifle and 84mm MAW
* 5 men with SLR Battle Rifles

**Special Rules:** Fire Teams

**Options:**

May take up to 6 M72 66mm LAWs +5 points each

May reorganise with Assault Rifles, changing the unit composition to:

* 1 Section Leader with SA80 Assault Rifle
* 2 men with LMGs
* 1 man with SA80 Assault Rifle and 84mm MAW
* 4 men with SA80 Assault Rifles

(this option is free, but if it is taken it must be applied to the entire platoon)

**Fire Teams:**

(5) Section Leader, MAW Gunner, 3 Riflemen +

(3) Machine Gunner, 2 Riflemen

OR, if SA80s are taken:

(4) Section Leader, MAW Gunner, 1 LMG gunner, 1 Rifleman +

(4) LMG gunner, 3 Riflemen

Platoon Support Options

The entire platoon may change its training to Veterans +30% of total platoon cost

**Milan Detachment** 36 Pts 2-r BR

Unit Composition: 4 men with 2 MILAN 1 launchers and 6 missiles

Special Rules: Fire Teams

Transport: May mount in FV432 +10 Pts

Fire Teams:

2 lots of 2 men with 1 MILAN launcher

**Mortar Team** 24 Pts 1-r BR

Unit Composition: 3 men with 1 x 81mm Mortar

Transport: May mount in FV432 +10 Pts

**Air Defence Team** 10 Pts 1-r BR

Unit Composition: 2 men with 1 Blowpipe launcher and 4 missiles

Transport: May mount in FV103 +10 Pts

Options:

Replace Blowpipe launcher with Javelin launcher

+6 Pts

**Armoured Infantry Squad** 55 Pts 4-r BR

**Unit Composition:** 8 men

* 1 Section Leader with SLR Battle Rifle
* 1 Machine Gunner with L7 GPMG (medium mg)
* 1 man with SLR Battle Rifle and 84mm MAW
* 5 men with SLR Battle Rifles

**Special Rules:** Fire Teams

**Transport:** FV432

**Options:**

May take up to 6 M72 66mm LAWs +5 points each

Remove the FV432 -10 Pts

Replace FV432 with:

Truck -6 Pt

Saxon APC -1 Pt

May reorganise with Assault Rifles, changing the unit composition to:

* 1 Section Leader with SA80 Assault Rifle
* 2 men with LMGs
* 1 man with SA80 Assault Rifle and 84mm MAW
* 4 men with SA80 Assault Rifles

(this option is free, but if it is taken it must be applied to the entire platoon)

**Fire Teams:**

(5) Section Leader, MAW Gunner, 3 Riflemen +

(3) Machine Gunner, 2 Riflemen

OR, if SA80s are taken:

(4) Section Leader, MAW Gunner, 1 LMG gunner, 1 Rifleman +

(4) LMG gunner, 3 Riflemen

**Air Mobile Infantry Platoon**  175 Pts 14-v

**Platoon Composition:**

1 Air Mobile Infantry Platoon Command Squad,

1 Light Mortar Team,

3 Air Mobile Rifle Squads,

Up to 4 Lynx AH.1s +20 Pts, +1 BR each

**Air Mobile Infantry Platoon Command Squad**

**Unit Composition:** 4 men with Assault Rifles

**Special Rules:** Officer, Artillery Spotter

**Light Mortar Team**

**Unit Composition:** 2 men with 51mm Light Mortar

**Air Mobile Infantry Squad**

**Unit Composition:** 8 men

* 6 men with Assault Rifles
* 1 man with MMG
* 1 man with 84mm MAW

**Special Rules:** Fire Teams

**Options:**

May take up to 3 M72 66mm LAWs +5 points each

**Fire Teams:**

(5) MAW Gunner, 3 Riflemen +

(3) Machine Gunner, 2 Riflemen

Platoon Support Options

The entire platoon may change its training to Elite +25% of total platoon cost +4 BR

**Milan Detachment** 44 Pts 2-v BR

Unit Composition: 4 men with 2 MILAN 1 launchers and 6 missiles

Special Rules: Fire Teams

Transport: May mount in FV432 +10 Pts

Fire Teams:

2 lots of 2 men with 1 MILAN launcher

**Mortar Team** 32 Pts 1-v BR

Unit Composition: 3 men with 1 x 81mm Mortar

**Air Defence Team** 13 Pts 1-v BR

Unit Composition: 2 men with 1 Blowpipe launcher and 4 missiles

Options:

Replace Blowpipe launcher with Javelin launcher

+6 Pts

**Fire Support Team** 15 Pts 1-r BR

Unit Composition: 2 men with MMG

Options:

Replace MMG with HMG +4 Pts

**Tank Units**

**Chieftain MBT Platoon**  120 Pts 6-r BR

**Unit Composition:** 3 Chieftain Mk.6**s** (1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Add 1 Chieftain Mk.6 +40 Pts 2-r BR

Upgrade any Chieftain Mk.6 to a Chieftain Mk.10

+32 Pts +2 BR ***Restricted***

May upgrade to Veteran for +20% of total unit cost

**Challenger MBT Platoon** 300 Pts 15-r BR

**Unit Composition:** 3 Challenger 1 Mk.1s(1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

May upgrade to Veteran for +20% of total unit cost

**Scorpion Fire Support Platoon** 60 Pts 4-r BR

**Unit Composition:** 3 FV101 Scorpions(1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter, Scout[[2]](#footnote-2)

**Options:**

May upgrade to Veteran for +20% of total unit cost

**Scimitar Fire Support Platoon** 60 Pts 4-r BR

**Unit Composition:** 3 FV107 Scimitars(1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter, Scout

**Options:**

May upgrade to Veteran for +20% of total unit cost

**Individual Tanks**

**Unit Composition:** 1 tank

Chieftain Mk.6 40 pts 2-r BR

Chieftain Mk.10 72 pts 3-r BR

Challenger 1 Mk.1 100 pts 4-r BR

FV101 Scorpion 20 pts 1-r BR

FV107 Scimitar 20 pts 1-r BR

**Tank Ace +20 Pts 0-e BR Unique**

Even in a war as short as WW3 in the 1980s may have been some tank crews, through a combination of training and natural aptitude, would almost certainly show their skills to be a cut above the rank and file.

*You may choose a single armoured vehicle from any section of this briefing to become an Ace. The vehicle becomes Elite and gains +1 to hit with direct fire.*

**Artillery Units**

*Each unit taken from Artillery allows a support choice from* ***Additional Fire Support****.*

**Mobile Anti-Tank Section**  50 Pts 1-r BR

**Unit Composition:** FV438 Swingfire

**Options:** Replace FV438 Swingfire with:

FV102 Striker +2 Pts

**Forward Artillery Observer** 24 Pts 1-r BR

**Unit Composition:**  4 man Tac Party

**Transport:** FV432 OP

**Special Rules:** Artillery Spotter+, Scout

**Observation Helicopter** 30 Pts 1-r BR

**Unit Composition:** Gazelle AH.1

**Special Rules:** Artillery Spotter+, Scout

**Options:** Arm Gazelle AH.1 with 2 x 68mm SNEB +10 Pts

**Medium Mortar Battery** 72 Pts 2-r BR

Unit Composition: 9 men with 3 82mm Mortars

Transport: May mount in FV432 10 Pts

**Self Propelled Artillery** 30 Pts 1-r BR

**Unit Composition:**  FV433 Abbot

**Options:** Replace FV433 Abbot with M109 + 15 Pts

**Special Rules:** Battery

*If you take multiple units of the same type with the Battery rule from the same entry then they may use Indirect Fire as a single battery as long as they remain within 5” of each other.*

**Off-Table Mortar Fire**

**Unit Composition:** 1 Battery

2 x 81mm mortars 54 Pts 0 BR

**Off-Table Artillery Fire**

**Unit Composition:** 1 Battery

2 x 105mm (Abbot or 105mm Light Gun) 90 Pts 0 BR

2 x 155mm (M109A2) 135 Pts 0 BR

2 x 175mm (M107) 150 Pts 0 BR

2 x 203mm (M110A2) 170 Pts 0 BR

**Defences**

*Each unit taken from Artillery allows no support choices. May only be taken if your battlegroup is the Defender in an Attack-Defence scenario.*

**Improvised Barricades 5 Pts 0 BR**

10” of improvised barricades made of earth filled boxes, rubble, furniture, destroyed vehicles, etc. Counts as hard cover for infantry behind it.

**MMG Emplacement 28 Pts 1-r BR**

3 men and an MMG in reinforced cover. The cover is lost if the MG team moves.

**HMG Emplacement 32 Pts 1-r BR**

3 men and a HMG in reinforced cover. The cover is lost if the MG team moves.

**Mortar Pit 34 Pts 1-r BR**

3 men and an 81mm Mortar in reinforced cover. The cover is lost if the team moves.

**Heavy Mortar Pit 40 Pts 1-r BR**

5 men and an 120mm Mortar in reinforced cover. The cover is lost if the team moves.

**ATGM Emplacement 20+ Pts 0+ BR**

An ATGM Team in reinforced cover. The team must be selected from the army list, and its cost added to that listed above.

**Reinforced Building 30 Pts 0 BR**

A single, chosen building, anywhere on the table; it counts as reinforced rather than hard cover.

**Foxholes 10 Pts 0 BR**

Deploy up to 10 infantry in foxholes; they count as being in reinforced cover until they move.

**Trenches 10 Pts 0 BR**

Up to 10” of trenches which count as reinforced cover for infantry in them.

**Sniper Hideout 15 Pts 0 BR**

A single sniper in reinforced cover; it can be placed anywhere outside of the opponent’s deployment zone. The cover is lost if the sniper moves.

**Minefield 20 Pts 0 BR**

A single mixed anti-tank and anti-personnel minefield.

**Artillery Observation Post 26 Pts 1-r BR**

**Special Rules:** Artillery Spotter+, Unique

A forward observer team in reinforced cover; the cover is lost if the team moves.

**Booby-Trapped Building 25 Pts 0 BR**

A chosen building anywhere on the table has been wired with booby-traps. The first time an enemy unit enters the building roll a D6. On a 2+, it detonates and the unit takes a 3/3+ HE hit. On a 1 there is a fault and the booby-trap fails to go off.

**Barbed Wire 10 Pts 0 BR**

Up to 10” of barbed wire; it is an obstacle for vehicles and infantry.

**Improvised Road Block 5 Pts 0 BR**

Something large and heavy across a road; place on any road or track, anywhere on the table. It counts as an obstacle.

**Ant-Tank Ditch/Embankment 20 Pts 0 BR** (restricted)

10” of ditch or embankment, impassable to vehicles without a bridge.

**AFV Fighting Pit 15 Pts 0 BR**

Deploy a tank or other armoured fighting vehicle in a pre-dug, hull-down fighting position. The vehicle has concealment until it moves.

**Inspiration 15 Pts D6 BR** (restricted)

The CO has managed to inspire the troops – possibly with a great speech over the comms net, or with some “special” rations. At the start of the game, roll a D6 and add the result to your battle rating for this battle.

**Reconnaissance Support Units**

**Reconnaissance Patrol** 20 Pts 1-r BR

**Unit Composition:** 4 men with Assault Rifles

**Special Rules:** Scout

**Options:** Add 2 men with Assault Rifles +10 Pts

**SAS Patrol** 28 Pts 1-e ***Restricted***

**Unit Composition:** 4 men**,** each with an Assault Rifle, 1 also with 84mm MAW

**Special Rules:** Scout, Artillery Spotter, Air Spotter 4+, Assault Troops, Behind Enemy Lines[[3]](#footnote-3), Unique

**Sniper** 10 Pts 0-v BR

**Unit Composition:** 1 man with a Sniper Rifle

**Special Rules:** Sniper Scout

**Options:** Add a spotter +5 pts

*A sniper with a spotter increases its maximum range from 30” to 40”, hitting on a 6.*

**Reconnaissance Vehicle**  35 Pts 1-r BR

**Unit Composition:**  FV101 Scorpion

**Options:** Replace FV101 Scorpion with:

FV107 Scimitar Free

FV721 Fox -2 Pts

**Special Rules:** Scout, Artillery Spotter+

**Observation Helicopter** 30 Pts 1-r BR

**Unit Composition:** Gazelle AH.1

**Special Rules:** Artillery Spotter+, Scout

**Options:** Arm Gazelle AH.1 with 68mm SNEB +10 Pts

**Engineer Support Units**

**Royal Engineers Section** 35 Pts 0-r BR

**Unit Composition:** 8 men with 7 Battle Rifles and 1 LMG

**Transport:** FV432

**Special Rules:** Engineers, Unique

**Options:**

Replace FV432 with Land Rover -6 Pts

Replace men and FV432 with:

Centurion AVRE 105 +5 Pts

Centurion AVRE 165 +5 Pts

FV106 Samson -20 Pts

FV180 Combat Engineer Tractor -20 Pts

**Armoured Bridge Layer** 14 Pts 0-r BR

**Unit Composition:** Chieftain AVLB

**Special Rules:** Bridging (Heavy), Unique

**Recovery Vehicle** 10 Pts 0-r BR

**Unit Composition:** Chieftain ARV

**Special Rules:** Recovery, Unique

**Options:** Replace Chieftain ARV with Samson ARV

**Logistics Support Units**

**Supply Column 8 Pts 0-i BR**

**Unit Composition:** 1 Truck

**Options:** Replace truck with:

Supply Helicopter (Puma, Chinook) +5 Pts

**Special Rules:** Resupply, Unique

*The supply system in Battle Group is rather simplistic – supplies are not tracked. Feel free to use any appropriate truck or helicopter.*

**Ambulance/Forward Aid Post 10 Pts 0-i BR**

**Unit Composition:** 1 FV432 Ambulance

**Special Rules:** Medic, Unique

**Stretcher Party 10 Pts 0-i BR**

**Unit Composition:** 2 men

**Special Rules:** Medic, Unique

**Specialist Support Units**

**Light Air Defence Battery** 30 Pts 1-r BR

Unit Composition: 3 2 man Blowpipe teams

Transport: Mount in 3 FV103 Spartans +24 Pts

Options:

Replace Blowpipe launchers with Javelin launchers +15 Pts

**Air Defence Missile Battery** 30 Pts 1-r BR Restricted

**Unit Composition:** Tracked Rapier

**Off-Table SAM Support** 20 Pts 0-r BR

**Unit Composition:** Improved HAWK - one order

**Options:** Replace Improved HAWK with:

Rapier – off table XX Pts

Patriot +10 Pts

**Embedded Air Support**

**Utility Helicopter** 20 Pts 1-r BR

**Unit Composition:** Lynx AH.1

**Options:** Replace Lynx AH.1 with:

Lynx AH.7 free

**Hunter-Killer Helicopter** 35 Pts 1-r BR

**Unit Composition:** Lynx AH.1 (TOW) Missiles

**Options:** Replace Lynx AH.1 (TOW) with:

Lynx AH.7 (TOW) +7 Pts

**Additional Fire Support**

**Off-Table Artillery Support Request**

3rd Target Priority (5+) 5 pts 0 BR

2nd Target Priority (4+) 10 pts 0 BR

1st Target Priority (2+) 20 pts 0 BR

**Pre-Registered Target Point** 15 pts 0 BR

**Illumination Flares** 5 pts 0 BR

Before the game, write down which turn the flares will be deployed on. During that turn, and the next, the illumination level is 6 (clear, moonlit night) – unless it is day time in which case this has no effect.

**Timed 81mm Mortar Barrage** 5 pts 0 BR

Fired by a battery of 4 81mm mortars. Before the game, write down which turn the guns will fire on. The points cost includes a pre-registered target as the target point of the barrage.

**Timed 105mm Barrage** 10 pts 0 BR

Fired by a battery of 4 105mm howitzers. Before the game, write down which turn the guns will fire on. The points cost includes a pre-registered target as the target point of the barrage.

**Timed 155mm Barrage** 20 pts 0 BR

Fired by a battery of 4 155mm howitzers. Before the game, write down which turn the guns will fire on. The points cost includes a pre-registered target as the target point of the barrage.

**Counter-Battery Fire Mission** 10 pts 0 BR

*Effective on a 5+.*

**Combat Air Patrol** 45 Pts 0-r BR

**Unit Composition:** F-4 Phantom (UK) – one order

**Options:** Replace F-4 Phantom (UK) with:

Tornado F.2 +5 Pts

F-15C +15 Pts

**Timed Hawker Hunter Strike** 20 pts 0 BR

A strike by a Hawker Hunter armed with 2 BL755 Cluster Bombs. Before the game, write down which turn the aircraft will arrive on. The points cost includes a pre-registered target as the target point of the strike.

**Timed Harrier GR.3 Strike** 25 pts 0 BR

A strike by a Harrier GR.3 armed with 2 BL755 Cluster Bombs. Before the game, write down which turn the aircraft will arrive on. The points cost includes a pre-registered target as the target point of the strike.

**Timed Jaguar GR.1 Strike** 30 pts 0 BR

A strike by a Jaguar GR.1 armed with 2 Medium Bombs. Before the game, write down which turn the aircraft will arrive on. The points cost includes a pre-registered target as the target point of the strike.

**Timed Tornado IDS Strike** 50 pts 0 BR

A strike by a Tornado IDS armed with 4 Medium Bombs. Before the game, write down which turn the aircraft will arrive on. The points cost includes a pre-registered target as the target point of the strike.

**Off-Table Artillery Support Request**

**Brigade Battery** (2+ comms test)

3 x 81mm Mortars

**Divisional Battery** (3+ comms test)

1-4 2 x 105mm Howitzers

5-6 2 x 155mm Howitzers

**Corps Battery** (4+ comms test)

1-2 2 x 155mm Howitzers

3-4 2 x 175mm Howitzers

5-6 2 x 203mm Howitzers

**RAF Close Air Support Table 1985**

1-2 Hawker Hunter

1-2 Matra Rocket Packs

3-4 2 x BL755 Cluster Bombs

5-6 2 x Small Bombs

3-4 Harrier GR.3 or SEPECAT Jaguar

1-2 2 x BL755 Cluster Bombs

3-4 4 x Small Bombs

5-6 2 x GBU-12 Paveway II

5-6 Tornado IDS

1-2 2 x BL755 Cluster Bombs

3-4 4 x Medium Bombs

5-6 2 x GBU-10 Paveway II

**RAF Random Combat Air Patrol Table 1985**

1-2 F-4 Phantom II (UK)

3-4 Tornado F.2

5-6 F-15C

1. A number of FV 430 series vehicles are appropriate. As there is no significant in-game difference between them, they are not distinguished between in the list. [↑](#footnote-ref-1)
2. Note that having the Scout rule does not make this unit a reconnaissance unit. Whilst the Scorpion was a reconnaissance vehicle, this selection represents it being used in the fire support role – it can still benefit from its improved sensors, but is not actively trying to scout the enemy. [↑](#footnote-ref-2)
3. See BG: Fall of the Reich [↑](#footnote-ref-3)