1985 Bundeswehr Battlegroup

**Headquarters Units**

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

**Forward Headquarters 21 Pts 3-r BR**

**Unit Composition:** 2 men with MP-2 SMG

**Transport:** Munga Light Utility Vehicle or Iltis Light Utility Vehicle

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

**Options:** Replace men and transport with:

M577 (adds Radio Communications Network rule) +25 Pts

Leopard 2 +80 Pts

Leopard 2A4 +85 Pts

Leopard 1A3/A4 +35 Pts

Leopard 1A1A1/A2A1 +40 Pts

M48A2GA2 Patton +25 Pts

Marder 1 +20 Pts

Marder 1A2/A1+ +22 Pts

TPz Fuchs +12 Pts

M113A1 G Führungs -und Funkpanzer +10 Pts

Spähpanzer Luchs +20 Pts

**Forward Air Control Officer 34 pts 1-r BR**

**Unit Composition:** 2 men with MP-2 SMG

**Transport:** M113A1 G Fliegerleitpanzer

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

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

**Unit Composition:** M113A1 G Schreibfunktruppanzer

**Special Rules:** Communications, Unique

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

**Unit Composition:** M113A1 G Schreibfunktruppanzer

**Special Rules:** Wire Communications, Unique

**Infantry Units**

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

*Each platoon allows 3 such choices.*

**Panzergrenadier Platoon 100 pts 11-r BR**

*The composition of a Panzergrenadier Platoon was in flux in 1985 as Milan missiles were parcelled out. All platoons had at least one Milan launcher, with the intent that they would eventually have 3 (the option to take none is available, as supplies may not have lasted through a sustained conflict).*

*As Milan launchers became available, fire teams in the platoon were re-organised.*

**Platoon Composition:**

1 Panzergrenadier Platoon Command Squad,

2 Panzergrenadier Squads,

1 selection of transports from:

3 x M113G 30 Pts

3 x Marder 1 60 Pts +2-r BR

3 x Marder 1A2 or 1A1(+) 66 Pts +2-r BR

**Panzergrenadier Platoon Command Squad**

**Unit Composition:** 6 men

* Commander with MP-2 SMG and HK69A1 Granatpistole
* Machine Gunner with MG-3 GPMG (bipod)
* Designated Marksman with G-3 ZF Battle Rifle
* AT Rifleman with G-3 Battle Rifle and Leichte PzF-44
* 2 Riflemen with G-3 Battle Rifles

**Special Rules:** Officer, Artillery Spotter, Fire Teams

**Options:**

Change Commander’s MP-2 SMG to G-3 Battle Rifle +2 Pts

One Rifleman may also have a MILAN with 3 missiles +15 Pts

**Fire Teams:**

(3) Commander, Machine Gunner and Designated Marksman +

(3) AT Rifleman and 2 Riflemen

**OR**

(4) Commander, Machine Gunner, Designated Marksman and AT Rifleman +

(2) Rifleman with MILAN and Rifleman (acting as loader)

**Panzergrenadier Squad**

**Unit Composition:** 6 men

* Squad Leader with G-3 Battle Rifle
* Machine Gunner with MG-3 MMG
* Designated Marksman with G-3 ZF Battle Rifle
* AT Rifleman with G-3 Battle Rifle and Leichte PzF-44
* 2 Riflemen with G-3 Battle Rifles

**Special Rules:** Fire Teams

**Options:**

One Rifleman may also have a MILAN with 3 missiles +15 Pts

**Fire Teams:**

(3) Squad Leader, Machine Gunner and Designated Marksman +

(3) AT Rifleman and 2 Riflemen

**OR**

(4) Squad Leader, Machine Gunner, Designated Marksman and AT Rifleman +

(2) Rifleman with MILAN and Rifleman (acting as loader)

*When a Milan Gunner is mounted in a Marder, that vehicle can use its Milan launcher. When dismounting from a Marder you may choose not to dismount the Milan, in which case the dismounted troops keep their original equipment and organisation (as if they had not bought the Milan upgrade).*

**Platoon Support Options:**

The entire platoon may change its training to Veteran

+30% of platoon cost

**Medic** 8 Pts 0-r BR

**Unit Composition:** 1 man

**Special Rule:** Medic

**Milan Detachment** 15 Pts 1-r BR

*May not be taken if Marder transports are used.*

Unit Composition: 2 men with a MILAN 1 launcher and 3 missiles

**Fliegerfaust Team** 10 Pts 1-r BR

Unit Composition: 2 men with a Redeye launcher and 4 missiles

**Direct Fire Support Team** 18 Pts 1-r BR

Unit Composition: 2 men with a Medium Machine Gun

Options:

Replace Medium Machine Gun with Heavy Machine Gun +4 pts

**Independent Panzergrenadier Squad** 28 Pts 2-r BR

**Unit Composition:**

1 Panzergrenadier Squad (see above)

1 choice from:

M113G 10 Pts

Marder 1 20 Pts +1-r BR

Marder 1A2 or 1A1(+) 22 Pts +1-r BR

**Jaeger Platoon 130 pts 10-r BR**

*This composition was used by Gebirgsjäger, Fallschirmjäger and Jaeger forces, so it covers a wide variety of possibilities from reservists to elite, professional soldiers.*

**Platoon Composition:**

1 Jaeger Platoon Command Squad,

3 Jaeger Squads,

1 selection of transports from:

None free

3 x Unimog Medium Truck 12 Pts

3 x M113G 30 Pts

3 x TpPzr Fuchs 30 Pts

3 x UH-1D 48 Pts

1 x CH-53 21 Pts

**Jaeger Platoon Command Squad**

**Unit Composition:** 2 men

* Commander with MP-2 SMG
* Designated Marksman with G-3 ZF Battle Rifle

**Special Rules:** Officer, Artillery Spotter

**Jaeger Squad**

**Unit Composition:** 9 men

* 1 Squad Leader with G-3 Battle Rifle
* Machine Gunner with MG-3 MMG
* 2 Designated Marksmen with G-3 ZF Battle Rifle
* AT Rifleman with G-3 Battle Rifle and Leichte PzF-44
* 4 Riflemen with G-3 Battle Rifles

**Special Rules:** Fire Teams

**Options:**

Up to 2 more men may be armed with PzF-44 +5 Pts each

Replace any PzF-44s with Schwere PzF Carl Gustavs +2 Pts each

Arm one Rifleman with a HK69A1 Granatpistole +2 Pts

**Fire Teams:**

(5) AT Rifleman and 4 Riflemen +

(4) Squad Leader, Machine Gunner and 2 Designated Marksmen

Platoon Support Options

The entire platoon may change its training to:

Inexperienced (reservists) -30% of platoon cost

Veterans +30% of platoon cost

Elite +60% of platoon cost

**Medic** 8 Pts 0-r BR

Unit Composition:1 man

Special Rule: Medic

**Milan Detachment** 15 Pts 1-r BR

Unit Composition: 2 men with a MILAN 1 launcher and 3 missiles

Transport: May be mounted in a KraKa (only if squads have no transports)

+2 Pts

**Fliegerfaust Team** 10 Pts 1-r BR

Unit Composition: 2 men with a Redeye launcher and 4 missiles

Transport: May be mounted in a KraKa (only if squads have no transports)

+2 Pts

**Direct Fire Support Team** 18 Pts 1-r BR

Unit Composition: 2 men with a Medium Machine Gun

Options:

Replace Medium Machine Gun with Heavy Machine Gun +4 pts

Transport: May be mounted in a KraKa (only if squads have no transports)

+2 Pts

**Independent Jaeger Squad**  40 pts 3-r BR

**Unit Composition:**

Jaeger Squad,

1 choice from:

None free

Unimog Medium Truck 4 Pts

M113G 10 Pts

TpPzr Fuchs 10 Pts

**Tank Units**

*Each choice taken from Tanks allows a support choice from:* ***Reconnaissance****,* ***Engineers****,* ***Logistics****,* ***Specialists*** *or* ***Embedded Air Support****. Each Platoon taken instead allows one such choice per vehicle in the platoon.*

**Leopard 2 Panzer Platoon 240 Pts 12-r BR**

**Unit Composition:** 3 Leopard 2s (1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Add one Leopard 2 80 Pts 4-r BR

Replace any Leopard 2 with a Leopard 2A4 +5 Pts Restricted

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

**Leopard Panzer Platoon 105 Pts 5-r BR**

**Unit Composition:** 3 Leopard 1A3/A4s (1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Add one Leopard 1A3/A4 35 Pts 1-r BR

Replace any Leopard 1A3/A4 with:

Leopard 1A1A1/1A2A1 +5 Pts

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

**Territorial Panzer Platoon 100 Pts 5-r BR**

**Unit Composition:** 4 M48A2GA2 Pattons(1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

May downgrade to Inexperienced for -20% of total unit cost

**Additional Tank**

Leopard 2A4 85 Pts 4-r BR Restricted

Leopard 2 80 Pts 4-r BR

Leopard 1A3/A4 35 Pts 2-r BR

Leopard 1A1A1/1A2A1 40 Pts 2-r BR

M48A2GA2 25 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****.*

**Jagdpanzer 60 Pts 1-r BR**

**Unit Composition:** Jaguar 1

**Options:** Replace Jaguar 1 with:

Jaguar 2 -10 Pts

Kanonenjagdpanzer -40 Pts

Faun KraKa TOW -35 Pts

**Forward Artillery Observer 16 Pts 1-r BR**

**Unit Composition:**  4 man Tac Party

**Transport:** Beobachtungspanzer Artillerie M113A1 G

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

**Observation Helicopter 25 Pts 1-r BR**

**Unit Composition:** Bo 105M

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

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

Unit Composition: 3 men with an 81mm Mortar

Transport: May mount in Unimog Medium Truck +4 Pts

**Heavy Mortar Team 30 Pts 1-r BR**

Unit Composition: 4 men with a Tampella 120mm Mortar

Transport: May mount in Unimog Medium Truck +4 Pts

**Armoured Heavy Mortar Battery** 105 Pts 3-r BR

**Unit Composition:** 3 x M113 PzMrs

**Self Propelled Artillery** 45 Pts 1-r BR

**Unit Composition:**  M109G

**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 Tampella 120mm mortars 72 pts 0 BR

**Off-Table Artillery Fire**

**Unit Composition:** 1 Battery

2 x 105mm (Howitzer) 90 pts 0 BR

2 x 110mm Rockets (LARS) 120 pts 0 BR

2 x 155mm (M109G) 135 pts 0 BR

2 x 203mm (M110) 170 pts 0 BR

**Reconnaissance Support Units**

**Reconnaissance Patrol**

**Unit Composition:**

1 Panzergrenadier Squad[[1]](#footnote-1) or

1 Jaegar Squad

**Special Rules:** Scout

**Fernspäher Patrol** 35 Pts 1-e ***Restricted***

**Unit Composition:** 5 men**,** each with an Assault Rifle, 1 also with Schwere PzF Carl Gustav

**Special Rules:** Scout, Artillery Spotter, Air Spotter 4+, Assault Troops, Behind Enemy Lines[[2]](#footnote-2), 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:**  Spähpanzer Luchs

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

**Reconnaissance Helicopter** 32 Pts 1-r BR

**Unit Composition:** Bo 105M

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

**Options:**

Exchange Bo 105M for Alouette II free

Arm Bo 105M with 2 x 68mm SNEB Rocket Pods + 10 Pts

**Engineer Support Units**

**Pioneers Squad** 47 Pts 0-r BR

**Unit Composition:** 10 men, 1 with MG3, 9 with Battle Rifles – 1 also with PzF44

**Special Rules:** Engineers

Transport: TPz Fuchs

**Options:** Replace all with:

Pionierpanzer M48A2CR -25 Pts

Pionierpanzer Dachs -22 Pts

**Armoured Bridge Layer** 15 Pts 0-i BR

**Unit Composition:** Leopard AVLB Biber

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

**Options:** Replace Leopard AVLB Biber with:

M48A2 AVLB -3 Pts

M2 Alligator -8 Pts

**Recovery Vehicle** 15 Pts 0-i BR

**Unit Composition:** Bergepanzer 1

**Special Rules:** Recovery, Unique

**Options:** Replace Bergepanzer 1 with Bergepanzer 2 +2 Pts

**Logistics Support Units**

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

**Unit Composition:** 1 Truck

**Options:** Replace truck with:

Supply Helicopter +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 M113 KrKw Ambulance

**Special Rules:** Medic, Unique

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

**Unit Composition:** 2 men

**Special Rules:** Medic, Unique

**Specialist Support Units**

**Air Defence Battery**  65 Pts 1-r BR Restricted

**Unit Composition:** 1 x Flakpanzer Gepard

**Options:** Replace Gepard with:

Faun KraKa MK20 -50 Pts -1 BR ***Restricted***

Bofors 40mm L70 with 4 men and Unimog Truck

-35 Pts -1 BR ***Restricted***

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

**Unit Composition:** 3 Fliegerfaust Teams

**Options:** Replace Fliegerfaust Teams with 1 x Marder-Roland

+10 Pts ***Restricted***

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

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

**Options:** Replace Improved HAWK with:

Roland – off table -5 Pts

Patriot +10 Pts

**Embedded Air Support**

**Utility/Transport Helicopter** 16 Pts 1-r BR

**Unit Composition:** UH-1D

**Options:** Replace UH-1D with CH-53 +5 Pts

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

**Unit Composition:** Bo-105M (HOT)

**Options:** Replace Bo-105M (HOT) with:

Bo-105M (TOW) free

Bo-105M (Rockets) -10 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

**Timed 120mm Mortar Barrage** 10 pts 0 BR

Fired by a battery of 4 120mm 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.

**Timed 110mm Rocket Barrage** 25 pts 0 BR

Fired by a battery of 4 LARS. Before the game, write down which turn the rockets 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** 35 Pts 0-r BR

**Unit Composition:** F-4F Phantom II – one order

**Options:** Replace F-4F Phantom II with:

F-4E Phantom II +10 Pts

F-15C +25 Pts

**Timed Alphajet Strike** 18 pts 0 BR

A strike by an Alphajet armed with 2 CBU33 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 F-104 Strike** 30 pts 0 BR

A strike by a F-104 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)

1-2 3 x 81mm Mortars

3-6 3 x 120mm Mortars

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

1-2 3 x 120mm Mortars

3-4 2 x 105mm Howitzers

5-6 2 x 110mm Rockets (LARS)

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

1-4 2 x 155mm (M109G)

5-6 2 x 203mm (M110)

**Luftwaffe Close Air Support Table 1985**

1-2 Alphajet

1-2 2 x AGM-65 Maverick

3-4 2 x CBU-33 Cluster Bombs

5-6 2 x Small Bombs

3-4 F-104 Starfighter

1-2 LAU-3A Rocket Pods

3-4 2 x CBU-33 Cluster Bombs

5-6 2 x Small Bombs

5-6 Tornado IDS

1-2 4 x AGM-65 Maverick

3-4 MW-1

5-6 2 x GBU-24 Paveway

**Luftwaffe Random Combat Air Patrol Table 1985**

1-2 F-4F Phantom II

3-4 F-4E Phantom II

5-6 F-15C

1. May be taken with no transport option. [↑](#footnote-ref-1)
2. See BG: Fall of the Reich [↑](#footnote-ref-2)