1985 Polish Peoples Army 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:** 3 men

**Transport:** WD-43

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

**Options:**

Replace WD-43 with Star-266 free

Replace men and WD-43 with:

*Specialist Command Vehicle*

SKOT-R2AM/R3 + 25 Pts

*Motorised Infantry Command Vehicle*

SKOT-1 + 6 Pts

SKOT-2AP + 10 Pts

TOPAS + 5 Pts

TOPAS-2AP + 9 Pts

BMP-1K + 22 Pts

BMP-2K + 35 Pts

*Command Tanks*

T-72M1 + 45 Pts

T-72M + 35 Pts

T-55AK + 30 Pts

T-55MK + 33 Pts

*Command Tanks – Reserve*

T-34/85M + 15 Pts

*Reconnaissance Vehicles*

BRDM-1

BRDM-2 + 10 Pts

OT-65

PT-76B + 13 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****.*

**Motor Rifle Platoon 110 pts 7-r BR**

***Each Motor Rifle Platoon allows 4 support choices.***

**Platoon Composition:**

1 Motor Rifle Platoon Command Squad,

3 Motor Rifle Squads,

1 selection from chosen from:

2 x SKOT-1 +12 Pts

3 x SKOT-2AP +30 Pts

2 x TOPAS +10 Pts

3 x TOPAS-2AP +27 Pts

3 x BMP-1 +66 Pts

3 x BMP-2 +105 Pts

**Motor Rifle Platoon Command Squad**

**Unit Composition:** 4 men

* Leader and Assistant Leader with Assault Rifles
* Machine Gunner with PKM (MMG)
* Assistant Gunner with Assault Rifle

**Special Rules:** Officer, Artillery Spotter

**Motor Rifle Squad**

**Unit Composition:** 7 men

* 1 Squad Leader with an Assault Rifle
* 1 Machine Gunner LMG
* 1 RPG Gunner with RPG-7 with PG-7VL ammunition
* 4 Riflemen with Assault Rifles (includes RPG Gunner’s Assistant)

**Options:**

Exchange 1 Assault Rifle for an LMG +5 pts

Exchange 1 Assault Rifle for SVD, making the Rifleman a Designated Marksman +2 pts

Change PG-7VM to:

PG-7VS -2 pts

PG-7VM -5 pts

May take up to 2 RPG-18s 5 pts each

**Platoon Support Options:**

The entire platoon may change its training to:

Inexperienced -30% of total platoon cost -4 BR

Veterans +30% of total platoon cost +4 BR

**Medic**

Unit Composition: 1 man 8 pts 0-r BR

Special Rules: Medic

**ATGM Team** 15 pts 1-r BR

Unit Composition: 3 men with AT-3 Sagger C launcher and 4 missiles

*May not be taken if BMP transports are used by this platoon.*

Options:

Replace AT-3 Sagger C with:

AT-4 Spigot +2 pts

**MANPAD Team** 10 pts 1-r BR

Unit Composition: 2 men with SA-7 Grail launcher and 4 missiles

Options:

Replace SA-7 Grail with:

SA-14 Gremlin +2 pts

SA-16 Gimlet +5 pts

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

Unit Composition: 3 men with an MMG

Options:

Replace Medium Machine Gun with:

Heavy Machine Gun + 4 pts

Automatic Grenade Launcher (reduce to 2 men)

free

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

Unit Composition: 3 men with 82mm Mortar

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

Unit Composition: 5 men with 120mm Mortar

**Motor Rifle Squad** 33 Pts 2-r BR

**Unit Composition:** 7 men (5 Assault Rifles, 1 LMG, 1 RPG-7 with PG-7VL)

**Transport:**

Mount in a:

SKOT-1 +6 Pts

SKOT-2AP +10 Pts

TOPAS +5 Pts

TOPAS-2AP +9 Pts

BMP-1 +22 Pts

BMP-2 +35 Pts

**Options:**

Upgrade to Veteran +30% of unit cost

Exchange 1 Assault Rifle for an LMG +5 pts

Exchange 1 Assault Rifle for SVD, making the Rifleman a Designated Marksman +2 pts

Change PG-7L to:

PG-7VS -2 pts

PG-7VM -5 pts

May take up to 2 RPG-18s 5 pts each

**BMP Modifications**

When you purchase a BMP from any section of this briefing, you may modify it as follows:

BMP-1/1K:

Replace AT-3 Sagger C with AT-3 Sagger B -3 pts

BMP-2/2K:

Replace AT-5 Spandrel with AT-4 Spigot -5 pts

**Tank Units**

**T-72 Main Battle Tank Platoon** 105 pts 5-r BR

**Unit Composition:** 3 T-72M**s** (1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Add one T-72M +35 Pts 2-r

Upgrade any T-72M to:

T-72M1 +10 Pts

**Experience:**

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

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

**T-55 Main Battle Tank Platoon** 90 Pts 5-r BR

**Unit Composition:** 3 T-55As(1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Add one T-55A +30 Pts 2-r BR

Upgrade any T-55 to:

T-55M/AM +3 Pts

**Experience:**

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

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

**Amphibious Tank Platoon** 39 Pts 3-r BR

**Unit Composition:** 3 PT-76Bs(1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Add one PT-76B +13 Pts 1-r BR

**Experience:**

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

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

**Reservist Tank Platoon** 45 Pts 3-r BR

**Unit Composition:** 3 T-34/85Ms(1 with Officer, Artillery Spotter)

**Special Rules:** Officer, Artillery Spotter

**Options:**

Add one T-34/85 +15 Pts 1-r BR

**Experience:**

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

**Individual Tanks**

**Unit Composition:** 1 tank

T-72M 35 pts 2-r BR

T-72M1 45 pts 2-r BR

T-55A 30 pts 2-r BR

T-55M/AM 33 pts 2-r BR

PT-76B 13 pts 1-r BR

T-34/85M 15 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.*

**T-55 and the Bastion/AT-10 ‘Stabber’**

Several T-55 variants had the capability to fire the Bastion ATGM, named the AT-10 Stabber by NATO, via the main gun. Supplies of the missile were restricted. Warsaw Pact T-55s do not appear to have been issued with them during peacetime, but the scope of their likely availability in wartime is speculative at best.

*You may outfit any T-55M, T-55AM or T-55MK with 6 rounds of AT-10 ‘Stabber’ for +10 points.*

**Artillery Units**

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

**ATGW Battery Support – Infantry 20 Pts 1-r BR**

**Unit Composition:** 6 men

* 2 Gunners with SPG-9
* 4 other members with Assault Rifles

**Transport:** Choose from:

SKOT-1 +6 Pts

SKOT-2AP +10 Pts

TOPAS +5 Pts

TOPAS-2AP +9 Pts

BMP-1 +22 Pts

BMP-2 +35 Pts

**Options:** Replace both SPG9s with:

2 AT-3 Sagger C launchers and 8 missiles +8 pts

2 AT-4 Spigot launchers and 8 missiles +16 pts

2 AT-7 Saxhorn launchers and 8 missiles +8 pts

**ATGW Battery Support – Vehicle** 30 Pts 1-r BR

**Unit Composition:** BRDM-2 Sagger C (9P133)

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

**Unit Composition:**  SKOT-1

**Options:** Replace SKOT-1 with TOPAS +1 Pt

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

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

**Unit Composition:** Mi-4 Hound

**Options:** Replace Mi-4 Hound with:

Mi-8K Hip free

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

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

Unit Composition: 5 men with 120mm Mortar

**Self Propelled Mortar Battery** 90 Pts 3-r BR

**Unit Composition:** 3 TOPAS2-AP Mortar Carriers

**Self Propelled Artillery** 40 Pts 1-r BR

**Unit Composition:**  2S1 Gvozdika ‘Carnation’

**Options:** Replace 2S1 Gvozdika with DANA +10 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 82mm mortars 54 pts 0 BR

2 x 120mm mortars 72 pts 0 BR

**Off-Table Artillery Fire**

**Unit Composition:** 1 Battery

2 x 122mm 2A18 110 pts 0 BR

2 x 152mm 2A36/D22/2A64 135 pts 0 BR

2 x 180mm S-23150 pts 0 BR

2 x 203mm 2A44 170 pts 0 BR

2 x 122mm 9K51 Grad (Rockets) 130 pts 0 BR

2 x 220mm 9K57 Uragan (Rockets) 210 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**

**XXXXXXXXXXXXXX**

**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 +1-r BR

**SAS Patrol** 28 Pts 2-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[[2]](#footnote-2), Unique

**Sniper** 10 Pts 1-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

Ferret Mk 2 -10 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** 25 Pts 2-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 -5 Pts

Replace men and FV432 with:

Centurion AVRE 105 +25 Pts

Centurion AVRE 165 +25 Pts

FV106 Samson +5 Pts

FV180 Combat Engineer Tractor +5 Pts

**Armoured Bridge Layer**

**Unit Composition:** Chieftain AVLB

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

**Recovery Vehicle**

**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 16 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 2-r BR

Unit Composition: 6 men with 3 Blowpipe launchers

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 2-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

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. See BG: Fall of the Reich [↑](#footnote-ref-2)