**Forward Headquarters Units**

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

**Forward Headquarters 30 pts 3-r BR**

**Unit Composition:** 3 men

**Transport:** M151 MUTT

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

**Options:** Replace men and M151 MUTT with:

LAV-C2 or AAVP-7A1 (Command)

(adds Radio Communications Network rule) + 25 Pts

HMMWV + 2 Pts

M60A1 + 28 Pts

AAVP-7A1

LAV-25

**Forward Air Controller 24 Pts 1-r BR**

**Unit Composition:** 3 men

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

**Transport:** May mount in a:

M151 MUTT + 3 Pts

HMMWV + 5 Pts

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

**Unit Composition:** HMMWV

**Special Rules:** Communications, Unique

**Forward Signals Unit – Wire 12 pts 1-i BR**

**Unit Composition:** 2 men

**Special Rules:** Wire Communications, Unique

**Transport:** May mount in a:

M151 MUTT + 3 Pts

HMMWV + 5 Pts

**M151 MUTT and M996 HMMWV Armaments**

When you purchase an M151 MUTT or an M996 HMMWV as a transport for a unit of 3 or less men, you may choose one of the following options:

Add a:

Pintle MG +5 Pts

Pintle HMG +8 Pts

Pintle AGL +5 Pts

*Note that this weapon can only be fired if someone is currently being transported in the vehicle.*

**Infantry Units**

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

**USMC Rifle Platoon 140 Pts 15-r BR**

**Platoon Composition:**

1 USMC Rifle Command Squad,

3 USMC Rifle Squads,

1 selection of transports from:

None free

4 x Truck

10 x HMMWV + XX Pts

4 x AAVP-7A1 + XX Pts +4 BR

2 x CH-46E

**USMC Rifle Command Squad**

**Unit Composition:** 3 men with Assault Rifles

**Special Rules:** Officer, Artillery Spotter

**USMC Rifle Squad**

**Unit Composition:** 13 men

* 3 with M249 LMGs
* 10 with Assault Rifles

**Special Rules:** Fire Teams

**Options:**

1 man may have an M72 LAW 5 pts

**Fire Teams:**

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** 8 pts 0-r BR

Unit Composition: 1 man

Special Rules: Medic

**Assault Team** XX pts 0-r BR

Unit Composition: 2 men with a Mk 153 SMAW

**ATGM Team** 23 pts 1-r BR

Unit Composition: 2 men with M47 Dragon

Options:

Replace M47 Dragon with:

iTOW + XX Pts

TOW-2

**Transport:**

May be mounted in a:

M151 MUTT +3 Pts

M996 HMMWV +5 Pts

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

Unit Composition: 3 men with a Medium Machine Gun

Options:

Replace Medium Machine Gun with:

Heavy Machine Gun + 4 pts

**Transport:**

May be mounted in a:

M151 MUTT +3 Pts

M996 HMMWV +5 Pts

**Light Mortar Team** 20 pts 2-r BR

Unit Composition: 3 men with 60mm Mortar

**Transport:**

May be mounted in a:

M151 MUTT +3 Pts

M996 HMMWV +5 Pts

**Medium Mortar Team** 24 pts 2-r BR

Unit Composition: 3 men with 81mm Mortar

**Transport:**

May be mounted in a:

M151 MUTT +3 Pts

M996 HMMWV +5 Pts

**Independent USMC Rifle Squad XX Pts 3-r BR**

**Unit Composition:**

1 USMC Rifle Squad (see above)

1 choice from:

None free

Truck

3 x HMMWV + XX Pts

AAVP-7A1 + XX Pts +4 BR

CH-46E

**Tank Units**

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

**M60 Main Battle Tank Platoon 112 Pts 6-r BR**

**Unit Composition:** 4 M60A1s

**Special Rules:** Officer, Artillery Spotter

**Individual Tanks**

**Unit Composition:** 1 tank

M60A1 28 pts 1-r BR

**Artillery Units**

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

**Anti-Tank Support**  XX Pts 1-r BR

**Unit Composition:** 2 men with an M47 Dragon launcher

**Options:** Replace men and M47 Dragon Launcher with:

M151 MUTT (TOW)

HMMWV (TOW)

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

**Unit Composition:**  M151 MUTT

**Options:** Replace M151 MUTT with:

M966 HMMWV + 2 Pts

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

**Towed Artillery Battery** XX Pts 2-r BR

**Unit Composition:** 2 105mm Howitzers

**Transport:** May include up to 2 Trucks +5 Pts each

**Options:** Replace all M101s with:

155mm Howitzers + 15 Pts

**Self Propelled Artillery** 45 Pts 2-r BR

**Unit Composition:**  M109A2

**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 76mm Naval Guns

2 x 105mm 90 Pts 0 BR

2 x 127mm Naval Guns

2 x 155mm 135 Pts 0 BR

2 x 203mm 170 Pts 0 BR

3 x 406mm Naval Guns

**TOW Missile Versions**

Vehicles or units with a TOW launcher use iTOW missiles by default. You may upgrade any such launcher to use TOW-2 missiles for 10 points per launcher.

**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** 22 Pts 1-r BR

**Unit Composition:** 4 men, 3 with Assault Rifles and 1 with M289 LMG

**Transport:** May be mounted in FAV Mk II

**Special Rules:** Scout, Mortar Spotter

**Options:** 1 man may take an M72 LAW

**USMC Force Recon Patrol** 35 Pts 1-e ***Restricted***

**Unit Composition:** 4 men**, 3** with an Assault Rifle, 1 with M279 LMG, each also with M72 LAW

**Special Rules:** Scout, Artillery Spotter, Air Spotter 4+, Assault Troops, Behind Enemy Lines, 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** XX Pts 1-r BR

**Unit Composition:** LAV-25

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

**Engineer Support Units**

**Combat Engineer Squad** XX Pts 0-r BR

**Unit Composition:** 13 men, 10 with assault rifles and 3 with M249 SAWs

**Transport:** Truck

**Options:**

May take an M72 LAW + 2 Pts

May take a Mk 153 SMAW

**Special Rules:** Engineers

**Armoured Vehicle Launched Bridge**

**Unit Composition:** M60A1 AVLB

**Special Rules:** Bridging

**Recovery Vehicle**

**Unit Composition:** M88 Recovery Vehicle

**Options:** Replace M88 Recovery Vehicle with:

LAV-R (Recovery)

AAVR-7A1 (Recovery)

M936 Wrecker

**Special Rules:** Recovery

**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

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

**Ambulance 10 Pts 0-i BR**

**Unit Composition:** M151 Jeep Ambulance

**Special Rules:** Medic, Unique

**Options:** Replace M151 with:

M113 Ambulance + 3 Pts

M2 Bradley Ambulance + 8 Pts

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

**Unit Composition:** Surgical Team with a Tent

**Special Rules:** Medic, Unique

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

**Unit Composition:** 2 men

**Special Rules:** Medic, Unique

**Specialist Support Units**

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

Unit Composition: 2 men with FIM-43 Redeye

Options:

Replace FIM-43 Redeye with FIM-92 Stinger

**Transport:**

May be mounted in a:

M151 MUTT +3 Pts

M996 HMMWV +5 Pts

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

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

**Options:** Replace Improved HAWK with:

Patriot +10 Pts

**Embedded Air Support**

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

**Unit Composition:** UH-1 Iroquois

**Options:** Replace UH-1 Iroquois with:

UH-60 Blackhawk free

CH-53 Chinook + 5 Pts

**Attack Helicopter** 70 Pts 1-r BR

**Unit Composition:** AH-1S Cobra

**Options:** Replace AH-1S with AH-64A Apache

+ 15 Pts Restricted, Unique[[1]](#footnote-1)

**Additional Fire Support**

**Off-Table Artillery Support Request**

3rd Priority (5+) 5 pts 0 BR

2nd Priority (4+) 10 pts 0 BR

1st Priority (3+) 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 107mm Mortar Barrage** 8 pts 0 BR

Fired by a battery of 4 107mm 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 M270 MRLS Rocket Barrage** 40 Pts 0 BR

Fired by a battery of 2 M270 MRLS. 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+.*

**Timed F-4 Phantom II Strike** 18 pts 0 BR

A strike by a Phantom armed with 2 CBU24 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 A-7 Corsair II Strike** 30 pts 0 BR

A strike by a Corsair 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 A-10 Thunderbolt II Strike** 50 pts 0 BR

A strike by a Thunderbolt 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 Table**

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

1-2 3 x 81mm Mortars

3-6 3 x 107mm Mortars

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

1-3 2 x 105mm Howitzers

4-6 2 x 155mm Howitzers

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

1-3 2 x 203mm Howitzers

4-6 2 x M270 MLRS

**USAF Close Air Support Table 1985**

1 F-4E Phantom II

1-2 2 x AGM-65 Maverick

3-4 2 x CBU-24 Cluster Bombs

5-6 2 x Small Bombs

2-3 F-16 Falcon

1-2 2 x AGM-65 Maverick

3-4 2 x CBU-24 Cluster Bombs

5-6 2 x Small Bombs

4-5 A-7 Corsair II

1-2 LAU-10 Rocket Pods

3-4 2 x CBU-24 Cluster Bombs

5-6 2 x Medium Bombs

6 A-10 Thunderbolt II

1-2 4 x AGM-65 Maverick

3-4 2 x Medium Bombs

5-6 2 x GBU-24 Paveway

1. Although the first production AH-64s were accepted for service in January 1984, the first operational unit only began training on the Apache in April 1986. In an emergency it seems reasonable to suppose that a small number of Apaches might be sent to fight, manned by test crew and/or instructors. [↑](#footnote-ref-1)