LAND POWER – DIVISION

Version 7.6.1 (Final)

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A. PURPOSE

Land Power – Division is an analog simulation. It is an amalgamation of Kriegspiel and hex based games. It is a staff training tool. Land Power - Division allows both sides to conduct large-scale combat operations in a large maneuver area. The focus of Land Power – Division is the division staff and the decisions they make. Land Power – Division gives each side the opportunity to conduct operations to achieve their side's objectives. The results from Land Power – Division has randomness built in to replicate the fog of war. A well-planned operation with the application of events through the Deep Area, Close Area, Rear Area, and Support Areas is successful most of the time.

B. DEFINITIONS AND ABBREVIATIONS

CRT - Combat Results Table.

DART - Deep Area Results Table.

COMBAT POWER POINTS (CPP) – the number represents the unit's capability in combat.

D10 - 10-sided die. Each facet of this die is mathematically equivalent to 10%. The numbers on the die range from zero to nine. This exercise treats a roll of zero (0) as a zero (0).

HEXAGON (Hex) - A convenient subdivision of the terrain represented by a hexagon.

LOC - Line of communication; used in the exercise for logistics.

POINT LOSS (PL) - Loss of combat power points represented on a unit piece by rotating to a reduced level of combat power points. If no lower combat power points exist, the unit no longer exists on the playing board. (Example 1 PL means rotate the unit piece a 1/4 turn to the right to reduce the combat power points).

UAS - Unmanned Aircraft System.

ZoC - Zone of control; a unit's influence in the hexagons surrounding the unit (Area of Influence).

1) Two Bn size units or greater influence one hexagon in every direction.
2) One Bn size unit or smaller influences the hexagon they are located in.

NAI – Named area of interest. A NAI can only be one hexagon.

TAI – Targeted area of interest. A TAI can only be one hexagon.

Map. The map is a 1:100,000 map with a hexagon pattern overlaid on the map. Each hexagon is approximately 10 km by 10 km with a rough area of 87 km2. A number (example 1021) identifies each hexagon. The actual topographic features are present on the map.

C. EXERCISE SETUP

1. Materials.

a. 3 1/100,000 hexagon maps (1 for Blue, 1 for Red and 1 for the White Cell).

b. Game pieces for every unit on the game board (X3). Game pieces are red and blue wooden blocks that are 24mm x 24mm.

(1) Blocks represent units (company and above)

(2) Chips represent individual pieces of equipment (Q-53, UAS, etc.) (Platoons and below).

c. 10-sided die

d. 3 Tables/map (18 tables per team)

e. Partitions for the White Cell (if available).

f. Blank Combat Action Request.

g. Information Collection Report.

h. Counter Fire Radar Fans.

i. Centimeter cubes (1cm x 1cm).

(1) Yellow cubes signify a unit suppressed by fire.

(2) Green cubes signify units in a deliberate defense.

(3) White cubes to identify those NAIs that are active.

(4) Blue cubes signify sorties. Each cube equates to one sortie.

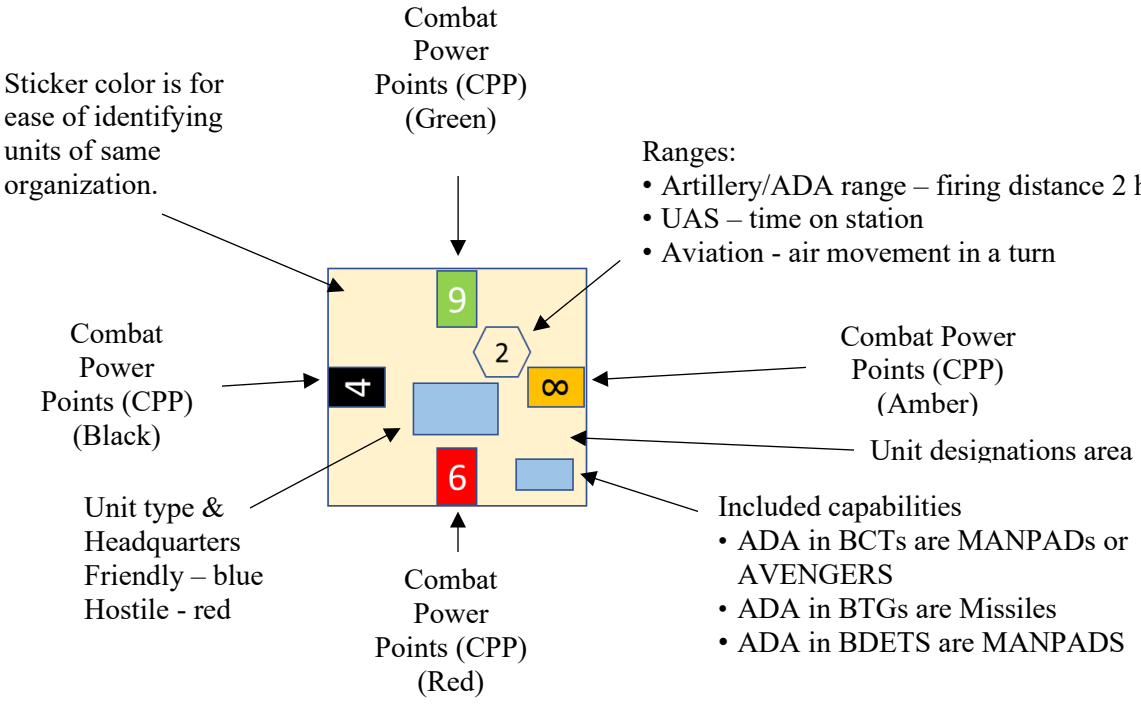
(5) Purple cubes signify a unit suppressed by cyber.

(6) Orange cubes signify a unit suppressed by EW.

(7) Black cubes signify destroyed infrastructure.

(8) Brown cubes signify unmanned ground sensors.

2. Game Pieces (Wooden blocks)



EXAMPLES

A

- 1-16 IN BN (Mechanized)
- 1st/1ID

- Has engineer capabilities *(Does have assault bridging)
- CPP of 9 high and 4 low

B

- 1-6 ACS
- Can move up to 48 hexagons in a turn
- CPP of 4 high and 2 low
- An aviation unit has CPP while flying. An aviation unit on the ground will have 1 CPP.

C

- 3-6 FA BN (towed)
- 1st/10th MD
- Can fire up to 2 hexagons
- CPP of 5 high and 2 low

D

- 642 IN BDE (Mechanized)
- 64th Division
- Has air defense and combat engineer capabilities (Does have assault bridging)
- CPP of 2 high and 1 low

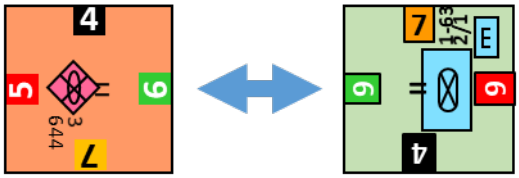
* Does not have the capability to do a deliberate wet gap crossing. If the engineer unit has a bridge symbol above it, then it has deliberate wet gap crossing capabilities. Assault bridging is a capability like JABs.

3. The Boards

a. White Cell Board – will display the entire situation presented by the Red Cell and the Blue Cell.

(1) The game pieces will have their identification facing up.

(2) The current combat power points of each piece will point toward the opposing side.



(9 Red combat power points versus 9 Blue combat power points)

b. Blue Board – the board will display the blue game pieces and the red situation template. Initially the red situation template will use flat red icons until the blue staff identifies the red unit. The blue staff will change the flat red icon to red game piece once the blue staff identifies the red unit.

c. Red Board - the board will display the red game pieces and the blue situation template. Initially, the blue situation template will use flat blue icon until the red staff identifies the blue unit. The red staff will change the flat blue icon to a blue game piece once the red staff identifies the blue unit.

4. Unit Placement. First, consult the exercise director on setup of both side's units.

a. Red: Red forces will display forces according to their plan. Notify the umpire of the hexagons containing unidentified Insurgent Forces/SPF. These units start covert but may change to direct action.

b. Blue: Displays forces according to approved plan. Notify the ESO of the hexagons containing SOF units. These units start covert but may change to direct action.

c. Place units on the board. (Formations)

(1) Offensive operations – the entire brigade will be aggregated in one hexagon.

(2) Defensive Operations

(a) A brigade size element can be spread across two hexagons

(b) A unit in one location for more than 36 hours is conducting a deliberate defense.

(c) A green cube signifies a unit conducting a deliberate defense.

(3) Security Operations.

(a) Guard/Cover.

(1) A brigade size element can be spread across two hexagons.

(2) A battalion/squadron can occupy one hexagon doing a guard for a brigade size element.

(b) Screen.

(1) A brigade size element can spread across three hexagons.

(2) A battalion/squadron can spread across two hexagons.

(4) Rear Area. In the Rear Area, a battalion size unit can occupy one hexagon.

D. GENERAL RULES

1. Turns. A turn replicates three (3) hours of operations. During each turn, each side will have opportunities to conduct operations to achieve their objectives. Each turn has five phases: an Information Collection phase, a Deep Area phase, a Close Area phase, a Rear Area phase, and a Support Area/Sustainment phase.

2. Movement

a. Ground Movement. Units execute their movement value provided there are no restrictions present from shaping efforts, terrain effects, or ZoC issues.

(1) Movement will occur in all portions of the AO.

(2) Only one BDE size element can occupy a hexagon at a time.

(3) A BDE size unit may pass through a stationary friendly BDE size unit only if the next hexagon they are moving to is empty. The moving BDE size unit will stop in the empty hexagon even if they have more movement points available.

b. Ground Movement Speeds

(1) Combat speed (units crossing the LD) for ground vehicles in the close area is 10 KPH (three (3) hexagons per turn unimpeded).

(2) Movement speed along roads is 30 KPH (nine (9) hexagons per turn unimpeded).

(3) Dismounted units can only move one (1) hexagon over two (2) turns.

(4) Convoys moving through built-up area will have their movement speed reduced based on the size of the built-up area. (See built up areas.)

c. Air Movement

(1) Unmanned Aircraft System (UAS).

(a) The flight must begin and end from a runaway that is at least 5000 feet unless launched from a trailer.

(b) The UAS must fly along an established air corridor at a declared altitude and ROZ that encompasses the NAI the UAS is observing.

(c) The planning speed for the UAS will be 200km/h.

(d) A UAS mission will be one (1) turn to ingress into the area of operation, six turns on station, and one turn to egress from the area of operation.

(e) While in flight, the UAS can observe up to one (1) hexagon in front of the UAS. If this rule is implemented, it will require using the rules for IMINT to determine how much information is acquired. (Caution implementing the inflight rule has the potential to slow down the execution of the turn.) As an alternative, the white cell can give a general spot report to the owning staff.

(f) Opposing air defense can engage the UAS if it is within range of the air defense system. To adjudicate the ADA engagements, use the UAS portion of the ADA Table.

(g) If opposing air defense fires at UAS then the staff operating the UAS gets a report on the location of the ADA unit and type system that fired on the UAS.

(h) It requires one turn to refuel/task the UAS.

(2) Rotary Wing

(a) A rotary wing flight must begin and end at a FARP or an airfield.

(b) A rotary wing mission must fly along an established air corridor, and at a declared altitude. Rotary wing aircraft must have an airspace coordination area (ACA) at the end of their leg into the AO.

(c) A field artillery unit will not be able to fire its missions if a friendly attack helicopter unit uses an air corridor that crosses in front of that field artillery unit.

(d) One turn equates to ingress, attack, and then egress.

(e) Staffs must plan rotary wing missions (execution matrix, DSM, or RDSP).

(f) While in flight, a helicopter can observe up to one (1) hexagon in front of the helicopter. If the helicopter unit detects enemy along their movement the white cell can give a general spot report to the owning staff.

(g) Enemy ADA can engage helicopters if in range. To adjudicate the ADA engagements, use the helicopter portion of the ADA Table.

(h) It requires one (1) turn to refuel and rearm the helicopter.

(i) The above rules apply for air assaults. An air assault mission takes one turn to ingress, insert soldiers, and egress.

(j) In Close Area, attack helicopter units are maneuver units, and their combat power points are added to the combat power points of the unit they are supporting during the engagement.

(k) In Deep Area, Faculty OC/ ESO will use the Attack Helicopters Deep Table in Annex B to adjudicate an engagement.

(l) An aerial screen can last for three (3) turns (9 hours) if there is a FARP within three hexagons (30 KM) of the aerial screen line. After conducting an aerial screen, the unit that conducted the aerial screen will not be available for the next three (3) turns (9 hours).

(m) If a helicopter unit flies and rearms for 3 turns (9 hours) than that unit will not be available for the next five (5) turns (15 hours).

(n) An attack helicopter unit on the ground will only have one combat power point.

(o) Attack helicopters can attack BN or smaller targets.

(3) Fixed Wing

(a) Fixed wing must have a designated air corridor for ingress and egress within the sector and a specified altitude.

(b) If an active air corridor goes over or near ADA assets located along the air corridor and the ADA units have the range to engage fixed wing aircraft and are not suppressed, then the staff with control of the ADA unit can decide if they will engage the fixed wing.

(c) One turn (1) equates to ingress, attack, and then egress.

(d) GCAS/XCAS sorties may be available if requested by the staff, on the ATO and approved by the faculty. The GCAS/XCAS will use the AI/CAS rules for adjudication except for the effects on the target.

(1) If the GCAS/XCAS sorties are used in the Deep Area then they can only reduce the targets CPP by 1 PL no matter how many GCAS/XCAS sorties used.

(2) If the GCAS/XCAS is used in support of a unit conducting operation in the Close Area then a GCAS/XCAS sortie will have a CPP of 1.

(3) These restrictions replicate the probability that the GCAS/XCAS do not have the right type of munition to engage the target.

(f) Fixed wing can only attack BN or smaller targets.

(g) Fixed wing planning

(1) Each staff will plan when they want AI/CAS. That information will be put into each side's ATO.

(2) The ATO will be the governing document for when sorties arrive in the AO. The White Cell and Faculty members will monitor the ATO.

(3) The ATO can be adjusted during division target meetings. The faculty will issue an ATO for each side every 24 hours in game time. That ATO will cover the next 24 hours of operations.

3. Terrain. The map will depict terrain in three categories: terrain restrictions, built-up areas, and hydrology. Each will degrade or affect the unit's ability to move. Units may not combine on-road and off-road movement in a single turn.

a. Roads. Roads allow forces to move rapidly across the terrain. The presence of roads negates the terrain effect in hexagon except in combat. Built up areas will affect the movement of a unit.

b. Terrain Restrictions. The amount of severely restricted terrain in a hex will determine how the terrain will affect the unit's movement during combat operations.

(1) A unit moving through a hexagon with a terrain restriction label of one (1) will not have its movement affected.

(2) A unit moving through a hexagon with a terrain restriction label of two (2) will have its movement reduced by one hexagon. (Example: If a unit can move three hexagons during the turn and it enters a hexagon with a label of two (2), that unit can move one more hexagon if it still could move one more hexagon.)

(3) A unit moving through a hexagon with a terrain restriction label of three (3) will have its movement reduced by two hexagons.

(4) Terrain restrictions will not affect units that use the road network through the severely restricted terrain. Units on roads in severely restricted terrain will be in single file and cannot pass other units through it while in severely restricted terrain.

c. Built up areas. Built up areas will affect the movement of units using the road network.

(1) A unit moving through a small built-up area (population 50,000 or less) will have its movement reduced by one hexagon.

(2) A unit moving through a medium built-up area (population between 50,001 and 100,000) will have its movement reduced by two hexagons.

(3) A unit moving through a large built-up area (population greater than 100,000) will have its movement reduced by three hexagons.

d. Hydrology

(1) Rivers. Rivers maybe present in a hexagon. Assume the presence of a bridge where a road crosses rivers or marshes. Upon coming to a river with or without a bridge, the unit will stop all movement. A unit can only cross a river on a bridge. A brigade size element will take two turns (6 hours) to cross a river on a known bridge. It will take a brigade size element four turns (12 hours) to cross a river if a bridge does not exist and the brigade size element has deliberate wet gap crossing capabilities. Taking four turns to cross the river replicates the complexity of a river crossing. A bridge without a weight restriction means the bridge can handle any weight.

(2) Swamp/Marsh. A unit's movement stops immediately upon entering a hexagon with a swamp/marsh. A unit can still move through a swamp if there is a road that runs through the swamp; however, this will reduce the unit's movement points by two. If the swamp/marsh does not have a road running through it, then a unit will stop. On the next turn, the unit may move on a route around the swamp/marsh.

4. Zone of Control (ZoC) (Area of Influence). A Unit influences the area surrounding the hexagon the unit is located in.

a. Two battalion size units or more in a hexagon influence one hexagon in every direction.

b. Effect. Entering an opposing unit's ZoC stops a unit's movement. Once in an opposing unit's ZoC a unit has three (3) options if the unit still has movement points: 1) move out of the ZoC into a hexagon not under control of an opposing unit, 2) move to ZoC of an opposing unit that has less combat power points than the moving unit has, 3) do not move.

c. A battalion size unit or smaller has no Zone of Control. That unit only controls the hexagon it resides in.

5. Suppression– is the temporary degradation of the performance of a unit. Suppression applies to a single unit for each type of suppression achieved and persists through the entire turn. Suppression can affect a unit's combat capability.

a. Types of suppression

(1) By fires

(a) Maneuver units - a suppressed unit has their combat power points temporarily halved during engagements in the Close Area. A suppressed unit with two combat power points will remain at two combat power points. In addition, if a maneuver unit has 50% or more of their combat power points, they can move one hexagon. However, the ZoC rule does apply.

(b) Field Artillery – cannot conduct any fire missions. However, if a unit still has 50% or more of its combat power points it can conduct a survivability move.

(c) ADA - Cannot engage opposing fixed wing or rotary wing aircraft. However, if a unit still has 50% or more of its combat power points it can conduct a survivability move.

(d) A yellow cube will signify a unit suppressed by fire.

(2) By EW

(a) Maneuver Units – their simulated radio communication systems are degraded. The maneuver unit can still conduct operations; however, their combat power points will be temporarily reduced by a third.

(b) Field Artillery – Cannot conduct counter-fire missions.

(c) ADA – Cannot engage opposing fixed wing or rotary wing aircraft.

(d) An orange cube will signify a unit suppressed by EW.

(3) By cyber-attack

(a) Maneuver Units –digital systems are degraded. The maneuver unit can still conduct operations; however, their combat power points will be temporarily reduced by a third.

(b) Field Artillery – digital systems are degraded. The FA unit can still conduct operations; however, they will only be allowed to fire two (2) fire missions during the turn.

(c) ADA – digital systems are degraded. The ADA unit can still conduct operations; however, each unit will only be allowed one (1) engagement.

(d) A purple cube will signify a unit suppressed by cyber-attack.

(4) A combination of the three types of suppression (two or more types of suppression)

(a) Maneuver Units – a maneuver unit suppressed by two (2) or more types of suppression will not be able to move and will have their combat power points temporarily reduced by half.

(b) Field Artillery – a FA unit suppressed by two (2) or more types of suppression will not be able to move or conduct fire missions.

(c) ADA – an ADA unit suppressed by two (2) or more types of suppression will not be able to move or engage enemy aircraft.

(5) Unit in the offense suppressed. If an opposing force engages a moving unit with indirect fire and the outcome of that engagement is that the unit is suppressed, the suppressed unit can move one (1) hexagon in any direction if their current combat power points are 50% or greater than their full combat power points. If the present combat power points are less than 50% of the full combat power points, the unit cannot move. In addition, the ZoC rule is in effect for movement.

(6) Unit in the defense suppressed. Suppressed units in defensive positions have two options: 1) stay in place and have their combat power reduced by half during the turn or 2) retrograde one (1) hex if the unit's combat power points are greater than 50% of their full combat power points. In addition, the ZoC rule is in effect for movement.

(7) The effects of the different types of suppression only last for one (1) turn.

6. Declarations.

a. Each side must declare what actions they will undertake during each phase of the turn.

b. Each side must declare which NAIs or TAIs are active during the turn.

7. ADA

a. ADA units may attack opposing aircraft, to include UAS, within their capabilities. ADA fires may occur throughout the AO. Use the ADA Table in Annex C to adjudicate results.

b. HIMAD/SHORAD can attack four (4) targets per turn and that target must fly in the ADA unit's zone of control. SHORAD zone of control same is the hex the ADA asset resides in. HIMAD ZoC is the same two battalion sized elements' ZoC.

c. MANPADS can only attack one target per turn. The target must fly in the same hexagon as the MANPAD.

8. BDA. Battle Damage Assessment

After each engagement there will be BDA. For a side to receive Battle Damage Assessment they must have one of the following conditions:

a. For artillery strikes.

1) An IMINT asset over the target during the strike

2) The strike occurs in a unit's ZoC

3) The target is in the SPF/SOF hexagon and the SPF/SOF are observing the strike

b. Fixed Wing Attacks

1) An IMINT asset over the target during the strike.

2) The strike occurs in a unit's ZoC.

3) The target is in the SPF/SOF hexagon and the SPF/SOF are observing the strike.

4) The fixed wing package can observe the results of their attack

c. Rotary Wing Attacks

1) An IMINT asset over the target during the strike.

2) The strike occurs in a unit's ZoC.

3) The target is in the SPF/SOF hexagon and the SPF/SOF are observing the strike.

4) The rotary wing package can observe the results of their attack

d. Close Combat – If a unit is in the ZOC of another unit and an engagement occurs then both sides will receive the Red BDA and the Blue BDA for the engagement.

e. EW – Each staff will not know if their EW mission is successful.

f. Cyber – Each staff will not know if their cyber-attack was successful.

g. Each staff should use the opposing sides combat loss tables (Annex E) to determine the number of vehicles affected by the engagement. This will allow the G2 section of each staff to update their enemy kill boards.

9. SOF/SPF/Insurgents

a. SOF/SPF or insurgents can only move one hexagon over two (2) turns.

b. SOF/SPF or insurgents can be covert or active. The owning staff must declare prior to the Deep Area of the turn whether the SOF/SPF or insurgents are active or covert.

c. If a SOF/SPF or insurgents are covert, they can observe and report on opposing units that occupy or move through the hexagon the SOF/SPF or insurgents are occupying. Opposing forces will not be able to detect them.

d. A covert SPF unit can destroy infrastructure.

e. If an opposing unit moves into a hexagon occupied by an active SOF/SPF or insurgents, that moving unit will stop. If the SOF/SPF or insurgents are active, the owning staff must decide if they wish to engage the unit. If the owning staff decides not to engage the opposing unit, the opposing unit can continue its movement if they have movement points still available. The active SOF/SPF or insurgents will not be detected due to the fact they did not engage the opposing unit.

f. Active SOF/SPF or insurgents can observe and report on the opposing unit occupying or passing through their hexagon.

g. An SOF/SPF or insurgents cannot engage opposing forces if they are covert.

h. For an active SOF/SPF or insurgents to engage an opposing unit, the SOF/SPF or insurgents must be in the same hexagon as the unit they intend to engage. SOF/SPF or insurgents will be ambushing an opposing unit; therefore, the Deliberate Attack versus a Hasty Defense rule will apply in this situation.

10. Reallocation of Combat Power Points (Reallocation of Combat Power)

a. The Division staff can move combat power points from on unit to another unit.

b. The reallocation of combat power points must happen between like units.

c. The change in combat power points will be effective on the next turn.

d. Example. The division staff decides to take a combat power point from 3/4ID and give it to 1/3ID.

11. CBRN

a. If a unit is hit with CBRN or moves into a dirty area then that units combat power is reduced by 1/3.

b. If a unit is hit with a CBRN attack then they lose 1/3 of their movement value. (3 hexes goes to 2 hexes)

c. Only a battalion size unit or smaller element can be hit with a CBRN attack. The effect of the CBRN attack may cause larger size unit to go to MOPP 4. If so, then that larger size unit's combat power is reduced by 1/3 and they lose 1/3 of their movement value.

E. SEQUENCE OF A TURN

The side conducting offensive operations will have the initiative and will begin each turn.

1. Information Collection Phase. This phase begins when the ESO receives the Information Collection Report from their respective staffs describing what NAIs are active and what assets are collecting during the information collection phase.

a. Collection Rules

(1) Information collection assets must be on the Information Collection Schedule and Information Collection Matrix.

(2) Division NAI(s) or Corps NAI(s) must have an information collection asset tasked to observe the NAI. Information collection assets cannot roam the AO looking for information. Information collections assets can only obtain information from the assigned NAI(s) and the air corridor the information collection asset is flying.

(3) National assets are on station for one (1) turn and the information from the National asset is no longer valid after the National Asset leaves the AO.

(4) JSTARS and U2 (or their equivalents) are on station for two (2) turns, after two (2) turns the asset departs the AO. The information gathered is no longer valid once the asset departs the AO.

(5) The effectiveness of the collection asset will be determined by rolling a D10.

* In the portions below, “Each staff” means the Red Staff and the Blue Staff. *

b. IMINT

(1) IMINT ASSETS

(a) UAS

(1) The staff must task the UAS using the Information Collection Plan IOT fly the UAS.

(2) The staff may assign the UAS one (1) NAI to three NAIs to observe. To look at multiple NAIs, the NAIs must be located next to each other.

(3) A UAS rotation will be one (1) turn ingress into the area of operation, six (6) turns on station, and one (1) turn to egress from the area of operation.

(4) Both sides can run an EW mission prior to launching a UAS. These EW missions must be directed at a target and not just focused on a general area. In addition, the EW mission must be planned and a on the AGM/TSM.

(b) JSTARS or equivalent (Ground Movement Target Indicator (GMTI))

(1) During the planning phase, each staff may request this asset to support it collection plan. JSTARS or equivalent availability will depend on the Corps Information Collection plan and the Air Allocation Plan.

(2) JSTARS or equivalent is on station for two (2) turns. After two (2) turns the asset leaves the AO. The information gathered is no longer valid once the asset leaves the AO.

(3) The IMINT results will determine the information gathered.

(c) U2 IMINT or equivalent

(1) During the planning phase, each staff may request U2 IMINT to support its collection plan. U2 IMINT availability will depend on the Corps Information Collection plan and the Air Allocation Plan.

(2) U2 IMINT is on station for two (2) turns. After two (2) turns the asset leaves the AO. The information gathered is no longer valid once the asset leaves the AO.

(3) The IMINT results will determine the information gathered.

(d) SAT IMINT or equivalent

(1) During the planning phase, each staff may request SAT IMINT to support it collection plan. Its availability will depend on the Corps Information Collection plan and the availability of the Satellite.

(2) SAT IMINT is on station for one (1) turn. The information from the SAT IMINT is no longer valid after coverage of the AO is no longer possible or the satellite leaves the space above the AO.

(3) The IMINT results will determine the information gathered.

(2) IMINT Results: The randomness of the roll of a D10 creates the potential that the information collection asset will not obtain all the information available due to weather or a malfunction of the asset.

(a) Roll D10: 0 or 1 IMINT asset will garner 100% of the information in the NAI.

(b) Roll D10: 2 or 3 IMINT asset will garner 75% of the information in the NAI.

(c) Roll D10: 4 or 5 IMINT asset will garner 50% of the information in the NAI.

(d) Roll D10: 6 or 7 IMINT asset will garner 25% of the information in the NAI.

(e) Roll D10: 8 or 9 IMINT asset will garner 0% of the information in the NAI.

(f) The Information Collection Tables in Annex D will help the Faculty OC/ESO determine the number of vehicles the asset detected.

(g) Do not use the 100% Table in the Information Collect Table if a unit has lost combat power points. The Faculty OC will use the 75% Table for the loss of one (1) combat power point. The Faculty OC will use the 50% Table for the loss of two (2) combat power points. The Faculty OC will use the 25% Table for the loss of three (3) combat power points.

c. SIGINT

(1) SIGINT Assets

(a) UAS

(1) Use the UAS rules from the IMINT portion of this section.

(2) A large UAS (Gray Eagle) can carry both IMINT pods and SIGINT pods or a combination of both.

(b) U2 SIGINT or equivalent.

(1) During the planning phase, each staff may request U2 SIGINT to support its collection plan. U2 SIGINT availability will depend on the Corps Information Collection plan and the Air Allocation Plan.

(2) U2 SIGINT is on station for two (2) turns, after two (2) turns the asset leaves the AO. The information gathered is no longer valid once the asset departs the AO.

(3) The SIGINT results will determine the information gathered.

(c) SAT SIGINT or equivalent

(1) During the planning phase, each staff may request SAT SIGINT to support its collection plan. Its availability will depend on the Corps Information Collection plan and the availability of the Satellite.

(2) SAT SIGINT is on station for one (1) turn, the information from the SAT SIGINT is no longer valid after it departs the AO.

(3) The SIGINT results will determine the information gathered.

(d) GUARD RAIL or equivalent.

(1) During the planning phase, the division staff may request GUARD RAIL to support its collection plan. Its availability will depend on the Corps Information Collection plan.

(2) GUARD RAIL is on station for two (2) turns. The information from GUARD RAIL is no longer valid after it departs the AO.

(3) The SIGINT results will determine the information gathered.

(2) SIGINT Results: The randomness of the roll of a D10 creates the potential that the information collection asset will not obtain all the information available due to weather, terrain, or a malfunction of the asset.

(a) Roll D10: 0 or 1 asset identifies the type and size of all HQs located in the NAI.

(b) Roll D10: 2 or 3 asset identifies the type of DIV or equivalent size HQs located in the NAI.

(c) Roll D10: 4 or 5 asset identifies the type of BDE size HQs located in the NAI.

(d) Roll D10: 6 or 7 asset identifies the type of BN size HQs located in the NAI.

(e) Roll D10: 9 or 8 asset is unable to identify any HQs in the NAI

(3) Type of HQs equates to Warfighting Functions or Branch

d. Unmanned Ground Sensor (UGS)

(1) Can only report on the vehicles that transit through the hexagon in which the UGS is located.

(2) Can only report that the vehicles it is detecting are wheeled or tracked. However, it cannot determine the number of vehicles.

(3) Both sides can use UGS throughout the AO. If the UGS is places in the unit's deep area the staff must show the faculty how the UGS was employed in the deep area.

e. Recording the Information Collection Phase Results

(1) The Faculty OC/ESO will report the data obtained from the Information Collection phase of the turn on an Information Collection Report (Annex D has the Information Collection Tables and Annex F has the Information Collection Report).

(2) The ESO will then give the filled-out Information Collection Report to the staff who owns the NAI.

d. The Faculty OC will execute the Corps Collection plan. The Faculty OC will issue a Corps Intelligence (INTSUM) after every four (4) turns (12 hours).

THE FACULTY OC DECLARES THE INFORMATION COLLECTION PHASE OF THE TURN COMPLETED WHEN ALL OF THE ASSETS ON EACH SIDE'S INFORMATION COLLECTION PLAN HAVE BEEN ASSESSED AND ADJUDICATED.

** After the Information Collection Phase of the turn is complete, the Faculty OC/ESO will fill out an Information Collection Report for each side describing the actions that occurred on the White Cell Game Board. The ESO for each

side will give the Information Collection Report to the respective staffs. In addition, the ESO will receive a Combat Action Request from each staff describing the actions that must occur in the Deep Area.

2. Deep Area Phase.

a. Non-lethal

(1) Electronic Warfare (EW)

(a) During the planning phase, each staff may request EW capability from higher headquarters. The availability of the asset will depend on the air tasking order (ATO).

(b) If the capability is granted then the gaining staff must identify a/or target(s) on the Attack Guidance Matrix. In addition to identifying the target the planning staff must provide the time of the EW attack.

(c) The potential effect of the EW attack will be suppression on the intended target.

(d) EW Results: Roll a D10 to determine the effectiveness of the EW attack.

(1) Roll D10: 0, 1, 2, 3, 4 or 5 to jam the radar or communications system of a unit.

(2) Roll D10: 6, 7, 8 or 9 no effects.

(3) A jammed unit is a suppressed unit.

(4) See Suppression Rules for EW. (Page 9)

(5) An orange cube will signify a unit suppressed by EW.

(6) See Suppression Rules on page 8.

(f) Use the rules above for UAVs with EW capability. In addition, use the rules on page seven about UAV rules.

(2) Cyber Attack

(a) Blue forces must request this capability during the planning phase. The request must include the intended target HQ and the time of the cyber-attack on the enemy. If the request is approved, then the cyber-attack must be a part of the plan (Attack Guidance Matrix).

(b) Red forces can develop a cyber-plan without requesting permission from higher HQ. The staff will develop the cyber-attack during the planning phase. The cyber-attack must focus on a HQ and must be on the Attack Guidance Matrix.

(c) The potential effect of the cyber-attack will be suppression on the intended target.

(d) Cyber-attack results

(1) Once a side decides to initiate their cyber-attack on a selected target from their AGM, they will roll a D10 to determine the effectiveness of the attack.

(2) Roll D10: 0, 1, 2, 3, 4 or 5 to suppress targeted HQ.

(3) Roll D10: 6, 7, 8, or 9 will have no effects on the HQ.

(4) See Suppression Rules for Cyber-attack. (Page 9)

(5) A purple cube will signify a unit suppressed by cyber-attack.

(6) See Suppression Rules on page 8.

b. Lethal

(1) Fires

(a) General Fires Rules

(1) FA unit can only fire on known/observed enemy units (targets). The information from the collection plan, counter fire plan, and units in contact will identify targets and those targets should correlate with the High Payoff Target List and Attack Guidance Matrix.

(2) If a FA unit moves during a turn, they can only engage two targets. If a unit remains in the same hexagon throughout the turn, they can engage four targets.

(3) A FA unit will not be able to fire its missions if a friendly attack helicopter unit uses an air corridor that crosses in front of that FA unit.

(4) A roll of D10 and the Artillery table in the Deep Area Results Table will determine the results of fire missions. (Annex C – Deep Area Results Table)

(5) A fire mission can be a whole battalion or half a battalion.

(6) If a FA unit has lost two (2) combat power points (2 quarter turns of the icon) the Faculty OC/ FA 57 will use the Arty 1/2 BN) column in the Artillery Table (Annex C – Deep Area Results Table)

(7) The Artillery Table will determine whether a target is suppressed. See Suppression Rules on page 8.

(8) A fire mission can only be against a battalion size or smaller unit.

(b) SEAD

(1) FA units can target enemy ADA systems if identified through the information collection plan or by other means of observation.

(2) Once identified the firing unit will roll a D10 to determine the effect on the unit throughout the turn.

(3) Use the Artillery Table in the Deep Area Results Tables to determine the effects on the unit. If the results of the roll are the ADA is unit is suppressed, then the suppressed unit cannot fire during the turn. If the unit is not suppressed it will be allowed to fire.

(c) Counter-fire Radar

(1) The fires planner must plan the scanning azimuths of the radar during the planning phase of the operation.

(2) A counter-fire radar can detect a firing unit two ways:

(a) A counter-fire radar can detect a firing unit if the firing unit falls within the radar-scanning azimuth (Radar Fan) and the radar is turned on. A radar overlay and a roll of D10 will determine if the radar can detect the firing unit.

(b) A counter-fire radar can detect a firing unit if the firing unit is firing from a CFFZ, the rounds must go through the radar range fan and the radar is on. A radar overlay and a roll of D10 will determine if the radar can detect the firing unit.

(3) The counter fire radar range fan will extend from the center of the hexagon.

(4) If the radar is turned-off during incoming enemy artillery than the radar cannot detect the enemy firing location (POO).

(5) If the radar is on and the fires originate from a POO within the fan or from CFFZ, it will report the location of the POO and the type of munition (rocket, cannon, or mortar. This information will be reported on an Information Collection Report.

(6) A roll of D10 will determine if the counter fire radar is on. The randomness of rolling D10 will replicate the queuing schedule of the radar.

(a) Roll D10: 0, 1, 2, 3, 4, 5, 6 the radar is on.

(b) Roll D10: 7, 8, 9 the radar is off.

(7) During the turn, the staff can change the scanning azimuth for the counter fire radar. The change will take effect at the beginning of the next turn.

(8) The staff cannot use the counter-fire radars located in maneuver units (BCTs or BTGs) to help determine the location of enemy firing units.

(d) Counter-fire

(1) A counter-fire mission can occur after each opposing fire mission (Example Blue fires SEAD, Red can conduct a counter-fire mission).

(2) A counter-fire mission can only happen when the counter fire radar identifies the enemy firing point of origin (POO). (See Counter-fire radar rules.)

(3) To determine the effects of the fire mission roll D10 and use the outcome in the Artillery Table of the Deep Area Results Table. The results can be suppression, loss of combat power points, a combination of both, or no effects.

(4) Both sides must complete their counter-fire missions before moving to the Fixed Wing section of the Deep Area portion of the turn.

(2) Fixed Wing

(a) The White Cell will consult the ATO for each side to determine if there is DCA during the turn.

(b) The fixed wing sequence in the Deep Area will be DCA/EW/ enemy ADA/ air mission.

(1) First, designate an air corridor, the altitude the sorties will fly, the number of sorties and the target. The target is a battalion size or smaller unit. Each CAS/AI request will be prioritized. *

* Optional: If the sorties of a higher priority target are destroyed, the White Cell could ask the cell that provided the air request if they want to dynamically re-task the sorties of a lower priority target to the higher priority target. If the cell dynamically re-task the air mission, then the XCAS rules are in effect.

(2) Second, conduct DCA.

(a) Each side's ATO will determine if there is DCA during the turn.

(b) If DCA is available, the Faculty OC/ESO will roll D10 to determine the outcome of the DCA engagement with incoming CAS/AI.

(c) Use DCA Table in the Deep Area Results Table to determine the DCA outcome.

(3) Third, conduct EW.

(a) EW during this phase of the turn is to replicate the package that the Air Force provides to protect the air mission.

(b) Use the EW rules described in the non-lethal portion of the Deep Area phase. (Page___)

(4) Fourth, conduct enemy ADA. Does the ingress air corridor transit over an enemy ADA unit with ADA capability? (Yes or No) If yes go to the next line (paragraph a.) If NO go to Line (5).

(a) Is the unit suppressed? If YES, then there is no ADA engagement. Go to Line (5). If NO then there is an ADA engagement. Go to the next line (Line (b)).

(b) Roll D10 and consult the ADA Table in the Deep Area Results Tables (Annex C). Use the Fixed Wing column of the ADA Table to determine the results.

(c) Did the results from the ADA engagement cause the loss of all the sorties? If yes, then the air mission ceases. If NO, then air mission continues. Go to Line (5).

(5) Fifth, conduct the air mission (Results). The sorties left will continue the air mission. The number of sorties left will determine how much combat power the target loses.

(a) 1 or 2 sorties attacking a battalion size unit, the battalion size unit loses 1 Combat Power Point.

(b) 3 or 4 sorties attacking a battalion size unit, the battalion size unit loses 2 Combat Power Points

(c) 5 or 6 sorties attacking a battalion size unit, the battalion size unit loses 3 Combat Power Points

(6) Once the air mission completes their mission, they must egress on a designated air corridor and altitude back to their point of origin. If the egress air corridor transits through an enemy unit with ADA capability, then follow the earlier ADA engagement steps. (See Line (4)).

(3) UAS/UAV – maybe used to attack targets. Targets maybe CPs, radars and sustainment nodes. In addition, the targets must be on the AGM/TSM/HPTL.

(1) First, designate an air corridor, the altitude the UAVs will fly, the number of UAVs and the target.

(2) Second, conduct DCA.

(a) Each side's ATO will determine if there is DCA during the turn.

(b) If DCA is available, the Faculty OC/ESO will roll D10 to determine the outcome of the DCA engagement with incoming UAVs. (Only use if UAV is flying above 5,000 ft)

(c) Use DCA Table in the Deep Area Results Table to determine the DCA outcome.

(3) Third, conduct enemy ADA. Does the ingress air corridor transit over an enemy ADA unit with ADA capability? (Yes or No) If yes go to the next line (paragraph a.) If NO go to Line (5).

(a) Is the unit suppressed? If YES, then there is no ADA engagement. Go to Line (5). If NO, then there is an ADA engagement. Go to the next line (Line (b)).

(b) Roll D10 and consult the ADA Table in the Deep Area Results Tables (Annex C). Use the UAS column of the ADA Table to determine the results.

(c) Did the results from the ADA engagement cause the loss of all the UAVs? If yes, then the air mission ceases. If NO, then air mission continues. Go to Line (4).

(4) Fourth, roll the die. If the result of the roll is 0 to 5 then the target is destroyed. If the result of the roll is 6 to 9 then target is not destroyed.

(4) Attack Helicopters

(a) Designate an air corridor, the altitude and ACA at which the aircraft will fly.

(b) Does the ingress air corridor transit over a hexagon with an enemy unit with ADA capability? (Yes or No) If yes go to line (1) If NO go to Line (c).

(1) Is the unit suppressed? If YES, then there is no ADA engagement. Go to Line c. If NO then there is an ADA engagement. Go to Line (2).

(2) Roll D10 and consult the ADA Table in the Deep Area Results Table (Annex C). Use the Helicopter column of the ADA Table to determine the results.

(3) Did the results from the ADA engagement call for a withdrawal? If yes, then the Attack Helicopters withdraw back to their origin. If NO, then Attack Helicopter mission continues. Go to Line (c).

(c) Once the attack helicopters reach a specified ACA, they can begin the attack. Roll D10 and consult the Attack Helicopters Deep Table, in the Deep Area Results Table, to determine the results. (Annex C).

(d). Once the attack helicopters complete their mission, they must egress on an air corridor back to the FARP or their point of origin. (See Line (b).)

(f) If the egress air corridor transits through an enemy unit with ADA capability, then follow the earlier ADA engagement steps.

** After the Deep Area portion of the turn is complete, the Faculty OC/ESO will fill out a Combat Action Request for each side describing the actions that occurred on the Master Game Board. The ESO for each side will give the Combat Action Request to the respective staffs. In addition, the ESO will receive a Combat Action Request from each staff describing the actions that must occur in the Close Area.

3.Close Area

a. General Rules for the Close Area Phase

(1) NAI(s). If a unit moves through a Named Area of Interest (NAI) and the NAI is active the owner of the NAI will gain information (number and types of vehicles) on the moving unit. The amount of information gained will depend on the asset that is observing the NAI. If the NAI is part of a unit's ZoC then the owning unit will obtain 100% of the information. If the asset observing the NAI is IMINT, SIGINT, or UGS use the rules that apply to those assets.

(2) TAI(s). If a unit moves through an active NAI into an active TAI, the moving unit must stop in the TAI. At this point, the owner of the TAI will decide whether to engage the stationary unit in the TAI. If the decision is not to engage, the unit continues to move. If the decision is to engage, the systems assigned to the TAI will engage the unit in the TAI. At that point, an adjudication will occur, using the Artillery Table, Rotary Wing Table, and or Fixed Wing Table in Annex B, to determine combat power points lost by the unit in the TAI.

(a) If a brigade size unit is in the TAI and only one asset (MRL BN, CAS or Attack Helicopters) engages the unit then the lead element of the brigade size unit in the TAI will suffer the results of the engagement. This consequence will not result in the suppression of an entire brigade size unit. The leading element of the unit will lose combat power points.

(b) If a brigade size unit is in the TAI and three (3) or more assets (MRL BN, CAS, Attack Helicopters, or two (2) FA BNs and a MRL BN) engage that unit then the results of the engagement will apply to all the elements in that brigade size unit. This consequence may result in the suppression of an entire brigade size unit. A suppressed unit in the TAI can move one (1) hexagon in any direction if its combat power points are greater than or equal to 60% of its full combat power points. If its combat power points are less than 60% of its full combat power points, the unit in the TAI cannot move until the next turn.

b. Sequence for the Close Area Phase

(1) Movement – the close area portion of the turn begins with unit movements. A unit's mobility points, the effects of the terrain, and the sustainment condition of the unit determine the distance a unit can move.

(2) Does unit move through an active enemy NAI? If so, determine what kind of assets is observing the NAI. Use the IMINT, SIGINT or UGS rules to determine the amount of information collected. Faculty OC/ ESO immediately fills out an Information Collection Report and gives it to the side owning the NAI.

(3) Does the unit move through a TAI? If so, follow the TAI rules listed in the General Rules for the Close Area.

(4) Are helicopters a part of the Close Area fight? If so, use the ADA rules for helicopters listed in the Deep Area phase (page 18).

(5) Is there CAS? If so, follow the Fixed Wing Rules listed in the Deep Area portion of the rules for ingress and egress (page 22). Each CAS sortie will count as 2 CPP. The total CAS CPP will be added to the total CPP of the unit it is supporting.

(6) Once a unit moves into an enemy ZoC, they must declare if they are going to engage the enemy unit or retrograde.

(7) If the staff has declared combat the Faculty OC/ESO will compute the combat power for both sides. If attack helicopters and/ or CAS are used in the Close Area, their combat power points will be added to the supported maneuver unit's combat power points total. Ensure the DS FA Battalion's combat power points are part of the computations.

(8) From the computations, determine the ratio.

(9) Roll D10. Use D10 results and ratio in the CRT to determine the results of the engagement.

(10) Based on the results the unit engaging can stay in place, retrograde, advance, or continue to engage.

c. Special situations for Column Adjustments.

(1) Offense

(a) If a unit is conducting a hasty attack against a deliberate defense, then the Faculty OC/FA 57 will use the CRT force ratio column to the left of the calculated force ratio. (Example: If the force ratio calculation is 3 to 1 and the unit is conducting a hasty attack against a deliberate defense than the CRT 2.5 to 1 column is the column to use.)

(b) If a unit is conducting a deliberate attack against a deliberate defense, then the Faculty OC/ FA 57 will use the force ratio calculated in the CRT.

(c) If a unit is conducting an opposed river crossing then the Faculty OC/ FA 57 will use the CRT ratio two columns to the left of the calculated force ratio.

(2) Defense

(a) A unit conducting a hasty defense against a deliberate attack will use the CRT force ratio column to the right of the calculated force ratio. (Example: If the force ratio calculation is 3 to 1 and the unit is conducting a hasty defense against a deliberate attack than use the CRT 4 to 1 column.)

(b) A unit conducting a deliberate defense against a deliberate attack will use the force ratio calculated in the CRT.

** After the Close Area Phase of the turn is complete, the Faculty OC/ESO will fill out a Combat Action Request for each side describing the actions that occurred on the White Cell Game Board. The ESO for each side will give the Combat Action Request to the respective staffs. In addition, the ESO will receive a Combat Action Request from each staff describing the actions that must occur in the Rear Area.**

4. Rear Area

a. General Rules for the Rear Area

(1) Rules for adjudication combat action in the Rear Area are the same as in the close area.

(2) Red forces in the Blue Rear Area can consist of bypassed units, SPF, and insurgents.

(3) If the SPF or insurgents are attacking infrastructure (i.e., bridge, MSR, ASR etc.) in the Rear Area a roll of D10 will determine the success of that attack.

(a) Roll D10: 0 to 4 the attack destroyed the infrastructure.

(b) Roll D10: 5 to 9 the attack failed, no damage to the infrastructure.

(4) If a Blue unit is in the same hexagon as the infrastructure attacked by the SPF unit or insurgents then that blue unit can identify and engage the SPF unit or insurgents conducting the attack.

b. Sequence in the Rear Area. Red Forces have the initiative in the Rear Area.

(1) Red Forces actions in the Rear Area

(a) Movement – movement of SPF/Insurgents or bypassed units. Use the rules of movement and the effects of terrain.

(b) Information Collection – use the Information Collection rules to determine the amount of information the SPF/Insurgents/ or bypassed units receive.

(c) Declare Combat – use the rules in the Close Area and the General Rules listed above.

(d) Withdraw or Advance – finally the SPF/ Insurgents or by-passed units must decide if they will advance, withdraw, or stay in place. They can only move if they have any movement points available. In addition, ZoC of control rule applies.

(2) Blue Force actions in the Rear Area

(a) Movement – movement of maneuver battalions or MP companies. Use the rules of movement and the effects of terrain.

(b) Information Collection – use the Information Collection rules to determine the amount information the BCT/division obtain.

(c) Declare Combat – use the rules in the Close Area and the General Rules listed above

(d) Withdraw or Advance – finally the Maneuver Battalion or MP Company must decide if they will advance, withdraw, or stay in place. They can only move if they have any movement points available. In addition, ZoC rule applies. ** After the Rear Area Phase of the turn is complete, the Faculty OC/ESO will fill out a Combat Action Request for each side describing the actions that occurred on the Master Game Board. The ESO for each side will give the Combat Action Request to the respective staffs. In addition, the ESO will receive a Combat Action Request from each staff describing the actions that must occur in the Support Area and what resupply missions must occur.**

5. Support Area and Sustainment (General Rules of the Support Area and Sustainment)

(a) Losses.

(1) After receiving the results on a Combat Action Request, each side will determine their losses by consulting the Combat Loss Tables in Annex E. The Loss Tables will determine the number of soldiers KIA, WIA, and MIA. In addition, it will determine the major end item losses in terms of catastrophic, mobility, and maintenance losses. (Annex E)

(2) 20% of the WIAs will be returned to duty after eight turns (24 hours).

(3) Mobility kills will require 12 turns to be FMC.

(4) Maintenance losses will require eight (8) turns to be FMC.

(5) In most situations, a combat power point loss in the Close Area applies to the entire BCT. Combat power point losses in the other areas only apply to the units targeted.

(b) Sustainment (Except aviation and artillery)

(1) Each unit will start off with their full complement of Class IIIB and 3 UBLs of Class V. The LOGSTAT chart will state how much Class IIIB and Class V a brigade UBL has.

(2) Every twelve hours (4 game turns) the division staff will receive a LOGSTAT from the White Cell for each brigade assigned to the division.

(3) A member of the White Cell will use the LOGSTAT chart to determine how much Class IIIB and Class V (Rounds, rockets, pods, or boxes) that each brigade has expended in the twelve hours (4 game turns).

(4) LOGSTAT chart lays out how much Class IIIB and Class V a unit expends based on that unit's activity (See Annex F.)

(5) The White Cell will write the brigade LOGSTAT based on the activity of the brigade over the twelve hours (4 turns) (Annex F, Division LOGSTAT Report)

(6) The division staff will keep a running total of how much Class IIIB and Class V a brigade has on-hand. In addition, the division staff will track the DSA commodities.

(7) The division staff will determine what is on the resupply mission from the DSA or the FLE to the brigades. (Annex F, Resupply Mission)

(8) The division staff will track the commodities the DSA has on-hand to distribute to the brigades the DSA is supporting.

(9) If the division deploys a FLE, the G4 will determine the amount of Class IIIB and Class V that is in the FLE. The amount in the FLE will be part of the DSA total amounts. The amounts in the DSA will not exceed the capabilities of the DSB.

(10) The White Cell will keep a running total of commodities for each brigade, to include the DSA. The running total will be updated after every LOGSTAT report to the division and after every resupply mission.

(c) Sustainment-Aviation

(1) See LOGSTAT chart to determine how much Class IIIB used during a mission, both engagement and movement.

(2) See LOGSTAT chart to determine how much Class V was used during an engagement.

(3) An AH64 company/troop engagement expends 32 Hellfire missiles, 152 2.75in rockets and 480 boxes of 30mm.

(4) The White cell will calculate how much Class IIIB and Class V an aviation unit expends during a 12-hour period (4 turns) and will report the information on a LOGSTAT report to the division staff.

(d) Sustainment-Artillery

(1) See LOGSTAT chart to determine how much CLASS IIIB used during mission, both engagement and movement.

(2) See LOGSTAT chart to determine how much Class V was used during each engagement.

(3) MLRS engagement uses 36 pods, each HIMARS engagement uses 18 pods.

(4) A howitzer (155mm) engagement is 90 rounds.

(5) The White cell will calculate how much Class IIIB and Class V an artillery unit expends during a 12-hour period (4 turns) and will report the information on a LOGSTAT report to the division staff.

(e) Resupplying Divisional Units

(1) Units will plan resupply between the DSA/FLE and BCT BSA (BSB).

(2) A resupply mission is the only way that a unit can receive its repaired equipment. Receiving a company's worth of repaired equipment from a resupply mission will increase the combat power by one for one battalion in the brigade that lost the combat power. A repaired piece of equipment includes the crew necessary to operate the piece of equipment.

(3) Resupply convoys will move at 30 KPH if they stay on the road networks and do not transit built-up areas. If the resupply convoy goes through a built-up area, then the White Cell will apply the appropriate reduction of movement to the resupply the convoy.

(4) Resupply happens when the resupply convoy reaches the hexagon of the unit needing supplies.

(5) Enemy forces may attack resupply convoys in the Support Area/Rear Area. To adjudicate the results, use the Combat Results Table. (See Rear Area)

(6) A staff may conduct only one resupply mission for each BDE size element each day (8 turns).

(7) The G4 section should give the ESO the orders when to conduct resupply operations to the subordinate units.

(f) Resupplying the DSB from Corps Sustainment Brigade

(1) The division will receive supplies from the Corps Sustainment Brigade.

(2) The division staff will request supplies from the Corps Sustainment Brigade (White Cell). (Annex F, Division Resupply Request)

(3) After 4 turns, the White Cell will notify the division that they have received the requested supplies.

(4) The White Cell can use CSRs or other restrictions to determine the amount of Class V that the division will receive. In addition, they can place restrictions on Class III Bulk.

(g) Battle Tracking Sustainment

(1) Each side must track battle loses and maintenance status for damaged equipment to demonstrate that equipment is being repaired and ready for return to the losing unit.

(2) Once the staff determines that they have repaired a company's worth of combat power for a unit, they will show their outcome to a faculty member for validation.

(3) The validated combat power increase will not take effect until the gaining unit receives a resupply mission.

(4) Each staff will track the amount commodities used by the brigades of the division and the amounts that are received from the Corps Sustainment Brigade.

(h) Sequence of events in the Support Area.

(1) Calculate losses by consulting the loss tables.

(2) Determine if there are any RTD forces. A faculty member must validate the RTD forces.

(3) Each staff will determine which commodities are on the resupply mission. (The White Cell will update their tracking board based on the number of commodities used and resupplied.

(4) Execute resupply missions (DSA/FLE to the BCT BSB, FA battalion or ASB)

(5) Determine if SPF/Insurgents attack resupply convoy. If so, use the rules for the Rear Area to determine the effects.

(6) Begin movement of DSA if necessary. Use Movement Rules and Terrain Effects to determine movement rate.

(7) Division request resupplies from Corps (If necessary).

(8) The White Cell issues the LOGSTAT for each brigade every twelve hours (4 turns).

** After the Support Area phase of the turn is complete, the Faculty OC/ESO will fill out a Combat Action Request for each side describing the actions that occurred on the Master Game Board. The ESO for each side will give the Combat Action Request to the respective staffs. In addition, the ESO will receive an Information Collection Report from each staff describing the actions that must occur in the Information Collection phase of the next turn. If necessary, each staff will update their graphics on the White Cell board**

ANNEX A
Land Power – Division Sequence

Location in the Area of Operation	Event	Execution Tool
Info Collection BLUE	Movement of Info Collection Assets to NAIs	Info Collection Matrix
	IMINT	
	UAS assigned an NAI(s)	
	Declare Air Corridor and altitude	
	If planned conduct EW against known ADA systems	
	Does UAS go through enemy ADA foot print? Yes, do ADA Engagement. No move to NAI.	
	Roll D10 for each IMINT asset	
	Assess results from Collection Tables	
	Roll D10 for each SIGINT asset	
	Determine Size HQs located	
	Did a Red Unit move through a NAI covered by a UGS UGS detects Wheel or Track movement	
	Fill out Information Collection Report. Give a copy of the report to the Blue Cell.	
Info Collection RED	Movement of Info Collection Assets to NAIs	Info Collection Matrix
	IMINT	
	UAS assigned an NAI(s)	
	Declare Air Corridor and altitude	
	If planned conduct EW against known ADA systems	
	Does UAS go through enemy ADA foot print? Yes, do ADA Engagement. No move to NAI.	
	Roll D10 for each IMINT asset	
	Assess results from Collection Tables	
	Roll D10 for each SIGINT asset	
	Determine Size HQs located	
	Did a Blue Unit move through a NAI covered by a UGS UGS detects Wheel or Track movement	
	Fill out Information Collection Report. Give a copy of the report to the Red Cell.	
***After the Information collection portion of the turn is complete, the FA57s will come to their respective sides to report the information (Information Collection Report) and receive orders for the Deep Area using the Combat Action Request sheet. ***		

ANNEX A
Land Power – Division Sequence

Location in the Area of Operation	Event	Execution Tool
DEEP (BLUE)	**DECLARE NON-LETHAL**	AGM/TSM/FSCM
	EW - Air	
	Roll D10 to determine the effectiveness of the EW engagement.	
	Cyber	
	Roll D10 to determine the effectiveness of the Cyber Attack.	
	DECLARE LETHAL	AGM/TSM/FSCM
	Fires	
	Movement of Fires - account for terrain	
	Execute Fire missions	
	Roll D10	
	Determine results from the Artillery Table in the Deep Area Results Tables	
	Red Counter Fire Radar **Roll D10 to determine if Blue Fires are detected** **Roll 0 to 6 Blue Fires Detected, Roll 7 to 9 Blue Fires not detec** **Red Counter Fire yes or no?** **Yes, Roll D10** **Determine results from the Artillery Table in the Deep Area Results Table**	
	Blue Counter Fire Radar **Roll D10 to determine if Red Fires are detected** **Roll 0 to 6 Red Fires Detected, Roll 7 to 9 Red Fires not detect** **Blue Counter Fire yes or no?** **Yes, Roll D10** **Determine results from the Artillery Table in the Deep Area Results Table**	
	After every Blue fire mission there could be a Red counter fire missic	
	Air -FW - Combat	
	Declare Air Corridor, Altitude, number of sorties and target.	
	Determine if DCA is available by checking Red ATO **Is there DCA? Yes - next line. No move to EW** **DCA Roll D10** **Assess DCA engagements in the DCA Table in the Deep Area Results Tables**	
	Conduct CAS/AI EW	
	Roll D10 to determine the effectiveness of the EW engagement. (Use Non-lethal EW)	
	Is Red ADA able to engage?Yes move to ADA Engagement. No go to CAS/AI Engagement **ADA Engagement - Roll D10** **Assess ADA engagements in the ADA Table in the Deep Area Results Tables**	
	Conduct CAS/AI Engagement. Assess CAS/AI engagements based on the number of sorties left. (1-2 sorties = 1 CPP lost, 3-4 sorties = 2 CPP lost and 5-6 sorties = 3 CPP lost)	
	UAV Attack	
	Declare Air Corridor, Altitude, number of UAVs and target.	
	Determine if DCA is available by checking Enemy ATO **Is there DCA? Yes - next line. (Only use if UAV is flying above** **DCA Roll D10** **Assess DCA engagements in the DCA Table in the Close Operations Fires Results Tables** **Is Red ADA able to engage?Yes move to ADA Engagement. No go to UAV Attack** **ADA Engagement - Roll D10** **Assess ADA engagements in the ADA Table**	
	UAV Attack	
	Roll D10. If the result of the roll is 0 to 5 then the target is destroyed. If the result of the roll is 6 to 9 then the target is not destroyed.	
	Air - RW	Execution Matrix/DSM/DST
	Movement of RW - Declare air corrdor and altitude	
	Is there Red ADA and can it engage? Yes next line. No, Continue RW mission **ADA Engagement - Roll D10** **Assess ADA engagements in the ADA Table in the Deep Area Results Tables**	
	Continue RW mission if the results do not call for a withdrawal	
	Conduct RW Engagement	
	Roll D10	
	Assess RW engagements in the Attack Helicopters Deep Table in the Deep Area Results Tables	

ANNEX A
Land Power – Division Sequence

Location in the Area of Operation	Event	Execution Tool
DEEP (RED)	**DECLARE NON-LETHAL**	AGM/TSM/FSCM
	EW - Air	
	Roll D10 to determine the effectiveness of the EW engagement.	
	Cyber	
	Roll D10 to determine the effectiveness of the Cyber Attack.	
	DECLARE LETHAL	AGM/TSM/FSCM
	Fires	
	Movement of Fires - account for terrain	
	Execute Fire missions	
	Roll D10	
	Determine results from the Artillery Table in the Deep Area Results Tables	
	Blue Counter fire Radar - Red fire detected yes or no **Blue Counter Fire Radar** **Roll D10 to determine if Red Fires are detected** **Roll 0 to 6 Red Fires Detected, Roll 7 to 9 Red Fires not detect** **Yes, Roll D10** **Determine results from the Artillery Table in the Deep Area Results Table**	
	Red Counter Fire Radar **Roll D10 to determine if Blue Fires are detected** **Roll 0 to 6 Blue Fires Detected, Roll 7 to 9 Blue Fires not detec** **Red Counter Fire yes or no?** **Yes, Roll D10** **Determine results from the Artillery Table in the Deep Area Results Tables**	
	After every Red fire mission there could be a Blue counter fire missic	
	Air -FW	
	Declare Air Corridor, Altitude, number of sorties and target.	
	Determine if DCA is availableby checking the Coalition ATO **Is there DCA? Yes - next line. No move to EW** **DCA Roll D10** **Assess DCA engagements in the DCA Table in the Deep Area Results Tables**	
	Conduct CAS/AI EW	
	Roll D10 to determine the effectiveness of the EW engagement. (Use Non-lethal EW)	
	Is BLUE ADA able to engage?Yes move to ADA Engagement. No go to CAS/AI Engagement **ADA Engagement - Roll D10** **Assess ADA engagements in the ADA Table in the Deep Area Results Tables**	
	Conduct CAS/AI Engagement. Assess CAS/AI engagements based on the number of sorties left. (1-2 sorties = 1 CPP lost, 3-4 sorties = 2 CPP lost and 5-6 sorties = 3 CPP lost)	
	UAV Attack	
	Declare Air Corridor, Altitude, number of UAVs and target.	
	Determine if DCA is available by checking Enemy ATO **Is there DCA? Yes - next line. (Only use if UAV is flying above** **DCA Roll D10** **Assess DCA engagements in the DCA Table in the Close Operations Fires Results Tables** **Is Red ADA able to engage?Yes move to ADA Engagement. No go to UAV Attack** **ADA Engagement - Roll D10** **Assess ADA engagements in the ADA Table**	
	UAV Attack	
	Roll D10. If the result of the roll is 0 to 5 then the target is destroyed. If the result of the roll is 6 to 9 then the target is not destroyed.	
	Air - RW - Combat	Execution Matrix/DSM/DST
	Movement of RW - Declare air corrdor and altitude	
	Is there BLUE ADA and can it engage? Yes next line. No, Continue RW mission **ADA Engagement - Roll D10** **Assess ADA engagements in the ADA Table in the Deep Area Results Tables**	
	Continue RW mission if the results do not call for a withdrawal	
	Conduct RW Engagement	
	Roll D10	
	Assess RW engagements in the Attack Helicopters Deep Table in the Deep Area Results Tables	

**** After the Deep Area portion of the turn is complete, the O/C Faculty/FA57 will fill out a Combat Action Report for each side describing the actions that occurred on the Master Game Board. The FA57 for each side will give the Combat Action Report to the respective staffs. During this time the staffs will give orders to FA57s for the Close Area using the Combat Action Request sheet.**

ANNEX A
Land Power – Division Sequence

Location in the Area of Operation	EVENT	EXECUTION TOOL
CLOSE AREA (BLUE)	Movement of BCTs - determine terrain effects **Check if a Blue Unit moved through a NAI** **Is NAI active? Yes, next line. No, go to CAS line** **Determine the type of collection asset covering the NAI** **Roll D10** **Use appropriate Information Collection Table** **Fill out Information Collection Report. Give a copy of the report to the Red Cell.** **Check ADA (if Attack Helicopters are part of the Close Area** Is there CAS? Yes use CAS/AI Rules (ADD CAS CPP to total Blue C Declare Combat - once in the ZOC Compute combat power points for both sides Determine the ratio Roll D10 Use D10 results and ratio in the CRT to determine the results of the engagement Withdraw or Advance	Execution Matrix/DSM/DST
CLOSE AREA (RED)	Movement of units - determine terrain effects **Check if a Red Unit moved through a NAI** **Is NAI active? Yes, go to next line. No, go to CAS line.** **Determine the type of collection asset covering the NAI** **Roll D10** **Use appropriate Information Collection Table** **Fill out Information Collection Report. Give a copy of the report to the Blue Cell.** **Check ADA (if Attack Helicopters are part of the Close Area** Is there CAS? Yes use CAS/AI Rules (ADD CAS CPP to total Red C Declare Combat - once in the ZOC Compute combat power points for both sides Determine the ratio Roll D10 Use D10 results and ratio in the CRT to determine the results of the engagement Withdraw or Advance	Execution Matrix/DSM/DST
** After the Rear Area portion of the turn is complete, the O/C Faculty/FA57 will fill out a Combat Action Report for each side describing the actions that occurred on the Master Game Board. The FA57 for each side will give the Combat Action Report to the respective staffs. During this time the staffs will give orders to FA57s for the Rear Area using the Combat Action Request sheet.		
Location in the Area of Operation	**EVENT**	**EXECUTION TOOL**
Rear Area (RED in BLUE's Rear Area)	Movement of SPF/Militia/ By Passes Units - determine terrain Information Collection - use prior Information Collection rules Declare Attack on infrastructure or Units If infrastrucuture Roll D10, if Units go to next line Compute combat power points for both sides Determine the ratio Roll D10 Use D10 results and ratio in the CRT to determine the results of the engagement Withdraw or Advance	Execution Matrix/DSM/DST
Rear Area (BLUE's Action))	Movement of elements of the BCT - determine terrain effects Information Collection - use prior Information Collection rules Declare Combat Compute combat power points for both sides Determine the ratio Roll D10 Use D10 results and ratio in the CRT to determine the results of the engagement Withdraw or Advance	Execution Matrix/DSM/DST
** After the Deep Area portion of the turn is complete, the O/C Faculty/FA57 will fill out a Combat Action Report for each side describing the actions that occurred on the Master Game Board. The FA57 for each side will give the Combat Action Report to the respective staffs. During this time the staffs will give orders to FA57s for the Support Area/ Resupply missions using the Combat Action Request sheet.		
Location in the Area of	**EVENT**	**EXECUTION TOOL**
Support Area/Sustainment (BLUE) (BLUE)	Calculate Losses by consulting the Loss Tables Determine if there are RTD Forces - Validated by Faculty Blue staff tracks commodities used by the Bdes as determined by the LOGSTAT report issued by the White Cell. (Every 12-hours the White Cell will issue a LOGSTAT for each Bde.) Determine which commodities are on the resupply mission. (The White Cell will update their tracking board based on the amount of commodities used and resupplied.) Execute Resupply missions (DSA/FLE to BSB/ or MRL BN) Potential Engagement with SPF/Insurgents on the MSR/ASR. Use rules for the Rear Area to assess the effects of the SPF/Insurgent Move DSA if necessary - determine terrain effects	Sustainment Plan/DSM
Support Area/Sustainment (RED)	Calculate Losses by consulting the Loss Tables Determine if there RTD Forces - Validated by Faculty Execute Resupply missions (DSA to BSB/ or MRL BN) rules for the Close Area to assess the effects of the SPF/Insurgent attacks Move DSA if necessary - determine terrain effects	Sustainment Plan/DSM
** After the Support Area portion of the turn is complete, the O/C Faculty/FA57 will fill out a Combat Action Report for each side describing the actions that occurred on the Master Game Board. The FA57 for each side will give the Combat Action Report to the respective staffs. During this time the staffs will give orders to FA57s for the next turns Information Collection missions Information Collection Task sheet.		

ANNEX B
Information Collection Tables
Coalition Force

ABCT (100% Info)	# Vehicles		
	M1s	M2/M3	120mm Mrtr
CAB -AR(X2)	29	21	4
CAB IN	15	35	4
CAV Squadron	14	41	6
Systems	M109A6	M992	Q53
ABCT FA BN	18	18	2
Systems	UAS	PROPHET	NBC RV
HHC, BDE	6	3	3
Systems	Fuelers	Cargo	
ABCT BSB	48	66	
Systems	M2A3	JAB	ABV
CEC-A (x3)	9	4	3

ABCT (75% Info)	# Vehicles		
	M1s	M2/M3	120mm Mrtr
CAB -AR(X2)	22	16	3
CAB IN	12	26	3
CAV Squadron	11	31	5
Systems	M109A6	M992	Q53
ABCT FA BN	14	14	1
Systems	UAS	PROPHET	CHEM Rec
HHC, BDE	5	2	2
Systems	Fuelers	Cargo	
ABCT BSB	36	50	
Systems	M2A3	JAB	ABV
CEC-A (x3)	7	3	2

ABCT (50% Info)	# Vehicles		
	M1s	M2/M3	120mm Mrtr
CAB -AR(X2)	15	11	2
CAB IN	8	18	2
CAV Squadron	7	21	3
Systems	M109A6	M992	Q53
ABCT FA BN	9	9	1
Systems	UAS	PROPHET	CHEM Rec
HHC, BDE	3	2	2
Systems	Fuelers	Cargo	
ABCT BSB	24	33	
Systems	M2A3	JAB	ABV
CEC-A (x3)	5	2	2

ABCT (25% Info)	# Vehicles		
	M1s	M2/M3	120mm Mrtr
CAB -AR(X2)	7	5	1
CAB IN	4	9	1
CAV Squadron	4	11	2
Systems	M109A6	M992	Q53
ABCT FA BN	5	5	0
Systems	UAS	PROPHET	CHEM Rec
HHC, BDE	2	1	1
Systems	Fuelers	Cargo	
ABCT BSB	12	16	
Systems	M2A3	JAB	ABV
CEC-A (x3)	3	1	1

SBCT (100%)	# Vehicles		
	Stryker	Stryker 120mm	
Styker Inf Bn (3)	50	10	
Systems	M777		Q53
SBCT FA BN	18		2
Systems	UAS	PROPHET	NBC RV
HHC, BDE	6	3	3
Systems	Fuelers	Cargo	
SBCT BSB	22	37	
Systems	Stryker	REBS	VOLCANO
CEC-S	12	2	2

SBCT (75%)	# Vehicles		
	Stryker	Stryker 120mm	
Styker Inf Bn (3)	38	8	
Systems	M777		Q53
SBCT FA BN	14		2
Systems	UAS	PROPHET	CHEM Rec
HHC, BDE	5	2	2
Systems	Fuelers	Cargo	
SBCT BSB	17	28	
Systems	Stryker	REBS	VOLCANO
CEC-S	9	2	2

SBCT (50%)	# Vehicles		
	Stryker	Stryker 120mm	
Styker Inf Bn (3)	25	5	
Systems	M777		Q53
SBCT FA BN	9		1
Systems	UAS	PROPHET	CHEM Rec
HHC, BDE	3	2	2
Systems	Fuelers	Cargo	
SBCT BSB	11	18	
Systems	Stryker	REBS	VOLCANO
CEC-S	6	1	1

SBCT (25%)	# Vehicles		
	Stryker	Stryker 120mm	
Styker Inf Bn (3)	13	3	
Systems	M777		Q53
SBCT FA BN	5		1
Systems	UAS	PROPHET	CHEM Rec
HHC, BDE	2	1	1
Systems	Fuelers	Cargo	
SBCT BSB	6	10	
Systems	Stryker	REBS	VOLCANO
CEC-S	3	1	1

CAB (100%)	# Vehicles		
	Apaches	Shadows	
Atk Bn	24		
ACS	10	12	
Systems	UH60	CH-47	
AHB	24	16	
Systems	UH60	CH47	MEDVAC
AHB-M	36	8	15
Systems	MQ-1C	Gstation	
Gray Eagle Co	8	4	

CAB Base Numbers (75%)	# Vehicles		
	Apaches	Shadows	
ARB	18		
ACS	18	9	
Systems	UH60		
ASLT	22		
Systems	UH60	CH47	MEDVAC
AHB-M	27	6	12
Systems	MQ-1C	Gstation	
Gray Eagle Co	6	3	

CAB Base Numbers (50%)	# Vehicles		
	Apaches	Shadows	
ARB	12		
ACS	12	6	
Systems	UH60		
ASLT	15		
Systems	UH60	CH47	MEDVAC
AHB-M	18	4	8
Systems	MQ-1C	Gstation	
Gray Eagle Co	4	2	

CAB Base Numbers (100%)	# Vehicles		
	Apaches	Shadows	
ARB	6		
ACS	6	3	
Systems	UH60		
ASLT	8		
Systems	UH60	CH47	MEDVAC
AHB-M	9	2	4
Systems	MQ-1C	Gstation	
Gray Eagle Co	2	1	

DIVARTY Base Numbers (100%)	# Vehicles		
	MRLS	Q53	M109A6
FA BN MRLS	18		
DIVARTY		2	
FA BN 155 SP			18
System	HIMARS		
FA BN HIMARS	27		
System	IMSHORAD	Q-64	
MSHORAD Battery	12	3	

DIVARTY Base Numbers (75%)	# Vehicles		
	MRLS	Q53	M109A6
FA BN MRLS	14		
DIVARTY		2	
FA BN 155 SP			14
System	HIMARS		
FA BN HIMARS	20		
System	IMSHORAD	Q-64	
MSHORAD Battery	9	2	

DIVARTY Base Numbers (50%)	# Vehicles		
	MRLS	Q53	M109A6
FA BN MRLS	9		
DIVARTY		1	
FA BN 155 SP			9
System	HIMARS		
FA BN HIMARS	13		
System	IMSHORAD	Q-64	
MSHORAD Battery	6	2	

DIVARTY Base Numbers (25%)	# Vehicles		
	MRLS	Q53	M109A6
FA BN MRLS	5		
DIVARTY		1	
Fa BN 155 SP			5
System	HIMARS		
FA BN HIMARS	6		
System	IMSHORAD	Q-64	
MSHORAD Battery	3	1	

20th GBR Base Numbers (100%)	# Vehicles		
	WARRIOR	Challenger 2	Panther
1 FUS	42	14	12
5 Rifles	42	14	0
Systems	Challenger 2	Warrior	Panther
QRH	28	28	27
Systems	Landrover	81 mm Mort	
1PWRR	44	2	
Systems	AJAX	Warrior	Challenger
RDG	42	14	14
Systems	Trojan	Titan	Terrier
22 Engrs	9	9	14

20th GBR Base Numbers (75%)	# Vehicles		
	WARRIOR	Challenger 2	Panther
1 FUS	31	11	9
5 Rifles	31	10	
Systems	Challenger 2	Warrior	Panther
QRH	21	21	21
Systems	Landrover	81 mm Mort	
1PWRR	33	2	
Systems	AJAX	Warrior	Challenger
RDG	31	11	11
Systems	Trojan	Titan	Terrier
22 Engrs	7	7	11

20th GBR Base Numbers (50%)	# Vehicles		
	WARRIOR	Challenger 2	Panther
1 FUS	21	7	6
5 Rifles	21	7	0
Systems	Challenger 2	Warrior	Panther
QRH	14	14	14
Systems	Landrover	81 mm Mort	
1PWRR	22	1	
Systems	AJAX	Warrior	Challenger
RDG	21	7	7
Systems	Trojan	Titan	Terrier
22 Engrs	5	5	7

20th GBR Base Numbers (100%)	# Vehicles		
	WARRIOR	Challenger 2	Panther
1 FUS	10	4	3
5 Rifles	10	4	0
Systems	Challenger 2	Warrior	Panther
QRH	7	7	7
Systems	Landrover	81 mm Mort	
1PWRR	11	1	
Systems	AJAX	Warrior	Challenger
RDG	10	4	4
Systems	Trojan	Titan	Terrier
22 Engrs	3	3	4

ANNEX B
Information Collection Tables
Coalition Forces

Manuever Spt Assets (100%)	# Vehicles		
	Bridge Sections	Boat	Dozer T9
MRBC	42	14	1
Systems	Dozer T9	Scraper	Grader
Eng Con Co	8	6	4
Systems	HUMVEE	MICLIC	VOLCANO
CEC-I	20	2	2
Systems	Grader	Scraper	T5 Dozer
ESC	6	6	4
Systems	Buffalo	MMPV	HUSKY
Clearance Co	6	17	12
Systems	M2	JAB/AVLB	ABV
CEC-A	9	4	3
Systems	NBC-RV		
Chem Co (HR)	4		
Systems	M1511A1	BIDS	
Chem Co (AS)	6	7	
Systems	M-ATV		
MP Co	16		
Systems	M3	Bridge Sections	
DEU Bridge Bn			
DEU Bridge Co (M3)	15		
DEU Bridge Co (IRB)		20	

Manuever Spt Assets (75%)	# Vehicles		
	Bridge Sections	Boat	Dozer T9
MRBC	31	10	1
Systems	Dozer T9	Scraper	Grader
Eng Con Co	6	5	3
Systems	HUMVEE	MICLIC	VOLCANO
CEC-I	15	2	2
Systems	Grader	Scraper	T5 Dozer
Eng Spt Co	5	5	3
Systems	Buffalo	MMPV	HUSKY
Clearance Co	5	13	9
Systems	M2	JAB/AVLB	ABV
CEC-A	7	3	2
Systems	NBC-RV		
Chem Co (HR)	3		
Systems	M1511A1	BIDS	
Chem Co (AS)	5	5	
Systems	M-ATV		
MP Co	12		
Systems	M3	Bridge Sections	
DEU Bridge Bn			
DEU Bridge Bn	11		
DEU Bridge Bn		15	

Manuever Spt Assets (50%)	# Vehicles		
	Bridge Sections	Boat	Dozer T9
MRBC	21	7	0
Systems	Dozer T9	Scraper	Grader
Eng Con Co	4	3	2
Systems	HUMVEE	MICLIC	VOLCANO
CEC-I	10	1	1
Systems	Grader	Scraper	T5 Dozer
Eng Spt Co	3	3	2
Systems	Buffalo	MMPV	HUSKY
Clearance Co	3	9	6
Systems	M2	JAB/AVLB	ABV
CEC-A	5	2	2
Systems	NBC-RV		
Chem Co (HR)	2		
Systems	M1511A1	BIDS	
Chem Co (AS)	3	3	
Systems	M-ATV		
MP Co	8		
Systems	M3	Bridge Sections	
DEU Bridge Bn			
DEU Bridge Bn	7		
DEU Bridge Bn		10	

Manuever Spt Assets (25%)	# Vehicles		
	Bridge Sections	Boat	Dozer T9
MRBC	11	3	0
Systems	Dozer T9	Scraper	Grader
Eng Con Co	2	2	1
Systems	HUMVEE	MICLIC	VOLCANO
CEC-I	5	1	1
Systems	Grader	Scraper	T5 Dozer
Eng Spt Co	2	2	1
Systems	Buffalo	MMPV	HUSKY
Clearance Co	2	4	3
Systems	M2	JAB/AVLB	ABV
CEC-A	3	1	1
Systems	NBC-RV		
Chem Co (HR)	1		
Systems	M1511A1	BIDS	
Chem Co (AS)	2	2	
Systems	M-ATV		
MP Co	4		
Systems	M3	Bridge Sections	
DEU Bridge Bn			
DEU Bridge Bn	4		
DEU Bridge Bn		5	

IBCT (100%)	# Vehicles		
	M1167 TOW	M1151 AR Truck Utility	Mortar 120mm
Inf Bn (3)	8	8	4
Systems	M777	M119A3	Q53
FA BN	6	12	2
Systems	UAS	PROPHET	CHEM Rec
HHC, BDE	6	3	
Systems	Fuelers	Cargo	
BSB	8	21	
Systems	JLTV	REBS	VOLCANO
CEC-I	27	2	2

IBCT (75%)	# Vehicles		
	M1167 TOW	M1151 AR Truck Utility	Mortar 120mm
Inf Bn (3)	6	6	3
Systems	M777	M119A3	Q53
FA BN	5	9	2
Systems	UAS	PROPHET	CHEM Rec
HHC, BDE	5	2	
Systems	Fuelers	Cargo	
BSB	6	16	
Systems	JLTV	REBS	VOLCANO
CEC-S	20	2	2

IBCT (50%)	# Vehicles		
	M1167 TOW	M1151 AR Truck Utility	Mortar 120mm
Inf Bn (3)	4	4	2
Systems	M777	M119A3	Q53
FA BN	3	6	1
Systems	UAS	PROPHET	CHEM Rec
HHC, BDE	3	2	11
Systems	Fuelers	Cargo	
BSB	4	11	
Systems	JLTV	REBS	VOLCANO
CEC-S	13	1	1

IBCT (25%)	# Vehicles		
	M1167 TOW	M1151 AR Truck Utility	Mortar 120mm
Inf Bn (3)	2	2	1
Systems	M777	M119A3	Q53
FA BN	2	3	1
Systems	UAS	PROPHET	CHEM Rec
HHC, BDE	2	1	
Systems	Fuelers	Cargo	
BSB	2	6	
Systems	JLTV	REBS	VOLCANO
CEC-S	6	1	1

Note: Maneuver Support Assets include units in the Engineer Brigade and the Maneuver Enhancement Brigade.

ANNEX B
Information Collection Tables
Bothnian Forces
Mechanized Division and OSC Units

Inf Bde (100% info) Mech Divisions	# vehicles		
	BMP-2M	2S9-1	BMP-1KSh
Inf Bn (2)	40	6	2
Systems	T-80	BMP-2M	BMP-1KSh
Tank Bn	31	6	2
Systems	2S19	BTR-80	
FA BN	18	2	
Systems	BMP-2M	MT-12R	KORNET
AT BN	5	6	6
Systems	2S6M	Crotale	Radar
ADA BN	6	6	6

Inf Bde (75% info) Mech Division	# vehicles		
	BMP-2M	2S9-1	BMP-1KSh
Inf Bn (2)	30	4	2
Systems	T-80	BMP-2M	BMP-1KSh
Tank Bn	24	4	2
Systems	2S19	BTR-80	
FA BN	14	2	
Systems	BMP-2M	MT-12R	KORNET
AT BN	4	4	4
Systems	2S6M	Crotale	Radar
ADA BN	4	4	4

Inf Bde (50% info) Mech Division	# vehicles		
	BMP-2M	2S9-1	BMP-1KSh
Inf Bn (2)	20	3	1
Systems	T-80	BMP-2M	BMP-1KSh
Tank Bn	16	3	2
Systems	2S19	BTR-80	
FA BN	9	1	
Systems	BMP-2M	MT-12R	KORNET
AT BN	3	3	3
Systems	2S6M	Crotale	Radar
ADA BN	3	3	3

Inf Bde (25% info) Mech Division	# vehicles		
	BMP-2M	2S9-1	BMP-1KSh
Inf Bn (2)	10	2	1
Systems	T-80	BMP-2M	BMP-1KSh
Tank Bn	8	2	2
Systems	2S19	BTR-80	
FA BN	5	1	
Systems	BMP-2M	MT-12R	KORNET
AT BN	2	2	2
Systems	2S6M	Crotale	Radar
ADA BN	2	2	2

Tank Brigade (100% Info) Mech Divisions	# Vehicles		
	T-80	BMP-2M	BMP-1KSh
Tnk Bn (2)	31	6	2
Systems	BMP-2M	2S9-1 Mtr	BMP-1KSh
Inf Bn	40	6	2
Systems	AUF-1	BTR-80	
FA BN	18	2	
Systems	2S6M	Crotale	Radar
ADA BN	6	6	6

Tank Brigade (75% Info) Mech Divisions	# Vehicles		
	T-80	BMP-2M	BMP-1KSh
Tnk Bn (2)	24	4	2
Systems	BMP-2M	2S9-1 Mtr	BMP-1KSh
Inf Bn	30	4	2
Systems	AUF-1	BTR-80	
FA BN	14	2	
Systems	2S6M	Crotale	Radar
ADA BN	4	4	4

Tank Brigade (50% Info) Mech Divisions	# Vehicles		
	T-80	BMP-2M	BMP-1KSh
Tnk Bn (2)	16	3	1
Systems	BMP-2M	2S9-1 Mtr	BMP-1KSh
Inf Bn	20	3	1
Systems	AUF-1	BTR-80	
FA BN	9	1	
Systems	2S6M	Crotale	Radar
ADA BN	3	3	3

Tank Brigade (25% Info) Mech Divisions	# Vehicles		
	T-80	BMP-2M	BMP-1KSh
Tnk Bn (2)	8	2	1
Systems	BMP-2M	2S9-1 Mtr	BMP-1KSh
Inf Bn	10	2	1
Systems	AUF-1	BTR-80	
FA BN	5	1	
Systems	2S6M	Crotale	Radar
ADA BN	2	2	2

Other Division Units (100%) Mech Divisions	# Vehicles		
	2S19	9A51	IL220
FA Bn	18		
FA Bn (MRL)		18	
FA BDE			2
Systems	KORNET	2A45M	BMP-2M
AT BN	12	12	9
Systems	BRDM-2M	BTR-80	BRM-3K
Recon Bn	14	9	5
Systems	SA-15B	Giraffe	
ADA BDE		2	
ADA Battery	4		

Other Division Bdes (75%) Mech Divisions	# Vehicles		
	2S19	9A51	IL220
FA Bn	14		
FA Bn (MRL)		14	
FA BDE			2
Systems	KORNET	2A45M	BMP-2M
AT BN	9	9	7
Systems	BRDM-2M	BTR-80	BRM-3K
Recon Bn	10	7	4
Systems	SA-15B	Giraffe	
ADA BDE		2	
ADA Battery	3		

Other Division Bdes (100%) Mech Division	# Vehicles		
	2S19	9A51	IL220
FA Bn	9		
FA Bn (MRL)		9	
FA BDE			1
Systems	KORNET	2A45M	BMP-2M
AT BN	6	6	5
Systems	BRDM-2M	BTR-80	BRM-3K
Recon Bn	7	5	3
Systems	SA-15B	Giraffe	
ADA BDE		1	
ADA Battery	2		

Other Division Bdes (100%) Mech Division	# Vehicles		
	2S19	9A51	IL220
FA Bn	5		
FA Bn (MRL)		5	
FA BDE			1
Systems	KORNET	2A45M	BMP-2M
AT BN	3	3	2
Systems	BRDM-2M	BTR-80	BRM-3K
Recon Bn	4	3	3
Systems	SA-15B	Giraffe	
ADA BDE		1	
ADA Battery	1		

Corps Units(100%)	# Vehicles		
	9P140	9A52	IL220
Corps Artillery Bn (220mm)	18		
Corps Artillery Bn (300mm)		12	
TAB			2
Systems	MI-28	MI-8MT	Mi-26T
Cbt Avn Bn	8	8	
Utility Helo Bn		12	12
Systems	MI-8AMT		
Armed Recon Sqdn	36		

Corps Units(75%)	# Vehicles		
	9P140	9A52	IL220
Corps Artillery Bn (220mm)	14		
Corps Artillery Bn (300mm)		9	
TAB			2
Systems	MI-28	MI-8MT	Mi-26T
Cbt Avn Bn	6	6	
Utility Helo Bn		9	9
Systems	MI-8AMT		
Armed Recon Sqdn	27		

Corps Units(50%)	# Vehicles		
	9P140	9A52	IL220
Corps Artillery Bn (220mm)	9		
Corps Artillery Bn (300mm)		6	
TAB			1
Systems	MI-28	MI-8MT	Mi-26T
Cbt Avn Bb	4	4	
Utility Helo Bn		6	6
Systems	MI-8AMT		
Armed Recon Sqdn	18		

Corps Units(100%)	# Vehicles		
	9P140	9A52	IL220
Corps Artillery Bn (220mm)	5		
Corps Artillery Bn (300mm)		3	
TAB			1
Systems	MI-28	MI-8MT	Mi-26T
Cbt Avn Bn	2	2	
Utility Helo Bn		3	3
Systems	MI-8AMT		
Armed Recon Sqdn	9		

ANNEX B
Information Collection Tables
Bothnian Forces
Bothnian Tank Division

Inf Bde (100% info) 61st Tank Division	# vehicles		
	BMP-2M	2S9-1	BMP-1KSh
Inf Bn (2)	40	6	2
Systems	T-90	BMP-2M	BMP-1KSh
Tank Bn	31	6	2
Systems	2S19	BTR-80	
FA BN	18	2	
Systems	BMP-2M	MT-12R	KORNET
AT BN	5	6	6
Systems	2S6M	Crotale	Radar
ADA BN	6	6	6

Inf Bde (75% info) 61st Tank Division	# vehicles		
	BMP-2M	2S9-1	BMP-1KSh
Inf Bn (2)	30	4	2
Systems	T-90	BMP-2M	BMP-1KSh
Tank Bn	24	4	2
Systems	2S19	BTR-80	
FA BN	14	2	
Systems	BMP-2M	MT-12R	KORNET
AT BN	4	4	4
Systems	2S6M	Crotale	Radar
ADA BN	4	4	4

Inf Bde (50% info) 61st Tank Division	# vehicles		
	BMP-2M	2S9-1	BMP-1KSh
Inf Bn (2)	20	3	1
Systems	T-90	BMP-2M	BMP-1KSh
Tank Bn	16	3	2
Systems	2S19	BTR-80	
FA BN	9	1	
Systems	BMP-2M	MT-12R	KORNET
AT BN	3	3	3
Systems	2S6M	Crotale	Radar
ADA BN	3	3	3

Inf Bde (25% info) 61st Tank Division	# vehicles		
	BMP-2M	2S9-1	BMP-1KSh
Inf Bn (2)	10	2	1
Systems	T-90	BMP-2M	BMP-1KSh
Tank Bn	8	2	2
Systems	2S19	BTR-80	
FA BN	5	1	
Systems	BMP-2M	MT-12R	KORNET
AT BN	2	2	2
Systems	2S6M	Crotale	Radar
ADA BN	2	2	2

Tank Brigade (100% Info) 61st Tank Division	# Vehicles		
	T-90A	BMP-2M	BMP-1KSh
Tnk Bn (2)	31	6	2
Systems	BMP-2M	2S9-1 Mtr	BMP-1KSh
Inf Bn	40	6	2
Systems	AUF-1	BTR-80	
FA BN	18	2	
Systems	2S6M	Crotale	Radar
ADA BN	6	6	6

Tank Brigade (75% Info) 61st Tank Division	# Vehicles		
	T-90A	BMP-2M	BMP-1KSh
Tnk Bn (2)	24	4	2
Systems	BMP-2M	2S9-1 Mtr	BMP-1KSh
Inf Bn	30	4	2
Systems	AUF-1	BTR-80	
FA BN	14	2	
Systems	2S6M	Crotale	Radar
ADA BN	4	4	4

Tank Brigade (50% Info) 61st Tank Division	# Vehicles		
	T-90A	BMP-2M	BMP-1KSh
Tnk Bn (2)	16	3	1
Systems	BMP-2M	2S9-1 Mtr	BMP-1KSh
Inf Bn	20	3	1
Systems	AUF-1	BTR-80	
FA BN	9	1	
Systems	2S6M	Crotale	Radar
ADA BN	3	3	3

Tank Brigade (25% Info) 61st Tank Division	# Vehicles		
	T-90A	BMP-2M	BMP-1KSh
Tnk Bn (2)	8	2	1
Systems	BMP-2M	2S9-1 Mtr	BMP-1KSh
Inf Bn	10	2	1
Systems	AUF-1	BTR-80	
FA BN	5	1	
Systems	2S6M	Crotale	Radar
ADA BN	2	2	2

Other Division Units (100%) 61st Tank Division	# Vehicles		
	2S19	9P140	IL220
FA Bn	18		
FA Bn (MRL)		18	
FA BDE			2
Systems	KORNET	2A45M	BMP-2M
AT BN	12	12	9
Systems	BRDM-2M	BTR-80	BRM-3K
Recon Bn	14	9	5
Systems	SA-15B	Giraffe	
ADA BDE		2	
ADA Battery	4		

Other Division Bdes (75%) 61st Tank Division	# Vehicles		
	2S19	9P140	IL220
FA Bn	14		
FA Bn (MRL)		14	
FA BDE			2
Systems	KORNET	2A45M	BMP-2M
AT BN	9	9	7
Systems	BRDM-2M	BTR-80	BRM-3K
Recon Bn	10	7	4
Systems	SA-15B	Giraffe	
ADA BDE		2	
ADA Battery	3		

Other Division Bdes (100%) 61st Tank Division	# Vehicles		
	2S19	9P140	IL220
FA Bn	9		
FA Bn (MRL)		9	
FA BDE			1
Systems	KORNET	2A45M	BMP-2M
AT BN	6	6	5
Systems	BRDM-2M	BTR-80	BRM-3K
Recon Bn	7	5	3
Systems	SA-15B	Giraffe	
ADA BDE		1	
ADA Battery	2		

Other Division Bdes (100%) 61st Tank Division	# Vehicles		
	2S19	9P140	IL220
FA Bn	5		
FA Bn (MRL)		5	
FA BDE			1
Systems	KORNET	2A45M	BMP-2M
AT BN	3	3	2
Systems	BRDM-2M	BTR-80	BRM-3K
Recon Bn	4	3	3
Systems	SA-15B	Giraffe	
ADA BDE		1	
ADA Battery	1		

ANNEX B
Information Collection Tables
Olvanan Forces
Olvanan ACG (Maneuver)

Combined Arms Bde (100% info) (Light)	# vehicles		
	IFV, ZSL-92	AG, PTL-02	APC, ZSL-10
Light Bn (x3)	42	14	10
Systems	CS/VN3	GSR	
Recon Bn	20	12	
Systems	PCL-09	MRL, Type-90B	PTL-02
FA BN	27	9	9
Systems	PG99	FB-6A	
AD BN	18	6	

Combined Arms Bde (75% info) (Light)	# vehicles		
	IFV, ZSL-92	AG, PTL-02	APC, ZSL-10
Light Bn (3)	31	11	8
Systems	CS/VN3	GSR	
Recon Bn	15	9	
Systems	PCL-09	MRL, Type-90	PTL-90
FA BN	20	7	7
Systems	PG99	FB-6A	
AD BN	14	5	

Combined Arms Bde (50% info) (Light)	# vehicles		
	IFV, ZSL-92	AG, PTL-02	APC, ZSL-10
Light Bn (3)	21	7	5
Systems	CS/VN3	GSR	
Recon Bn	10	6	
Systems	PCL-09	MRL, Type-90	PTL-90
FA BN	14	4	5
Systems	PG99	FB-6A	
AD BN	9	3	

Combined Arms Bde (25% info) (Light)	# vehicles		
	IFV, ZSL-92	AG, PTL-02	APC, ZSL-10
Light Bn (3)	10	4	3
Systems	CS/VN3	GSR	
Recon Bn	5	3	
Systems	PCL-09	MRL, Type-90	PTL-90
FA BN	7	2	3
Systems	PG99	FB-6A	
AD BN	5	2	

Combined Arms Bde (100% Info) (Medium)	# Vehicles		
	ZBL-08	ZTL-11	ZSL-08
Mech Bn (x4)	42	14	10
Systems	ZBL-08R	GSR	
Recon Bn	20	12	
Systems	PLL-09	MRL Type-90B	ZTL-11
FA BN	27	9	9
Systems	ZBL-08AA	HQ-17A	
ADA BN	18	6	

Combined Arms Bde (75% Info) (Medium)	# Vehicles		
	ZBL-08	ZTL-11	ZSL-08
Mech Bn (x4)	31	11	8
Systems	ZBL-08R	GSR	
Recon Bn	15	9	
Systems	PLL-09	MRL Type-90B	ZTL-11
FA BN	20	6	6
Systems	ZBL-08AA	HQ-17A	
ADA BN	14	5	

Combined Arms Bde (50% Info) (Medium)	# Vehicles		
	ZBL-08	ZTL-11	ZSL-08
Mech Bn (x4)	21	7	5
Systems	ZBL-08R	GSR	
Recon Bn	10	6	
Systems	PLL-09	MRL Type-90B	ZTL-11
FA BN	14	4	5
Systems	ZBL-08AA	HQ-17A	
ADA BN	9	3	

Combined Arms Bde (25% Info) (Medium)	# Vehicles		
	ZBL-08	ZTL-11	ZSL-08
Mech Bn (x4)	10	4	3
Systems	ZBL-08R	GSR	
Recon Bn	5	3	
Systems	PLL-09	MRL Type-90B	ZTL-11
FA BN	7	2	2
Systems	ZBL-08AA	HQ-17A	
ADA BN	4	2	

Combine Arm Bde (100% Info) (Heavy) Type 96B or Type 99A2	# Vehicles		
	Type 96B or Type 99A	ZBD-04A	ATGM HJ-10
Tank Bn (x3)	44	14	6
Mech Bn	14	44	6
Systems	ZBD-04AR	GSR	
Recon Bn	20	12	
Systems	PLZ-52	MRL, SR-4	ATGM HJ-09
FA Bn	27	9	9
Systems	PGZ-09	HQ-17A	
ADA BN	18	6	

Combine Arm Bde (75% Info) (Heavy) Type 96B or Type 99A2	# Vehicles		
	Type 96B or Type 99A	ZBD-04A	ATGM HJ-10
Tank Bn (x3)	33	11	5
Mech Bn	11	33	5
Systems	ZBD-04AR	GSR	
Recon Bn	15	9	
Systems	PLZ-52	MRL, SR-4	ATGM HJ-09
FA Bn	20	6	6
Systems	PGZ-09	HQ-17A	
ADA BN	14	5	

Combine Arm Bde (50% Info) (Heavy) Type 96B or Type 99A2	# Vehicles		
	Type 96B or Type 99A	ZBD-04A	ATGM HJ-10
Tank Bn (x3)	22	7	3
Mech Bn	7	22	3
Systems	ZBD-04AR	GSR	
Recon Bn	10	6	
Systems	PLZ-52	MRL, SR-4	ATGM HJ-09
FA Bn	14	5	5
Systems	PGZ-09	HQ-17A	
ADA BN	7	3	

Combine Arm Bde (25% Info) (Heavy) Type 96B or Type 99A2	# Vehicles		
	Type 96B or Type 99A	ZBD-04A	ATGM HJ-10
Tank Bn (x3)	11	4	2
Mech Bn	4	11	2
Systems	ZBD-04AR	GSR	
Recon Bn	5	3	
Systems	PLZ-52	MRL, SR-4	ATGM HJ-09
FA Bn	7	2	2
Systems	PGZ-09	HQ-17A	
ADA BN	3	2	

Combine Arm Bde (100% Info) (Heavy) VT4	# Vehicles		
	VT4	VN17	ATGM HJ-10
Tank Bn (x3)	44	14	6
Mech Bn	14	44	6
Systems	ZBD-04AR	GSR	
Recon Bn	20	12	
Systems	PLZ-52	MRL, SR-4	ATGM HJ-09
FA Bn	27	9	9
Systems	PGZ-09	HQ-17A	
ADA BN	18	6	

Combine Arm Bde (75% Info) (Heavy) VT4	# Vehicles		
	VT4	VN17	ATGM HJ-10
Tank Bn (x3)	33	11	5
Mech Bn	11	33	5
Systems	ZBD-04AR	GSR	
Recon Bn	15	9	
Systems	PLZ-52	MRL, SR-4	ATGM HJ-09
FA Bn	20	6	6
Systems	PGZ-09	HQ-17A	
ADA BN	14	5	

Combine Arm Bde (50% Info) (Heavy) VT4	# Vehicles		
	VT4	VN17	ATGM HJ-10
Tank Bn (x3)	22	7	3
Mech Bn	7	22	3
Systems	ZBD-04AR	GSR	
Recon Bn	10	6	
Systems	PLZ-52	MRL, SR-4	ATGM HJ-09
FA Bn	14	5	5
Systems	PGZ-09	HQ-17A	
ADA BN	7	3	

Combine Arm Bde (25% Info) (Heavy) VT4	# Vehicles		
	VT4	VN17	ATGM HJ-10
Tank Bn (x3)	11	4	2
Mech Bn	4	11	2
Systems	ZBD-04AR	GSR	
Recon Bn	5	3	
Systems	PLZ-52	MRL, SR-4	ATGM HJ-09
FA Bn	7	2	2
Systems	PGZ-09	HQ-17A	
ADA BN	3	2	

Combined Arms Brigade (100%) (Airborne)	#Vehicles		
	ZBD-03	HJ-08	PF-98
Light Bn (x3)	42	14	6
Systems	CS/VN3	GSR	
Recon Bn	20	12	
Systems	SH-2	SR-4	HJ-08
FA BN	27	9	9
Systems	AA, Type 87	FB-6A	
AD BN	18	6	

Combined Arms Brigade (100%) (Airborne)	#Vehicles		
	ZBD-03	HJ-08	PF-98
Light Bn (x3)	31	11	5
Systems	CS/VN3	GSR	
Recon Bn	15	9	
Systems	SH-2	SR-4	HJ-08
FA BN	20	7	7
Systems	AA, Type 87	FB-6A	
AD BN	14	5	

Combined Arms Brigade (100%) (Airborne)	#Vehicles		
	ZBD-03	HJ-08	PF-98
Light Bn (x3)	21	7	3
Systems	CS/VN3	GSR	
Recon Bn	10	6	
Systems	SH-2	SR-4	HJ-08
FA BN	14	5	5
Systems	AA, Type 87	FB-6A	
AD BN	9	3	

Combined Arms Brigade (100%) (Airborne)	#Vehicles		
	ZBD-03	HJ-08	PF-98
Light Bn (x3)	10	4	2
Systems	CS/VN3	GSR	
Recon Bn	5	3	
Systems	SH-2	SR-4	HJ-08
FA BN	7	2	2
Systems	AA, Type 87	FB-6A	
AD BN	5	2	

ANNEX B
Information Collection Tables
Olvanan Forces
Olvanan ACG (Support)

FA Bde (100% info) ACG	# vehicles		
	PLZ-05	ATGM HJ-9	
FA BN (x2)	18	9	
Systems	SR-5 (122)	ATGM HJ-9	
MRL BN	27	9	
Systems	PHL-03 (300	ATGM HJ-9	
MRL BN	12	9	
Systems	Skywalker	AV500	
UAV Co	4	2	
Systems	RDR SLC-2E		
TAB	4		

FA Bde (75% info) ACG	# vehicles		
	PLZ-05	ATGM HJ-9	
FA BN (x2)	14	7	
Systems	SR-5 (122)	ATGM HJ-9	
MRL BN	20	7	
Systems	PHL-03 (300	ATGM HJ-9	
MRL BN	9	7	
Systems	Skywalker	AV500	
UAV Co	3	2	
Systems	RDR SLC-2E		
TAB	3		

FA Bde (50% info) ACG	# vehicles		
	PLZ-05	ATGM HJ-9	
FA BN (x2)	9	5	
Systems	SR-5 (122)	ATGM HJ-9	
MRL BN	14	5	
Systems	PHL-03 (300	ATGM HJ-9	
MRL BN	6	5	
Systems	Skywalker	AV500	
UAV Co	2	1	
Systems	RDR SLC-2E		
TAB	2		

FA Bde (25% info) ACG	# vehicles		
	PLZ-05	ATGM HJ-9	
FA BN (x2)	5	3	
Systems	SR-5 (122)	ATGM HJ-9	
MRL BN	7	3	
Systems	PHL-03 (300	ATGM HJ-9	
MRL BN	3	3	
Systems	Skywalker	AV500	
UAV Co	1	1	
Systems	RDR SLC-2E		
TAB	1		

AD Brigade (100% Info) ACG	# Vehicles		
	HQ-16A	RDR 306B	RDR HT-233
SAM BN	9	3	3
Systems	PG99	HQ-7B	
SHORAD BN	18	12	
Systems	DZ-9001	DZ-9300	JN1601
EW BN	3	12	6
Systems	JN1105A	TDK-03B	Low Alt Guard
EW Bn (cont.)	6	6	3

AD Brigade (75% Info) ACG	# Vehicles		
	HQ-16A	RDR 306B	RDR HT-233
SAM BN	7	2	2
Systems	PG99	HQ-7B	
SHORAD BN	14	9	
Systems	DZ-9001	DZ-9300	JN1601
EW BN	2	9	5
Systems	JN1105A	TDK-03B	Low Alt Guard
EW Bn (cont.)	5	5	2

AD Brigade (50% Info) ACG	# Vehicles		
	HQ-16A	RDR 306B	RDR HT-233
SAM BN	4	2	2
Systems	PG99	HQ-7B	
SHORAD BN	9	6	
Systems	DZ-9001	DZ-9300	JN1601
EW BN	2	6	3
Systems	JN1105A	TDK-03B	Low Alt Guard
EW Bn (cont.)	3	3	2

AD Brigade (25% Info) ACG	# Vehicles		
	HQ-16A	RDR 306B	RDR HT-233
SAM BN	3	1	1
Systems	PG99	HQ-7B	
SHORAD BN	5	3	
Systems	DZ-9001	DZ-9300	JN1601
EW BN	3	3	2
Systems	JN1105A	TDK-03B	Low Alt Guard
EW Bn (cont.)	2	2	1

Aviation Bde (100%) ACG	#Aircraft		
	HEL, WZ-19		
Recon Bn	8		
Systems	HEL, Z-8		
Gen Utility Bn	12		
Systems	HEL, Z-9		
Gen Utility Bn	12		
Systems	HAL, Z-20		
Gen Utility Bn	12		
Systems	HEL, WZ-10		
Attack Bn (x2)	8		

Aviation Bde (100%) ACG	#Aircraft		
	HEL, WZ-19		
Recon Bn	6		
Systems	HEL, Z-8		
Gen Utility Bn	9		
Systems	HEL, Z-9		
Gen Utility Bn	9		
Systems	HAL, Z-20		
Gen Utility Bn	9		
Systems	HEL, WZ-10		
Attack Bn (x2)	6		

Aviation Bde (100%) ACG	#Aircraft		
	HEL, WZ-19		
Recon Bn	4		
Systems	HEL, Z-8		
Gen Utility Bn	6		
Systems	HEL, Z-9		
Gen Utility Bn	6		
Systems	HAL, Z-20		
Gen Utility Bn	6		
Systems	HEL, WZ-10		
Attack Bn (x2)	4		

Aviation Bde (100%) ACG	#Aircraft		
	HEL, WZ-19		
Recon Bn	2		
Systems	HEL, Z-8		
Gen Utility Bn	3		
Systems	HEL, Z-9		
Gen Utility Bn	3		
Systems	HAL, Z-20		
Gen Utility Bn	3		
Systems	HEL, WZ-10		
Attack Bn (x2)	2		

Eng and Chem Bde (100%) ACG	#Vehicles		
	Hz2 1/24	GQL-111	Pon Type 79A
Eng Bn (x3)	6	4	1
Systems	Mine GBL-131	TMBV GSL-133	TMPEV GCZ-112
Eng Bn (x3) cont	6	6	6
Systems	RKhM-2		
Chem Bn (x2)	6		
Systems	SMK, M56		
Smoke Bn	36		
Systems	Trk, Tiger 20065		
Security Bn	54		

Eng and Chem Bde (100%) ACG	#Vehicles		
	Hz2 1/24	GQL-111	Pon Type 79A
Eng Bn (x3)	5	3	1
Systems	Mine GBL-131	TMBV GSL-133	TMPEV GCZ-112
Eng Bn (x3) cont	5	5	5
Systems	RKhM-2		
Chem Bn (x2)	5		
Systems	SMK, M56		
Smoke Bn	27		
Systems	Trk, Tiger 20065		
Security Bn	41		

Eng and Chem Bde (100%) ACG	#Vehicles		
	Hz2 1/24	GQL-111	Pon Type 79A
Eng Bn (x3)	3	2	1
Systems	Mine GBL-131	TMBV GSL-133	TMPEV GCZ-112
Eng Bn (x3) cont	3	3	3
Systems	RKhM-2		
Chem Bn (x2)	3		
Systems	SMK, M56		
Smoke Bn	18		
Systems	Trk, Tiger 20065		
Security Bn	27		

Eng and Chem Bde (100%) ACG	#Vehicles		
	Hz2 1/24	GQL-111	Pon Type 79A
Eng Bn (x3)	2	1	0
Systems	Mine GBL-131	TMBV GSL-133	TMPEV GCZ-112
Eng Bn (x3) cont	2	2	2
Systems	RKhM-2		
Chem Bn (x2)	2		
Systems	SMK, M56		
Smoke Bn	9		
Systems	Trk, Tiger 20065		
Security Bn	14		

ANNEX C
Deep Area Results Tables

Deep Area Results Tables

DCA Table

Die	DCA
0	FE
1	FE
2	3 Sorties Lost
3	2 Sorties Lost
4	2 Sorties Lost
5	1 Sortie Lost
6	1 Sortie Lost
7	1 Sortie Lost
8	NE
9	NE

Attack Helicopter Definitions
FE – DCA fully effective, no enemy aircraft reach the target
NE – No effects

ADA Table

Die	Helicopters	Fixed Wing)	UAS
0	2 PLW	3 Sorties Lost	UAS Destroyed
1	2 PLW	2 Sorties Lost	UAS Destroyed
2	1 PLW	2 Sorties Lost	UAS Destroyed
3	1 PLW	1 Sortie Lost	UAS Destroyed
4	1 PL	1 SortieLost	UAS Destroyed
5	1 PL	1 Sortie Lost	UAS Destroyed
6	NE	1 Sortie Lost	NE
7	NE	NE	NE
8	NE	NE	NE
9	NE	NE	NE

MANPAD Definitions
1 PL – Air asset losses 1 combat power point
1 PLW – Air asset losses 1 combat power point and withdraws
2 PLW - Air asset losses 2 combat power point and withdraws
NE – No effects

ADA Unit Definitions
NE – No effects

Deep Area Results Tables

Artillery Table

Die	Arty (1/2 BN)	Arty (Full BN)
0	1 PL	2 PL
1	1 PL	1 PL
2	1 PL	1 PL
3	SUP-1	1 PL
4	SUP -1	SUP-1
5	SUP-1	SUP-1
6	SUP-1	SUP-1
7	NE	SUP-1
8	NE	NE
9	NE	NE

Artillery Definitions
2 PL – Target losses 2 combat power points
1 PL – Target losses 1 combat power point
SUP – 1 – Target is suppressed and losses 1 combat power point
NE – No effects

Attack Helicopters Deep Table

Die	RW (Deep)
0	2 PL
1	2 PL
2	2 PL
3	1 PL
4	1 PL
5	1 PL
6	SUP-1
7	SUP-1
8	NE
9	NE

Attack Helicopter Definitions
2 PL – Target losses 2 combat power points
1 PL – Target losses 1 combat power point
SUP – 1 – Target is suppressed and losses 1 combat power point
NE – No effects

ANNEX D
Combat Results Table

Combat Results Table -Adjusted

Die/ Combat Ratio	1:2	1:1	1.5:1	2:1	2.5:1	3:1	4:1	5:1	6:1
0	B-PL	B-PL	D-2PL, A-PL	D-2PL, A-PL	D-2PL, A-PL	D-3PL, A-PL	DE	DE	DE
1	B-PL	B-PL	D-2PL, A-PL	D-2PL, A-PL	D-2PL, A-PL	D-2PL, A-PL	D-3PL, A-PL	DE	DE
2	B-PL	B-PL	B-PL	D-2PL, A-2PL	D-2PL, A-PL	D-2PL, A-2PL	D-2PL, A-PL	D-3PL, A-PL	DE
3	D-PL,A-2PL	B-PL	B-PL	B-PL	D-2PL, A-2PL	B-PL	D-2PL, A-PL	D-3PL, A-PL	D3-PL, A-PL
4	D-PL,A-2PL	D-PL,A-2PL	B-PL	B-PL	B-PL	B-PL	D-2PL, A-PL	D-2PL, A-PL	D-3PL, A-PL
5	D-PL,A-3PL	D-PL,A-2PL	B-PL	B-PL	B-PL	B-PL	B-PL	D-2PL, A-PL	D-2PL, A-PL
6	D-PL,A-3PL	D-PL,A-3PL	D-PL,A-2PL	D-PL,A-2PL	B-PL	B-PL	B-PL	B-PL	D-2PL, A-PL
7	AE	D-PL,A-3PL	D-PL,A-2PL	D-PL,A-2PL	D-PL,A-2PL	D-2PL,A-2PL	B-PL	B-PL	B-PL
8	AE	AE	D-PL,A-3PL	D-PL,A-2PL	D-PL,A-2PL	D-PL,A-2PL	D-2PL, A-2PL	B-PL	B-PL
9	AE	AE	AE	D-PL,A-3PL	D-PL,A-3PL	D-PL,A-3PL	D-PL,A-2PL	B-PL	B-PL

Steps of Adjudication

1. Reduce Combat Power points if unit is suppressed
2. Add up the attacker's combat power points and the defender's combat power points
3. Develop the ratio between the attacker and the defender
4. Always round down (Attacker 15, Defender 4 is 3 to 1)
5. Any ratio higher than 6 to 1 use 6 to 1, lower than 1 to 2, use 1 to 2
6. Roll D10, Consult CRT with results, Adjudicate
7. Player decides to withdraw or stay in place

Definitions

DE- Defender eliminated
D-3PL – Defender loses 3 combat power points
D-2PL – Defender loses 2 combat power points
D-PL – Defender loses 1 combat power point
B-PL – Both sides lose 1 combat power point
A-PL – Attacker loses 1 combat power point
A-2PL – Attacker loses 2 combat power points
A – 3PL – Attacker loses 3 combat power points
AE- Attacker Eliminated

ANNEX E
Combat Loss Tables
US Forces

1 Combat Power Point Lost												
Combat Power Lost ABCT	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	M1s	M2/M3	120mm Mrtrs	M1s	M2/M3s	120mm Mrtrs	M1s	M2/M3	120mm Mrtrs			
CAB -AR	1	1	0	3	2	1	2	2	0	8	35	2
CAB-AR	1	1	0	3	2	1	2	2	0	8	35	2
CAB IN	1	2	0	1	3	1	1	3	0	11	40	2
CAV Squadron	1	2	1	1	4	1	1	4	0	9	36	2
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	M109A6	M992	Q53	M109A6	M992	Q53	M109A6	M992	Q53			
ABCT FA BN	1	1		0	1		1	0	1	10	40	2
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	M2	ABV	JAB	M2	ABV	JAB	M2	ABV	JAB			
En BN	2	1	1	2	1		1	1	1	9	35	2
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Fuelers	Cargo		Fuelers	Cargo		Fuelers	Cargo				
ABCT BSB	1	2		2	2		2	3		26	100	2

1 Combat Power Point Lost												
Combat Power Lost SBCT	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Stryker	Stryker 120mm Mtrs		Stryker	Stryker 120mm Mtrs		Stryker	Stryker 120mm Mtrs				
Stryker IN BN (3)	2	0		4	0		5	1		13	50	2
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	M777		Q53	M777		Q53	M777		Q53			
SBCT FA BN	0		0	1		0	1		1	10	40	2
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Stryker	MICLIC	Bridge REBS	Stryker	MICLIC	Bridge REBS	Stryker	MICLIC	Bridge REBS			
CEC-S	1	0	0	1	1	0	1	0	1	1	6	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Fuelers	Cargo		Fuelers	Cargo		Fuelers	Cargo				
SBCT BSB	0	1		1	2		1	1		17	78	2

ANNEX E
Combat Loss Tables
US Forces

1 Combat Power Point Lost												
Combat Power Lost IBCT	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	M1167 TOW	M1151 AR Truck Utility	Mortar 120mm	M1167 TOW	M1151 AR Truck Utility	Mortar 120mm	M1167 TOW	M1151 AR Truck Utility	Mortar 120mm			
IN BN (3)	1				1	1	1	1		5	20	2
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	M777	M119A3	Q53	M777	M119A3	Q53	M777	M119A3	Q53			
FA BN	0		0	1	1	0	1	1	1	4	17	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	JLTV	REBS	VOLCANO	JLTV	REBS	VOLCANO	JLTV	REBS	VOLCANO			
CEC-I	2	0	0	2	1	0	2	0	1	1	5	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Fuelers	Cargo		Fuelers	Cargo		Fuelers	Cargo				
BSB	1	1		1	2		1	1		6	27	2

1 Combat Power Point Lost												
Combat Power Lost CAB	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	AH	Shadow		AH	Shadow		AH	Shadow				
ACS/Troop	1	1		1				1		1	2	1
ATK Bn/Co	1						1			1	2	1
	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	UH 60			UH60			UH60					
AHB	1			2			2			1	1	
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	UH 60	CH 47	MEDVAC	UH 60	CH 47	MEDVAC	UH 60	CH 47	MEDVAC			
AHB-M		1	1	1					1	1	2	2
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Gray Eagle	Ground Stations		Gray Eagle	Ground Stations		Gray Eagle	Ground Stations				
Gray Eagle Co	1				1					1		

ANNEX E
Combat Loss Tables
US Forces

1 Combat Power Point Lost												
Combat Power Lost DIVARTY	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	MRLS	Q53		MRLS	Q53		MRLS	Q53				
TA Plt					1						1	
FA BN MRLS	1			1						2	6	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	M109A6	M992		M109A6	M992		M109A6	M992				
FA BN (155mm)	1	1		0	1		1	0		10	40	2

1 Combat Power Point Lost												
Combat Power Lost DIV Troops	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems												
415th CA										2	5	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	MSHORAD	Q64		MSHORAD	Q64		MSHORAD	Q64				
Avenger Battery	1			1	1		1			2	11	1

Combat Power Lost Sust Bde	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	HETS	PLS	5Ton	HETS	PLS	5Ton	HETS	PLS	5Ton			
Trans Co HET	1	1			2	1	1	1	1	2	6	2
Trans Co PLS		2			2			2		2	2	2
Systems	Wrecker			Wrecker			Wrecker					
Maint Co				1						2	2	2
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	5K Tank	Lt Wt Purif	Tact Water Pur	5K Tank	Lt Wt Purif	Tact Water Pur	5K Tank	Lt Wt Purif	Tact Water Pur			
QM Co CSC	1				1		1		1	2	4	2
Trans Co POL	2			2			2			2	2	2
QM Co Water						1				2	2	2
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Fuel Sys 120K	Fuel Sys 300K		Fuel Sys 120K	Fuel Sys 300K		Fuel Sys 120K	Fuel Sys 300K				
QM Co POL Spt		1		1				1		2	4	2
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems												
QM Co Supply										2	2	2
Qm Co Fld Feed										2	2	2

ANNEX E
Combat Loss Tables
US Forces

1 Combat Power Point Lost												
Combat Power Lost En Bde	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Bridge Sections	Boat	T9 Dozer	Bridge Sections	Boat	T9 Dozer	Bridge Sections	Boat	T9 Dozer			
MRBC	1			2	1		2	1		2	5	1
Combat Power Lost -MEB	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	T9 Dozer	Scraper	Grader	T9 Dozer	Scraper	Grader	T9 Dozer	Scraper	Grader			
ECC	1			1		1		1		1	4	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Buffalo	MMPV	Husky	Buffalo	MMPV	Husky	Buffalo	MMPV	Husky			
Clearance Co	1	1		1	2	1		1	1	1	4	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	M2/M113	JAB	AVB	M2/M113	JAB	AVB	M2/M113	JAB	AVB			
CEC-A	1			1		1		1		1	2	1
Systems	M3	Bridge Section		M3	Bridge Section		M3	Bridge Section	Boat			
DEU Bridge Co (M3)	2			2			2					
DEU Bridge Co (IRB)		1			2			2	1			

ANNEX E
Combat Loss Tables
US Forces

1 Combat Power Point Lost												
Combat Power Lost MEB	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	M113/M2	JAB	AVLB	M2/M113	JAB	AVB	M2/M113	JAB	AVB			
MEB HQ										2	5	1
CEC-A	1			1	1		1		1	1	3	1
Systems	HUMVEE	MICLIC	VOLCANO	HUMVEE	MICLIC	VOLCANO	HUMVEE	MICLIC	VOLCANO			
CEC-I	1			1	1		1		1	1	2	1
Systems	Grader	Scraper	T5 Dozer	Grader	Scraper	T5 Dozer	Grader	Scraper	T5 Dozer			
ESC	1				1				1	1	4	1
Combat Power Lost -MEB	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	T9 Dozer	Scraper	Grader	T9 Dozer	Scraper	Grader	T9 Dozer	Scraper	Grader			
ECC	1			1		1		1		1	4	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Buffalo	MMPV	Husky	Buffalo	MMPV	Husky	Buffalo	MMPV	Husky			
Clearance Co	1	1		1	2	1		1	1	1	4	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	M-ATV			M-ATV			M-ATV					
MP Co	1			1			1			1	4	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	NBC RV			NBC RV			NBC RV					
Chem Co (HR)				1						1	4	1
Systems	M1511A1	BIDS		M1511A1	BIDS		M1511A1	BIDS				
Chem Co (AS)	1				1		1	1		1	4	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems												
EOD										0	1	0

ANNEX E
Combat Loss Tables
US Forces

1 Combat Power Point Lost												
Combat Power Lost 20 GBR	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Challenger	Warrior	Panther	Challenger	Warrior	Panther	Challenger	Warrior	Panther			
QRH	1	1	1	2	3	2	3	2	2	5	17	1
5 Rifles	1	2		1	3	1	3	1		6	24	1
1 FUS	1	2	1	1	3	1	3	1	1	6	24	1
Systems	AJAX	Warrior	Challenger	AJAX	Warrior	Challenger	AJAX	Warrior	Challenger			
RDG	2	1	1	3	1	1	3	1	1	4	16	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Landrover	81 mm Mort		Foxhound	81 mm Mort		Foxhound	81 mm Mort				
1PWRR	3	1		3			3			5	20	1
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Torjan	Titan	Terrier	Torjan	Titan	Terrier	Torjan	Titan	Terrier			
22 Engr	2	1	1	2	1	1	3	2	1			
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	AS-90			AS-90			AS-90					
1 RHA	1			2			2					

ANNEX E
Combat Loss Tables
Bothnian Forces

1 Combat Power Point Lost												
Combat Power Lost INF BTG	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	BMP-2M	2S9-1	BMP-1KSh	BMP-2M	2S9-1	BMP-1KSh	BMP-2M	2S9-1	BMP-1KSh			
Inf Bn (X2)	2	1		3		1	3	1				
Systems	T-80/T-90	BMP-2M	BMP-1KSh	T-80/T-90	BMP-2M	BMP-1KSh	T-80/T-90	BMP-2M	BMP-1KSh	T-80/T-90	BMP-2M	BMP-1KSh
Tank Bn	2	1	1	2		1	2					
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	2S19	BTR-80		2S19	BTR-80		2S19	BTR-80				
Arty Bn	1			1	1							
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	BMP-2M	MT-12R	Kornet	BMP-2M	MT-12R	Kornet	BMP-2M	MT-12R	Kornet			
AT BN	1		1		1		1	1	1			
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	2S6M	CROTALE	Radar	2S6M	CROTALE	Radar	2S6M	CROTALE	Radar			
ADA BN	1		1		1	1	1	1				

1 Combat Power Point Lost												
Combat Power Lost Tank BTG	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	BMP-2M	2S9-1	BMP-1KSh	BMP-2M	2S9-1	BMP-1KSh	BMP-2M	2S9-1	BMP-1KSh			
Inf Bn	2	1		3		1	3	1				
Systems	T-90/T-80	BMP-2M	BMP-1KSh	T-90/T-80	BMP-2M	BMP-1KSh	T-90/T-80	BMP-2M	BMP-1KSh			
Tank Bn (x2)	2	1	1	2		1	2					
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	AUF-1	BTR-80		AUF-1	BTR-80		AUF-1	BTR-80				
Arty Bn	1			1	1							
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	2S6M	CROTALE	Radar	2S6M	CROTALE	Radar	2S6M	CROTALE	Radar			
ADA BN	1		1		1	1	1	1				

ANNEX E
Combat Loss Tables
Bothnian Forces

1 Combat Power Point Lost												
Combat Power Lost EAD	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	9A52	9P140	IL220	9A52	9P140	IL220	9A52	9P140	IL220			
Corps Artillery BN	1				1							
Corps Artillery BN		1			1			1				
TAB									1			
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	MI-28	Mi-8MT	Mi-26T	MI-28	Mi-8MT	Mi-26T	MI-28	Mi-8MT	Mi-26T			
Cbt Avn Bn	1			1			1					
Utility Helo Bn		1			1			1				
Systems	Mi-8AMT			Mi-8AMT			Mi-8AMT					
Armed Recon Sqdn	1			1			2					

1 Combat Power Point Lost												
Combat Power Lost Mech DIV Troops	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	2S19	95A1	IL220	2S19	95A1	IL220	2S19	95A1	IL220			
Arty Bde						1						
2S19 BN	1			1								
MRL BN		1						1				
Combat Power Lost Tanks DIV Troops	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	2S19	9P140	IL220	2S19	9P140	IL220	2S19	9P140	IL220			
Arty Bde						1						
2S19 BN	1			1								
MRL BN		1						1				
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	SA15		GIRAFFE	SA15		GIRAFFE	SA15		GIRAFFE			
ADA Bde						1						
ADA Battery	1											
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	KORNET	2A45M	BMP-2M	KORNET	2A45M	BMP-2M	KORNET	2A45M	BMP-2M			
AT BN	1		1		1		1	1	1			
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	BRDM-2M	BTR-80	BRM-3K	BRDM-2M	BTR-80	BRM-3K	BRDM-2M	BTR-80	BRM-3K			
Recon BN	1		1		1		1	1				

ANNEX E
Combat Loss Tables
Olvanan Forces

1 Combat Power Point Lost												
Combat Power Lost Combined Arms Bde (Light)	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	ZSL-92	PTL-02	ZSL-10	ZSL-92	PTL-02	ZSL-10	ZSL-92	PTL-02	ZSL-10			
Inf Bn (X3)	3	1		3		1	4	1	4			
Systems	CS/VN3	GSR		CS/VN3	GSR		CS/VN3	GSR				
Recon Bn	1			2	1		1	1				
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	PCL-09	Type 90B	PTL-02	PCL-09	Type 90B	PTL-02	PCL-09	Type 90B	PTL-02			
FA BN	1	1		1	1	1	2		1			
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	PG99	FB-6A		PG99	FB-6A		PG99	FB-6A				
AD BN	1			1	1		2	1				

1 Combat Power Point Lost												
Combat Power Lost Combined Arms Bde (Medium)	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	ZBL-08	ZTL-11	ZSL-08	ZBL-08	ZTL-11	ZSL-08	ZBL-08	ZTL-11	ZSL-08			
Inf Bn (X4)	3	1		3		1	4	1	4			
Systems	ZBL-08R	GSR		ZBL-08R	GSR		ZBL-08R	GSR				
Recon Bn	2	1		1			1	1				
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	PLL-09	Type 90B	ZTL-11	PLL-09	Type 90B	ZTL-11	PLL-09	Type 90B	ZTL-11			
FA BN	1	1		2	1	1	1		1			
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	ZBL-08AA	HQ-17A		ZBL-08AA	HQ-17A		ZBL-08AA	HQ-17A				
AD BN	1			1	1		2	1				

ANNEX E
Combat Loss Tables
Olvana Forces

1 Combat Power Point Lost												
Combat Power Lost Combined Arms Bde (Heavy) (96B/99A)	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	96B or 99A	ZBD-04A	HJ-10	96B or 99A	ZBD-04A	HJ-10	96B or 99A	ZBD-04A	HJ-10			
Tank Bn (x3)	2	1	1	3		1	3	1				
In Bn	1	2	1	1	3		1	3	1			
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	ZBD-04AR	GSR		ZBD-04AR	GSR		ZBD-04AR	GSR				
Recon Bn	1			1	1		2	1				
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	PLZ-52	SR-4	HJ-09	PLZ-52	SR-4	HJ-09	PLZ-52	SR-4	HJ-09			
FA Bn	2		1		1		2	1	12			
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	PGZ-09	HQ-17A		PGZ-09	HQ-17A		PGZ-09	HQ-17A				
AD Bn	2			1	1		1	1				

1 Combat Power Point Lost												
Combat Power Lost Combined Arms Bde (Heavy) (VT4)	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	VT4	ZBD-04A	HJ-10	VT4	ZBD-04A	HJ-10	VT4	ZBD-04A	HJ-10			
Tank Bn (x3)	2	1	1	3		1	3	1				
In Bn	1	2	1	1	3		1	3	1			
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	ZBD-04AR	GSR		ZBD-04AR	GSR		ZBD-04AR	GSR				
Recon Bn	1			1	1		2	1				
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	PLZ-52	SR-4	HJ-09	PLZ-52	SR-4	HJ-09	PLZ-52	SR-4	HJ-09			
FA Bn	2		1		1		2	1	12			
Combat Power Lost	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	PGZ-09	HQ-17A		PGZ-09	HQ-17A		PGZ-09	HQ-17A				
AD Bn	2			1	1		1	1				

ANNEX E
Combat Loss Tables
Olvanan Forces

1 Combat Power Point Lost												
FA BDE ACG	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	PLZ-05	ATGM HJ-09		PLZ-05	ATGM HJ-09		PLZ-05	ATGM HJ-09				
FA BN (x2)	1			2	1		1	1				
Systems	SR-5	ATGM HJ-09		SR-5	ATGM HJ-09		SR-5	ATGM HJ-09				
MRL BN (122mm)	2	1		1			2	1				
Systems	PHL-03	ATGM HJ-09		PHL-03	ATGM HJ-09		PHL-03	ATGM HJ-09				
MRL Bn (300mm)	1				1		1	1				
Systems	RDR-SLC-E			RDR-SLC-E			RDR-SLC-E					
TAB				1								

1 Combat Power Point Lost												
AD Brigade	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	HQ-16A	RDR 306B	RDR HT-233	HQ-16A	RDR 306B	RDR HT-233	HQ-16A	RDR 306B	RDR HT-233			
SAM BN	1	1				1	1					
Systems	PG99	HQ-7B		PG99	HQ-7B		PG99	HQ-7B				
SHORAD BN	2	1		1			1	1				
Systems	DZ-9001	DZ-9003	JN1601	DZ-9001	DZ-9003	JN1601	DZ-9001	DZ-9003	JN1601			
EW BN	1	1	1		1		1	1	1			
Systems	JN1105A	TDK-03B	Low Alt Guard	JN1105A	TDK-03B	Low Alt Guard	JN1105A	TDK-03B	Low Alt Guard			
EW BN	1		1	1	1			1	1			

1 Combat Power Point Lost												
AVN Bde	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	HEL, WZ-19			HEL, WZ-19			HEL, WZ-19					
Recon	1						1					
Systems	HEL Z-8			HEL Z-8			HEL Z-8					
Gen Util Bn	1			1								
Systems	HEL, Z-9			HEL, Z-9			HEL, Z-9					
Gen Util Bn				1			1					
Systems	HAL, Z-20			HAL, Z-20			HAL, Z-20					
Gen Util Bn	1						1					
Systems	HEL,WZ-10			HEL,WZ-10			HEL,WZ-10					
Attk BN	1			1								

1 Combat Power Point Lost												
ENG & CHEM Bde	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	Hz2 1/24	GQL-111	Pon Type 79A	Hz2 1/24	GQL-111	Pon Type 79A	Hz2 1/24	GQL-111	Pon Type 79A			
Eng Bn	1				1		1		1			
Systems	Mine GBL-131	TMBV GSL-133	TMPEV GCZ-112	Mine GBL-131	TMBV GSL-133	TMPEV GCZ-112	Mine GBL-131	TMBV GSL-133	TMPEV GCZ-112			
Eng BN	1	1			1	1	1		1			
Systems	RKhM-2			RKhm-2			RKhm-2					
Chem BN	1						1					
Systems	SMK M56			SMK, M56			SMK M56					
Smoke BN	2			2			3					
Systems	Trk, Tiger 20065			Trk, Tiger 20065			Trk, Tiger 20065					
Security BN	3			4			4					

ANNEX E
Combat Loss Tables
Olvanan Forces

1 Combat Power Point Lost												
Combat Power Lost Combined Arms Bde (Airborne)	# Vehicles lost									# Soldiers Lost		
	# Catastrophic Kill			# Mobility Kill			# Lost for Maintenance			KIA	WIA	MIA
Systems	ZBD-03	HJ-08	PF-98	ZBD-03	HJ-08	PF-98	ZBD-03	HJ-08	PF-98			
Light Bn (x3)	2	1	1	3	1		3	1	1			
Systems	CS/VN3	GSR		CS/VN3	GSR		CS/VN3	GSR				
Recon Bn	1			2	1		1	1				
Systems	SH-2	SR-4	HJ-08	SH-2	SR-4	HJ-08	SH-2	SR-4	HJ-08			
FA BN	1	1		2		1	2	1	1			
Systems	AA, Type 87	FB -6A		AA, Type 87	FB -6A		AA, Type 87	FB -6A				
AD BN	1			1	1		2	1				

ANNEX F
LOGSTAT Charts

LOGSTAT for an SBCT (Commodities used during a turn)					
Commodities/Activity	**Basic Load**	**Stationary**	**Defending**	**Convoying/Moving**	**Attacking**
Class III Bulk (JP-8)	**126,000**	11,000	14,000	20,000	21,000
Class V					
50 Cal (boxes)	**4680**	3	400	6	300
40mm (boxes)	**725**	2	75	3	34
TOW (rounds)	**450**	0	30	0	20
60mm Mrtr HE (rds)	**1386**	0	69	0	35
81mm Mrtr HE (rds)	**800**	0	21	0	10
155mm (rounds)	**3600**	0	225	0	175
Javelins	**968**	0	60	0	50
120mm Mrtr (rds)	**4320**	0	270	0	150
MICLIC	**36**	0	0	0	6
VOLCANO	**960**	0	480	0	0

LOGSTAT for an ABCT (Commodities used during a turn)					
Commodities/Activity	**Basic Load**	**Stationary**	**Defending**	**Convoying/Moving**	**Attacking**
Class III Bulk (JP-8)	**453,000**	18,000	19,000	70,000	76,000
Class V					
25mm (boxes)	**7500**	5	500	10	300
120mm (rounds)	**9240**	8	462	17	300
TOW (rounds)	**1750**	0	100	0	78
Javelin (rounds)	**160**	0	10	0	7
155mm HE (rounds)	**4320**	0	300	0	200
120mm Mortars (rds)	**2484**	0	150	0	100
MICLIC	**72**	0	0	0	12
VOLCANO	**960**	0	480	0	0

ANNEX F
LOGSTAT Charts

LOGSTAT for an IBCT (Commodities used during a turn)					
Commodities/Activity	**Basic Load**	**Stationary**	**Defending**	**Convoying/Moving**	**Attacking**
Class III Bulk (JP-8)	**96,000**	4,000	3,000	5,000	5,200
Class V					
84mm rockets	**152**	0	4	0	2
TOW (rounds)	**504**	0	12	0	6
105mm (rounds)	**2000**	0	200	0	150
120mm Mortars (rds)	**360**	0	18	0	9
155mm (rounds)	**540**	0	180	0	120
Javelin (rounds)	**400**	0	45	0	30
60mm Mrtrs (rounds)	**1386**	0	69	0	35
81mm Mrts (rounds)	**420**	0	35	0	25

LOGSTAT for an DIVARTY (Commodities used during a turn)					
Commodities/Activity	**Basic Load**	**Stationary**	**Defending**	**Convoying/Moving**	**Attacking**
Class III Bulk (JP-8)	**9000**	800	900	1,300	1,500
Class V		**Per Engagement**			
M26 (pods)(DPICM)	**864**	36 pods (MLRS)	18 pods (HIMARS)		
155mm (rounds)	**4320**	90 rounds			

LOGSTAT for an CAB (Commodities used during a turn)					
Commodities/Activity	**Basic Load**	**20 km/ trip**	**40 km /trip**	**60 km/ trip**	**80 km/ trip**
Class III Bulk (JP-8)	**298,000**	120 gals/ company	240 gals/ company	360 gals/ company	480 gals/ company
Class V		**Per Company/Troop Engagement**			
Hellfire Missiles	**768**	32			
2.75 in rockets	**2304**	152			
30mm (boxes)	**1920**	480			

ANNEX F
LOGSTAT Charts

LOGSTAT for a MEB (Commodities used during a turn)					
Commodities/Activity	**Basic Load**	**Stationary**	**Defending**	**Convoying/Moving**	**Attacking**
Class III Bulk (JP-8)	**22,000**	2,000	3,800	3,500	4,000
Class V					
50 cal (boxes)	**600**	6	320	60	160
40mm (boxes)	**400**	4	210	40	105
MICLIC	**36**	0	0	0	12

LOGSTAT for a Eng Bde (Commodities used during a turn)					
Commodities/Activity	**Basic Load**	**Stationary**	**Defending**	**Convoying/Moving**	**Attacking**
Class III Bulk (JP-8)	**61,200**	6,000	9,000	8,000	10,200
Class V					
50 cal (boxes)	**400**	0	75	0	100
40mm (boxes)	**284**	0	60	0	75
MICLIC	**36**	0	0	0	12

LOGSTAT for a MSHORAD BN (Commodities used during a turn)					
Commodities/Activity	**Basic Load**	**Stationary**	**Defending**	**Convoying/Moving**	**Attacking**
Class III Bulk (JP-8)	**900**	100	300	900	800
Class V		**Per battery engagement**			
Stinger missiles	**288**	48			
Hellfire missiles	**144**	12			
30mm (boxes)	**1000**	20			

ANNEX F
LOGSTAT Charts

LOGSTAT for a Sustainment Bde (Commodities used internally during a turn)					
Commodities/Activity	**Basic Load**	**Stationary**	**Defending**	**Convoying/Moving**	**Attacking**
Class III Bulk (JP-8)	**102,000**	12,000	13,000	17,000	15,000
Class V					
50 cal (boxes)	**400**	0	220	0	22
40mm (boxes)	**284**	0	160	0	16

LOGSTAT for an AIB (UK) (Commodities used during a turn)					
Commodities/Activity	**Basic Load**	**Stationary**	**Defending**	**Convoying/Moving**	**Attacking**
	450,000	16,000	17,000	68,000	75,000
Class V					
12.7 mm (boxes)	**2340**	3	117	6	59
40mm (boxes)	**1368**	2	68	3	34
120mm Sabot (rounds)	**9240**	4	174	9	87
30mm (boxes)	**7500**	4	187	9	93
155mm (rounds)	**4320**	0	240	0	61
Javelins (rounds)	**160**	0	4	0	2
81mm mortars (rounds)	**2484**	0	21	0	10

ANNEX F
LOGSTAT Charts

DSA Commodities on hand	
Class III Bulk (JP-8)	1,020,000 gals
Class V	
50 cal (boxes)	6080
40mm (boxes)	1693
TOW (rounds)	2704
30mm (boxes)	10420
120mm Mortars (rds)	7164
155mm (rounds)	12780
Javelin (rounds)	1768
60mm Mrtrs (rounds)	2772
81mm Mrts (rounds)	1260
25mm (boxes)	7500
120mm (rounds)	9240
M26 (pods)	864
Hellfire missiles	912
2.75in rockets	2304
12.7mm (boxes)	2340
Stinger missiles	288
MICLIC	180
VOLCANO	1920
84mm rockets	76
105mm	2000

ANNEX G
Reports

Blue Information Collection Task (Olvanan)	**H+**	**Task #**
Unit/Asset:	**Task / Purpose:**	
NAI / TAI:	**Start Loc / Route:**	

Blue Information Collection Report						
Location / NAI / TAI:	ZSL-92		FB-6A		ATGM HJ-10	
	PTL-02		ZBL-08		PLZ52	
Unit / size / HQ if known:	ZSLI-10		ZTL-11		MRL, SR-4	
	CS/VN3		ZSL-08		ATGM HJ-09	
Activity if known:	GSR		PLL-09		Tank, VT4	
	PCL-09		ZBL-08AA		VN17	
	MRL, Type-90B		HQ-17A		MRL, SR-5	
	PTL-02		Tank Type 96B/99A		RDR SLC-2E	
	PG99		ZBD-04A		HQ-16A	
	RDR 306B		RDR HT-233		HQ-7B	
	WZ-19		Z-8		Z-9	
	Z-20		WZ-10		Hz2 1/24	
	GQL-11		Pon Type 79A		GBL-131	
	GSL-133		GCZ-112		Trk, Tiger 20065	

Blue Information Collection Task (Both)	**H+**	**Task #**
Unit/Asset:	**Task / Purpose:**	
NAI / TAI:	**Start Loc / Route:**	

Blue Information Collection Report						
Location / NAI / TAI:	BMP-2M		BMP-1Ksh		9A51	
	BRDM-2M		GIRAFFE		SA-15B	
Unit / size / HQ if known:	T-90		CROTALE		UAS	
	T-80		MT-12R		IL220	
Activity if known:	2S9-1		KORNET		MI-8AMT	
	2S19		BRM-3K		MI-8MT	
	2A45M		9P 140		MI-26T	
	2S6M		AUF-1		MI-28	
	BTR-80				9A52	

Red Information Collection Task	**H+**	**Task #**
Unit/Asset:	**Task / Purpose:**	
NAI / TAI:	**Start Loc / Route:**	

Red Information Collection Report						
Location / NAI / TAI:	M1		MQ-1C		M113s	
	M2/M3		G-station		Bridge Sections	
Unit / size / HQ if known:	MSHORAD		JAB		Warrior	
	Stryker		ABV		81 mm Mtrs	
Activity if known:	M109A6		Fuelers		CVRT	
	M992		Cargo		Foxhound	
	M777		AH-64 Apache		Challenger 2	
	MLRS		UH-60		S90	
	MGS		CH-47		HVM	
	ATGM		MEDVAC		Phoenix	
	120mm Mtrs		Q-64		REBS Bridge	
	Stryker 120mm		MICLIC		Grader	
	Q53		Bridge Boats		Scraper	
	Eng Stryker		Dozer (T9)		MMPV	
	Buffalo		Husky		M-ATV	
	NBC -RV		MM1511A1		BIDS	

ANNEX G
Reports

Blue Combat Action Request		Area	H+	Request #
Unit/Asset	Current Loc	Route	To	Task / Purpose
Blue After Action Report				
Unit/Asset	Final Loc	Action	Losses	SITREP (as available)
Blue:				
Red:				

Red Combat Action Report from Blue Engagement				
Unit/Asset	Final Loc	Action	Losses	SITREP (as available)
Blue:				
Red:				

Red Combat Action Request		Area	H+	Request #
Unit/Asset	Current Loc	Route	To	Task / Purpose
Red After-Action Report				
Unit/Asset	Final Loc	Action	Losses	SITREP (as available)
Blue:				
Red:				

Blue Combat Action Report from Red Engagement				
Unit/Asset	Final Loc	Action	Losses	SITREP (as available)
Blue:				
Red:				

ANNEX G
Reports

Division LOGSTAT Report
Unit_____
DTG_____

Commodity	On hand	Short	Requested
Class III Bulk			
Class V			
50 cal (boxes)			
40mm (boxes)			
TOW (rounds)			
30mm (boxes)			
120mm mrtrs (rds.)			
155mm (rounds)			
Javelin (rounds)			
60mm mrtrs (rds.)			
81mm mrtrs (rds.)			
25mm (boxes)			
120mm (rounds)			
M26 (pods)			
Hellfire missiles			
2.75in rockets			
12.7mm (boxes)			
Stinger missiles			
MICLIC			
VOLCANO			
84mm rockets			
105mm (rds.)			
50 cal (boxes)			
40mm (boxes)			

ANNEX G
Reports

Supplies Received
Unit Receiving_____
DTG_____

Commodity	Requested	Received	(+/-)
Class III Bulk			
Class V			
50 cal (boxes)			
40mm (boxes)			
TOW (rounds)			
30mm (boxes)			
120mm mrtrs (rds.)			
155mm (rounds)			
Javelin (rounds)			
60mm mrtrs (rds.)			
81mm mrtrs (rds.)			
25mm (boxes)			
120mm (rounds)			
M26 (pods)			
Hellfire missiles			
2.75in rockets			
12.7mm (boxes)			
Stinger missiles			
MICLIC			
VOLCANO			
84mm rockets			
105mm (rds.)			
50 cal (boxes)			
40mm (boxes)			

ANNEX G
Reports

Supplies Received
DSA from Corps
DTG_____

Commodity	Requested	Received	(+/-)
Class III Bulk			
Class V			
50 cal (boxes)			
40mm (boxes)			
TOW (rounds)			
30mm (boxes)			
120mm mrtrs (rds.)			
155mm (rounds)			
Javelin (rounds)			
60mm mrtrs (rds.)			
81mm mrtrs (rds.)			
25mm (boxes)			
120mm (rounds)			
M26 (pods)			
Hellfire missiles			
2.75in rockets			
12.7mm (boxes)			
Stinger missiles			
MICLIC			
VOLCANO			
84mm rockets			
105mm (rds.)			
50 cal (boxes)			
40mm (boxes)			

ANNEX G
Reports

Resupply Mission
DSA/FLE to Brigades
DTG_____

Commodity	Requested	Received	(+/-)
Class III Bulk			
Class V			
50 cal (boxes)			
40mm (boxes)			
TOW (rounds)			
30mm (boxes)			
120mm mrtrs (rds.)			
155mm (rounds)			
Javelin (rounds)			
60mm mrtrs (rds.)			
81mm mrtrs (rds.)			
25mm (boxes)			
120mm (rounds)			
M26 (pods)			
Hellfire missiles			
2.75in rockets			
12.7mm (boxes)			
Stinger missiles			
MICLIC			
VOLCANO			
84mm rockets			
105mm (rds.)			
50 cal (boxes)			
40mm (boxes)			

ANNEX H
Classroom Layout