

# Landpower DIV Sequence

## Key Terms

**Turn:** Represents 3x Hours of activity "on the ground".  
Consists of 5x "Steps"

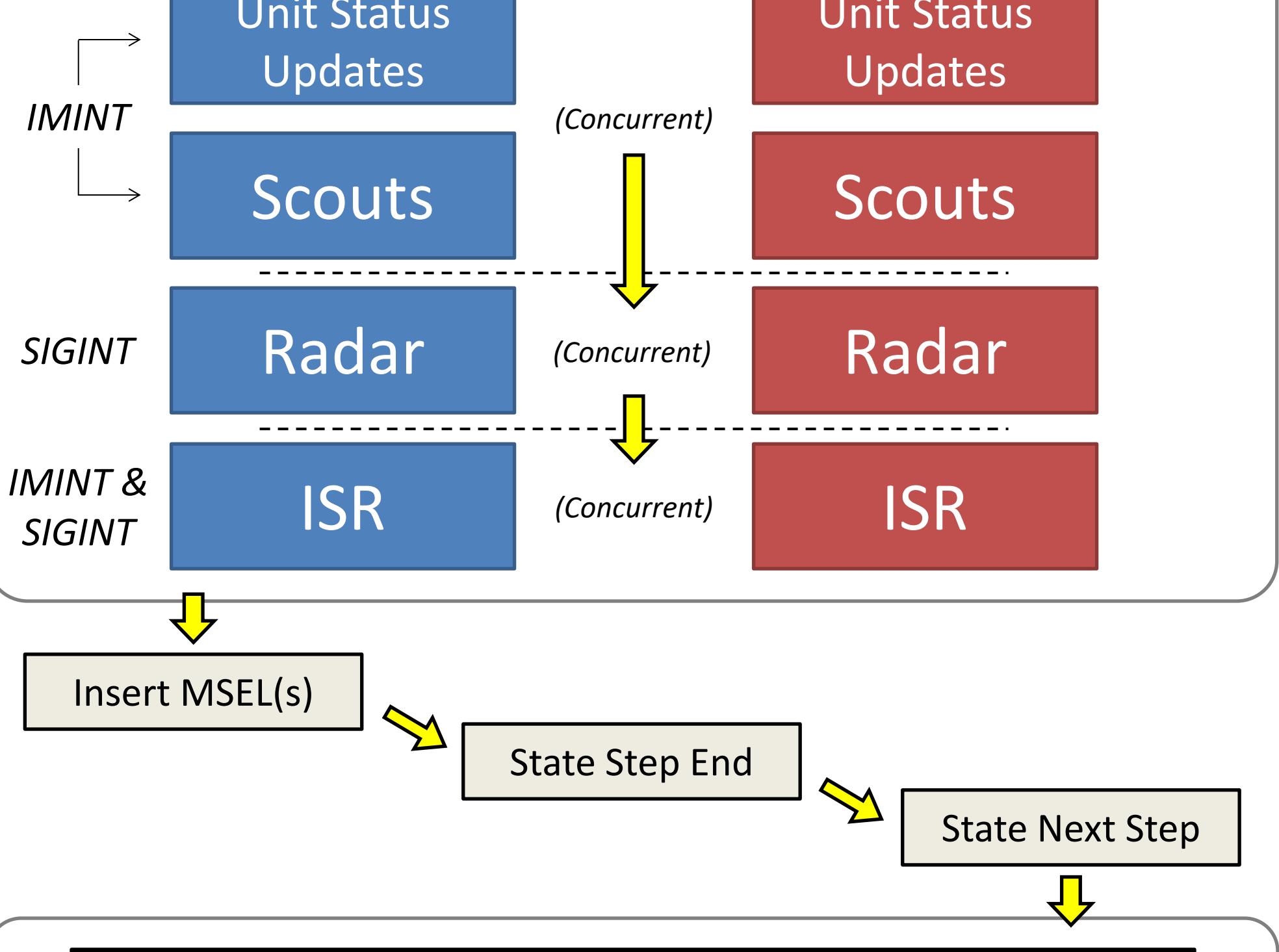
**Step:** Represents a category of actions.  
Includes 3-5x "Activities"

**Activity:** Actions that produce effect(s).  
Issue orders pertaining to those Activities.  
**\*Lethal Fires Step:** each Activity is broken into a series of "Rounds"

**Rounds:** Represents a set of concurrent fire missions.  
**\*Subsequent round(s):** based on prior results and remaining assets.

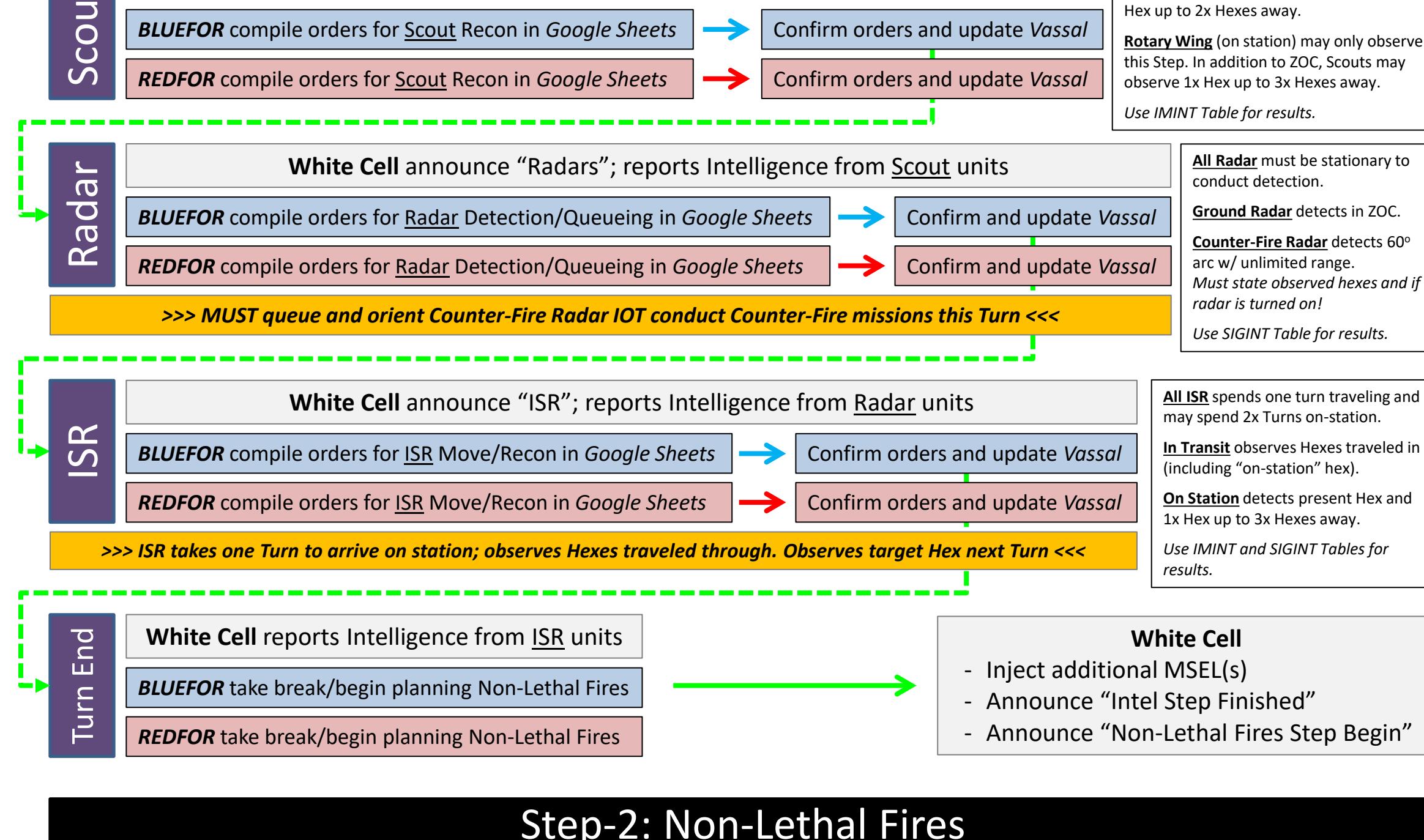
## Turn Sequence

### Step-1: Intel Collection

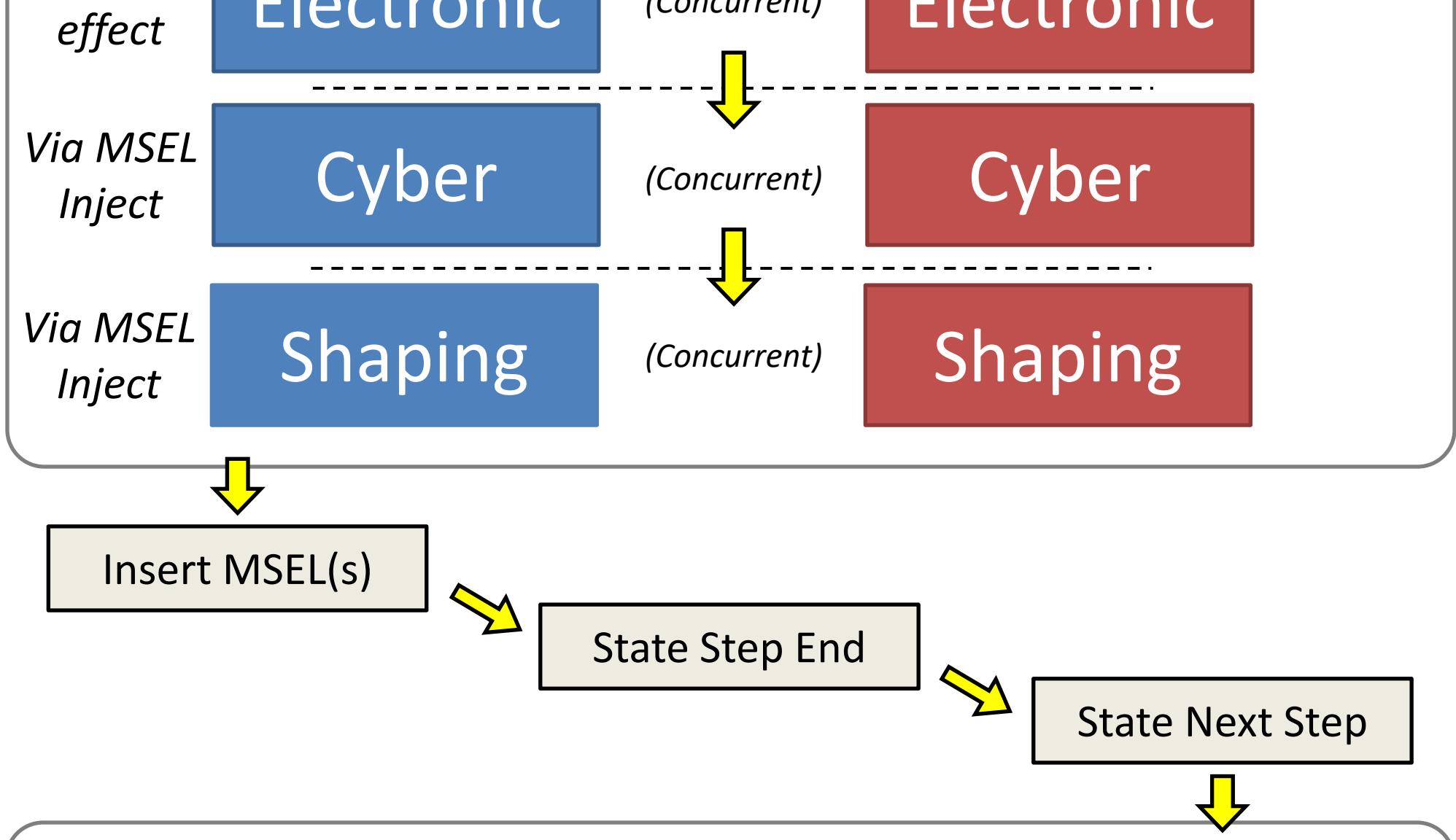


## Detailed Explanation

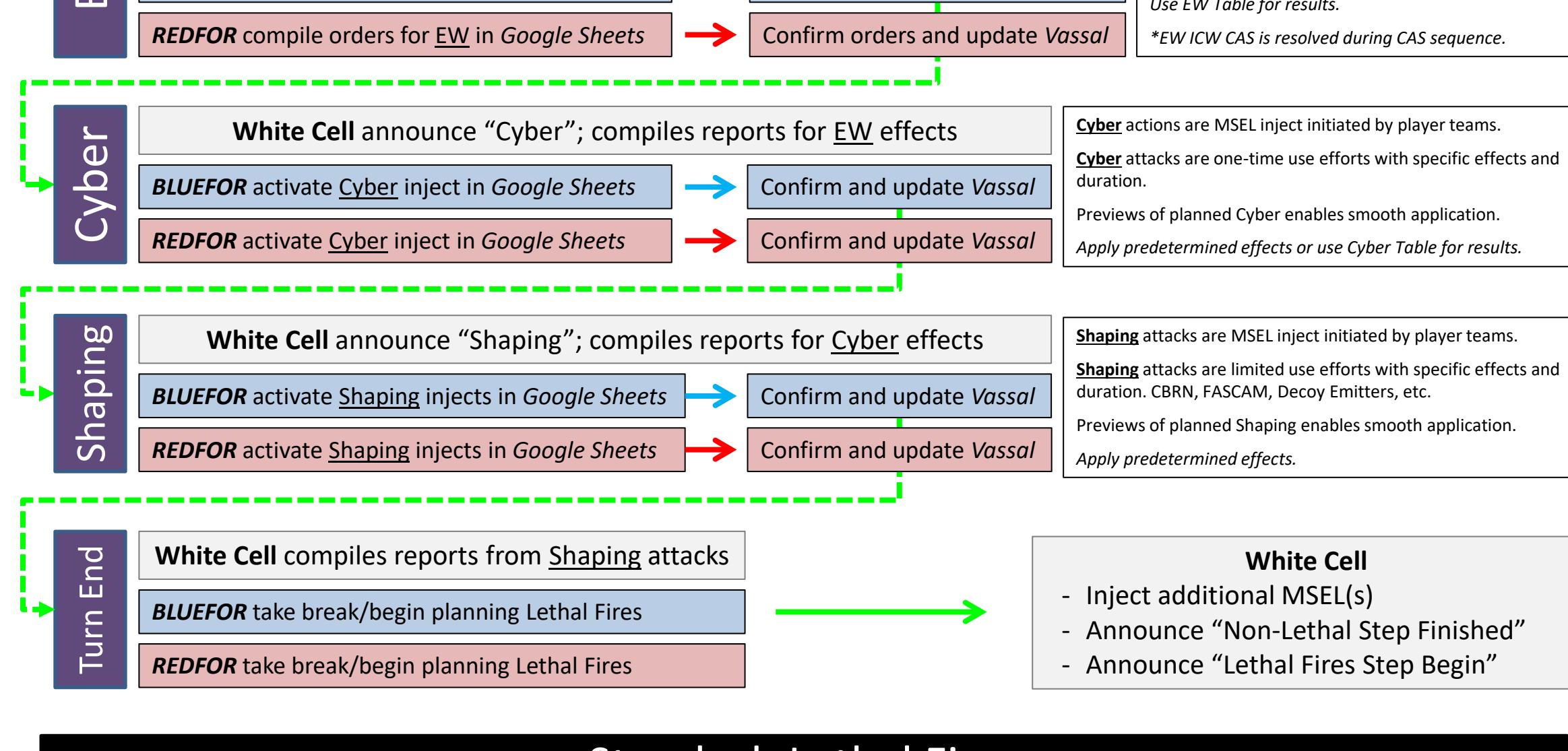
### Step-1: Intel Collection



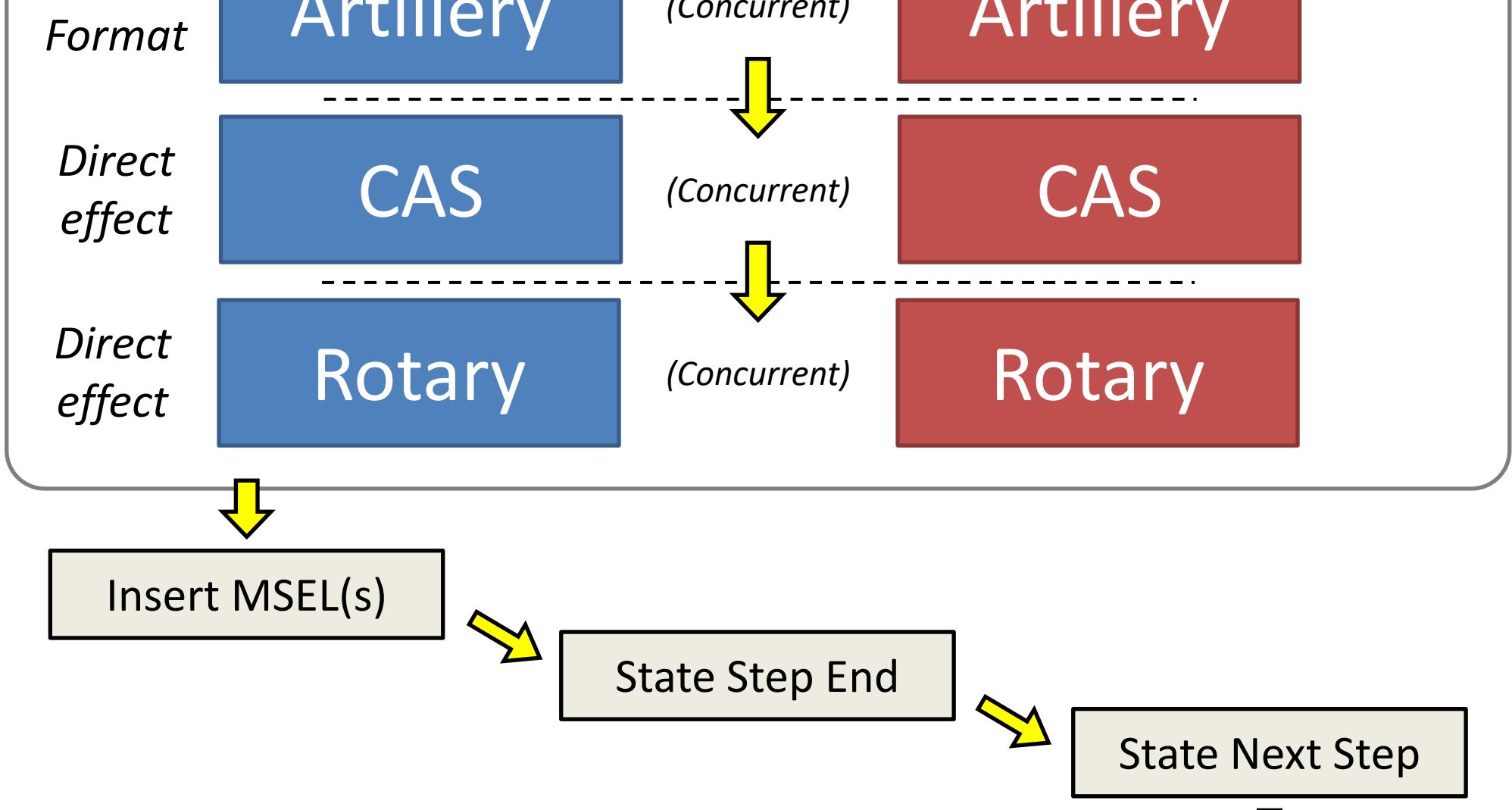
### Step-2a: Non-Lethal Fires



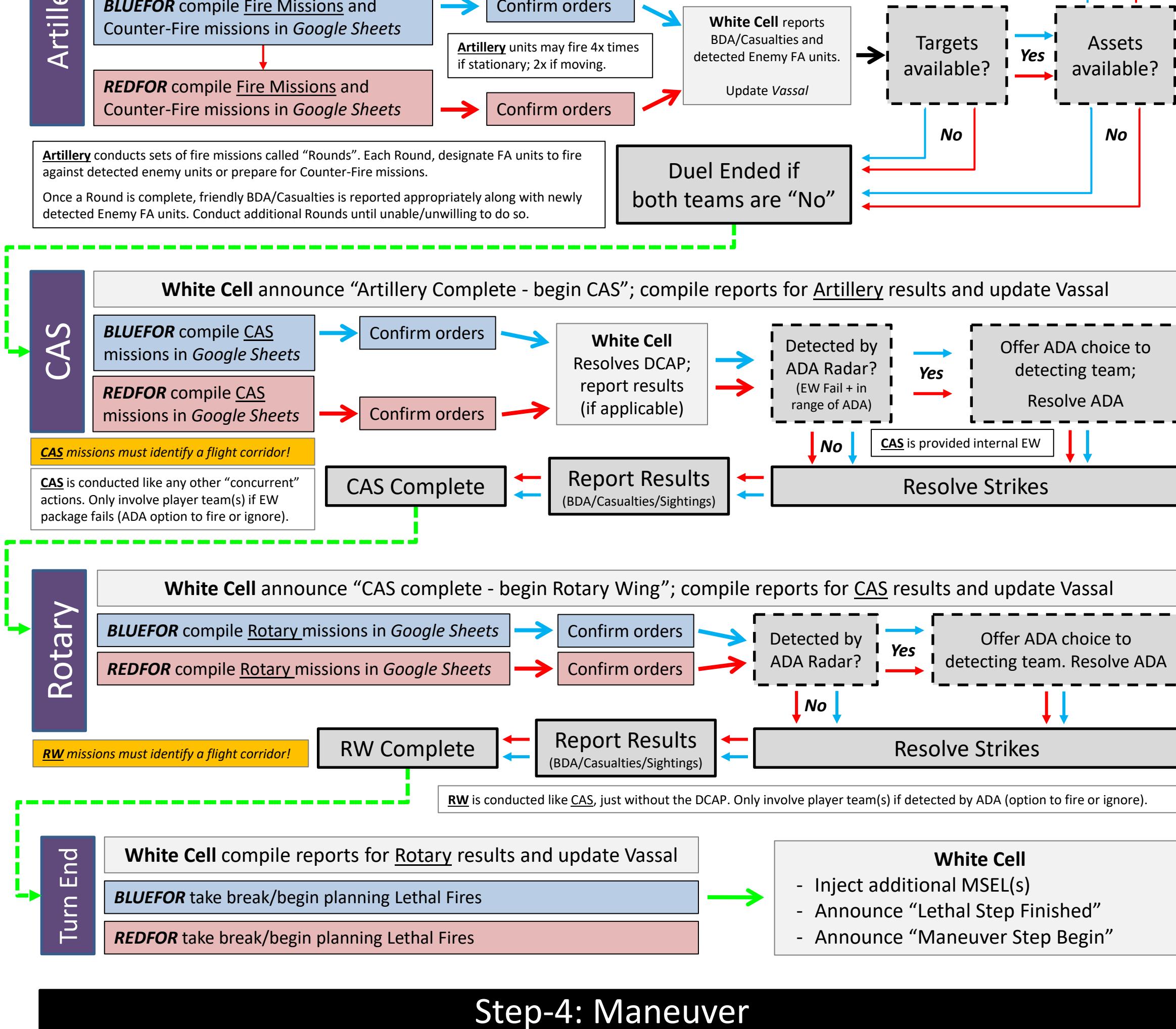
### Step-2: Non-Lethal Fires



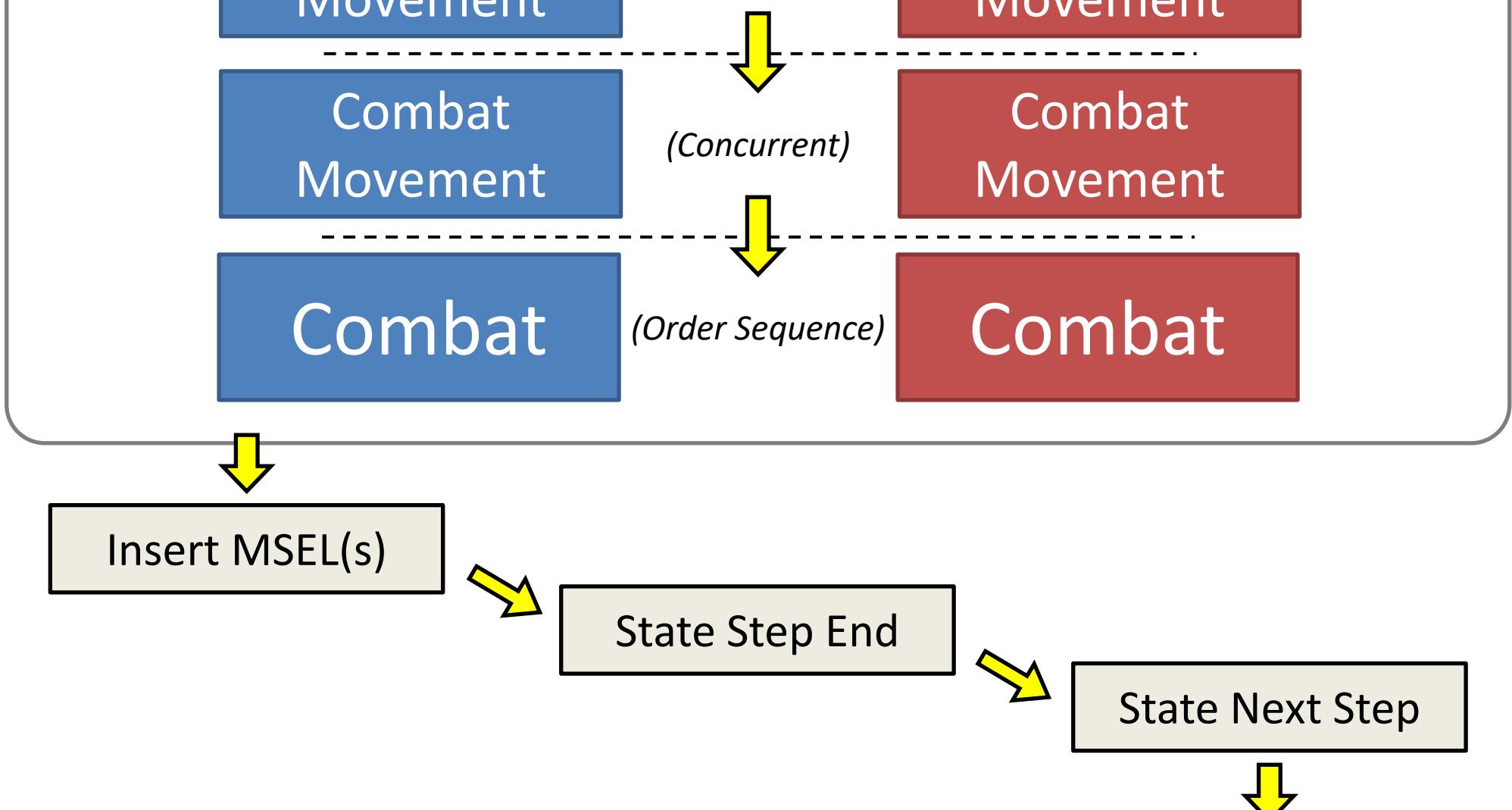
### Step-2b-d: Lethal-Fires



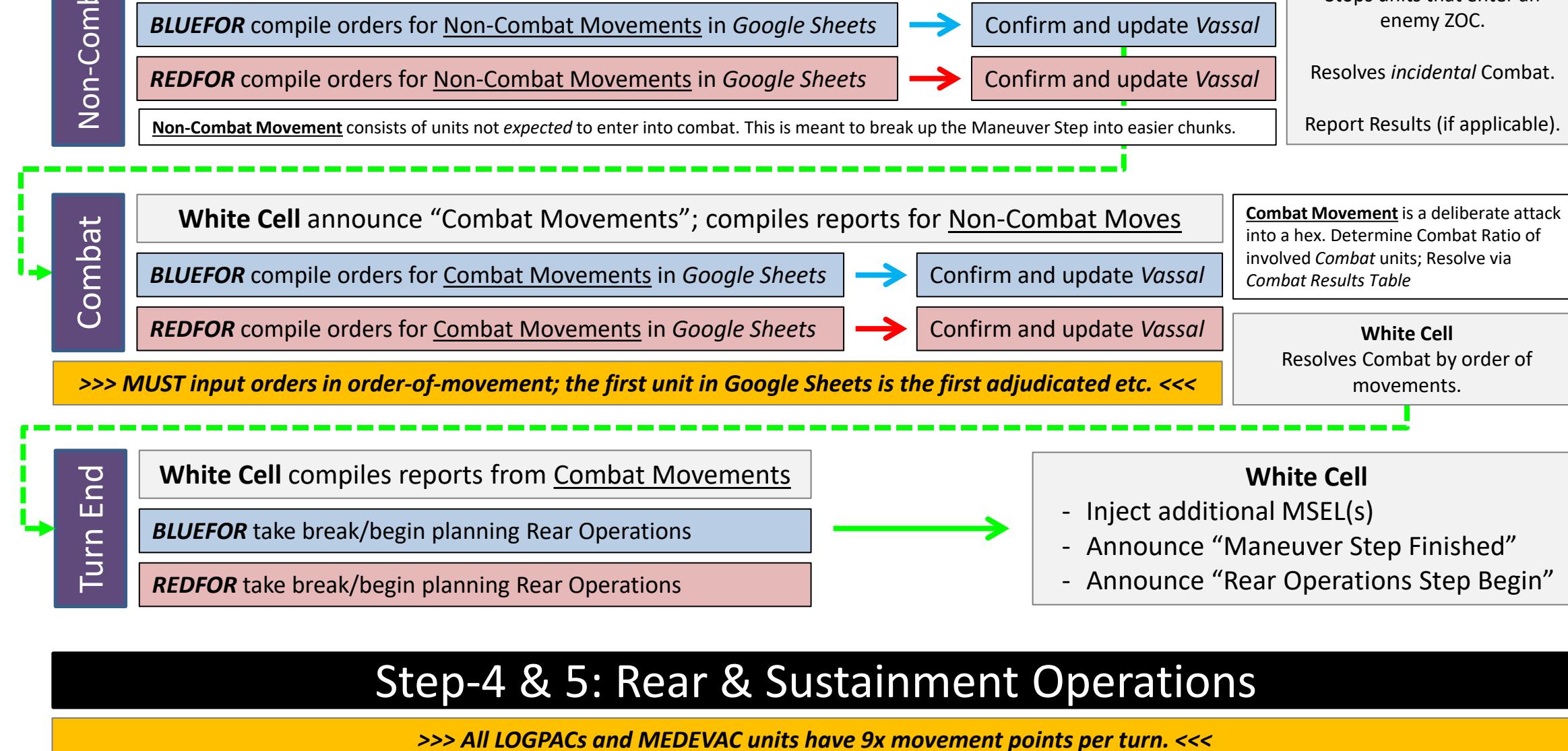
### Step-b-d: Lethal Fires



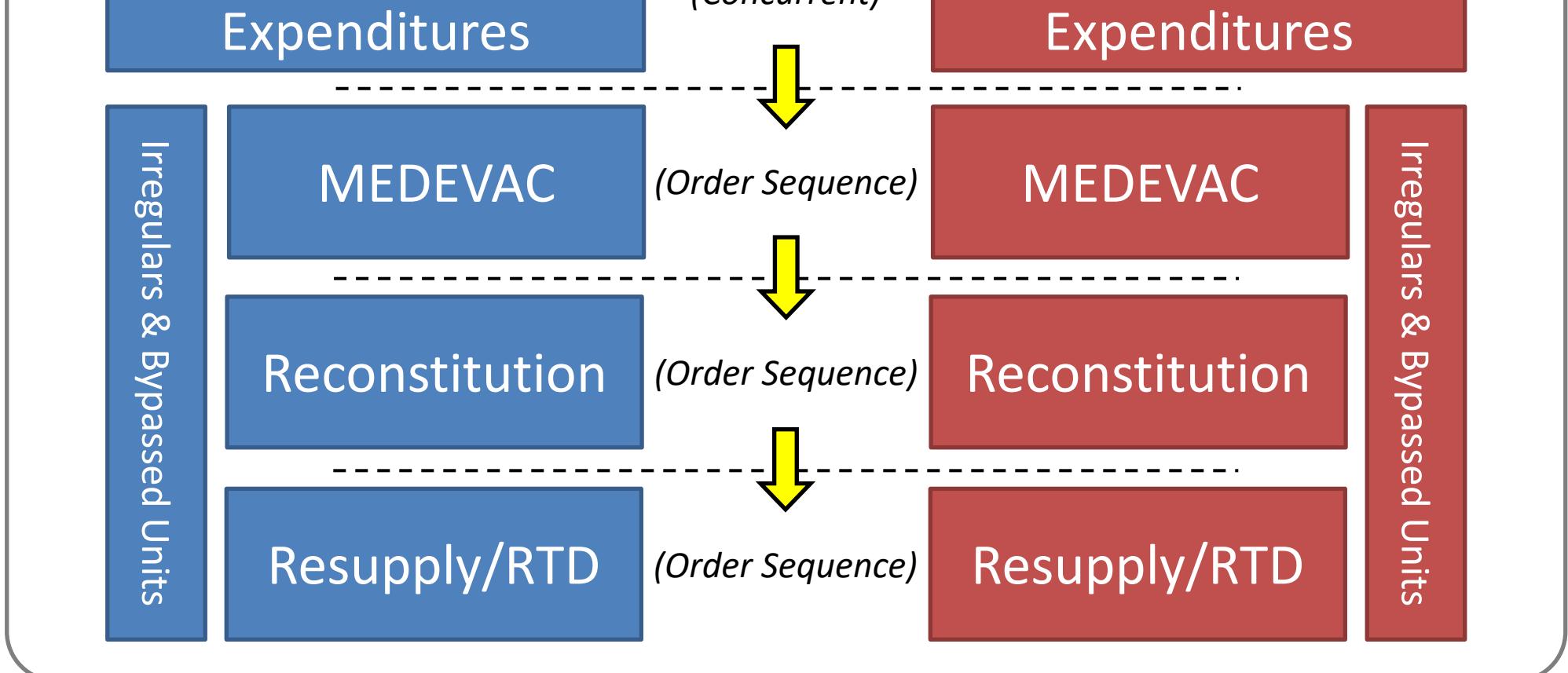
### Step-3: Maneuver



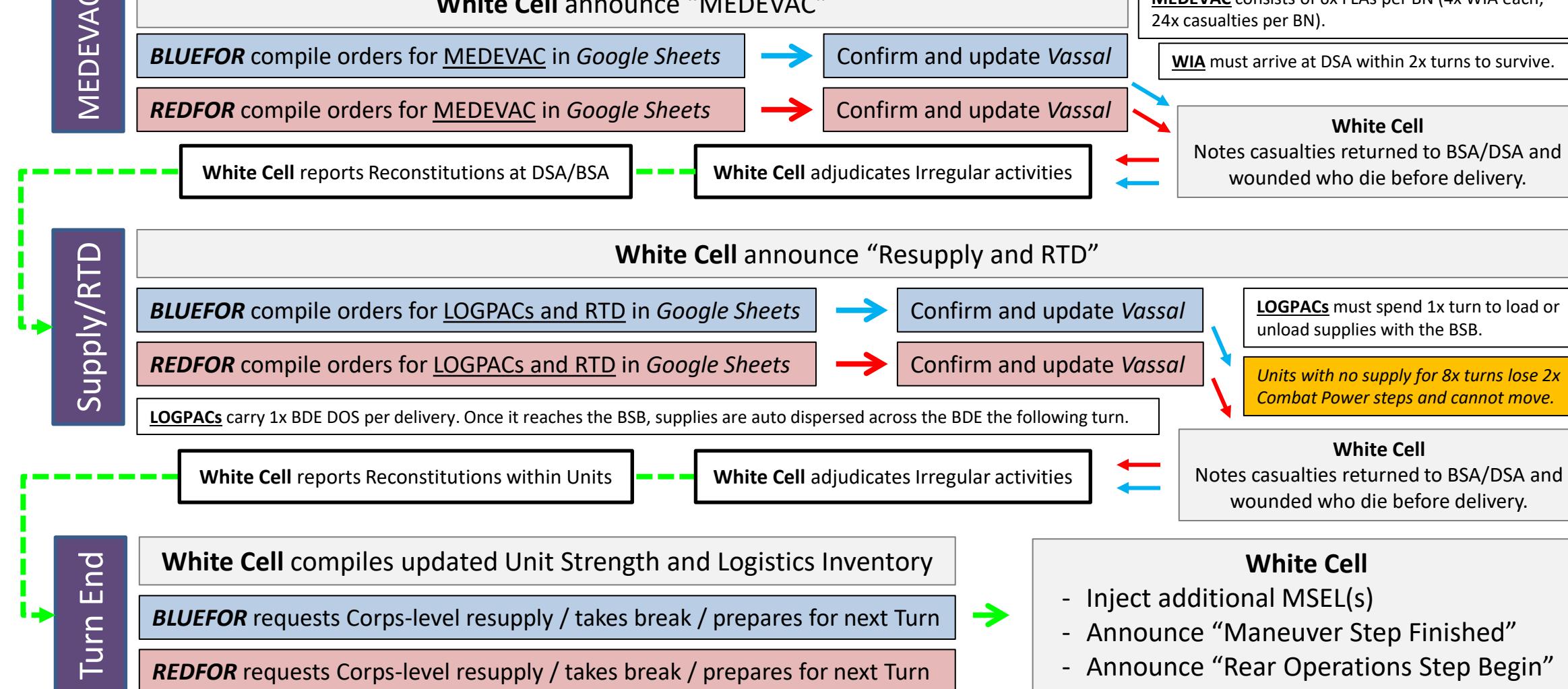
### Step-4: Maneuver



### Step-4&5: Rear & Sustainment Operations



### Step-4 & 5: Rear & Sustainment Operations



# Landpower DIV Combat Charts



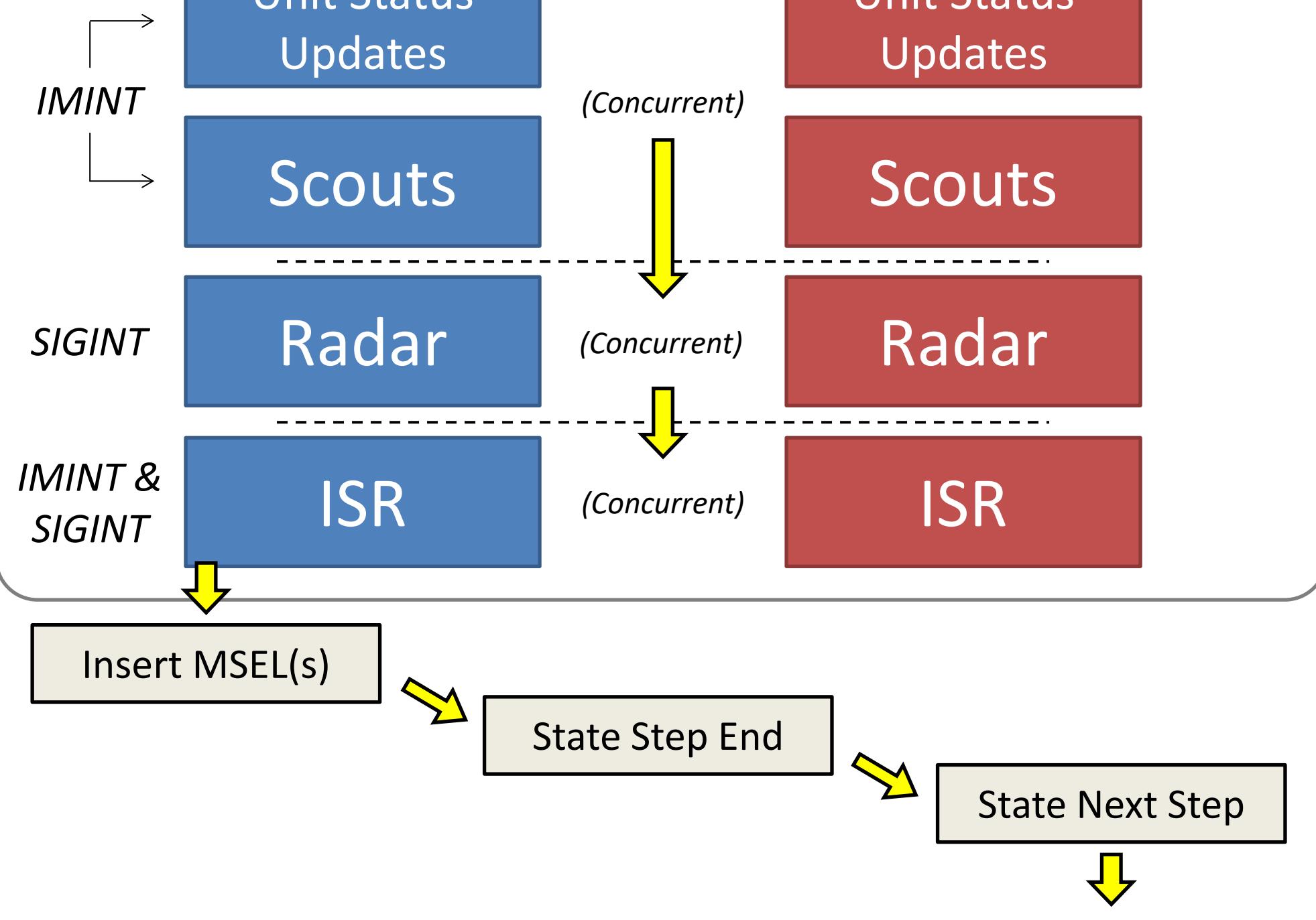
**Movement:** All Mechanized Units can move 3 hexagons per three hour turn.

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

<span style="background-color: yellow;">█</span>	Suppressed by Fire	<b>Effect</b>	<b>Maneuver</b>	<b>FA/ADA</b>	<b>ADA</b>
<span style="background-color: purple;">█</span>	Suppressed by Cyber	<b>Fire</b>	CP = -1/2 If 2CP=2CP	No firing if at 50% survivability move	No firing if at 50% survivability move
<span style="background-color: orange;">█</span>	Suppressed by EW	<b>On Offense</b>	May move 1 HEX if at 50%		
<span style="background-color: green;">█</span>	Deliberate Defense	<b>On Defense</b>	Stay, CP = -1/2 May move 1 HEX if at 50%		
<span style="background-color: white;">█</span>	Active NAI/TAI	<b>Cyber</b>	CP = -1/3	No Counter Fire	No ADA Fire
<span style="background-color: brown;">█</span>	Unmanned Ground Sensors	<b>EW</b>	CP = -1/3	Only 2 fire missions	Only 1 engagement
<span style="background-color: black;">█</span>	Destroyed Infrastructure	<b>Multiple Suppression</b>	Can't move	Can't move or fire	Can't move or fire
<span style="background-color: blue;">█</span>	Unassigned				
<span style="background-color: red;">█</span>	Unassigned				

## Turn Sequence

### Step-1: Intel Collection

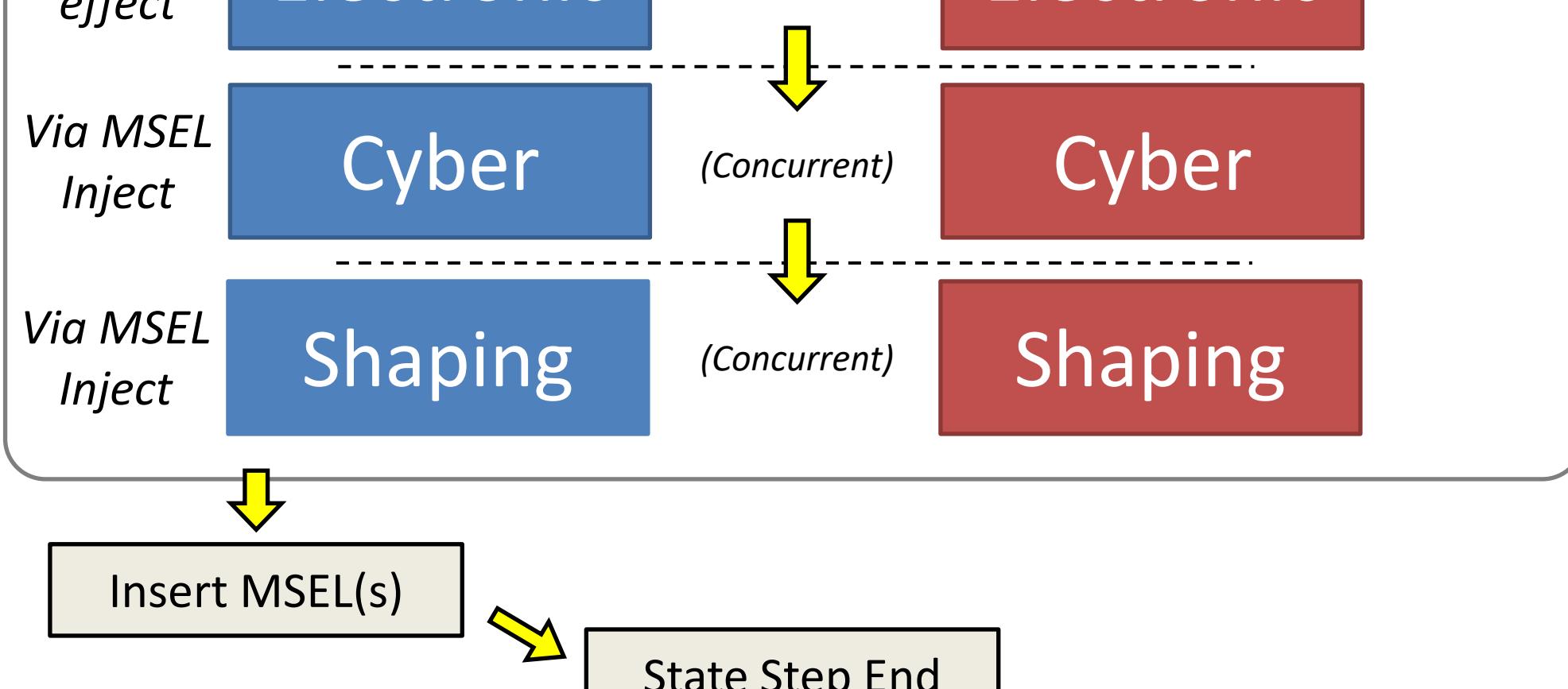


### Detailed Explanation

Step-1: Intel Collection	
<b>EW</b>	<b>ADA UNIT (UAS)</b>
Die	
0	UAS Destroyed
1	UAS Destroyed
2	UAS Destroyed
3	UAS Destroyed
4	UAS Destroyed
5	UAS Destroyed
6	NE
7	NE
8	NE
9	NE

<b>IMINT</b>	<b>SIGINT</b>
Die	
0	All HQ
1	
2	DIV HQ
3	
4	BDE HQ
5	
6	BN HQ
7	
8	25%
9	None

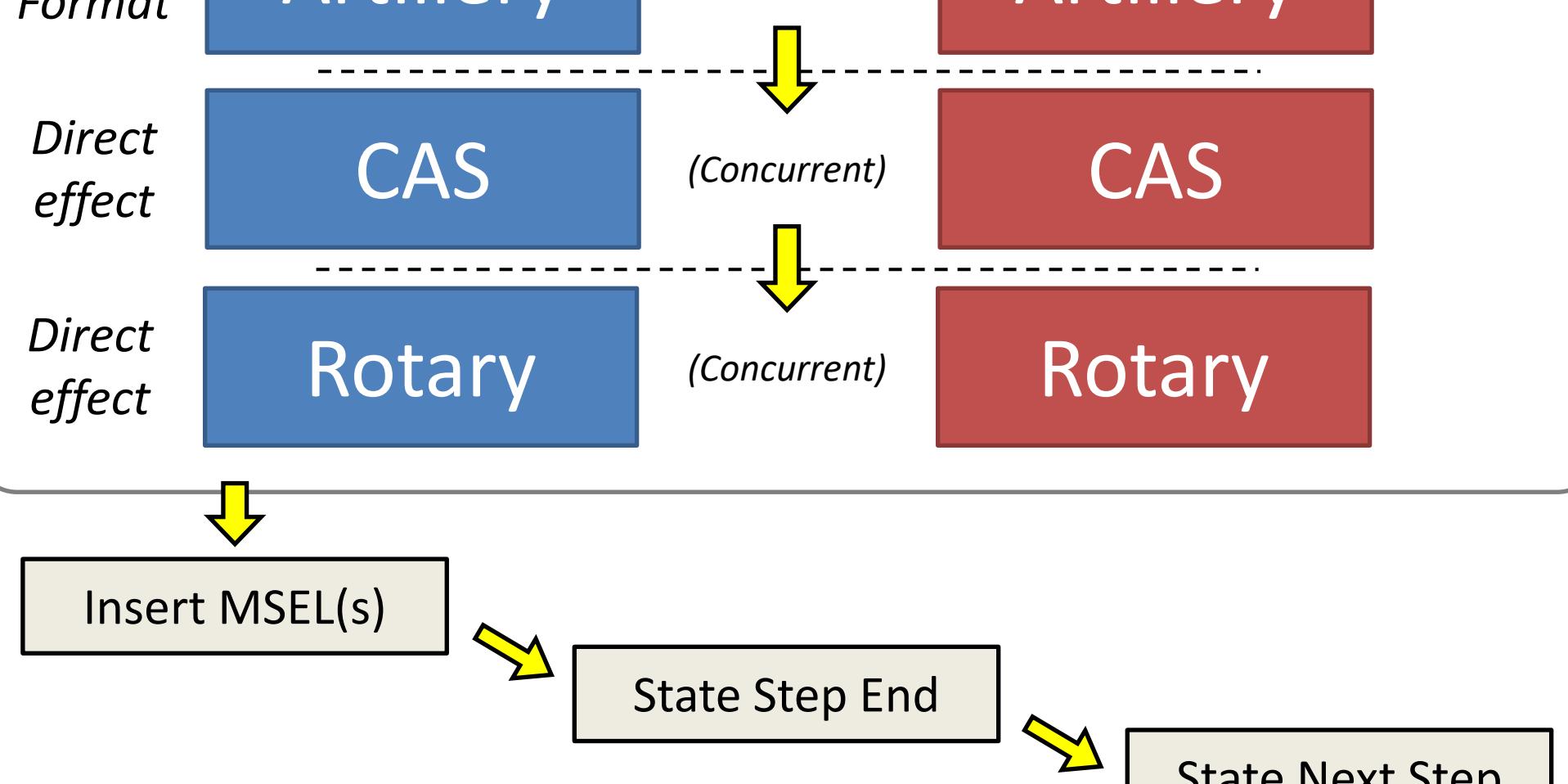
### Step-2a: Non-Lethal Fires



Step-2a: Non-Lethal Fires	
<b>EW</b>	<b>Cyber</b>
Die	
0	
1	
2	Jam Radar
3	
4	
5	
6	No Effects
7	
8	No Effects
9	

<b>Effect</b>	<b>Maneuver</b>	<b>FA/ADA</b>	<b>ADA</b>
<b>Cyber</b>	CP = -1/3	No Counter Fire	No ADA Fire
<b>EW</b>	CP = -1/3	Only 2 fire missions	Only 1 engagement
<b>Multiple Suppression</b>	Can't move	Can't move or fire	Can't move or fire

### Step-2b-d: Lethal-Fires



Step-2b-d: Lethal-Fires		
<b>Artillery Table</b>		
Die Roll	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

<b>Counter Fire Radar</b>	0,1,2,3,4,5,6	Radar is ON
	7,8,9	Radar is OFF

<b>DCA Table</b>	<b>EW</b>	<b>ADA MANPAD (Attack Helicopters)</b>
Die Roll	FE	2 PLW
0	FE	2 PLW
1	FE	1 PLW
2	FE	1 PLW
3	50%	
4	50%	
5	25%	
6	25%	
7	25%	
8	NE	
9	NE	

<b>ADA Table</b>	<b>Die Roll</b>	<b>ADA UNIT (UAS)</b>
0	1	UAS Destroyed
1	2	UAS Destroyed
2	3	UAS Destroyed
3	4	UAS Destroyed
4	5	UAS Destroyed
5	6	NE
6	7	NE
7	8	NE
8	9	NE

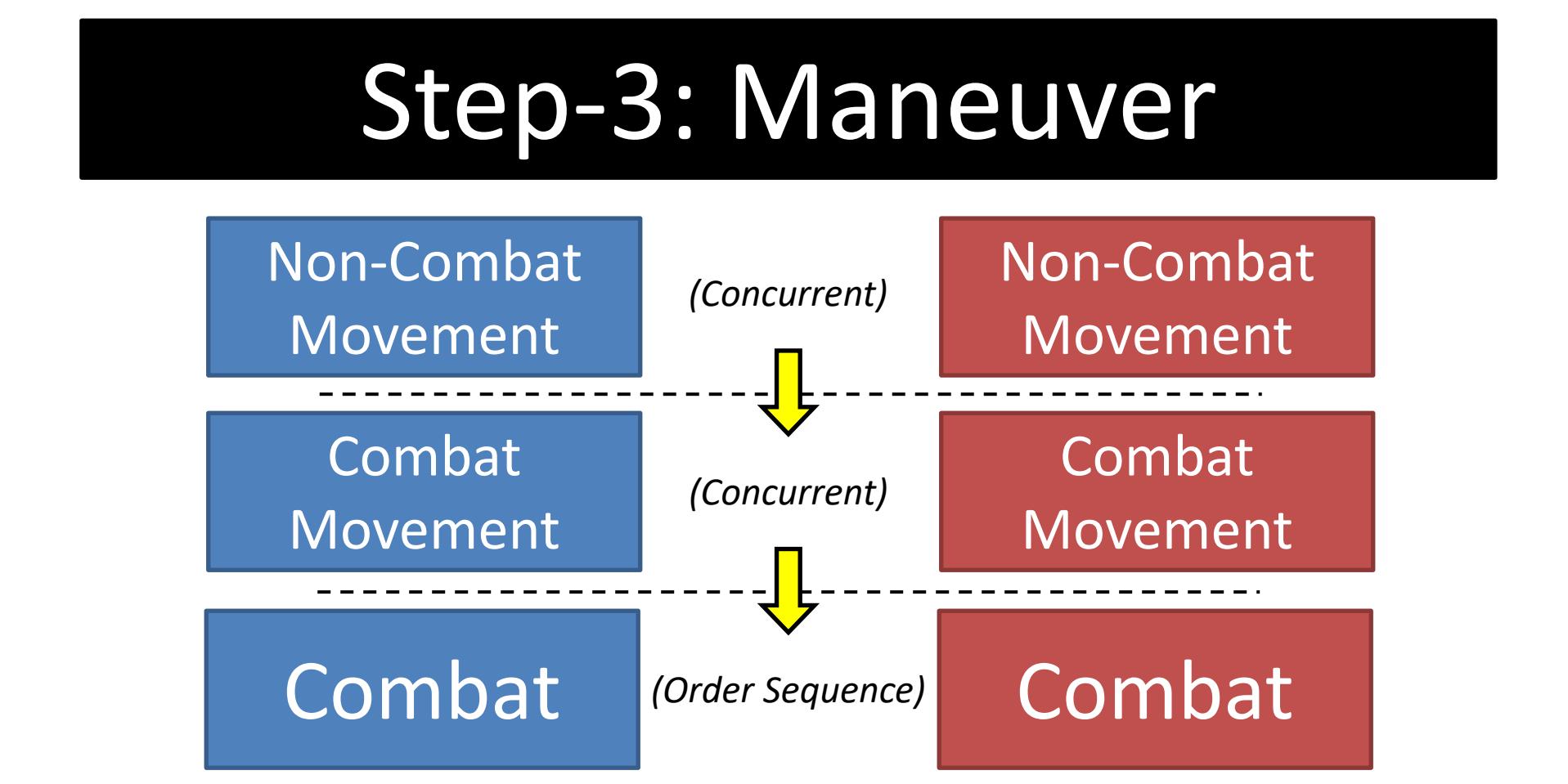
<b>MANPAD/ADA Unit Definitions</b>
1 PLW - DCA fully effective - no enemy AC
50% - 50% of enemy aircraft still able to attack
25% - 25% of enemy aircraft still able to attack
NE - No effect

<b>ADA Unit Definitions</b>	
1 PLW - Air asset losses 1 combat power point	
1 PLW - Air asset loses 1 combat power point and withdraws	
2 PLW - Air asset loses 2 combat power points AND withdraws	
NE - No effect	

<b>Attack Helicopters Deep Table</b>	<b>Die</b>	<b>RW (Deep)</b>
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	

<b>Attack Helicopter Definitions</b>	
2 PL - Target loses 2 combat power points	
1 PL - Target loses 1 combat power point	
SUP - Target is suppressed and loses 1 combat power point	
NE - No effect	

### Step-3: Maneuver



Step-3: Maneuver		
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