

# 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.

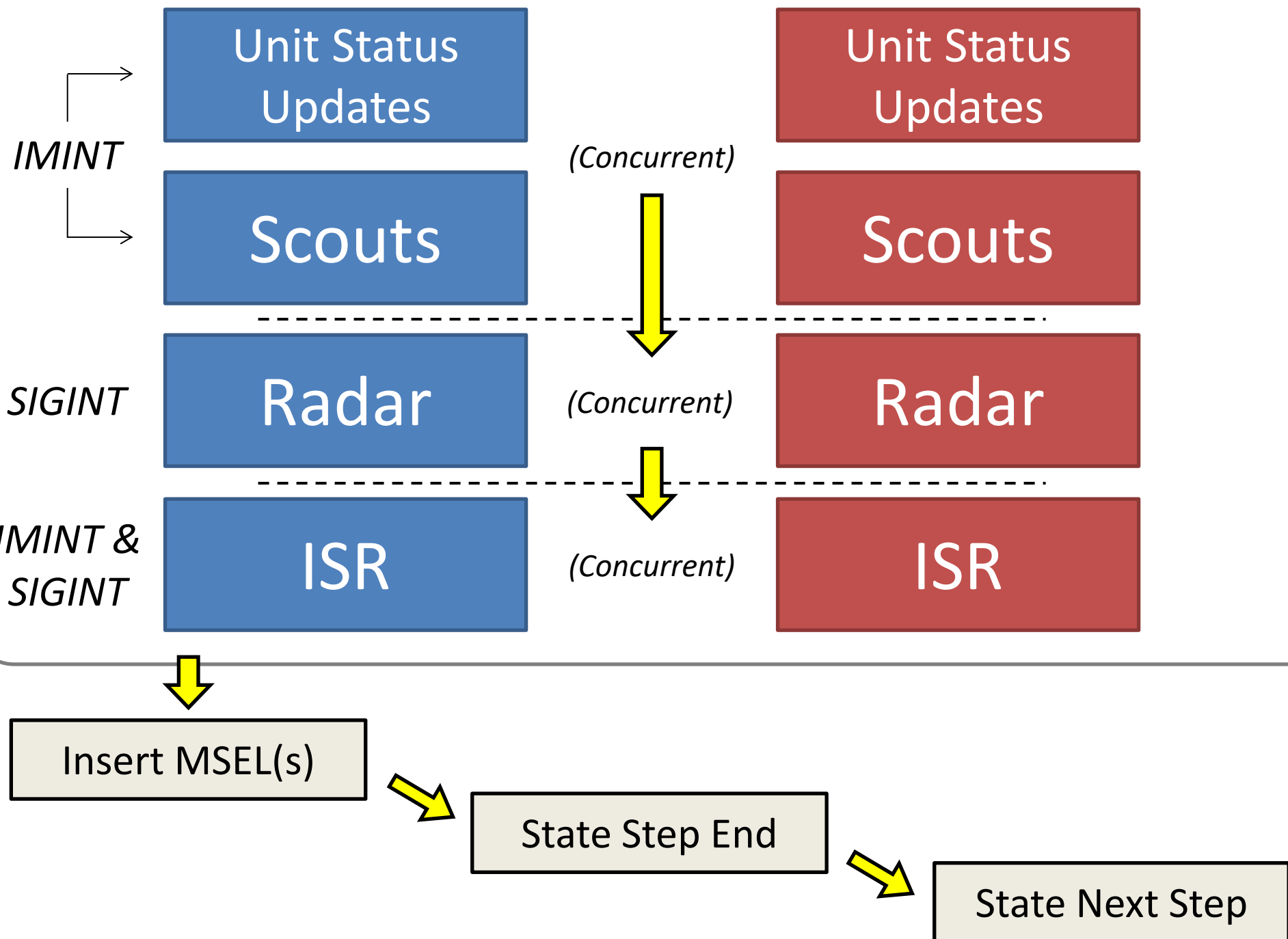
\***Lethal Fires Step:** each Activity is broken into a series of “**Rounds**”

**Rounds:** Represents a set of concurrent fire missions.

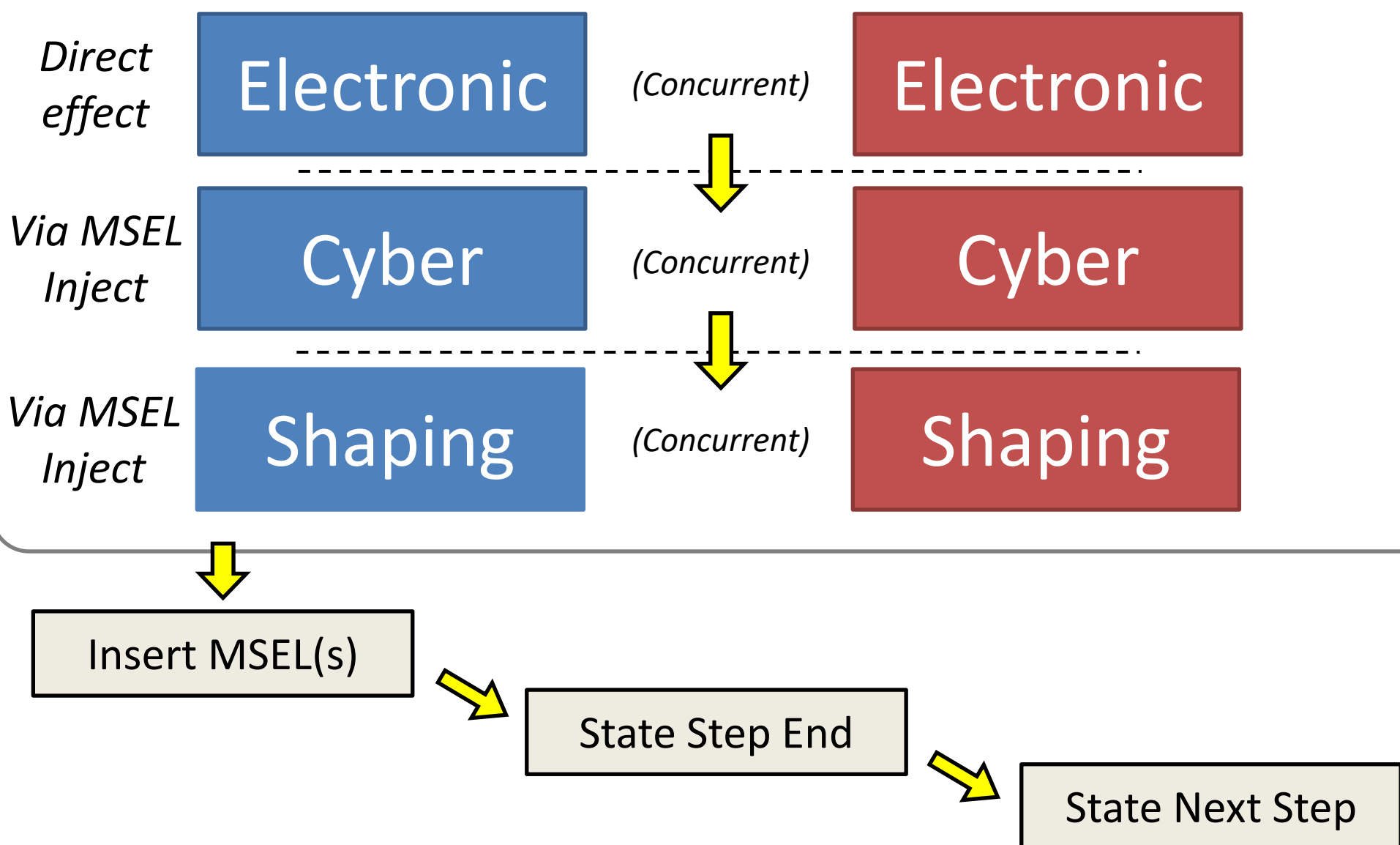
\***Subsequent round(s):** based on prior results and remaining assets.

## Turn Sequence

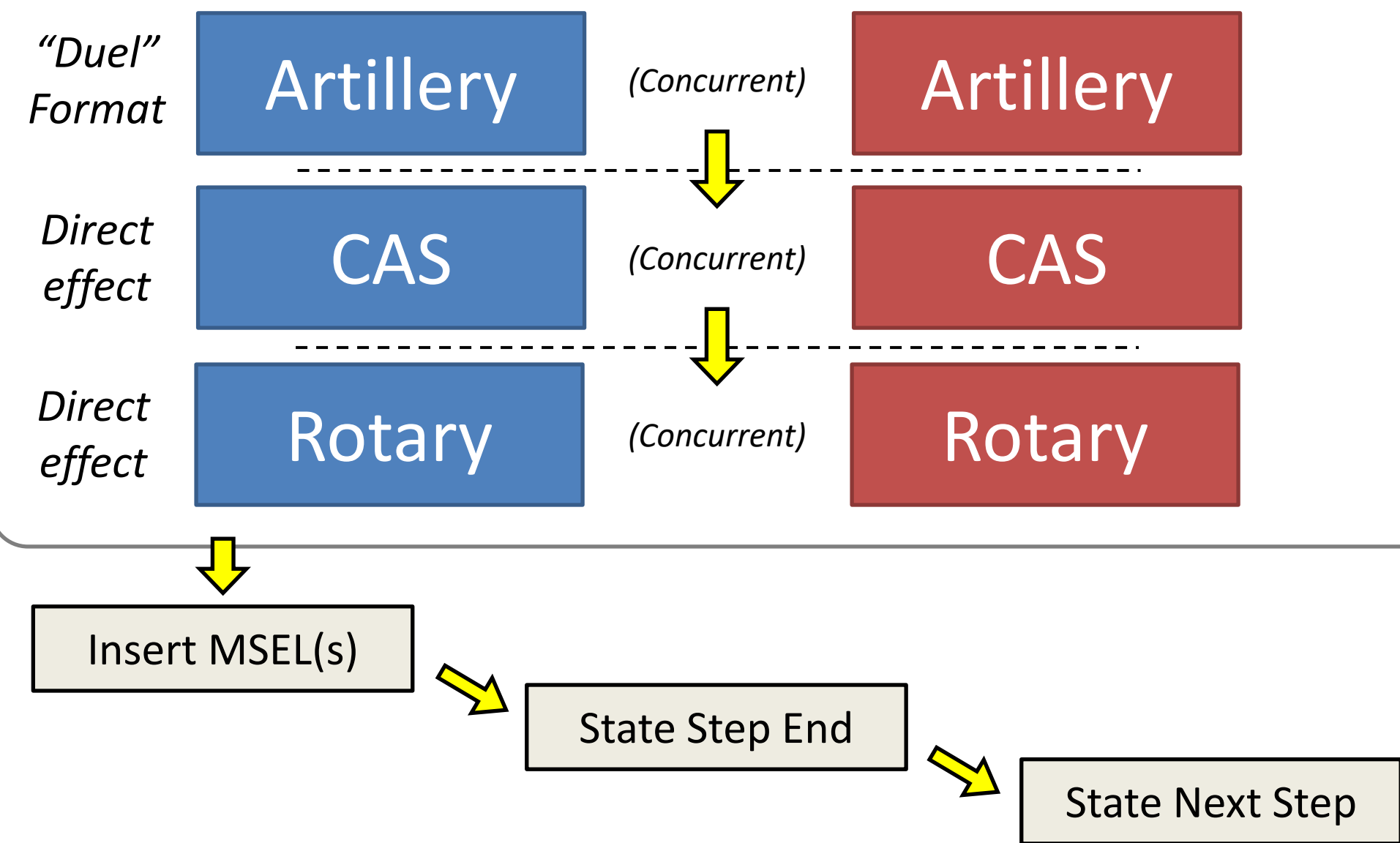
### Step-1: Intel Collection



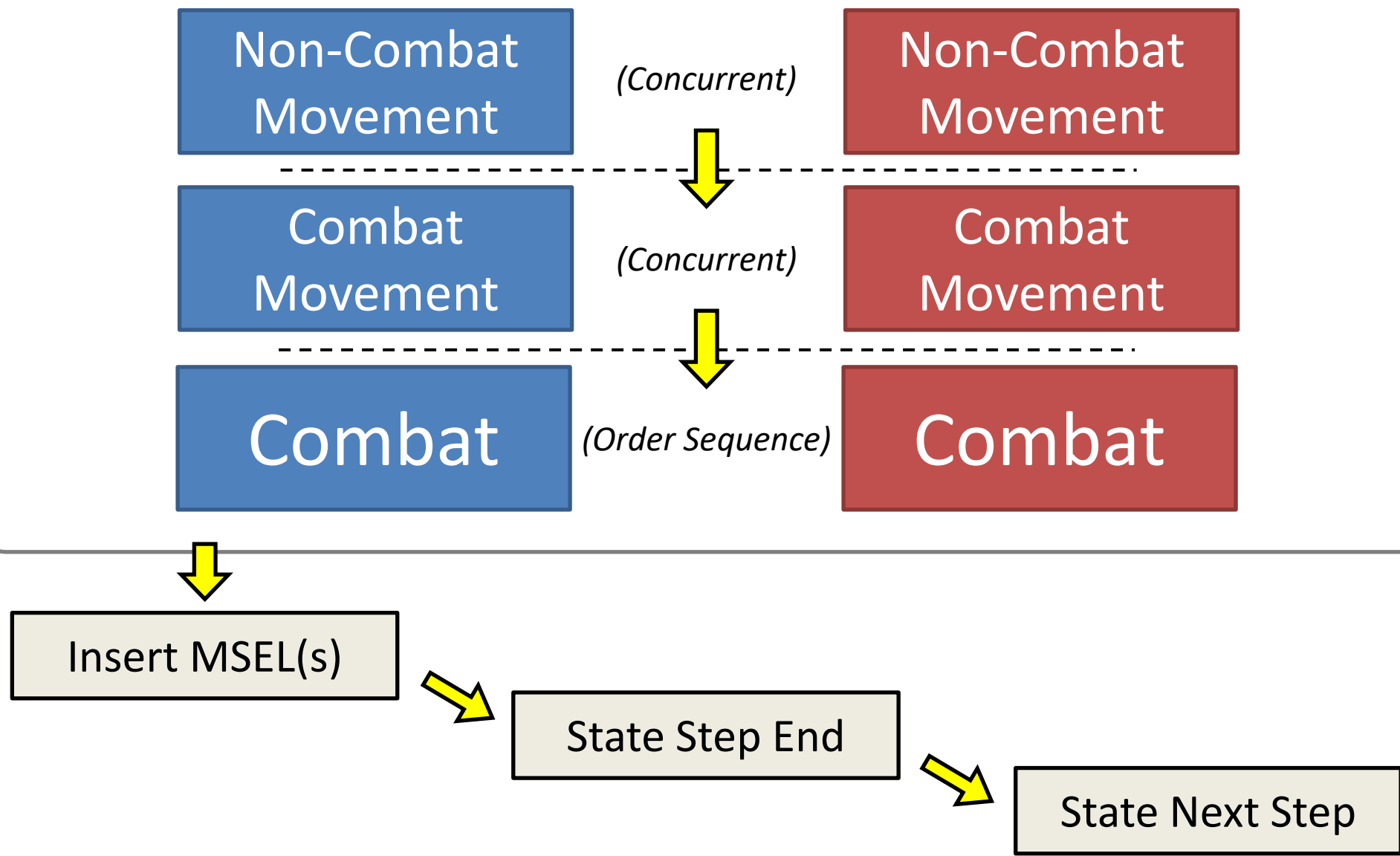
### Step-2a: Non-Lethal Fires



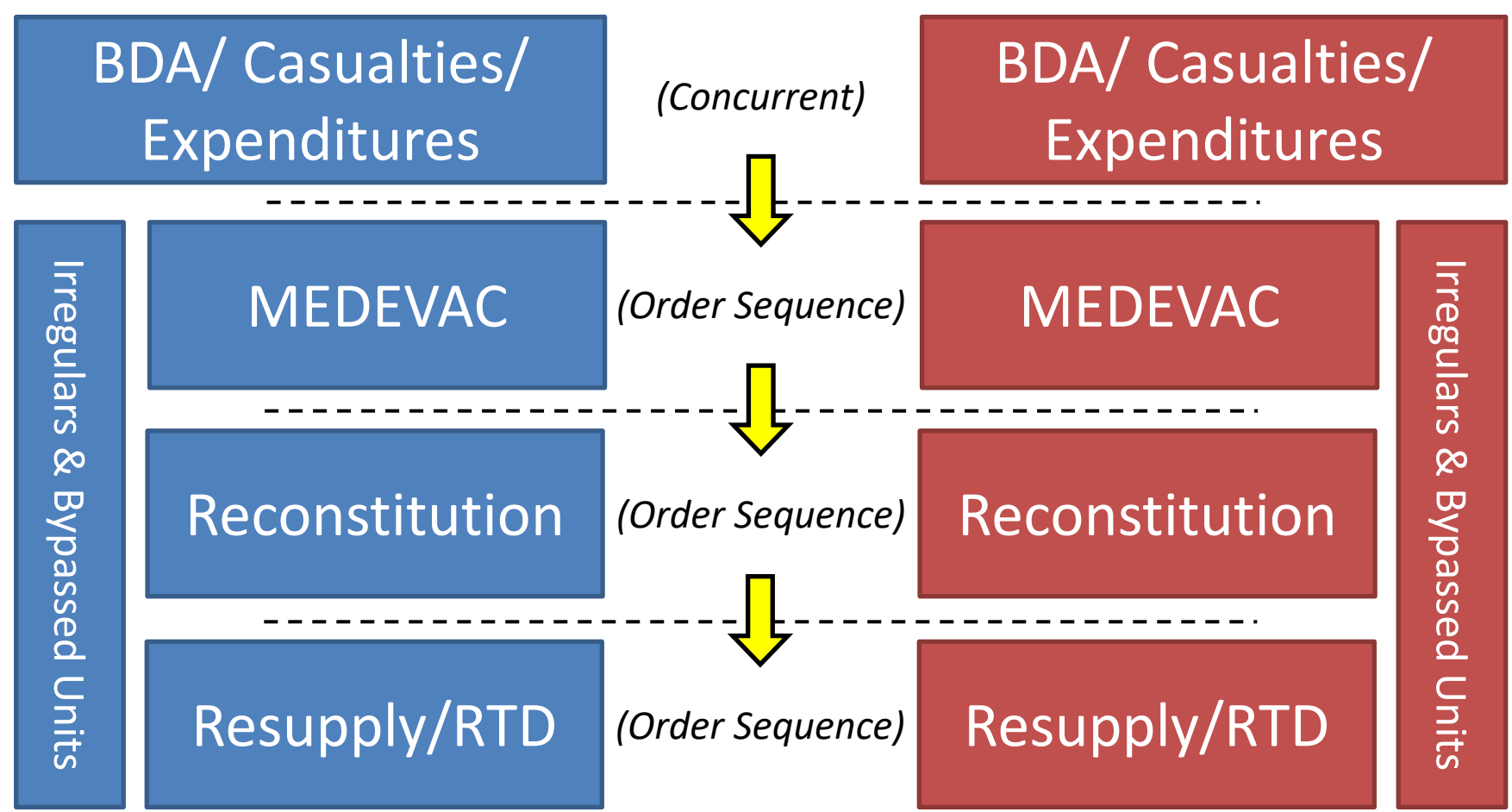
### Step-2b-d: Lethal-Fires



### Step-3: Maneuver

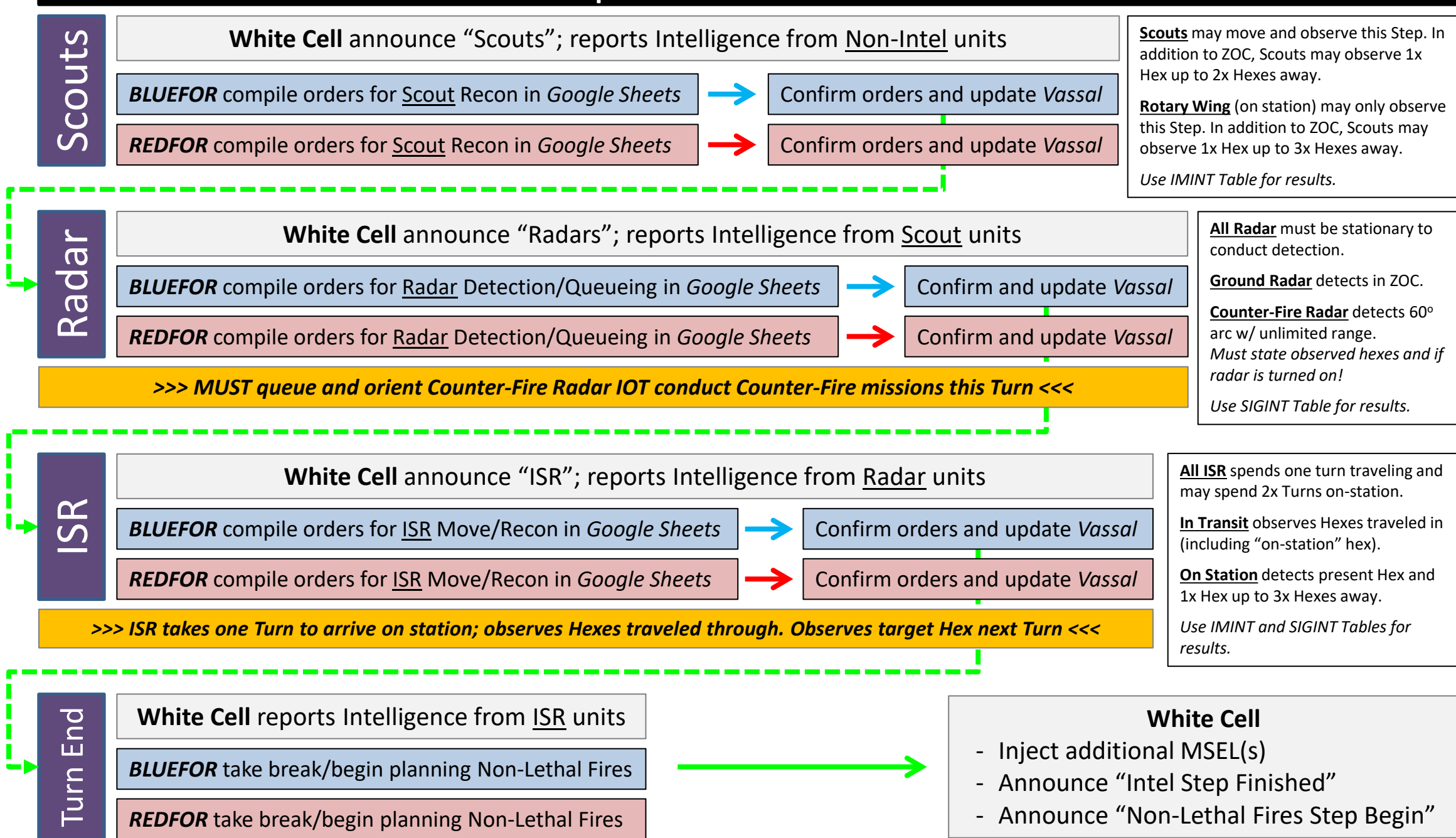


### Step-4&5: Rear & Sust OPNS

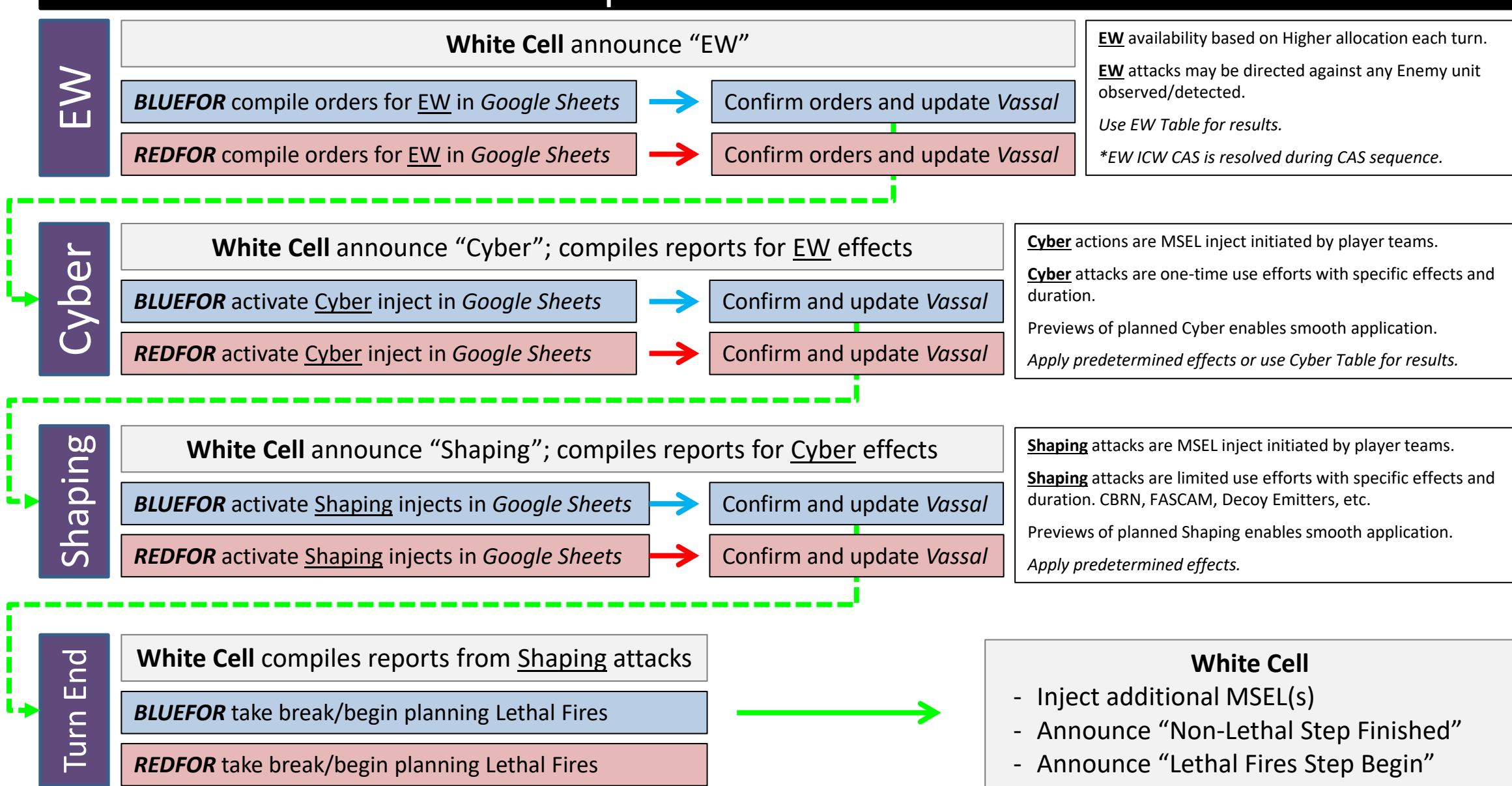


## Detailed Explanation

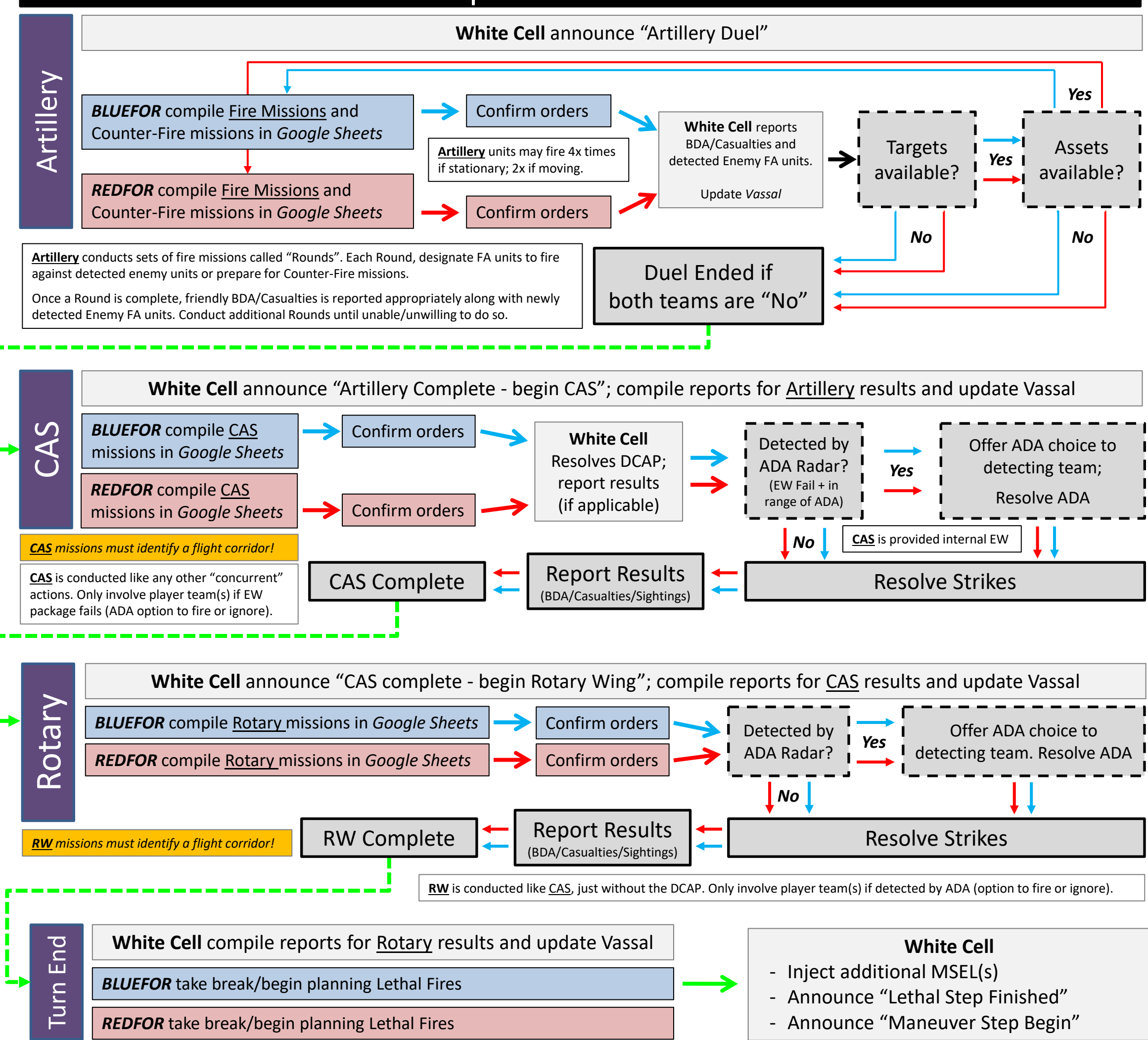
### Step-1: Intel Collection



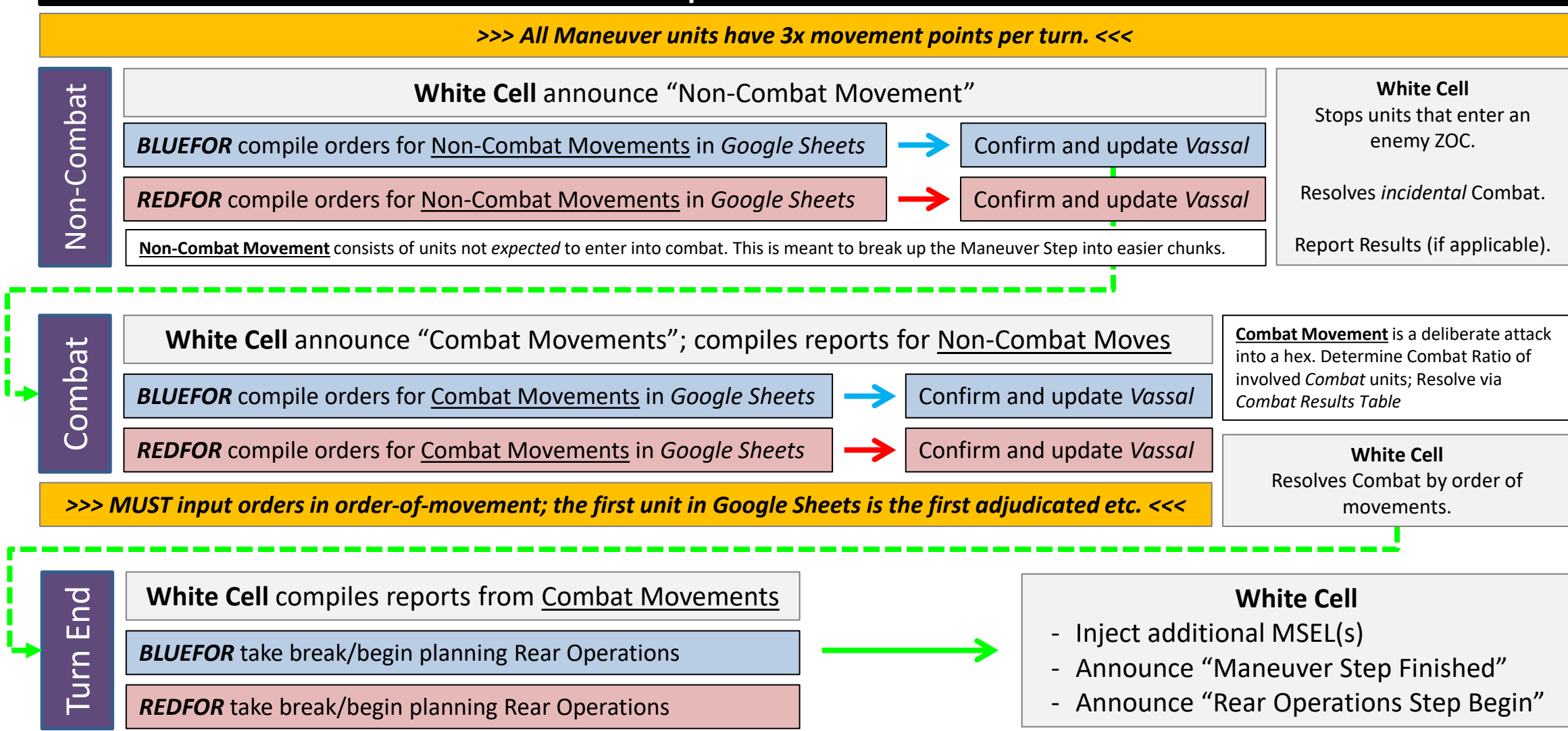
### Step-2: Non-Lethal Fires



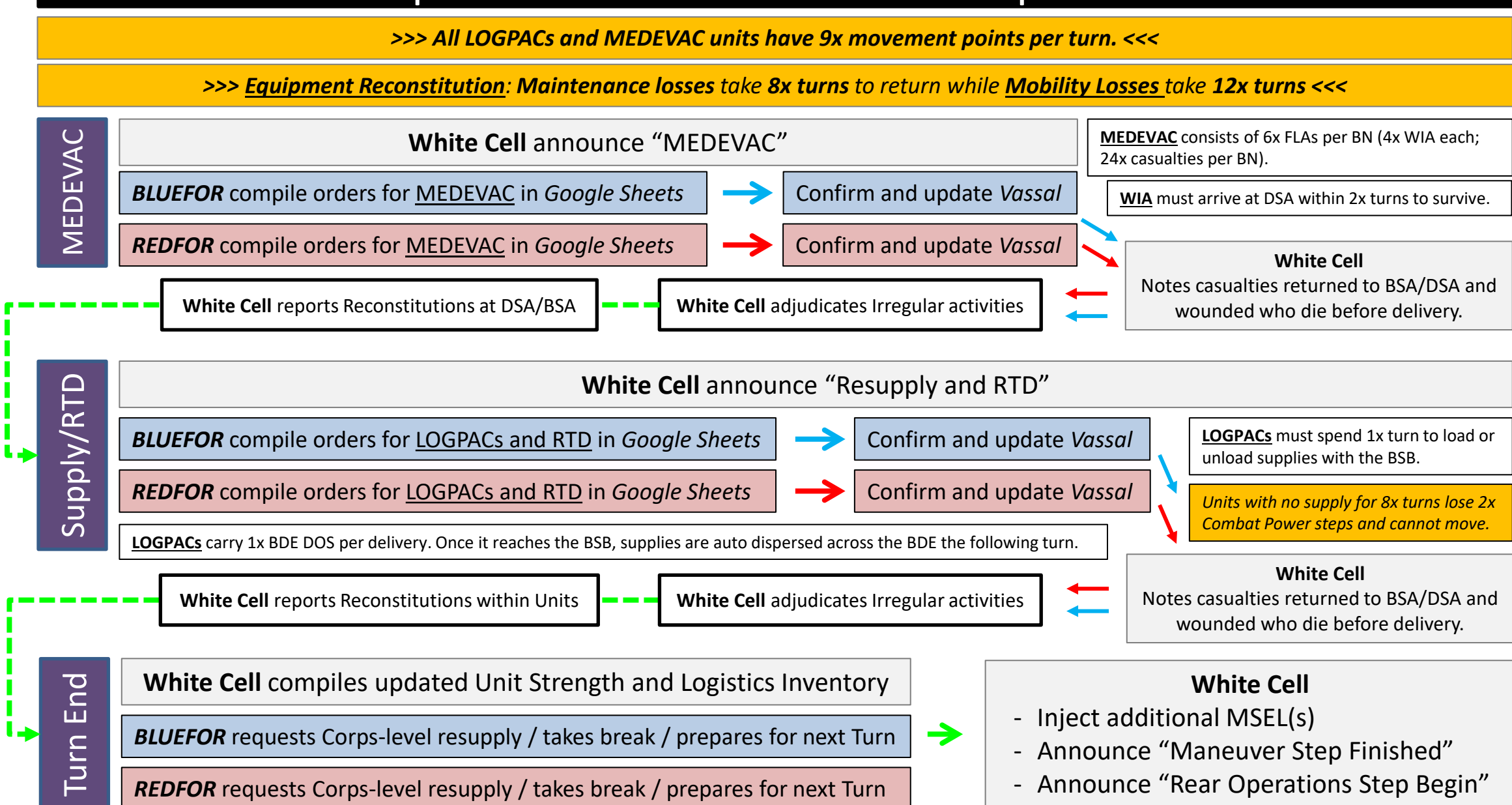
### Step-b-d: Lethal Fires



### Step-4: Maneuver



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



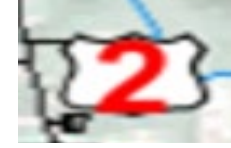


# Landpower DIV Combat Charts



**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.



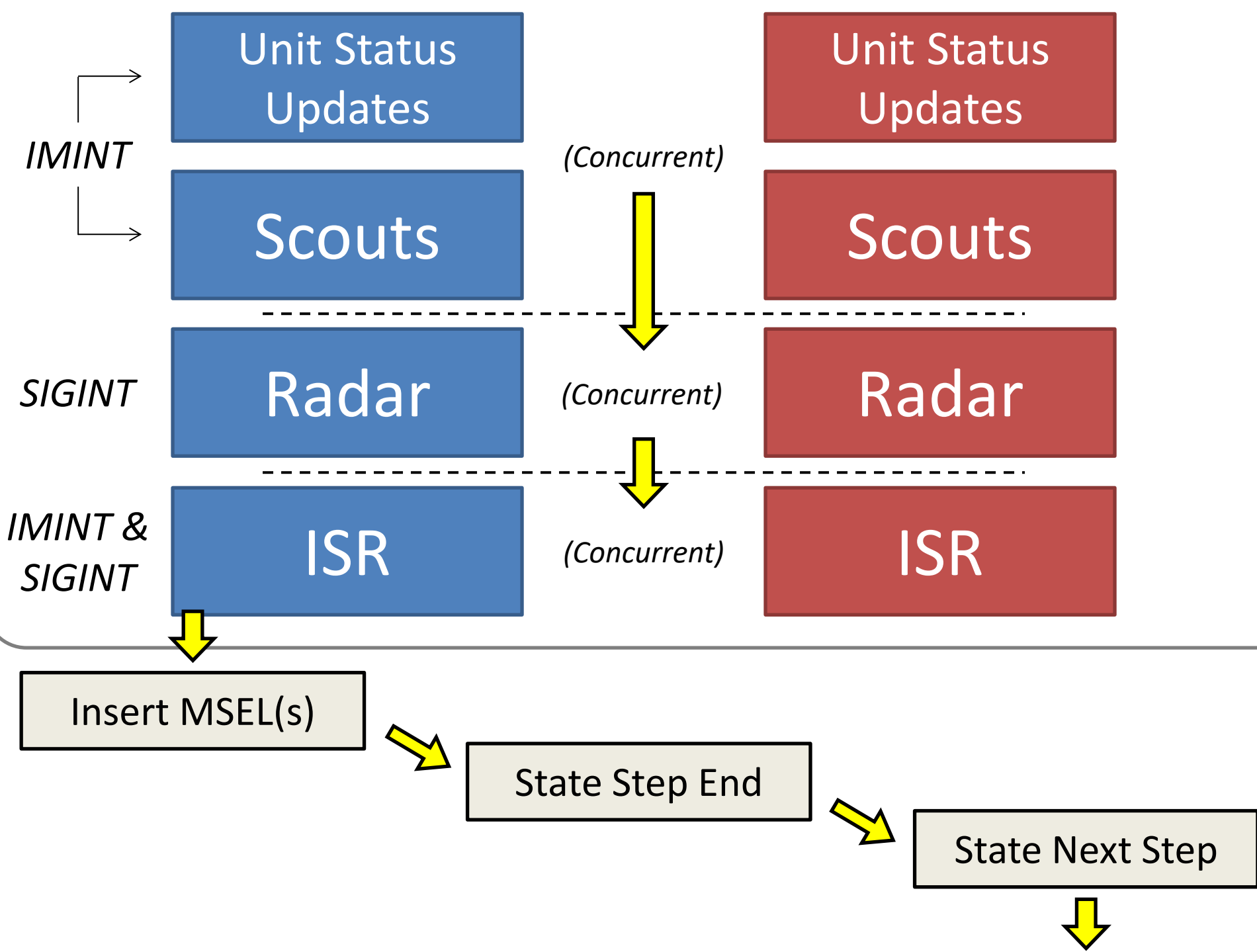
(2) A unit moving through a hexagon with a terrain restriction label of two (2) will have its movement reduced by one hexagon



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

## Turn Sequence

### Step-1: Intel Collection

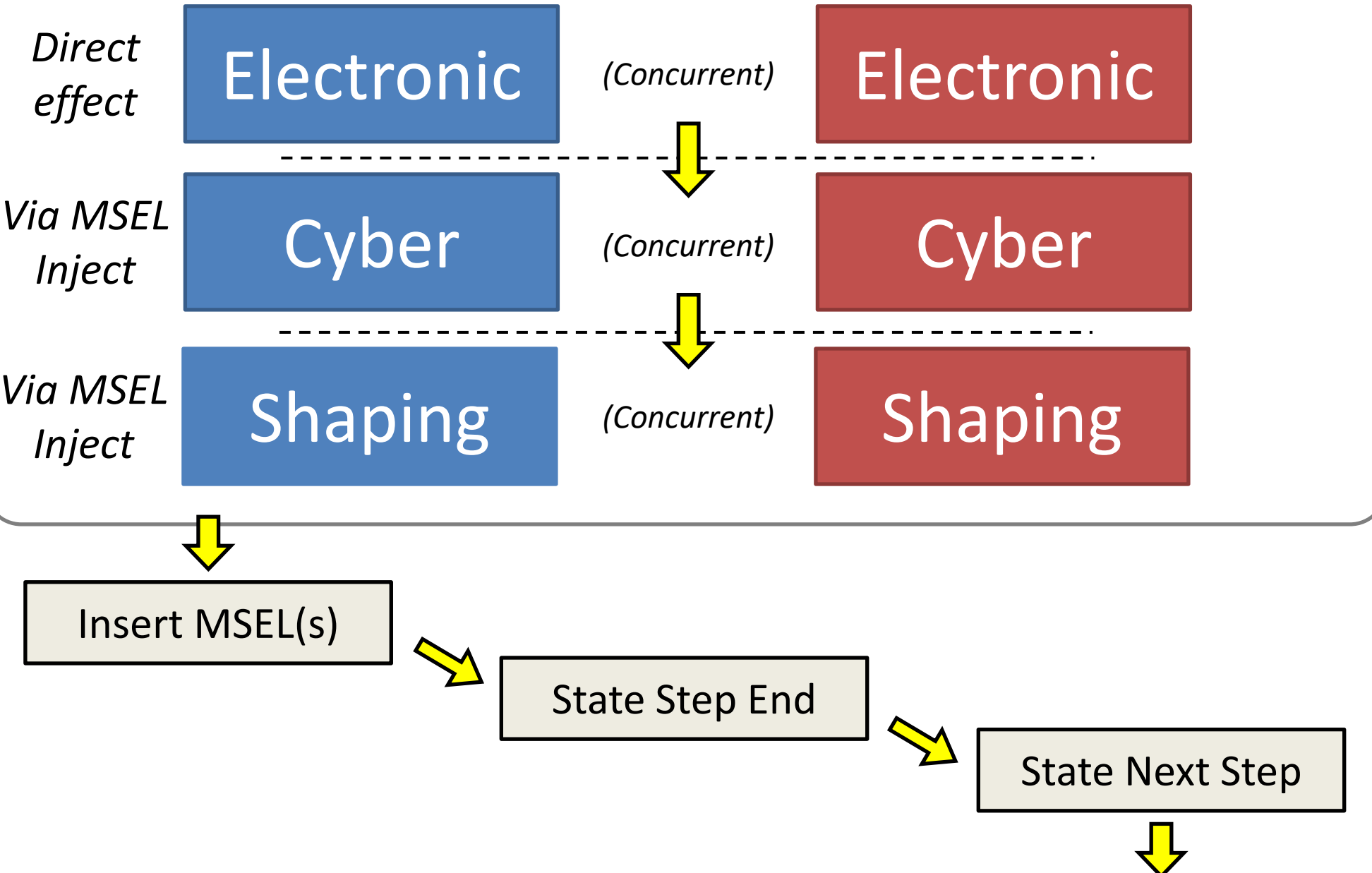


## Detailed Explanation

### Step-1: Intel Collection

EW		Die	ADA UNIT (UAS)	IMINT		SIGINT	
0	Jam Radar	0	UAS Destroyed	0	100%	0	All HQ
1		1	UAS Destroyed	1		1	
2		2	UAS Destroyed	2		2	DIV HQ
3		3	UAS Destroyed	3	75%	3	
4		4	UAS Destroyed	4		4	BDE HQ
5	No Effects	5	UAS Destroyed	5		5	
6		6	NE	6	50%	6	BN HQ
7		7	NE	7		7	
8		8	NE	8		8	
9		9	NE	9	25%	9	None

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

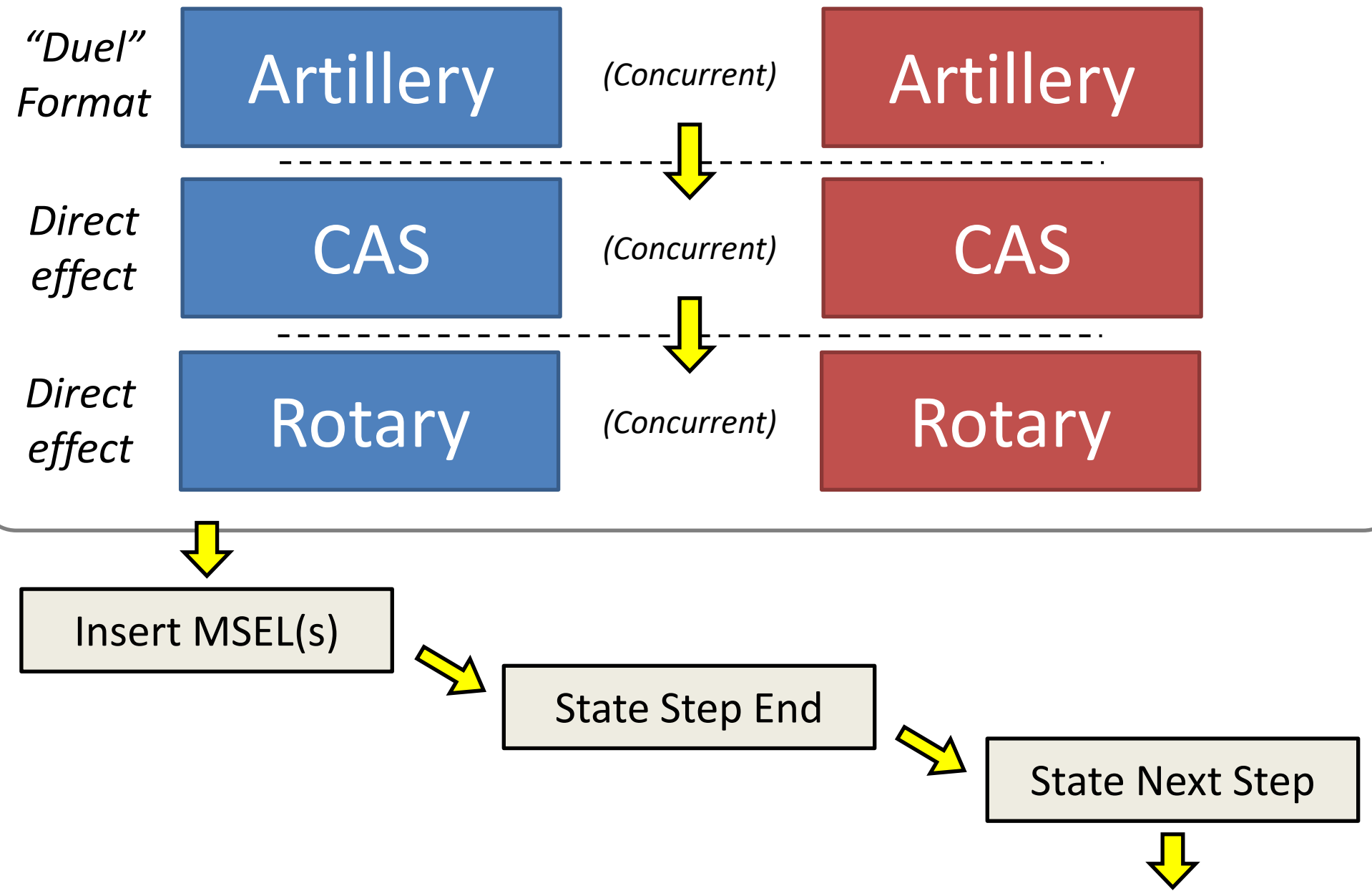


### Step-2a: Non-Lethal Fires

EW		Cyber	
0	Jam Radar	0	Suppress HQ
1		1	
2		2	
3		3	
4		4	
5	No Effects	5	No Effects
6		6	
7		7	
8		8	
9		9	

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

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



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

Artillery Table		
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

#### Counter Fire Radar

0,1,2,3,4,5,6	Radar is ON
7,8,9	Radar is OFF

DCA Table	
Die Roll	DCA
0	FE
1	FE
2	FE
3	50%
4	50%
5	25%
6	25%
7	25%
8	NE

**Attack Helo Definitions**  
FE - DCA fully effective - no enemy AC reach target  
50% - 50% of enemy aircraft still able to reach target  
25% - 25% of enemy aircraft still able to reach target  
NE - No effect

EW	
0	Jam Radar
1	
2	
3	
4	
5	No Effects
6	
7	
8	
9	

ADA Table		
Die Roll	ADA MANPAD (Attack Helicopters)	ADA UNIT (Fixed Wing)
0	2 PLW	75% Sorties Lost
1	2 PLW	50% Sorties Lost
2	1 PLW	50% Sorties Lost
3	1 PLW	25% Sorties Lost
4	1 PL	25% Sorties Lost
5	1 PL	25% Sorties Lost
6	NE	25% Sorties Lost
7	NE	NE
8	NE	NE
9	NE	NE

**MANPAD/ADA Unit Definitions**  
1 PL - Air Asset loses 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

Die	ADA MANPAD (Attack Helicopters)	ADA UNIT (Fixed Wing)	ADA UNIT (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 Sortie Lost	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 loses 1 combat power point  
1 PLW - Air asset loses 1 combat power point and withdraws  
2 PLW - Air asset loses 2 combat power point and withdraws  
NE - No effects

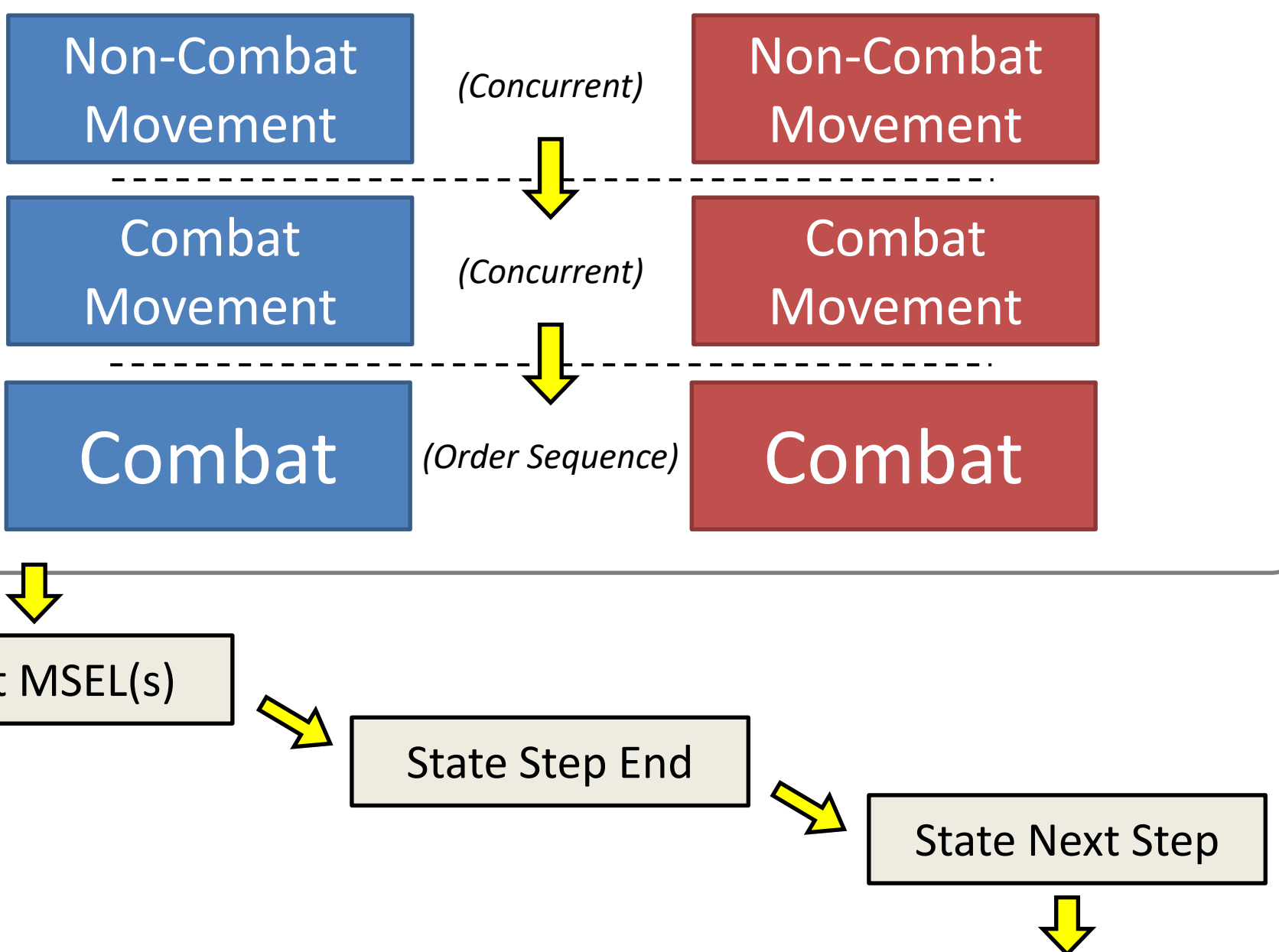
**ADA Unit Definitions**  
NE - No effects

#### Attack Helicopters Deep Table

Die	AW (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 loses 2 combat power points  
1 PL - Target loses 1 combat power point  
SUP-1 - Target is suppressed and loses 1 combat power point  
NE - No effects

### Step-3: Maneuver



### Step-3: Maneuver

#### 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-3PL, A-PL	D-3PL, A-PL	DE	DE
2	B-PL	B-PL	D-2PL, A-2PL	D-2PL, A-2PL	D-2PL, A-2PL	D-2PL, A-2PL	D-3PL, A-PL	D-3PL, A-PL	DE
3	D-PLA-2PL	B-PL	B-PL	B-PL	D-2PL, A-2PL	B-PL	D-2PL, A-PL	D-3PL, A-PL	D-3PL, A-PL
4	D-PLA-2PL	D-PLA-2PL	B-PL	B-PL	B-PL	B-PL	D-2PL, A-PL	D-2PL, A-PL	D-3PL, A-PL
5	D-PLA-3PL	D-PLA-2PL	B-PL	B-PL	B-PL	B-PL	D-2PL, A-PL	D-2PL, A-PL	D-3PL, A-PL
6	D-PLA-3PL	D-PLA-3PL	D-PLA-2PL	D-PLA-2PL	B-PL	B-PL	B-PL	B-PL	D-2PL, A-PL
7	AE	D-PLA-3PL	D-PLA-2PL	D-PLA-2PL	D-PLA-2PL	D-2PLA-2PL	D-2PL	B-PL	B-PL
8	AE	AE	D-PLA-3PL	D-PLA-2PL	D-PLA-2PL	D-2PLA-2PL	D-2PLA-2PL	B-PL	B-PL
9	AE	AE	AE	D-PLA-3PL	D-PLA-3PL	D-PLA-3PL	D-PLA-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

Defender in Deliberate Defense

Attacker conducting opposed river crossing = 2 column shifts to left

Attacker in Deliberate Offense = 1 column shift to right

Attacker in Deliberate Offense vs. Defender in Deliberate Defense = no column shift

#### SPF Attack

0,1,2,3,4	Infrastructure Destroyed
5,6,7,8,9	Attack Failed

## Step-4 & 5: Rear & Sust OPNS