Annex A NATO Weapon Cards

Some additional cards have been added by the author

Chieftain V MBT (Main Battle Tank)

M60A3 MBT (American)

T80 MBT

British Infantry Section (which is better than the American/ Canadian version due to the training provided by the Northern Ireland Street Fighting School).

It is straightforward to generate more cards for other weapons systems not included by comparing their performance with those included with there rules.

The probabilities represent the effect of two minutes firing. A probability that the author would challenge is the firing against helicopters. Moving helicopters are harder to bring down as shown in Iraq and Afghanistan than the probabilities in these rules indicate. An estimate would be 25% of the percentages stated in the weapon cards.

Leopard C1 Tank 1980

		At ranges upto… ranges in metres												
		50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
	T80	40	70	70	70	70	70	50	40	30	20	10	Modified by	
	T72	50	80	80	80	80	80	60	50	40	30	20	-10	suppressed
	T62	50	80	80	80	80	80	70	60	50	40	20	-10	Fire on move
	Other vehs	50	80	80	80	80	80	70	60	40	30	20		Hull down AFV
	inf dug in	20	30	30	30	30	30	20	10	0	0	0		Mvd 400m
	Inf in bldgs	25	35	35	35	35	35	25	15	5	0	0		Obscured
	Inf halted	30	40	40	40	40	40	30	20	10	0	0		Concealed
	Inf moving	40	50	50	50	50	50	40	30	20	10	10		
	helo	40	40	40	40	40	40	30	20	10	10	5		

Movement

		Obstacles	-100	If suppressed	* ½
Road	1000m	Turn 90°	-100	If fire from short halt	* ½
Cross-country	600				
Bad going/ reverse	200				

TOW Missiles System on M113 A1 APC

		At ranges upto… ranges in metres												
		50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
	T80	0	10	10	10	20	20	20	20	15	10	-	Modified by	
	T72	0	20	20	20	30	30	30	30	25	20	-	-10	suppressed
	T62	0	40	40	40	50	50	50	50	45	40	-	-10	Fire on move
	Other vehs	40	60	60	60	70	70	70	70	60	50	-		Hull down AFV
	inf dug in	10	10	20	10	10	0	0	-	-	-	-		Mvd 400m
	Inf in bldgs	15	25	25	15	15	5	5	5	5	5	-		Obscured
	Inf halted	20	30	30	20	20	10	0	-	-	-	-		Concealed
	Inf moving	30	40	40	30	20	10	19	-	-	-	-		
	helo	40	40	40	40	40	40	30	30	30	20			

Movement

		Obstacles	-100	If suppressed	* ½
Road	800m	Turn 90°	-100	If fire from short halt	* ½
Cross-country	400				
Bad going/ reverse	100				

Grizzley APC (vehicle and weapon only) (*obscure recce vehicle)*

		At ranges upto… ranges in metres												
		50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
	T80	0	0	0	0	0	0	0	0				Modified by	
	T72/62	0	0	0	0	0	0	0	0				-10	suppressed
	BMP	40	30	20	10	0	0	0	0				-20	Fire on move
	Other vehs	40	70	50	20	10	0	0	0				-10	Hull down AFV
	inf dug in	10	20	20	20	10	0	0	0					Mvd 400m
	Inf in bldgs	15	25	25	25	15	15	5	0					Obscured
	Inf halted	20	30	30	30	30	30	20	10					Concealed
	Inf moving	30	40	40	40	40	40	30	20					
	helo	10	10	40	40	40	40	30	20					

Movement

		Obstacles	-200	If suppressed	* ½
Road	1000m	Turn 90°	-100	If fire from short halt	* ½
Cross-country	400				
Bad going/ reverse	100				

M113 A1 APC (Veh and Crew)

		At ranges upto… ranges in metres												
		50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
	T80	0	0	0	0	0	0	0					Modified by	
	T72/62	0	0	0	0	0	0	0					-30	suppressed
	BMP	40	30	20	10	0	0	0					-20	Fire on move
	Other vehs	40	70	50	20	10	0	0					-10	Hull down AFV
	inf dug in	10	20	20	10	10	0	0						Mvd 400m
	Inf in bldgs	15	25	25	15	15	5	0						Obscured
	Inf halted	20	30	30	20	20	10	0						Concealed
	Inf moving	30	40	40	30	30	20	10						
	helo	40	40	40	40	40	40	20						

Movement

		Obstacles	-100	If suppressed	* ½
Road	800	Turn 90°	-100	If fire from short halt	* ½
Cross-country	400				
Bad going/ reverse	100				

60mm Mortar

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
AFVs	-	0	0	0	0							Modified by	
												-20	suppressed
												NA	Fire on move
Other vehs	-	20	10	5	0							-10	Hull down AFV
inf dug in	0	10	5	5	0								Mvd 400m
Inf in bldgs	5	15	10	10	5								Obscured
Inf halted	5	20	15	15	5								Concealed
Inf moving	10	30	20	20	10								
helo	0	0	0										

Movement
Road
Cross-country
Bad going/ reverse

Obstacles
Turn 90°

If suppressed * ½
If fire from short halt * ½

Canadian Infantry Section *(use for American Regular section)*

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
T80	10	0	-5	-15								Modified by	
T72	40	30	10	0								-30	suppressed
T62	40	30	10	0								30	Fire on move
Other vehs	50	40	20	0								-10	Hull down AFV
inf dug in	50	20	10	5									Mvd 400m
Inf in bldgs	60	25	15	5	0								Obscured
Inf halted	70	30	20	10	0								Concealed
Inf moving	80	50	30	20	0								
helo	5	5	5	0	0								

Movement
Road 150
Cross-country 100
Bad going/ reverse 100

Obstacles -100
Turn 90° NA

If suppressed No effect
If fire from short halt * ½

MILAN MAW (Medium Anti-tank Weapon) *also used by UK*

		At ranges upto… ranges in metres												
		50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
	T80		10	10	20	20	20	20	20				Modified by	
	T72		20	20	20	30	30	30	30				- 20	suppressed
													NA	Fire on move
	Other vehs		40	40	40	50	50	50	50				-5	Hull down AFV
	inf dug in		0	0	0									Mvd 400m
	Inf in bldgs		0	5	5	5	5	5	5					Obscured
	Inf halted		0	0	0									Concealed
	Inf moving		0	0	0									
	helo		0	20	20	20	30	30	30					

Movement		Obstacles	-100	If suppressed	No effect
Road	150	Turn 90°	NA	If fire from short halt	* ½
Cross-country	100				
Bad going/ reverse	100				

Notes: range is actually 1850m exactly as the control wire ran out. Modify % to hit inf dug in by +30% in light of Falkland Wars experience.

Carl Gustav LAW *(also known as the 84 in UK, who classified it as a MAW)*

		At ranges upto… ranges in metres												
		50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
	T80	20	20	10	0								Modified by	
	T72	40	40	30	20	10							-20	suppressed
	T62	40	40	30	20	10							-30	Fire on move
	Other vehs	70	70	60	30	10								Hull down AFV
	inf dug in	10	10	10	0	0								Mvd 400m
	Inf in bldgs	15	15	15	10	5							-10	Obscured
	Inf halted	20	20	20	10	10								Concealed
	Inf moving	30	30	30	20	20								
	helo	20	20	20	10	0								

Movement		Obstacles	-100	If suppressed	No effect
Road	150m	Turn 90°	NA	If fire from short halt	* ½
Cross-country	100				
Bad going/ reverse	100				

GPMG Tripod Mounted *2 man machine gun*

		At ranges upto… ranges in metres												
		50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
	T80	0	0	0	0	0	0						Modified by	
	T72	0	0	0	0	0	0						-20	suppressed
	T62	0	0	0	0	0	0						NA	Fire on move
	Other vehs	40	50	50	40	30	20						-10	Hull down AFV
	inf dug in	10	20	20	10	5	0							Mvd 400m
	Inf in bldgs	15	25	25	15	10	5							Obscured
	Inf halted	20	30	30	20	15	10							Concealed
	Inf moving	30	40	40	30	20	15							
	helo	10	20	20	10	5	5							

Movement		Obstacles	-100	If suppressed	No effect
Road	150	Turn 90°	NA	If fire from short halt	* ½
Cross-country	100				
Bad going/ reverse	100				

HMG On Tripod *e.g. Browning Machine Gun*

		At ranges upto… ranges in metres												
		50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
	T80	0	0	0	0	0	0	0	0				Modified by	
	T72	0	0	0	0	0	0	0	0				-20	suppressed
	T62	0	0	0	0	0	0	0	0				NA	Fire on move
	Other vehs	40	70	50	20	10	0	0	0				-10	Hull down AFV
	inf dug in	10	20	20	20	10	10	0	0					Mvd 400m
	Inf in bldgs	15	25	25	25	15	15	5	0					Obscured
	Inf halted	20	30	30	30	20	20	10	5					Concealed
	Inf moving	30	40	40	40	30	30	20	10					
	helo	10	10	40	40	40	40	2-	10					

Movement		Obstacles	-100	If suppressed	No effect
Road	150	Turn 90°	NA	If fire from short halt	* ½
Cross-country	100				
Bad going/ reverse	100				

Gepard *(Tracked anti-aircraft gun similar to ZSU)*

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
T80	0	0	0	0	0	0	0	0				Modified by	
T72/ 62	0	0	0	0	0	0	0	0				-10	suppressed
T62	0	0	0	0	0	0	0	0				-10	Fire on move
Other vehs	60	70	70	70	60	60	50	30	10	0		-10	Hull down AFV
inf dug in	10	20	20	20	20	10	10	5	0	0			Mvd 400m
Inf in bldgs	15	25	25	25	25	15	15	10	5	0			Obscured
Inf halted	20	30	30	30	30	20	20	15	10	0			Concealed
Inf moving	30	40	40	40	40	30	30	20	20	10			
helo	50	50	50	50	50	50	50	50	50	50	40		

Movement

		Obstacles	-100	If suppressed	* ½
Road	1000m	Turn 90°	-100	If fire from short halt	* ½
Cross-country	600				
Bad going/ reverse	200				

Blowpipe and M113 A1 APC *AA missile vehicle mounted*

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
T80	0	0	0	0	0	0	0					Modified by	
T72/62	0	0	0	0	0	0	0					-20	suppressed
BMP	40	30	20	10	0	0	0					Na	Fire on move
Other vehs	40	70	50	20	10	0	0					-10	Hull down AFV
inf dug in	10	20	20	10	10	0	0						Mvd 400m
Inf in bldgs	15	25	25	15	15	5	0						Obscured
Inf halted	20	30	30	20	20	10	0						Concealed
Inf moving	30	40	40	30	30	20	10						
helo	40	40	40	40	40	40	40	40	40	40			

Movement

		Obstacles	-100	If suppressed	* ½
Road	800	Turn 90°	-100	If fire from short halt	* ½
Cross-country	400				
Bad going/ reverse	100				

LYNX CRV *Command and Reconnaissance Vehicle*

		At ranges upto… ranges in metres												
		50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
	T80	10	0										Modified by	
	T72	20	10	0	0	0	0	0	0				-20	suppressed
	T62	20	10	0	0	0	0	0	0				-20	Fire on move
	Other vehs	40	70	50	30	0	0	0	0				-10	Hull down AFV
	inf dug in	10	20	20	20	20	10	0	0					Mvd 400m
	Inf in bldgs	15	25	25	25	25	15	0	0					Obscured
	Inf halted	20	30	30	30	30	20	5	0					Concealed
	Inf moving	30	40	40	40	40	30	10	5					
	helo	40	40	40	40	40	40	20	10					

Movement

Road	800	Obstacles	-100	If suppressed	* ½
Cross-country	400	Turn 90°	-100	If fire from short halt	* ½
Bad going/ reverse	100				

Canadian Artillery Data Card

Mission Approval		Fire for Effect		
Random num (–10 if requesting FPF)	Firing	Task	Delay	Accuracy
1-20	3 Btys	Predicted:		
21-40	2 Byts	From target list	1 round	Use random
41-80	1 Bty	List	2 rounds	Use random
81-00	NIL	Adjusted:		
		By FOO	3 rounds	-30 from random
		Other	4 rounds	-20 from random
		Recorded	1 round	Accurate
		Shift MPI of FFE upto 500m	1 round	Accurate

FPF = Final Protective Fire is pre-planned last defence where a position calls down artillery very close to or actually on its position.
MPI = Mean Point of aim (centre of where artillery hits)

Effects of Fire		Resolve Separately for each firing Bty						
		PK % for each element in beaten zone (+20% to neutralise)						
		Tank	APC	Other veh	Inf Dug in	Inf halted	Inf Moving	Inf in Bldgs
Ammo	155mm HE	1	2	20	3	5	10	3
	M483 ICM	2	3	30	10	25	35	5
	81mm Mortar	0	0	20	5	15	20	2

+20% to neutralise

All elements in the beaten zone are suppressed

M60A3 Main Battle Tank Weapon Card *American tank 1979-1992*

		At ranges upto… ranges in metres												
		50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
	T80	40	70	70	70	70	70	50	40	30	20	10	Modified by	
	T72	50	80	80	80	80	80	60	50	40	30	20	-10	suppressed
	T62	50	80	80	80	80	80	70	60	50	40	20	-10	Fire on move
	Other vehs	50	80	80	80	80	80	70	60	40	30	20	-10	Hull down AFV
	inf dug in	20	30	30	30	30	30	20	10	0	0	0		Mvd 400m
	Inf in bldgs	25	35	35	35	35	35	25	15	5	0	0		Obscured
	Inf halted	30	40	40	40	40	40	30	20	10	0	0		Concealed
	Inf moving	40	50	50	50	50	50	40	30	20	10	10		
	helo	40	40	40	40	40	40	30	20	10	10	5		

Movement

Road	800
Cross-country	400
Bad going/ reverse	100

Obstacles	-100
Turn 90°+	-100

If suppressed	* ½
If fire from short halt	* ½

Chieftain Tank V Weapon Card

(1974-83 probably most formidable tank of its time, just slower than most)

Blank NATO Weapon Card

		At ranges upto… ranges in metres												
		50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
	T80												Modified by	
	T72													suppressed
	T62													Fire on move
	Other vehs													Hull down AFV
	inf dug in													Mvd 400m
	Inf in bldgs													Obscured
	Inf halted													Concealed
	Inf moving													
	helo													

Movement
Road
Cross-country
Bad going/ reverse

Obstacles
Turn 90°+

If suppressed * ½
If fire from short halt * ½

Blank NATO Weapon Card

		At ranges upto… ranges in metres												
		50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
	T80												Modified by	
	T72													suppressed
	T62													Fire on move
	Other vehs													Hull down AFV
	inf dug in													Mvd 400m
	Inf in bldgs													Obscured
	Inf halted													Concealed
	Inf moving													
	helo													

Movement
Road
Cross-country
Bad going/ reverse

Obstacles
Turn 90°+

If suppressed * ½
If fire from short halt * ½

Annex B WARSAW Pact Weapons Cards

T80 WARSAW PACT Weapon Card *(1978-88. better armour than T72)*

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
Chieftain	50	60	60	60	50	50	40	30	10			Modified by	
M60A3	50	70	70	70	70	70	60	50	30	10		-10	suppressed
Leopard	50	80	80	80	80	80	70	60	40	20		-20	Fire on move
Other vehs	50	80	80	80	80	80	75	70	50	30		-10	Hull down AFV
inf dug in	10	30	30	30	30	30	20	10	0				Mvd 400m
Inf in bldgs	15	35	35	35	35	35	25	15	5	0			Obscured
Inf halted	20	40	40	40	40	40	40	20	10	0			Concealed
Inf moving	30	50	50	50	50	50	40	30	10	5			
helo	40	40	40	40	40	40	30	20	10	0			

Movement

Road	1000
Cross-country	600
Bad going/ reverse	200

Obstacles	-100
Turn 90°+	-100

If suppressed	* ½
If fire from short halt	* ½

T72 WARSAW PACT Weapon Card

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
Chieftain	50	60	60	60	50	50	40	30	10			Modified by	
M60A3	50	70	70	70	70	70	60	50	30	10		-10	suppressed
Leopard	50	80	80	80	80	80	70	60	40	20		-20	Fire on move
Other vehs	50	80	80	80	80	80	75	70	50	30		-10	Hull down AFV
inf dug in	10	30	30	30	30	30	20	10	0				Mvd 400m
Inf in bldgs	15	35	35	35	35	35	25	15	5	0			Obscured
Inf halted	20	40	40	40	40	40	40	20	10	0			Concealed
Inf moving	30	50	50	50	50	50	40	30	10	5			
helo	40	40	40	40	40	40	30	20	10	0			

Movement

Road	1000
Cross-country	600
Bad going/ reverse	200

Obstacles	-100
Turn 90°+	-100

If suppressed	* ½
If fire from short halt	* ½

T62 WARSAW PACT Weapon Card

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
Chieftain	50	60	60	60	50	50	30	0	0			Modified by	
M60A3	50	70	70	70	70	70	50	10	0			-10	suppressed
Leopard	50	80	80	80	80	80	60	20	10			-20	Fire on move
Other vehs	50	80	80	80	800	80	60	30	10			-10	Hull down AFV
inf dug in	10	20	20	20	20	20	10	0	0				Mvd 400m
Inf in bldgs	15	25	25	25	25	25	15	5	0				Obscured
Inf halted	20	30	30	30	30	30	20	5	0				Concealed
Inf moving	30	40	40	40	40	40	30	10	0				
helo	40	40	40	40	40	40	10	0					

Movement

Road	800	Obstacles	-100	If suppressed	* ½
Cross-country	400	Turn 90°+	-100	If fire from short halt	* ½
Bad going/ reverse	100				

BTR 60 PB APC (veh + crew only) WARSAW PACT Weapon Card

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
Chieftain	0	0	0	0	0	0	0	0				Modified by	
Abram	0	0	0	0	0	0	0	0				-10	suppressed
Leopard	0	0	0	0	0	0	0	0				-20	Fire on move
Other vehs	60	80	80	70	30	10	0	0				-10	Hull down AFV
inf dug in	10	20	20	20	20	10	0	0					Mvd 400m
Inf in bldgs	15	25	25	25	25	15	0	0					Obscured
Inf halted	20	30	30	30	30	20	5	0					Concealed
Inf moving	30	40	40	40	40	30	10	5					
helo	40	40	40	40	40	40	20	10					

Movement

Road	1000	Obstacles	-200	If suppressed	* ½
Cross-country	400	Turn 90°+	-100	If fire from short halt	* ½
Bad going/ reverse	100				

BMP APC (Veh + crew only) WARSAW PACT Weapon Card

73mm gun/ SAGGER ATGM may only fire with gun on move- use gun for less than 1000m range

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
Chieftain	20	30	40	20	20	0/30	20	20	10	0		Modified by	
M60A3	20	30	40	20	20	0/40	30	20	10	0		-10	suppressed
Leopard	20	40	40	30	20	10/40	40	30	20	10		-20	Fire on move
Other vehs	40	60	60	40	30	10/50	50	40	20	10		-10	Hull down AFV
inf dug in	10	20	20	20	20	10	0						Mvd 400m
Inf in bldgs	15	25	25	25	25	15	5/0	0	0	0			Obscured
Inf halted	20	30	30	30	30	20	10						Concealed
Inf moving	30	40	40	40	40	30	10						
helo	10	40	40	40	40	30/20	20	20	10	10			

Movement

Road	800
Cross-country	400
Bad going/ reverse	199

Obstacles	-100	If suppressed	* ½
Turn 90°+	-100	If fire from short halt	* ½

Soviet Infantry Section WARSAW PACT Weapon Card

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
Chieftain	30	20	10	0								Modified by	
M60A3	30	30	20	10								-10	suppressed
Leopard	40	30	30	20								-20	Fire on move
Other vehs	50	40	40	30								-10	Hull down AFV
inf dug in	50	20	10	0									Mvd 400m
Inf in bldgs	60	30	20	5	0								Obscured
Inf halted	70	40	30	5	0								Concealed
Inf moving	80	80	40	10	0								
helo	5	5	5	0	0								

Movement

Road	150
Cross-country	100
Bad going/ reverse	100

Obstacles	-100	If suppressed	No Effect
Turn 90°+	NA	If fire from short halt	* ½

SPIGOT (AT-4) Man-portable ATGW WARSAW PACT Weapon Card

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
Chieftain		20	20	20	20	20	20	20				Modified by	
M60A3		20	20	20	20	20	20	20				-10	suppressed
Leopard		30	30	30	30	40	40	40				-20	Fire on move
Other vehs		40	40	40	50	50	50	50				-10	Hull down AFV
inf dug in	0	0	0										Mvd 400m
Inf in bldgs	0	5	5	5	5	5	5	5					Obscured
Inf halted	0	0	0										Concealed
Inf moving	10	5	0										
helo	0	20	20	20	30	30	30	30					

Movement

Road	150	Obstacles	-100	If suppressed	No effect
Cross-country	100	Turn 90°+	NA	If fire from short halt	No effect
Bad going/ reverse	100				

BRDM-2 Scout Car WARSAW PACT Weapon Card

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
Chieftain	0	0	0	0	0	0						Modified by	
M60A3	0	0	0	0	0	0						-10	suppressed
Leopard	0	0	0	0	0	0	0	0				-20	Fire on move
Other vehs	60	80	80	70	30	10	0	0				-10	Hull down AFV
inf dug in	10	20	20	20	20	10	0	0					Mvd 400m
Inf in bldgs	15	25	25	25	25	15	0	0					Obscured
Inf halted	20	30	30	30	30	20	5	0					Concealed
Inf moving	30	40	40	40	40	30	10	5					
helo	40	40	40	40	40	40	20	10					

Movement

Road	1000	Obstacles	-200	If suppressed	* ½
Cross-country	300	Turn 90°+	-100	If fire from short halt	* ½
Bad going/ reverse	100				

SPANDREL (AT-5) ATGM on BRDM 2 WARSAW PACT Weapon Card

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
Chieftain		20	20	20	30	30	30	30	30	20		Modified by	
M60A3		30	30	30	40	40	40	40	40	40		-10	suppressed
Leopard		40	40	40	50	50	50	50	50	40		NA	Fire on move
Other vehs		50	50	50	60	60	60	60	60	50		-5	Hull down AFV
inf dug in	0	5	5	5	5	5	5	5	5	5			Mvd 400m
Inf in bldgs	0	0	0										Obscured
Inf halted	0	0	0										Concealed
Inf moving	0	0	0										
helo	0	30	30	30	30	30	30	30	30	20			

Movement

Road	1000
Cross-country	300
Bad going/ reverse	100

Obstacles	-200
Turn 90°+	-100

If suppressed	* ½
If fire from short halt	* ½

ZSU 23-4 AA Gun WARSAW PACT Weapon Card

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
Chieftain	0	0	0	0	0	0	0	0				Modified by	
M60A3	0	0	0	0	0	0	0	0				-10	suppressed
Leopard	0	0	0	0	0	0	0	0				-20	Fire on move
Other vehs	50	70	70	70	70	60	40	20	0			-10	Hull down AFV
inf dug in	10	30	30	30	30	20	20	10	0				Mvd 400m
Inf in bldgs	15	35	35	35	35	25	25	15	5				Obscured
Inf halted	20	40	40	40	40	30	30	20	10				Concealed
Inf moving	30	50	50	50	50	40	40	30	20				
helo	50	50	50	50	50	50	50	50	50	40			

Movement

Road	800
Cross-country	400
Bad going/ reverse	100

Obstacles	-100
Turn 90°+	-100

If suppressed	* ½
If fire from short halt	* ½

WARSAW PACT Artillery Data Card

Note that the WARSAW Pact fired with battalions of guns, not individual batteries. A single multiple rocket attack (MRL) is available one predicted task per game upon request.

Mission Approval		**Fire for Effect**		
Random num (–10 if requesting FPF)	Firing	Task	Delay	Accuracy
1-20	3 Bns	Predicted:		
21-40	2 Bns	By FOO	2 rounds	Use random
41-80	1 Bn	Other	5 rounds	+ 20 to random
81-00	NIL	Adjusted (by FOO only):	4 rounds	- 20 from random
		Recorded	2 rounds	Accurate
		Shift MPI of FFE upto 500m	2 rounds	Accurate

FPF = Final Protective Fire is pre-planned last defence where a position calls down artillery very close to or actually on its position.

MPI = Mean Point of aim (centre of where artillery hits)

Effects of Fire		Resolve Separately for each firing Bty						
		PK % for each element in beaten zone (+20% to neutralise)						
		Tank	APC	Other veh	Inf Dug in	Inf halted	Inf Moving	Inf in Bldgs
Ammo	122mm HOW	2	5	20	5	15	20	3
	120 mm mortar	2	3	15	15	20	25	10
	122mm rocket	3	10	30	5	15	20	3

+20% to neutralise

All elements in the beaten zone are suppressed

Blank WARSAW PACT Weapon Card

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
Chieftain												Modified by	
M60A3												-10	suppressed
Leopard												-20	Fire on move
Other vehs												-10	Hull down AFV
inf dug in													Mvd 400m
Inf in bldgs													Obscured
Inf halted													Concealed
Inf moving													
helo													

Movement
Road
Cross-country
Bad going/ reverse

Obstacles
Turn 90°+

If suppressed * ½
If fire from short halt * ½

Blank WARSAW PACT Weapon Card

	At ranges upto… ranges in metres												
	50	100	250	500	750	1000	1500	2000	2500	3000	4000	Kill % + 20% for suppression	
Chieftain												Modified by	
M60A3												-10	suppressed
Leopard												-20	Fire on move
Other vehs												-10	Hull down AFV
inf dug in													Mvd 400m
Inf in bldgs													Obscured
Inf halted													Concealed
Inf moving													
helo													

Movement
Road
Cross-country
Bad going/ reverse

Obstacles
Turn 90°+

If suppressed * ½
If fire from short halt * ½