

BARTOSZYCE

One of the paths for Russian invasion on Poland from Kaliningrad led through Bartoszyce. 20th mechanized battalion of hetman Wincenty Gosiewski had all means to stop the attack. Unfortunately Russian forces and tactics were unknown.

In this scenario both sides of conflict had taken their ground and advance to battle prepared. Russian 30th armored brigade was ordered to take the Bartoszyce and Lidzbark Warmiński. If successful, brigade would support other units or press with the attack.

Battle of Bartoszyce lasted 24 hours and had great impact on whole front line. If the defenders win, Russians will lose many of their maneuver options.

In this scenario players can modify their starting forces. Players can deploy more troops and loose some of their starting victory points (VP) or remove part of their units to gain starting VP. All details are described below scenario.

Setup:

POLES (fortified):

20 Mech. Brigade

All units from this battalion can be placed anywhere on the map within polish borders.

Reconnaissance comp./9 Reg. Lidzbark

1st Border guard company 3213

2nd Border guard company 1613

3rd Border guard company 1312

Using T-72 tanks does not cost VP

Using PT-91 costs 25 VP

Using Leopard tanks costs 50 VP

RUSIANS:

30th Arm. Brigade or 7th Mechanized Brigade

All units from this brigade can be placed anywhere on the map within Russian borders but not closer than two fields from border.

Using T-72 tanks does not cost VP

Using PT-80 costs 25 VP

Using T-90 tanks costs 50 VP

Support:

Player commanding Russian side can enter map from north side with additional forces of 7th mechanized brigade or 30th arm. brigade by spending 50 VP

Victory Point:

POLACY:

– Instant victory if at 12pm September 18th Bartoszyce and Lidzbark Warmiński are both controlled by Poles.

– For each controlled Bartoszyce field +12 VP

– For each destroyed Russian SP +1 VP

– For not letting Russians to cross the river Łyna + 50 VP

– For each controlled town north from Łyna +2 VP

RUSIANS:

– Instant victory if Bartoszyce and Lidzbark Warmiński are conquered

– For each controlled Bartoszyce field +12 VP

– For each destroyed Polish SP +1 VP

– For crossing Łyna river (south) + 40 VP

– For each controlled town south from Łyna river. +2 VP

UWAGI:

– For each removed unit before the game (from starting deployment) player adds VP equal to unit's SP

AIR:

Rosja: 1 LM, 1 LB, 1 SM

Polacy: 6.00: 0

8.00: 1 x LM, 1 SM

10.00: 2 x LM, 1 SM

12+: 3 x LM, 1 LB.

2 SM

18 IX: 1 x LM, 1 SM

INITIAIVE:

Rosja

SUPPLY:

Rusians: Bagrationowsk

Poles: Bartoszyce. Lidzbark

MINE:

Poles: 2

SPEC UNITS:

Risians: 2

Poles: 1

– Second Russian brigade can be used at any stage of the game.

– Difference in VP define scale of victory

– Battle takes place from 6am September 17th to 12pm 18th September

BASRA

Basra is the second largest city in Iraq. Fast capturing would secure right flank of American forces assaulting Bagdad. Securing civilian airport and remaining bridges over Eufart were also important. Those objects would make deployment of forces on the east side of the river much easier. British strike on Basra was executed by 7th Armored brigade and units from 16th airborne brigade. Those forces were sufficient to defeat Iraqi brigade but if the city would not be taken by one fast assault than unnecessary casualties would be suffered. Deadline of conquering Basra was set to 12pm, but some of Iraq troops were

ready to fight to the last drop of blood. 10th armored brigade had battalion of T-72 tanks which had no chances against Challengers in opened field. However skillfully hidden within the city Iraqi tanks could shoot very effectively. Worth mentioning is also usage of T-55 tanks. Those machines were massacred by British tanks and helicopters from afar. Nevertheless commanders decided to use whole battalion of this tanks. Iraqi casualties were enormous. Basra was conquered despite arrival of additional infantry troops.

Setup:

IRAQI (FORTIFIED):

10th Armored Brigade

All units from this brigade can be placed anywhere on the map (units are fortified)

8th mechanized infantry battalion

Can be deployed when British forces cross Basra Canal.

BRITISH :

7th Armored Brigade, 16th Airborne Brigade

During one stage 60 SP of British forces can enter battlefield. Maximum of British forces – 200 SP

NOTES:

– Battle takes place from 6am July 1st to 12pm July 2nd

AIR:

British: 1 LM, 1 1 SM

INITIATIVE:

British

SUPPLY:

British: 2810, 2821

Iraqi: Basra, 129

MINES:

Iraqi: 1

– British SAS unit can be used at any stage of game.

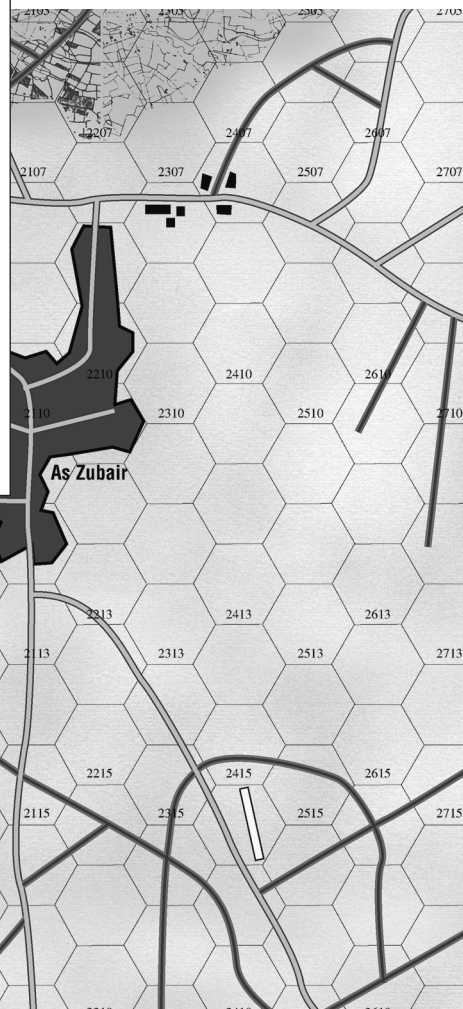
Victory Point:

IRAQI:

- Instant victory if at 12pm July 2nd whole Basra is controlled by Iraqi
- For each controlled city field +4VP
- For each destroyed British SP +1VP
- For not letting British to cross the Basra Canal +30VP
- For each controlled bridge +6VP

BRITISH:

- Instant victory if at 12pm July 2nd whole Basra is controlled by British
- For each controlled city field +4VP
- For each destroyed Iraqi SP +1VP
- For crossing the Basra Canal +30VP
- For each controlled bridge +6VP



CRIMEA

Russian strike on Crimea was very fast and surprising. With almost no resistance all Ukrainian bases were lost together with stashed there equipment. Many of the Ukrainian troops went over to the Russian side, both officers and ordinary soldiers. Ukrainian morale was shattered.

But when Russian forces approached Priekop isthmus first equipped and capable of fighting Ukrainian units stood on their way. Ukrainians fortified their positions and didn't let Russians

through. Russians only used some reconnaissance units to find out how well did Ukrainians fortify themselves.

This scenario allow to play the battle for Priekop isthmus with different means and initiative of both players. Historically Russian forces advanced from south and pushed Ukrainians to the north. Killing all enemy units is possible but we leave such possibility for players consideration.

Setup:

UKRAINE:

1/25 spad. Obiekt 200
2/25 spad. 2002
22 kpiech. Pierekop
200 kspa. 1720
21 kpiech. 1728
23 kpiech. 2625

Reinforcement:

Starting from 8th stage (2pm) 7th PS from 93rd Mechanized Brigade can enter the game. Support can't enter during night.

RUSSIA:

On map:
1, 2, 3, 4 company SPECNAZ,
1, 2, 3 company infantry. (green men)
Reinforcement:
Starting from 5th stage (8am) 14th PS and 7th mechanized battalion can enter the game. Support can't enter during night.

UWAGI:

– Battle takes place from 6am April 1st 2014 to 12pm April 6th

AIR:

1 x Fighter lub 1 x Helicopters
per all day.

INITIATIVE:

Russia

SUPPLY:

Russia – S, Ukraine – N

If Russian units enter Kherson perimeter Ukrainian forces can deploy additional 14 SP of units.

Victory Point:

UKRAINE:

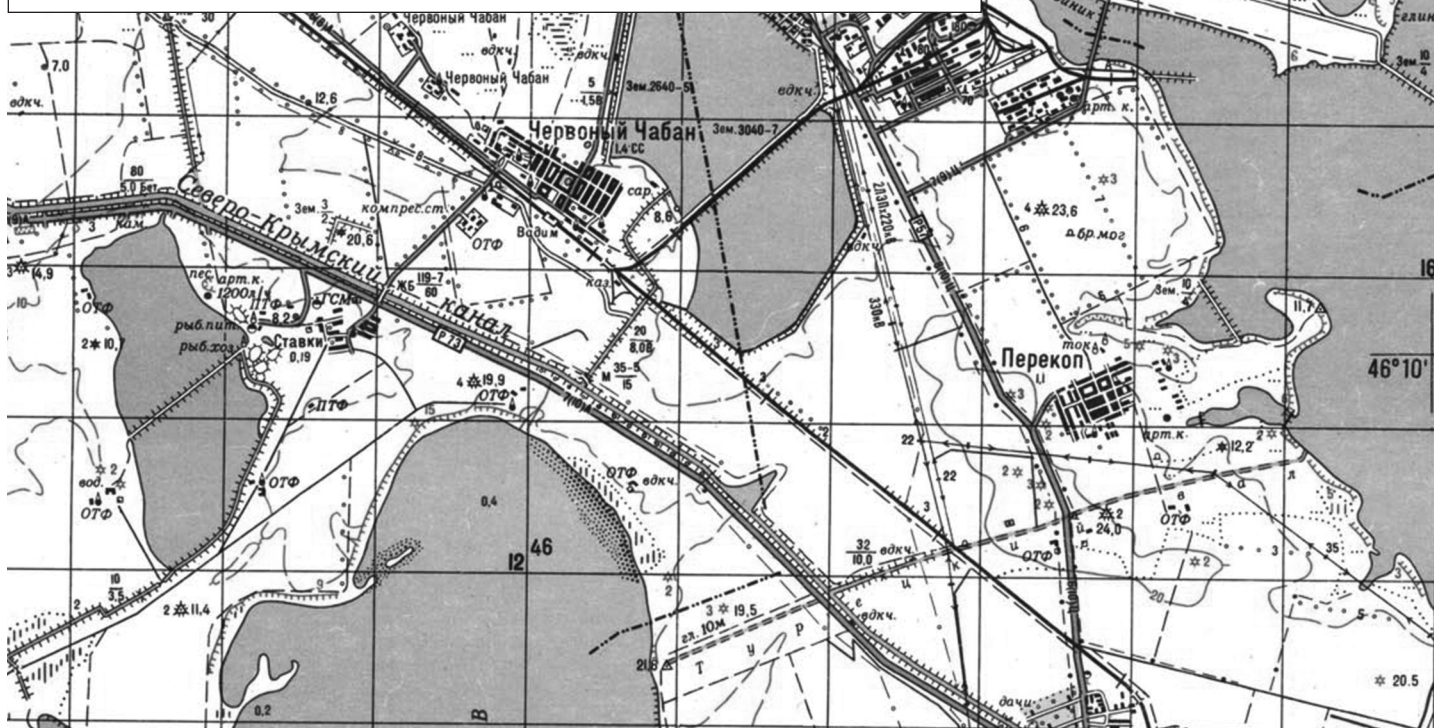
- Instant victory when there is no Russian unit left on the map
- For each controlled city field within Crimea perimeter
- For each destroyed Russian SP

+ 8VP
+1 VP

RUSSIA:

- Instant victory when there is no Ukrainian unit left in the Crimea perimeter
- For each destroyed Ukrainian SP

+1 VP



Polska**17 Mech. Brigade****Amunicja**

7 	1 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	2 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	3 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	4 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
15 	1 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	2 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	3 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	4 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
17 	1 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	2 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	3 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	4 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
dyon artylerii																			9	7	5	3	1
komp. rozp.		11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
5 batalion. sap.							1k	4	3	2	1								2k	4	3	2	1
dywizjon. p-lot.																				4	3	2	1
HQ 7		1	1	1	1																		
HQ 17 Bryg.																				1	1	1	1

RosomakA **4/3/1/1** **3** P**2S1**ZO **18** **1** P

1/32									5	4	3	2	1
2/32									5	4	3	2	1
1 komp OT						4	4	3	3	2	2	1	1
2 komp OT						4	4	3	3	2	2	1	1
3 komp OT				5	5	4	4	3	3	2	2	1	1
1 dyon artylerii									8	7	5	3	1
2 dyon rakietowy									9	7	5	3	1
1 komp. GROM.		4	4	4	3	3	3	2	2	2	1	1	1
rozp./9	7	6	6	5	5	4	4	3	3	2	2	1	1
✈ 48 LM									5	4	3	2	1
✈ 49 LM									5	4	3	2	1

ZO **4****Niemcy****41 Grenadier Brigade****Amunicja**

413 	1 komp.	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1					
	2 komp.	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1					
	3 komp.	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1					
	4 komp.	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1					
411 	1 komp.			11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1					
	2 komp.			11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1					
	3 komp.			11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1					
	4 komp.			11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1					
401 	1 komp.			11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1					
	2 komp.			11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1					
	3 komp.			11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1					
	4 komp.			11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1					
	dyon art.														19	17	15	13	11	9	7	5	3	1					
41 	1 komp.																8	7	6	5	4	3	2	1					
	2 komp.																			6	5	4	3	2	1				
	3 spec.													4	4	4	3	3	3	2	2	2	1	1	1				
HQ 41 Bryg.																						1	1	1	1	1			
HQ 401		1	1	1	1																								
1 komp. sap.																								4	3	2	1		
2 komp. sap.																									4	3	2	1	
3 komp. sap.																										4	3	2	1

Leopard 2A6A **7/7/5/3** **7** P**Marder 1A3**A **3/3/-/-** **3** P**Pz 2000**ZO **30** P **1****Luchts**A **3/3/-/-** **3** P

		Amuniceja															
1 	1 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1	000000	000000
	2 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1	000000	000000
	3 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1	000000	000000
	4 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1	000000	000000
2 	1 komp.			6	6	5	5	4	4	3	3	2	2	1	1	000000	
	2 komp.			6	6	5	5	4	4	3	3	2	2	1	1	000000	
	3 komp.			6	6	5	5	4	4	3	3	2	2	1	1	000000	
	4 komp.			6	6	5	5	4	4	3	3	2	2	1	1	000000	
3 	5 komp.			6	6	5	5	4	4	3	3	2	2	1	1	000000	
	6 komp.			6	6	5	5	4	4	3	3	2	2	1	1	000000	
	7 komp.			6	6	5	5	4	4	3	3	2	2	1	1	000000	
	8 komp.			6	6	5	5	4	4	3	3	2	2	1	1	000000	
dyon artilerii										11	9	7	5	3	1	000000	
komp. rozp.				6	6	5	5	4	4	3	3	2	2	1	1	000000	
komp. sap.												4	3	2	1		
dywizjon. p-lot.												4	3	2	1	0000	
HQ 1/20		1	1	1	1					HQ 2/20	1	1	1	1			
HQ 3/20												1	1	1	1		
HQ 20 Bryg.											1	1	1	1	1		

Amunicja



T-72

A 6 / 5 / 3 / 2 4 P



BWP-1

A 2/2/1 - 2 P



2S1

Z0 18 P 1

20. Mech. Brigade

1 batalion czołgów	1 komp.	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	o o o o o o o o o o
	2 komp.	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	o o o o o o o o o o
	3 komp.	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	o o o o o o o o o o
	4 komp.	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	o o o o o o o o o o
1 bat. zmech.	1 komp.								6	6	5	5	4	4	3	3	2	2	1	1	o o o o o o o
	2 komp.								6	6	5	5	4	4	3	3	2	2	1	1	o o o o o o o
	3 komp.								6	6	5	5	4	4	3	3	2	2	1	1	o o o o o o o
	4 komp.								6	6	5	5	4	4	3	3	2	2	1	1	o o o o o o o
16 bat. zmech	5 komp.								6	6	5	5	4	4	3	3	2	2	1	1	o o o o o o o
	6 komp.								6	6	5	5	4	4	3	3	2	2	1	1	o o o o o o o
	7 komp.								6	6	5	5	4	4	3	3	2	2	1	1	o o o o o o o
	8 komp.								6	6	5	5	4	4	3	3	2	2	1	1	o o o o o o o
dyon artylerii															11	9	7	5	3	1	o o o o o o o
komp. rozp.									6	6	5	5	4	4	3	3	2	2	1	1	o o o o o o o
komp. sap.																	4	3	2	1	
dywizjon. p-lot.																	4	3	2	1	o o o o
HQ 1/20		1	1	1	1	HQ 2/20			1	1	1	1		HQ 2/20			1	1	1	1	
HQ 20 Bryg.																	1	1	1	1	1

Amunicja



PT-91

A 6 / 5 / 3 / 2 6 P



BWP-1

A 2 / 2 / 1 / - 2 P



2S1

Z0 18 P 2

20. Mech. Brigade

		↓																				Kampania			
1 batalion czołgów	1 komp.	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	oooooooooooooooo		
	2 komp.	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	oooooooooooooooo		
	3 komp.	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	oooooooooooooooo		
	4 komp.	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	oooooooooooooooo		
1 bat. zmech.	1 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	oooooooooooooooo		
	2 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	oooooooooooooooo		
	3 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	oooooooooooooooo		
	4 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	oooooooooooooooo		
16 bat. zmech	5 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	oooooooooooooooo		
	6 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	oooooooooooooooo		
	7 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	oooooooooooooooo		
	8 komp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	oooooooooooooooo		
dyon artylerii													18	17	15	13	11	9	7	5	3	1	oooooooooooo		
komp. rozp.		11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	oooooooooooooooo		
komp. sap.																				4	3	2	1		
dywizjon. p-lot.																					4	3	2	1	oooo
HQ 1/20		1	1	1	1		HQ 2/20		1	1	1	1		HQ 3/20		1	1	1	1	1	1	1	1		
HQ 20 Bryg.																			1	1	1	1	1		

Amunicja



Leopard 2A4

A 7/7/4/2 7 P



Rosomak

A 4 / 3 / 1 / 1 3 P



Krab

Z0 30 P 1



1 	1 komp.					10	9	8	7	6	5	4	3	2	1
	2 komp.					10	9	8	7	6	5	4	3	2	1
	3 komp.					10	9	8	7	6	5	4	3	2	1
	HQ 1											1	1	1	1
2 	1 komp.					10	9	8	7	6	5	4	3	2	1
	2 komp.					10	9	8	7	6	5	4	3	2	1
	3 komp.					10	9	8	7	6	5	4	3	2	1
	HQ 2											1	1	1	1
3 	1 komp.					10	9	8	7	6	5	4	3	2	1
	2 komp.					10	9	8	7	6	5	4	3	2	1
	3 komp.					10	9	8	7	6	5	4	3	2	1
	HQ 3											1	1	1	1
4 	1 komp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1
	2 komp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1
	3 komp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1
	HQ 4											1	1	1	1
komp. rozpoznawcza				6	6	5	5	4	4	3	3	2	2	1	1
komp. saperów												4	3	2	1
dywizjon. artylerii											8	7	5	3	1
dzwizjon rakietowy											9	7	5	3	1
komp. przeciwpancerna												4	3	2	1
kompania p-lot.												4	3	2	1
kompania p-lot. rakietowa												4	3	2	1
HQ 30 Brvg.												1	1	1	1

Amunicja

Grade	Hours per week
1	10
2	10
3	10
4	10
5	10

Rosja



A 6 / 5 / 3 / 2 4 P



A 3/3/1/1 2 P



Z0 18 P 1

Z0 20 P 1

— A **2/1** **1** P



A **3/3/1/1** **1** P



1 	1 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	2 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	3 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	HQ 1												1	1	1
2 	1 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	2 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	3 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	HQ 2												1	1	1
3 	1 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	2 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	3 komp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	HQ 3												1	1	1
4 	1 komp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1
	2 komp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1
	3 komp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1
	HQ 4												1	1	1
komp. rozpoznawcza				6	6	5	5	4	4	3	3	2	2	1	1
komp. saperów												4	3	2	1
dywizjon. artylerii											8	7	5	3	1
dzwizjon rakietowy											9	7	5	3	1
komp. przeciwpancerna												4	3	2	1
kompania p-lot.												4	3	2	1
kompania p-lot. rakietowa												4	3	2	1
HQ 30 Brvg.												1	1	1	1

Amunicja

[illegible]

A 6/5/4/2 6 P



A 3/3/1/1 2 P



Z018 P1

- ZO **20** P **1**

— A **2/1** **1** P



A **3/3/1/1** **1** P

	1										5	4	3	2	1
	2										5	4	3	2	1
	3										5	4	3	2	1
	4										5	4	3	2	1
	1 komp.					5	5	4	4	3	3	2	2	1	1
	2 komp.					5	5	4	4	3	3	2	2	1	1
	3 komp.					5	5	4	4	3	3	2	2	1	1
	1 komp.						3	3	3	2	2	2	1	1	1
	2 komp.						3	3	3	2	2	2	1	1	1
	3 komp.						3	3	3	2	2	2	1	1	1
	4 komp.						3	3	3	2	2	2	1	1	1
	1 komp.										2	2	2	1	1
	2 komp.										2	2	2	1	1
	3 komp.										2	2	2	1	1



204



A **3/3/1/1** **1** P

Amunicja

Rosja



A 6/5/4/2 7 P



A 3 / 3 / 1 / 1 2 P



A 3 / 3 / 1 / 1 1 P



ZO 18 P 1

ZO 20 P 1

— A **2/1** **1** P

Amunicja

T-72

A 6 / 5 / 3 / 2 4 P



A 3/3/1/1 2 P



A 3 / 3 / 1 / 1 1 P



Z0 18 P 1

— A **2/1** **1** P

98 LB	5	4	3	2	1
99 LM	5	4	3	2	1

Amunicja

[illegible]

Challenger 2



A 4/4/1 - 3 P

A 6/5/3/2 2 P

Z0 30 P 1

Amunicja

[illegible]

Challenger 2



A 6/5/3/2 **2** P

ZO 8

1. Armoured Brigade



2-5 	A komp.	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	B komp.	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	C komp.	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	1
	D komp.	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	1
	HQ 2-5																	1	1	1	1
2-8 	A komp.	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	B komp.	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	C komp.	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	1
	D komp.	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	1
	HQ 2-8																	1	1	1	1
2-12 	A komp.	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	B komp.	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	C komp.	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	1
	D komp.	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	1
	HQ 2-12																	1	1	1	1
1-7 	1/A								13	12	11	10	9	8	7	6	5	4	3	2	1
	2/A								6	6	5	5	4	4	3	3	2	2	1	1	
	1/B								13	12	11	10	9	8	7	6	5	4	3	2	1
	2/B								6	6	5	5	4	4	3	3	2	2	1	1	
	1/C								13	12	11	10	9	8	7	6	5	4	3	2	1
	2/C								6	6	5	5	4	4	3	3	2	2	1	1	
	HQ 1-7																	1	1	1	1
82 dw. artylerii												18	17	15	13	11	9	7	5	3	1
A/91 sap.																		4	3	2	1
B/91 sap.																		4	3	2	1
HQ 1 Bryg.																		1	1	1	1

20 LM	5	4	3	2	1
21 LB	5	4	3	2	1

1/A/227	8	7	6	5	4	3	2	1
2/A/227	8	7	6	5	4	3	2	1
1/B/227	8	7	6	5	4	3	2	1
2/B/227	8	7	6	5	4	3	2	1
1/C/227	8	7	6	5	4	3	2	1
2/C/227	8	7	6	5	4	3	2	1

Amunicja

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USA

Abrams



A **7/7/4/2** **7** P

Bradley



A **3/3/2/2** **3** P

Devers



A **3/3/2/2** **3** P



ZO **30** P **1**



ZO **8**

- P Armour
A Gun
ZO Distance
LM Fighter
LB Bomber