



PHOENIX COMMAND™

MECHANIZED LIGHT VEHICLES

Light Fighting Vehicles



USA M2 Bradley Infantry Fighting Vehicle on maneuvers



LEADING EDGE

G A M E S

INTRODUCTION

This Supplement to the **Phoenix Command Mechanized Combat System** features the primary Light Fighting Vehicles used by the United States and by the former Warsaw Pact nations. Full data for each Vehicle is presented, using the same format as PC Mechanized, and a few special rules have been included that apply specifically to the use of Light Vehicles in combat.

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LIGHT VEHICLE SUPPLEMENT

This supplement covers a full range of modern Light Fighting Vehicles and Armored Personnel Carriers. Each Vehicle is described in Section 1.3 and special rules covering Wheeled Vehicles and Crew Damage are discussed in Section 1.2.

1.1

VEHICLE STATUS SHEETS

The Vehicle Status Sheets for Light Vehicles are essentially the same as those in the **Mechanized System**. There are a few minor differences and each is discussed below. The layout of **Status Sheet 1** has been changed to handle the status of a Vehicle's Dismount Squad as well as the Vehicle itself. The **Movement and Stall Chance Table** is located in the upper left and the **Weapon Data Table** runs the full width of the page. Weapon, Field of View, Field of Fire, and Gun Elevation and Depression are now found in the Weapon Data Table's left side with standard weapon values on the right. Guided Missile data is found beneath the Weapon Data where applicable.

To track the Crew's and the Dismount Squad's Fire Power and Status, the **Crew and Platoon Roster of Status Sheet 1** has entries for each Crew Member and member of the Dismount Squad. Each Crew Member's Field of View and Field of Fire (if any) from the Vehicle's **Firing Ports** is included on the left side of the roster. Next to this information is the person's personal weapon and Fire Power value. Weapons and Fire Power Values in parentheses apply to fire from the Vehicle's Firing Ports. Normal Fire Power values apply to the Dismount Squads normal weapons used outside the Vehicle. Some entries have two Fire Powers separated by a slash (/); the number before the slash is for the normal weapon, and after the slash is for any special weapon (such as a single shot Rocket Launcher) that the is being carried. Players may now use **Status Sheet 1** to track the action of both the Vehicle and the Dismount Squad. Because of length restrictions, the weapons carried have been abbreviated. Each is listed below for reference.

Port Firing Weapons

Many modern Light Vehicles are equipped with Port Firing Weapons. These weapons are specially modified rifles designed to be used through the Firing Ports of the Troop Compartment. They have special fume extractors and means of dealing with spent cartridges.

Unfortunately, the weapon's sights cannot be used; instead, the weapon is hip fired by the shooter who is looking through a vision Periscope. The weapon's Fire Power is low because the lack of sights reduces accuracy, but it allows suppression fire to be sprayed in the direction of the enemy.

AK-74	Soviet 5.45 x 39.5mm Assault Rifle	M203	M16 w/40mm Grenade Launcher
AK-74GL	AK-74 w/30mm Grenade Launcher	M231	M16 Port Firing Weapon
AKMS	AK47 Port Firing Weapon	M249	5.56mm NATO Squad Auto Weap
Drgn	Dragon Anti-Tank Guided Weap	PKM	Soviet 7.62mm Light Machine Gun
LAW	Single Shot Light Anti-Tank Weap	RPG7	Rocket Propelled Grenade Lnchr
M16	5.56mm NATO Assault Rifle	RPK-74	Soviet 5.45mm Squad Auto Weap
M60	7.62mm NATO Machine Gun		

The Hit Location and Damage Table of **Status Sheet 2** is the same as defined in the Mechanized System. Entries unique to some of the Light Vehicles are detailed in Section 1.2.

Advanced Status Sheet 3 is unchanged from the Mechanized System. Note that some of the Vehicle's Advanced Weapon Data gives the Aim Time in **Action Counts** (Shaded Entries). This is consistent with the **Phoenix Command Small Arms Combat System**. For those not using that system, there are 4 AC per Phase, so the Aim Time in 1, 2, or 3 Phases can be found by using the 4AC, 8AC, and 12AC entries.

Some of the Light Vehicles are equipped with **Anti-Tank Guided Weapons (ATGW)**. The use of these weapons is detailed in Section 5.1 of the Mechanized System. Detailed rules covering ATGW's will be found in the **Phoenix Command Direct Fire Supplement**. This will include the use of the Course Correction (CC) and Pattern ALM (PALM) values found in the Advanced Weapon Data Table of **Status Sheet 3** for Missile Weapons. In brief, the CC gives the cross track course correction ability of the Missile in Mech Hexes as a function of Range, while the PALM adjusts Shot Accuracy to account for course correction capability.

The Vehicle Status Sheets are found at the back of this supplement. Status Sheets 1 and 2 are found first, followed by Status Sheet 3. In some cases, there are multiple Status Sheets 1 and 2. Each set represents a different version of the basic Vehicle, such as the addition of applique armor or special equipment. The same Status Sheet 3 applies to each set. Note also that for some Vehicles with no Turret the data for Status Sheet 3 is shown at the bottom of Status Sheet 2.

The following are special rules that apply to Light Vehicles. The lightly armored nature of these Vehicles and the fact that many rely on Tires rather than Tracks require the use of some special rules.

SPECIAL RULES FOR LIGHT VEHICLES

Crew Damage in Light Vehicles

Many Light Vehicles can be penetrated by small arms fire and heavy machine guns, and sometimes the rounds will ricochet within the Vehicle endangering the entire Crew. When small arms fire overpenetrates a Vehicle (that is, passes in one side and directly out the other), only Crew Members in the bullet's path are in danger.

To more accurately account for the Crew's position within the Vehicle, **Status Sheet 2** identifies specific Crew positions in the round's path through the Vehicle. Many of the System Hits have an entry in square brackets such as [Crew], or [Cw], next to them. A Driver [Crew] entry indicates that the Crew compartment is attached to the Driver's station. If the round is Explosive or of Large Caliber (40mm and up), additional damage can be done to the rest of the Vehicle's Crew, as determined by the **Basic Crew Damage Tables (7)**. On the other hand, if it was a normal bullet or low-caliber Cannon round, it passes through the Driver's station potentially injuring him (using Table 7), but is not a danger to the rest of the Crew. In a similar manner, an entry such as [Crew] alone indicates a hit into a Crew compartment through an area where Crew Members are not normally stationed. An example of this is a round passing through the windshield of a truck between the Driver and the Front Passenger. If the round is a small caliber bullet, its effect on the Crew is ignored. If it is an Explosive or Large Caliber round, its effect on the Crew is found using **Table 7**.

Many of the Vehicles carry a **Dismount Squad**. This Squad sits in a Troop Compartment which is considered a single unit on **Status Sheet 2**. Whenever an Explosive or Large Caliber Round (40mm and up) hits a Dismount Squad's compartment, normal Crew Damage from **Table 7** applies to each member in the compartment. This is because Large Caliber AP and Explosive Rounds either generate concussion in their wake or explode, and can injure all troops in the Compartment.

For Non-Explosive Small Caliber Rounds (under 40mm), use **Table 7** to determine injury to 1 - 3 (rolled randomly) members of the Dismount Squad. The rest of the Squad is unharmed. Rounds like these pass through the Vehicle and only Crew Members in the direct path are in danger.

Wheeled Vehicles

Movement and damage for Wheeled Vehicles is handled in the same fashion as Tracked Vehicles. Damage to the Tires, Wheels, and Suspension are treated like hits to a Tracked Vehicle's Road Wheel, Track, or Suspension on **Table 3A**. The type of hit used on **Table 3A** is given next to the Hit Location entry on **Status Sheet 2** in parentheses. For example, a hit to the Tire is indicated by a Tire (Road Wheel) or Tire (RW) entry on **Status Sheet 2**, while a hit to the Wheel is shown by Wheel (Track). Note that a Light Vehicle's Wheel is different from a Tracked Vehicle's Road Wheel.

Many Light Vehicles rely on **Tires** rather than tracks for mobility, and damage to the Vehicle's Tires is handled as a hit to a Tracked Vehicle's Road Wheels and Suspension. The Disabling Chance is based on the round's **Non Penetrating Impact Damage (NID)** or **BC0** using **Table 3A** of the Mechanized System. If the Location is Penetrated and Disabled, the Vehicle suffers the same effects as a Disabling hit to the Track and Suspension (Section 3.6 of the Mechanized System).

If the Location is not Disabled, the following rules are used. Most military Vehicles have **Run Flat Inserts**, and even if a Tire loses pressure, it will continue to function normally; the ride is less comfortable and the Vehicle loses a little speed, but it is not worth tracking in game terms. If the Vehicle has Run Flat Inserts, it is shown on the Equipment and Vehicle Data Section of **Status Sheet 1**. In addition, **[RFI]** is shown for the Hit Location. Vehicles without Run Flat Inserts can also move on flat Tires, but at reduced speeds. When a Tire without Run Flat Inserts is Penetrated, the Vehicle's movement is handled as if it were on a 20° steeper Slope, including both Movement Speed and Stall Chance. Each additional Tire ruptured increases the effective Slope by 5°. Note that small arms fire and heavy machine guns have NID values of 0. They will rupture a Tire if their PEN is greater than the PF for that Hit Location, but have no chance of Disabling the Vehicle's entire mobility.

A hit to the Vehicle's **Wheel** is treated as a hit to a Tracked Vehicle's Track or Drive. The Disabling Chance is based on the round's Non Penetrating Impact Damage (NID) or BC0 using **Table 3A** of the Mechanized System.

"This whole 'fair fight' thing is nice in theory, but if we actually implement it, we could get hurt."

Humbert

Dismounting and Mounting Infantry

To Dismount or Mount Infantry, the Vehicle must come to a stop. It takes one Turn for the Infantry to Dismount or Mount during which time they are considered inside the Vehicle if Dismounting and outside the Vehicle if Mounting.

For players using the **Phoenix Command Small Arms Combat System (PCSACS)**, the **Dismount and Mount Times in Action Counts** are listed below. These times begin after the Door or Hatch has been opened; opening the Door or Hatch takes 1 Phase. For those not using PCSACS, there are four Action Counts in a Phase. When using this Table, the number of troops exiting from each Hatch is important. If the Vehicle has two roof Hatches for six men, there would be three men exiting from each Hatch. The Dismount and Mount Times would be taken for the 3rd man through each Hatch, here 14 AC to Dismount and 16 AC to Mount. Upon expending the last AC, the person is within the Vehicle when Mounting, or can be up to 6 feet from the Vehicle's exit when Dismounting. All but the last AC is expended moving within the Vehicle when Dismounting, or waiting outside the Vehicle when Mounting.

DISMOUNT AND MOUNT TIMES IN ACTION COUNTS						
Crew Member	Double Door or Ramp Exit		Single Door		Roof Hatch	
	Dsmnt	Mount	Dsmnt	Mount	Dsmnt	Mount
1st	2	1	2	1	6	8
2nd	2	1	3	2	10	12
3rd	4	3	4	3	14	16
4th	4	3	5	4	18	20
5th	7	6	7	6	22	24
6th	7	6	8	7	26	28
7th	10	9	10	9	30	33
8th	10	9	11	10	34	38

1.3

VEHICLE DESCRIPTIONS

The following are brief descriptions of each of the Vehicles contained in this Supplement. Included is useful data on Crew positions within the Vehicle, means of entry and exit, details of the armament, and notes concerning mobility. The Vehicles are listed in the order the Status Sheets are found at the back of this Supplement, and they are arranged in alphabetical order by Nationality. Within each Nationality, Vehicles have been arranged in general order of increasing size.

Canada LAV25

The LAV25 is produced by General Motors in Canada and is currently being used by the US Marine Corps. It is fully amphibious and has twin propellers. It is air transportable by CH53 helicopter, 2 can be carried by a C-141 transport, and up to 8 in a C-5 transport.

The LAV25 protects the Crew from 7.62mm small arms fire and shell splinters. Weight limitations restrict the amount of armor which can be carried, and it is not proof against Heavy Machine Gun fire. It is armed with a 25mm Chain Gun, 7.62mm Coaxial Machine Gun, and 7.62mm Anti-Aircraft Machine Gun on its two man Turret. There are no Firing Ports on the standard model and the Crew exits through Double Doors in the Hull rear. The Engine is in the forward right part of the Hull with the Driver in the front left. A Dismount Squad of six men is carried in the rear. The Commander is stationed in the Turret to the right of the Gunner, and dismounts with the Squad.

USSR BRDM 2

The BRDM 2 was developed in the early 60's and is used as a Reconnaissance Vehicle. There are 28 BRDM 2's in each Soviet Motorized Rifle or Tank Division. It is a light armored car with a small one man Turret. The Turret has a 14.5mm Machine Gun and a 7.62mm Coaxial Machine Gun. The Vehicle is fully amphibious with a single water jet drive, and has four large Tires with Run Flat Inserts and four smaller Belly Wheels located between the two Road Wheels. The Belly Wheels are chain driven and are lowered by the Driver for improved cross country mobility. Tire pressure can be adjusted by the Driver to suit terrain conditions.

The BRDM2 has a four man Crew with the Driver in the front left, Commander in the front right, Gunner at the Turret and a fourth Crew Member in the Hull. The only access in and out of the Vehicle are two roof Hatches located at the Commander's and Driver's positions. There is a Firing Port and three periscopes on each side of the Vehicle. The Engine is in the rear of the Hull.

USSR BRDM 3

The BRDM 3 is a modified BRDM 2 which has been fitted with Anti-Tank Guided Weapons. The BRDM 3 in this Supplement is armed with two Spigot and three Spandrel Missiles. The Missile Launcher is mounted to the roof of the Hull in place of the Turret on the BRDM 2. The Missile guidance sight is mounted to the roof in front of the Commander's Hatch. Six Spandrel and eight Spigot Missiles are carried in the Hull. The Spigot and Spandrel are second generation Missiles with SACLOS (Semi-Automatic Command to Line Of Sight) guidance. Unlike earlier Soviet ATGW's, the operator has only to keep the sight cross hairs on the target to ensure a hit. They represent a major improvement in Soviet ATGW technology.

The BRDM 3 has a Crew of three. The Driver sits in the front left, Commander in the front right, and the Missile Loader in the Hull. The Missiles are loaded through a Hatch in the roof behind and beneath the Missile Launcher. Crew access is through two Hatches in the roof next to the Driver's and Commander's positions.

Each Soviet Motorized Rifle Division has 36 BRDM 3's, and each Soviet Tank Division has 9 BRDM 3's. These are placed in the BMP equipped Motorized Rifle Regiments.

USSR BMD1 with 73mm Low Pressure Gun

The BMD1 is used by Soviet Airborne Divisions and saw substantial action in Afghanistan. It is a light, air-transportable Vehicle whose armor is roughly equivalent to the Soviet BMP Armored Personnel Carrier. The BMD has a three man Crew with a four man Dismount Squad. Its armament includes a 73mm Low Pressure Gun and 7.62mm Coaxial Machine Gun in the one man Turret, twin bow mounted 7.62mm Machine Guns, and a Spigot ATGW mounted on top of the Turret.

The one man Turret's Main Gun is a 73mm Low Pressure Gun which fires fin stabilized HEAT rounds similar to those used in the infantry Rocket Propelled Grenade Launcher RPG7. The round is fired from the Gun by a booster charge. After leaving the barrel the main rocket motor kicks in, accelerating the round up to its flight velocity. The Gun has a semi-automatic loader which elevates the Gun barrel to 3.5° to reload. This prevents the Gun from being aimed as it is being loaded and leads to a low rate of fire. A total of 40 rounds are carried vertically beneath the Turret. The Spigot ATGW is fired by the Gunner and mounted on top of the Turret. To reload, the Gunner must open the Turret Hatch and manually insert another Missile. A total of 2 reloads are carried in the Hull.

The Hull of the BMD has the Driver on the front left, the Commander (who gets out with the Dismount Squad) in the front center, and the Bow Machine Gunner on the front right. A three man Dismount Squad is stationed in the rear Troop Compartment next to the Turret. Entry and exit from the forward Crew areas is through three Hatches in the roof behind the Driver's, Commander's, and Gunner's positions. Entry and exit from the Troop Compartment is through a single large roof Hatch on the rear deck. There are no Firing Ports in the rear Troop Compartment. The Engine compartment is in the rear.

USSR BMP 2 with 30mm Cannon

The BMP 2 is based on the BMP 1 and is fully amphibious, relying on its tracks for water propulsion. It is well armored and has a Crew of two with an eight man Dismount Squad. The Driver sits in the front left of the Hull with a member of the Dismount Squad behind him. There is a roof Hatch at the Driver's position. To the right of the Driver is the Engine. In the center of the Hull behind the Engine compartment is a two man Turret containing the Gunner and the Commander, who is part of the Dismount Squad. The Turret has a 30mm Cannon and a 7.62mm Coaxial Machine Gun. Mounted to the roof of the Turret is a Spandrel ATGW. Next to the Turret is the Troop Compartment, which carries six men. Each has a Firing Port and a Periscope out the Vehicle's side. There is an additional Firing Port out the left rear Door. Access to the Troop Compartment is normally through double Doors in the Vehicle's rear, but there are also two roof Hatches.

Like the BMD1, the ATGW must be loaded manually by opening either the Gunner's or Commander's Turret Hatch. Four reloads are carried in the Hull, which can be passed through the Turret. The 30mm Cannon has settings for both high and low rate of fire as well as single shot. It has a dual feed, with one feed normally loaded with Armor Piercing (API-T) and the other with High Explosive (HEI-T) ammunition.

In Afghanistan, the hull sides of the BMP 2 proved susceptible to Heavy Machine Gun fire and Applique Armor was added to the Hull sides. This version is called the BMP 2E. Data in this supplement is for the BMP 2E with additional Resin Applique Armor added to the Turret.

USSR BTR 80

The BTR 80 is an updated BTR 70 whose major difference is an improved troop access Door and a single diesel engine replacing the twin gas engines in the BTR 70. The BTR 80 is an eight wheeled troop transport with a one man Turret. It is equipped with Run Flat Inserts and is fully amphibious. In the water it is propelled by a single water jet out the Hull rear. The Turret is similar to that on the BRDM 2, and has a 14.5mm Machine Gun with a 7.62mm Coaxial Machine Gun. The Turret is

**"In an emergency,
it's women, children,
and ranking officers
first. Not necessarily
in that order."**

Captain Axly

**"Hello, this is your
Commander speaking.
It looks like we have
a little incoming fire
ahead. At this time
I would like to ask
all passengers to
return to their seats,
fasten their safety
belts, and extinguish
all smoking materials.
Have a nice fight."**

Neemis Enterprises
intercom announcement

manually traversed. The 14.5mm Machine Gun has a dual feed; normally one feed is loaded with Armor Piercing (API-T) and the other with High Explosive (HEI-T) ammunition.

The BTR 80 has a two man Crew and can carry up to 9 people in the Troop Compartment, although the normal Dismount Squad is 8. Entry and exit is through a Door in the Hull Side between the second and third Wheels, or through two roof Hatches. The Driver sits on the front left with the Commander to his right. There is a forward Firing Port at the Commander's position as well as two forward angled Firing Ports to either side of the Vehicle just behind the Driver and Commander. PKM Machine Guns are normally fired through these ports by two troops who sit just behind the Driver and Commander. Located near the center of the Hull is a single man Turret. The Gunner is stationed just beneath the Turret and controls the Turret's 14.5mm and 7.62mm Machine Guns. The Troop Compartment surrounds the Turret and there are three Firing Ports on each side of the Hull. The single diesel Engine is located behind the Troop Compartment in the rear.

USA HMMWV Series 998

The HMMWV 998 (High Mobility Multi-Wheeled Vehicle) is now replacing the M561/M792 Gamma Goat and M880 as a general purpose carryall. It is a rugged four wheel drive Vehicle which has a cargo capacity of 1.75 tons. The standard model has four Doors and carries a Crew of four. The HMMWV has a unique drive and suspension system where the Engine and Power Train are mounted along the Vehicle's centerline between the left and right passengers. This configuration gives the Vehicle a ground clearance in excess of 15 inches while maintaining a low center of gravity. The rear Cargo Deck is normally covered by a canvas top and is large enough to hold an S250 shelter. No spare tire is carried since changing the tires on this unconventional design is considered too difficult to perform in the field. The HMMWV is not equipped with Run Flat Inserts.

USA M113A1

The M113 was developed in the late 50's and over 60,000 have been produced. The M113A1 is the variant that was produced in the largest numbers, and it has been exported to over a dozen countries. The M113A1 is a tracked amphibious Armored Personnel Carrier. The Driver sits in the front left of the Hull with the diesel Engine to his right. The Commander's Cupola is located behind and to the right of the Driver, behind the Engine Compartment. The Troop Compartment is in the rear and is entered through a Ramp Door in the rear. The M113A1 is armed with a single 12.7mm Machine Gun attached to the Commander's Cupola. It offers all round and overhead protection from small arms fire and shell splinters.

USA M2A1 Bradley Infantry Fighting Vehicle

The M2A1 Bradley is the current front line troop carrier in the US Army. It is a large 25 ton Vehicle armed with 25mm Chain Gun, 7.62mm Coaxial Machine Gun, and twin TOW Launchers. The Bradley has a three man Crew with six man Dismount Squad. The Driver sits in the front left of the Hull and there is a seat for an additional infantryman just behind him. To the right of the Driver is the Engine Compartment. Behind the Engine Compartment is a two man Turret with the Gunner on the left and Commander to his right. The Troop Compartment is in the rear and normally carries six men. There are two Firing Ports out each side of the Troop Compartment and two out the rear. Access to the Troop Compartment is through a Ramp Door in the rear, while the Crew can enter and leave from the Turret and the Driver's position through the rear. There is a single Hatch in the roof of the Troop Compartment which is normally used to reload the TOW Launcher. In addition to the two Missiles in the Launcher, 2 TOW reloads are normally carried in the Hull. Three Dragon ATGW rounds are also carried in the Hull, for the Dismount Squad.

The M2A1 is a well protected Vehicle whose only disadvantage is its high mass. It is not generally air transportable, and only two can be carried by the huge C-5 transport. Its cross country performance is good and apart from the logistic problem it is the best protected and best armed Infantry Fighting Vehicle in the world. The M2A1 can be made amphibious with the erection of its Trim Vane and Water Barrier and uses its tracks for propulsion. It is not a good swimmer.

The M2A2 is a modified M2A1 which has additional armor added to the Turret, front Glacis, and Vehicle sides to counter the 30mm cannon on the Soviet BMP 2; this increased the M2A2's mass to 33 tons. Explosive Reactive Armor can also be added, but is not included in this Supplement. To handle the extra mass, the Power Train and Suspension have been modified and the Engine has been upgraded. Overall mobility is slightly lower, but the protection has been markedly improved. The Trim Vane has been removed and it can be assumed that the Vehicle is no longer amphibious.

USA M3A1 Bradley Cavalry Fighting Vehicle

The M3A1 is a multipurpose scout vehicle whose primary role is reconnaissance. It is a modified M2A1 Bradley which has had its Firing Ports blocked off and internal stowage changed to handle an increased ammunition load. The rear Troop Compartment carries only two men, who act as scouts and reload the TOW Launcher. Vehicle layout is the same as the M2A1. The M3A2 is a modified M3A1 with improved armor protection as detailed in the M2A2 entry.

Canada LAV 25

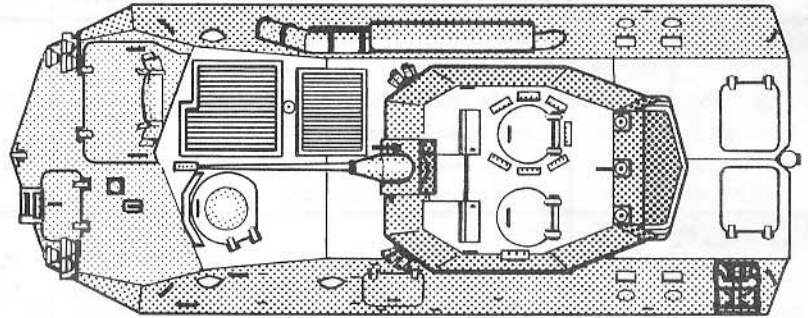
Status Sheet 1

LAV25 with 25mm Cannon (1984)

LAV 25

MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	13.8 -	12.8 -	11.9 02	10.9 03	9.9 06	9.4 53
10°	9.2 -	8.2 00	7.2 02	6.2 04	5.2 07	4.7 59
20°	4.7 -	3.6 01	2.6 03	1.5 06	.4 10	83
30°	.6 -	.2 02	07	12	20	99
40°	.2 00	07	22	36	60	99
50°	.1 05	47	99	99	99	99



BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 20	—	21 - 99	—
Front	Obliq	00 - 13	14 - 29	30 - 99	—
Front	Side	—	00 - 27	28 - 99	—
Obliq	Front	00 - 10	—	11 - 35	36 - 99
Obliq	Obliq	00 - 07	08 - 16	17 - 39	40 - 99
Obliq	Side	—	00 - 14	15 - 38	39 - 99
Side	Front	00 - 10	—	—	11 - 99
Side	Obliq	00 - 06	07 - 15	—	16 - 99
Side	Side	—	00 - 14	—	15 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data		Phase	Turn
Smoke Launchers	Yes	Hull Turning Rate (°)	39°	155°	
Deep Fording Equip	Amph	Turret Traverse Rate (°)	120°	480°	
Fire Extinguishing Sys	Yes	Acceleration VC (MH)		2.8	
Infra-Red Imaging	Yes	Deceleration VC (MH)		2.9	
Image Intensifying	No	Max Road Range (miles)		410	
Thermal Imaging	No	Side Slope		27°	
Run Flat Inserts	Yes				
Fuel Hit Modifier	0	Ground Pressure (psi)		14.0	
Ammunition Hit Modifier	0	Moving Target Accuracy Mod		+10	
Spotting Modifier	+1	Moving Shooter Accuracy Mod		+16	

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
Main Gun 25mm Cannon	1 to 6	—	+60°	-10°	HEI-T	132	*1	50	103	—	250	15	1	4
					API-T			219	11	—	—	14	2	17
													3	22
													4	26
Coax MG 7.62mm NATO	1 to 6	—	+60°	-10°	FMJ-T	30	*8	7	33	—	—	17		
AA MG 7.62mm NATO	1 to 6	60°	+60°	-20°	FMJ-T	44	*5	7	23	—	—	20		

CREW AND PLATOON ROSTER / STATUS TABLE

Crew and Status	FOV	FOF	Weapon	FP	Vehicle 1				Vehicle 2				Vehicle 3				Vehicle 4			
Crew					Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T
Gunner	1 - 6	—	Mn Gun or Coax	Var	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Driver	1, 6	—	—	—	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Dismount Squad																				
SL / Commander	1 - 6	—	M16	5	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Asst Sqd Ldr	2 - 3	—	M203	11	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Anti-Armor Spc	5 - 6	—	M16 / LAW	5 / 28	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Auto Rifleman	2 - 3	—	M249	13	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Auto Rifleman	5 - 6	—	M249	13	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Grenadier	—	—	M203	11	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Rifleman	—	—	M16	5	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Ammunition			Main Gun Coax Machine Gun AA Machine Gun																	
Equipment			Main Gun and Coaxial MG Gunner's Sight Left Wheel and Suspension Right Wheel and Suspension Engine		☐				☐				☐				☐			
Condition			Condition		Abd	Burn	Exp		Abd	Burn	Exp		Abd	Burn	Exp		Abd	Burn	Exp	

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE						CANADA						LAV25 - 25MM CANNON						
LAV 25	Hit Area	Hit Roll	System Hit		PF AP	PF HEAT	System Hit		PF AP	PF HEAT	System Hit		PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
	Turret Front	00 - 02	Graze																	
		03 - 06	Gunner's Sight	8	8												1	5 17 33 59		
	Upr Face	07 - 14	Cmmdrs Hatch - Prscp	6	6	Cmdr - Gnnr	32	24									1	5 17 33 59		
	Tur Mantlet	15 - 35	Commander - Gunner	204	157												1	5 11 28 53		
	Tur Mantlet	36 - 51	25mm Cannon / Coax	55	55	Cmdr - Gnnr	185	171									1	5 17 33 59		
	Tur Frt Sd	52 - 99	Commander - Gunner	414	292												-10 -14 -16 -15 -13			
	Turret Side	00 - 02	Graze																	
		03 - 05	Gunner's Sight	8	8	Cmdr Sight	35	65									73 59 33 17 5 1			
		06 - 13	Cmdr's Hatch - Prscp	8	8	Cmdr - Gnnr	36	27									73 58 33 17 5 1			
	Turret Side	14 - 25	25mm Cannon / Coax	229	349												73 59 33 17 5 1			
	Turret Side	26 - 68	Commander - Gunner	103	101												73 59 33 16 5 1			
	Tur Rear Sd	69 - 89	Commander - Gunner	112	110												31 25 10 1 -1 -2			
	Gun Barrel	90 - 99	25mm Cannon	8	8												73 59 33 17 5 1			
	Turret Rear	00 - 02	Graze																	
		03 - 07	Gunner's Sight	10	10												1	5 16 33 58		
		08 - 15	Cmdr Hatch - Prscp	6	6	Cmdr - Gnnr	32	24									1	5 17 33 59		
	Tur Rear Sd	16 - 40	Commander - Gunner	871	453												-21 -37 -45 -48 -48			
	Tur Rear	41 - 99	Commander - Gunner	96	92	Cannon	218	453									1	5 16 33 58		
	Turret Top	00 - 99	Commander - Gunner	15	15															
	Hull Front	00 - 01	Graze																	
	Turret Lip	02 - 05	Commander - Gunner	97	97												1	5 17 33 59		
	Dvr Prscp	06 - 06	Driver	32	31	Cmdr - Gnnr	46	89	[Dsmnt Sqd]	70	NP						1	5 17 33 59		
	Upr Glacis	07 - 18	Driver	131	68	Ammunition	154	84	[Dsmnt Sqd]	163	109						1	5 11 22 44		
	Lwr Glacis	19 - 25	Driver	40	28	Ammo-TCw	55	240	[DSd]-Ammo	80	NP						1	5 11 26 51		
	Lwr Glacis	26 - 32	Driver	40	28	Ammo-TCw	55	240	[DSd]-Fuel	76	NP						1	5 11 26 51		
	Upr Glacis	33 - 38	Engine	131	68	Cmdr - Gnnr	213	400	[Dsmnt Sqd]	258	614						1	5 11 22 44		
	Upr Glacis	39 - 52	Engine	131	68	Cmdr - Gnnr	418	49H	[Dsmnt Sqd]	483	NP						1	5 11 22 44		
	Lwr Glacis	53 - 69	Engine	40	28	Cmdr - Gnnr	318	78H	[DSd]-Fuel	358	NP						1	5 11 26 51		
	Lwr Glacis	70 - 75	Engine	40	28	Cmdr - Gnnr	318	78H	[DSd]-Ammo	352	NP						1	5 11 26 51		
	Lwr Glacis	76 - 82	Suspension (Track)	40	28												1	5 11 26 51		
		83 - 92	Tire RFI (Rd Whl)	18	18															
		93 - 99	Wheel (Track)	28	28															
	Hull Side	00 - 05	Graze																	
	Turret Lip	06 - 06	Commander - Gunner	97	97												73 59 33 17 5 1			
	Hull Side	07 - 12	Driver	26	22	Engine	37	31									69 55 30 13 5 1			
	Lwr Hull	13 - 15	Driver	24	24	Engine	34	30									73 59 33 17 5 1			
	Lwr Hull	16 - 18	Tire RFI (Rd Whl)*	18	18	Driver	60	63	Engine	75	74						73 59 33 17 5 1			
	Hull Side	19 - 25	Ammunition	26	22	Engine	37	29									69 55 30 13 5 1			
	Lwr Hull	26 - 29	Ammunition	24	24	Engine	34	30									73 59 33 17 5 1			
	Lwr Hull	30 - 32	Tire RFI (Rd Whl)*	18	18	Ammunition	60	63	Engine	75	74						73 59 33 17 5 1			
	Hull Side	33 - 41	Ammo-[Dsmnt Squad]	26	22	Cmdr - Gnnr	39	28									69 55 30 13 5 1			
	Lwr Hull	42 - 47	[Dismount Squad]	24	24	Cmdr - Gnnr	37	30									73 59 33 17 5 1			
	Lwr Hull	48 - 49	Tire RFI (Rd Whl)*	18	18	[Dsmnt Sqd]	60	63	Cmdr - Gnnr	77	79						73 59 33 17 5 1			
	Hull Side	50 - 56	[Dismount Squad]	26	22												69 55 30 13 5 1			
	Hull Side	57 - 60	[Dismount Squad]	26	22	Fuel	41	40									69 55 30 13 5 1			
	Lwr Hull	61 - 64	[Dismount Squad]	24	24	Fuel	38	34									73 59 33 17 5 1			
	Lwr Hull	65 - 67	Tire RFI (Rd Whl)*	18	18	[Dsmnt Sqd]	60	63	Fuel	81	82						73 59 33 17 5 1			
		68 - 72	Wheel (Track)	28	28	Wheel	79	270												
		73 - 99	Tire RFI (Rd Whl)	18	18	Tire RFI	52	174												
	Hull Rear	00 - 01	Graze																	
	Hull Rear	02 - 08	[Dismount Squad]	24	24	Ammunition	34	35	Engine	51	219						1	5 17 33 59		
	Rear Door	09 - 31	[Dismount Squad]	24	24	Cmdr - Gnnr	37	59	Engine	52	450						1	5 17 33 59		
	Rear Door	32 - 56	[Dismount Squad]	24	24	Fuel	34	29	Cmdr - Gnnr	48	65						1	5 17 33 59		
	Hull Rear	57 - 63	[Dismount Squad]	24	24	Ammunition	34	35	Driver	55	NP						1	5 17 33 59		
	Rear Door	64 - 80	[Dismount Squad]	24	24	Ammo-TCw	37	59	Driver	59	NP						1	5 17 33 59		
		81 - 92	Tire RFI (Rd Whl)	18	18															
		93 - 99	Wheel (Track)	28	28															
	Hull Top	00 - 35	Engine	15	15															
	Hull Top	36 - 47	Driver	15	15															
	Hull Top	48 - 99	[Dismount Squad]	15	15	Fuel	23	25												

ADVANCED RULES STATUS SHEET 3 WEAPON DATA TABLE CANADA LAV25 - 25mm CANNON

Weapon Characteristics	Aim Mods Ph Md	Direct Fire Data		Target Range in 20 Yard Mech Hexes																
				4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200
25mm Cannon ROF *, *1, or *2 Cap 300 (530) Ammo Wt 342 Reload Time 90P Knock Down 245 SAB 1	1 -6 2 7 3 12 4 16	HEI-T M792	PEN	74	68	63	58	50	43	37	32	28	24	21	18	14	11	8.3	6.6	5.4
			PENF	46	42	38	36	30	26	22	19	16	14	12	10	8	6	4	3	2
			AOI																	1
			DFE	500	191	120	85	51	34	24	18	14	11	9	7	5	3	2	2	1
			MA	.2	.4	.5	.7	1	1	2	2	3	3	3	4	4	5	6	7	7
			PALM	3	7	10	12	15	17	19	20	21	22	23	24	25	26	27	28	29
			BA	43	30	25	21	15	11	8	5	3	1	0	-2	-4	-6	-8	-10	-11
			BC0 250 TOF	1	2	3	4	6	8	10	12	15	17	20	23	29	35	41	48	55
			API-T																	35
			M791	PEN	289	271	257	244	219	196	176	158	142	128	115	103	83	67	54	44
			AOI																	4
			NID	500	295	189	136	84	58	43	33	26	21	18	15	11	8	6	5	4
			DFE	.2	.3	.5	.6	1	1	2	2	2	3	3	3	4	5	5	6	6
			PALM	3	7	9	11	14	16	18	19	20	21	22	23	24	25	26	27	28
			BA	30	20	15	12	6	3	0	-3	-5	-7	-8	-10	-12	-14	-16	-18	-19
			TOF	1	1	2	3	4	6	8	9	11	13	15	17	21	26	31	35	41
7.62mm Coax Reload Time 100 Rate of Fire *8 Cap 800 (1600) Ammo Wt 52 Knock Down 9 SAB 0	AC 1 -27 2 -17 3 -9 4 -5 6 -1 8 2 12 8	FMJ-T M16	PEN	17	14	11	9.6	6.8	4.8	3.4	2.4	1.7	1.2	.9	.6	.3	.2	.1		
			DC	7	7	7	6	6	4	3	2	1	1	1	1	1	1	1		
			MA																	7
			PALM	3	9	12	14	17	19	20	22	23	24	25	25	27	28	29		
			BA	44	32	26	22	17	13	10	7	5	4	2	1	-1	-3	-4		
			TOF	1	2	4	5	8	12	15	19	23	28	32	37	46	56	65		
			FMJ-T																	.1
			M16	DC	8	7	7	6	6	5	3	2	1	1	1	1	1	1		
			MA																	11
			PALM	5	12	15	17	20	22	23	25	26	27	27	28	29	31	32		
			BA	44	32	27	23	17	13	10	8	6	4	2	1	-1	-3	-4		
			TOF	1	2	4	5	8	11	15	19	23	27	31	36	45	54	64		
			FMJ-T																	.1
			M16	DC	8	7	7	6	6	5	3	2	1	1	1	1	1	1		
			MA																	11
			PALM	5	12	15	17	20	22	23	25	26	27	27	28	29	31	32		
			BA	44	32	27	23	17	13	10	8	6	4	2	1	-1	-3	-4		
			TOF	1	2	4	5	8	11	15	19	23	27	31	36	45	54	64		
7.62mm AA MG Reload Time 28 Rate of Fire *5 Cap 200 (800) Ammo Wt 13.0 Knock Down 9 SAB 0	1 -27 2 -17 3 -10 4 -6 6 -2 8 1 12 5	FMJ-T M16	PEN	17	14	12	10	7.2	5.1	3.7	2.6	1.9	1.3	.9	.7	.3	.2	.1		
			DC	8	7	7	6	6	5	3	2	1	1	1	1	1	1	1		
			MA																	11
			PALM	5	12	15	17	20	22	23	25	26	27	27	28	29	31	32		
			BA	44	32	27	23	17	13	10	8	6	4	2	1	-1	-3	-4		
			TOF	1	2	4	5	8	11	15	19	23	27	31	36	45	54	64		
			FMJ-T																	.1
			M16	DC	8	7	7	6	6	5	3	2	1	1	1	1	1	1		
			MA																	11
			PALM	5	12	15	17	20	22	23	25	26	27	27	28	29	31	32		
			BA	44	32	27	23	17	13	10	8	6	4	2	1	-1	-3	-4		
			TOF	1	2	4	5	8	11	15	19	23	27	31	36	45	54	64		
			FMJ-T																	.1
			M16	DC	8	7	7	6	6	5	3	2	1	1	1	1	1	1		
			MA																	11
			PALM	5	12	15	17	20	22	23	25	26	27	27	28	29	31	32		
			BA	44	32	27	23	17	13	10	8	6	4	2	1	-1	-3	-4		
			TOF	1	2	4	5	8	11	15	19	23	27	31	36	45	54	64		

LAV 25

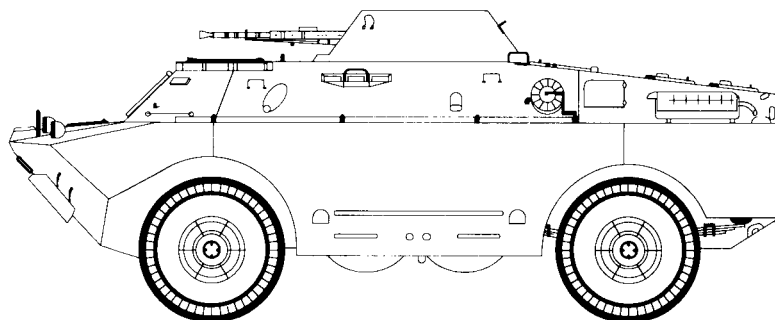
ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE

Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	12	12	12	12	12	12	Turret Face	00 - 18	00 - 14	00 - 11	00 - 09	00 - 08	00 - 09
	Hull	16	17	18	19	19	19	Turret Side	19 - 20	15 - 16	12 - 12	10 - 10	09 - 10	10 - 10
	All	17	18	19	19	20	20	Hull Face	21 - 84	17 - 65	13 - 47	11 - 35	11 - 26	11 - 13
	Air-Grd	21	21	21	21	22	22	Hull Side	85 - 99	66 - 99	48 - 99	36 - 99	27 - 99	14 - 99
15°	Turret	12	12	12	12	12	12	Turret Face	00 - 17	00 - 13	00 - 10	00 - 09	00 - 08	00 - 08
	Hull	16	17	18	19	19	19	Turret Side	18 - 23	14 - 18	11 - 14	10 - 12	09 - 11	09 - 12
	All	17	18	19	19	20	20	Hull Face	24 - 85	19 - 66	15 - 48	13 - 37	12 - 27	13 - 15
	Air-Grd	21	21	21	21	22	22	Hull Side	86 - 99	67 - 99	49 - 99	38 - 99	28 - 99	16 - 99
30°	Turret	13	13	13	13	13	13	Turret Face	00 - 15	00 - 12	00 - 09	00 - 08	00 - 07	00 - 08
	Hull	16	17	18	19	19	19	Turret Side	16 - 27	13 - 21	10 - 17	09 - 15	08 - 14	09 - 14
	All	17	18	19	20	20	20	Hull Face	28 - 86	22 - 67	18 - 50	16 - 38	15 - 29	15 - 17
	Air-Grd	21	21	21	22	22	22	Hull Side	87 - 99	68 - 99	51 - 99	39 - 99	30 - 99	18 - 99
45°	Turret	13	13	13	13	13	13	Turret Face	00 - 13	00 - 10	00 - 08	00 - 07	00 - 06	00 - 06
	Hull	16	17	18	19	19	19	Turret Side	14 - 29	11 - 23	09 - 18	08 - 16	07 - 15	07 - 15
	All	18	18	19	20	20	20	Hull Face	30 - 86	24 - 68	19 - 51	17 - 39	16 - 30	16 - 18
	Air-Grd	21	21	21	22	22	22	Hull Side	87 - 99	69 - 99	52 - 99	40 - 99	31 - 99	19 - 99
60°	Turret	13	13	13	13	13	13	Turret Face	00 - 10	00 - 07	00 - 06	00 - 05	00 - 05	00 - 05
	Hull	16	17	18	19	19	19	Turret Side	11 - 29	08 - 23	07 - 19	06 - 16	06 - 15	06 - 15
	All	18	18	19	20	20	20	Hull Face	30 - 86	24 - 68	20 - 51	17 - 39	16 - 30	16 - 18
	Air-Grd	21	21	21	22	22	22	Hull Side	87 - 99	69 - 99	52 - 99	40 - 99	31 - 99	19 - 99
> 60°	Turret	13	13	13	13	13	13	Turret Face	00 - 03	00 - 02	00 - 02	00 - 01	00 - 01	00 - 01
	Hull	16	17	18	19	19	19	Turret Side	04 - 27	03 - 21	03 - 17	02 - 14	02 - 13	02 - 14
	All	17	18	19	20	20	20	Hull Face	28 - 86	22 - 67	18 - 50	15 - 38	14 - 29	15 - 17
	Air-Grd	21	21	21	22	22	22	Hull Side	87 - 99	68 - 99	51 - 99	39 - 99	30 - 99	18 - 99

USSR BRDM 2

Status Sheet 1

BRDM 2 with 14.5mm Heavy Machine Gun (1966)



MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	13.8 -	13.4 -	12.9 -	12.5 -	12.1 -	11.9 03
10°	8.9 -	8.4 -	8.0 -	7.5 -	7.1 00	6.9 03
20°	4.1 -	3.6 -	3.1 -	2.7 -	2.2 00	2.0 04
30°	1.0 -	.7 -	.5 -	.3 00	.1 00	06
40°	.2 -	.1 -	00	00	01	12
50°	.1 -	00	01	02	04	38

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 10	—	11 - 99	—
Front	Obliq	00 - 07	08 - 13	14 - 99	—
Front	Side	—	00 - 11	12 - 99	—
Obliq	Front	00 - 05	—	06 - 33	34 - 99
Obliq	Obliq	00 - 03	04 - 07	08 - 34	35 - 99
Obliq	Side	—	00 - 05	06 - 33	34 - 99
Side	Front	00 - 05	—	—	06 - 99
Side	Obliq	00 - 03	04 - 07	—	08 - 99
Side	Side	—	00 - 05	—	06 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables	Vehicle Data	Phase	Turn
Smoke Launchers Yes	Hull Turning Rate (°)	44°	175°
Deep Fording Equip Amph	Turret Traverse Rate (°)	45°	180°
Fire Extinguishing Sys No	Accerelation VC (MH)		2.6
Infra-Red Imaging Yes	Deceleration VC (MH)		3.4
Image Intensifying No	Max Road Range (miles)		467
Thermal Imaging No	Side Slope		30°
Run Flat Inserts Yes			
Fuel Hit Modifier 0	Ground Pressure (psi)		8.6
Ammunition Hit Modifier 0	Moving Target Accuracy Mod		0
Spotting Modifier + 1	Moving Shooter Accuracy Mod		0

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
Main Gun 14.5mm MG	1 to 6	—	+30°	-5°	Inc AP-T	25	*5	67	10	—	—	20	1	-7
					API-T			73					2	7
					API			116					3	13
Coax MG 7.62 x 54mm	1 to 6	—	+30°	-5°	API-T	85	*6	12	31	—	—	17	4	17
AKMS Port Fire Weapon	2 or 6	60°	+30°	-30°	FMJ	6	*5	3	3	—	—	34		

CREW AND PLATOON ROSTER / STATUS TABLE

Crew and Status	Field of View	Fire Zone	Weapon	FP	Vehicle 1					Vehicle 2					Vehicle 3				
Crew					Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	1 - 3	—																	
Gunner	1, 2, 6	1 to 6																	
Driver	1, 5, 6	—																	
AKMS Gunner	2-3 / 5-6	2 or 6	(AKMS)	(3)															
Ammunition					Main Gun														
					Coax Machine Gun														
					Port Fire Weapon														
Equipment					Main Gun														
					Coax Machine Gun														
					Gun Sight														
					Right Wheel and Suspension														
					Left Wheel and Suspension														
					Engine and Power Train														
Condition					Condition					Abandoned Burning Exploded					Abandoned Burning Exploded				

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE					USSR BRDM 2 - 14.5mm MG				
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°
Turret Front	00 - 03	Graze									
Tur Face	04 - 08	Gun Sight*	4	4	Tur Gnr [Cw]	19	14				1 5 17 33 59
Tur Face	09 - 17	14.5mm Mach Gun*	10	10	Tur Gnr [Cw]	24	17				1 5 16 33 58
Tur Face	18 - 19	Coax Machine Gun*	6	6	Tur Gnr [Cw]	17	12				2 6 17 33 59
Tur Mantlet	20 - 43	Turret Gunner [Crew]	24	20							1 5 12 28 54
Tur Frt Sd	44 - 99	Turret Gunner [Crew]	41	32							-7 -11 -12 -11 -7
Turret Side	00 - 02	Graze									
Turret Side	03 - 46	Turret Gunner [Crew]	19	17	14.5mm MG	35	25				71 57 31 15 5 1
Turret Side	47 - 90	Turret Gunner [Crew]	19	17							71 57 31 15 5 1
Gun Barrel	91 - 99	14.5mm Machine Gun	8	8							73 59 33 17 5 1
Turret Rear	00 - 03	Graze									
Tur Rear Sd	04 - 54	Turret Gunner [Crew]	36	28							-10 -14 -15 -14 -10
Tur Rear	55 - 99	Turret Gunner [Crew]	19	17	14.5mm MG	35	26				1 5 15 31 57
Turret Top	00 - 99	Turret Gunner [Crew]	13	13							
Hull Front	00 - 06	Graze									
Pscp Upr Hull	07 - 08	Driver [Crew]	28	28	Engine	47	166				1 6 17 33 59
Upr Face	09 - 16	Driver [Crew]	27	20	Engine	45	172				1 5 11 28 53
Upr Face Sd	17 - 21	Driver [Crew]	69	45	Engine	125	265				-13 -18 -21 -21 -19
Upr Glacis	22 - 25	Driver [Crew]	200	91	Engine	245	12K				1 5 11 22 43
Hull Nose	26 - 27	Driver [Crew]	35	35	Engine	56	NP				1 5 17 33 59
Lwr Glacis	28 - 31	Driver [Crew]	27	20	Fuel	45	63H	Engine	68	NP	1 5 11 28 53
Trim Vane	32 - 38	Driver [Crew]	46	34	Fuel	69	830	Engine	96	NP	1 4 11 27 53
Lwr Glacis	39 - 41	Driver [Crew]	27	20	Fuel	45	275	Engine	68	874	1 5 11 28 53
Pscp Upr Hull	42 - 43	Commander [Crew]	28	28	Engine	47	166				1 6 17 33 59
Upr Face	44 - 51	Commander [Crew]	27	20	Engine	45	172				1 5 11 28 53
Upr Face Sd	52 - 56	Commander [Crew]	69	45	Engine	125	265				-13 -18 -21 -21 -19
Upr Glacis	57 - 60	Commander [Crew]	200	91	Engine	245	12K				1 5 11 22 43
Hull Nose	61 - 62	Commander [Crew]	35	35	Engine	56	NP				1 5 17 33 59
Lwr Glacis	63 - 65	Commander [Crew]	27	20	Fuel	45	63H	Engine	68	NP	1 5 11 28 53
Trim Vane	66 - 73	Commander [Crew]	46	34	Fuel	69	830	Engine	96	NP	1 4 11 27 53
Lwr Glacis	74 - 76	Commander [Crew]	27	20	Fuel	45	275	Engine	68	874	1 5 11 28 53
Lwr Glacis	77 - 80	Driver - Cmdr [Crew]	27	20	Eng-Pwr Trn	45	64	Engine	180	14K	1 5 11 28 53
Frt Lwr Sd	81 - 85	Tire RFI (Rd Whl)	175	104							-15 -22 -25 -25 -23
	86 - 94	Wheel (Track)	30	30							
	95 - 99	Tire RFI (Rd Whl)	18	18							
Hull Side	00 - 02	Graze									
Upr Face Sd	03 - 05	Driver - Cmdr [Crew]	35	27							5 2 -3 -6 -6 -4
Frt Lwr Sd	06 - 10	Driver - Cmdr [Crew]	27	20							-9 -11 -16 -17 -16 -11
Hull Side	11 - 15	Driver - Cmdr [Crew]	13	13							73 59 33 17 5 1
Lwr Hull	16 - 20	Driver - Cmdr [Crew]	13	13							73 59 33 17 5 1
Lwr Hull	21 - 25	Tire RFI (Rd Whl)*	18	18	Dvr-Cdr [Cw]	45	39	Tire RFI	107	11H	73 59 33 17 6 1
Lwr Hull	26 - 26	Wheel (Track)*	30	30	Dvr-Cdr [Cw]	62	51	Wheel (Trck)	151	16H	73 59 33 17 5 1
Hull Upr Sd	27 - 34	Turret Gunner [Crew]	14	14							73 59 33 17 5 1
Hull Side	35 - 43	Turret Gunner [Crew]	13	13							73 59 33 17 5 1
Lwr Hull	44 - 52	Belly Wheel (Rd Whl)	44	40	Tur Gnr [Cw]	66	50	Eng-Pwr Trn	93	72	73 59 33 17 5 1
Hull Side	53 - 54	Fuel	13	13							73 59 33 17 5 1
Lwr Hull	55 - 56	Fuel	13	13	Eng-Pwr Trn	27	33				73 59 33 17 5 1
Hull Upr Sd	57 - 64	Engine	14	14							73 59 33 17 5 1
Hull Side	65 - 76	Engine	13	13							73 59 33 17 5 1
Lwr Hull	77 - 80	Tire RFI (Rd Whl)*	18	18	Engine	45	39	Tire RFI	326	69H	73 59 33 17 6 1
Lwr Hull	81 - 81	Wheel (Track)*	30	30	Engine	62	51	Wheel (Trck)	376	77H	73 59 33 17 5 1
Lwr Hull	82 - 88	Engine	13	13							73 59 33 17 5 1
	89 - 89	Wheel (Track)	30	30	Wheel (Trck)	87	834				
	90 - 99	Tire RFI (Rd Whl)	18	18	Tire RFI	52	488				
Hull Rear	00 - 10	Graze									
Rear Hull	11 - 70	Engine	13	13	Fuel	203	14H	[Crew]	249	14H	1 5 17 33 59
	71 - 86	Tire RFI (Rd Whl)	18	18							
	87 - 99	Wheel (Track)	30	30							
Hull Top	00 - 61	Engine	8	8							
Hull Top	62 - 99	[Crew]	13	13							

BRDM 2

ADVANCED RULES STATUS SHEET 3				WEAPON DATA TABLE										USSR BRDM 2 - 14.5mm MG									
Weapon Characteristics		Aim Mods		Direct Fire Data		Target Range in 20 Yard Mech Hexes																	
		AC	Md			4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200	
14.5mm MG		1 -38 2 -28 3 -22 4 -17 6 -8 8 -3 10 1 12 3 14 5 16 7	Inc AP-T	PEN	105	95	87	80	67	57	48	40	34	29	24	20	14	10	7.3	5.2	3.7		
ROF	*5			ZP	DC	10	10	10	10	10	10	10	10	10	10	10	10	10	10	8	4	1	
			API-T	PEN	114	103	94	87	73	62	52	44	37	31	26	22	16	11	7.9	5.6	4.0		
Cap	200 (500)			BZT	DC	10	10	10	10	10	10	10	10	10	10	10	10	10	10	8	4	1	
			Ammo Wt	116.4	AP-T	PEN	175	160	147	136	116	99	85	72	62	53	45	39	28	21	15	11	8.0
BS41	DC					10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	8	3
Reload Time	20P		AOI																				
				NID																			
Knock Down	70		DFE		402	150	94	67	40	27	19	14	11	9	7	6	4	3	2	1	1		
				SAB	1	MA	.3	.7	1	1	2	3	4	4	5	6	6	7	9	10	12	13	14
PALM	6		12				15	17	20	22	24	25	26	27	28	29	30	31	32	33	34		
	BA		49	37	32	28	23	19	16	13	11	9	8	6	4	2	0	-2	-3	-3			
TOF			1	2	3	4	6	9	11	14	17	20	23	26	32	39	47	54	62				
	7.62mm Coax		1 -26 2 -16 3 -9 4 -5 6 -1 8 2 12 7	API-T	PEN	29	24	20	17	12	8.9	6.4	4.6	3.3	2.4	1.7	1.2	.6	.3	.2	.1		
Reload Time	21	BZT			DC	7	7	7	6	6	5	3	2	1	1	1	1	1	1	1			
Rate of Fire	*6	MA		.2	.5	.7	.9	1	2	2	3	3	4	4	5	5	6	7	8				
Cap	250 (2000)			PALM	3	9	12	14	17	19	20	22	23	24	25	25	27	28	29	30			
Ammo Wt	14.3	BA		45	33	27	23	17	14	11	8	6	4	3	2	0	-2	-3	-5				
Knock Down	9	TOF		1	2	4	5	8	12	15	19	23	28	32	37	46	56	65	75				
SAB	0																						
7.62mm Port Fire		1 -23 2 -12 3 -10 4 -9 6 -7 8 -5 9 -4	FMJ	PEN	10	8.0	6.5	5.3	3.5	2.3	1.5	1.0	.7	.4	.3	.2	.1						
Reload Time	8			DC	6	6	5	5	3	2	1	1	1	1	1	1	1	1					
Rate of Fire	*5		MA	2	5	8	10	15	20	25	30	35	40	45	50	60							
Cap	30 (120)			PALM	20	26	29	31	34	36	38	39	40	41	42	43	44						
Ammo Wt	1.8		BA	42	29	24	20	14	10	7	5	3	1	0	-1	-3							
Knock Down	7		TOF	1	3	4	6	10	14	19	24	29	34	40	46	57							
SAB	5																						

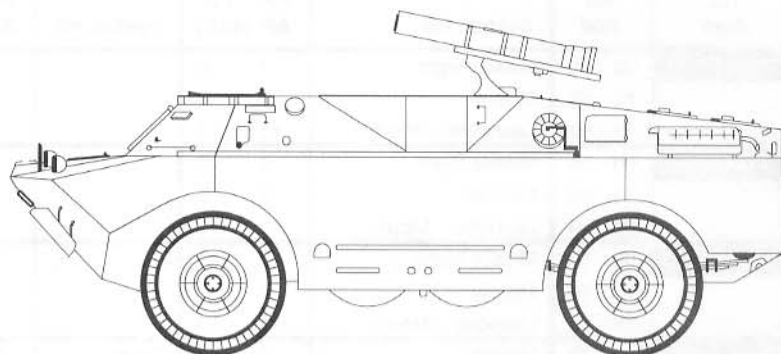
ADVANCED RULES STATUS SHEET 3								TARGET SIZE AND HIT AREA TABLE							
Turret Facing	Target	Hull Facing						Hit Area	Hull Facing						
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°	
< 5°	Turret	9	9	9	9	9	9	Turret Face	00 - 09	00 - 07	00 - 05	00 - 04	00 - 04	00 - 04	
	Hull	16	17	18	19	19	19	Turret Side	10 - 10	08 - 07	06 - 06	05 - 05	05 - 04	05 - 05	
	All	17	18	18	19	19	19	Hull Face	11 - 84	08 - 64	07 - 45	06 - 33	05 - 23	06 - 08	
	Air-Grd	20	20	21	21	21	21	Hull Side	85 - 99	65 - 99	46 - 99	34 - 99	24 - 99	09 - 99	
15°	Turret	9	9	9	9	9	9	Turret Face	00 - 09	00 - 07	00 - 05	00 - 04	00 - 04	00 - 04	
	Hull	16	17	18	19	19	19	Turret Side	10 - 11	08 - 08	06 - 06	05 - 05	05 - 05	05 - 05	
	All	17	18	18	19	19	19	Hull Face	12 - 84	09 - 64	07 - 46	06 - 33	06 - 24	06 - 09	
	Air-Grd	20	20	21	21	21	21	Hull Side	85 - 99	65 - 99	47 - 99	34 - 99	25 - 99	10 - 99	
30°	Turret	10	10	10	10	10	10	Turret Face	00 - 08	00 - 06	00 - 04	00 - 04	00 - 03	00 - 04	
	Hull	16	17	18	19	19	19	Turret Side	09 - 13	07 - 10	05 - 07	05 - 06	04 - 06	05 - 06	
	All	17	18	19	19	19	19	Hull Face	14 - 84	11 - 64	08 - 46	07 - 34	07 - 24	07 - 09	
	Air-Grd	20	20	21	21	21	21	Hull Side	85 - 99	65 - 99	47 - 99	35 - 99	25 - 99	10 - 99	
45°	Turret	10	10	10	10	10	10	Turret Face	00 - 07	00 - 05	00 - 04	00 - 03	00 - 03	00 - 03	
	Hull	16	17	18	19	19	19	Turret Side	08 - 13	06 - 10	05 - 08	04 - 07	04 - 06	04 - 07	
	All	17	18	19	19	19	19	Hull Face	14 - 84	11 - 65	09 - 46	08 - 34	07 - 25	08 - 10	
	Air-Grd	20	20	21	21	21	21	Hull Side	85 - 99	66 - 99	47 - 99	35 - 99	26 - 99	11 - 99	
60°	Turret	10	10	10	10	10	10	Turret Face	00 - 05	00 - 04	00 - 03	00 - 02	00 - 02	00 - 02	
	Hull	16	17	18	19	19	19	Turret Side	06 - 13	05 - 10	04 - 08	03 - 07	03 - 06	03 - 06	
	All	17	18	19	19	19	19	Hull Face	14 - 84	11 - 65	09 - 46	08 - 34	07 - 24	07 - 10	
	Air-Grd	20	20	21	21	21	21	Hull Side	85 - 99	66 - 99	47 - 99	35 - 99	25 - 99	11 - 99	
> 60°	Turret	9	9	9	9	9	9	Turret Face	00 - 01	00 - 01	00 - 00	00 - 00	00 - 00	00 - 00	
	Hull	16	17	18	19	19	19	Turret Side	02 - 11	02 - 08	01 - 06	01 - 05	01 - 05	01 - 05	
	All	17	18	18	19	19	19	Hull Face	12 - 84	09 - 64	07 - 46	06 - 33	06 - 23	06 - 09	
	Air-Grd	20	20	21	21	21	21	Hull Side	85 - 99	65 - 99	47 - 99	34 - 99	24 - 99	10 - 99	

ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE													
Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear From the Side	00 - 18	00 - 32	00 - 43	00 - 52	00 - 61	00 - 69	Front or Rear From the Side	00 - 19	00 - 33	00 - 43	00 - 53	00 - 61	00 - 70
	00 - 16	00 - 29	00 - 40	00 - 49	00 - 58	00 - 66		00 - 08	00 - 17	00 - 24	00 - 32	00 - 40	00 - 49

USSR BRDM 3

Status Sheet 1

BRDM 3 with Spigot AT-4 and Spandrel AT-5 ATGW (1977)



MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	13.8 -	13.4 -	12.9 -	12.5 -	12.1 -	11.9 03
10°	8.9 -	8.4 -	8.0 -	7.5 -	7.1 00	6.9 03
20°	4.1 -	3.6 -	3.1 -	2.7 -	2.2 00	2.0 04
30°	1.0 -	.7 -	.5 -	.3 00	.1 00	06
40°	.2 -	.1 -	00	00	01	12
50°	.1 -	00	01	02	04	38

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 10	—	11 - 99	—
Front	Obliq	00 - 06	07 - 11	12 - 99	—
Front	Side	—	00 - 07	08 - 99	—
Obliq	Front	00 - 05	—	06 - 33	34 - 99
Obliq	Obliq	00 - 03	04 - 05	06 - 33	34 - 99
Obliq	Side	—	00 - 03	04 - 32	33 - 99
Side	Front	00 - 05	—	—	06 - 99
Side	Obliq	00 - 03	04 - 05	—	06 - 99
Side	Side	—	00 - 03	—	04 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data	Phase	Turn
Smoke Launchers	Yes	Hull Turning Rate (°)	44°	175°
Deep Fording Equip	Amph	Turret Traverse Rate (°)	—	—
Fire Extinguishing Sys	No	Accerelation VC (MH)		2.6
Infra-Red Imaging	Yes	Deceleration VC (MH)		3.4
Image Intensifying	No	Max Road Range (miles)		467
Thermal Imaging	No	Side Slope		30°
Run Flat Inserts	Yes			
Fuel Hit Modifier	0	Ground Pressure (psi)		8.6
Ammunition Hit Modifier	0	Moving Target Accuracy Mod		0
Spotting Modifier	+ 1	Moving Shooter Accuracy Mod		0

MISSILE DATA

Missile ATGW	Field of View	Aim Time	Hit Odds				Velocity MHPP	Range MH	# Missiles Ready Hull		RT Each	PEN	BC0	FP
			Close	%	Far	%								
Spigot AT-4	1	2P	< 15 MH	50%	> 15 MH	88%	20	4 - 140	2	8	20P	64H	60H	62
Spandrel AT-5	1	2P	<15 MH	50%	> 15 MH	88%	20	4 - 220	3	6	20P	64H	86H	74

CREW AND PLATOON ROSTER / STATUS TABLE

Crew and Status	Field of View	Fire Zone	Weapon	FP	Vehicle 1					Vehicle 2					Vehicle 3				
Crew					Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	1 - 3	—																	
Driver	1, 5, 6	—																	
Loader	2-3 / 5-6	2 or 6	(AKMS)	(3)															
Ammunition		Spigot Missiles Spandrel Missiles Port Fire Weapon																	
Equipment		Missiles																	
		Missile Launcher / Mount																	
		Missile Sight																	
		Right Wheel and Suspension																	
		Left Wheel and Suspension																	
		Engine and Power Train																	
Condition		Condition			Abandoned Burning Exploded					Abandoned Burning Exploded					Abandoned Burning Exploded				

BRDM 3

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE				USSR			BRDM 3		ATGW CARRIER				
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°				
Turret Front	00 - 11	Missile Sight	2	2											
	12 - 48	Missile	2	2											
	49 - 99	Launcher - Mount	11	11							1 5 17 33 59				
Turret Side	00 - 18	Missile Sight	2	2											
	19 - 88	Missiles	2	2											
	89 - 99	Launcher - Mount	10	10							73 59 33 17 5 1				
Turret Rear	00 - 11	Missile Sight	2	2											
	12 - 48	Missile	2	2											
	49 - 99	Launcher - Mount	10	10							1 5 17 33 59				
Turret Top	00 - 49	Missile	2	2	[Crew]	19	52								
	50 - 99	Missile	2	2	Launcher	16	13	[Crew]		42 64					
Hull Front	00 - 06	Graze													
Pscp Upr Hull	07 - 08	Driver [Crew]	28	28	Engine	47	166				1 6 17 33 59				
Upr Face	09 - 16	Driver [Crew]	27	20	Engine	45	172				1 5 11 28 53				
Upr Face Sd	17 - 21	Driver [Crew]	69	45	Engine	125	265				-13 -18 -21 -21 -19				
Upr Glacis	22 - 25	Driver [Crew]	200	91	Engine	245	12K				1 5 11 22 43				
Hull Nose	26 - 27	Driver [Crew]	35	35	Engine	56	NP				1 5 17 33 59				
Lwr Glacis	28 - 30	Driver [Crew]	27	20	Fuel	45	63H	Engine	68	NP	1 5 11 28 53				
Trim Vane	31 - 35	Driver [Crew]	46	34	Fuel	69	12H	Engine	96	NP	1 4 11 27 53				
Lwr Glacis	36 - 37	Driver [Crew]	27	20	Fuel	45	275	Engine	68	874	1 5 11 28 53				
Pscp Upr Hull	38 - 39	Commander [Crew]	28	28	Engine	47	166				1 6 17 33 59				
Upr Face	40 - 47	Commander [Crew]	27	20	Engine	45	172				1 5 11 28 53				
Upr Face Sd	48 - 52	Commander [Crew]	69	45	Engine	125	265				-13 -18 -21 -21 -19				
Upr Glacis	53 - 56	Commander [Crew]	200	91	Engine	245	12K				1 5 11 22 43				
Hull Nose	57 - 58	Commander [Crew]	35	35	Engine	56	NP				1 5 17 33 59				
Lwr Glacis	59 - 60	Commander [Crew]	27	20	Fuel	45	63H	Engine	68	NP	1 5 11 28 53				
Trim Vane	61 - 66	Commander [Crew]	46	34	Fuel	69	12H	Engine	96	NP	1 4 11 27 53				
Lwr Glacis	67 - 68	Commander [Crew]	27	20	Fuel	45	275	Engine	68	874	1 5 11 28 53				
Lwr Glacis	69 - 69	Driver - Cmdr [Crew]	27	20	Ammunition	38	40	Fuel-Eng	66	NP	1 5 11 28 53				
Trim Vane	70 - 73	Driver - Cmdr [Crew]	46	34	Ammunition	59	52	Fuel-Eng	91	NP	1 4 11 27 53				
Lwr Glacis	74 - 76	Driver - Cmdr [Crew]	27	20	Ammunition	38	34	Fuel-Eng	66	16H	1 5 11 28 53				
Lwr Glacis	77 - 80	Driver - Cmdr [Crew]	27	20	Eng-Pwr Trn	45	64	Engine	180	14K	1 5 11 28 53				
Frt Lwr Sd	81 - 85	Tire RFI (Rd Whl)	175	104							-15 -22 -25 -25 -23				
	86 - 94	Wheel (Track)	30	30											
	95 - 99	Tire RFI (Rd Whl)	18	18											
Hull Side	00 - 02	Graze													
Upr Face Sd	03 - 05	Driver - Cmdr [Crew]	35	27							5 2 -3 -6 -6 -4				
Frt Lwr Sd	06 - 10	Driver - Cmdr [Crew]	27	20							-9 -11 -16 -17 -16 -11				
Hull Side	11 - 15	Driver - Cmdr [Crew]	13	13							73 59 33 17 5 1				
Lwr Hull	16 - 20	Driver - Cmdr [Crew]	13	13							73 59 33 17 5 1				
Lwr Hull	21 - 25	Tire RFI (Rd Whl)*	18	18	Dvr-Cdr [Cw]	45	39	Tire RFI	107	11H	73 59 33 17 6 1				
Lwr Hull	26 - 26	Wheel (Track)*	30	30	Dvr-Cdr [Cw]	62	51	Wheel (Trck)	151	16H	73 59 33 17 5 1				
Hull Upr Sd	27 - 34	Loader [Crew]	14	14							73 59 33 17 5 1				
Hull Side	35 - 43	Loader [Crew]	13	13							73 59 33 17 5 1				
Lwr Hull	44 - 52	Belly Wheel (Rd Whl)	44	40	Ammo [Cw]	63	59	Eng-Pwr Trn	90	82	73 59 33 17 5 1				
Hull Side	53 - 54	Fuel	13	13							73 59 33 17 5 1				
Lwr Hull	55 - 56	Fuel	13	13	Eng-Pwr Trn	27	33				73 59 33 17 5 1				
Hull Upr Sd	57 - 64	Engine	14	14							73 59 33 17 5 1				
Hull Side	65 - 76	Engine	13	13							73 59 33 17 5 1				
Lwr Hull	77 - 80	Tire RFI (Rd Whl)*	18	18	Engine	45	39	Tire RFI	326	69H	73 59 33 17 6 1				
Lwr Hull	81 - 81	Wheel (Track)*	30	30	Engine	62	51	Wheel (Trck)	376	77H	73 59 33 17 5 1				
Lwr Hull	82 - 88	Engine	13	13							73 59 33 17 5 1				
	89 - 89	Wheel (Track)	30	30	Wheel (Trck)	87	834								
	90 - 99	Tire RFI (Rd Whl)	18	18	Tire RFI	52	488								
Hull Rear	00 - 10	Graze													
Rear Hull	11 - 70	Engine	13	13	Fuel	203	14H	[Crew]		249 14H	1 5 17 33 59				
	71 - 86	Tire RFI (Rd Whl)	18	18											
	87 - 99	Wheel (Track)	30	30											
Hull Top	00 - 61	Engine	8	8											
Hull Top	62 - 99	Crew	13	13											

USSR BRDM 3 ATGW CARRIER

BRDM 3

The BRDM3 carries 2 Spigot and 3 Spandrel missiles ready for launch. Only one of these missiles may be in flight at a time as there is only one guidance and control system. The Spandrel and Spigot are a second generation ATGW with SACLOS control. Once the missile is fired, all the operator need do is maintain the sight on the target. The automatic guidance system corrects the missile's course to target. The missiles course is controlled by a sight mounted to the roof of the vehicle.

ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE

Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	9	9	9	9	9	9	Turret Face	00 - 09	00 - 07	00 - 05	00 - 04	00 - 04	00 - 04
	Hull	16	17	18	19	19	19	Turret Side	10 - 10	08 - 07	06 - 06	05 - 05	05 - 04	05 - 05
	All	17	18	18	19	19	19	Hull Face	11 - 84	08 - 64	07 - 45	06 - 33	05 - 23	06 - 08
	Air-Grd	20	20	21	21	21	21	Hull Side	85 - 99	65 - 99	46 - 99	34 - 99	24 - 99	09 - 99
15°	Turret	9	9	9	9	9	9	Turret Face	00 - 09	00 - 07	00 - 05	00 - 04	00 - 04	00 - 04
	Hull	16	17	18	19	19	19	Turret Side	10 - 11	08 - 08	06 - 06	05 - 05	05 - 05	05 - 05
	All	17	18	18	19	19	19	Hull Face	12 - 84	09 - 64	07 - 46	06 - 33	06 - 23	06 - 08
	Air-Grd	20	20	21	21	21	21	Hull Side	85 - 99	65 - 99	47 - 99	34 - 99	24 - 99	09 - 99
30°	Turret	9	9	9	9	9	9	Turret Face	00 - 08	00 - 06	00 - 04	00 - 04	00 - 03	00 - 04
	Hull	16	17	18	19	19	19	Turret Side	09 - 11	07 - 08	05 - 06	05 - 06	04 - 05	05 - 05
	All	17	18	18	19	19	19	Hull Face	12 - 84	09 - 64	07 - 46	07 - 33	06 - 24	06 - 09
	Air-Grd	20	20	21	21	21	21	Hull Side	85 - 99	65 - 99	47 - 99	34 - 99	25 - 99	10 - 99
45°	Turret	9	9	9	9	9	9	Turret Face	00 - 06	00 - 05	00 - 03	00 - 03	00 - 03	00 - 03
	Hull	16	17	18	19	19	19	Turret Side	07 - 11	06 - 08	04 - 06	04 - 05	04 - 05	04 - 05
	All	17	18	18	19	19	19	Hull Face	12 - 84	09 - 64	07 - 46	06 - 33	06 - 24	06 - 09
	Air-Grd	20	20	21	21	21	21	Hull Side	85 - 99	65 - 99	47 - 99	34 - 99	25 - 99	10 - 99
60°	Turret	9	9	9	9	9	9	Turret Face	00 - 04	00 - 03	00 - 02	00 - 02	00 - 02	00 - 02
	Hull	16	17	18	19	19	19	Turret Side	05 - 10	04 - 08	03 - 06	03 - 05	03 - 04	03 - 05
	All	17	18	18	19	19	19	Hull Face	11 - 84	09 - 64	07 - 45	06 - 33	05 - 23	06 - 08
	Air-Grd	20	20	21	21	21	21	Hull Side	85 - 99	65 - 99	46 - 99	34 - 99	24 - 99	09 - 99
> 60°	Turret	7	7	7	7	7	7	Turret Face	00 - 00	00 - 00	00 - 00	—	—	—
	Hull	16	17	18	19	19	19	Turret Side	01 - 07	01 - 05	01 - 04	00 - 03	00 - 03	00 - 03
	All	17	17	18	19	19	19	Hull Face	08 - 83	06 - 63	05 - 44	04 - 32	04 - 22	04 - 06
	Air-Grd	20	20	21	21	21	21	Hull Side	84 - 99	64 - 99	45 - 99	33 - 99	23 - 99	07 - 99

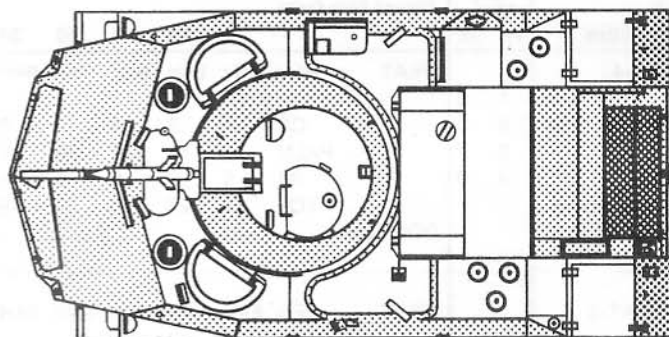
ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE

Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear From the Side	00 - 25	00 - 42	00 - 53	00 - 62	00 - 70	00 - 77	Front or Rear From the Side	00 - 19	00 - 33	00 - 43	00 - 53	00 - 61	00 - 70
	00 - 34	00 - 52	00 - 63	00 - 71	00 - 78	00 - 83		00 - 08	00 - 17	00 - 24	00 - 32	00 - 40	00 - 49

USSR BMD 1

Status Sheet 1

BMD 1 with 73mm Gun and Spigot AT-4 ATGW (1973)



MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	8.5 -	8.2 -	8.0 -	7.8 -	7.6 00	7.5 03
10°	7.4 -	7.2 -	7.0 -	6.8 -	6.6 00	6.5 03
20°	6.4 -	6.2 -	5.9 -	5.7 -	5.5 00	5.4 04
30°	5.5 -	5.2 -	4.9 -	4.7 00	4.4 00	4.2 06
40°	4.6 -	4.3 -	3.9 00	3.6 00	3.3 01	3.1 13
50°	3.9 -	3.4 00	2.9 01	2.5 02	2.0 05	1.8 42

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 13	—	14 - 99	—
Front	Obliq	00 - 10	11 - 21	22 - 99	—
Front	Side	—	00 - 20	21 - 99	—
Obliq	Front	00 - 08	—	09 - 39	40 - 99
Obliq	Obliq	00 - 06	07 - 13	14 - 42	43 - 99
Obliq	Side	—	00 - 12	13 - 42	43 - 99
Side	Front	00 - 08	—	—	09 - 99
Side	Obliq	00 - 06	07 - 13	—	14 - 99
Side	Side	—	00 - 12	—	13 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables	Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	144° 578°
Deep Fording Equip	Amph	Turret Traverse Rate (°)	70° 280°
Fire Extinguishing Sys	Yes	Accerelation VC (MH)	5.8
Infra-Red Imaging	Yes	Deceleration VC (MH)	6.0
Image Intensifying	No	Max Road Range (miles)	200
Thermal Imaging	No	Side Slope	27°
Fuel Hit Modifier	0	Ground Pressure (psi)	8.7
Ammunition Hit Modifier	0	Moving Target Accuracy Mod	0
Spotting Modifier	+ 1	Moving Shooter Accuracy Mod	0

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
Main Gun 73mm	1 to 6	—	+33°	-4°	HEAT	40	4P	36H	32	—	14H	—	1 4	2 7
Coax MG 7.62 x 54mm	1 to 6	—	+33°	-4°	API-T	85	*6	12	37	—	—	17	4 10	6 12
Twin Bow Machine Guns	1	60°	+15°	-15°	API-T	21	*12	12	60	—	—	20	6 12	8 13
AKMS Port Fire Weapon	Below	Below	+30°	-30°	FMJ	6	*5	3	3	—	—	34	8 13	

MISSILE DATA

Missile ATGW	Field of View	Aim Time	Close	Hit Odds %	Far %	Velocity MHPP	Range MH	# Missiles Ready	Hull	RT	PEN	BC0	FP
Spigot AT-4	1 to 6	2P	< 15 MH	50%	> 15 MH	88%	20	4 - 140	1 2	20P	64H	60H	62

CREW AND PLATOON ROSTER / STATUS TABLE

Crew and Status	FOV	FOF	Weapon	FP	Vehicle 1	Vehicle 2	Vehicle 3
Crew					Abd Inc KIA Inc Time PD	Abd Inc KIA Inc Time PD	Abd Inc KIA Inc Time PD
Gunner	1-3, 5-6	—	Mn, Coax, ATGW	Var	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
Driver	1	—	—	—	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
Bow MG Gunner	1-3	1	Twin Bow MG	60	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
Dismount Squad							
SL Commander	1, 5, 6	—	AK-74GL	11	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
Asst Sqd Ldr	2-6	—	RPK-74	10	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
Anti-Armor Spc Rifleman	—	—	AK-74 / RPG7	5 / 38	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
	—	—	AK-74	5	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
Ammunition			Main Gun Coax Machine Gun Anti-Tank Missile Launcher Twin Bow Machine Guns				
Equipment			Main Gun and Coaxial MG Anti-Tank Missile Launcher Gun Sight		☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
			Left Track Right Track Engine		☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
Condition			Condition		Abandoned Burning Exploded ☐ ☐ ☐	Abandoned Burning Exploded ☐ ☐ ☐	Abandoned Burning Exploded ☐ ☐ ☐

BMD 1 - 73mm

STATUS SHEET 2				HIT LOCATION AND DAMAGE TABLE				USSR BMD 1 - 73mm GUN							
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier				
											5°	15°	30°	45°	60° 75°
Turret Front	00 - 01	Graze													
	02 - 05	IR Spotlight	2	2											
	06 - 26	Spigot Missile	2	2											
Upr Face	27 - 32	Gun Sight / Prscp*	4	4	Tur Gunner	28	23				1	6	17	33	59
Tur Face	33 - 52	Turret Gunner	124	101							1	5	12	29	54
Turret Nose	53 - 81	Main Gun / Coax	55	55	Tur Gunner	159	100				1	5	15	31	57
Tur Frt Sd	82 - 99	Turret Gunner	213	164							-8	-11	-12	-11	-8
Turret Side	00 - 00	Graze													
	01 - 25	Spigot Missile	2	2											
Upr Face	26 - 26	Periscope*	4	4	Tur Gunner	28	23				73	59	33	17	6 1
Turret Side	27 - 55	Turret Gunner	76	69	Main Gun	136	108				71	57	31	15	5 1
Turret Side	56 - 76	Turret Gunner	76	69							71	57	31	15	5 1
Gun Mantlet	77 - 86	Main Gun / Coax	75	75							73	59	33	17	5 1
Gun Barrel	87 - 99	Main Gun	10	10							73	59	33	17	5 1
Turret Rear	00 - 01	Graze													
	02 - 04	IR Spotlight	2	2											
	05 - 22	Spigot Missile	2	2											
Tur Rear Sd	23 - 56	Turret Gunner	77	60							-11	-15	-16	-15	-11
Tur Rear	57 - 99	Turret Gunner	38	37	Main Gun	86	118				1	5	16	33	58
Turret Top	00 - 99	Turret Gunner	10	10											
Hull Front	00 - 01	Graze													
Dvr Prscp	02 - 02	Dvr [Cmdr - Bow Gnr]	28	28	Tur Gunner	41	48	[DSqd]-Eng	66	NP	1	6	17	33	59
Upr Glacis	03 - 10	Dvr [Cmdr - Bow Gnr]	141	71	Ammo-TGnr	167	100	[DSqd]-Eng	213	21H	-2	-1	1	6	16
Lwr Glacis	11 - 28	Dvr [Cmdr - Bow Gnr]	105	74	Ammo-TGnr	129	105	[DSqd]-Eng	169	25K	-2	-1	1	6	17
Upr Glacis	29 - 31	Cmdr [Dvr - Bow Gnr]	141	71	Ammo-TGnr	167	100	[DSqd]-Eng	213	21H	-2	-1	1	6	16
Upr Glacis	32 - 34	Cmdr [Dvr - Bow Gnr]	141	71	Fuel	167	108	Engine	213	25K	-2	-1	1	6	16
Hull Frt Sd	35 - 38	Cmdr [Dvr - Bow Gnr]	557	267	Fuel	779	479	Engine	12H	12K	-27	-44	-56	-60	-62
Lwr Glacis	39 - 57	Cmdr [Dvr - Bow Gnr]	207	130	Ammo-TGnr	257	189	[DSqd]-Eng	314	NP	-2	-1	1	6	16
Upr Glacis	58 - 60	Bow Gnnr [Dvr-Cmdr]	141	71	Ammo-TGnr	167	101	[DSqd]-Eng	213	NP	-2	-1	1	6	16
Upr Glacis	61 - 63	Bow Gnnr [Dvr-Cmdr]	141	71	Ammo-[DSd]	167	108	Engine	213	25K	-2	-1	1	6	16
Hull Frt Sd	64 - 67	Bow Gnnr [Dvr-Cmdr]	557	267	Ammo-[DSd]	779	479	Engine	12H	12K	-27	-44	-56	-60	-62
Lwr Glacis	68 - 85	Bow Gnnr [Dvr-Cmdr]	207	130	Ammo-TGnr	257	189	[DSqd]-Eng	314	NP	-2	-1	1	6	16
Trk Guard	86 - 88	Track / Idler*	15	19							1	5	16	32	58
Track/Idler	89 - 99	Track / Idler	9	9											
Hull Side	00 - 05	Graze													
	06 - 06	Idler Wheel*	33	33	Cdr-Dvr-Gnr	114	98	Idler	270	17H	73	59	33	17	5 1
Hull Upr Sd	07 - 07	Cmdr - Dvr - Gunner	85	65							67	53	28	11	5 1
Hull Side	08 - 16	Cmdr - Dvr - Gunner	47	47							73	59	33	17	5 1
Hull Upr Sd	17 - 18	Commander	85	65	Ammo-TGnr	105	78	Bow Gunner	127	133	67	53	28	11	5 1
Hull Side	19 - 29	Commander	47	47	Ammo-TGnr	64	60	Bow Gunner	82	115	73	59	33	17	5 1
Lwr Hull	30 - 32	Road Wheel / Susp*	25	25	Commander	101	91	Ammo-TGnr	122	113	73	59	33	17	5 1
Hull Upr Sd	33 - 34	Fuel	85	65	Ammo-TGnr	105	78	Ammo-[DSd]	127	133	67	53	28	11	5 1
Hull Side	35 - 47	Fuel	47	47	Ammo-TGnr	64	60	Ammo-[DSd]	82	115	73	59	33	17	5 1
Lwr Hull	48 - 49	Road Wheel / Susp*	25	25	Fuel	101	91	Ammo-TGnr	122	113	73	59	33	17	5 1
Hull Upr Sd	50 - 51	Fuel	85	65	[Dsmnt Sqd]	114	73				67	53	28	11	5 1
Hull Side	52 - 68	Fuel	47	47	[Dsmnt Sqd]	71	55				73	59	33	17	5 1
Lwr Hull	69 - 70	Road Wheel / Susp*	25	25	Fuel	101	91	[Dsmnt Sqd]	133	106	73	59	33	17	5 1
Hull Side	71 - 86	Engine	47	47							73	59	33	17	5 1
Lwr Hull	87 - 87	Road Wheel / Susp*	25	25	Engine	101	91	Road Wheel	237	15H	73	59	33	17	5 1
Hull Side	88 - 88	Drive Sprkt*	33	33	Engine	114	98	Drive Spkt	270	17H	73	59	33	17	5 1
Road Wheel	89 - 99	Road Wheel / Susp*	25	25	Road Wheel	73	388								
Hull Rear	00 - 02	Graze													
Hull Rear	03 - 17	Engine	69	58	Dismnt Sqd	159	384	Ammo-BGnr	185	690	1	5	13	30	55
Hull Rear	18 - 32	Engine	69	58	Fuel	159	384	Commander	185	690	1	5	13	30	55
Upr Rear	33 - 50	Engine	69	58	[Dsmnt Sqd]	259	828	Ammo-TGnr	292	897	1	5	13	30	55
Lwr Rear	51 - 85	Engine	41	41	[Dsmnt Sqd]	228	828	Ammo-TGnr	258	901	1	5	17	33	59
Track/Drive	86 - 99	Track / Drive Sprkt	9	9											
Hull Top	00 - 19	[Cmdr - Dvr - Bow Gnr]	10	10											
Hull Top	20 - 60	Engine	6	6											
Hull Top	61 - 99	[Dismount Squad]	10	10											

BMD 1 - 73mm

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE						USSR BMD 1 - 73mm GUN								
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
Turret Front	00 - 01	Graze														
	02 - 05	IR Spotlight	2	2												
	06 - 26	Spigot Missile	2	2												
Upr Face	27 - 32	Gun Sight / Prscp*	4	4	Tur Gunner	28	23				1	6	17	33	59	
Tur Face	33 - 52	Turret Gunner	124	101							1	5	12	29	54	
Turret Nose	53 - 81	Main Gun / Coax	55	55	Tur Gunner	159	100				1	5	15	31	57	
Tur Frt Sd	82 - 99	Turret Gunner	213	164							-8	-11	-12	-11	-8	
Turret Side	00 - 00	Graze														
	01 - 25	Spigot Missile	2	2												
Upr Face	26 - 26	Periscope*	4	4	Tur Gunner	28	23				73	59	33	17	6 1	
Turret Side	27 - 55	Turret Gunner	76	69	Main Gun	136	108				71	57	31	15	5 1	
Turret Side	56 - 76	Turret Gunner	76	69							71	57	31	15	5 1	
Gun Mantlet	77 - 86	Main Gun / Coax	75	75							73	59	33	17	5 1	
Gun Barrel	87 - 99	Main Gun	10	10							73	59	33	17	5 1	
Turret Rear	00 - 01	Graze														
	02 - 04	IR Spotlight	2	2												
	05 - 22	Spigot Missile	2	2												
Tur Rear Sd	23 - 56	Turret Gunner	77	60							-11	-15	-16	-15	-11	
Tur Rear	57 - 99	Turret Gunner	38	37	Main Gun	86	118				1	5	16	33	58	
Turret Top	00 - 99	Turret Gunner	10	10												
Hull Front	00 - 01	Graze														
Dvr Prscp	02 - 02	Dvr [Cmdr - Bow Gnr]	28	28	Tur Gunner	41	48	[DSqd]-Eng	66	NP	1	6	17	33	59	
Upr Glacis	03 - 10	Dvr [Cmdr - Bow Gnr]	141	71	Ammo-TGnr	167	100	[DSqd]-Eng	213	21H	-2	-1	1	6	16	
Lwr Glacis	11 - 28	Dvr [Cmdr - Bow Gnr]	105	74	Ammo-TGnr	129	105	[DSqd]-Eng	169	25K	-2	-1	1	6	17	
Upr Glacis	29 - 31	Cmdr [Dvr - Bow Gnr]	141	71	Ammo-TGnr	167	100	[DSqd]-Eng	213	21H	-2	-1	1	6	16	
Upr Glacis	32 - 34	Cmdr [Dvr - Bow Gnr]	141	71	Fuel	167	108	Engine	213	25K	-2	-1	1	6	16	
Hull Frt Sd	35 - 38	Cmdr [Dvr - Bow Gnr]	557	267	Fuel	779	479	Engine	12H	12K	-27	-44	-56	-60	-62	
Lwr Glacis	39 - 57	Cmdr [Dvr - Bow Gnr]	207	130	Ammo-TGnr	257	189	[DSqd]-Eng	314	NP	-2	-1	1	6	16	
Upr Glacis	58 - 60	Bow Gnnr [Dvr-Cmdr]	141	71	Ammo-TGnr	167	101	[DSqd]-Eng	213	NP	-2	-1	1	6	16	
Upr Glacis	61 - 63	Bow Gnnr [Dvr-Cmdr]	141	71	Ammo-[DSd]	167	108	Engine	213	25K	-2	-1	1	6	16	
Hull Frt Sd	64 - 67	Bow Gnnr [Dvr-Cmdr]	557	267	Ammo-[DSd]	779	479	Engine	12H	12K	-27	-44	-56	-60	-62	
Lwr Glacis	68 - 85	Bow Gnnr [Dvr-Cmdr]	207	130	Ammo-TGnr	257	189	[DSqd]-Eng	314	NP	-2	-1	1	6	16	
Trk Guard	86 - 88	Track / Idler*	15	19							1	5	16	32	58	
Track/Idler	89 - 99	Track / Idler	9	9												
Hull Side	00 - 05	Graze														
	06 - 06	Idler Wheel*	33	33	Cdr-Dvr-Gnr	114	98	Idler	270	17H	73	59	33	17	5 1	
Hull Upr Sd	07 - 07	Cmdr - Dvr - Gunner	85	65							67	53	28	11	5 1	
Hull Side	08 - 16	Cmdr - Dvr - Gunner	47	47							73	59	33	17	5 1	
Hull Upr Sd	17 - 18	Commander	85	65	Ammo-TGnr	105	78	Bow Gunner	127	133	67	53	28	11	5 1	
Hull Side	19 - 29	Commander	47	47	Ammo-TGnr	64	60	Bow Gunner	82	115	73	59	33	17	5 1	
Lwr Hull	30 - 32	Road Wheel / Susp*	25	25	Commander	101	91	Ammo-TGnr	122	113	73	59	33	17	5 1	
Hull Upr Sd	33 - 34	Fuel	85	65	Ammo-TGnr	105	78	Ammo-[DSd]	127	133	67	53	28	11	5 1	
Hull Side	35 - 47	Fuel	47	47	Ammo-TGnr	64	60	Ammo-[DSd]	82	115	73	59	33	17	5 1	
Lwr Hull	48 - 49	Road Wheel / Susp*	25	25	Fuel	101	91	Ammo-TGnr	122	113	73	59	33	17	5 1	
Hull Upr Sd	50 - 51	Fuel	85	65	[Dsmnt Sqd]	114	73				67	53	28	11	5 1	
Hull Side	52 - 68	Fuel	47	47	[Dsmnt Sqd]	71	55				73	59	33	17	5 1	
Lwr Hull	69 - 70	Road Wheel / Susp*	25	25	Fuel	101	91	[Dsmnt Sqd]	133	106	73	59	33	17	5 1	
Hull Side	71 - 86	Engine	47	47							73	59	33	17	5 1	
Lwr Hull	87 - 87	Road Wheel / Susp*	25	25	Engine	101	91	Road Wheel	237	15H	73	59	33	17	5 1	
Hull Side	88 - 88	Drive Sprkt*	33	33	Engine	114	98	Drive Spkt	270	17H	73	59	33	17	5 1	
Road Wheel	89 - 99	Road Wheel / Susp*	25	25	Road Wheel	73	388									
Hull Rear	00 - 02	Graze														
Hull Rear	03 - 17	Engine	69	58	Dismnt Sqd	159	384	Ammo-BGnr	185	690	1	5	13	30	55	
Hull Rear	18 - 32	Engine	69	58	Fuel	159	384	Commander	185	690	1	5	13	30	55	
Upr Rear	33 - 50	Engine	69	58	[Dsmnt Sqd]	259	828	Ammo-TGnr	292	897	1	5	13	30	55	
Lwr Rear	51 - 85	Engine	41	41	[Dsmnt Sqd]	228	828	Ammo-TGnr	258	901	1	5	17	33	59	
Track/Drive	86 - 99	Track / Drive Sprkt	9	9												
Hull Top	00 - 19	[Cmdr - Dvr - Bow Gnr]	10	10												
Hull Top	20 - 60	Engine	6	6												
Hull Top	61 - 99	[Dismount Squad]	10	10												

BMD 1 - 73mm

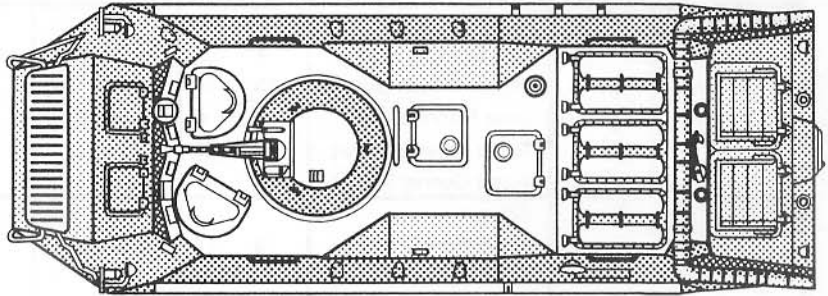
USSR BTR 80

Status Sheet 1

BTR 80 with 14.5mm Machine Gun (1984)

MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	11.9 -	11.4 -	11.0 -	10.5 -	10.1 00	9.9 04
10°	8.6 -	8.2 -	7.7 -	7.3 -	6.8 00	6.6 05
20°	5.5 -	5.0 -	4.5 -	4.0 00	3.5 00	3.3 06
30°	2.6 -	2.0 -	1.4 00	.9 00	.3 01	.1 10
40°	.2 -	.1 -	00	01	02	22
50°	.1 -	00	03	05	09	72



BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 09	—	10 - 99	—
Front	Obliq	00 - 06	07 - 12	13 - 99	—
Front	Side	—	00 - 09	10 - 99	—
Obliq	Front	00 - 04	—	05 - 30	31 - 99
Obliq	Obliq	00 - 02	03 - 05	06 - 31	32 - 99
Obliq	Side	—	00 - 04	05 - 30	31 - 99
Side	Front	00 - 04	—	—	05 - 99
Side	Obliq	00 - 02	03 - 05	—	06 - 99
Side	Side	—	00 - 04	—	05 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data	Phase	Turn
Smoke Launchers	Yes	Hull Turning Rate (°)	35°	140°
Deep Fording Equip	Amph	Turret Traverse Rate (°)	45°	180°
Fire Extinguishing Sys	Yes	Accerelation VC (MH)		2.9
Infra-Red Imaging	Yes	Deceleration VC (MH)		3.2
Image Intensifying	No	Max Road Range (miles)		370
Thermal Imaging	No	Side Slope		30°
Run Flat Inserts	Yes			
Fuel Hit Modifier	0	Ground Pressure (psi)		9.4
Ammunition Hit Modifier	0	Moving Target Accuracy Mod		0
Spotting Modifier	+ 1	Moving Shooter Accuracy Mod		0

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
14.5mm Machine Gun	1 to 6	—	+60°	-5°	API-T API	25	*5	73 116	10	—	—	20	1 2 3	- 7 7 14
Coax MG 7.62 x 54mm	1 to 6	—	+60°	-5°	API-T	85	*6	12	31	—	—	17	4	18
AKMS Port Fire Weapon	Below	Below	+30°	-30°	FMJ	6	*5	3	3	—	—	34		

CREW AND PLATOON ROSTER / STATUS TABLE

Crew and Status	Field of View	Field of Fire	Weapon	FP	Vehicle 1					Vehicle 2					Vehicle 3				
Crew					Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Gunner	1-3 5-6	—	Main, Coax	10, 31	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____
Driver	1, 6	—	—	—	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____
Dismount Squad																			
SL / Commander	1 - 2	1	(AKMS) AK74	(3) 5	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____
Asst Sqd Ldr	2 - 3	2 - 3	(AKMS) AK74GL	(3) 11	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____
Anti-Armor Spc	5 - 6	5 - 6	(AKMS) AK/RPG	(3) 5	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____
Auto Rifleman	1 - 2	1 - 2	(PKM) RPK74	(4) 10	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____
Auto Rifleman	1, 6	1, 6	(PKM) RPK74	(4) 10	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____
Grenadier	2 - 3	2 - 3	(AKMS) AK74GL	(3) 11	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____
Rifleman	2 - 3	2 - 3	(AKMS) AK74	(3) 5	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____
Rifleman	5 - 6	5 - 6	(AKMS) AK74	(3) 5	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____
Rifleman	5 - 6	5 - 6	(AKMS) AK74	(3) 5	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____	☐	☐	☐	_____	_____
Ammunition		14.5mm Machine Gun Coax Machine Gun AKMS Port Fire Weapons			_____					_____					_____				
Equipment		14.5mm Machine Gun Coax Machine Gun Gun Sight Left Wheel and Suspension Right Wheel and Suspension Engine			☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____					☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____					☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____				
Condition		Condition			Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐				

BTR 80

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE						USSR BTR 80 - 14.5mm MG								
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
Turret Front	00 - 03	Graze														
Tur Face	04 - 08	Gun Sight*	4	4	Tur Gnr [Cw]	19	14						1	5	17	33 59
Tur Face	09 - 17	14.5mm Mach Gun*	10	10	Tur Gnr [Cw]	24	17						1	5	16	33 58
Tur Face	18 - 19	Coax Machine Gun*	6	6	Tur Gnr [Cw]	17	12						2	6	17	33 59
Tur Mantlet	20 - 43	Turret Gunner [Crew]	24	20									1	5	12	28 54
Tur Frt Sd	44 - 99	Turret Gunner [Crew]	41	32									-7	-11	-12	-11 -7
Turret Side	00 - 02	Graze														
Turret Side	03 - 46	Turret Gunner [Crew]	19	17	14.5mm MG	35	25						71	57	31	15 5 1
Turret Side	47 - 90	Turret Gunner [Crew]	19	17									71	57	31	15 5 1
Gun Barrel	91 - 99	14.5mm Machine Gun	4	4									73	59	33	17 5 1
Turret Rear	00 - 03	Graze														
Tur Rear Sd	04 - 54	Turret Gunner [Crew]	36	28									-10	-14	-15	-14 -10
Tur Rear	55 - 99	Turret Gunner [Crew]	19	17	14.5mm MG	35	26						1	5	15	31 57
Turret Top	00 - 99	Turret Gunner [Crew]	13	13												
Hull Front	00 - 03	Graze														
Dvr Prscp	04 - 04	Driver [Crew]	28	28	Engine	47	NP						1	6	17	33 59
Upr Hull	05 - 07	Driver [Crew]	24	24	Engine	41	NP						1	5	17	33 59
Upr Glacis	08 - 13	Driver [Crew]	80	52	Engine	109	NP						1	5	11	24 49
Lwr Glacis	14 - 23	Driver [Crew]	55	41	Engine	79	NP						1	5	11	27 52
Lwr Glacis	24 - 27	Driver [Crew]	55	41	Eng-Pwr Trn	79	97	Engine	244	NP			1	5	11	27 52
Cmdr Prscp	28 - 28	Commander [Crew]	28	28	Engine	47	NP						1	6	17	33 59
Upr Hull	29 - 31	Commander [Crew]	24	24	Engine	41	NP						1	5	17	33 59
Upr Glacis	32 - 38	Commander [Crew]	80	52	Engine	109	NP						1	5	11	24 49
Lwr Glacis	39 - 47	Commander [Crew]	55	41	Engine	79	NP						1	5	11	27 52
Lwr Glacis	48 - 52	Commander [Crew]	55	41	Eng-Pwr Trn	79	97	Engine	244	NP			1	5	11	27 52
Upr Glacis	53 - 56	PKM Gunner [Crew]	80	52	Engine	109	NP						1	5	11	24 49
Hull Frt Sd	57 - 57	PKM Gunner [Crew]	170	102	Engine	263	NP						-17	-23	-26	-28 -26
Lwr Glacis	58 - 72	PKM Gunner [Crew]	55	41	Fuel	79	41H	Engine	108	NP			1	5	11	27 52
Lwr Glacis	73 - 81	Power Train (Track)	55	41									1	5	11	27 52
Frt Lwr Sd	82 - 85	Tire RFI (Rd Whl)	229	134									-15	-24	-26	-27 -25
Lwr Glacis	86 - 89	Wheel (Track)	116	86									1	5	13	29 55
	90 - 95	Wheel (Track)	25	25												
	96 - 99	Tire RFI (Rd Whl)	18	18												
Hull Side	00 - 02	Graze														
Hull Frt Sd	03 - 06	Driver-Cmdr [Crew]	61	47									11	6	0	-3 -5 -3
Frt Lwr Sd	07 - 08	Driver-Cmdr [Crew]	42	38									9	4	-4	-7 -7 -5
Lwr Hull	09 - 10	Driver-Cmdr [Crew]	18	18									73	59	33	17 5 1
Lwr Hull	11 - 12	Tire RFI (Rd Whl)*	18	18	Dvr-Cdr [Cw]	52	47	Tire RFI	124	735			73	59	33	17 5 1
Hull Upr Sd	13 - 18	PKM Gunner [Crew]	18	17									71	57	32	15 5 1
Lwr Hull	19 - 21	PKM Gunner [Crew]	18	18									73	59	33	17 5 1
Lwr Hull	22 - 23	Tire RFI (Rd Whl)*	18	18	PKM [Crew]	52	47	Tire RFI	124	735			73	59	33	17 5 1
Hull Upr Sd	24 - 27	Turret Gunner [Crew]	18	17									71	57	32	15 5 1
Lwr Hull	28 - 32	Tire RFI (Rd Whl)*	18	18	Tur Gnr [Cw]	52	47	Tire RFI	124	735			73	59	33	17 5 1
Hull Upr Sd	33 - 43	Dismount Sqd [Crew]	18	17									71	57	32	15 5 1
Hull Door	44 - 45	Dismount Sqd [Crew]	18	18	Eng-Pwr Trn	34	33						73	59	33	17 5 1
Lwr Hull	46 - 48	Fuel	18	18	Dmt Sd [Cw]	34	24	Fuel	54	66			73	59	33	17 5 1
Lwr Hull	49 - 51	Tire RFI (Rd Whl)*	18	18	Fuel	52	47	Eng [Cw]	77	73			73	59	33	17 5 1
Hull Upr Sd	52 - 61	Engine	18	17									71	57	32	15 5 1
Lwr Hull	62 - 66	Engine	18	18									73	59	33	17 5 1
Lwr Hull	67 - 70	Tire RFI (Rd Whl)*	18	18	Engine	52	47	Tire RFI	430	47H			73	59	33	17 5 1
Rear Lwr Sd	71 - 74	Engine	20	18									30	23	8	1 -1 -2
	75 - 85	Wheel (Track)	25	25	Wheel (Trck)	73	388									
	86 - 99	Tire RFI (Rd Whl)	18	18	Tire RFI	52	273									
Hull Rear	00 - 02	Graze														
Rear Hull	03 - 59	Engine	13	13	Dmt Sd [Cw]	275	32H						1	5	17	33 59
Rr Lwr Hull	60 - 81	Engine	107	52	Dmt Sd [Cw]	377	23H						1	5	11	22 43
	82 - 89	Tire RFI (Rd Whl)	18	18												
	90 - 99	Wheel (Track)	25	25												
Hull Top	00 - 44	Engine	8	8												
Hull Top	45 - 99	[Crew]	13	13												

ADVANCED RULES STATUS SHEET 3

WEAPON DATA TABLE

USSR BTR 80 - 14.5mm MG

Weapon Characteristics		Aim Mods AC Md		Direct Fire Data		Target Range in 20 Yard Mech Hexes															
						4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180
14.5mm MG ROF *5 Cap 200 (500) Ammo Wt 116.4 Reload Time 20P Knock Down 70 SAB 1	1 -38 2 -28 3 -21 4 -17 6 -8 8 -3 10 2 12 4 14 6 16 8	API-T BZT	PEN	114	103	94	87	73	62	52	44	37	31	26	22	16	11	7.9	5.6	4.0	
			DC	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	8	4	1
		AP-T BS41	PEN	175	160	147	136	116	99	85	72	62	53	45	39	28	21	15	11	8.0	
			DC	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	8	3
		AOI NID																		1	1
			DFE	402	150	94	67	40	27	19	14	11	9	7	6	4	3	2	1	1	
		MA	.3	.7	1	1	2	3	4	4	5	6	6	7	9	10	12	13	14		
			PALM	6	12	15	17	20	22	24	25	26	27	28	29	30	31	32	33	34	
		BA	49	37	32	28	23	19	16	13	11	9	8	6	4	2	0	-2	-3		
			TOF	1	2	3	4	6	9	11	14	17	20	23	26	32	39	47	54	62	
7.62mm Coax Reload Time 21 Rate of Fire *6 Cap 250 (2000) Ammo Wt 14.3 Knock Down 9 SAB 0	1 -26 2 -16 3 -8 4 -5 6 -1 8 2 12 8	API-T BZT	PEN	29	24	20	17	12	8.9	6.4	4.6	3.3	2.4	1.7	1.2	.6	.3	.2	.1		
			DC	7	7	7	6	6	5	3	2	1	1	1	1	1	1	1	1		
		MA	.2	.5	.7	.9	1	2	2	3	3	4	4	5	5	6	7	8			
			PALM	3	9	12	14	17	19	20	22	23	24	25	25	27	28	29	30		
		BA	45	33	27	23	17	14	11	8	6	4	3	2	0	-2	-3	-5			
			TOF	1	2	4	5	8	12	15	19	23	28	32	37	46	56	65	75		
		API-T BZT	PEN	29	24	20	17	12	8.9	6.4	4.6	3.3	2.4	1.7	1.2	.6	.3	.2	.1		
			DC	7	7	7	6	6	5	3	2	1	1	1	1	1	1	1	1		
		MA	3	6	9	13	19	25	31	38	44	50	56	63	75	88	100	113			
			PALM	21	28	31	33	36	38	39	41	42	43	43	44	45	47	48	48		
BA	45	33	27	23	17	14	11	8	6	4	3	2	0	-2	-3	-5					
	TOF	1	2	4	5	8	12	15	19	23	28	32	37	46	56	65	75				
PKM Port Fire MG Reload Time 21 Rate of Fire *6 Cap 250 (1000) Ammo Wt 14.3 Knock Down 9 SAB 5	1 -27 2 -17 3 -12 4 -10 6 -7 8 -6 12 -3	API-T BZT	PEN	29	24	20	17	12	8.9	6.4	4.6	3.3	2.4	1.7	1.2	.6	.3	.2	.1		
			DC	7	7	7	6	6	5	3	2	1	1	1	1	1	1	1	1		
		MA	3	6	9	13	19	25	31	38	44	50	56	63	75	88	100	113			
			PALM	21	28	31	33	36	38	39	41	42	43	43	44	45	47	48	48		
		BA	45	33	27	23	17	14	11	8	6	4	3	2	0	-2	-3	-5			
			TOF	1	2	4	5	8	12	15	19	23	28	32	37	46	56	65	75		
		FMJ	PEN	10	8.0	6.5	5.3	3.5	2.3	1.5	1.0	.7	.4	.3	.2	.1					
			DC	6	6	5	5	3	2	1	1	1	1	1	1	1					
		MA	2	5	8	10	15	20	25	30	35	40	45	50	60						
			PALM	20	26	29	31	34	36	38	39	40	41	42	43	44					
BA	42	29	24	20	14	10	7	5	3	1	0	-1	-3								
	TOF	1	3	4	6	10	14	19	24	29	34	40	46	57							
AKMS Port Fire Reload Time 8 Rate of Fire *5 Cap 30 (120) Ammo Wt 1.8 Knock Down 7 SAB 5	1 -23 2 -12 3 -10 4 -9 6 -7 8 -5 9 -4	FMJ	PEN	10	8.0	6.5	5.3	3.5	2.3	1.5	1.0	.7	.4	.3	.2	.1					
			DC	6	6	5	5	3	2	1	1	1	1	1	1	1	1				
		MA	2	5	8	10	15	20	25	30	35	40	45	50	60						
			PALM	20	26	29	31	34	36	38	39	40	41	42	43	44					
		BA	42	29	24	20	14	10	7	5	3	1	0	-1	-3						
			TOF	1	3	4	6	10	14	19	24	29	34	40	46	57					

ADVANCED RULES STATUS SHEET 3

TARGET SIZE AND HIT AREA TABLE

Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	9	9	9	9	9	9	Turret Face	00 - 08	00 - 06	00 - 04	00 - 03	00 - 03	00 - 03
	Hull	17	18	19	19	20	20	Turret Side	09 - 09	07 - 06	05 - 05	04 - 04	04 - 03	04 - 04
	All	17	18	19	20	20	20	Hull Face	10 - 82	07 - 61	06 - 42	05 - 30	04 - 21	05 - 07
	Air-Grd	21	21	22	22	22	22	Hull Side	83 - 99	62 - 99	43 - 99	31 - 99	22 - 99	08 - 99
15°	Turret	9	9	9	9	9	9	Turret Face	00 - 08	00 - 06	00 - 04	00 - 03	00 - 03	00 - 03
	Hull	17	18	19	19	20	20	Turret Side	09 - 10	07 - 07	05 - 05	04 - 04	04 - 04	04 - 04
	All	17	18	19	20	20	20	Hull Face	11 - 82	08 - 61	06 - 42	05 - 30	05 - 21	05 - 07
	Air-Grd	21	21	22	22	22	22	Hull Side	83 - 99	62 - 99	43 - 99	31 - 99	22 - 99	08 - 99
30°	Turret	10	10	10	10	10	10	Turret Face	00 - 07	00 - 05	00 - 04	00 - 03	00 - 03	00 - 03
	Hull	17	18	19	19	20	20	Turret Side	08 - 11	06 - 08	05 - 06	04 - 05	04 - 05	04 - 05
	All	17	18	19	20	20	20	Hull Face	12 - 82	09 - 61	07 - 43	06 - 31	06 - 22	06 - 08
	Air-Grd	21	22	22	22	22	22	Hull Side	83 - 99	62 - 99	44 - 99	32 - 99	23 - 99	09 - 99
45°	Turret	10	10	10	10	10	10	Turret Face	00 - 06	00 - 04	00 - 03	00 - 02	00 - 02	00 - 02
	Hull	17	18	19	19	20	20	Turret Side	07 - 12	05 - 09	04 - 07	03 - 05	03 - 05	03 - 05
	All	17	18	19	20	20	20	Hull Face	13 - 83	10 - 62	08 - 43	06 - 31	06 - 22	06 - 08
	Air-Grd	21	22	22	22	22	22	Hull Side	84 - 99	63 - 99	44 - 99	32 - 99	23 - 99	09 - 99
60°	Turret	10	10	10	10	10	10	Turret Face	00 - 04	00 - 03	00 - 02	00 - 02	00 - 01	00 - 02
	Hull	17	18	19	19	20	20	Turret Side	05 - 11	04 - 09	03 - 06	03 - 05	02 - 05	03 - 05
	All	17	18	19	20	20	20	Hull Face	12 - 83	10 - 61	07 - 43	06 - 31	06 - 22	06 - 08
	Air-Grd	21	22	22	22	22	22	Hull Side	84 - 99	62 - 99	44 - 99	32 - 99	23 - 99	09 - 99
> 60°	Turret	9	9	9	9	9	9	Turret Face	00 - 01	00 - 00	00 - 00	00 - 00	00 - 00	00 - 00
	Hull	17	18	19	19	20	20	Turret Side	02 - 09	01 - 07	01 - 05	01 - 04	01 - 04	01 - 04
	All	17	18	19	20	20	20	Hull Face	10 - 82	08 - 61	06 - 42	05 - 30	05 - 21	05 - 07
	Air-Grd	21	21	22	22	22	22	Hull Side	83 - 99	62 - 99	43 - 99	31 - 99	22 - 99	08 - 99

ADVANCED RULES STATUS SHEET 3

TOP OF VEHICLE HIT CHANCE TABLE

Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear	00 - 18	00 - 32	00 - 43	00 - 52	00 - 61	00 - 69	Front or Rear	00 - 25	00 - 41	00 - 52	00 - 61	00 - 69	00 - 76
From the Side	00 - 16	00 - 29	00 - 40	00 - 49	00 - 58	00 - 66	From the Side	00 - 11	00 - 20	00 - 29	00 - 38	00 - 46	00 - 55

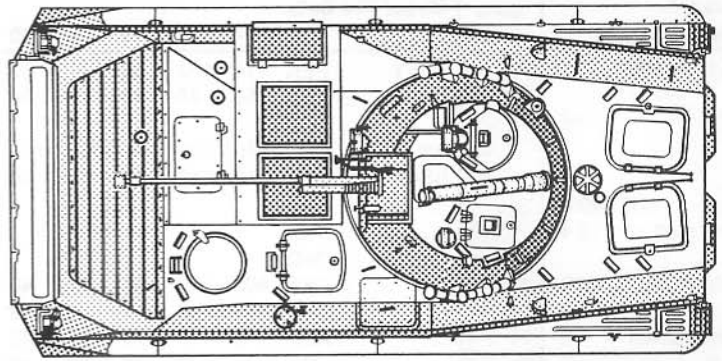
USSR BMP 2

Status Sheet 1

BMP 2 with 30mm Cannon & Spandrel AT-5 ATGW (1981)

MOVEMENT SPEEDS / STALL CHANCE

Grd Slip	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	9.1 -	8.7 -	8.4 -	8.1 -	7.8 00	7.6 04
10°	7.0 -	6.7 -	6.3 -	6.0 -	5.7 00	5.5 04
20°	5.0 -	4.6 -	4.3 -	3.9 00	3.6 00	3.4 05
30°	3.2 -	2.8 -	2.4 -	2.0 00	1.6 00	1.4 09
40°	1.6 -	1.1 -	.6 00	.2 01	.02	.18
50°	.3 -	.00	.02	.04	.07	.58



BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 17	—	18 - 99	—
Front	Obliq	00 - 11	12 - 26	27 - 99	—
Front	Side	—	00 - 24	25 - 99	—
Obliq	Front	00 - 10	—	11 - 40	41 - 99
Obliq	Obliq	00 - 07	08 - 16	17 - 44	45 - 99
Obliq	Side	—	00 - 15	16 - 43	44 - 99
Side	Front	00 - 10	—	—	11 - 99
Side	Obliq	00 - 07	08 - 16	—	17 - 99
Side	Side	—	00 - 15	—	16 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data		Phase	Turn
Smoke Launchers	Yes	Hull Turning Rate (°)	71°	282°	
Deep Fording Equip	Amph	Turret Traverse Rate (°)	70°	280°	
Fire Extinguishing Sys	Yes	Accerelation VC (MH)		3.3	
Infra-Red Imaging	Yes	Deceleration VC (MH)		3.2	
Image Intensifying	No	Max Road Range (miles)		250	
Thermal Imaging	No	Side Slope		32°	
Fuel Hit Modifier	0	Ground Pressure (psi)		9.1	
Ammunition Hit Modifier	0	Moving Target Accuracy Mod		+10	
Spotting Modifier	+1	Moving Shooter Accuracy Mod		+16	

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
Main Gun 30mm Cannon	1 to 6	—	+74°	-4°	HEI-T	60	*2	89	175	—	260	15	1	4
					API-T			227	36	2	—	15	2	13
Coax MG 7.62 x 54mm	1 to 6	—	+74°	-4°	API-T	85	*6	12	37	—	—	17	3	17
PKM Port Fire Weapon	6	60°	+30°	-30°	API-T	40	*6	12	4	—	—	36	4	20
AKMS Port Fire Weapon	Below	Below	+30°	-30°	FMJ	6	*5	3	3	—	—	34		

MISSILE DATA

Missile ATGW	Field of View	Aim Time	Close	Hit Odds %	Far %	Velocity MHPP	Range MH	# Missiles Ready	Hull	RT	PEN	BC0	FP
Spandrel AT-5	1 to 6	2P	< 15 MH	50%	> 15 MH	88%	20	4 - 220	1 4	20P	64H	86H	74

CREW AND PLATOON ROSTER / STATUS TABLE

Crew and Status	FOV	FOF	Weapon	FP	Vehicle 1					Vehicle 2					Vehicle 3				
Crew					Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Gunner	1, 4-6	—	Mn, Coax, ATGW	Var	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Driver	1	—	—	—	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Dismount Squad					☐	☐	☐			☐	☐	☐			☐	☐	☐		
SL / Commander	1 to 6	—	AK74	5	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Asst Sqd Ldr	2	2	(AKMS) AK74GL	(3) 11	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Anti-Armor Spc	6	4, 6	(AKMS) AK/RPG	(3) 5	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Auto Rifleman	2	2	(PKM) RPK74	(4) 10	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Auto Rifleman	6	6	(PKM) RPK74	(4) 10	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Grenadier	6	6	(AKMS) AK74GL	(3) 11	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Rifleman	1, 6	6	(AKMS) AK74	(3) 5	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Rifleman	2	2	(AKMS) AK74	(3) 5	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Ammunition			Main Gun Coaxial Machine Gun Anti-Tank Missiles																
Equipment			Main Gun and Coaxial MG Anti-Tank Missile Launcher Gun Sight Left Track Right Track Engine		☐					☐					☐				
Condition			Condition		Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded		

STATUS SHEET 2

HIT LOCATION AND DAMAGE TABLE

USSR BMP 2 - 30mm CANNON

Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
Turret Front	00 - 01	Graze														
	02 - 13	Spandrel Missile	2	2												
Cupola	14 - 17	Cmdr Sight / Prscp*	4	4	Cmdr - Gnnr	28	23				1	6	17	33	59	
Upr Face	18 - 21	Gun Sight / Prscp*	4	4	Cmdr - Gnnr	28	23				1	6	17	33	59	
Tur Face	22 - 29	Main Gun Spotlight*	2	2	Cmdr - Gnnr	159	138				1	5	11	28	53	
Tur Face	30 - 38	Commander - Gunner	149	115							1	5	11	28	53	
Turret Nose	39 - 51	Main Gun / Coax	55	55	Cmdr - Gnnr	232	144				1	5	14	30	56	
Tur Face	52 - 57	Commander - Gunner	204	157							1	5	11	28	53	
Lwr Face	58 - 72	Commander - Gunner	80	80							1	5	17	33	59	
Tur Frt Sd	73 - 99	Commander - Gunner	201	155							-10	-14	-15	-14	-10	
Turret Side	00 - 00	Graze														
	01 - 24	Spandrel Missile	2	2												
Upr Face	25 - 27	Gun Sight / Prscp*	4	4	Cmdr - Gnnr	28	23				73	59	33	17	6	1
Turret Side	28 - 53	Commander - Gunner	81	74	Main Gun	144	119				71	57	31	15	5	1
Turret Side	54 - 86	Commander - Gunner	81	74							71	57	31	15	5	1
Gun Barrel	87 - 99	30mm Cannon	13	13							73	59	33	17	5	1
Turret Rear	00 - 01	Graze														
	02 - 16	Spandrel Missile	2	2												
Cupola	17 - 20	Cmdr Sight / Prscp*	4	4	Cmdr - Gnnr	28	23				1	6	17	33	59	
Tur Rear Sd	21 - 52	Commander - Gunner	77	60							-11	-15	-16	-15	-11	
Tur Rear	53 - 99	Commander - Gunner	38	37	Main Gun	86	118				1	5	16	33	58	
Turret Top	00 - 99	Commander - Gunner	10	10												
Hull Front	00 - 07	Graze														
Dvr Prscp	08 - 08	Driver-Rifleman	28	28	Cmdr - Gnnr	41	86	[Dsmnt Sqd]	54	NP	1	6	17	33	59	
Upr Glacis	09 - 15	Driver-Rifleman	321	146	Cmdr - Gnnr	358	325	[Dsmnt Sqd]	392	NP	1	5	11	22	43	
Lwr Glacis	16 - 30	Driver-Rifleman	190	119	Cmdr - Gnnr	218	441	[Dsmnt Sqd]	246	NP	1	5	11	23	49	
Upr Glacis	31 - 35	Engirte	321	146	Ammo-TCrw	435	11H	[Dsmnt Sqd]	476	NP	1	5	11	22	43	
Upr Glacis	36 - 43	Engine	321	146	Cmdr - Gnnr	435	11H	[Dsmnt Sqd]	476	NP	1	5	11	22	43	
Lwr Glacis	44 - 53	Engine	190	119	Ammo-TCrw	510	80H	Fuel	577	NP	1	5	11	23	49	
Lwr Glacis	54 - 79	Engine	190	119	Cmdr - Gnnr	510	80H	[Dsmnt Sqd]	553	NP	1	5	11	23	49	
Trk Guard	80 - 87	Track / Drive Sprkt	76	70							1	5	13	27	52	
Track/Drive	88 - 99	Track / Drive Sprkt	15	15												
Hull Side	00 - 02	Graze														
Side Skirt	03 - 04	Drive Sprocket*	72	96	Engine	172	235	Drive Spkt	384	71H	73	59	33	17	5	1
Hull Side	05 - 06	Drive Sprocket*	55	55	Engine	147	121	Drive Spkt	768	12K	73	59	33	17	5	1
Hull Upr Sd	07 - 13	Driver-Rifleman	42	42	Engine	65	69				73	59	33	17	5	1
Side Skirt	14 - 22	Driver-Rifleman	63	154	Engine	90	183				73	59	34	17	6	1
Hull Side	23 - 29	Driver-Rifleman	47	47	Engine	71	63				73	59	33	17	5	1
Lwr Hull	30 - 33	Road Wheel / Susp*	38	38	Dvr-Riflemn	121	104	Engine	156	129	73	59	33	17	5	1
Hull Upr Sd	34 - 37	Ammunition	42	42	Cmdr - Gnnr	55	46				73	59	33	17	5	1
Hull Upr Sd	38 - 41	[Dismount Squad]	42	42	Cmdr - Gnnr	55	46				73	59	33	17	5	1
Side Skirt	42 - 46	Ammunition	63	154	Cmdr - Gnnr	85	197	Ammunition	103	233	73	59	34	17	6	1
Hull Side	47 - 50	Ammunition	47	47	Cmdr - Gnnr	67	63	Ammunition	83	82	73	59	33	17	5	1
Side Skirt	51 - 54	[Dismount Squad]	63	154	Cmdr - Gnnr	85	197	Ammunition	103	233	73	59	34	17	6	1
Hull Side	55 - 58	[Dismount Squad]	47	47	Cmdr - Gnnr	67	63	Ammunition	83	82	73	59	33	17	5	1
Lwr Hull	59 - 61	Road Wheel / Susp*	38	38	Cmdr - Gnnr	126	242				73	59	34	17	6	1
Hull Upr Sd	62 - 66	[Dismount Squad]	42	42							73	59	33	17	5	1
Side Skirt	67 - 72	[Dismount Squad]	63	154	Fuel	90	185				73	59	34	17	6	1
Hull Side	73 - 77	[Dismount Squad]	47	47	Fuel	71	66				73	59	33	17	5	1
Lwr Hull	78 - 79	Road Wheel / Susp*	38	38	[Dsmnt Sqd]	121	104	Fuel	156	130	73	59	33	17	5	1
Hull Side	80 - 83	Idler Wheel*	55	74	[Dsmnt Sqd]	147	212	Fuel	185	247	73	59	33	17	5	1
Road Wheel	84 - 99	Road Wheel / Susp	38	38	Road Wheel	109	816									
Hull Rear	00 - 07	Graze														
Rear Door	08 - 18	[Dismount Squad]	68	73	Fuel	96	81	Cmdr - Gnnr	117	124	1	5	16	33	59	
Rear Door	19 - 63	[Dismount Squad]	68	73	Cmdr - Gnnr	87	116	Engine	117	NP	1	5	16	33	59	
Rear Door	64 - 77	[Dismount Squad]	68	73	TCrw-Ammo	87	116	Dvr-Riflemn	117	NP	1	5	16	33	59	
Track/Idler	78 - 99	Track / Idler	15	15												
Hull Top	00 - 16	Driver-Rifleman	10	10												
Hull Top	17 - 62	Engine	6	6												
Hull Top	63 - 99	[Dismount Squad]	10	10												

BMP 2

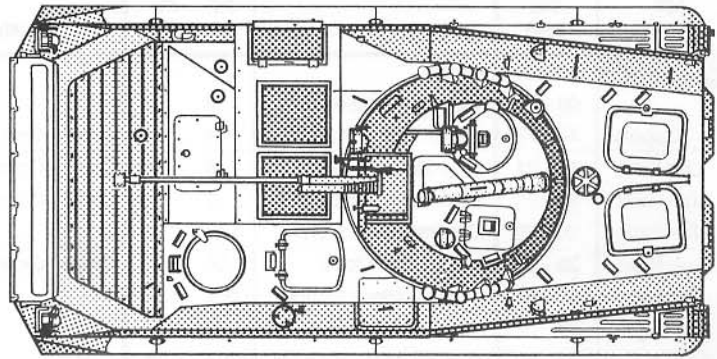
USSR BMP 2E

Status Sheet 1

BMP 2E w 30mm Cannon & Spandrel AT-5 ATGW (1981)

MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	9.1 -	8.7 -	8.4 -	8.0 -	7.7 00	7.5 05
10°	6.9 -	6.5 -	6.2 -	5.8 00	5.5 00	5.3 05
20°	4.8 -	4.4 -	4.0 -	3.7 00	3.3 00	3.1 07
30°	2.9 -	2.5 -	2.0 00	1.6 00	1.2 01	1.0 11
40°	1.3 -	.8 -	.3 00	.01	.02	.24
50°	.1 -	.00	.03	.06	.10	.80



BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 17	—	18 - 99	—
Front	Obliq	00 - 11	12 - 26	27 - 99	—
Front	Side	—	00 - 24	25 - 99	—
Obliq	Front	00 - 10	—	11 - 40	41 - 99
Obliq	Obliq	00 - 07	08 - 16	17 - 44	45 - 99
Obliq	Side	—	00 - 15	16 - 43	44 - 99
Side	Front	00 - 10	—	—	11 - 99
Side	Obliq	00 - 07	08 - 16	—	17 - 99
Side	Side	—	00 - 15	—	16 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data		Phase	Turn
Smoke Launchers	Yes	Hull Turning Rate (°)	71°	282°	
Deep Fording Equip	Amph	Turret Traverse Rate (°)	70°	280°	
Fire Extinguishing Sys	Yes	Accerelation VC (MH)		3.3	
Infra-Red Imaging	Yes	Deceleration VC (MH)		3.2	
Image Intensifying	No	Max Road Range (miles)		250	
Thermal Imaging	No	Side Slope		32°	
Fuel Hit Modifier	0	Ground Pressure (psi)		9.1	
Ammunition Hit Modifier	0	Moving Target Accuracy Mod		+10	
Spotting Modifier	+1	Moving Shooter Accuracy Mod		+16	

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
Main Gun 30mm Cannon	1 to 6	—	+74°	-4°	HEI-T	60	*2	89	175	—	260	15	1	4
					API-T			227	36	2	—	15	2	13
Coax MG 7.62 x 54mm	1 to 6	—	+74°	-4°	API-T	85	*6	12	37	—	—	17	3	17
PKM Port Fire Weapon	6	60°	+30°	-30°	API-T	40	*6	12	4	—	—	36	4	20
AKMS Port Fire Weapon	Below	Below	+30°	-30°	FMJ	6	*5	3	3	—	—	34		

MISSILE DATA

Missile ATGW	Field of View	Aim Time	Close	Hit Odds %	Far %	Velocity MHPP	Range MH	# Missiles Ready	Hull	RT	PEN	BC0	FP
Spandrel AT-5	1 to 6	2P	< 15 MH	50%	> 15 MH	88%	20	4 - 220	1 4	20P	64H	86H	74

CREW AND PLATOON ROSTER / STATUS TABLE

Crew and Status	FOV	FOF	Weapon	FP	Vehicle 1					Vehicle 2					Vehicle 3				
Crew					Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Gunner	1, 4-6	—	Mn, Coax, ATGW	Var	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Driver	1	—	—	—	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Dismount Squad																			
SL / Commander	1 to 6	—	AK74	5	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Asst Sqd Ldr	2		(AKMS) AK74GL	(3) 11	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Anti-Armor Spc	6	4, 6	(AKMS) AK/RPG	(3) 5	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Auto Rifleman	2	2	(PKM) RPK74	(4) 10	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Auto Rifleman	6	6	(PKM) RPK74	(4) 10	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Grenadier	6	6	(AKMS) AK74GL	(3) 11	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Rifleman	1, 6	6	(AKMS) AK74	(3) 5	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Rifleman	2	2	(AKMS) AK74	(3) 5	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Ammunition			Main Gun Coaxial Machine Gun Anti-Tank Missiles																
Equipment			Main Gun and Coaxial MG Anti-Tank Missile Launcher Gun Sight Left Track Right Track Engine		☐					☐					☐				
Condition			Condition		Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded		

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE						USSR BMP 2E - 30mm CANNON						
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier			
											5°	15°	30°	45° 60° 75°
Turret Front	00 - 01	Graze												
	02 - 08	IR Spotlight	2	2										
	09 - 20	Spandrel Missile	2	2										
Cupola	21 - 23	Cmdr Sight / Prscp*	4	4	Cmdr - Gnnr	28	23				1	6	17	33 59
Upr Face	24 - 26	Gun Sight / Prscp*	4	4	Cmdr - Gnnr	28	23				1	6	17	33 59
Tur Face	27 - 34	Main Gun Spotlight*	2	2	Cmdr - Gnnr	196	180				1	5	11	28 53
Tur Face	35 - 42	Commander - Gunner	190	147							1	5	11	28 53
Turret Nose	43 - 55	Main Gun / Coax	55	55	Cmdr - Gnnr	232	144				1	5	14	30 56
Tur Face	56 - 60	Commander - Gunner	247	192							1	5	11	28 53
Lwr Face	61 - 74	Commander - Gunner	99	100							1	5	17	33 59
Tur Frt Sd	75 - 99	Commander - Gunner	256	198							-10	-14	-15	-14 -10
Turret Side	00 - 00	Graze												
	01 - 24	Spandrel Missile	2	2										
Upr Face	25 - 27	Gun Sight / Prscp*	4	4	Cmdr - Gnnr	28	23				73	59	33	17 6 1
Turret Side	28 - 53	Commander - Gunner	108	98	Main Gun	178	147				71	57	31	15 5 1
Turret Side	54 - 86	Commander - Gunner	81	74							71	57	31	15 5 1
Gun Barrel	87 - 99	30mm Cannon	13	13							73	59	33	17 5 1
Turret Rear	00 - 01	Graze												
	02 - 09	IR Spotlight	2	2										
	10 - 23	Spandrel Missile	2	2										
Cupola	24 - 27	Cmdr Sight / Prscp*	4	4	Cmdr - Gnnr	28	23				1	6	17	33 59
Tur Rear Sd	28 - 56	Commander - Gunner	77	60							-11	-15	-16	-15 -11
Tur Rear	57 - 99	Commander - Gunner	38	37	Main Gun	86	118				1	5	16	33 58
Turret Top	00 - 99	Commander - Gunner	10	10										
Hull Front	00 - 07	Graze												
Dvr Prscp	08 - 08	Driver-Rifleman	28	28	Cmdr - Gnnr	41	86	[Dsmnt Sqd]	54	NP	1	6	17	33 59
Upr Glacis	09 - 15	Driver-Rifleman	321	146	Cmdr - Gnnr	358	325	[Dsmnt Sqd]	392	NP	1	5	11	22 43
Lwr Glacis	16 - 30	Driver-Rifleman	190	119	Cmdr - Gnnr	218	441	[Dsmnt Sqd]	246	NP	1	5	11	23 49
Upr Glacis	31 - 35	Engine	321	146	Ammo-TCrw	435	11H	[Dsmnt Sqd]	476	NP	1	5	11	22 43
Upr Glacis	36 - 43	Engine	321	146	Cmdr - Gnnr	435	11H	[Dsmnt Sqd]	476	NP	1	5	11	22 43
Lwr Glacis	44 - 53	Engine	190	119	Ammo-TCrw	510	80H	Fuel	577	NP	1	5	11	23 49
Lwr Glacis	54 - 79	Engine	190	119	Cmdr - Gnnr	510	80H	[Dsmnt Sqd]	553	NP	1	5	11	23 49
Trk Guard	80 - 87	Track / Drive Sprkt	76	70							1	5	13	27 52
Track/Drive	88 - 99	Track / Drive Sprkt	15	15										
Hull Side	00 - 02	Graze												
Side Skirt	03 - 05	Drive Sprocket*	81	108	Engine	186	248	Drive Spkt	403	72H	73	59	33	17 5 1
Hull Side	06 - 06	Drive Sprocket*	55	55	Engine	147	121	Drive Spkt	768	12K	73	59	33	17 5 1
Hull Upr Sd	07 - 13	Driver-Rifleman	68	65	Engine	96	92				73	59	33	17 5 1
Side Skirt	14 - 29	Driver-Rifleman	72	174	Engine	100	204				73	59	33	17 5 1
Lwr Hull	30 - 33	Road Wheel / Susp*	38	38	Dvr-Riflemn	121	104	Engine	156	129	73	59	33	17 5 1
Hull Upr Sd	34 - 37	Ammunition	68	65	Cmdr - Gnnr	84	70				73	59	33	17 5 1
Hull Upr Sd	38 - 41	[Dismount Squad]	68	65	Cmdr - Gnnr	84	70				73	59	33	17 5 1
Side Skirt	42 - 50	Ammunition	72	174	Cmdr - Gnnr	95	218	Ammunition	115	254	73	59	33	17 5 1
Side Skirt	51 - 58	[Dismount Squad]	72	174	Cmdr - Gnnr	95	218	Ammunition	115	254	73	59	33	17 5 1
Lwr Hull	59 - 61	Road Wheel / Susp*	38	38	Cmdr - Gnnr	126	242				73	59	34	17 6 1
Hull Upr Sd	62 - 66	[Dismount Squad]	68	65							73	59	33	17 5 1
Side Skirt	67 - 73	[Dismount Squad]	72	174	Fuel	100	206				73	59	33	17 5 1
Side Skirt	74 - 77	[Dismount Squad]	72	174	Fuel	100	206				73	59	33	17 5 1
Lwr Hull	78 - 80	Road Wheel / Susp*	38	38	[Dsmnt Sqd]	121	104	Fuel	156	130	73	59	33	17 5 1
Side Skirt	81 - 81	Idler Wheel*	81	108	[Dsmnt Sqd]	186	248	Fuel	228	282	73	59	33	17 5 1
Hull Side	82 - 83	Idler Wheel*	55	55	[Dsmnt Sqd]	147	131	Fuel	185	158	73	59	33	17 5 1
Road Wheel	84 - 99	Road Wheel / Susp	38	38	Road Wheel	109	816							
Hull Rear	00 - 07	Graze												
Rear Door	08 - 18	[Dismount Squad]	68	73	Fuel	96	81	Cmdr - Gnnr	117	124	1	5	16	33 59
Rear Door	19 - 63	[Dismount Squad]	68	73	Cmdr - Gnnr	87	116	Engine	117	NP	1	5	16	33 59
Rear Door	64 - 77	[Dismount Squad]	68	73	TCrw-Ammo	87	116	Dvr-Riflemn	117	NP	1	5	16	33 59
Track/Idler	78 - 99	Track / Idler	15	15										
Hull Top	00 - 16	Driver-Rifleman	10	10										
Hull Top	17 - 62	Engine	6	6										
Hull Top	63 - 99	[Dismount Squad]	10	10										

ADVANCED RULES STATUS SHEET 3 WEAPON DATA TABLE USSR BMP 2 / 2E - 30mm CANNON

Weapon Characteristics		Aim Mods Ph Md		Direct Fire Data																		Target Range in 20 Yard Mech Hexes																	
				4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200																			
30mm Cannon		BMP2 1 -6 2 3 3 7 4 10 ROF *, *2, or *4 Ammo Cap 500 Ammo Wt 1000 Reload Time 175P Knock Down 542 SAB 0	HEI-T	PEN	113	107	102	97	89	81	74	67	61	56	51	47	39	32	27	23	19																		
	PENF			70	66	63	60	55	50	45	41	37	34	31	28	23	19	16	13	11																			
	API-T		PEN	291	275	262	250	227	207	188	171	155	141	128	117	97	80	66	55	45																			
			AOI																																				
			NID	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1																					
			DFE	430	165	106	77	48	33	25	19	16	13	11	9	7	5	4	3	2																			
			MA	.2	.4	.5	.7	1	1	2	2	3	3	3	4	4	5	6	7	7																			
			PALM	3	7	10	12	15	17	19	20	21	22	23	24	25	26	27	28	29																			
	HEI-T		BA	49	38	32	29	23	19	16	13	11	9	8	6	4	2	0	-2	-3																			
			BC0 260 TOF	1	2	3	4	6	8	10	13	15	17	20	23	28	34	40	46	53																			
Spandrel AT-5			HEAT	PEN	64H	64H	64H	64H	64H	64H	64H	64H	64H	64H	64H	64H	64H	64H	64H	64H																			
	CC				.2	.4	.8	2	4	6	9	13	17	21	27	41	59	84	122	198																			
	PALM		-2	18	25	30	36	41	44	47	49	51	53	55	58	60	63	65	69																				
	BA		5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5																				
	BC0 86H		TOF	17	27	33	39	49	58	68	78	88	98	108	118	137	157	177	197	217																			
			TOF	17	27	33	39	49	58	68	78	88	98	108	118	137	157	177	197	217																			
7.62mm Coax		AC 1 -26 2 -16 3 -8 4 -5 6 -1 8 2 12 8	API-T	PEN	29	24	20	17	12	8.9	6.4	4.6	3.3	2.4	1.7	1.2	.6	.3	.2	.1																			
	BZT			DC	7	7	7	6	6	5	3	2	1	1	1	1	1	1	1																				
	PALM		MA	.2	.5	.7	.9	1	2	2	3	3	4	4	5	5	6	7	8																				
			3	9	12	14	17	19	20	22	23	24	25	25	27	28	29	30																					
			BA	45	33	27	23	17	14	11	8	6	4	3	2	0	-2	-3	-5																				
			TOF	1	2	4	5	8	12	15	19	23	28	32	37	46	56	65	75																				
7.62mm Port Fire			1 -23 2 -12 3 -10 4 -9 6 -7 8 -5 9 -4	FMJ	PEN	10	8.0	6.5	5.3	3.5	2.3	1.5	1.0	.7	.4	.3	.2	.1																					
	DC				6	6	5	5	3	2	1	1	1	1	1	1	1																						
	PALM	MA		2	5	8	10	15	20	25	30	35	40	45	50	60																							
		20		26	29	31	34	36	38	39	40	41	42	43	44																								
		BA		42	29	24	20	14	10	7	5	3	1	0	-1	-3																							
		TOF		1	3	4	6	10	14	19	24	29	34	40	46	57																							

BMP 2 / 2E

ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE

Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	11	11	11	11	11	11	Turret Face	00 - 15	00 - 12	00 - 10	00 - 09	00 - 08	00 - 09
	Hull	17	18	18	19	19	19	Turret Side	16 - 17	13 - 14	11 - 11	10 - 10	09 - 09	10 - 10
	All	18	18	19	19	19	19	Hull Face	18 - 87	15 - 70	12 - 52	11 - 40	10 - 30	11 - 14
	Air-Grd	22	22	22	22	22	22	Hull Side	88 - 99	71 - 99	53 - 99	41 - 99	31 - 99	15 - 99
15°	Turret	12	12	12	12	12	12	Turret Face	00 - 14	00 - 12	00 - 10	00 - 08	00 - 08	00 - 09
	Hull	17	18	18	19	19	19	Turret Side	15 - 20	13 - 17	11 - 14	09 - 12	09 - 12	10 - 12
	All	18	18	19	19	20	19	Hull Face	21 - 87	18 - 71	15 - 54	13 - 41	13 - 31	13 - 16
	Air-Grd	22	22	22	22	22	22	Hull Side	88 - 99	72 - 99	55 - 99	42 - 99	32 - 99	17 - 99
30°	Turret	13	13	13	13	13	13	Turret Face	00 - 13	00 - 11	00 - 09	00 - 08	00 - 07	00 - 08
	Hull	17	18	18	19	19	19	Turret Side	14 - 24	12 - 20	10 - 16	09 - 15	08 - 14	09 - 15
	All	18	18	19	20	20	19	Hull Face	25 - 88	21 - 72	17 - 55	16 - 43	15 - 33	16 - 18
	Air-Grd	22	22	22	22	22	22	Hull Side	89 - 99	73 - 99	56 - 99	44 - 99	34 - 99	19 - 99
45°	Turret	13	13	13	13	13	13	Turret Face	00 - 11	00 - 09	00 - 07	00 - 07	00 - 06	00 - 07
	Hull	17	18	18	19	19	19	Turret Side	12 - 26	10 - 21	08 - 18	08 - 16	07 - 15	08 - 16
	All	18	19	19	20	20	19	Hull Face	27 - 88	22 - 72	19 - 56	17 - 44	16 - 34	17 - 20
	Air-Grd	22	22	22	22	22	22	Hull Side	89 - 99	73 - 99	57 - 99	45 - 99	35 - 99	21 - 99
60°	Turret	13	13	13	13	13	13	Turret Face	00 - 08	00 - 07	00 - 06	00 - 05	00 - 05	00 - 05
	Hull	17	18	18	19	19	19	Turret Side	09 - 26	08 - 22	07 - 18	06 - 16	06 - 16	06 - 17
	All	18	19	19	20	20	20	Hull Face	27 - 88	23 - 72	19 - 56	17 - 44	17 - 35	18 - 20
	Air-Grd	22	22	22	22	22	22	Hull Side	89 - 99	73 - 99	57 - 99	45 - 99	36 - 99	21 - 99
> 60°	Turret	13	13	13	13	13	13	Turret Face	00 - 03	00 - 02	00 - 02	00 - 02	00 - 01	00 - 02
	Hull	17	18	18	19	19	19	Turret Side	04 - 24	03 - 20	03 - 17	03 - 15	02 - 14	03 - 15
	All	18	19	19	20	20	19	Hull Face	25 - 88	21 - 72	18 - 55	16 - 43	15 - 34	16 - 19
	Air-Grd	22	22	22	22	22	22	Hull Side	89 - 99	73 - 99	56 - 99	44 - 99	35 - 99	20 - 99

ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE

Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear From the Side	00 - 23	00 - 38	00 - 50	00 - 59	00 - 67	00 - 74	Front or Rear From the Side	00 - 32	00 - 49	00 - 61	00 - 69	00 - 76	00 - 82
	00 - 15	00 - 27	00 - 37	00 - 46	00 - 55	00 - 64		00 - 19	00 - 33	00 - 44	00 - 53	00 - 62	00 - 70

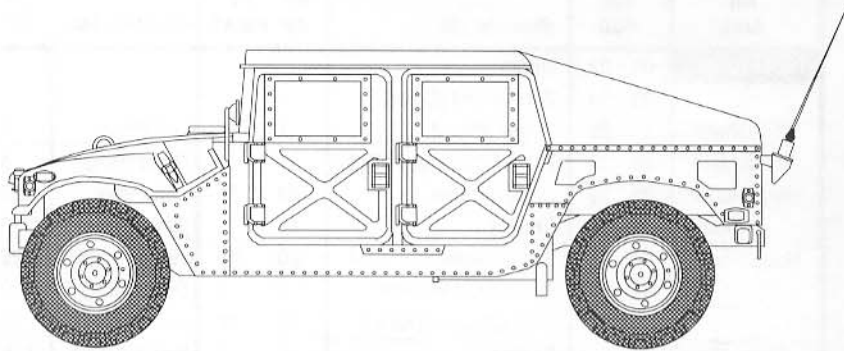
USA HMMWV 998

Status Sheet 1

M998 High Mobility Multi-Wheeled Vehicle (1985)

MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	14.5 -	14.0 -	13.6 -	13.2 -	12.7 00	12.5 03
10°	11.9 -	11.4 -	10.9 -	10.5 -	10.0 00	9.8 03
20°	9.3 -	8.8 -	8.3 -	7.8 -	7.3 00	7.1 04
30°	6.9 -	6.3 -	5.8 -	5.2 00	4.6 00	4.3 06
40°	4.8 -	4.0 -	3.3 00	2.5 00	1.8 01	1.4 13
50°	2.9 -	1.9 00	.8 01	.02	.05	.40



BASIC HIT LOCATION

Vehicle Facing	Vehicle Face	Vehicle Side
Front	00 - 99	—
Oblique	00 - 35	36 - 99
Side	—	00 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	85°	340°
Deep Fording Equip	No	Turret Traverse Rate (°)	—	—
Fire Extinguishing Sys	No	Acceleration VC (MH)		6.5
Infra-Red Imaging	No	Deceleration VC (MH)		6.7
Image Intensifying	No	Max Road Range (miles)		350
Thermal Imaging	No	Side Slope		36°
Run Flat Inserts	No			
Fuel Hit Modifier	0	Ground Pressure (psi)		8.6
Ammunition Hit Modifier	0	Moving Target Accuracy Mod		—
Spotting Modifier	0	Moving Shooter Accuracy Mod		—

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
M16 Assault Rifle	Below	Below	+60°	-60°	FMJ	9	*7	5	5	—	—	32	1 2 3	3 7 10

CREW AND PLATOON ROSTER / STATUS TABLE

Crew and Status	Field of View	Field of Fire	Weapon	FP	Vehicle 1					Vehicle 2					Vehicle 3				
Crew					Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Driver	1 to 6	1, 5, 6			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Front Seat	1 to 6	1, 2, 3	M16	5	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Right Rear Seat	1 to 6	1, 2 - 4	M16	5	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Left Rear Seat	1 to 6	1, 4 - 6	M16	5	☐	☐	☐			☐	☐	☐			☐	☐	☐		
Ammunition		Front Seat Passenger Right Rear Passenger Left Rear Passenger																	
Equipment		Right Wheel or Suspension Left Wheel or Suspension Right Tire Left Tire Fuel Tank Engine			☐					☐					☐				
Condition		Condition			Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐				

HMMWV 998

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE								USA HMMWV 998						
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
Hull Front	00 - 02	Graze														
Windshield	03 - 14	Windshield [Crew]	1	1												
	15 - 23	Driver [Crew]	1	1	Left Psngr	3	4									
	24 - 32	Front Passenger [Cw]	1	1	Right Psngr	3	4									
Hood/Fendr	33 - 39	Driver [Crew]	20	35	Left Psngr	29	47				2	5	12	25	47	
Hood	40 - 45	Engine	14	7	[Crew]	20	13				1	5	11	22	44	
Hood/Fendr	46 - 53	Front Passenger [Cw]	20	35	Right Psngr	29	47				2	5	12	25	47	
	54 - 54	Tire (Road Wheel)*	2	2	Driver [Cw]	9	25	Left Psngr	15	42	1	6	15	32	57	
	55 - 61	Wheel/Susp (Track)*	25	28	Driver [Cw]	35	51	Left Psngr	45	77	2	5	17	34	59	
	62 - 69	Engine	2	2	Pwr Trn-Eng	125	567				1	5	17	33	59	
Front Grill	70 - 74	Engine	8	7	Pwr Trn-Eng	133	618				1	6	15	32	57	
Bumper	75 - 76	Tire (Road Wheel)*	2	2	F Pngr [Cw]	9	25	Right Psngr	15	42	1	6	15	32	57	
	77 - 82	Wheel/Susp (Track)*	25	28	F Pngr [Cw]	35	51	Right Psngr	45	77	2	5	17	34	59	
	83 - 94	Susp (Road Wheel)	19	19							1	5	17	33	59	
	95 - 95	Susp (Road Wheel)	19	19	Fuel	26	31				1	5	17	33	59	
	96 - 99	Tire (Road Wheel)	2	2												
Hull Side	00 - 07	Graze														
Hood	08 - 09	Engine	3	3							67	53	28	11	5	1
Wheel Well	10 - 10	Engine	3	3							73	59	33	17	5	1
Wheel Well	11 - 13	Tire (Road Wheel)*	2	2	Susp (RW)	25	30				73	59	33	17	5	1
Side	14 - 17	Driver [Crew]	6	6	Engine	10	10	Front Psngr	124	629	73	59	33	17	5	1
	18 - 24	Windw [Crew]	1	1							73	59	33	17	5	1
	25 - 26	Driver [Crew]	1	1	Front Psngr	3	3				73	59	33	17	5	1
	27 - 31	Driver [Crew]	6	6	Front Psngr	10	8				73	59	33	17	5	1
Door	32 - 39	Driver [Crew]	6	6	Eng-Pwr Trn	10	11	Front Psngr	124	704	73	59	33	17	5	1
Hull Side	40 - 45	[Crew]	6	6	Eng-Pwr Trn	10	11				73	59	33	17	5	1
Hull Side	46 - 50	[Crew]	6	6	Eng-Pwr Trn	10	11	Fuel	81	319	73	59	33	17	5	1
Windw	51 - 52	Right Pasngr [Crew]	1	1	Left Psngr	3	3				73	59	33	17	5	1
Door	53 - 56	Right Pasngr [Crew]	6	6	Left Psngr	10	8				73	59	33	17	5	1
Canvas	57 - 64	Cargo Deck [Crew]	1	1							73	59	33	17	5	1
Hull Side	65 - 76	Cargo Deck [Crew]	10	17							73	59	34	18	6	3
	77 - 84	Wheel (Track)	19	19	Wheel	53	158									
	85 - 99	Tire (Road Wheel)	2	2	Tire (RW)	6	18									
Hull Rear	00 - 02	Graze														
Canvas	03 - 13	Cargo Deck [Crew]	1	1	Left Psngr	3	5	Driver	5	14	1	5	17	33	59	
Canvas	14 - 24	Cargo Deck [Crew]	1	1	Right Psngr	3	5	Front Psngr	5	14	1	5	17	33	59	
Canvas	25 - 38	Cargo Deck [Crew]	1	1							1	5	17	33	59	
Rear	39 - 47	Cargo Deck [Crew]	2	2	Left Psngr	5	12	Driver	10	36	1	5	17	33	59	
Rear	48 - 56	Cargo Deck [Crew]	2	2	Right Psngr	5	12	Front Psngr	10	36	1	5	17	33	59	
Rear	57 - 62	Cargo Deck [Crew]	2	2							1	5	17	33	59	
	63 - 66	Wheel (Track)*	25	28	Left Psngr	35	37	Driver	45	52	1	5	16	33	58	
	67 - 70	Wheel (Track)*	25	28	Right Psngr	35	37	Front Psngr	45	52	1	5	16	33	58	
	71 - 77	Engine / Pwr Trn	5	8							1	4	14	32	56	
	78 - 84	Suspension (RW)	19	19							1	5	17	33	59	
	85 - 85	Suspension (RW)	19	19	Fuel	26	23				1	5	17	33	59	
	86 - 95	Wheel (Track)	25	28												
	96 - 99	Tire (Road Wheel)	2	2												
Hull Top	00 - 19	Engine	2	2												
Hull Top	20 - 99	[Crew]	2	2												

ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE													
Target	<5°	15°	30°	45°	60°	>60°	Area	<5°	15°	Hull Facing			
										30°	45°	60°	>60°
All	16	17	17	18	18	18	Hull Face	00 - 86	00 - 67	00 - 48	00 - 35	00 - 24	00 - 04
Air-Grd	19	19	20	20	20	20	Hull Side	87 - 99	68 - 99	49 - 99	36 - 99	25 - 99	06 - 99

ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE													
Hull Top Hit Chance	1	2	3	4	5	6	Hull Top Hit Chance	Angle of Incidence (AOI)					
Front or Rear	00 - 25	00 - 41	00 - 53	00 - 62	00 - 70	00 - 77	From the Side	00 - 16	00 - 28	00 - 39	00 - 48	00 - 57	00 - 65

HMMWV 998

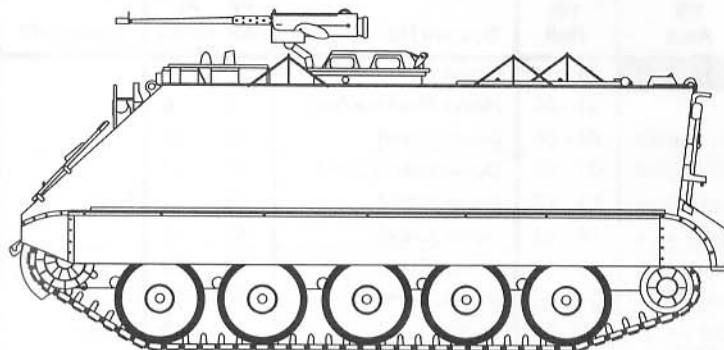
USA M113A1

Status Sheet 1

M113A1 APC 12.7mm Machine Gun (1964)

MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	8.2 -	7.9 -	7.6 -	7.3 -	7.1 -	6.9 01
10°	5.9 -	5.6 -	5.4 -	5.1 -	4.8 -	4.7 02
20°	3.8 -	3.5 -	3.2 -	2.9 -	2.6 -	2.4 02
30°	1.8 -	1.5 -	1.2 -	.9 -	.6 00	.4 04
40°	.2 -	-	-	00	00	07
50°	.1 -	-	00	01	02	21



BASIC HIT LOCATION

Vehicle Facing	Hull Face	Hull Side
Front	00 - 99	—
Oblique	00 - 39	40 - 99
Side	—	00 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	64°	258°
Deep Fording Equip	Amph	Turret Traverse Rate (°)	—	—
Fire Extinguishing Sys	Yes	Acceleration VC (MH)		2.6
Infra-Red Imaging	Yes	Deceleration VC (MH)		2.9
Image Intensifying	No	Max Road Range (miles)		300
Thermal Imaging	No	Side Slope		32°
Fuel Hit Modifier	0	Ground Pressure (psi)		7.8
Ammunition Hit Modifier	0	Moving Target Accuracy Mod		—
Spotting Modifier	+ 1	Moving Shooter Accuracy Mod		—

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
12.7mm Machine Gun	1 to 6	60°	+53°	-21°	API-T	26	*9	32	15	—	—	20	1 2 3 4	-5 8 13 15

CREW AND PLATOON ROSTER / STATUS TABLE

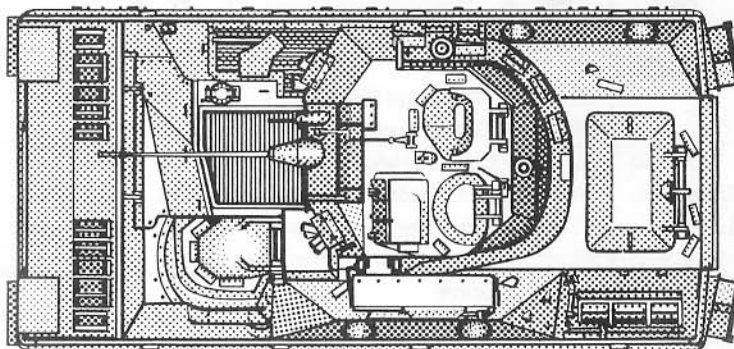
Crew and Status	Field of View	Field of Fire	Weapon	FP	Vehicle 1				Vehicle 2				Vehicle 3				Vehicle 4			
Crew					Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T
Commander	1 to 6	—	—	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Driver	1-2 / 4-6	—	—	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Dismount Squad																				
Squad Leader	—	—	M16	5	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Asst Sqd Ldr	—	—	M203	11	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Anti-Armor Spc	—	—	M16 / Dragon	5 / 35	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Auto Rifleman	—	—	M249	13	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Auto Rifleman	—	—	M249	13	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Grenadier	—	—	M203	11	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Rifleman	—	—	M16	5	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Rifleman	—	—	M16	5	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Rifleman	—	—	M16	5	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Forward Observer	—	—	M16	5	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Medic	—	—	Pistol	.4	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Ammunition			12.7mm Machine Gun																	
Equipment			12.7mm Machine Gun		☐				☐				☐				☐			
			Fuel Tank		☐				☐				☐				☐			
			Left Track		☐				☐				☐				☐			
			Right Track		☐				☐				☐				☐			
			Engine		☐				☐				☐				☐			
Condition			Condition		Abd	Burn	Exp		Abd	Burn	Exp		Abd	Burn	Exp		Abd	Burn	Exp	
					☐	☐	☐		☐	☐	☐		☐	☐	☐		☐	☐	☐	

M113A1

USA M2A1 Bradley IFV

Status Sheet 1

M2A1 with 25mm Cannon & TOW 2 ATGW (1984)



MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	8.0 -	7.6 -	7.3 -	6.9 -	6.6 -	6.4 01
10°	6.1 -	5.8 -	5.4 -	5.1 -	4.7 -	4.5 01
20°	4.3 -	4.0 -	3.6 -	3.2 -	2.8 -	2.6 02
30°	2.7 -	2.3 -	1.8 -	1.4 -	1.0 00	.8 03
40°	1.3 -	.8 -	.3 00	00	00	06
50°	.2 -	-	00	00	01	17

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 25	—	26 - 99	—
Front	Obliq	00 - 16	17 - 30	31 - 99	—
Front	Side	—	00 - 24	25 - 99	—
Obliq	Front	00 - 16	—	17 - 45	46 - 99
Obliq	Obliq	00 - 10	11 - 19	20 - 47	48 - 99
Obliq	Side	—	00 - 15	16 - 44	45 - 99
Side	Front	00 - 16	—	—	17 - 99
Side	Obliq	00 - 11	12 - 20	—	21 - 99
Side	Side	—	00 - 16	—	17 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data		Phase	Turn
Smoke Launchers	Yes	Hull Turning Rate (°)	64°		254°
Deep Fording Equip	Yes	Turret Traverse Rate (°)	120°		480°
Fire Extinguishing Sys	Yes	Accerelation VC (MH)			2.9
Infra-Red Imaging	No	Deceleration VC (MH)			2.6
Image Intensifying	Yes	Max Road Range (miles)			300
Thermal Imaging	Yes	Side Slope			36°
Fuel Hit Modifier	-30 *	Ground Pressure (psi)			7.5
Ammunition Hit Modifier	0	Moving Target Accuracy Mod			+10
Spotting Modifier	+1	Moving Shooter Accuracy Mod			+16

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT	ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
Main Gun 25mm Cannon	1 to 6	—	+60°	-10°	HEI-T	150	*1	50	103	—	250	13		1	4
					API-T			219	11	—	—	13		2	17
Coax MG 7.62mm NATO	1 to 6	—	+60°	-10°	FMJ-T	46	*8	7	33	—	—	17		3	22
														4	26
M231 Port Fire Weapon	Below	Below	+30°	-30°	FMJ	18	*10	5	3	—	—	35			

MISSILE DATA

Missile		Field of View	Aim Time	Hit Odds				Velocity	Range	# Missiles		RT	PEN	BC0	FP
ATGW				Close	%	Far	%	MHPP	MH	Ready	Hull				
TOW 2		1 to 6	2P	< 15 MH	80%	> 15 MH	88%	30	4 - 205	2	2	16P	89H	11K	85

CREW AND PLATOON ROSTER / STATUS TABLE

Crew and Status	FOV	FOF	Weapon	FP	Vehicle 1				Vehicle 2				Vehicle 3				Vehicle 4			
Crew					Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T
Gunner	1	—	Mn, Coax, ATGW	Var	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Driver	1, 6	—	—	—	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Commander	1-3	—	—	—	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Dismount Squad																				
Squad Leader	3	3	(M231) M203	(3) 11	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Anti-Armor Spc	4	4	(M231) M16/Drgn	(3) 5	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Auto Rifleman	2	2	(M231) M249	(3) 13	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Auto Rifleman	5	6	(M231) M249	(3) 13	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Grenadier	4	4	(M231) M203	(3) 11	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Rifleman	2	5	(M231) M16	(3) 5	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Ammunition		Main Gun Coax Machine Gun TOW Missile Launcher																		
Equipment		Main Gun and Coaxial MG			☐				☐				☐				☐			
		TOW Missile Launcher			☐				☐				☐				☐			
		TOW / Gun Sight			☐				☐				☐				☐			
		Left Track Right Track Engine			☐				☐				☐				☐			
Condition		Condition			Abd	Burn	Exp		Abd	Burn	Exp		Abd	Burn	Exp		Abd	Burn	Exp	
					☐	☐	☐		☐	☐	☐		☐	☐	☐		☐	☐	☐	

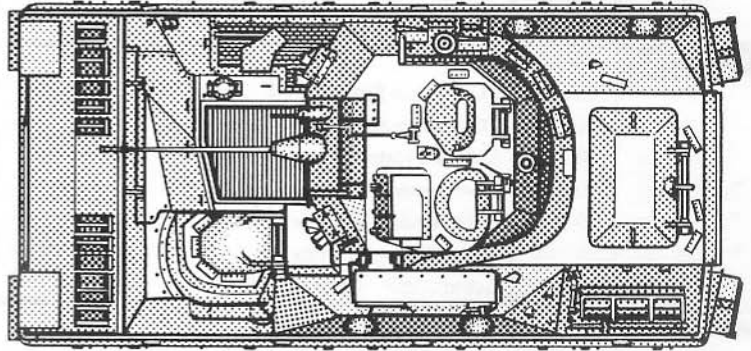
M2A1 IFV

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE						USA M2A1 BRADLEY - IFV							
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°				
Turret Front	00 - 02	Graze													
	03 - 15	TOW / Gun Sight	8	8								1	5	17 33 59	
	16 - 31	TOW Launcher	8	8								1	5	17 33 59	
Upr Face	32 - 39	Cmmdrs Hatch - Prscp	6	6	Cmdr - Gnnr	65	58					1	5	16 33 58	
Tur Mantlet	40 - 54	Commander - Gunner	147	113								1	5	11 28 53	
Tur Mantlet	55 - 65	25mm Cannon / Coax	55	55	Cmdr - Gnnr	154	143					1	5	17 33 59	
Tur Frt Sd	66 - 99	Commander - Gunner	175	134								-3	-4	-3 1 9	
Turret Side	00 - 11	Graze													
	12 - 32	TOW Launcher	8	8								73	59	33 17 5 1	
	33 - 44	TOW Launcher	8	8	T/Gun Sght	35	30					73	59	33 17 5 2	
Turret Side	45 - 56	25mm Cannon / Coax	207	191								73	59	33 17 5 1	
Turret Side	57 - 80	Turet Crew	93	93								73	59	33 17 5 1	
Tur Rear Sd	81 - 93	Commander - Gunner	118	104								0	-4	-9 -11 -11 -8	
Gun Barrel	94 - 99	25mm Cannon	8	8								73	59	33 17 5 1	
Turret Rear	00 - 03	Graze													
	04 - 18	TOW / Gun Sight	17	13								1	5	11 28 53	
	19 - 37	TOW Launcher	8	8								1	5	17 33 59	
Tur Rear Sd	38 - 65	Commander - Gunner	182	587								-14	-19	-21 -20 -18	
Tur Rear	66 - 99	Commander - Gunner	66	79	Cannon	175	377					1	5	16 32 58	
Turret Top	00 - 99	Commander - Gunner	14	14											
Hull Front	00 - 06	Graze													
Turret Lip	07 - 09	Commander - Gunner	147	113								1	5	11 28 53	
Dvr Hatch	10 - 13	Driver	40	39	Cmdr - Gnnr	50	54	[Dsmnt Sqd]	60	88		1	5	17 33 59	
Trim Vane	14 - 25	Driver	164	103	Ammunition	188	120	[Dsmnt Sqd]	200	165		1	5	11 23 48	
Lwr Glacis	26 - 34	Driver	76	58	Cmdr - Gnnr	89	102	DSqd-Ammo	130	32H		1	5	11 28 53	
Upr Glacis	35 - 43	Engine	158	95	Ammo-TCrw	253	550	[Dsmnt Sqd]	275	671		1	5	11 22 48	
Trim Vane	44 - 53	Engine	164	103	Cmdr - Gnnr	538	63H	[Dsmnt Sqd]	573	NP		1	5	11 23 48	
Trim Vane	54 - 62	Engine	164	103	Fuel	259	590	Ammo-DSqd	292	19H		1	5	11 23 48	
Lwr Glacis	63 - 74	Engine	76	58	Cmdr - Gnnr	444	56H	[Dsmnt Sqd]	473	NP		1	5	11 28 53	
Lwr Glacis	75 - 78	Engine	76	58	Fuel	167	500	TCrw-DSqd	186	NP		1	5	11 28 53	
Track/Drive	79 - 99	Track / Drive Sprkt	21	21											
Hull Side	00 - 05	Graze													
Turret Lip	06 - 07	Commander - Gunner	147	113								67	53	28 11 5 1	
	08 - 09	Drive Sprocket*	71	71	Drive Sprkt	260	15H					73	59	33 17 5 1	
Side Skirt	10 - 10	Drive Sprocket*	118	152	Engine	221	368	Drive Sprkt	763	11K		73	59	33 17 5 1	
Side Skirt	11 - 12	Engine	76	144								73	59	33 17 6 2	
Dvr Hatch	13 - 13	Driver	43	43	Engine	52	46					73	59	33 17 5 1	
Hull Upr Sd	14 - 16	Driver	66	101	Engine	77	105					67	53	28 11 5 1	
Side Skirt	17 - 21	Driver	76	144	Engine	88	149					73	59	33 17 6 2	
Side Skirt	22 - 27	Driver	76	353	Engine	88	359					73	59	33 17 6 2	
Hull Upr Sd	28 - 30	Driver	66	101	Engine	77	105	Fuel	438	32H		67	53	28 11 5 1	
Side Skirt	31 - 35	Driver - Ammo	76	144	Engine	88	149	Fuel	450	36H		73	59	33 17 6 2	
Side Skirt	36 - 41	Driver	76	353	Engine	88	359	Fuel	450	42H		73	59	33 17 6 2	
Hull Upr Sd	42 - 48	[Dismount Squad]	136	164	Cmdr - Gnnr	152	169					62	48	22 11 5 1	
Side Skirt	49 - 54	[Dismount Squad]	76	144	Cmdr - Gnnr	89	155	Ammunition	107	168		73	59	33 17 6 2	
Side Skirt	55 - 60	[Dismount Squad]	76	353	Cmdr - Gnnr	89	364					73	59	33 17 6 2	
Hull Upr Sd	61 - 64	[Dismount Squad]	136	164	Ammunition	159	166					62	48	22 11 5 1	
Side Skirt	65 - 71	[Dismount Squad]	76	144	Ammunition	93	147	Ammunition	111	183		73	59	33 17 6 2	
Side Skirt	72 - 78	[Dismount Squad]	76	353								73	59	33 17 6 2	
Side Skirt	79 - 79	Idler*	135	168	[Dsmnt Sqd]	243	349	Idler	502	34H		73	59	33 17 5 1	
	80 - 81	Idler	75	75	Idler	216	936								
Road Wheel	82 - 99	Road Wheel / Susp	49	49	Road Wheel	141	610								
Hull Rear	00 - 06	Graze													
Hull Rear	07 - 19	Ammo - [Dsmnt Sqd]	86	109	Cmdr - Gnnr	99	138	Fuel-Eng	114	NP		2	6	17 34 59	
Hull Door	20 - 48	[Dismount Squad]	82	82	Cmdr - Gnnr	95	105	Engine	109	NP		1	5	17 33 59	
Rear Door	49 - 69	[Dismount Squad]	82	82	Cmdr - Gnnr	95	105	Driver	109	NP		1	5	17 33 59	
Hull Rear	70 - 77	[Dismount Squad]	86	109	Ammunition	105	113	Driver	113	NP		2	6	17 34 59	
Track/Idler	78 - 99	Track / Idler	21	21											
Hull Top	00 - 30	Engine	7	7											
Hull Top	31 - 99	Dismount Sqd - Dvr	14	14											

USA M2A2 Bradley IFV

Status Sheet 1

M2A2 with 25mm Cannon & TOW 2 ATGW (1988)



MOVEMENT SPEEDS / STALL CHANCE

Grd Slip	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	7.4 -	6.8 -	6.3 -	5.7 00	5.2 00	4.9 06
10°	5.6 -	5.0 -	4.5 -	3.9 00	3.4 00	3.1 07
20°	3.9 -	3.3 -	2.7 -	2.1 00	1.5 00	1.3 09
30°	2.4 -	1.7 -	1.0 00	.4 00	01	14
40°	1.0 -	.3 00	01	02	03	31
50°	.1 -	01	04	08	14	99

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 25	—	26 - 99	—
Front	Obliq	00 - 16	17 - 30	31 - 99	—
Front	Side	—	00 - 24	25 - 99	—
Obliq	Front	00 - 16	—	17 - 45	46 - 99
Obliq	Obliq	00 - 10	11 - 19	20 - 47	48 - 99
Obliq	Side	—	00 - 15	16 - 44	45 - 99
Side	Front	00 - 16	—	—	17 - 99
Side	Obliq	00 - 11	12 - 20	—	21 - 99
Side	Side	—	00 - 16	—	17 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data		Phase	Turn
Smoke Launchers	Yes	Hull Turning Rate (°)	57°	229°	
Deep Fording Equip	Yes	Turret Traverse Rate (°)	120°	480°	
Fire Extinguishing Sys	Yes	Accerelation VC (MH)		2.6	
Infra-Red Imaging	No	Deceleration VC (MH)		2.2	
Image Intensifying	Yes	Max Road Range (miles)		260	
Thermal Imaging	Yes	Side Slope		33°	
Fuel Hit Modifier	-30 *	Ground Pressure (psi)		9.9	
Ammunition Hit Modifier	0	Moving Target Accuracy Mod		+10	
Spotting Modifier	+1	Moving Shooter Accuracy Mod		+16	

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
Main Gun 25mm Cannon	1 to 6	—	+60°	-10°	HEI-T	150	*1	50	103	—	250	13	1	4
					API-T			219	11	—	—	13	2	17
Coax MG 7.62mm NATO	1 to 6	—	+60°	-10°	FMJ-T	46	*8	7	33	—	—	17	3	22
													4	26
M231 Port Fire Weapon	Below	Below	+30°	-30°	FMJ	18	*10	5	3	—	—	35		

MISSILE DATA

Missile ATGW	Field of View	Aim Time	Hit Odds		Close	Far	Velocity MHPP	Range MH	# Missiles Ready	Hull	RT	PEN	BC0	FP
TOW 2	1 to 6	2P	< 15 MH	80%	> 15 MH	88%	30	4 - 205	2	2	16P	89H	11K	85

CREW AND PLATOON ROSTER / STATUS TABLE

Crew and Status	FOV	FOF	Weapon	FP	Vehicle 1				Vehicle 2				Vehicle 3				Vehicle 4			
Crew					Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T
Gunner	1	—	Mn, Coax, ATGW	Var	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Driver	1, 6	—	—	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Commander	1-3	—	—	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Dismount Squad																				
Squad Leader	3	3	(M231) M203	(3) 11	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Anti-Armor Spc	4	4	(M231) M16/Drgn	(3) 5	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Auto Rifleman	2	2	(M231) M249	(3) 13	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Auto Rifleman	5	6	(M231) M249	(3) 13	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Grenadier	4	4	(M231) M203	(3) 11	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Rifleman	2	5	(M231) M16	(3) 5	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Ammunition					Main Gun															
					Coax Machine Gun															
					TOW Missile Launcher															
Equipment					Main Gun and Coaxial MG				☐				☐				☐			
					TOW Missile Launcher				☐				☐				☐			
					TOW / Gun Sight				☐				☐				☐			
					Left Track				☐				☐				☐			
					Right Track				☐				☐				☐			
					Engine				☐				☐				☐			
Condition					Condition				Abd				Burn				Exp			
									☐				☐				☐			

M2A2 IFV

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE						USA M2A2 BRADLEY - IFV							
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier				
											5°	15°	30°	45°	60° 75°
Turret Front	00 - 02	Graze													
	03 - 15	TOW / Gun Sight	8	8							1	5	17	33	59
	16 - 31	TOW Launcher	8	8							1	5	17	33	59
Upr Face	32 - 39	Cmdmds Hatch - Prscp	6	6	Cmdr - Gnnr	65	58				1	5	16	33	58
Tur Mantlet	40 - 48	Commander - Gunner	537	376							1	5	11	28	53
Tur Mantlet	49 - 54	Commander - Gunner	147	113							1	5	11	28	53
Tur Mantlet	55 - 65	25mm Cannon / Coax	55	55	Cmdr - Gnnr	279	234				1	5	17	33	59
Tur Frt Sd	66 - 99	Commander - Gunner	639	449							-3	-4	-3	1	9
Turret Side	00 - 11	Graze													
	12 - 44	TOW Launcher	8	8							73	59	33	17	5 1
Turret Side	45 - 56	25mm Cannon / Coax	400	392							73	59	33	17	5 1
Turret Side	57 - 80	Turet Crew	297	267							73	59	33	17	5 1
Tur Rear Sd	81 - 93	Commander - Gunner	118	101							0	-4	-9	-11	-11 -8
Gun Barrel	94 - 99	25mm Cannon	8	8							73	59	33	17	5 1
Turret Rear	00 - 03	Graze													
	04 - 18	TOW / Gun Sight	17	13							1	5	11	28	53
	19 - 37	TOW Launcher	8	8							1	5	17	33	59
Tur Rear Sd	38 - 65	Commander - Gunner	181	583							-14	-19	-21	-21	-18
Tur Rear	66 - 99	Commander - Gunner	65	97	Cannon	172	441				1	5	16	33	58
Turret Top	00 - 99	Commander - Gunner	14	14											
Hull Front	00 - 06	Graze													
Turret Lip	07 - 09	Commander - Gunner	147	113							1	5	11	28	53
Dvr Hatch	10 - 13	Driver	40	39	Cmdr - Gnnr	50	54	[Dsmnt Sqd]	60	88	1	5	17	33	59
Upr Glacis	14 - 25	Driver	892	483	Ammunition	948	501	[Dsmnt Sqd]	976	548	1	5	11	22	48
Lwr Glacis	26 - 34	Driver	428	295	Cmdr - Gnnr	456	341	DSqd-Ammo	535	50H	1	5	11	28	53
Upr Glacis	35 - 43	Engine	892	483	Ammo-TCrw	10H	975	[Dsmnt Sqd]	10H	11H	1	5	11	22	48
Upr Glacis	44 - 53	Engine	892	483	Cmdr - Gnnr	13H	68H	[Dsmnt Sqd]	13H	NP	1	5	11	22	48
Upr Glacis	54 - 62	Engine	335	192	Fuel	436	685	Ammo-DSqd	478	21H	1	5	11	22	48
Lwr Glacis	63 - 74	Engine	428	295	Cmdr - Gnnr	810	62H	[Dsmnt Sqd]	853	NP	1	5	11	28	53
Lwr Glacis	75 - 78	Engine	428	295	Fuel	534	758	TCrw-DSqd	571	NP	1	5	11	28	53
Track/Drive	79 - 99	Track / Drive Sprkt	21	21											
Hull Side	00 - 05	Graze													
Turret Lip	06 - 07	Commander - Gunner	147	113							67	53	28	11	5 1
	08 - 09	Drive Sprocket*	71	71	Drive Sprkt	260	15H				73	59	33	17	5 1
Side Skirt	10 - 10	Drive Sprocket*	262	254	Engine	405	470	Drive Sprkt	974	11K	73	59	33	17	5 1
Side Skirt	11 - 12	Engine	206	240							73	59	33	17	5 1
Dvr Hatch	13 - 13	Driver	43	43	Engine	52	46				73	59	33	17	5 1
Hull Upr Sd	14 - 16	Driver	66	101	Engine	77	105				67	53	28	11	5 1
Side Skirt	17 - 21	Driver	206	240	Engine	225	245				73	59	33	17	5 1
Side Skirt	22 - 27	Driver	206	590	Engine	225	595				73	59	33	17	5 1
Side Skirt	28 - 30	Driver	248	329	Engine	269	334	Fuel	637	42H	71	57	31	15	5 1
Side Skirt	31 - 35	Driver - Ammo	206	240	Engine	225	245	Fuel	590	38H	73	59	33	17	5 1
Side Skirt	36 - 41	Driver	206	590	Engine	225	595	Fuel	590	45H	73	59	33	17	5 1
Side Skirt	42 - 48	[Dismount Squad]	344	461	Cmdr - Gnnr	370	470				68	54	28	14	5 1
Side Skirt	49 - 54	[Dismount Squad]	206	240	Cmdr - Gnnr	226	250	Ammunition	256	263	73	59	33	17	5 1
Side Skirt	55 - 60	[Dismount Squad]	206	590	Cmdr - Gnnr	226	600				73	59	33	17	5 1
Side Skirt	61 - 64	[Dismount Squad]	344	461	Ammunition	381	465				68	54	28	14	5 1
Side Skirt	65 - 71	[Dismount Squad]	206	240	Ammunition	233	242	Ammunition	261	279	73	59	33	17	5 1
Side Skirt	72 - 78	[Dismount Squad]	206	590							73	59	33	17	5 1
Side Skirt	79 - 79	Idler*	262	238	[Dsmnt Sqd]	405	416	Idler	710	34H	73	59	33	17	5 1
	80 - 81	Idler	75	75	Idler	216	936								
Road Wheel	82 - 99	Road Wheel / Susp	49	49	Road Wheel	141	610								
Hull Rear	00 - 06	Graze													
Hull Rear	07 - 19	Ammo - [Dsmnt Sqd]	86	109	Cmdr - Gnnr	99	138	Fuel-Eng	114	NP	2	6	17	34	59
Hull Door	20 - 48	[Dismount Squad]	82	82	Cmdr - Gnnr	95	105	Engine	109	NP	1	5	17	33	59
Rear Door	49 - 69	[Dismount Squad]	82	82	Cmdr - Gnnr	95	105	Driver	109	NP	1	5	17	33	59
Hull Rear	70 - 77	[Dismount Squad]	86	109	Ammunition	105	113	Driver	113	NP	2	6	17	34	59
Track/Idler	78 - 99	Track / Idler	21	21											
Hull Top	00 - 30	Engine	7	7											
Hull Top	31 - 99	Dismount Sqd - Dvr	14	14											

M2A2 IFV

ADVANCED RULES STATUS SHEET 3										WEAPON DATA TABLE										USA M2A1 / M2A2 BRADLEY									
Weapon Characteristics		Aim Mods Ph Md		Direct Fire Data		Target Range in 20 Yard Mech Hexes																							
						4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200							
25mm Cannon		1 -6 2 7 3 12 4 16	HEI-T	PEN	74	68	63	58	50	43	37	32	28	24	21	18	14	11	8.3	6.6	5.4								
ROF	*, *1, or *2		M792	PENF	46	42	38	36	30	26	22	19	16	14	12	10	8	6	4	3	2								
Cap	300 (600)		API-T	PEN	289	271	257	244	219	196	176	158	142	128	115	103	83	67	54	44	35								
Ammo Wt	342		M791																										
Reload Time	90P			AOI																									
				NID																									
				DFE	500	295	189	136	84	58	43	33	26	21	18	15	11	8	6	5	4								
				MA	.2	.3	.4	.5	.8	1	1	2	2	2	2	3	3	4	4	5	5								
				PALM	3	5	8	10	13	15	17	18	19	20	21	22	23	24	25	26	27								
Knock Down	245			HEI-T	BA	30	20	15	12	6	3	0	-3	-5	-7	-8	-10	-12	-14	-16	-18	-19							
SAB	1		BC0 250	TOF	1	1	2	3	4	6	8	9	11	13	15	17	21	26	31	35	41								
TOW 2			HEAT	PEN	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H								
Ready Rounds	2			CC		.1	.4	.7	2	3	5	8	11	14	18	23	34	48	66	89	120								
RT (each)	16P			PALM	-3	17	24	29	35	40	43	46	48	50	52	53	56	59	61	63	65								
Reloads Carried	2			BA	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7								
Ammo Wt	47.4			BC0 11K	TOF	17	27	33	39	48	57	66	75	84	94	103	112	130	148	167	185	203							
7.62mm Coax		AC 1 -27 2 -17 3 -9 4 -5 6 -1 8 2 12 8	FMJ-T	PEN	17	14	11	9.6	6.8	4.8	3.4	2.4	1.7	1.2	.9	.6	.3	.2	.1										
Reload Time	100		M16	DC	7	7	7	6	6	4	3	2	1	1	1	1	1	1	1										
Rate of Fire	*8																												
Cap	800 (1540)			MA	.2	.5	.7	.9	1	2	2	3	3	4	4	5	5	6	7										
Ammo Wt	52			PALM	3	9	12	14	17	19	20	22	23	24	25	25	27	28	29										
Knock Down	9			BA	44	32	26	22	17	13	10	7	5	4	2	1	-1	-3	-4										
SAB	0			TOF	1	2	4	5	8	12	15	19	23	28	32	37	46	56	65										
5.56mm Port Fire		1 -23 2 -13 3 -10 4 -9 6 -7 8 -5 9 -4	FMJ	PEN	14	11	9.3	7.6	5.1	3.4	2.3	1.6	1.1	.7	.5	.3	.1	.1											
Reload Time	8			DC	6	5	4	4	3	2	1	1	1	1	1	1	1	1											
Rate of Fire	*10																												
Cap	30 (700)			MA	2	6	9	11	17	23	29	34	40	46	51	57	69	80											
Ammo Wt	1.0			PALM	21	27	30	32	35	37	39	40	41	42	43	44	45	46											
Knock Down	4			BA	45	33	27	23	18	14	11	9	7	5	4	2	0	-1											
SAB	3		TOF	1	2	3	5	8	11	15	18	22	27	31	35	44	53												

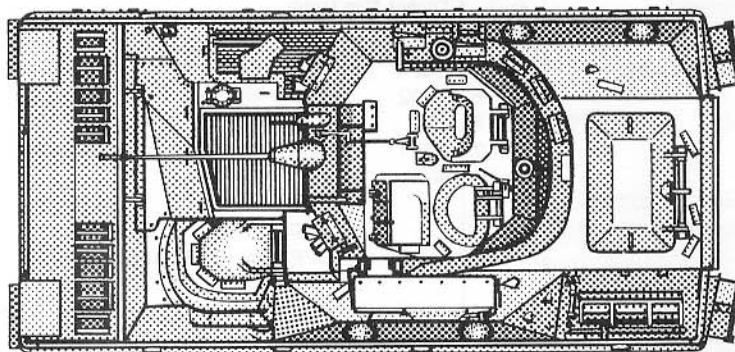
ADVANCED RULES STATUS SHEET 3								TARGET SIZE AND HIT AREA TABLE							
Turret Facing	Target	Hull Facing						Hit Area	Hull Facing						
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°	
< 5°	Turret	14	14	14	14	14	14	Turret Face	00 - 23	00 - 20	00 - 16	00 - 15	00 - 14	00 - 15	
	Hull	18	19	19	20	20	20	Turret Side	24 - 25	21 - 21	17 - 18	16 - 16	15 - 15	16 - 16	
	All	19	19	20	20	20	20	Hull Face	26 - 89	22 - 73	19 - 57	17 - 45	16 - 35	17 - 20	
	Air-Grd	22	22	22	22	22	22	Hull Side	90 - 99	74 - 99	58 - 99	46 - 99	36 - 99	21 - 99	
15°	Turret	14	14	14	14	14	14	Turret Face	00 - 22	00 - 19	00 - 16	00 - 14	00 - 14	00 - 15	
	Hull	18	19	19	20	20	20	Turret Side	23 - 27	20 - 23	17 - 19	15 - 17	15 - 17	16 - 18	
	All	19	19	20	20	21	20	Hull Face	28 - 89	24 - 74	20 - 58	18 - 46	18 - 36	19 - 22	
	Air-Grd	22	22	22	22	22	22	Hull Side	90 - 99	75 - 99	59 - 99	47 - 99	37 - 99	23 - 99	
30°	Turret	15	15	15	15	15	15	Turret Face	00 - 20	00 - 17	00 - 14	00 - 13	00 - 12	00 - 13	
	Hull	18	19	19	20	20	20	Turret Side	21 - 30	18 - 25	15 - 21	14 - 19	13 - 18	14 - 20	
	All	19	20	20	21	21	20	Hull Face	31 - 89	26 - 74	22 - 59	20 - 47	19 - 37	21 - 23	
	Air-Grd	22	22	22	22	22	22	Hull Side	90 - 99	75 - 99	60 - 99	48 - 99	38 - 99	24 - 99	
45°	Turret	15	15	15	15	15	15	Turret Face	00 - 16	00 - 14	00 - 12	00 - 10	00 - 10	00 - 11	
	Hull	18	19	19	20	20	20	Turret Side	17 - 30	15 - 26	13 - 21	11 - 19	11 - 19	12 - 20	
	All	19	20	20	21	21	20	Hull Face	31 - 89	27 - 74	22 - 59	20 - 47	20 - 38	21 - 24	
	Air-Grd	22	22	22	22	22	22	Hull Side	90 - 99	75 - 99	60 - 99	48 - 99	39 - 99	25 - 99	
60°	Turret	15	15	15	15	15	15	Turret Face	00 - 12	00 - 10	00 - 08	00 - 08	00 - 07	00 - 08	
	Hull	18	19	19	20	20	20	Turret Side	13 - 29	11 - 25	09 - 21	09 - 19	08 - 18	09 - 19	
	All	19	20	20	20	21	20	Hull Face	30 - 89	26 - 74	22 - 58	20 - 47	19 - 37	20 - 23	
	Air-Grd	22	22	22	22	22	22	Hull Side	90 - 99	75 - 99	59 - 99	48 - 99	38 - 99	24 - 99	
> 60°	Turret	14	14	14	14	14	14	Turret Face	00 - 03	00 - 02	00 - 02	00 - 02	00 - 02	00 - 02	
	Hull	18	19	19	20	20	20	Turret Side	04 - 24	03 - 20	03 - 17	03 - 15	03 - 15	03 - 16	
	All	19	19	20	20	20	20	Hull Face	25 - 88	21 - 73	18 - 56	16 - 44	16 - 34	17 - 19	
	Air-Grd	22	22	22	22	22	22	Hull Side	89 - 99	74 - 99	57 - 99	45 - 99	35 - 99	20 - 99	

ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE													
Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear From the Side	00 - 18	00 - 32	00 - 43	00 - 52	00 - 61	00 - 69	Front or Rear From the Side	00 - 21	00 - 36	00 - 47	00 - 56	00 - 65	00 - 73
	00 - 19	00 - 33	00 - 44	00 - 54	00 - 62	00 - 70		00 - 12	00 - 23	00 - 32	00 - 41	00 - 50	00 - 59

USA M3A1 Bradley CFV

Status Sheet 1

M3A1 with 25mm Cannon & TOW 2 ATGW (1983)



MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	8.0 -	7.6 -	7.3 -	6.9 -	6.5 -	6.4 01
10°	6.1 -	5.7 -	5.4 -	5.0 -	4.6 -	4.5 01
20°	4.3 -	3.9 -	3.5 -	3.1 -	2.7 -	2.6 02
30°	2.7 -	2.2 -	1.8 -	1.3 -	.9 00	.7 03
40°	1.2 -	.7 -	.2 00	00	00	06
50°	.2 -	-	00	00	01	17

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 25	—	26 - 99	—
Front	Obliq	00 - 16	17 - 30	31 - 99	—
Front	Side	—	00 - 24	25 - 99	—
Obliq	Front	00 - 16	—	17 - 45	46 - 99
Obliq	Obliq	00 - 10	11 - 19	20 - 47	48 - 99
Obliq	Side	—	00 - 15	16 - 44	45 - 99
Side	Front	00 - 16	—	—	17 - 99
Side	Obliq	00 - 11	12 - 20	—	21 - 99
Side	Side	—	00 - 16	—	17 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data		Phase	Turn
Smoke Launchers	Yes	Hull Turning Rate (°)	64°		254°
Deep Fording Equip	Yes	Turret Traverse Rate (°)	120°		480°
Fire Extinguishing Sys	Yes	Accerelation VC (MH)			2.9
Infra-Red Imaging	No	Deceleration VC (MH)			2.6
Image Intensifying	Yes	Max Road Range (miles)		300	
Thermal Imaging	Yes	Side Slope		36°	
Fuel Hit Modifier	-30 *	Ground Pressure (psi)		7.5	
Ammunition Hit Modifier	0	Moving Target Accuracy Mod		+10	
Spotting Modifier	+ 1	Moving Shooter Accuracy Mod		+16	

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
Main Gun 25mm Cannon	1 to 6	—	+60°	-10°	HEI-T	300	*1	50	103	—	250	13	1	4
					API-T			219	11	—	—	13	2	17
													3	22
Coax MG 7.62mm NATO	1 to 6	—	+60°	-10°	FMJ-T	112	*8	7	33	—	—	17	4	26

MISSILE DATA

Missile ATGW	Field of View	Aim Time	Close	Hit Odds %	Far %	Velocity MHPP	Range MH	# Missiles Ready Hull	RT	PEN	BC0	FP
TOW 2	1 to 6	2P	< 15 MH	80%	> 15 MH	88%	30	4 - 205	2 10	16P	89H	11K 85

CREW AND PLATOON ROSTER / STATUS TABLE

Crew and Status	FOV	FOF	Weapon	FP	Vehicle 1				Vehicle 2				Vehicle 3				Vehicle 4			
Crew					Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T
Gunner	1	—	Mn, Coax, ATGW	Var	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Driver	1 6	—	—	—	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Commander	1 - 3	—	—	—	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Dismount Squad																				
Rifleman	3 - 4	—	M16 / LAW	5 / 28	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Machine Gunner	4 - 5	—	M60	8	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Ammunition					Main Gun															
					Coax Machine Gun															
					TOW Missile Launcher															
Equipment					Main Gun and Coaxial MG				☐				☐				☐			
					TOW Missile Launcher				☐				☐				☐			
					TOW / Gun Sight				☐				☐				☐			
					Left Track				☐				☐				☐			
					Right Track				☐				☐				☐			
					Engine				☐				☐				☐			
Condition					Condition				Abd Burn Exp				Abd Burn Exp				Abd Burn Exp			
					☐				☐				☐				☐			

ADVANCED RULES STATUS SHEET 3										WEAPON DATA TABLE										USA M2A1 / M2A2 BRADLEY									
Weapon Characteristics		Aim Mods Ph Md		Direct Fire Data							Target Range in 20 Yard Mech Hexes																		
				4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200									
25mm Cannon		1 -6 2 7 3 12 4 16	HEI-T	PEN	74	68	63	58	50	43	37	32	28	24	21	18	14	11	8.3	6.6	5.4								
ROF	*, *1, or *2		M792	PENF	46	42	38	36	30	26	22	19	16	14	12	10	8	6	4	3	2								
Cap	300 (600)		API-T	PEN	289	271	257	244	219	196	176	158	142	128	115	103	83	67	54	44	35								
Ammo Wt	342		M791																										
				AOI																									
				NID																									
				DFE	500	295	189	136	84	58	43	33	26	21	18	15	11	8	6	5	4								
Reload Time	90P			MA	.2	.3	.4	.5	.8	1	1	2	2	2	2	3	3	4	4	5	5								
				PALM	3	5	8	10	13	15	17	18	19	20	21	22	23	24	25	26	27								
Knock Down	245			HEI-T	BA	30	20	15	12	6	3	0	-3	-5	-7	-8	-10	-12	-14	-16	-18	-19							
SAB	1		BC0 250	TOF	1	1	2	3	4	6	8	9	11	13	15	17	21	26	31	35	41								
TOW 2			HEAT	PEN	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H								
Ready Rounds	2			CC		.1	.4	.7	2	3	5	8	11	14	18	23	34	48	66	89	120								
RT (each)	16P			PALM	-3	17	24	29	35	40	43	46	48	50	52	53	56	59	61	63	65								
				BA	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7								
Reloads Carried	2			BC0 11K	TOF	17	27	33	39	48	57	66	75	84	94	103	112	130	148	167	185	203							
Ammo Wt	47.4																												
7.62mm Coax		AC 1 -27 2 -17 3 -9 4 -5 6 -1 8 2 12 8	FMJ-T	PEN	17	14	11	9.6	6.8	4.8	3.4	2.4	1.7	1.2	.9	.6	.3	.2	.1										
Reload Time	100		M16	DC	7	7	7	6	6	4	3	2	1	1	1	1	1	1	1										
Rate of Fire	*8			MA	.2	.5	.7	.9	1	2	2	3	3	4	4	5	5	6	7										
Cap	800 (1540)			PALM	3	9	12	14	17	19	20	22	23	24	25	25	27	28	29										
Ammo Wt	52			BA	44	32	26	22	17	13	10	7	5	4	2	1	-1	-3	-4										
Knock Down	9			TOF	1	2	4	5	8	12	15	19	23	28	32	37	46	56	65										
SAB	0																												
5.56mm Port Fire		1 -23 2 -13 3 -10 4 -9 6 -7 8 -5 9 -4	FMJ	PEN	14	11	9.3	7.6	5.1	3.4	2.3	1.6	1.1	.7	.5	.3	.1	.1											
Reload Time	8			DC	6	5	4	4	3	2	1	1	1	1	1	1	1	1											
Rate of Fire	*10			MA	2	6	9	11	17	23	29	34	40	46	51	57	69	80											
Cap	30 (700)			PALM	21	27	30	32	35	37	39	40	41	42	43	44	45	46											
Ammo Wt	1.0			BA	45	33	27	23	18	14	11	9	7	5	4	2	0	-1											
Knock Down	4			TOF	1	2	3	5	8	11	15	18	22	27	31	35	44	53											
SAB	3																												

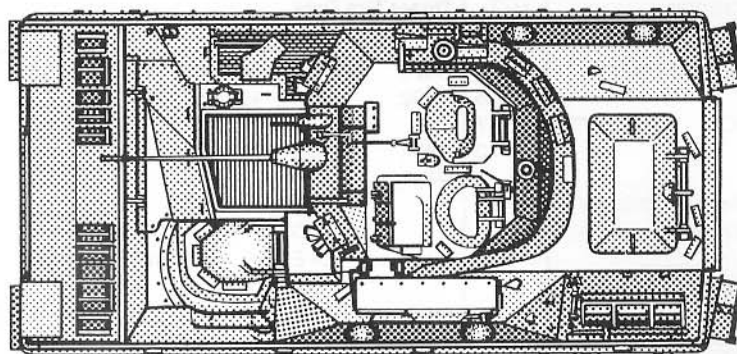
ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE																			
Turret Facing	Target	Hull Facing						Hit Area		Hull Facing									
		<5°	15°	30°	45°	60°	>60°			<5°	15°	30°	45°	60°	>60°				
< 5°	Turret	14	14	14	14	14	14	Turret Face		00 - 23	00 - 20	00 - 16	00 - 15	00 - 14	00 - 15				
	Hull	18	19	19	20	20	20	Turret Side		24 - 25	21 - 21	17 - 18	16 - 16	15 - 15	16 - 16				
	All	19	19	20	20	20	20	Hull Face		26 - 89	22 - 73	19 - 57	17 - 45	16 - 35	17 - 20				
	Air-Grd	22	22	22	22	22	22	Hull Side		90 - 99	74 - 99	58 - 99	46 - 99	36 - 99	21 - 99				
15°	Turret	14	14	14	14	14	14	Turret Face		00 - 22	00 - 19	00 - 16	00 - 14	00 - 14	00 - 15				
	Hull	18	19	19	20	20	20	Turret Side		23 - 27	20 - 23	17 - 19	15 - 17	15 - 17	16 - 18				
	All	19	19	20	20	21	20	Hull Face		28 - 89	24 - 74	20 - 58	18 - 46	18 - 36	19 - 22				
	Air-Grd	22	22	22	22	22	22	Hull Side		90 - 99	75 - 99	59 - 99	47 - 99	37 - 99	23 - 99				
30°	Turret	15	15	15	15	15	15	Turret Face		00 - 20	00 - 17	00 - 14	00 - 13	00 - 12	00 - 13				
	Hull	18	19	19	20	20	20	Turret Side		21 - 30	18 - 25	15 - 21	14 - 19	13 - 18	14 - 20				
	All	19	20	20	21	21	20	Hull Face		31 - 89	26 - 74	22 - 59	20 - 47	19 - 37	21 - 23				
	Air-Grd	22	22	22	22	22	22	Hull Side		90 - 99	75 - 99	60 - 99	48 - 99	38 - 99	24 - 99				
45°	Turret	15	15	15	15	15	15	Turret Face		00 - 16	00 - 14	00 - 12	00 - 10	00 - 10	00 - 11				
	Hull	18	19	19	20	20	20	Turret Side		17 - 30	15 - 26	13 - 21	11 - 19	11 - 19	12 - 20				
	All	19	20	20	21	21	20	Hull Face		31 - 89	27 - 74	22 - 59	20 - 47	20 - 38	21 - 24				
	Air-Grd	22	22	22	22	22	22	Hull Side		90 - 99	75 - 99	60 - 99	48 - 99	39 - 99	25 - 99				
60°	Turret	15	15	15	15	15	15	Turret Face		00 - 12	00 - 10	00 - 08	00 - 08	00 - 07	00 - 08				
	Hull	18	19	19	20	20	20	Turret Side		13 - 29	11 - 25	09 - 21	09 - 19	08 - 18	09 - 19				
	All	19	20	20	20	21	20	Hull Face		30 - 89	26 - 74	22 - 58	20 - 47	19 - 37	20 - 23				
	Air-Grd	22	22	22	22	22	22	Hull Side		90 - 99	75 - 99	59 - 99	48 - 99	38 - 99	24 - 99				
> 60°	Turret	14	14	14	14	14	14	Turret Face		00 - 03	00 - 02	00 - 02	00 - 02	00 - 02	00 - 02				
	Hull	18	19	19	20	20	20	Turret Side		04 - 24	03 - 20	03 - 17	03 - 15	03 - 15	03 - 16				
	All	19	19	20	20	20	20	Hull Face		25 - 88	21 - 73	18 - 56	16 - 44	16 - 34	17 - 19				
	Air-Grd	22	22	22	22	22	22	Hull Side		89 - 99	74 - 99	57 - 99	45 - 99	35 - 99	20 - 99				

ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE																			
Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)											
	1	2	3	4	5	6		1	2	3	4	5	6						
Front or Rear From the Side	00 - 18	00 - 32	00 - 43	00 - 52	00 - 61	00 - 69	Front or Rear From the Side	00 - 21	00 - 36	00 - 47	00 - 56	00 - 65	00 - 73						
	00 - 19	00 - 33	00 - 44	00 - 54	00 - 62	00 - 70		00 - 12	00 - 23	00 - 32	00 - 41	00 - 50	00 - 59						

USA M3A1 Bradley CFV

Status Sheet 1

M3A1 with 25mm Cannon & TOW 2 ATGW (1983)



MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	8.0 -	7.6 -	7.3 -	6.9 -	6.5 -	6.4 01
10°	6.1 -	5.7 -	5.4 -	5.0 -	4.6 -	4.5 01
20°	4.3 -	3.9 -	3.5 -	3.1 -	2.7 -	2.6 02
30°	2.7 -	2.2 -	1.8 -	1.3 -	.9 00	.7 03
40°	1.2 -	.7 -	.2 00	00	00	06
50°	.2 -	-	00	00	01	17

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 25	—	26 - 99	—
Front	Obliq	00 - 16	17 - 30	31 - 99	—
Front	Side	—	00 - 24	25 - 99	—
Obliq	Front	00 - 16	—	17 - 45	46 - 99
Obliq	Obliq	00 - 10	11 - 19	20 - 47	48 - 99
Obliq	Side	—	00 - 15	16 - 44	45 - 99
Side	Front	00 - 16	—	—	17 - 99
Side	Obliq	00 - 11	12 - 20	—	21 - 99
Side	Side	—	00 - 16	—	17 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data	Phase	Turn
Smoke Launchers	Yes	Hull Turning Rate (°)	64°	254°
Deep Fording Equip	Yes	Turret Traverse Rate (°)	120°	480°
Fire Extinguishing Sys	Yes	Accerelation VC (MH)		2.9
Infra-Red Imaging	No	Deceleration VC (MH)		2.6
Image Intensifying	Yes	Max Road Range (miles)		300
Thermal Imaging	Yes	Side Slope		36°
Fuel Hit Modifier	-30 *	Ground Pressure (psi)		7.5
Ammunition Hit Modifier	0	Moving Target Accuracy Mod		+10
Spotting Modifier	+1	Moving Shooter Accuracy Mod		+16

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
Main Gun 25mm Cannon	1 to 6	—	+60°	-10°	HEI-T	300	*1	50	103	—	250	13	1	4
					API-T			219	11	—	—	13	2	17
													3	22
Coax MG 7.62mm NATO	1 to 6	—	+60°	-10°	FMJ-T	112	*8	7	33	—	—	17	4	26

MISSILE DATA

Missile ATGW		Field of View	Aim Time	Hit Odds				Velocity MHPP	Range MH	# Missiles Ready Hull		RT	PEN	BC0	FP
TOW 2		1 to 6	2P	< 15 MH	80%	> 15 MH	88%	30	4 - 205	2	10	16P	89H	11K	85

CREW AND PLATOON ROSTER / STATUS TABLE

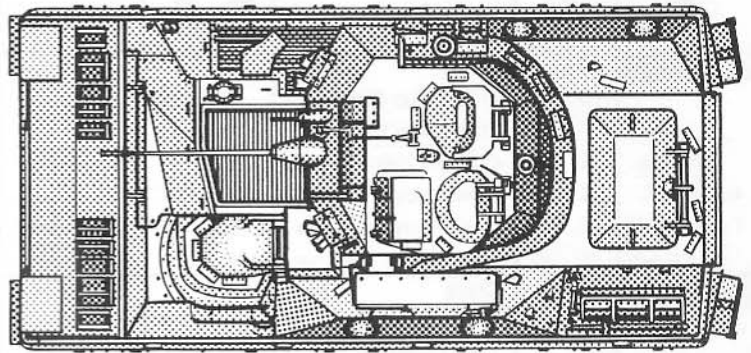
Crew and Status	FOV	FOF	Weapon	FP	Vehicle 1				Vehicle 2				Vehicle 3				Vehicle 4			
Crew					Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T
Gunner	1	—	Mn, Coax, ATGW	Var	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Driver	1 - 6	—	—	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Commander	1 - 3	—	—	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Dismount Squad																				
Rifleman	3 - 4	—	M16 / LAW	5 / 28	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Machine Gunner	4 - 5	—	M60	8	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—	☐	☐	☐	—
Ammunition					Main Gun															
					Coax Machine Gun															
					TOW Missile Launcher															
Equipment					Main Gun and Coaxial MG				☐				☐				☐			
					TOW Missile Launcher				☐				☐				☐			
					TOW / Gun Sight				☐				☐				☐			
					Left Track				☐				☐				☐			
					Right Track				☐				☐				☐			
					Engine				☐				☐				☐			
Condition					Condition				Abd Burn Exp				Abd Burn Exp				Abd Burn Exp			
									☐				☐				☐			

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE						USA M3A1 BRADLEY - CFV									
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°						
Turret Front	00 - 02	Graze															
	03 - 15	TOW / Gun Sight	8	8							1 5 17 33 59						
	16 - 31	TOW Launcher	8	8							1 5 17 33 59						
Upr Face	32 - 39	Cmmdrs Hatch - Prscp	6	6	Cmdr - Gnnr	65	58				1 5 16 33 58						
Tur Mantlet	40 - 54	Commander - Gunner	147	113							1 5 11 28 53						
Tur Mantlet	55 - 65	25mm Cannon / Coax	55	55	Cmdr - Gnnr	154	143				1 5 17 33 59						
Tur Frt Sd	66 - 99	Commander - Gunner	175	134							-3 -4 -3 1 9						
Turret Side	00 - 11	Graze															
	12 - 32	TOW Launcher	8	8							73 59 33 17 5 1						
	33 - 44	TOW Launcher	8	8	T/Gun Sght	35	30				73 59 33 17 5 2						
Turret Side	45 - 56	25mm Cannon / Coax	207	191							73 59 33 17 5 1						
Turret Side	57 - 80	Commander - Gunner	93	93							73 59 33 17 5 1						
Tur Rear Sd	81 - 93	Commander - Gunner	118	104							0 -4 -9 -11 -11 -8						
Gun Barrel	94 - 99	25mm Cannon	8	8							73 59 33 17 5 1						
Turret Rear	00 - 03	Graze															
	04 - 18	TOW / Gun Sight	17	13							1 5 11 28 53						
	19 - 37	TOW Launcher	8	8							1 5 17 33 59						
Tur Rear Sd	38 - 65	Commander - Gunner	182	587							-14 -19 -21 -20 -18						
Tur Rear	66 - 99	Commander - Gunner	66	79	Cannon	175	377				1 5 16 32 58						
Turret Top	00 - 99	Commander - Gunner	24	24													
Hull Front	00 - 06	Graze															
Turret Lip	07 - 09	Commander - Gunner	147	113							1 5 11 28 53						
Dvr Hatch	10 - 13	Driver	40	39	Cmdr - Gnnr	50	54	[Dsmnt Sqd]	60	88	1 5 17 33 59						
Trim Vane	14 - 25	Driver	164	103	DSqd-Ammo	188	348				1 5 11 23 48						
Lwr Glacis	26 - 34	Driver	76	58	Cmdr - Gnnr	89	102	[Dsmnt Sqd]	130	32H	1 5 11 28 53						
Upr Glacis	35 - 43	Engine	158	95	Ammo-TCrw	253	550	[Dsmnt Sqd]	275	671	1 5 11 22 48						
Trim Vane	44 - 53	Engine	164	103	Cmdr - Gnnr	538	63H	[Dsmnt Sqd]	573	NP	1 5 11 23 48						
Trim Vane	54 - 62	Engine	164	103	Fuel	259	590	Ammo-DSqd	297	NP	1 5 11 23 48						
Lwr Glacis	63 - 74	Engine	76	58	Cmdr - Gnnr	444	56H	[Dsmnt Sqd]	473	NP	1 5 11 28 53						
Lwr Glacis	75 - 78	Engine	76	58	Fuel	167	500	TCrw-DSqd	186	NP	1 5 11 28 53						
Track/Drive	79 - 99	Track / Drive Sprkt	21	21													
Hull Side	00 - 05	Graze															
Turret Lip	06 - 07	Commander - Gunner	147	113							67 53 28 11 5 1						
	08 - 09	Drive Sprocket*	71	71	Drive Sprkt	260	15H				73 59 33 17 5 1						
Side Skirt	10 - 10	Drive Sprocket*	118	152	Engine	221	368	Drive Sprkt	763	11K	73 59 33 17 5 1						
Side Skirt	11 - 12	Engine	76	144							73 59 33 17 6 2						
Dvr Hatch	13 - 13	Driver	43	43	Engine	52	46				73 59 33 17 5 1						
Hull Upr Sd	14 - 16	Driver	66	101	Engine	77	105				67 53 28 11 5 1						
Side Skirt	17 - 21	Driver	76	144	Engine	88	149				73 59 33 17 6 2						
Side Skirt	22 - 27	Driver	76	353	Engine	88	359				73 59 33 17 6 2						
Hull Upr Sd	28 - 30	Driver	66	101	Engine	77	105	Fuel	438	32H	67 53 28 11 5 1						
Side Skirt	31 - 35	Driver	76	144	Engine	88	149	Fuel	450	36H	73 59 33 17 6 2						
Side Skirt	36 - 41	Driver	76	353	Engine	88	359	Fuel	450	42H	73 59 33 17 6 2						
Hull Upr Sd	42 - 48	[Dismount Squad]	136	164	Cmdr - Gnnr	152	169				62 48 22 11 5 1						
Side Skirt	49 - 54	[Dismount Squad]	76	144	Cmdr - Gnnr	89	155	Ammunition	107	168	73 59 33 17 6 2						
Side Skirt	55 - 60	[Dismount Squad]	76	353	Cmdr - Gnnr	89	364				73 59 33 17 6 2						
Hull Upr Sd	61 - 64	[Dismount Squad]	136	164	Ammunition	159	183				62 48 22 11 5 1						
Side Skirt	65 - 71	[Dismount Squad]	76	144	Ammunition	93	147	Ammunition	111	169	73 59 33 17 6 2						
Side Skirt	72 - 78	[Dismount Squad]	76	353							73 59 33 17 6 2						
Side Skirt	79 - 79	Idler*	135	168	[Dsmnt Sqd]	243	349	Idler	502	34H	73 59 33 17 5 1						
	80 - 81	Idler	75	75	Idler	216	936										
Road Wheel	82 - 99	Road Wheel / Susp	49	49	Road Wheel	141	610										
Hull Rear	00 - 06	Graze															
Hull Rear	07 - 19	Ammo - [Dsmnt Sqd]	86	109	Cmdr - Gnnr	99	138	Fuel-Eng	114	NP	2 6 17 34 59						
Hull Door	20 - 48	[Dismount Squad]	82	82	Cmdr - Gnnr	95	105	Engine	109	NP	1 5 17 33 59						
Rear Door	49 - 69	[Dismount Squad]	82	82	Cmdr - Gnnr	95	105	Driver	109	NP	1 5 17 33 59						
Hull Rear	70 - 77	[Dismount Squad]	86	109	Ammunition	105	113	Driver	113	NP	2 6 17 34 59						
Track/Idler	78 - 99	Track / Idler	21	21													
Hull Top	00 - 30	Engine	10	10													
Hull Top	31 - 99	Dismount Sqd - Dvr	26	26													

USA M3A2 Bradley CFV

Status Sheet 1

M3A2 with 25mm Cannon & TOW 2 ATGW (1988)



MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	7.4 -	6.8 -	6.3 -	5.7 00	5.2 00	4.9 06
10°	5.6 -	5.0 -	4.5 -	3.9 00	3.4 00	3.1 07
20°	3.9 -	3.3 -	2.7 -	2.1 00	1.5 00	1.3 09
30°	2.4 -	1.7 -	1.0 00	.4 00	01	14
40°	1.0 -	.3 00	01	02	03	31
50°	.1 -	01	04	08	14	99

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 25	—	26 - 99	—
Front	Obliq	00 - 16	17 - 30	31 - 99	—
Front	Side	—	00 - 24	25 - 99	—
Obliq	Front	00 - 16	—	17 - 45	46 - 99
Obliq	Obliq	00 - 10	11 - 19	20 - 47	48 - 99
Obliq	Side	—	00 - 15	16 - 44	45 - 99
Side	Front	00 - 16	—	—	17 - 99
Side	Obliq	00 - 11	12 - 20	—	21 - 99
Side	Side	—	00 - 16	—	17 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data		Phase	Turn
Smoke Launchers	Yes	Hull Turning Rate (°)	57°	229°	
Deep Fording Equip	Yes	Turret Traverse Rate (°)	120°	480°	
Fire Extinguishing Sys	Yes	Acceleration VC (MH)		2.6	
Infra-Red Imaging	No	Deceleration VC (MH)		2.2	
Image Intensifying	Yes	Max Road Range (miles)		260	
Thermal Imaging	Yes	Side Slope		33°	
Fuel Hit Modifier	-30 *	Ground Pressure (psi)		9.9	
Ammunition Hit Modifier	0	Moving Target Accuracy Mod		+10	
Spotting Modifier	+1	Moving Shooter Accuracy Mod		+16	

WEAPON DATA TABLE

Weapon	Field of View	Field of Fire	Gun Elev	Gun Depr	Ammunition	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Phases	SA
Main Gun 25mm Cannon	1 to 6	—	+60°	-10°	HEI-T	300	*1	50	103	—	250	13	1	4
					API-T			219	11	—	—	13	2	17
													3	22
Coax MG 7.62mm NATO	1 to 6	—	+60°	-10°	FMJ-T	112	*8	7	33	—	—	17	4	26

MISSILE DATA

Missile	ATGW	Field of View	Aim Time	Close	Hit Odds %	Far %	Velocity MHPP	Range MH	# Missiles Ready	Hull	RT	PEN	BC0	FP
TOW 2		1 to 6	2P	< 15 MH	80%	> 15 MH	88%	30	4 - 205	2 10	16P	89H	11K	85

CREW AND PLATOON ROSTER / STATUS TABLE

Crew and Status	FOV	FOF	Weapon	FP	Vehicle 1				Vehicle 2				Vehicle 3				Vehicle 4			
Crew					Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T	Abd	Inc	KIA	Inc T
Gunner	1	—	Mn, Coax, ATGW	Var	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Driver	1 - 6	—	—	—	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Commander	1 - 3	—	—	—	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Dismount Squad																				
Rifleman	3 - 4	—	M16 / LAW	5 / 28	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Machine Gunner	4 - 5	—	M60	8	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Ammunition		Main Gun																		
		Coax Machine Gun																		
Equipment		TOW Missile Launcher																		
		Main Gun and Coaxial MG			☐				☐				☐				☐			
		TOW Missile Launcher			☐				☐				☐				☐			
		TOW / Gun Sight			☐				☐				☐				☐			
		Left Track			☐				☐				☐				☐			
Condition		Right Track			☐				☐				☐				☐			
		Engine			☐				☐				☐				☐			
Condition		Condition			Abd	Burn	Exp		Abd	Burn	Exp		Abd	Burn	Exp		Abd	Burn	Exp	
					☐	☐	☐		☐	☐	☐		☐	☐	☐		☐	☐	☐	

USA M3A1 BRADLEY - SCOUT VEHICLE

USA M3A2 BRADLEY - CFV

Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier
														5° 15° 30° 45° 60° 75°
Turret Front	00 - 02	Graze												
	03 - 15	TOW / Gun Sight	8	8										1 5 17 33 59
	16 - 31	TOW Launcher	8	8										1 5 17 33 59
Upr Face	32 - 39	Cmmdrs Hatch - Prscp	6	6	Cmdr - Gnnr	65	58							1 5 16 33 58
Tur Mantlet	40 - 48	Commander - Gunner	537	376										1 5 11 28 53
Tur Mantlet	49 - 54	Commander - Gunner	147	113										1 5 11 28 53
Tur Mantlet	55 - 65	25mm Cannon / Coax	55	55	Cmdr - Gnnr	279	234							1 5 17 33 59
Tur Frt Sd	66 - 99	Commander - Gunner	639	449										-3 -4 -3 1 9
Turret Side	00 - 11	Graze												
	12 - 44	TOW Launcher	8	8										73 59 33 17 5 1
Turret Side	45 - 56	25mm Cannon / Coax	400	392										73 59 33 17 5 1
Turret Side	57 - 80	Commander - Gunner	281	254										73 59 33 17 5 1
Tur Rear Sd	81 - 93	Commander - Gunner	118	101										0 -4 -9 -11 -11 -8
Gun Barrel	94 - 99	25mm Cannon	8	8										73 59 33 17 5 1
Turret Rear	00 - 03	Graze												
	04 - 18	TOW / Gun Sight	17	13										1 5 11 28 53
	19 - 37	TOW Launcher	8	8										1 5 17 33 59
Tur Rear Sd	38 - 65	Commander - Gunner	181	583										-14 -19 -21 -21 -18
Tur Rear	66 - 99	Commander - Gunner	65	97	Cannon	172	441							1 5 16 33 58
Turret Top	00 - 99	Commander - Gunner	24	24										
Hull Front	00 - 06	Graze												
Turret Lip	07 - 09	Commander - Gunner	147	113										1 5 11 28 53
Dvr Hatch	10 - 13	Driver	40	39	Cmdr - Gnnr	50	54	[Dsmnt Sqd]	60	88				1 5 17 33 59
Upr Glacis	14 - 25	Driver	892	483	DSqd-Ammo	948	739							1 5 11 22 48
Lwr Glacis	26 - 34	Driver	428	295	Cmdr - Gnnr	456	341	[Dsmnt Sqd]	535	50H				1 5 11 28 53
Upr Glacis	35 - 43	Engine	892	483	Ammo-TCrw	10H	975	[Dsmnt Sqd]	10H	11H				1 5 11 22 48
Upr Glacis	44 - 53	Engine	892	483	Cmdr - Gnnr	13H	68H	[Dsmnt Sqd]	13H	NP				1 5 11 22 48
Upr Glacis	54 - 62	Engine	892	483	Fuel	10H	975	Ammo-DSqd	11H	NP				1 5 11 22 48
Lwr Glacis	63 - 74	Engine	428	295	Cmdr - Gnnr	810	62H	[Dsmnt Sqd]	853	NP				1 5 11 28 53
Lwr Glacis	75 - 78	Engine	428	295	Fuel	534	758	TCrw-DSqd	571	NP				1 5 11 28 53
Track/Drive	79 - 99	Track / Drive Sprkt	21	21										
Hull Side	00 - 05	Graze												
Turret Lip	06 - 07	Commander - Gunner	147	113										67 53 28 11 5 1
	08 - 09	Drive Sprocket*	71	71	Drive Sprkt	260	15H							73 59 33 17 5 1
Side Skirt	10 - 10	Drive Sprocket*	262	254	Engine	405	470	Drive Sprkt	974	11K				73 59 33 17 5 1
Side Skirt	11 - 12	Engine	206	240										73 59 33 17 5 1
Dvr Hatch	13 - 13	Driver	43	43	Engine	52	46							73 59 33 17 5 1
Hull Upr Sd	14 - 16	Driver	66	101	Engine	77	105							67 53 28 11 5 1
Side Skirt	17 - 21	Driver	206	240	Engine	225	245							73 59 33 17 5 1
Side Skirt	22 - 27	Driver	206	590	Engine	225	595							73 59 33 17 5 1
Side Skirt	28 - 30	Driver	248	329	Engine	269	334	Fuel	637	42H				71 57 31 15 5 1
Side Skirt	31 - 35	Driver	206	240	Engine	225	245	Fuel	590	38H				73 59 33 17 5 1
Side Skirt	36 - 41	Driver	206	590	Engine	225	595	Fuel	590	45H				73 59 33 17 5 1
Side Skirt	42 - 48	[Dismount Squad]	344	461	Cmdr - Gnnr	370	470							68 54 28 14 5 1
Side Skirt	49 - 54	[Dismount Squad]	206	240	Cmdr - Gnnr	226	250	Ammunition	256	263				73 59 33 17 5 1
Side Skirt	55 - 60	[Dismount Squad]	206	590	Cmdr - Gnnr	226	600							73 59 33 17 5 1
Side Skirt	61 - 64	[Dismount Squad]	344	461	Ammunition	381	486							68 54 28 14 5 1
Side Skirt	65 - 71	[Dismount Squad]	206	240	Ammunition	233	242	Ammunition	261	264				73 59 33 17 5 1
Side Skirt	72 - 78	[Dismount Squad]	206	590										73 59 33 17 5 1
Side Skirt	79 - 79	Idler*	262	238	[Dsmnt Sqd]	405	416	Idler	710	34H				73 59 33 17 5 1
	80 - 81	Idler	75	75	Idler	216	936							
Road Wheel	82 - 99	Road Wheel / Susp	49	49	Road Wheel	141	610							
Hull Rear	00 - 06	Graze												
Hull Rear	07 - 19	Ammo - [Dsmnt Sqd]	86	109	Cmdr - Gnnr	99	138	Fuel-Eng	114	NP				2 6 17 34 59
Hull Door	20 - 48	[Dismount Squad]	82	82	Cmdr - Gnnr	95	105	Engine	109	NP				1 5 17 33 59
Rear Door	49 - 69	[Dismount Squad]	82	82	Cmdr - Gnnr	95	105	Driver	109	NP				1 5 17 33 59
Hull Rear	70 - 77	[Dismount Squad]	86	109	Ammunition	105	113	Driver	113	NP				2 6 17 34 59
Track/Idler	78 - 99	Track / Idler	21	21										
Hull Top	00 - 30	Engine	10	10										
Hull Top	31 - 99	Dismount Sqd - Dvr	26	26										

ADVANCED RULES STATUS SHEET 3				WEAPON DATA TABLE							USA M3A1 / M3A2 BRADLEY - CFV												
Weapon Characteristics		Aim Mods		Direct Fire Data							Target Range in 20 Yard Mech Hexes												
		Ph	Md	4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200			
25mm Cannon		1 -6 2 7 3 12 4 16	HEI-T	PEN	74	68	63	58	50	43	37	32	28	24	21	18	14	11	8.3	6.6	5.4		
ROF * , *1, or *2			M792	PENF	46	42	38	36	30	26	22	19	16	14	12	10	8	6	4	3	2		
				AOI																	1		
Cap 300 (1200)				DFE	500	191	120	85	51	34	24	18	14	11	9	7	5	3	2	2	1		
Ammo Wt 342				MA	.2	.3	.5	.6	.9	1	2	2	2	2	3	3	4	4	5	6	6		
				PALM	3	6	9	11	14	16	18	19	20	21	22	23	24	25	26	27	28		
				BA	43	30	25	21	15	11	8	5	3	1	0	-2	-4	-6	-8	-10	-11		
Reload Time 90P				BC0 250	TOF	1	2	3	4	6	8	10	12	15	17	20	23	29	35	41	48	55	
				API-T	PEN	289	271	257	244	219	196	176	158	142	128	115	103	83	67	54	44	35	
Knock Down 245				M791																			
SAB 1				AOI																			
				NID																			
				DFE	500	295	189	136	84	58	43	33	26	21	18	15	11	8	6	5	4		
				MA	.2	.3	.4	.5	.8	1	1	2	2	2	2	3	3	4	4	5	5		
				PALM	3	5	8	10	13	15	17	18	19	20	21	22	23	24	25	26	27		
				BA	30	20	15	12	6	3	0	-3	-5	-7	-8	-10	-12	-14	-16	-18	-19		
			TOF	1	1	2	3	4	6	8	9	11	13	15	17	21	26	31	35	41			
TOW 2			HEAT	PEN	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H	89H			
Ready Rounds 2				CC		.1	.4	.7	2	3	5	8	11	14	18	23	34	48	66	89	120		
RT (Each) 16P				PALM	-3	17	24	29	35	40	43	46	48	50	52	53	56	59	61	63	65		
				BA	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7		
Reloads Carried 10			BC0 11K	TOF	17	27	33	39	48	57	66	75	84	94	103	112	130	148	167	185	203		
Ammo Wt 47.4																							
7.62mm Coax		AC	FMJ-T	PEN	17	14	11	9.6	6.8	4.8	3.4	2.4	1.7	1.2	.9	.6	.3	.2	.1				
Reload Time 100		1 -27	M16	DC	7	7	7	6	6	4	3	2	1	1	1	1	1	1	1				
Rate of Fire *8		2 -17																					
Cap 800 (3740)		3 -9		MA	.2	.5	.7	.9	1	2	2	3	3	4	4	5	5	6	7				
Ammo Wt 52		4 -5		PALM	3	9	12	14	17	19	20	22	23	24	25	25	27	28	29				
Knock Down 9		6 -1		BA	44	32	26	22	17	13	10	7	5	4	2	1	-1	-3	-4				
SAB 0		8 2		TOF	1	2	4	5	8	12	15	19	23	28	32	37	46	56	65				
		12 8																					

ADVANCED RULES STATUS SHEET 3								TARGET SIZE AND HIT AREA TABLE							
Turret Facing	Target	Hull Facing						Hit Area	Hull Facing						
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°	
< 5°	Turret	14	14	14	14	14	14	Turret Face	00 - 23	00 - 20	00 - 16	00 - 15	00 - 14	00 - 15	
	Hull	18	19	19	20	20	20	Turret Side	24 - 25	21 - 21	17 - 18	16 - 16	15 - 15	16 - 16	
	All	19	19	20	20	20	20	Hull Face	26 - 89	22 - 73	19 - 57	17 - 45	16 - 35	17 - 20	
	Air-Grd	22	22	22	22	22	22	Hull Side	90 - 99	74 - 99	58 - 99	46 - 99	36 - 99	21 - 99	
15°	Turret	14	14	14	14	14	14	Turret Face	00 - 22	00 - 19	00 - 16	00 - 14	00 - 14	00 - 15	
	Hull	18	19	19	20	20	20	Turret Side	23 - 27	20 - 23	17 - 19	15 - 17	15 - 17	16 - 18	
	All	19	19	20	20	21	20	Hull Face	28 - 89	24 - 74	20 - 58	18 - 46	18 - 36	19 - 22	
	Air-Grd	22	22	22	22	22	22	Hull Side	90 - 99	75 - 99	59 - 99	47 - 99	37 - 99	23 - 99	
30°	Turret	15	15	15	15	15	15	Turret Face	00 - 20	00 - 17	00 - 14	00 - 13	00 - 12	00 - 13	
	Hull	18	19	19	20	20	20	Turret Side	21 - 30	18 - 25	15 - 21	14 - 19	13 - 18	14 - 20	
	All	19	20	20	21	21	20	Hull Face	31 - 89	26 - 74	22 - 59	20 - 47	19 - 37	21 - 23	
	Air-Grd	22	22	22	22	22	22	Hull Side	90 - 99	75 - 99	60 - 99	48 - 99	38 - 99	24 - 99	
45°	Turret	15	15	15	15	15	15	Turret Face	00 - 16	00 - 14	00 - 12	00 - 10	00 - 10	00 - 11	
	Hull	18	19	19	20	20	20	Turret Side	17 - 30	15 - 26	13 - 21	11 - 19	11 - 19	12 - 20	
	All	19	20	20	21	21	20	Hull Face	31 - 89	27 - 74	22 - 59	20 - 47	20 - 38	21 - 24	
	Air-Grd	22	22	22	22	22	22	Hull Side	90 - 99	75 - 99	60 - 99	48 - 99	39 - 99	25 - 99	
60°	Turret	15	15	15	15	15	15	Turret Face	00 - 12	00 - 10	00 - 08	00 - 08	00 - 07	00 - 08	
	Hull	18	19	19	20	20	20	Turret Side	13 - 29	11 - 25	09 - 21	09 - 19	08 - 18	09 - 19	
	All	19	20	20	20	21	20	Hull Face	30 - 89	26 - 74	22 - 58	20 - 47	19 - 37	20 - 23	
	Air-Grd	22	22	22	22	22	22	Hull Side	90 - 99	75 - 99	59 - 99	48 - 99	38 - 99	24 - 99	
> 60°	Turret	14	14	14	14	14	14	Turret Face	00 - 03	00 - 02	00 - 02	00 - 02	00 - 02	00 - 02	
	Hull	18	19	19	20	20	20	Turret Side	04 - 24	03 - 20	03 - 17	03 - 15	03 - 15	03 - 16	
	All	19	19	20	20	20	20	Hull Face	25 - 88	21 - 73	18 - 56	16 - 44	16 - 34	17 - 19	
	Air-Grd	22	22	22	22	22	22	Hull Side	89 - 99	74 - 99	57 - 99	45 - 99	35 - 99	20 - 99	



PHOENIX COMMAND™

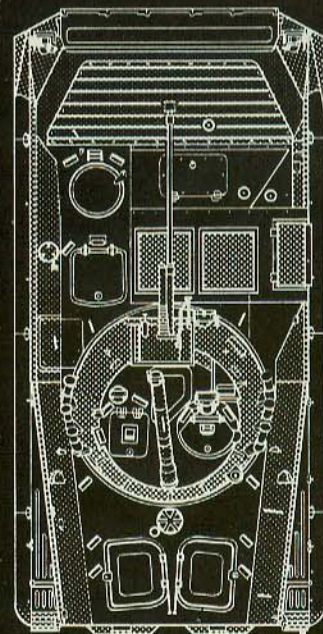
MECHANIZED LIGHT VEHICLES

Light Fighting Vehicles

This supplement to the **Phoenix Command Mechanized Combat System** provides the Status Sheets for the primary Light Fighting Vehicles used by the USA and the former Warsaw Pact countries.

Included are the Canadian LAV 25, the USA HMMWV 988 ("Humvee"), M113A1 Armored Personnel Carrier, M2A1 and M2A2 Bradley Infantry Fighting Vehicles, M3A1 and M3A2 Cavalry Fighting Vehicles, and the Soviet BRDM 2, BRDM 3, BMD 1, BTR 80, BMP 2, and BMP2E.

In addition, special rules for Crew Damage in Light Vehicles, Wheeled Vehicles, and Mounting and Dismounting by Infantry Squads are presented, along with full Vehicle Descriptions.



The Revolution in Game Design Continues!



LEADING EDGE
G A M E S