

ИЕФ-ΣΦVIET



Troops	Arm	Move	Attacks	Assault	Hits	Save	Cost	Limit	Notes
CO (CV8)	Command	60 F	3/30	-	6	6	100	1	-
HQ (CV7)	Command	40 F	2/30	-	4	6	30	-/2	-
FAO (CV7)	Command	30 F	-	-	4	6	30	-/1 [3]	-
FAC (CV7)	Command	30 F	-	-	4	6	30	-/1 [3]	-
Scouts	Recce	10 F	2/30	3	4 L	6	25	-/2	-
Laska w/Chain Gun	Recce	25 T	3/30	3	4	5	65	-/2	-
Laska w/Missiles	Recce	25 T	2/80#	3	4	5	85	-/1	-
Conscripts	Infantry	10 F	2/30	3	4 L	6	10	-/-	#3
Regulars	Infantry	10 F	3/30	3	4 L	6	20	2/-	-
Elite	Infantry	10 F	4/30	3	4 L	6	40	-/9	#4
Assault Infantry	Infantry	10 F	4/10	4	4 L	6	35	-/2	#4
Missile Upgrade	Infantry	-	2/80#	-	-	-	35	-/3	#6
Bizon	Armour	15 T	5/80	4	5	4	155	-/-	S1
Bizon Support	Armour	15 T	6/50	4	5	4	145	-/3	-
Vombat	Armour	15 T	5/80	5	5	3	195	-/2	S1, #1
Rosomakha	Armour	20 T	4/60	3	4	5	85	-/-	-
Kunitsa	Armour	20 T	3/30	3	4	5	40	-/-	#2
Kunitsa w/missiles	Armour	20 T	2/80#	3	4	5	60	-/3	#2
Osa	Armour	20 T	4/100#	3	4	6	80	-/3	-
Mech	Armour	15 T	6/80	4	6	4	180	-/2	R, S1
Mech Support	Armour	15 T	7/50	4	6	4	170	-/2	R, S1
Shershen	AA	20 T	3/40	3	4	6	55	-/1	-
Kunitsa Mortar	SPG	20 T	4/100	3	4	5	??	-/2	#5
Shtorm	SPG	15 T	3/80H	3	4	6	55	-/3 [3]	-
Molotok	SPG	15 T	4/60H	3	4	6	55	-/3 [3]	-
Vikhr	SPG	20 T	5/100	3	4	6	95	-/3 [3]	-
Shtorm	Artillery	-	3	-	4	6	55	-/ [6]	-
Molotok	Artillery	-	4	-	4	6	70	-/ [6]	-
Vikhr	Artillery	-	5	-	4	6	85	-/ [6]	-
Polevka	Transport	20 T	-	1	3	6	10	-/-	-

Notes

- #1 Carrying capacity: 1 space
- #2 Carrying capacity: 2 spaces
- #3 Conscript; may use initiative to assault the enemy and add one die when rolling for suppression / fall-back
- #4 Elite; no command penalty for assaulting the enemy and deduct one die when rolling for suppression / fall-back
- #5 Indirect fire; calculate as an artillery concentration, using distance between unit and target for deviation
- #6 Elite and Regular infantry only - not conscripts or assault troops

Weapon notes

- * - does not cause hits against AFVs
- # - does not cause hits against infantry / LVs
- H - Howitzer

Hits/Save Notes

- M - Massive
- S - Shields
- L - Low Profile
- T - Tough

R - Restricted Field-of-View

S# - Stabilisation level #

Limits

min / max [max per battlegroup]