

# WOT 2025

COMPANY IN DEFENCE



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The increasing tension in Central and Eastern Europe and the visible preparations for military aggression across Polish eastern border made the country's authorities to introduce a state of war in the Warmian-Masurian Voivodeship and Podlasie.

The 11th and 41st Territorial Defense Brigades were given the task of organizing defense and border protection in cooperation with the units of operational troops and the Border Guard in their Permanent Areas of Responsibility (Stały Rejon Odpowiedzialności - SRO).

Light infantry companies were ordered to prepare the defense network in their Permanent Areas of Responsibility and, in cooperation with operational forces, to ensure security of their poviats (Poviat is the second-level unit of local government and administration in Poland, equivalent to a county, district or prefecture in other countries). In case of the full scale military aggression, their tasks are: to recognize the main directions of the enemy's attack and, by performing delaying actions, gain time in favor of operational forces by slowing down the advance of the enemy combat groups.

The task of Territorial Defense Forces (Wojska Obrony Terytorialnej - WOT) is to be ready to conduct reconnaissance, anti-diversion, anti-landing operations, support anti-terrorist activities and conduct anti-crisis operations in the territory of their SROs.

This game presents hypothetical situations that may occur in the near future.

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#### **WOT special rules:**

WOT units are moving according to the 24.1.1 and 24.1.4.

WOT units are fighting according to the 7.0, but also with the use of the following rules: 24.1.6 and 24.1.7.

WOT units are not affected by the lack of supply (25.0) but they can affect enemy lines of supply.

#### **Additional notes and clarifications for the B-XXI system:**

– Units with 2 or less SP haven't Zones of Control and they're not affecting enemy movement nor line of supply in that way. They can, however, use their attack drones and missiles against moving enemy units.

– Units tables can be copied. It's advised to laminate them and use white board markers to count losses. Usage of pencil and rubber is also possible.

– Every use of drone or missile has to be counted in the tables by marking the dot in the proper line. Number of these is always limited by the scenario and players should mark their available number at the tables. Each missile/drone can be used only once per scenario. Example: In the „River” scenario Polish player has 5 Anti Tank missiles. His anti tank unit fired one of these in the other player's movement phase. He marks one used missile in the unit table. He still has four of these to use in this scenario.

– Anti air missiles are used by WOT anti air units according to the 10.2.11

– Player places drones counters under the counters of his units at the beginning of the air phase. Drones attacks are resolved in the Fire combat way. Drones have a range on all board. Anti air artillery is not affecting drones. If such unit is destroyed, drone is destroyed as well. Example: It's Federation player movement phase. He moves his tanks company. Polish player declares drone attack and he takes one of the available drones counters and puts it on the tank unit. The combat is resolved and after being used, drone counter is removed from further gameplay.

– Wheeled Personal Armored Carriers units are moving as motorized units.

– Instead of marking ammunition losses for regular units in the tables, players may use ammunition counters. Place such a counter at the beginning of the turn on every unit that has fire combat ability. If unit has a supply, it can be refreshed at the beginning of its movement phase.

– Polish and Federation mechanized brigades have different units tables for different kinds of equipment. First (upper) tables are main ones. Initiative player chooses his equipment first. If one player wants to use the different table (with better equipment), the other player has a choice to use his better equipment as well or to half (rounding down) opponent's victory points. If the difference is higher than one (one player has three tables, while the other has only two), the other player has a choice to use better equipment as well and to half down opponent's victory points. Example: Federation player declares that his 79 Mechanized Brigade will be using second set of equipment, with T-90's and BMP-3. Polish player may:

a) choose his own second set of equipment (PT-91 and BWP-1)

b) choose his basic set of equipment (T-72 and BWP) and half down Federation's player victory points at the end of the scenario

c) choose his third set of equipment (Leopard 2 and Rosomak) and then has his own victory points halved at the end of the scenario.



# JUNCTION

Czarnkowo is a small town on the eastern border of Poland, containing an important road, railway station and air port, making it transport junction. For this reason, the city may become the target of an unexpected attack of the Federation's troops.

The main object of the attack may become a railway station located in the city center, Podlódów airport west of the city and a railway junction south of the city. Controlling these three facilities allows to quickly transfer forces along with supplies for the fighting units.

At dawn, Border Guard posts confirmed increased traffic of mechanized columns on the other side of the border with the Federation. In this situation, 1.PBOT (1 Podlaska Brygada

Obrony Terytorialnej - 1st Podlachian Territorial Defense Brigade) staff identified a high probability of the action of the enemy forces in the Czarnkowo area, on road No. 13.

Therefore, the commander of the 1st Light Infantry Company from 11.BOT received the following tasks:

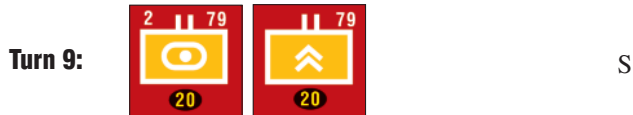
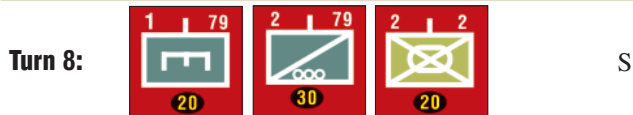
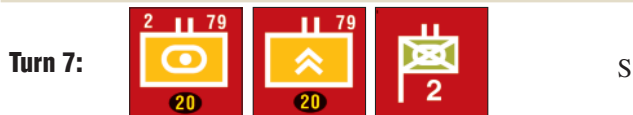
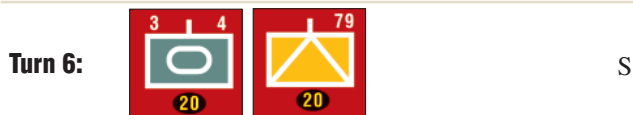
- organize defense network in SRO (Czarnkowo powiat) based on local infrastructure and the terrain facilities;
- delay the march of enemy columns and, if possible, lead artillery or air attacks to destroy them;
- to cooperate with central and local government administration and to protect local people from violence of the Federation's troops.

## Initial set up:

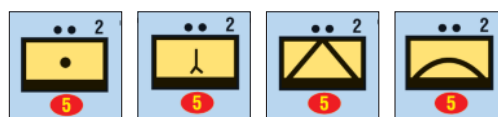
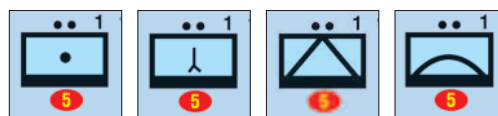
### FEDERATION:



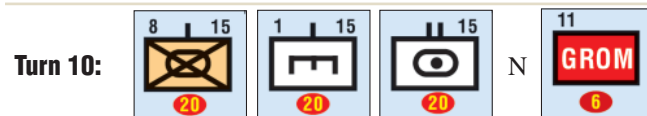
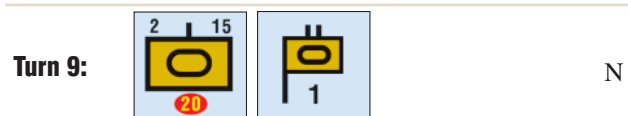
### Reinforcements:



### POLAND (FREELY ON BOARD):



### Reinforcements:



### Scenario notes:

- Scenario length: 6.00 – 24.00 (one day)
- Initiative: Federation
- Polish units are set up anywhere on board, save to the Federation's entry zone.
- Supply: Federation: S, Poles: N, W
- Mines: Poles: 2 (anywhere on board)
- Special forces: Federation: 2, Poles: 1 – can be used at any time during the game.
- All Polish units are starting the game in the field fortifications.
- Map number 2 is used.
- The hex is controlled by the player who's unit occupies it or occupied it as last (or such a hex was in the player's unit zone of control).
- WOT company has: 5 Anti Tank Missiles, 5 Anti Air Missiles, 5 Attack Drones

### Victory conditions:

#### Each side gains Victory points for:

- For each hex of Czarnków +3 VP
- For each hex of Podlódów airport +4 VP
- For each town +1 VP

# LAKE

The area of Zbaraż and Tarnków towns is an example of the typical scenery of the Warmian-Masurian Lake District of Poland, covered with forests and lakes. However, the nearness of the Federation border may cause a constant threat from terrorist and subversive groups, whose possible aim could be to destabilize the internal situation in the north-eastern Poland.

At 5.00 in the morning Border Guard noticed the increased movement of heavy equipment on the other side of the border. There have been several cases of unexplained failures of critical infrastructure facilities in the Tarnkowski powiat. Intelligence data and experience from staff exercises and training organized by the 15th Mechanized Brigade indicates that if the tension continues to rise in the direction of Kleck-Tarnków-Prostki, an attack by sub-units of the 79th Mechanized Brigade of the Federation forced may be expected.

Therefore, the commander of the 1st Light Infantry Company of 41.BOT received the following tasks:

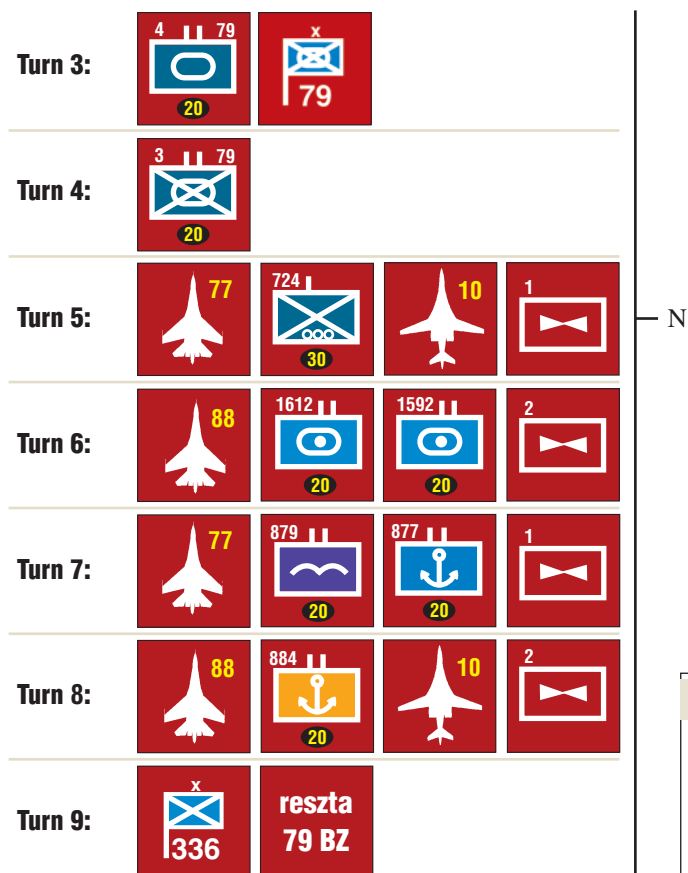
- organize defense network in SRO (Czarnkovo powiat) based on local infrastructure and the terrain facilities;
- delay the march of enemy columns and, if possible, lead artillery or air attacks to destroy them;
- establish cooperation with sub-units of the 15th Mechanized Brigade of the Polish Army and the US battalion group in order to stop and destroy the Federation's forces;
- to cooperate with central and local government administration and to protect local people from violence of the Federation's troops.

## Initial set up:

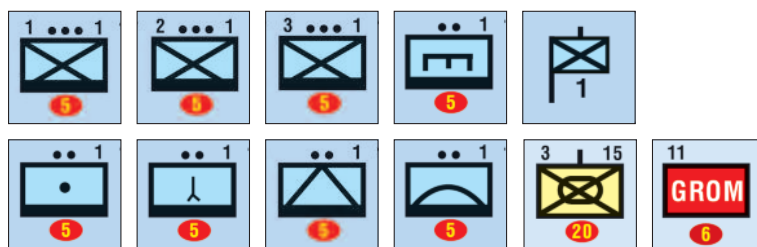
### FEDERATION:



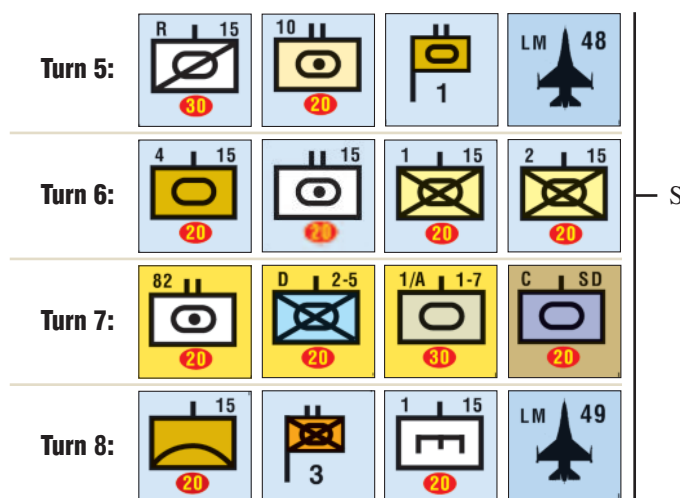
### Reinforcements:



### POLAND (FREELY ON BOARD):



### Reinforcements:



## Victory conditions:

### EACH SIDE GAINS VICTORY POINTS FOR:

- For each city hex +2 VP
- For each town hex +1 VP
- For each hex of A1 highway +1 VP

### SCENARIO NOTES:

- Scenario length: 6.00 – 24.00 (one day)
- Initiative: Federation
- Supply: Federation: N, Poles: S,
- Mines: Poles: 2 (anywhere on board)
- Polish units are set up anywhere on board, save to the Federation's entry zone.

### - Special forces:

- Federation: 2, Poles: 1 – can be used at any time during the game.
- All Polish units are starting the game in the field fortifications.
- Map number 1 is used.
- The hex is controlled by the player who's

unit occupies it or occupied it as last (or such a hex was in the player's unit zone of control).

### - WOT company has:

- 5 Anti Tank Missiles
- 5 Anti Air Missiles
- 5 Attack Drones

## BRIDGE

The bridge north to the Paszyn town is the only crossing on the Mątwą river within a radius of about 30 km. It is in the SRO (Polków powiat) of the 1st Light Infantry Company of 1 PBOT. Its control has a significant impact on the fights that can take place in this area. Mastering this crossing by the Federation's troops may have serious consequences for their future progress.

The 1st KGB (Kompanijna Grupa Bojowa - Company Combat Group) from 15th Mechanized Brigade prepared its positions to defend the bridge and the entire bridgehead. It was reinforced by a sniper platoon. Its task was to prevent the enemy's troops from crossing the bridge and eventually to destroy the bridge if necessary. In the morning, the 11.BOT reconnaissance system identified increased recon activity south

The 1st KGB (Kompanijnja Grupa Bojowa - Company Combat Group) from 15th Mechanized Brigade prepared its positions to defend the bridge and the entire bridgehead. It was reinforced by a sniper platoon. Its task was to prevent the enemy's troops from crossing the bridge and eventually to destroy the bridge if necessary. In the morning, the 11.BOT reconnaissance system identified increased recon activity south

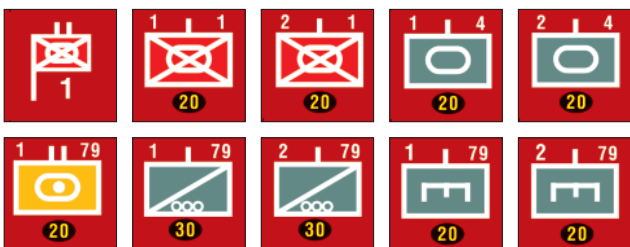
of the Małwa river and radio activity in the area north of the Małwa river, indicating that the Federation troops were preparing to attack on the Mikulicz-Parcel direction.

Therefore, the commander of the 1st Light Infantry Company of 11.BOT received the following tasks:

- organize defense network in SRO (Polków powiat) based on local infrastructure and the terrain facilities;
- establish a cooperation with 1 KGB and secure approaches to the bridge from the south and north;
- delay the march of enemy columns and, if possible, lead artillery or air attacks to destroy them;
- to cooperate with central and local government administration and to protect local people from violence of the Federation's troops.

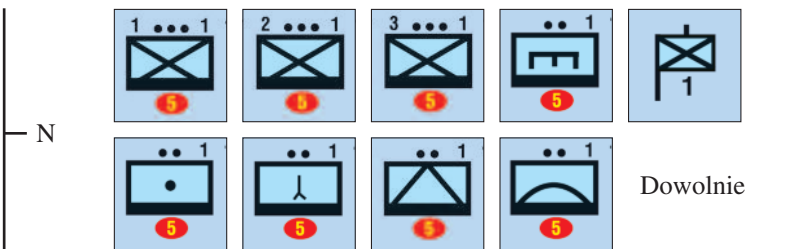
**Initial set up:**

### FEDERATION:



**POLAND (FREELY ON BOARD):**

				Dowlownie



Dowolnie

Victory conditions:	
<b>FEDERATION:</b>	
Instant victory if there no Polish units on board and bride in Paszyn town is controlled by Federation.	
For controlling the bridge in Paszyn:	+5 VP
For each town hex south of Mątwa river:	+1 VP
<b>POLAND:</b>	
Instant victory if there is no Federation unit on the board.	
For each controlled town hex:	+3 VP

**FEDERATION:**

Instant victory if there no Polish units on board and bride in Paszyn town is controlled by Federation.

For controlling the bridge in Paszyn: +5 VP

For each town hex south of Matwa river: +1 VP

## POLAND:

Instant victory if there is no Federation unit on the board.

For each controlled town hex: +3 VP

**Notes:**

- Scenario length: 6.00 – 24.00 (one day)
- Initiative: Federation
- Supply: Federation: N, Poles: S,
- Polish units are set up anywhere on board, save to the Federation's entry zone.
- All Polish units are starting the game in the field fortifications.
- Map number 1 is used.
- The hex is controlled by the player who's unit occupies it or occupied it as last (or such a hex was in the player's unit zone of control).
- WOT company has:  
5 Anti Tank Missiles  
5 Anti Air Missiles  
5 Attack Drones

- Scenario length: 6.00 – 24.00 (one day)
- Initiative: Federation
- Supply: Federation: N, Poles: S,
- Polish units are set up anywhere on board, save to the Federation's entry zone.
- All Polish units are starting the game in the field fortifications.
- Map number 1 is used.
- The hex is controlled by the player who's unit occupies it or occupied it as last (or such a hex was in the player's unit zone of control).
- WOT company has:
  - 5 Anti Tank Missiles
  - 5 Anti Air Missiles
  - 5 Attack Drones

## BRIDGE 2

Initial set up:	
Same as scenario 1, but Polish player has 2 WOT companies (along with their missiles and drones) to use.	

Same as scenario 1, but Polish player has 2 WOT companies (along with their missiles and drones) to use.

## BRIDGE 3

Initial set up:
– Same as scenario 1, but Polish player has 3 WOT companies (along with their missiles and drones) to use.

- Same as scenario 1, but Polish player has 3 WOT companies (along with their missiles and drones) to use.

# RIVER

The Małwa river and its numerous backwaters and streams with marshy valleys is a nature reserve and a local tourist attraction in the Polków powiat (SRO 1.blp). However, during the war it can become an extremely effective line of defense for operational troops. The key role in the defense system will be the town of Paszyn along with the bridge.

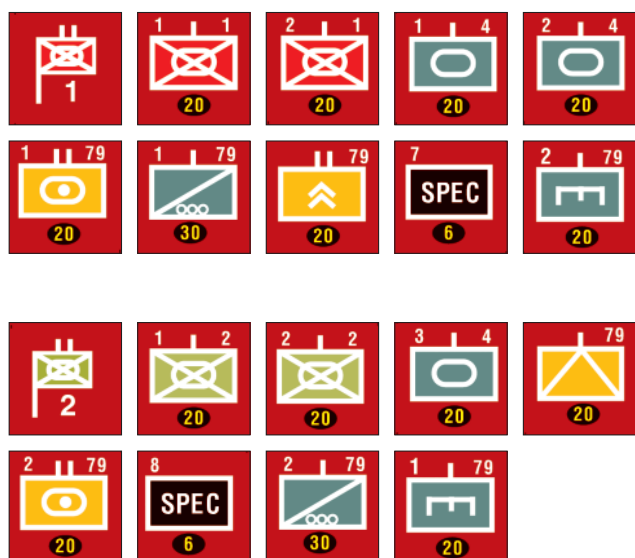
At dawn, increased reconnaissance activity on land and in the air was noticed. Drones and individual planes appeared in the sky. They tried to recon the detected positions of the operational troops but with little effect. The preparation of defense on the river line was entrusted to the 1 BGB (Batalionowa Grupa Bojowa - Battalion Combat Group) of the 35th Mechanized Brigade, supported with an engineers unit.

Therefore, the commander of the 1st Light Infantry Company of 11.BOT received the following tasks:

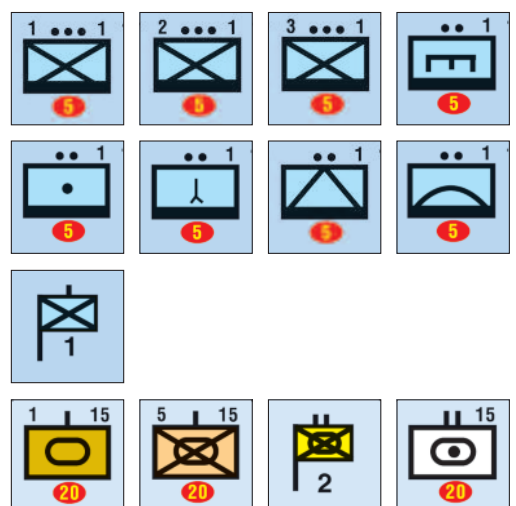
- organize defense network in SRO (Polków powiat) based on local infrastructure and the terrain facilities;
- establish a cooperation with 1 BGB and secure approaches to the bridge from the south and north;
- delay the march of enemy columns and, if possible, lead artillery or air attacks to destroy them;
- to cooperate with central and local government administration and to protect local people from violence of the Federation's troops.

## Initial set up:

### FEDERATION:



### POLSKA:



Dowolnie

## Reinforcements:



turn: 5, 7, 9



turn: 7, 8, 9, 10

## Victory conditions:

### FEDERATION:

**Instant** victory if the bridge on the Małwa river is controlled by the Federation and it's connected by road with north edge of the board and there are at least three Federation (not SPEC) units on the south of Małwa river.

For each controlled hex of Polków: +3

For each controlled town hex: +1

### POLAND:

**Instant** victory if there are no Federation units on the board.

For each controlled hex of Polków: +3

For each controlled town hex: +1

## Scenario notes:

- Scenario length: 6.00 – 24.00 (one day)
- Initiative: Federation
- Supply: Federation: N, Poles: S,
- Polish units are set up anywhere on board, save to the Federation's entry zone.
- All Polish units are starting the game in the field fortifications.
- Map number 1 is used.
- The hex is controlled by the player who's unit occupies it or occupied it as last (or such a hex was in the player's unit zone of control).
- WOT company has:
  - 5 Anti Tank Missiles
  - 5 Anti Air Missiles
  - 5 Attack Drones

# 11. Light Infantry battalion



	1	1	1	1
	2	1	1	1
	3	1	1	1
	eng.		1	1
	AA		1	1
	sup.		2	1
	sniper.		1	1
	AT.	1	1	1
	HQ		1	1

ooooo

ZO 4

ooooo

A

7/7/6/6

A

6



ooooo

ZO 4



ooooo

	1	1	1	1
	2	1	1	1
	3	1	1	1
	eng.		1	1
	AA		1	1
	sup.		2	1
	sniper.		1	1
	AT.	1	1	1
	HQ		1	1

ooooo

ZO 4

ooooo

A

7/7/6/6

A

6



ooooo

ZO 4



ooooo

	1	1	1	1
	2	1	1	1
	3	1	1	1
	eng.		1	1
	AA		1	1
	sup.		2	1
	sniper.		1	1
	AT.	1	1	1
	HQ		1	1

ooooo

ZO 4

ooooo

A

7/7/6/6

A

6



ooooo

ZO 4



ooooo

	1	1	1	1
	2	1	1	1
	3	1	1	1
	eng.		1	1
	AA		1	1
	sup.		2	1
	sniper.		1	1
	AT.	1	1	1
	HQ		1	1

ooooo

ZO 4

ooooo

A

7/7/6/6

A

6



ooooo

ZO 4



ooooo

## 15. Mech. Brigade



Amunition

1 	1 comp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1	ooooo	ooooo
	2 comp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1	ooooo	ooooo
	3 comp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1	ooooo	ooooo
	4 comp.	14	13	12	11	10	9	8	7	6	5	4	3	2	1	ooooo	ooooo
2 	1 comp.			6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	2 comp.			6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	3 comp.			6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	4 comp.			6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
3 	5 comp.			6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	6 comp.			6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	7 comp.			6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	8 comp.			6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	artillery bat.									11	9	7	5	3	1		
	recon. comp.			6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	eng. comp.											4	3	2	1		
	AA.											4	3	2	1	oooo	
	HQ 1/20	1	1	1	1					HQ 2/20	1	1	1	1	1		
	HQ 3/20											1	1	1	1		
	HQ 20 Bryg.										1	1	1	1	1		

ZO 5

T-72



A 6/5/3/2 4 P

BWP-1



A 2/2/1/- 2 P

2S1






ZO 18 P 1

## 15. Mech. Brigade



Amunition

1 	1 comp.	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	ooooo	ooooo
	2 comp.	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	ooooo	ooooo
	3 comp.	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	ooooo	ooooo
	4 comp.	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	ooooo	ooooo
2 	1 comp.								6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	2 comp.								6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	3 comp.								6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	4 comp.								6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
3 	5 comp.								6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	6 comp.								6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	7 comp.								6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
	8 comp.								6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
artillery bat.															11	9	7	5	3	1		
recon. comp.									6	6	5	5	4	4	3	3	2	2	1	1	ooooo	
eng. comp.																	4	3	2	1		
AA.																	4	3	2	1	oooo	ZO
HQ 1/20		1	1	1	1	HQ 2/20			1	1	1	1	HQ 2/20			1	1	1	1			
HQ 20 Bryg.																	1	1	1	1	1	

ZO 5

PT-91



A 6/5/3/2 6 P

BWP-1



A 2/2/1/- 2 P

2S1






ZO 18 P 2

## 15. Mech. Brigade



Amunition

<div>1</div> <div></div>	1 comp.	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	ooooo	ooooo
	2 comp.	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	ooooo	ooooo
	3 comp.	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	ooooo	ooooo
	4 comp.	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	ooooo	ooooo
<div>2</div> <div></div>	1 comp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	ooooo	ooooo
	2 comp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	ooooo	ooooo
	3 comp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	ooooo	ooooo
	4 comp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	ooooo	ooooo
<div>3</div> <div></div>	5 comp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	ooooo	ooooo
	6 comp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	ooooo	ooooo
	7 comp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	ooooo	ooooo
	8 comp.	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	ooooo	ooooo
artillery bat.														18	17	15	13	11	9	7	5	3	1	
recon. comp.		11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	ooooo	ooooo
eng. comp.																			4	3	2	1		
AA.																			4	3	2	1	ooo	ZO
HQ 1/20		1	1	1	1														HQ 3/20	1	1	1	1	
HQ 20 Bryg.																			1	1	1	1	1	

ZO 5

Leopard 2A4



A 7/7/4/2 7 P

Rosomak



A 4/3/1/1 3 P

Krab



ZO 30 P 1



## 79. Mech. Brigade



1 	1 comp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	2 comp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	3 comp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	HQ 1											1	1	1	1	
2 	1 comp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	2 comp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	3 comp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	HQ 2											1	1	1	1	
3 	1 comp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	2 comp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	3 comp.	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	HQ 3											1	1	1	1	
4 	1 comp.					10	9	8	7	6	5	4	3	2	1	
	2 comp.					10	9	8	7	6	5	4	3	2	1	
	3 comp.					10	9	8	7	6	5	4	3	2	1	
	4 comp.					10	9	8	7	6	5	4	3	2	1	
	HQ 4											1	1	1	1	
	1 rec.comp.					5	5	4	4	3	3	2	2	1	1	
	2 rec.comp.					5	5	4	4	3	3	2	2	1	1	
	1 eng. comp.											4	3	2	1	
	2 eng. comp.											4	3	2	1	
	1 art. bat.											8	7	5	3	1
	2 art. bat.											8	7	5	3	1
	missile bat.												5	3	1	
	AT comp.											4	3	2	1	
	AA comp.											4	3	2	1	
	missile AA comp.											4	3	2	1	
	HQ Brig.											1	1	1	1	

## Amunition

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BWP-2

A **3/3/1/1** **2** P

T-72

A **6/5/3/2** **4** P

BTR-80

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

2S1

ZO **18** **1** PZO **70** **1** PZO **5**

## 79. Mech. Brigade



1 	1 comp.		7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	2 comp.		7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	3 comp.		7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	HQ 1												1	1	1	1	
2 	1 comp.		7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	2 comp.		7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	3 comp.		7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	HQ 2												1	1	1	1	
3 	1 comp.		7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	2 comp.		7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	3 comp.		7	7	6	6	5	5	4	4	3	3	2	2	1	1	
	HQ 3												1	1	1	1	
4 	1 comp.	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
	2 comp.	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
	3 comp.	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
	4 comp.	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
	HQ 4												1	1	1	1	
	1 rec.comp.						5	5	4	4	3	3	2	2	1	1	
	2 rec.comp.						5	5	4	4	3	3	2	2	1	1	
	1 eng. comp.												4	3	2	1	
	2 eng. comp.												4	3	2	1	
	1 art. bat.												8	7	5	3	1
	2 art. bat.												8	7	5	3	1
	missile bat.						15	13	11	9			7	5	3	1	
	AT comp.												4	3	2	1	
	AA comp.												4	3	2	1	
	missile AA comp.												4	3	2	1	
	HQ Brig.												1	1	1	1	

## Amunition

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BWP-3

A **3/3/1/1** **2** P

T-90

A **6/5/4/2** **7** P

BTR-80

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

2S1

ZO **18** P **1**ZO **30** **1** PZO **70** **1** PZO **5**

# Federation

## 336. Marine Inf. Brigade



### Amunition

877 	1 comp.				6	6	5	5	4	4	3	3	2	2	1	1	oooooo
	2 comp.				6	6	5	5	4	4	3	3	2	2	1	1	oooooo
	3 comp.				6	6	5	5	4	4	3	3	2	2	1	1	oooooo
	HQ												1	1	1	1	
879 	1 comp.						5	5	4	4	3	3	2	2	1	1	
	2 comp.						5	5	4	4	3	3	2	2	1	1	
	3 comp.						5	5	4	4	3	3	2	2	1	1	
	HQ																
724 	1 comp.				6	5	5	4	4	3	3	2	2	1	1		oooooo
	2 comp.				6	5	5	4	4	3	3	2	2	1	1		oooooo
	3 comp.				6	5	5	4	4	3	3	2	2	1	1		oooooo
	HQ												1	1	1	1	
884 	1 comp.				6	6	5	5	4	4	3	3	2	2	1	1	oooooo
	2 comp.				6	6	5	5	4	4	3	3	2	2	1	1	oooooo
	3 comp.				6	6	5	5	4	4	3	3	2	2	1	1	oooooo
	HQ												1	1	1	1	
1592 art. bat.												8	7	5	3	1	
1612 art. bat.												8	7	5	3	1	
1618 AA comp.												4	3	2	1		
HQ Brig.												1	1	1	1	1	

ZO **5**

**BWP-3**



A **3/3/1/1** **2** P

**BTR-80**





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

**2S1**



ZO **18** P **1**

	1																5	4	3	2	1	
	2																	5	4	3	2	1
																		5	4	3	2	1
																		5	4	3	2	1
	5 spac.						5	5	4	4	3	3	2	2	1	1						
	6 spac.						5	5	4	4	3	3	2	2	1	1						
	7 spac.						5	5	4	4	3	3	2	2	1	1						
	8 spac.							3	3	3	2	2	2	1	1	1						
	88 LM																	3	2	1		
	77 LM																	3	2	1		
	10 LB																5	4	3	2	1	

ZO **4**



## NATO bct

D comp. 2-5		11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	1
1/A 1-7									13	12	11	10	9	8	7	6	5	4	3	2	1
82 art. bat.												18	17	15	13	11	9	7	5	3	1
C comp. SD	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

10 art. bat.	8	7	5	3	1
30 missile bat.	9	7	5	3	1
11 GROM		4	3	2	1

GROM	33		3	3	3	2	2	2	1	1	1	1	1
	34		3	3	3	2	2	2	1	1	1	1	1

48 LM	5	4	3	2	1
49 LM	5	4	3	2	1



3/32 SM	5	4	3	2	1
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ZO **4**

### Amunition

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

**Bradley**



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

**Devers**



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



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





# 21<sup>st</sup> CENTURY BATTLES

