BATTLE FIELD OPS!

Unit Card Rear Overlays

Unit Card Rear Overlays provide an update modification to your ground unit game. These printable cut-outs are easily glued or taped to your existing Unit Cards, bringing the game play current to version 1.2. They affect main cannons of 100mm and larger, and Mortar and Artillery Units. Use them in with your game rules until future revisions of the Battle Field Ops! game are published.

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THE UNITED STATES

M60A1 Main Battle Tank (MBT) – Rear Overlay

Weapon Descriptions

Main Gun: M68A1 105mm Cannon, Fire Rate = 8 moving / 10 stationary (105mm)

Secondary: .50 Caliber Cupola Machine Gun turret (.50 MG)

Tertiary: .30 Caliber Coaxial Machine Gun (.30 MG), fires where main gun is aimed

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
105mm	HE	3”	29	10”	29	18”	29	28”	29	36”	29	68”	29
	AP	8”	35	16”	33	26”	30	38”	27	54”	25	88”	21
.50 MG	Standard	2”	5	3”	5	6”	4	11”	4	18”	3	30”	2
.30 MG	Standard	1”	4	2”	4	4”	3	8”	3	13”	2	22”	1

Attack Notes

- **105mm cannon: Burst on Target +2 to Hit. Early Stabilization -1 to Hit up to Cruise, -3 to Hit up to Full. Raises .5” per 1.5” distance to target, depresses 1” per 6” to target. May not fire at Infantry targets up to 2” distance.**
- **.50 caliber MG fires -2 to Hit moving up to Cruise, -4 up to Full. May not fire when 105mm fires.**
- **.30 caliber Coaxial MG has full stabilization, fires normally when moving.**

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M60A3 Main Battle Tank (MBT) - Rear Overlay

Weapon Descriptions

Main Gun: M68E1 105mm Cannon, Fire Rate = 8 moving / 10 stationary (105mm)

Secondary: .50 Caliber Cupola Machine Gun turret (.50 MG)

Tertiary: .30 Caliber Coaxial Machine Gun (.30 MG), fires where main gun is aimed

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
105mm	HE	3”	29	10”	29	18”	29	28”	29	36”	29	68”	29
	AP	8”	35	16”	33	26”	30	38”	27	54”	25	88”	21
.50 MG	Standard	2”	5	3”	5	6”	4	11”	4	18”	3	30”	2
.30 MG	Standard	1”	4	2”	4	4”	3	8”	3	13”	2	22”	1

Attack Notes

- **105mm cannon: Burst on Target +2 to Hit. Improved Stabilization -2 to Hit moving past Cruise. Early era Laser Ranging, +1 to Hit on the first shot if unit is stationary. Raises .5” per 1.5” distance to target, depresses 1” per 6” to target. May not fire at Infantry targets up to 2” distance.**
- **Generation 1 thermal optics, applies a +2 offset to penalties from light or smoke.**
- **.50 caliber MG fires -2 to Hit moving up to Cruise, -4 up to Full. May not fire when 105mm fires.**
- **.30 caliber Coaxial MG has full stabilization, fires normally when moving.**

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M1 Abrams Main Battle Tank (MBT) - Rear Overlay

Weapon Descriptions

Main Gun: M68A1 105mm Cannon, Fire Rate = 8 moving / 10 stationary (105mm)

Secondary: .50 Caliber Cupola Machine Gun turret (.50 MG)

Tertiary: .30 Caliber Coaxial Machine Gun (.30 MG), fires where main gun is aimed

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
105mm	HE	3”	29	10”	29	18”	29	28”	29	36”	29	68”	29
	AP	8”	35	16”	33	26”	30	38”	27	54”	25	88”	21
.50 MG	Standard	2”	5	3”	5	6”	4	11”	4	18”	3	30”	2
.30 MG	Standard	1”	4	2”	4	4”	3	8”	3	13”	2	22”	1

Attack Notes

- **105mm cannon: Burst on Target +2 to Hit. Improved Stabilization -2 to Hit moving past Cruise. Early era Laser Ranging, +1 to Hit on the first shot if unit is stationary. Raises .5” per 1.5” distance to target, depresses 1” per 6” to target. May not fire at Infantry targets up to 2” distance.**
- **Generation 0 optics equivalent, applies a +1 offset to penalties from light or smoke.**
- **.50 caliber MG fires -2 to Hit moving up to Cruise, -4 up to Full. May not fire when 105mm fires.**
- **.30 caliber Coaxial MG has full stabilization, fires normally when moving.**

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M150 TOW Carrier Vehicle - Rear Overlay

Weapon Descriptions

Main: M220 with BGM-71 Anti-Tank Missile (TOW) / Minimum reaction range = 48”

Main (1976+): BGM-71 series upgraded Anti-Tank Missile (ITOW)

Secondary: .50 Caliber Cupola Machine Gun turret (.50 MG)

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	mmo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
TOW	HE	2-4”	32	10”	32	20”	32	32”	32	44”	32	60”	32
ITOW	HE	2-4”	36	12”	36	24”	36	40”	36	60”	36	75”	36
.50 MG	Standard	2”	5	3”	5	6”	4	11”	4	18”	3	30”	2

Attack Notes

- **TOW and ITOW fire only when stationary, minimum range is 2”. Weapon may reload and fire its next Weapon Priority sequence; vehicle carries ten (10) missiles total.**
- **.50 caliber MG fires at -2 to Hit moving up to Cruise, -4 up to Full. May not fire when missiles are fired.**

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M106A1 4.2” (106.7mm) Self-Propelled Mortar Carrier - Rear Overlay

Weapon Descriptions

Main Gun: M30 4.2” (106.7mm) Medium Mortar, Fire Rate = 16

Secondary: .50 caliber Cupola Machine Gun turret (.50 MG)

Weapons		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
.50 MG	Stand	2”	5	3”	5	6”	4	11”	4	18”	3	30”	2

Indirect Fire Deviation: Optimal Range 41-95” / Minimum Range 11” / Maximum Range 136”

Die Roll	1	2	3	4	5	6	7	8	9	10
Inches	0”	0”	1”	1”	1”	1”	2”	3”	5”	7”

Barrage Effect: Barrage Radius 2” / Penetration 8, or 16 if a direct hit to Top

Number of Units firing within element	1	2	3	4	5	6	7	8
Chances To Hit each unit within barrage	2	3	3	3	4	4	5	5 (top on a 1)

Attack Notes

- Mortar can be fired after 1 Move Phase stationary. Unit has Forward Observer Capability; additional -2 on Corrected Fire die rolls if it sees target.
- .50 caliber MG fires at -2 to Hit moving up to Cruise, -4 up to Full.
- Crew: 1-Hit Squad armed with 1 die of Rifles and 1 M72 LAW.

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M125A1 81mm Self-Propelled Mortar Carrier - Rear Overlay

Weapon Descriptions

Main Gun: 81mm Mortar, Fire Rate = 20

Secondary: .50 caliber Cupola Machine Gun turret (.50 MG)

Weapons		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
.50 MG	Stand	2”	5	3”	5	6”	4	11”	4	18”	3	30”	2

Indirect Fire Deviation: Optimal Range 21-70” / Minimum Range 4” / Maximum Range 103”

Die Roll	1	2	3	4	5	6	7	8	9	10
Inches	0”	0”	1”	1”	1”	1”	2”	3”	5”	7”

Barrage Effect: Barrage Radius 1.5” / Penetration 6, or 11 if a direct hit to Top

Number of Units firing within element	1	2	3	4	5	6	7	8
Chances To Hit each unit within barrage	2	3	4	5	5	5 (top on 1)	5 (top on 1)	6 (top on 2)

Attack Notes

- Mortar can be fired after 1 Move Phase stationary. Unit has Forward Observer Capability; additional -2 on Corrected Fire die rolls if it sees target.
- .50 caliber MG fires at -2 to Hit moving up to Cruise, -4 up to Full.
- Crew: 1-Hit Squad armed with 1 die of Rifles and 1 M72 LAW.

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WEST GERMANY

M48A2GA2 Main Battle Tank (MBT) – Rear Overlay

Weapon Descriptions

Main Gun: L7A3 105mm Cannon, Fire Rate = 8 moving / 10 stationary (105mm)

Secondary: 7.62mm Commander's Machine Gun Turret (7.62MG)

Tertiary: 7.62mm Coaxial Machine Gun (7.62MG), fires only where main gun is aimed

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
105mm	HE	3"	29	10"	29	18"	29	28"	29	36"	29	68"	29
	AP	8"	35	16"	33	26"	30	38"	27	54"	25	88"	21
7.62MG	Standard	1"	4	2"	4	4"	3	8"	3	13"	2	22"	1

Attack Notes

- **105mm cannon: Burst on Target +2 to Hit. -2 to Hit moving up to Cruise, -4 to Hit up to Full. Raises .5" per 1.5" distance to target, depresses 1" per 6" to target. May not fire at Infantry targets up to 2" distance.**
- **7.62mm Commander's MG fires -2 to Hit moving up to Cruise, -4 up to Full. May not fire when 105mm fires.**
- **7.62mm Coaxial MG fires -2 to Hit moving up to Cruise, -4 up to Full. May not fire at Infantry targets at 2" distance or less.**

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Leopard 1A1 through 1A4 Main Battle Tanks (MBT) – Rear Overlay

Weapon Descriptions

Main Gun: L7A3 105mm Cannon, Fire Rate = 8 moving / 10 stationary (105mm)

Secondary: 7.62mm Commander's Machine Gun (7.62MG)

Tertiary: 7.62mm Coaxial Machine Gun (7.62MG), fires only where main gun is aimed

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
105mm	HE	3"	29	10"	29	18"	29	28"	29	36"	29	68"	29
	AP	8"	35	16"	33	26"	30	38"	27	54"	25	88"	21
7.62MG	Standard	1"	4	2"	4	4"	3	8"	3	13"	2	22"	1

Attack Notes

- **105mm cannon: Busrt on Target +2 to Hit. Early era Stabilization -1 to Hit moving up to Cruise, -3 to Full. 1A4 series (1974+) Early era Ranging, +1 to Hit on the first shot if unit and target are both stationary. Raises .5" per 1.5" distance to target, depresses 1" per 6" to target. May not fire at Infantry targets up to 2" distance.**
- **7.62mm: Commander's MG is -2 to Hit moving up to Cruise, -4 to Full. May not fire when 105mm fires. Coaxial MG full Stabilization, fires normally when tank is moving. May not fire at Infantry targets up to 2" distance.**

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Leopard 2 Main Battle Tank (MBT) – Rear Overlay

Weapon Descriptions

Main Gun: L/44 120mm Cannon, Fire Rate = 8 moving / 10 stationary (120mm)

Secondary: 7.62mm Cupola Machine Gun turret (7.62 MG)

Tertiary: 7.62mm Coaxial Machine Gun (7.62 MG), fires only where main gun is aimed

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
120mm	HE	5”	33	11”	33	19”	33	30”	33	42”	33	72”	33
	AP	12”	40	22”	38	32”	34	42”	31	54”	27	96”	24
7.62 MG	Standard	1”	4	2”	4	4”	3	8”	3	13”	2	22”	1

Attack Notes (condensed)

- **120mm gun and 7.62mm Coaxial MG full Stabilization, no modifiers when moving. Has improved Laser Ranging and Targeting, Burst on Target +2 including the first shot fired. Cannon raises .5” per 1.5” distance to target, depresses 1” per 6” distance to target. May not fire at Infantry targets up to 2” distance.**
- **Generation 2 thermal optics offers a +4 offset to any penalties from light or smoke.**
- **7.62mm Cupola MG fires -2 moving up to Cruise, -4 up to Full. May not fire when 120mm fires.**

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M113A2G Panzermorser 120mm – Rear Overlay

Weapon Descriptions

Main Gun: 120mm Heavy Mortar, Fire Rate = 6

Secondary: 7.62mm Cupola Machine Gun turret (7.62 MG)

Weapons		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
7.62 MG	Standard	1”	4	2”	4	4”	3	8”	3	13”	2	22”	1

Indirect Fire Deviation: Optimal Range 50-85” / Minimum Range 26” / Maximum Range 130”

Die Roll	1	2	3	4	5	6	7	8	9	10
Inches	0”	0”	1”	1”	1”	2”	2”	3”	5”	7”

Barrage Effect: Barrage Radius 2.5” / Penetration 9, or 17 if a direct hit to Top

Number of Units firing within element	1	2	3	4	5	6	7	8
Chances to Hit each unit within barrage	1, then 5	1	2	2	2	2	3	3

Attack Notes

- Mortar can be fired after 1 Move Phase stationary. Unit has Forward Observer Capability; additional -2 on Corrected Fire die rolls if it sees target.
- 7.62mm MG fires at -2 moving up to Cruise, -4 up to Full.
- Crew: 1-Hit Squad armed with 1 die of Rifles and 1 Panzerfaust 2 with a single ammo load.

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THE SOVIET UNION

T-10M Heavy Tank – Rear Overlay

Weapon Descriptions

Main Gun: D-25TS 122mm Cannon, Fire Rate = 4 moving / 6 stationary (122mm)

Secondary: 14.5mm Commander's Machine Gun (14.5 MG)

Tertiary: 14.5mm Coaxial Machine Gun (14.5 MG), fires only where main gun is aimed

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
122mm	HE	4"	33	10"	33	18"	33	26"	33	34"	33	36"	33
	AP	8"	40	16"	38	24"	34	32"	31	40"	27	80"	23
14.5 MG	Standard	2"	6	4"	6	8"	5	14"	4	24"	3	40"	3

Attack Notes

- 122mm cannon, 14.5mm Coaxial MG have early era Stabilization, -1 to Hit moving up to Cruise, -3 up to Full. Burst on Target +1. Raise .5" per 2" distance to target, depresses 1" per 10" to target. May not fire at Infantry targets up to 3" distance.
- 14.5mm Commander's MG fires -2 moving at Cruise, -4 at Full. May not fire when 122mm fires.

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T-62A Main Battle Tank (MBT) – Rear Overlay

Weapon Descriptions

Main Gun: U-5TS 115mm Cannon, Fire Rate = 4 moving / 8 stationary (115mm)

Secondary: 12.7mm Commander's Machine Gun (12.7 MG)

Tertiary: 7.62mm Coaxial Machine Gun (7.62 MG), fires only where main gun is aimed

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
115mm	HE	4"	32	11"	32	19"	32	30"	32	40"	32	75"	32
	AP	9"	38	18"	36	29"	32	37"	29	45"	26	90"	23
12.7 MG	Standard	2"	5	3"	5	6"	4	11"	4	18"	3	30"	2
7.62 MG	Standard	1"	4	2"	4	4"	3	8"	3	13"	2	22"	1

Attack Notes

- 115mm cannon, 7.62mm MG have early era improved Stabilization, -2 to Hit when moving past Cruise. 115mm Burst on Target +1. Raises .5" vertically per 2" distance to target, depresses 1" per 10" to target. May not fire at Infantry targets up to 3" distance.
- 12.7mm MG fires -2 moving up to Cruise, -4 at Full. May not fire when 115mm cannon fires.

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T-64A Main Battle Tank (MBT) – Rear Overlay

Weapon Descriptions

Main Gun: D-81T 125mm Cannon, Fire Rate = 8 (125mm)

Secondary: 12.7mm Commander's Machine Gun (12.7 MG)

Tertiary: 7.62mm Coaxial Machine Gun (7.62 MG), fires only where main gun is aimed

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
125mm	HE	6"	33	12"	33	20"	33	32"	33	44"	33	76"	33
	AP	12"	40	22"	38	32"	34	42"	31	52"	27	96"	23
12.7 MG	Standard	2"	5	3"	5	6"	4	11"	4	18"	3	30"	2
7.62 MG	Standard	1"	4	2"	4	4"	3	8"	3	13"	2	22"	1

Attack Notes

- **125mm cannon, 7.62mm MG have early era improved Stabilization, -2 to Hit moving past Cruise. 125mm Burst on Target +1. Raises .5" per 2" distance to target, depresses 1" per 10" to target. May not fire at Infantry targets up to 3" distance.**
- **12.7mm MG fires -2 moving up to Cruise, -4 up to Full. May not fire when 125mm cannon fires.**

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T-72A Main Battle Tank (MBT) – Rear Overlay

Weapon Descriptions

Main Gun: D-81TM 125mm Cannon, circa 1973+, Fire Rate = 8 (125mm)

Secondary: 12.7mm Commander's Machine Gun (12.7 MG)

Tertiary: 7.62mm Coaxial Machine Gun (7.62 MG), fires only where main gun is aimed

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
125mm	HE	6"	35	12"	35	20"	35	32"	35	44"	35	76"	35
	AP	12"	42	22"	40	32"	36	42"	32	52"	29	96"	24
12.7 MG	Standard	2"	5	3"	5	6"	4	11"	4	18"	3	30"	2
7.62 MG	Standard	1"	4	2"	4	4"	3	8"	3	13"	2	22"	1

Attack Notes s

- **125mm cannon and 7.62 Coaxial, improved Stabilization, -2 to Hit moving past Cruise. Early era Laser Ranging, if tank is stationary, a +1 bonus only on first shot to target. Burst on Target +1. Raises .5" per 2" distance to target, depresses 1" per 10" to target. May not fire at Infantry targets up to 3" distance. 1978+ some tanks use the ammunition listed on the T-80B Unit Card.**
- **12.7mm MG fires -2 moving up to Cruise, -4 up to Full. May not fire when 125mm cannon fires.**

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T-80B Main Battle Tank (MBT) – Rear Overlay

Weapon Descriptions

Main Gun: D-81TM 125mm Cannon, Fire Rate = 8 (125mm)

Secondary: 9M112M Kobra Anti-tank Guided Missile / Minimum reaction range = 50” (ATGM)

Tertiary: 12.7mm Commander’s MG (12.7 MG), 7.62mm Coaxial MG (7.62 MG), fires where main gun is aimed

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
125mm	HE	6”	36	12”	36	20”	36	32”	36	44”	36	76”	36
	AP	12”	43	22”	41	32”	37	42”	33	52”	29	96”	25
ATGM	HE	2-4”	38	8”	38	24”	38	40”	38	60”	38	80”	38
12.7 MG	Standard	2”	5	3”	5	6”	4	11”	4	18”	3	30”	2
7.62 MG	Standard	1”	4	2”	4	4”	3	8”	3	13”	2	22”	1

Attack Notes

- **125mm cannon and 7.62 Coaxial, improved Stabilization, -2 to Hit moving past Cruise. Burst on Target +1. Early Laser Ranging, if tank is stationary a +1 bonus only on first shot to target. Raises .5” per 2” distance to target, depresses 1” per 10” to target. May not fire at Infantry targets up to 3” distance. ATGM only fires stationary. If target is 20” or less it fires on Weapon Priority 1.**
- **12.7mm MG fires -2 moving up to Cruise, -4 up to Full. May not fire when 125mm cannon fires.**

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2S1 Gvozdika Self-propelled Howitzer (SAU-122) – Rear Overlay

Weapon Descriptions

Main Gun: 2A31 122mm Howitzer, Fire Rate = 4

Weapons		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
122mm	HE	4”	33	11”	33	19”	33	29”	33	38”	33	72”	33
	AP	10”	40	18”	38	29”	34	37”	31	44”	27	88”	23

Indirect Fire Deviation: Optimal Range 100-199” / Minimum Range 26” / Maximum Range 320”

Die Roll	1	2	3	4	5	6	7	8	9	10
Inches	0”	0”	0”	1”	1”	2”	2”	3”	5”	7”

Barrage Effect: Barrage Radius 2.5” / Penetration 17, or 25 if a direct hit to Top

Number of Units firing within element	1	2	3	4	5	6	7	8
Chances To Hit each unit within barrage	1, then 5	1	2	2	2	2	3	3

Attack Notes

- 122mm cannon shoot-n-scoot: effectively fires normally moving up to Cruise, -2 if moving past Cruise. Unit has Forward Observer Capability; additional -2 on Corrected Fire die rolls if it sees target.
Raises 2” for every 1” distance to target, depression 1” for every 10” to target. May not fire at Infantry targets up to 3” distance.
- Crew: 1-Hit Squad armed with 1 die of Rifles.

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Towed Vasilek 2B9 82mm Automatic Mortar – Rear Overlay

Weapon Descriptions

Main Gun: 2B9 82mm Mortar, Fire Rate = 32 (specialized Fire Rate)

Indirect Fire Deviation: Optimal Range 21-60” / Minimum Range 3” / Maximum Range 85”

Die Roll	1	2	3	4	5	6	7	8	9	10
Inches	**0”**	**0”**	**1”**	**1”**	**1”**	**1”**	**2”**	**3”**	**5”**	**7”**

Barrage Effect: Barrage Radius 1.5” / Penetration 6, or 11 if a direct hit to Top

Number of Units firing within element	1	2	3	4	5	6	7	8
Chances To Hit each unit within barrage	**2**	**3**	**5**	**5**	**6**	**6 (top on 1)**	**6 (top on 1)**	**7 (top on 2)**

Attack Notes

- **Mortar can be fired or move after 2 Moves Phase stationary. Unit has Forward Observer Capability; additional -2 on Corrected Fire die rolls if it sees target.**
- **Crew: 1-Hit Squad armed with 1 die of Rifles and 1 RPG-7 with 2 additional reloads.**

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Towed PM-43 120mm Heavy Mortar – Rear Overlay										
Weapon Descriptions										
Main Gun: 120mm Heavy Mortar, Fire Rate = 12										
Indirect Fire Deviation: Optimal Range 41-80” / Minimum Range 10” / Maximum Range 114”										
Die Roll	1	2	3	4	5	6	7	8	9	10
Inches	**0”**	**0”**	**1”**	**1”**	**2”**	**2”**	**3”**	**4”**	**6”**	**8”**

Barrage Effect: Barrage Radius 2.5” / Penetration 9, or 17 if a direct hit to Top								
Number of Units firing within element	1	2	3	4	5	6	7	8
Chances to Hit each unit within barrage	**1**	**2**	**2**	**3**	**3**	**3**	**4**	**4**

Attack Notes

- **Mortar can be fired or moved after 2 Move Phases stationary. Unit has Forward Observer Capability; additional -2 on Corrected Fire die rolls if it sees target.**
- **Crew: 2-Hit Squad armed with 2 dice of Rifles.**

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Towed T-12A 100mm Anti-Tank Field Gun – Rear Overlay

Weapon Descriptions

Main Gun: T-12A 100mm Anti-Tank Gun, Fire Rate = 8 (100mm)

Weapons		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
122mm	HE	3”	23	6”	23	10”	23	18”	23	26”	23	36”	23
	AP	6”	31	10”	29	16”	26	30”	24	36”	20	60”	16

Indirect Fire Deviation: Optimal Range 50-108” / Minimum Range 20” / Maximum Range 164”

Die Roll	1	2	3	4	5	6	7	8	9	10
Inches	0”	0”	0”	1”	1”	1”	2”	3”	5”	7”

Barrage Effect: Barrage Radius 2” / Penetration 12, or 17 if a direct hit to Top

Number of Units firing within element	1	2	3	4	5	6	7	8
Chances To Hit each unit within barrage	1	2	2	3	3	3	4	4

Attack Notes

- 100mm gun can be fired or towed again after 2 Move Phases stationary, Burst on Target +2. Unit has Forward Observer Capability; additional -2 on Corrected Fire die rolls if it sees target. Raises 1” for every 3” distance to target, depresses 1” for every 8” to target.
- Crew: is a 2-Hit Squad armed with 2 dice Rifles.

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CZECHOSLOVAKIA, POLAND, EAST GERMANY

T-55A / T-55L Series of Medium Tanks – Rear Overlay

Weapon Descriptions

Main Gun: D-10T 100mm Cannon, Fire Rate = 4 moving / 6 stationary (100mm)

Secondary: 7.62mm Coaxial Machine Gun (7.62 MG), fires only where main gun is aimed

Tertiary (Die roll per tank, on a 1-5, has 12.7mm): 12.7mm Commander's Machine Gun (12.7 MG)

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
100mm	HE	3"	23	8"	23	14"	23	20"	23	28"	23	40"	23
	AP	6"	28	10"	27	16"	24	28"	22	34"	20	60"	17
7.62 MG	Standard	1"	4	2"	4	4"	3	8"	3	13"	2	22"	1
12.7 MG	Standard	2"	5	3"	5	6"	4	11"	4	18"	3	30"	2

Attack Notes

- **100mm cannon, 7.62mm MG have early era Stabilization, -1 to Hit when moving up to Cruise, -3 to Hit up to Full. Burst on Target +1. Raises .5" per 2" distance to target, depresses 1" per 10" to target. May not fire at Infantry targets up to 3" distance.**
- **12.7mm Commander's MG fires -2 up to Cruise, -4 up to Full. May not fire when 100mm cannon fires. Raises and depresses 1" for every 1" to target.**

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T-72 Ural / T-72AM Main Battle Tank (MBT) – Rear Overlay

Weapon Descriptions

Main Gun: D-81TM 125mm Cannon, Fire Rate = 8 (125mm)

Secondary: 7.62mm Coaxial Machine Gun (7.62 MG), fires only where main gun is aimed

Weapons		Ranges and Penetration											
		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
125mm	HE	6”	33	12”	33	20”	33	32”	33	44”	33	76”	33
	AP	12”	40	22”	38	32”	34	42”	31	52”	27	96”	23
7.62 MG	Standard	1”	4	2”	4	4”	3	8”	3	13”	2	22”	1

Attack Notes

- 125mm cannon and 7.62 Coaxial, improved Stabilization, -2 to Hit moving past Cruise. Burst on Target +1. Raises .5” per 2” distance to target, depresses 1” per 10” to target. May not fire at Infantry targets up to 3” distance.
- 12.7mm MG fires -2 moving up to Cruise, -4 up to Full. May not fire when 125mm cannon fires.

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TOPAS-2AP "Modified" 82mm Mortar Carrier, Poland – Rear Overlay

Weapon Descriptions

Main Gun: BM-41 82mm Mortar, Fire Rate = 20

Secondary: 14.5mm Heavy Machine Gun turret (14.5 MG)

Tertiary: 7.62mm Coaxial Machine Gun (7.62 MG)

Weapons		Point Blank		Short		Medium		Long		Very Long		Extreme	
	Ammo	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen	Ran	Pen
14.5 MG	HE	2"	6	4"	6	8"	5	14"	4	24"	3	40"	3
7.62 MG	Stand'd	1"	4	2"	4	4"	3	8"	3	13"	2	22"	1

Indirect Fire Deviation: Optimal Range 8-40" / Minimum Range 2" / Maximum Range 66"

Die Roll	1	2	3	4	5	6	7	8	9	10
Inches	0"	0"	1"	1"	2"	2"	3"	4"	6"	8"

Barrage Effect: Barrage Radius 1.5" / Penetration 6, or 11 if a direct hit to Top

Number of Units firing within element	1	2	3	4	5	6	7	8
Chances To Hit each unit within barrage	2	3	4	5	5	5 (top on 1)	5 (top on 1)	6 (top on 2)

Attack Notes (consolidated)

- 82mm mortar can fire or move after 1 Move Phase stationary. Unit has Forward Observer Capability; additional -2 on Corrected Fire die rolls if they see target location.
- 14.5mm and 7.62mm MGs fire at -2 to Hit if moving up to Cruise, -4 to Hit up to Full.
- 2 crews carried: Each a 1-Hit Squad armed with 1 die of Rifles.

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