

BATTLEFIELD:EVOLUTION

US ARMY



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INFANTRY WEAPONS



Beryl Assault Rifle



UKM-2000 GPGM



TOR Sniper Rifle



Pallad Grenade Launcher



RPG-7

US ARMY FORCES

The US Army faces a huge challenge in the modern world. It must be prepared to engage in military operations across the entire spectrum of conflict, from assistance to friendly local government forces on up to full scale high intensity combat against large conventional armies (with a few peacekeeping missions thrown in here and there as well). To meet this challenge of engaging in military operations across the entire spectrum of conflict, the US Army has developed a number of different formations to meet specific types of military challenges. Unlike the USMC, which operates in smaller units scattered around the world, the US Army usually deploys in large Division or even Corps size formations. As a result, the Army has access to a much wider range of equipment, but its structure is not as flexible as the USMC on the lowest levels.

To deal with the wide range of threats it may face the US Army has a force structure of different unit organizations, each geared towards specific threats, but usable in other circumstances as well.

THE HEAVY FORCES

To deal with the treat of large scale combat operations against the large conventional armies the US has several Heavy Divisions. These divisions are capable of taking on large enemy armor formations in open terrain, but can be called on to deal with infantry in built up areas where the combination of heavy firepower and dismounted may be necessary to root out dug in infantry. The brigades of the heavy divisions of the US Army are the most powerful ground forces in the US Military. The force is based on armored vehicles with some limited dismounted infantry and support troops. The Heavy forces have limited strategic mobility (unless there is already pre-positioned equipment waiting for the troops) but once deployed can move very rapidly across long distances to engage the enemy.

THE LIGHT FORCES

The current light division concept was developed in response to the strategic mobility limitations of the heavy forces. In contrast to the heavy forces, which rely on their vehicles for their combat power and operational mobility, the light division has almost no combat vehicle, relying on infantry for combat power. Light forces can be used in combination with heavy forces to occupy difficult terrain that is inhospitable for heavy combat vehicles. Light forces use

their Division aviation assets to provide operational mobility. Since light forces have almost no vehicles, an entire battalion or even a brigade can be moved using helicopters without leaving behind any combat power. The exceptions to this are the Airborne Divisions (one Parachute the other Air Assault) which have a significant amount of vehicles to provide organic anti-armor capability because these units may have to fight on their own for extended periods of time.

THE STRYKER BRIGADES

These new independent brigades units are a hybrid of Light and Heavy. They are light infantry mounted on wheeled Stryker combat vehicles. They can be attached to a Heavy Division to provide large amounts of infantry that can keep up with the armor, or to a Light Division to serve as a unit with significant operational mobility while not requiring air assets to move them. As independent brigades, these units have their own support assets that are usually provided to divisional brigades by higher headquarters.

SOCOM

Special Operations Command is not actually a US Army formation, but a joint military command. But the bulk of SOCOM's ground forces come from the US Army. These are troops that can be deployed to engage in missions that the larger 'regular' formations are not suited for. These forces are used where the need for precision or the strategic inaccessibility of the target area make deployment of other forces impractical. These forces are exceptionally well trained, but not intended for extended independent operations. If the mission develops into combat operations lasting more than a few hours or involving large numbers of regular enemy troops, they would need support from other combat units.

ORGANIZING AN ARMY FORCE

Army forces are designated as Line (platoons and company level assets), Battalion/Brigade, and Divisional. First choose the type of Division and Brigade the force will be part of. That will give you the types of basic equipment and squad choices available.

- You must spend at least 50% of your points on Line choices.
- You may spend up to 50% of your points on Bn/Bde choices.
- You may spend up to 25% of your points on Divisional choices.

As an alternative, you may field a Divisional force made up mostly of Division

level assets. In this case you must spend at least 75% of your points on Divisional assets and may take up to 25% in Bn/Bde and Line choices.

STILL WAITING

The US Army of 2015 is still a force transition. The force, including the entire Army National Guard is very larger, and it can take well over a decade to equip every unit with a new generation of equipment. As a result, many units may still be using older equipment. Many units that are supposed to

be equipped with Shadows are still using HMMWVs, some Tank units are still using M1A1, and some infantry units are still waiting for the Land Warrior system. This is especially true of Army National Guard units that are currently deployed on the Southern Border in response to the present concerns over developments in Mexico.

US ARMY HEAVY FORCE.

The Heavy Brigade is a balanced force of 1 Tank Battalion, 1 Bradley Infantry Battalion, and 1 Shadow Cavalry Squadron. The Tank and Bradley units routinely train together, and it is standard for Tanks and Bradleys to operate as part of the same Company/Team and even the same platoon on a mission. The Shadow Squadron provides ground reconnaissance and security for the Brigade. The Shadows are not expected to fight on their own, but to find the enemy then hand off the battle to the combat battalions. The Brigade can fight independently or be part of a larger Division level operation.

Basic units available for a Heavy Brigade force:

- **Combat Vehicles:** M1A2, M2 Bradley, Shadow RST-V
- **Squads:** Rifle Squad, Scout Squad
- **Support:** Engineer Assault Squad, ADA Linebacker, ADA Avenger, Forward Indirect Support Team (FIST), Forward Air Controller Team, M1025 HMMWV Scouts.
- **Air:** OH-58, AH-64, USAF Fixed Wing Aircraft (only available if a Forward Air Controller Team or OH-58 is taken).

All Combat Vehicles and Scouts must be taken in two vehicle Sections.

LINE PLATOONS

These platoons represent the basic combat power of the Heavy Brigade. They are supported by Battalion and Brigade assets that can be attached directly to the platoon for specific missions. Tank and Bradley platoons may be combined into Company/Teams with Company HQ options.

TANK PLATOON

The Tank Platoon is the heavy firepower of the US Army ground forces. It can quickly move across long distances and engage enemy armor at long range in the

open. Though its primary purpose is to engage enemy armor in open terrain, the platoon can also be deployed with infantry in urban environments to provide heavy firepower against a dug in enemy.

Squads: up to 1 Rifle Squad may be taken to support the platoon.

Support: One Bn/Bde support option per Combat Vehicle section in the platoon.

Command: Up to one M1A2 may be upgraded to a command unit (+50 points to cost). This command unit may only give an additional action to units with this platoon.

Armor: A minimum of 1 section and a maximum of 2 sections of M1A2s.

Transport: One section of M2 Bradleys must be taken to carry a squad (if taken).

The platoon may have no more than 4 Combat Vehicles total.

BRADLEY PLATOON

The Bradley Infantry Fighting Vehicle Platoon provides infantry support that can keep up with the fast moving armor formations. In fast moving open field battles the infantry remains mounted in the Bradley while the vehicles fight their way to the objective. In closer terrain the vehicles provide direct fire support while the dismounted infantry engages the enemy on the ground.

Squads: Up to 2 Rifle Squads may be taken.

Support: Up to 1 support option per Combat Vehicle section in the platoon.

Command: Up to one M2 Bradley may be upgraded to a command unit (+65 points to cost). If this option is taken, then one additional infantry figure may be added to the platoon to represent the Platoon Leader when he dismounts his vehicle. If this figure dismounts the vehicle, the vehicle loses its Command abilities until the Platoon Leader re-mounts the vehicle.

COMBAT VEHICLES



PT-91 Twardy



Rosomak IFV



Dzik Patrol Vehicle



BRDM-2 wz. 96

LOREM ORCI



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The Platoon leader does not count against the troop carrying capacity of the M2 Bradley he is in. This command unit may only give an additional action to units with this platoon.

Armor: Up to 1 section of M1A2s may be taken.

Transport: A minimum of 1 and maximum of 2 M2 Bradley section may be taken. A minimum of one section must be taken for each squad taken.

The platoon may have no more than 4 Combat Vehicles total.

Option:

Fill Every Seat: You may choose to take a third rifle squad. If this choice is taken, then the command upgrade must also be chosen. All the Bradleys in the Platoon must stay within 12 inches of the Platoon Leader's Bradley while the squads are mounted.

SHADOW CAVALRY PLATOON

The Cavalry Platoons' mission is to find the enemy for the infantry and armor engage and to provide early warning and security for the brigade's flanks and rear areas. Once the enemy has been located, they are to maintain contact until they can hand off the battle to heavier combat forces.

Squads: Up to 1 Scout Squad may be taken

Support: Up to 1 Bn/Bde asset per Shadow section may be taken

Command: if 2 or more sections are chosen, then one vehicle may be upgraded to a command vehicle (+ 50 pts). If the command vehicle is lost and the other vehicle in the section is still operational, it will become the command vehicle after 1 turn.

Combat Vehicles: A minimum of 1 Shadow section must be taken. A maximum of 3 Shadow sections may be taken.

Option:

Still Waiting: You may replace all the Shadows in the platoon for M1025 HMMWVs equipped with TOWII B, or M2 MGs.

COMPANY/TEAM HQ.

Between 2 to 4 Platoons make up a Company/Team. Up to one Command Combat Vehicle may be taken for every 6 Combat Vehicles in the force up to a maximum of 2. If more than one is taken, then they must both be the same type of Combat Vehicle. Up to two support units may be taken for each of these Command units.

SHADOW CAVALRY TROOP HQ

If at least 8 combat vehicles are present, then a troop command vehicle may be chosen. The Troop Commander may be chosen, which consists of a command Shadow (command upgrade for +125 pts) or the troop XO may be chosen (+50 pts). If 12 or more vehicles are taken, then both command vehicles may be taken. If the Troop commander is present, then the force may call light barrages (this represents the troop's 2 gun light mortar section under the direct control of the Troop Commander). It takes the troop mortars 1 turn to shift to a new target.

BATTALION/SQUADRON ASSETS

The following units are assets available to the Battalion and Brigade commanders to support line units. If you are using Platoon sized line choices, then you may take Squad/Sections (individual vehicles for ADA) as Bn/Bde choices. If you take a Company/Troop HQ choice, then you may take entire platoon sized Bn/Bde Choices.

BATTALION SCOUT PLATOON

Each maneuver battalion has one Scout Platoon. The Scout Platoon provides the Tank or Bradley Battalion Commander with information about the battlefield and the location of enemy forces in the battalion's immediate vicinity.

A scout section consists of 2 M1025 HMMWVs armed with M2 Heavy Machine Guns. Both vehicles in the section may spot for Supporting Artillery fire. Scout sections may be taken as support choices for Tank or Bradley platoons or they may be deployed as a separate platoon by themselves.

Up to 3 scout sections may be chosen.

Command: If more than one section is chosen, then one vehicle may be upgraded to a command vehicle (+50 points). This command vehicle may only give an extra action to units in the Scout Platoon.

Support: An Engineer Assault Squad or a Forward Air Controller Team may be taken for each Scout section chosen.

No more than one Battalion Scout Platoon may be taken per force fielded. The Battalion Scout Platoon may not be part of any Company/Team.

BATTALION MORTAR PLATOON

The Battalion 4.2 inch Mortar Platoon provides the only indirect fire support the battalion commander has direct control over.

Up to 3 Heavy Barrage targets may be taken.

FIST (FORWARD INDIRECT SUPPORT TEAM)

FIST teams are Field Artillery personnel attached to the maneuver battalions to assist the commanders in calling supporting fires.

A FIST team consists of 1 x 1025 HMMWV equipped with a GLID (Ground Laser Illuminator/Designator). The FIST may dismount a two man team with the GLID. A FIST is required to have line of sight to the target for any request for specialized indirect fire support (FASCAM, Copperhead, Smoke, Illumination).

BRIGADE ASSETS

The Heavy Brigade will usually be supported by assets from the combat support brigades of the Heavy Division. The most common of these units to make it down to the line companies and platoons are the Forward Air Controller Teams from the Air Force, and Combat Engineers and Air Defense Artillery.

COMBAT ENGINEER ASSAULT PLATOON.

The Engineer Assault Platoon is equipped to assist the Infantry and Armor platoons in overcoming enemy obstacles on the battlefield and reducing enemy bunkers and strong points. Though they are trained and capable of fighting as infantry themselves, this mission is usually given to them only as a last resort. In open terrain the platoon may be employed as a whole, or it may be broken down into squads and tasked out to maneuver platoons in more restricted terrain. Engineers can also be attached to scout platoons to assist in assessing bridges and other mobility questions for the force. Engineers are also capable of replacing hasty obstacles of their own to help secure an area.

Squads: Up to 3 Engineer Assault Squads.

Support: None.

Command: One additional M113 may be purchased with the Command Upgrade (+65 points). If this option is taken, then one additional infantry figure may be added to the platoon to represent the Platoon Leader when he dismounts his vehicle. If this figure dismounts the vehicle, the vehicle loses its Command abilities until the Platoon Leader re-mounts the vehicle. This Engineer command unit may only give an additional action to units with the Engineer Platoon.

Armor: None.

Transport: None (the M113s the Engineers ride in are part of the squads)

Air: None.

An Engineer Platoon may be part of a Company/Team and their M113s counted

as Combat Vehicles for Company/Team command options.

AIR DEFENSE ARTILLERY

Up to 2 Linebacker ADA systems may be taken per force.

Up to 1 Avenger Squad (3 x Avengers) may be taken per force.

FACT (FORWARD AIR CONTROLLER TEAM)

The FACT is part of the US Air Force Forward Air Controller Group which supports the ground forces. Though FIST teams can request air support, the time involved in relaying the request will usually mean that momentum is lost on the ground while the mission is coordinated. FACT teams allow for expedited processing of the mission and aircraft on station very quickly. These units are not very numerous, so the presence of a FACT indicates an area of particular interest to the Brigade Commander.

A FACT team consists of 1 x 1025 HMMWV equipped with a GLID (Ground Laser Illuminator/Designator). The FACT may dismount a two man team with the GLID. A FACT is required for friendly fixed wing aircraft support. If the FACT is present, then 1 aircraft may be chosen for every 1,500 points of other forces selected. If Laser Guided munitions are chosen, then a GLID must have line of sight to the target or the aircraft must stay on the table for the bomb to avoid rolling for scatter. A maximum of 1 FACT may be deployed for the entire force.

HEAVY DIVISION ASSETS

These are forces that the Heavy Division Commander has to shape the battlefield. They may be deployed to support individual Brigades or they may be used directly by the Division Commander.

THE DIVISION CAVALRY SQUADRON

The Heavy Division Cavalry Squadron is made up of 3 Ground Cavalry Troops and 2 Air Recon Troops.

DIVISIONAL CAVALRY (DIV CAV) GROUND TROOP

The Division Cavalry Squadron (Battalion) has three Ground Cavalry Troops. These forces are deployed ahead of or along the flanks of the Division to provide information or deceive the enemy and provide security for the division's main forces.

A troop consists of maximum of 2 Bradley scout platoons and a maximum of 2 tank platoons. If at least 2 platoons are chosen, then a Troop HQ may be taken as

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DIV CAV SCOUT PLATOON

The Bradley Scout Platoon's mission is to find the enemy for the Division Commander. Once located the platoon may engage to fix the enemy in position or observe and hand the battle off to other combat elements.

Squads: Up to 1 Scout Squad may be taken

Support: Up to 1 Bn/Bde (engineer or ADA) asset per Bradley section may be taken

Command: If more than one section is chosen, then one vehicle may be upgraded to a command vehicle (+50 points). This command vehicle may only give an extra action to units in the Scout Platoon.

Combat Vehicles: A minimum of 1 Bradley section must be taken. A maximum of 3 Bradley sections may be taken.

DIV CAV TANK PLATOON

The Tank Platoons of the Divisional Cavalry provide heavy firepower support to the Scout Platoons if they encounter enemy armor. The Tank Platoons will take the lead in searching for enemy forces if their commander suspects there is enemy armor in the area.

Squads: None

Support: None

Command: If more than one section is chosen, then one vehicle may be upgraded to a command vehicle (+50 points). This command vehicle may only give an extra action to units in the Tank Platoon.

Combat Vehicles: A minimum of 1 M1A2 section must be taken. A maximum of 2 M1A2 sections may be taken.

TROOP HQ

If at least 8 combat vehicles are present, then a troop command vehicle may be chosen. The Troop Commander may be chosen, which consists of a command M1A2 (command upgrade for +200 pts) or the Troop XO, which consists of a command M3 Bradley (command upgrade for +50 pts). If 12 or more vehicles are taken, then both command vehicles may be taken. If the Troop commander is present, then the force may call heavy barrages (this represents the troop's 2 gun heavy mortar section under the direct control of the Troop Commander). It takes the troop mortars 1 turn to shift to a new target.

HEAVY DIVISION AVIATION

These are the Aviation assets available to the Division commander for deployment

on the front line. They are split between the Division Air Cavalry and the Division Attack Aviation Battalion. Players wishing to field these units must still abide by the point limits for deploying aircraft in the Advanced Rule Book.

AIR CAVALRY RECON TROOP

The Air Cavalry Recon Troop consists of 2 platoons of 4 x OH-58s.

AIR CAVALRY RECON PLATOON

These are armed scouts whose mission is to search ahead of the ground forces and warn them of potential enemy locations. They are usually employed individually to provide the widest possible coverage, but can be employed as an entire platoon in the proper circumstances. When deployed individually they will often work with the Division Ground Cavalry or Attack Aviation. The platoon can be used en mass to fix enemy forces bypassed by ground combat forces in a mobile battle.

OH-58s may be taken individually to support a force, or may be deployed as a separate platoon of up to 4 OH-58s. There are no support options to purchase with this platoon.

ATTACK BATTALION

Attack Aviation is designed to be used en mass to attack large formations of enemy armor. If no such opportunities exist, then the aircraft will be broken down into smaller elements to establish blocking positions or conduct armed reconnaissance. The Division Attack Aviation Battalion consists of 3 Attack Companies of 8 x AH-64s each.

ATTACK COMPANY

The Attack Company consists of 2 Attack Platoons of 4 x AH-64s

ATTACK PLATOON

When not employed as part of a company or battalion operation, the Attack Platoon is often broken down into 2 aircraft sections which work with an OH-58 Scout. The OH-58 will look for targets and engage smaller groups of one or two vehicles itself, but pass of larger groups of vehicles to the AH-64s.

Support: 1 OH-58 may be taken for every 2 AH-64s chosen

Aircraft: Up to 4 x AH-64s may be taken