

1.2 INFANTRY

ELR (1.28): _____

PF range: _____

Elite: # x 4 ÷ 3 = (Equiv #; FRD)

TYPE	A/B/C/M/R/S/2*	#	MPV† ea	MPV	ID
		X	=		
		X	=		
		X	=		
		X	=		
		X	=		
		X	=		

Subtotals: Equiv #(_____) _____

Line: # = (Equiv #)

TYPE	A/B/C/M/R/S/2*	#	MPV† ea	MPV	ID
		X	=		
		X	=		
		X	=		
		X	=		
		X	=		
		X	=		

Subtotals: Equiv #(_____) _____

Conscript: # x 2 ÷ 3 = (Equiv #; FRU)

TYPE	A/B/C/M/R/S/2*	#	MPV† ea	MPV	ID
		X	=		
		X	=		
		X	=		
		X	=		
		X	=		
		X	=		

Subtotals: Equiv #(_____) _____

Totals: Equiv #(_____) _____ MPV 1st Pur: _____

† MPV = BPV (increased by special capabilities, if any) + PF or Pfk range (if any)

* A = Assault Engineer (BPV x 2); B = Bonus; C = Commando (BPV x 1.5);
M = MOL; R = Reinforcement; S = Sapper (BPV x 1.5); 2 = 2nd Purchase

1.8 LEADERS

LG: _____

(using squads' Equiv #)

TYPE	#	(FINN)
10-3		
10-2		(10-1)
10-0 ^c		
9-2		(10-0)
9-1		(9-1)
9-0 ^c		
8-1		(9-0)
8-0		(8-0)
7-0		
6+1		

c = Commissar

POINTS AVAILABLE

INITIAL: _____

1st INF: - _____

subtotal: _____

SAN: - _____

subtotal: _____

ORDN: - _____

subtotal: _____

VEH: - _____

subtotal: _____

OBA: - _____

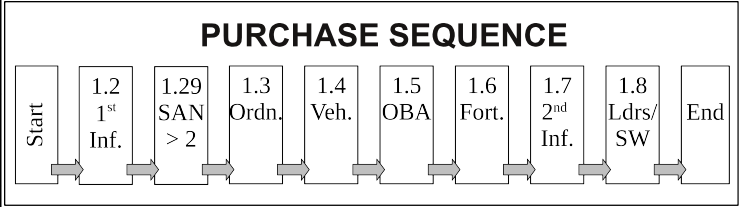
subtotal: _____

FORT: - _____

subtotal: _____

2nd INF: - _____

FINAL _____



1.3 ORDNANCE

RF: _____

TYPE	BPV ea	#	BPV
	X	=	
	X	=	
	X	=	
	X	=	
	X	=	
	X	=	
	X	=	

TOTAL: _____

1.6 FORTIFICATIONS

TYPE	BPV ea	#	BPV
	X	=	
	X	=	
	X	=	
	X	=	
	X	=	
	X	=	

TOTAL: _____

1.4 VEHICLES

RF: _____

NAME	BPV ea	Opt BPV	For	#	BPV	Arm. Ldr.	ID
	+		=	X	=		
	+		=	X	=		
	+		=	X	=		
	+		=	X	=		
	+		=	X	=		
	+		=	X	=		
	+		=	X	=		
	+		=	X	=		
	+		=	X	=		
	+		=	X	=		

Motorized Unit 10% (FRU): + _____

TOTAL: _____

1.5 OFFBOARD ARTILLARY

BTRY	SIZE	R/P*	ID	P/S†	BPV
A					
B					
C					
D					

Pre Reg: + _____

* R = Radio; P = Phone Bombardment: + _____

† P = Plentiful; S = Scarce TOTAL: _____

1.83 SUPPORT WEAPONS

(using squads' Equiv # [EXC: Radio/Phone])

TYPE	#	TYPE	#
LMG		PSK/BAZ/PIAT	
MMG		DC	
HMG/.50 cal	/	FT	
ATR		Radio/Phone	/
LT MTR		(other)	