

Jugoslav People's Army (1980's)

Troops	Arm	Move	Attacks	Hits	Save	Cost	Limit	Notes
CO (Command Value 9)	Command	60	3/30	6	6	90	1	-
CO (Command Value 8)	Command	60	3/30	6	6	60	1	-
HQ (Command Value 8)	Command	40	2/30	4	6	45	-/3	-
HQ (Command Value 7)	Command	40	2/30	4	6	30	-/3	-
FAO (Command Value 6)	Command	30	-	4	6	15	-/1[3]	-
FAC (Command Value 6)	Command	30	-	4	6	15	-/-[1]	-
Recce Unit (Scouts)	Recce	10	2/30*	6	-	35	-/1	-
Recce Unit (Motorcycles)	Recce	25	2/50*	3	-	35	-/1	-
Recce Unit (BRDM)	Recce	20	2/50*	3	6	45	-/1	A
Recce Unit (PT-76)	Recce	15	3/50	3	6	55	-/1	A
Recce Unit (Greyhound)	Recce	25	2/40	3	6	55	-/1	-
Infantry Unit (Conscripts)	Infantry	10	3/30*	6	-	25	3/-	[#1]
Infantry Unit (Elites)	Infantry	10	4/30*	6	-	40	-/3[9]	[#2]
Infantry Unit (Partisans)	Infantry	10	2/30*	6	-	25	-/-	-
Infantry Upgrade (M57)	Infantry	-	3/20(H)	-	-	15	-/-	-
Infantry Upgrade (M79)	Infantry	-	5/40(H)	-	-	35	-/-	-
Infantry Upgrade (M80)	Infantry	-	4/20(H)	-	-	20	-/-	-
Support Unit (HMG)	Infantry	10	4/60*	5	-	50	-/3	-
Support Unit (RR,82mm)	Infantry	10	3/40(H)	5	-	40	-/3	-
Support Unit (RR,105mm)	Infantry	-	5/40(H)	4	-	55	-/1	-
Support Unit (RR, 2x82mm,M-60PB)	Infantry	20	4/40(H)	3	6	75	-/1	-
Support Unit (ATGW, Sagger)	Infantry	10	4/150	5	-	120	-/1	IR
Support Unit (ATGW, Spigot)	Infantry	10	5/100	5	-	130	-/1	IR
Support Unit (Mortar, 82mm)	Infantry	10	3/120*	5	-	40	-/3	-
Support Unit (Mortar, 120mm)	Infantry	-	4/200*	4	-	70	-/3	-
Engineer Unit (Combat Engineers)	Engineers	10	4/30*	6	-	60	-/3[9]	-
Engineer Unit (Bridging, MT-55)	Engineers	25	1/50*	4	4	90	-/1	R
Engineer Unit (M/Cleaner, PT-54/55)	Engineers	20	4/60	4	4	110	-/1	R
IFV Unit (M80)	IFV	30	2/80*	3	6	95	-/9	IR / A [#3]
Tank Unit (T-34/85)	Armour	25	3/60	4	5	65	-/-[9]	R
Tank Unit (M 47 Patton)	Armour	20	4/80	5	4	100	-/[9]	-
Tank Unit (T-54/55)	Armour	25	4/60	4	4	95	-/9	R / S2 / IR
Tank Unit (T-72)	Armour	30	6/60	5	4	130	-/-[9]	R / S2 / IR
Tank Unit (M84)	Armour	30	6/100	5	4	145	-/-[9]	R / S1 / IR
ATG Unit (100mm,T12/MT12)	Anti-Tank	-	4/80	3	-	60	-/-[3]	-
SPAT Unit (M36 Jackson)	Anti-tank	20	4/80	3	6	55	-/-[3]	O

ATGW Unit (AT-3 Sagger, BOV1)	Anti-Tank	20	4/150	3	6	165	-/[3]	[83+]
Air Defence Unit (AA,20mm)	Artillery	-	1/40	5	-	15	-/1	-
Air Defence Unit (AA, Triple 20mm)	Artillery	-	3/40	4	-	30	-/1	-
Air Defence Unit (AA,40mm Bofors)	Artillery	-	1/50	4	-	10	-/1	-
Air Defence Unit (AA,37mm)	Artillery	-	1/50	4	-	10	-/1	-
Air Defence Unit (AA,57mm)	Artillery	-	1/60	4	-	15	-/1	-
Air Defence Unit (AA,M53/59)	Artillery	20	2/50	3	6	45	-/1	O
Air Defence Unit (AA,BOV3)	Artillery	20	3/40	3	6	50	-/1	[83+]
Air Defence Unit (AA,ZSU-57-2)	Artillery	25	2/60	3	6	55	-/1	O
Air Defence Unit (AA, SA-6)	Artillery	20	4/200	3	6	105	-/1	IR
Air Defence Unit (AA, SA-7)	Artillery	10	4/100	5	-	70	-/1	IR
Air Defence Unit (AA, SA-9)	Artillery	25	5/200	3	6	120	-/1	IR
Artillery Unit (120mm Mortar)	Artillery	-	4	3	-	60	-/[3]	-
Artillery Unit (122mm)	Artillery	-	3	3	-	45	-/[9]	-
Artillery Unit (122mm, 2S1 M1974)	Artillery	30	3	3	6	70	-/[3]	A
Artillery Unit (130mm)	Artillery	-	4	3	-	60	-/[3]	-
Artillery Unit (152mm)	Artillery	-	4	2	-	60	-/[3]	-
Artillery Unit (Rocket Launcher)	Artillery	20	6	3	-	80	-/[3]	-
Attack Helicopter (Gazela)	Aircraft	-	4/50	3	5	150	-/[2]	[80+] [#4]
Aircraft Unit (Orao I/II)	Aircraft	-	6	3	4	125	-/[2]	[80+]
Aircraft Unit (Galeb/Jastreb)	Aircraft	-	4	3	4	85	-/[2]	-
Transport Unit (Truck)	Transport	20	-	3	-	10	-/-	-
Transport Unit (M-60P)	Transport	20	2/50*	3	6	25	-/-	-
Transport Unit (BTR-152)	Transport	20	1/50*	3	6	20	-/[3]	O
Transport Unit (BTR-40)	Transport	20	1/50*	3	6	25	-/[3]	O/A
Transport Unit (BTR-50PK)	Transport	20	1/50*	3	6	25	-/-	A
Transport Unit (Heli, Mi-8 Hip)	Transport	-	2/50*	3	6	40	-/[2]	(4spaces)

JUGOSLAV PEOPLE'S ARMY

Special Rules

- Normal tactical doctrine
- Counter-battery capability
- Air Superiority: -2 modifier to die roll
- You may schedule one ambush before the start of the game (50 points each)
- Assets include Artillery HE (max 9 per unit, 10 points each), Artillery Smoke (max 3 per unit, 20 points each), Artillery Illumination (max 3 per unit, 20 points each), Aircraft Ground-Attack (max 2 per unit, 10 points), Aircraft Air Assault (max 1 per unit, 50 points each)

Battlegroup Selection

- Max one recon unit per 1000 points
- Max one RR/ATGW support unit per 1000 points
- Max three mortar support units per 1000 points
- Max nine IFV units per 1000 points
- Max nine tanks units per 1000 points
- Max three ATG/SPAT/ATGW units per 1000 points
- Max one air defence unit per 1000 points

- Max nine artillery unit per battlegroup
- Max two aircraft units per battlegroup

Note 1. Infantry Unit - Conscripts

- Conscript: May not use initiative to assault the enemy

Note 2. Infantry Unit - Elites

- Elite: No command penalty for assaulting the enemy and +1 attack in close assault

Note 3. IFV Unit - M-80

- 4/150 attacks against armour, guns, soft-vehicles, helicopters and constructions using ATGW (AT-3 Sagger)

Note 4. Attack Helicopter - Soko Gazela GAMA

- 4/150 attacks against armour, guns, soft-vehicles, helicopters and constructions using ATGW (AT-3 Sagger)

JNA - PARTISAN BRIGADE.

TO - TERRITORIAL DEFENCE

Special rules

- Home defence
- Guerrilla tactical doctrine
- No counter-battery capability
- You may schedule three ambushes before the start of the game (50 points each)
- Assets include Booby Trap AP (max 6 per battlegroup,25 points each), Booby Trap AT (max 3 per battlegroup,50 points each), Artillery HE (max 3 per unit,10 points each)

Battlegroup Selection

- Max one recce unit per 1000 points
- Max one RR support unit per 1000 points
- Max one air defence unit per 1000 points
- Max three artillery units per battlegroup