



Ratings

Armor Class: Personnel (P)
Mobility: Leg (L)

Special Abilities: Selective Weapon Use; Smoke
OPTICS: Starlight

Weapons:

FN MAG; FN FAL
 DM51; Glock 17



Unit	Ammo	ROF	Range Effectiveness													Ammo Supply	ERA Mod.	
			Range in hexes															
			0	1	2	3	4	6	8	10	12	14	16	18	20	22		
MG	GPMG	3	6	10	10	6	—	—	—	—	—	—	—	—	—	—	6	—
	HE	2	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2	—
	SA	2	6	3	2	1	—	—	—	—	—	—	—	—	—	—	4	—



Ratings

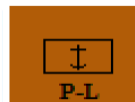
Armor Class: Personnel (P)
Mobility: Leg (L)

Royal Netherlands Marines

Special Abilities: Selective Weapon Use; Smoke
OPTICS: Starlight; Thermal Imaging

Marine Infantry Platoon Weapons:

FN MAG; C8; Glock 17
 NR20C1; PzF3; M72A2
 Spike; HK UGL



Unit	Ammo	ROF	Range Effectiveness													Ammo Supply	ERA Mod.	
			Range in hexes															
			0	1	2	3	4	6	8	10	12	14	16	18	20	22		
Marines	Spike	1	—	—	8:19	8:19	8:19	8:19	8:19	8:19	—	—	—	—	—	—	2	-2
	HEAT	2	6:9	5:9	2:9	—	—	—	—	—	—	—	—	—	—	—	2	—
	HE	2	8	6	5	4	—	—	—	—	—	—	—	—	—	—	4	—
	GPMG	3	4	6	6	4	—	—	—	—	—	—	—	—	—	—	4	—
	PzF3	2	8:23	6:23	2:23	—	—	—	—	—	—	—	—	—	—	—	2	-1
	SA	2	10	8	5	—	—	—	—	—	—	—	—	—	—	—	10	—

No Spotting vs Missile Fire when using SPIKE ATGM