Ratings

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

Royal Netherlands Infantry A

Infantry Platoon
Weapons:
FN Minimi; C7; Glock 17
NR20C1; PzF3; M72A2
Spike; HK UGL

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

Unit	Ammo	ROF	Range Effectiveness: Range in hexes 0	1	2	3	4	6	8	10	12	14	16	18	20	22	Ammo Supply	ERA Mod.
Inf A	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	—
	LMG	2	3	5	5	3	—	—	—	—	—	—	—	—	—	—	6	—
	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

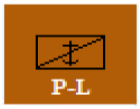
Ratings

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

Royal Netherlands Marine Recon

Infantry Platoon
Weapons:
FN Minimi; C7; Glock 17
NR20C1; PzF3; M72A2
HK UGL

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



Unit	Ammo	ROF	Range Effectiveness: Range in hexes 0	1	2	3	4	6	8	10	12	14	16	18	20	22	Ammo Supply	ERA Mod.
Marine Recon	PzF3	2	8:23	6:23	2:23	—	—	—	—	—	—	—	—	—	—	—	2	−1
	HEAT	2	6:9	5:9	2:9	—	—	—	—	—	—	—	—	—	—	—	2	—
	HE	2	8	6	5	4	—	—	—	—	—	—	—	—	—	—	2	—
	LMG	2	3	5	5	3	—	—	—	—	—	—	—	—	—	—	4	—
	SA	2	8	6	4	2	—	—	—	—	—	—	—	—	—	—	8	—