

# Swedish Army, Cold War/Modern (1/60-1/10)

<b>Troops</b>	<b>Arm</b>	<b>Move</b>	<b>Attacks</b>	<b>Assault</b>	<b>Hits</b>	<b>Save</b>	<b>Cost</b>	<b>Limit</b>	<b>Notes</b>
CO (CV9)	Command	60	3/30	-	6	6	90	1	
HQ (CV8)	Command	40	2/30	-	4	6	45	-/3	
FAO (CV8)	Command	30	-	-	4	6	45	-/1 [3]	
FAC (CV8)	Command	30	-	-	4	6	45	-/1 [3]	
Recce Unit (Scouts)	Recce	10	2/30*	-	6	-	35	-/1	
Recce Unit (4x4s)	Recce	20	2/50*	-	3	-	30	-/1	
Infantry Unit (Conscripts)	Infantry	10	2/30*	-	6	-	25	-/-	#1
Infantry Unit (Regulars)	Infantry	10	3/30*	-	6	-	30	3/-	
Infantry Unit (Elites)	Infantry	10	4/30*	-	6	-	40	-/-	#2
Infantry Upgrade (M20 Bazooka)	Upgrade	-	3/20H	-	-	-	15	-/-	[<70]
Infantry Upgrade (Carl Gustav)	Upgrade	-	5/40H	-	-	-	35	-/-	[65-90]
Infantry Upgrade (M136 AT4)	Upgrade	-	6/30H	-	-	-	35	-/-	[90+]
Support Unit (HMG)	Infantry	10	4/60*	-	5	-	50	-/3	
Support Unit (RR, 90mm)	Infantry	-	4/40H	-	4	-	45	-/3	[<90]
Support Unit (ATGW, Entac)	Infantry	10	4/100	-	5	-	110	-/3	[<75] IR
Support Unit (ATGW, BILL)	Infantry	10	8/100	-	5	-	190	-/3	[88+] IR
Support Unit (Mortar, 81mm)	Infantry	10	3/120*	-	5	-	40	-/3	
Support Unit (Mortar, 120mm)	Infantry	-	4/200*	-	4	-	70	-/1	
Engineer Unit (Combat Engineers)	Engineers	10	4/30*	-	6	-	60	-/3	
Engineer Unit (Bridging, Brobv 971)	Engineers	25	1/50*	-	4	4	90	-/[1]	[70+] R
IFV Unit (Pbv 302)	IFV	25	2/80	-	4	6	65	-/-	[66-95] IR/A
IFV Unit (Pbv 501, BMP-1)	IFV	30	3/50H	-	3	6	55	-/-	[95+] IR/A
IFV Unit (CV90)	IFV	30	4/80	-	4	5	105	-/-	[93+] S2/TI
Tank Unit (Strv 81, Centurion)	Armour	20	4/100	-	6	4	130	-/-	[<70] S2
Tank Unit (Strv 101-102, Centurion)	Armour	20	5/100	-	6	4	140	-/-	[66-89] S2
Tank Unit (Strv 104, Centurion)	Armour	20	5/120	-	6	4	180	-/-	#3 [90-02] S2/IR
Tank Unit (Strv 103, S-Tank)	Armour	30	5/120	-	4	5	115	-/-	#4 [65-05] R/IR
Tank Unit (Strv 103, S-Tank)	Armour	30	5/120	-	4	5	115	-/-	#5 [65-05] R/IR
Tank Unit (Strv 121, Leopard 2)	Armour	30	6/100	-	5	4	195	-/-	#6 [95+] S1/TI
Tank Unit (Strv 122, Leopard 2)	Armour	30	6/120	-	6	3	240	-/-	#7 [02+] S1/TI
SPAT Unit (IKV-91)	Anti-Tank	30	4/80	-	4	5	95	-/[3]	[75-00] IR
ATGW Unit (TOW 1, 4x4s)	Anti-Tank	20	6/150	-	3	-	205	-/[3]	[75-89] IR
ATGW Unit (TOW 2, 4x4s)	Anti-Tank	20	7/150	-	3	-	230	-/[3]	[85+] IR
Air Defence Unit (AA, 20mm)	Artillery	-	1/40	-	5	-	15	-/1	[<80]
Air Defence Unit (AA, 40mm)	Artillery	-	1/50	-	4	-	10	-/1	
Air Defence Unit (AA, Luftvärnskanonvagn 90)	Artillery	30	1/50	-	4	6	50	-/1	[90+] IR
Air Defence Unit (SAM, Redeye)	Artillery	10	4/100	-	5	-	70	-/1	[70-79] IR
Air Defence Unit (SAM, RBS-70 Mk1)	Artillery	10	4/100	-	5	-	70	-/1	[77-90] IR
Air Defence Unit (SAM, RBS-70 Mk2)	Artillery	10	5/100	-	5	-	80	-/1	[90+] IR
Artillery Unit (105mm)	Artillery	-	3	-	3	-	45	-/[6]	
Artillery Unit (155mm)	Artillery	-	4	-	2	-	60	-/[3]	
Artillery Unit (155mm, Bandkanon 1A)	Artillery	25	4	-	3	6	80	-/[3]	
Transport Unit (Truck)	Transport	20	-	-	3	-	10	-/-	
Transport Unit (BV. 206)	Transport	20	-	-	3	-	10	-/-	#8 [70+]
Transport Unit (Pbv 301)	Transport	30	2/60	-	3	6	45	-/-	[62-70] A
Transport Unit (Pbv 302)	Transport	30	2/60	-	3	6	45	-/9	[66+] A
Transport Unit (Pbv 401, MT-LB)	Transport	30	1/50*	-	3	6	30	-/9	[95+]

## Tactical Doctrine

- Normal tactical doctrine (20cm initiative distance)

## Battlegroup Selection Rules

- Max one recce unit per 1000 points
- Max three ATGW units per battlegroup
- Max one air defence unit per 1000 points

- Max three 155mm artillery units 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. Tank Unit (Strv 104, Centurion)**

- ERA: Roll armour saves of 4+ when hit by ATGW/IATW to the front

**Note 4. Tank Unit (Strv 103, S-Tank)**

- Cover category increased by one in all situations

**Note 5. Tank Unit (Strv 103, S-Tank)**

- Cover category increased by one in all situations

**Note 6. Tank Unit (Strv 121, Leopard 2)**

- Composite Armour: Roll armour saves as normal when hit by ATGW/IATW to the front

**Note 7. Tank Unit (Strv 122, Leopard 2)**

- Composite Armour: Roll armour saves as normal when hit by ATGW/IATW to the front

**Note 8. Transport Unit (BV. 206)**

- Carrying capacity of 1 space