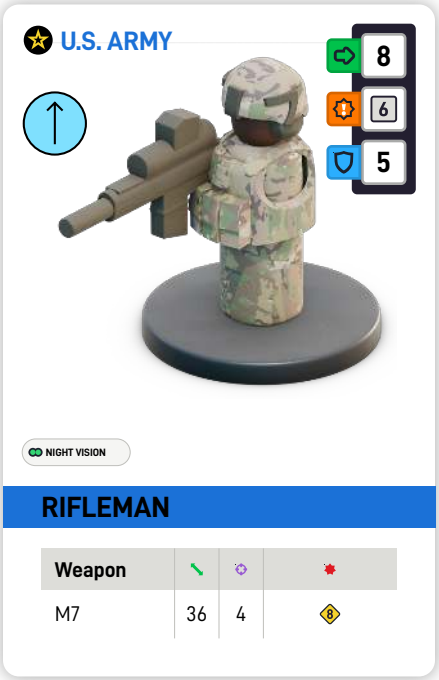

DOWN RANGE
EUROPE
UNIT GUIDE

Chapter 1

THE U.S. ARMY

When unpainted, U.S. Army miniatures are typically printed with tan plastic.

1.1. Personnel

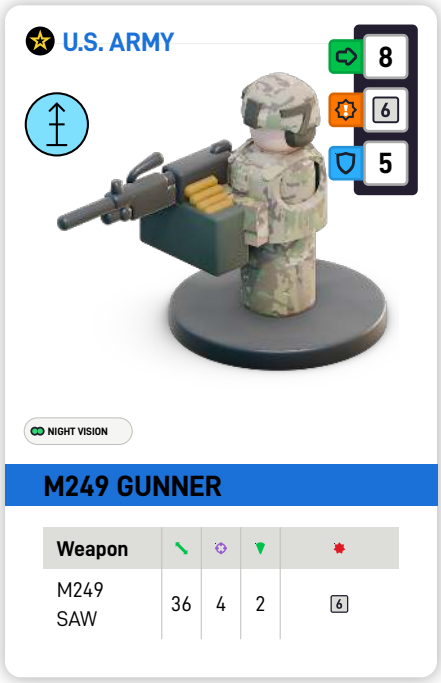


U.S. Army soldiers span a vast array of units across reserve, active duty, and National Guard formations, from airborne troops to mechanized infantry and a bewildering number of support roles. Despite this, most soldiers go through similar basic training, and get to grips with the fundamentals of combat regardless of their role.

Most soldiers in a frontline unit are equipped with night vision, and an increasing number are fielded communications gear down to the individual rifleman.

With specialties across the entire spectrum of occupations, Army officers can be found alongside their troops in virtually any role. When forward deployed, they are typically provided with the same gear as enlisted soldiers, alongside advanced communications equipment and portable command-and-control devices.

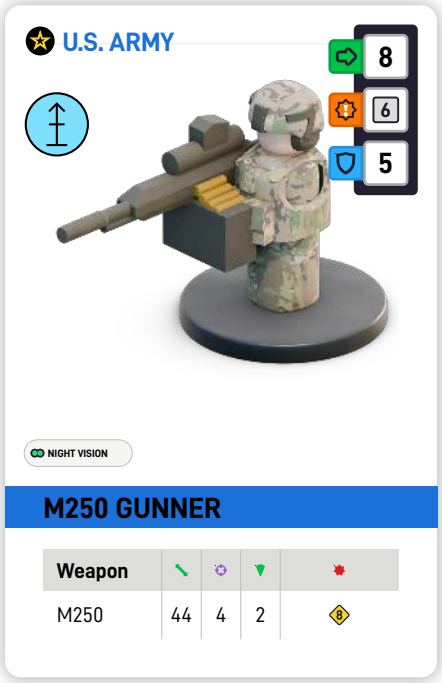
For specialists like doctors, use these statistics but with the appropriate other attributes.



Although the M249 Squad Automatic Weapon is superseded in front-line Army service by the newer M250, the SAW remains a mainstay of many units' firepower down to the team level.

The M249 is typically attended by an assistant gunner with a spare barrel and extra ammunition, although for the purposes of Down Range, the assistant gunner will usually serve as an additional rifleman.

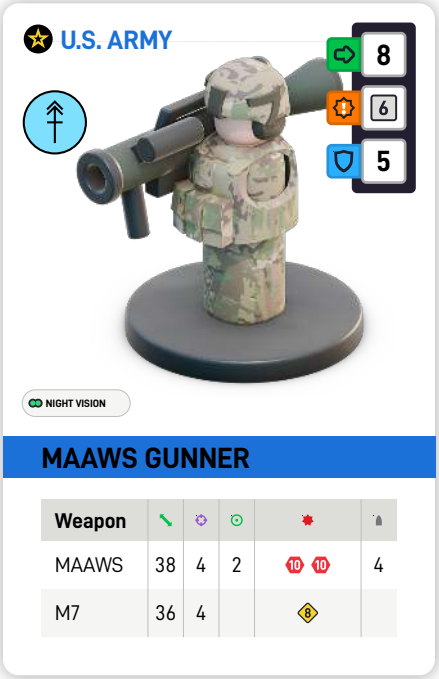
Players who wish to represent the joys and despairs of machine gunnery more accurately may house-rule that the M249 gunner, and his brethren with heavier automatic weapons, will require a barrel change/reload action from an adjacent assistant gunner with every critical failure of an attack.



The new M250 light machine gun is rapidly becoming a favorite of the U.S. Army's machine gunners, thanks to the lighter weight of the system compared to its predecessor and the fire control system that aids in increasing the lead volume in any given space.

Firing a 6.8 mm round, the M250 shares an advanced fire control system with the M7 rifle, although it's capable of being operated with iron sights like any other weapon system.

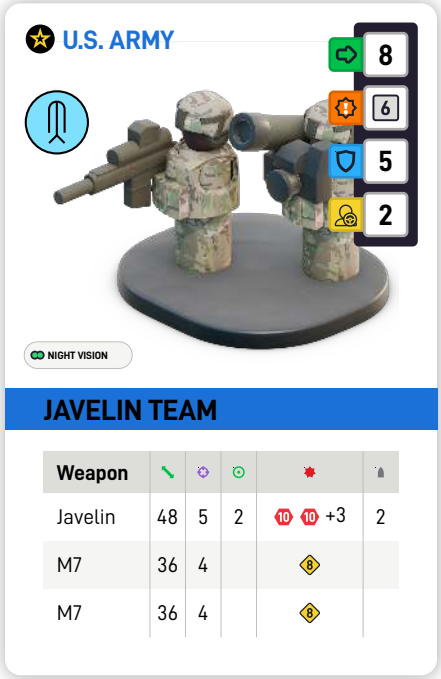
Despite the weight savings of the new weapon compared to the older M249, the M250's increased ammunition load and the inevitable tendency of sergeants everywhere to order a few more pounds of gear to be carried will likely make the M250 the new bane of both America's enemies and her soldiers' spines.



Equiped with the M3 "Carl Gustaf" Multi-role Anti-armor/Anti-personnel Weapon System (MAAWS), a handful of soldiers in each platoon are designated as the premier high-explosive delivery service for direct fire applications. An integrated rangefinder and ballistic computer allow the MAAWS to be operated with frightening precision despite its variety of payloads.

The MAAWS is capable of launching high explosive, thermobaric, illumination, and smoke rounds, as well as a cluster munition that brings grapeshot back to the modern battlefield.

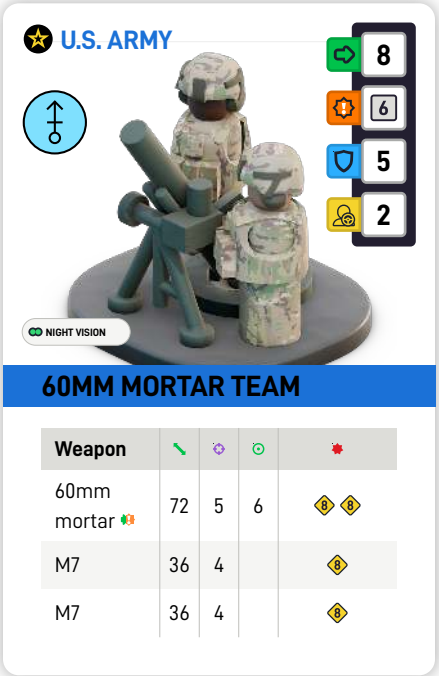
The provided statistics are for the high explosive variant, although players may elect to represent smoke and illumination using the weapon's radius without damage. The thermobaric variant is left as an exercise for the reader, although Army readership may perhaps be overly gratified by imagining the use of such a weapon on their enemies.

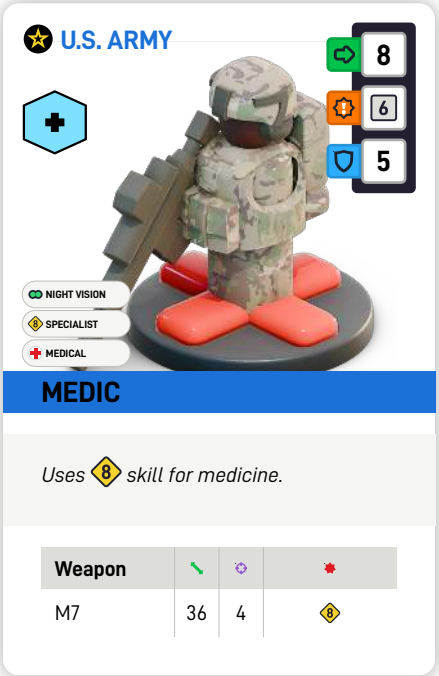


With a sterling pedigree of introducing Russian tank turrets to high altitudes, the Javelin is a storied anti-tank weapon that dives onto its target with a top-down profile, puncturing enemy armor where it's thinnest.

While the Javelin is typically operated by a team of two for more effective observation, this is by no means mandatory.

The U.S. Army typically employs the Javelin as part of mounted anti-armor teams, although it's well within the realm of possibility for "Saint Javelin" to bless the platoon level with additional anti-tank firepower. The Javelin is particularly well-suited to ambush tactics due to its fire-and-forget nature, and players would not be exceeding the realm of the real to launch the Javelin from all-terrain vehicles, small boats, and other unconventional platforms in their scenarios.





The 60 mm mortar, scarcely changed for decades beyond the introduction of ever-more-sophisticated sighting and fire direction mechanisms, remains the U.S. Army's preferred man-portable means of transforming distant enemies into dead ones.

Each mortar is usually attended by a team of three. In-game, this is usually represented by using a rifleman token for the team leader, often located slightly further back to supervise and ensure communication between small-unit fire direction and the soldiers manning the guns is effective.

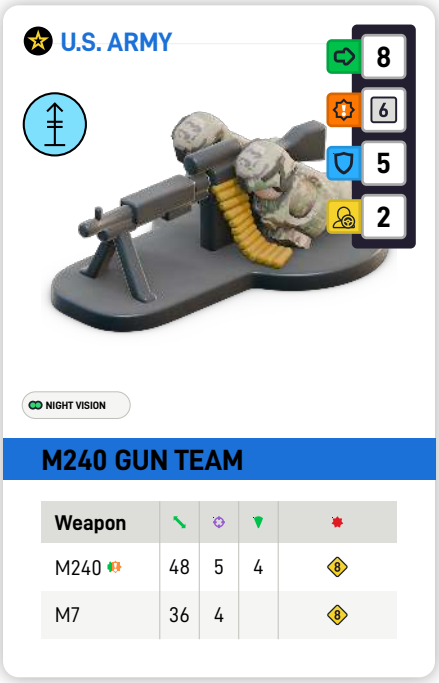
The statistics provided are for the standard high-explosive mortal shell with a "quick" fuse, although the "60s" are capable of launching a variety of incendiary, smoke, and illumination payloads. This is easily represented by players using the same radius and the desired effect.

Thanks to the magic of being willing to saddle troops with crippling lower-body injuries later in life, ammunition limitations for the 60 mm mortars are unlikely to play a signfiicant role in most Down Range scenarios.

Typically found at the platoon level and at battalion aid stations (the latter a common occurrence in garrison even for line medics), Army medics are well-trained in combat medicine, and are increasingly capable in providing prolonged care in far-flung expeditionary settings.

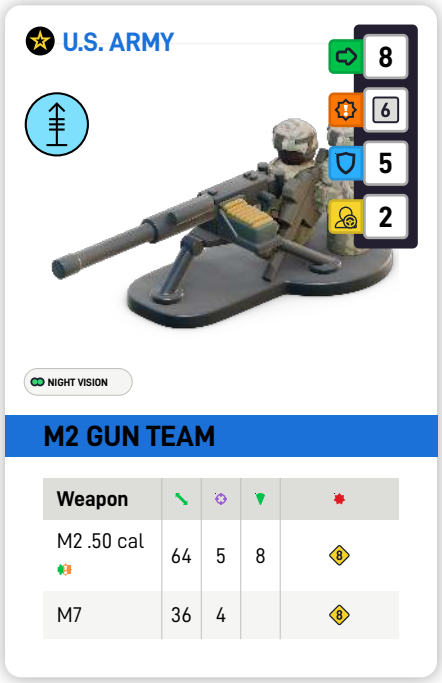
While handling surgeries and chronic conditions are best handled further behind the lines, medics are capable of getting injured troops back in the fight with a combination of medical training, a pack laden with interventions, and an invocation of the storied Saints Motrin and Hydration.

Thanks to decades of fighting enemies for whom the Geneva Conventions are taken as a vague suggestion, if at all, medics are usually found with the same combat load as their fellow soldiers and are trained in basic infantry skills as well.



The venerable M240 remains the mainstay of the Army's machine gunnery, crewed by a gunner and assistant gunner. Now improved with optics on every gun and often enhanced by thermal weapons sights, the M240 is a fearsome weapon despite its age.

Players may wish to split the M240 team for ease of maneuver. In this case, use the M240 token for the gunner and add an additional rifleman for the assistant gunner, typically armed with an M4 carbine.



In continuous service since before the First World War, the venerable M2 .50-caliber machine gun has remained virtually unchanged thanks to a design that American and allied forces have found perfectly fit for purpose in every clime and place. Typically operated by a gunner and assistant gunner, the M2 is (optimistically considered) man-portable, although is more typically found set in defensive positions or mounted in or on vehicles.

While many have found to their brief displeasure that the notion of the M2 being too powerful to use on human targets is a myth, rumors that autonomous platforms may exist that mount the generations-old weapon system are perhaps less likely to be unfounded.

1.2. Vehicles

With a variety of manufacturers, the Utility Terrain Vehicle (UTV) is an increasingly favored part of the Army's mobility, allowing for high speed, lightweight transport of troops, cargo, and casualties to where they need to go.

While UTVs are typically ruggedized versions of civilian all-terrain vehicles, Army variants are usually equipped with radios and command-and-control systems.

Although not officially intended as a combat platform, soldiers can and will mount weapons on UTVs. Players may wish to allow firing from a moving UTV at a **Disadvantage**, or even with no additional challenges provided it's moving slowly enough and the weapon-to-target match is one not requiring excessive precision. Hit-and-run tactics on enemy armored vehicles may be particularly appealing.

Initially conceived as a replacement to various light utility vehicles used by the U.S. armed forces until its debut in 1985, the High Mobility Multipurpose Wheeled Vehicle, more popularly known as the Humvee, has taken on the role and more since its inception.

Thanks to decades of counter-insurgency warfare, the initial light frame and canvas doors of the Humvee are now often replaced by heavy additional armor, blast-resistant hulls, and thick bullet-resistant windows. (The statistics provided are for a lightly-armored version - for a heavier variant, use armor statistics equivalent to the subsequent JLTV.)

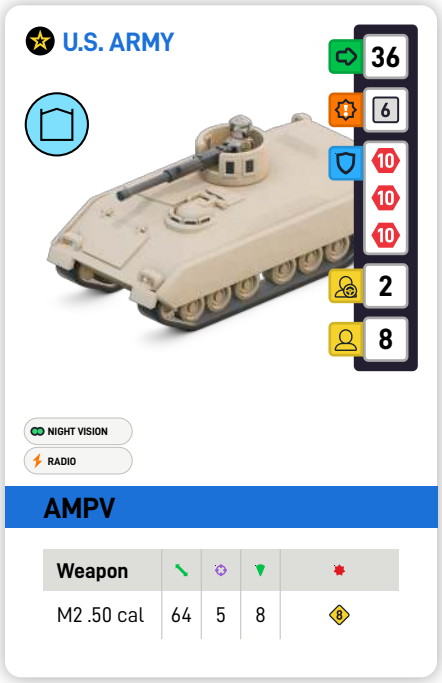
The Humvee can mount a wide variety of weapons in a turret mount above the cabin; the statistics provided are for an M2 heavy machine gun, but Mk19 automatic grenade launchers and M240 medium machine guns are also common.

Replacing the aged fleet of HMMWVs, the Joint Light Tactical Vehicle is the Army's primary light tactical vehicle, serving in a variety of roles from casualty evactuation to logistics.

The JLTV can mount a variety of weapons, from the M2 .50 caliber machine gun and lighter machine gun variants to the Mk19 grenade launcher, the Javelin anti-tank missile, and various experimental platforms. The JLTV can also be fitted with a remotely-operated weapons station in place of a manned, open-topped turret, or forego the turret entirely.

The vehicle itself comes in several flavors as well, from a two-door cargo variant to the more common four-door utility version with both long and short cargo area. The statistics provided are for the four-door variant with a mounted .50-cal.

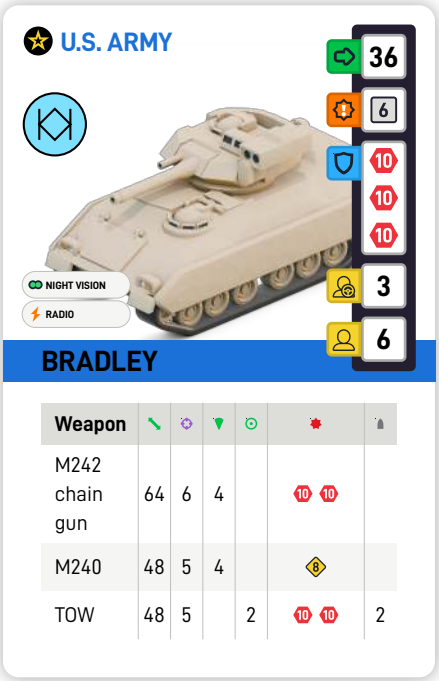
Note that the movement, **Defense**, and crew requirement does not change between variants - the primary differences between JLTV variants, for the purposes of Down Range, are the passenger capacity and armament.



Replacing the aging M113 Armored Personnel Carrier, the Armored Multi-Purpose Vehicle is the U.S. Army's new mainstay for rear-area duties that require all-terrain mobility and a robust level of protection, without the cost and complexity of heavier infantry fighting vehicle systems.

The AMPV is based on the tried and tested Bradley fighting vehicle, with a modular design that allows for improvement over time and commonality to ease maintenance in far-flung locations. Like its predecessor, the AMPV can mount a manned turret capable of sporting a variety of weapons, most notably the M2 .50 caliber machine gun and the Mk19 automatic grenade launcher.

The statistics above are for the .50 caliber variant of the M1283 general purpose model, though aside from crew capacity, all but the armament remains the same for other variants.

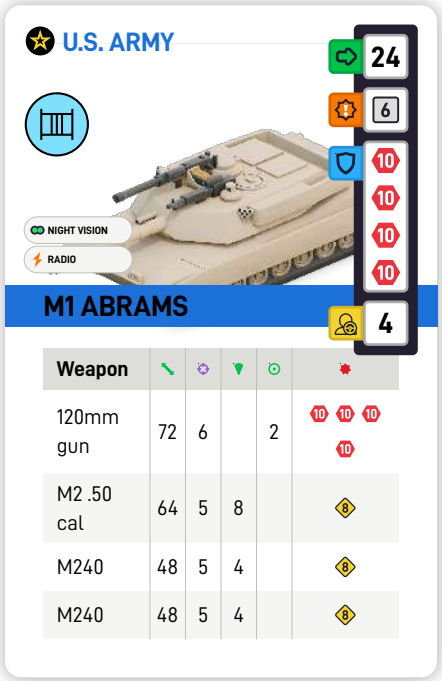


Weapon						
M242 chain gun	64	6	4		10 10	
M240	48	5	4		8	
TOW	48	5		2	10 10	2

The Bradley is an all-purpose vehicle of sorts, intended to replace the aging M113 armored personnel carrier with a full-blown infantry fighting vehicle. With a smaller passenger complement than some of its contemporaries, the "Brad" often forms part of a mixed combined-arms team with M1 Abrams tanks.

The vehicle's M242 chain gun has seen recent service and has been demonstrated to be surprisingly effective against enemy armor, even tanks, and the platform's mobility has also been validated in its performance against Soviet-era armor and its descendants.

The Bradley serves as the base for the turretless AMPV armored personnel carrier and variants.



Weapon					
120mm gun	72	6		2	10 10 10 10
M2 .50 cal	64	5	8		8
M240	48	5	4		8
M240	48	5	4		8

One of the most successful main battle tanks of all time, the M1 Abrams in all its variants remains a dominant presence on the battlefield when part of a team. In American service, the tank boasts depleted-uranium armor, an engine more powerful than those in some aircraft, and a suite of sensor systems that allow it to fire on the move.

While the Abrams' primary armament is a 120 mm main gun, the tank also mounts a coaxial M240 medium machine gun. In many variants, the turret also offers a pintle-mounted M2 .50-caliber machine gun and another M240, although the commander and loader must expose themselves to operate these. However, more recent variants may mount a remotely-operated M2 for the commander to avoid this risk.

Often deployed in tandem with the infantry-carrying Bradley fighting vehicle, the Abrams has also seen service with Poland, Ukraine, Taiwan, and other nations with modifications specific to each country.

Initially intended as a transitional vehicle between Cold War-era armored vehicles and a newer generation, the Stryker has lingered around and proliferated throughout the Army as a cost-effective backbone for brigade combat teams that bridge the gap between heavy armor and infantry BCTs.

The base model of Stryker fits up to nine soldiers and mounts either an M2 machine gun or Mk19 automatic grenade launcher in a manned or remotely-operated turret.

A host of variants exist due to the platform's unexpected longevity, including reconnaissance and command variants, a mortar carrier, MEDEVAC, and engineer vehicles. For the purposes of Down Range, most variants should share the same statistics as the base model unless a variant is provided below.

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With a recent history of turning enemy logistics nodes, command facilities, and armored formations into a fascinating array of particulates, the High Mobility Artillery Rocket System is a favorite of U.S. and allied forces.

The HIMARS platform is capable of launching a variety of munitions in a "shoot-and-scoot" fashion, including:

- The 227 mm MLRS rocket system that disperses hundreds of submunitions over a wide target area, and their guided GMLRS variants
- The GLSB guided high explosive bomb
- The ATACMS surface-to-surface missile
- The PrSM smart missile system

Thanks to its lightweight titanium frame and wide variety of supported projectiles, the high-mobility M777 is the workhorse of U.S. and many allied tube artillery units.

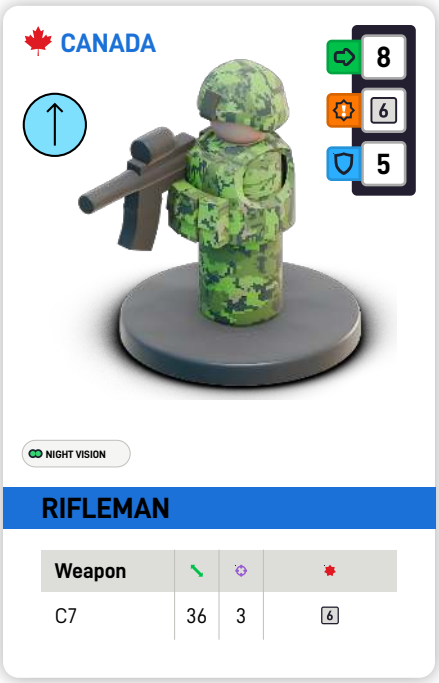
The M777 can be airlifed by heavy helicopters and towed by a wide variety of ground vehicles, and its robust construction has lent itself well to "shoot and scoot" fire missions in recent conflicts.

The M777 can fire a variety of munitions, including high explosive shells, smoke and illumination rounds, and high-precision GPS-guided, rocket-assisted projectiles.

Chapter 2

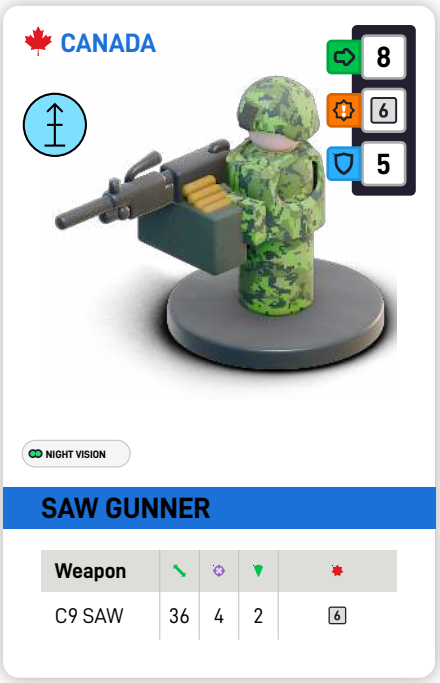
THE CANADIAN ARMED FORCES

When unpainted, Canadian miniatures are typically printed with lime plastic.



Canadian soldiers have fought in wars since their nation's inception, and maintain a tradition of extreme aggression and cheerful politeness that even their allies find slightly unsettling. Most soldiers go through similar basic training, and get to grips with the fundamentals of combat regardless of their role.

Most soldiers in a frontline unit are equipped with night vision, and an increasing number are fielded communications gear down to the individual rifleman.



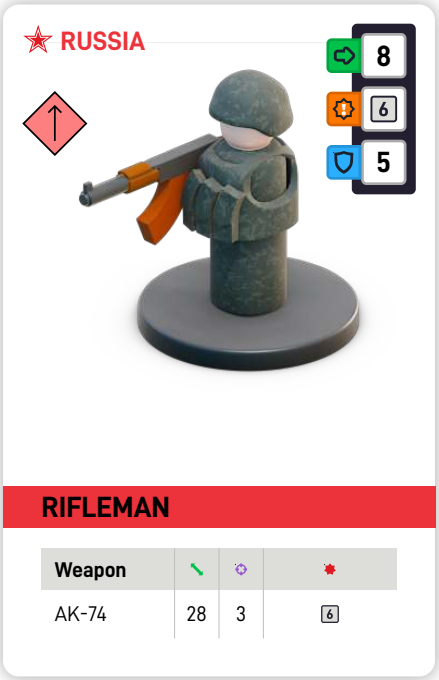
Wielding the C9, based on the same Belgian light machine gun as the U.S. M249, Canadian SAW gunners provide an effective delivery of automatic fire at the small-unit level.

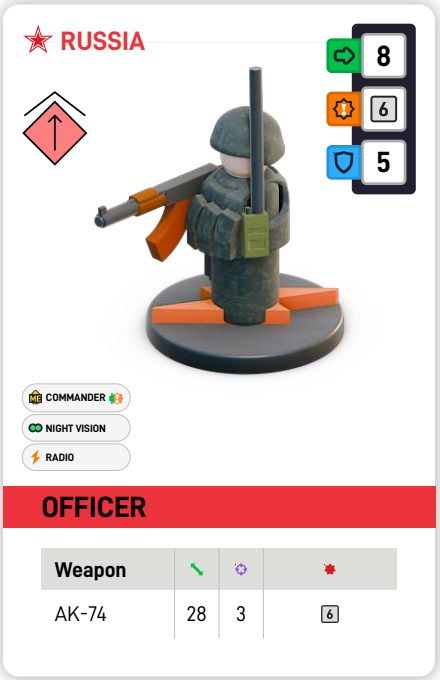
Chapter 3

RUSSIA

When unpainted, Russian miniatures are typically printed with dark green plastic.

3.1. Personnel





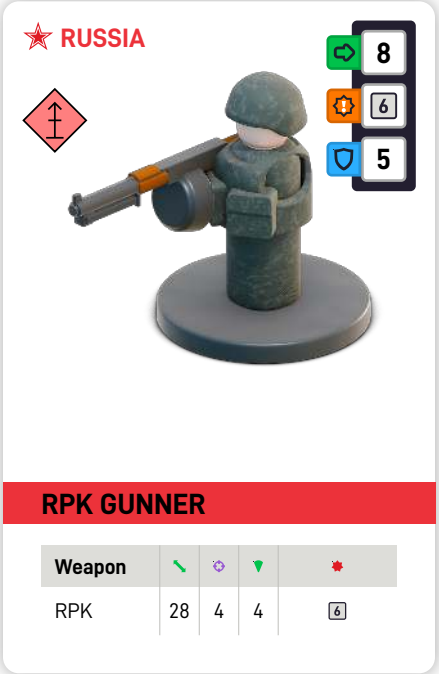
With a level of training that could generously be described as variable, the ground forces of the Russian Federation range from reasonably well-trained professionals to conscripts plucked from prisons, poorhouses, or the sides of the road. With similarly variable level of equipment, providing a "standard" Russian infantryman is difficult, but most are equipped with some form of AK-pattern rifle, basic sustainment gear, and body armor that may or may not be from a Chinese manufacturer of airsoft supplies.

With little to no tradition of competent NCO leadership, Russian officers take on a tactical role more similar to the middle enlisted ranks in Western militaries. Often placing themselves at the center of the action to better control their forces, they are often the only men in their formations with night vision and communications equipment.

Despite a tradition of rape-based discipline that Western observers might characterize as counterproductive, the Russian officer corps has managed to adapt to changing circumstances over

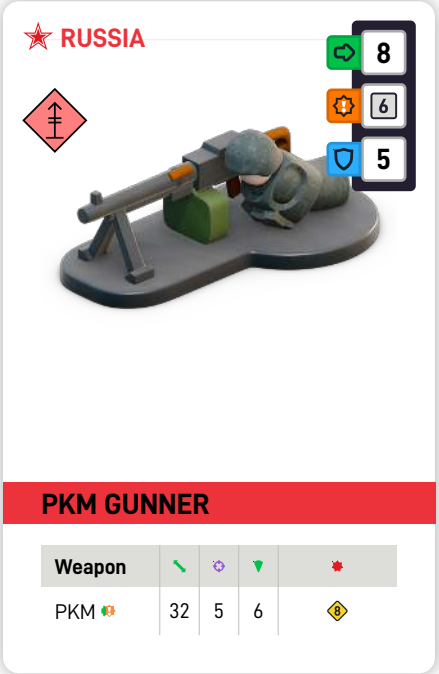
Despite this, Russian rifleman are about as dangerous as any other combatant, and should not be underestimated.

recent conflicts, decentralizing their leadership somewhat and making use of emerging technology where resources and higher leadership permit.



The venerable RPK light machine gun is a mainstay of post-Soviet armories worldwide, none more so than that of Russia. A lightweight and durable machine gun, the RPK's ease of maintenance and impresssive rate of fire have made it a formidable complement to the masses of AK-armed soldiers that typically accompany the average RPK user. With both AK-style magazines and the more distinctive drum magazine characteristic of the weapon, the RPK can be maneuvered into position easily and used with frightening results by a well-trained gunner.

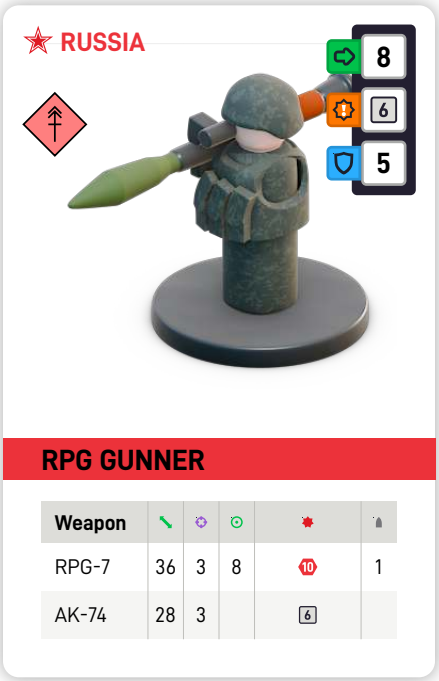
Whether the Russian armed forces' RPK gunners are all well-trained is debatable, but the volume of RPKs fielded is not.



With a lineage dating back to the early 1960s, the venerable PK-series general purpose machine gun has seen service in conflict zones worldwide from its debut.

PKM gunners are found at the squad level throughout the Russian armed forces, using either 100-round or 250-round boxes as their primary ammunition source. Extra ammunition is often spread-loaded throughout the squad so as to provide a constant base of fire for the unit.

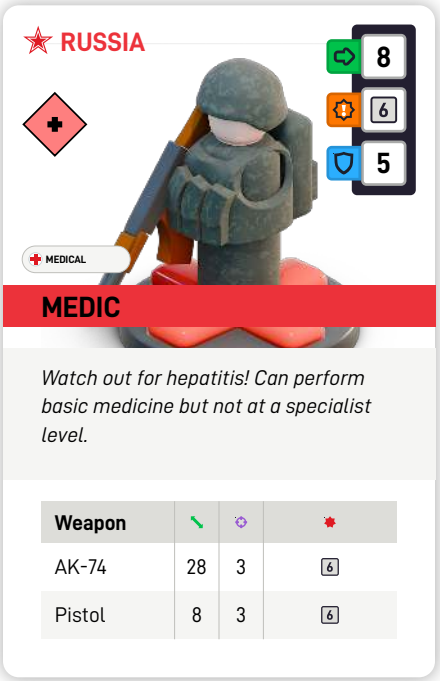
Unlike their Western counterparts, Russian machine gunners typically do not use optics on their weapons. While this is due to a lack of high-end equipment, the resulting lack of accuracy is often more than made up for by the PKM's impressive rate of fire.



The RPG-7 and its variants are synonymous with chaos thanks to their constant presence in conflicts around the world. Cheap, semi-disposable, and requiring little training to use, the RPG is as deadly as it is ubiquitous in the Russian armed forces that originated its modern incarnation.

Russian RPG gunners are not necessarily specialized in the use of the weapon, with the rocket-propelled explosives being liberally equipped by infantry entering a combat area.

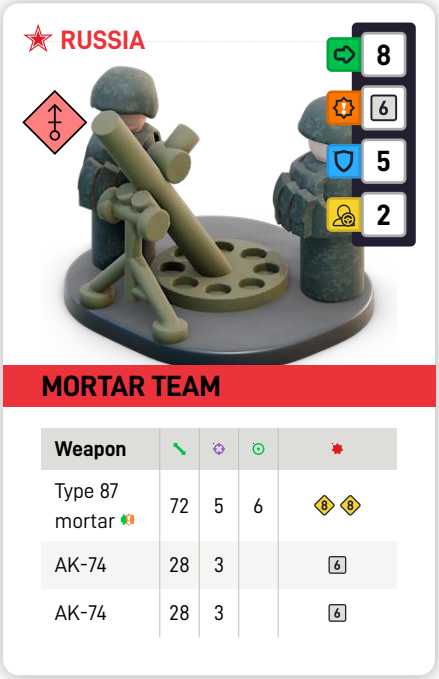
Although the RPG-7 is not a new design, its age is a direct result of its utility in both an anti-personnel and anti-armor role, with the predominance of its use adding to its overall lethality.

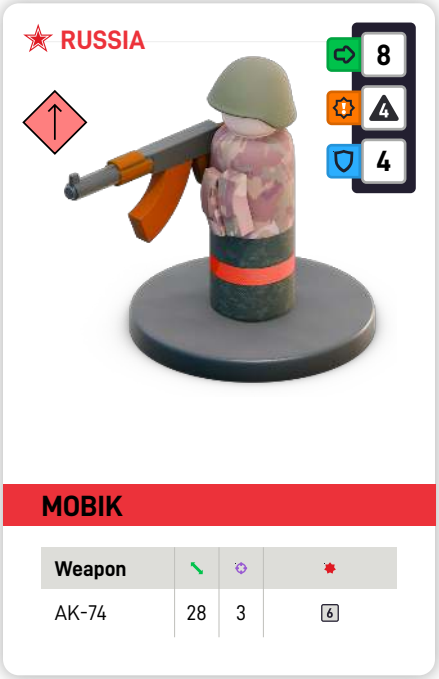


Especially in conscript units, the medical training of Russian personnel is often lacking, and the dearth of proper individual first aid equipment can stretch the available medics further than their counterparts in other militaries. Combine this with a pervasive problem with blood-borne disease, and you get the Russian medic: overworked, underpaid, and perhaps just the only soldier around who has a modicum of ability in keeping the injured alive.

More competent medical personnel exist in the Russian forces, but their presence at higher echelons often keeps them away from the front lines compared to their counterparts in other militaries.

Players may wish to give a more generous medical specialist status to Russian medics based on their goals in playing Down Range. Those interested in sobering realism may wish note the equipment provided the medic by default.





The Russian enthusiasm for indirect fire hasn't quite penetrated down to the company level with the same pervasiveness as it has its operational echelons, but that doesn't stop mortarmen from trying.

With an increasing reliance on Chinese imports and little-improved Soviet ordnance, Russian mortar teams are nevertheless deadly, and have taken to the use of unmanned aerial systems with gusto, using the widely-available drones to great effect to adjust fires.

Although typically used for the delivery of high explosives, Russian mortars are just as capable of delivering smoke and illumination rounds. Rumors abound that chemical weapons capability remains a feature of the Russian tactical-level arsenal, and the whistle of incoming mortars

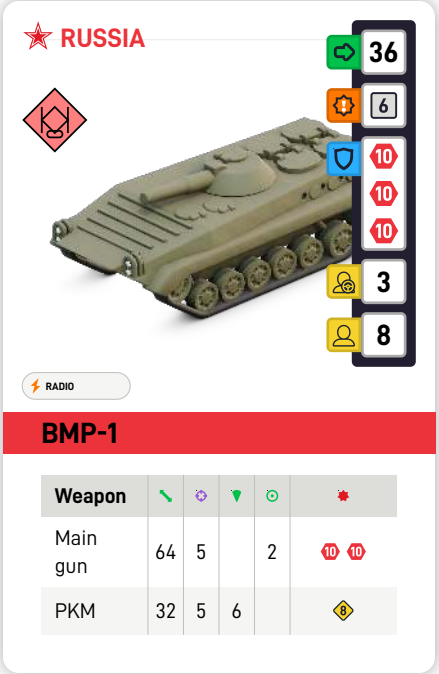
No stranger to throwing more human life at a problem, the Russian Armed Forces have been known to open the prisons and flood the battlefield with barely-trained troops as a means of reconnaissance by fire.

Often with questionable loyalty but the finest blend of 1960s equipment and Chinesium, these "mobiks" and other low-grade forces should not be underestimated for their danger in numbers and the fact that waves of them will often portend a fearsome storm of indirect fire and UAS attacks once they can fix their enemies in place.

These statistics may also be useful for depicting a range of poorly-trained puppet and proxy forces used by Russia.

Players may wish to use the standard rifleman statistics for those mobiks who survive long enough to overcome an initial deficiency in training.

3.2. Vehicles



A frequent sight on battlefields since the 1960s, the BMP series of armored vehicle can be found in virtually any configuration and with a dizzying array of aftermarket weapons, sensors, and even structural components. Variants have even been sighted with surplus naval surface guns, pressed into service as direct fire support platforms by creative but desperate soldiers.

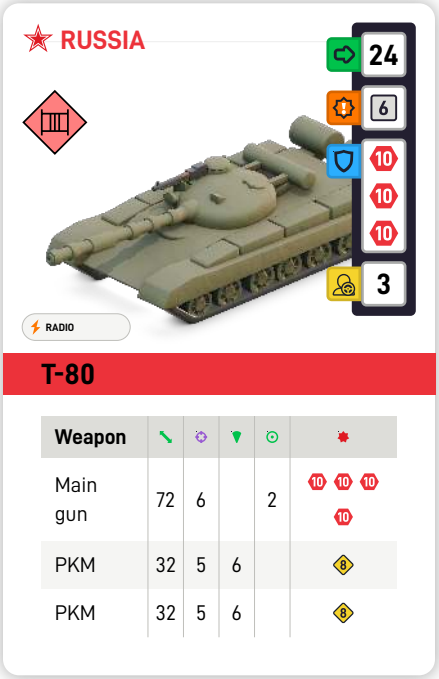
The statistics provided are for a base model armed with a smoothbore main gun. Players are highly encouraged to experiment with a variety of BMP models based on real-world examples, modifying the statistics as appropriate.

The newer BMP-2, while visually similar, boasts a variety of upgrades, although for game mechanical purposes should be considered similar enough to be represented by the same models and statistics.

The BTR-80 and its constellation of variants is an amphibious armored personnel carrier characterized by its unusual side hatches, in lieu of the rear hatch more common to many other APCs of its generation. With a similar turret to its tracked cousins in the BMP series, the BTR can be found throughout the Russian Armed Forces and assorted other post-Soviet states, with a thriving aftermarket and bevy of national iterations on the design.

Players are encouraged to alter these statistics to account for their particular needs or to reflect variants of the BTR series, including command variants with improved sensors, variants armed with only machine guns, and the

For the purposes of Down Range, other iterations of the BTR-80 series, including the latest BTR-82, should be considered to be identical in terms of protection and mobility.



The 1960s-vintage T-80 is a staple of post-Soviet armies, with an array of national and functional variants typical of Russian-lineage military hardware.

T-80s in the European theater can often be found with roof-mounted cages to prevent suicide drone attacks, jovially referred to by outside observers as "cope cages" due to the aging tanks' poor track record against emerging technology. Nevertheless, the T-80 and its descendants will likely remain a staple of the modern battlefield for decades to come.

Alongside its main gun, the T-80 sports a PKM-derivative machine gun in its coaxial mount and a pintle-mounted PKM for use as an anti-aircraft weapon.

The T-80 also forms the basis of the 2S19 self-propelled howitzer, recovery vehicles, and a host of more experimental armored vehicles.

An upgrade on the classic T-80, the T-80B and U variants are distinguished by a new turret, enhanced sensors and communication equipment, and a slathering of explosive reactive armor.

For the purposes of Down Range, this unit should be used to represent all such upgraded variants based on the T-80 design, including the latest T-80BVM.

Players may also want to consider the effects of particular modifications in adapting the statistics of T-80 variants, such as granting drone-based attacks a **Disadvantage** to cope cage-enabled tanks.

Chapter 4

LEGAL AND CONTACT INFO

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