

# **MODERN CROSSFIRE**

## **Organisations**

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# Modern US

This list is for the US 3rd ACR operating in Europe.

I will be using the "Company" (also know as a "Squadrons" with platoons called "Troops" ), as the largest formation.

Squadron HQ	1 M1A2 Abrams MBT (105mm main gun) 1 M3A2 Bradley IFV (25mm main gun, TOW launcher)
"A" Troop	6 M3A2 Bradley IFV (25mm main gun, TOW launcher) 8 M1A2 Abrams MBT (105mm main gun) 2 M113 A2 Mortar carriers (120mm mortar)

Organised as follows:

1st Troop	3 M3A2 Bradley IFV's. Includes TC
2nd Troop	3 M3A2 Bradley IFV's
3rd Troop	4 M1A2 Abrams MBT's. Includes TC
4th Troop	4 M1A2 Abrams MBT's
Support	2 M113A2 Mortar carriers. Includes FO in HMMV

In Crossfire this would be:

Squadron HQ	1 inf base (SC), 1 M3A2, 1M1A2
1st Troop	3 inf bases + TC, 1 M3A2
2nd Troop	As above
3rd Troop	As above
4th troop	4 M1A2 + TC
Support	1 M113A2 + FO, 1 HMMV

To make a Battalion just add a second and third Squadron. All are armed exactly and organised the same.

## ADDON's:

"D" Tank Squadron	M1A2 Abrams MBT's (120mm main gun)
"D" Artillery Battery	M109 A6 (155mm main gun)
Helicopter Squadron	AH-1 Cobra's, AH64 Apache's, OH-58D Transports

In Crossfire this would be as follows:

"D" Tank Troop	4 M1A2 Abrams MBT's (120mm main gun), Includes TC
"D" Arty Battery	2 M109 A6 (155mm main gun), Includes FO, 1 HMMV
Helo Squadron	3 AH-1 Cobra's 3 AH64 Apaches 2 OH-58D or 2 UH60 "Blackhawk" Transports

## Notes:

All infantry are armed with M-16 Assault Rifles, SAW are included in the infantry bases but get no "pluses" as they are just eye candy.

Infantry vehicles armed with TOW have 4 reloads. The M3A3 was a dedicated TOW vehicle.

Abbreviations:	SC	Squadron Commander
	TC	Troop Commander
	FO	Forward Observer
	SAW	Section Automatic Weapon (M243 etc...)

# Modern Russian

This list is for a Russian Motor Rifle Company, part of a Motor Rifle Regiment.

Company HQ	1 BMP 1/2 (76mm/30mm main gun, 1 missile launcher)
“A” Platoon	10 BMP 1/2 (76mm/30mm main gun, 1 missile launcher)
“B” Platoon	As above
“C” Platoon	As above

Organised as follows:

1st Platoon	3 BMP 1/2 IFV's (76mm/30mm main gun, 1 missile launcher)
2nd Platoon	As above
3rd Platoon	As above

In Crossfire this would be:

CHQ	1 Inf base (CHQ), 1 BMP 1/2
1st Platoon	3 inf bases + PC, 1 BMP 1/2
2nd Platoon	As above
3rd Platoon	As above

To make a Battalion just add a second and third Company. All are organised as above.

## ADDON's:

At this level all tanks and artillery are only available at Battalion + scales. However, should you want to add more to your army then the following can be added:

Tank Regiment	T722 or T-80 BV (125 mm main gun, 1 missile launcher)
Independent Tank Regiment	As above
Assault Helicopter Regiment	Mil Mi 24 E/G/V variants (can carry troops)
Artillery Regiment	2S1, 2S3 (122 and 155mm main guns)
Anti Aircraft Regiment	ZSU 57/2, ZSU 23/4, SA 9/14, SA 8, SA 7 (shoulder launched)

In Crossfire they would appear as follows:

Tank Company	5 T-72M2 or T-80 BV (125mm main gun, 1 missile launcher), includes CHQ
Ind. Tank Company	3 T-72M2 or T-80 BV (125mm main gun, 1 missile launcher), includes CHQ
Artillery Battery	2 2S1 or 2S3 (122mm or 155mm main gun), includes FO, 1 BMP 1
Anti Aircraft Company	1 ZSU 23/4 or 57/2 9ZSU 23/4 has 4 14.7 HMG's, have radar abilities
Assault Helo Squadron	3 Mil Mi 24 E?G?V variants. can carry inf.

## Notes:

All infantry are either armed with the Ak-47 or Ak 74 (5.56).

A typical squad contains 10 men organised as follows:

Sergeant	AK 47
Sniper	AK 47 variant with longer barrel
RPG 7 man	launched AT weapon
LSW	RPD or RPK
6 men	armed with AK 47's
1 BMP 1/2	transport

All AFV's have the ability to fire missiles, even the tanks! All main guns on the MBT's are smooth bore and fire missiles down the barrel. The BMP 1 has a missile that has to be loaded from the loading hatch just behind the main gun and has 4 missiles, the BMP 2 and can be loaded from the either side of the turret. Both are very slow to load.