



United States 3rd Infantry Division Modern Spearhead list 1972-1982

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General notes:

This list covers the 3rd Infantry Division (Mechanized) of the US VII Corps, stationed in southern West Germany, from 1972 to 1982, and thus covers the period from when M114s and M551s had been introduced until just before the first M2 IFVs were introduced (in 1983). A supplemental list for the VII Corps' 2nd Armored Cavalry Regiment is also included, as squadrons from this unit frequently operated with the Division.

List notes:

Items entirely in *italics* (typically FAO or engineering assets) do not add to or deduct from a battalion's morale.

Items in **grey** are not available when using Keith McNelly's Spearhead/Modern Spearhead scenario-generation system (available from <http://ww2spearhead.wordpress.com/scenario-generation-system/>).

Electronic warfare and similar assets (e.g. Ground Radar vehicles) have been omitted, since these are not separately modeled in MSH, but are subsumed into HQ stands. Likewise, MSH-irrelevant details such as radio-communication and medical companies are omitted.

Unless otherwise stated, items in the form of, e.g., "to year X" and "from year X", cannot be both used: a table-top force from 1974 can use *either* items listed as "to 1974" or "from 1974", *but not both*.

Where entries refer to, e.g., "2-M150 or (from 1981) M-901", this means replacement of M150 is optional from 1981; if the entry however reads "2-M150 (to 1981) or (from 1981) M901", then replacement is mandatory from 1981. Where entries refer to, e.g., "2-M151 or M151-HMG", any combination of plain M151 and/or M151-HMG may be fielded.

Items marked 2* represent 6 real-life vehicles/systems, and thus may be taken as a single stand if desired.

Listed AVLB stands represent neither single vehicles nor entire platoons, but sections of 2 vehicles. Listed ARV stands do represent an entire platoon's worth of vehicles; all infantry and tank battalions and armored cavalry troops not listed with ARVs can be assumed to include a single real-life ARV that may be modeled on table-top if desired (M88 if the unit is M60-equipped; M578 otherwise).

M113 refers to M113A1 and/or M113A2; if specified as being "HQ Stand in M113", these count as (non-shooting HQ) infantry combat teams and can thus dismount, whereas those listed as plain "M113" cannot (e.g. recon vehicles). M150 refers to M113 with TOW. M901 anachronistically refers to ITV (i.e. Improved TOW Vehicle). Note that the so-called M113ACAV variants with shielded HMGs were not used in Germany.

See the separate 3ID (1972-1982) data card for in-game statistics for vehicles and other stands.

Where I have been unable to find sufficient data to describe a formation, this is noted as "*(data deficient)*" under the formation's title.

Note that Corps (and higher)-level assets are restricted to what might most realistically be deployed in the area the 3rd Division was assigned to, rather than covering everything stationed in southern Germany that could theoretically have operated with the 3rd Division.

United States 3rd Infantry Division 1972-82 *Morale: Regular*

Division Headquarters:

Headquarters Company:

HQ: 1-HQ Stand in M113 or
1-M577 (HQ) plus 1-M113 Infantry Combat Team
Recon: 2-M151 or M151-HMG
NBC Recon: 1-Truck (from 1979)
1-AGC (*in M577*)

1-Brigade (1st), with:

Headquarters Company:

HQ: 1-HQ Stand in M113 or
1-M60A1 or
1-M577 (HQ) plus 1-M113 Infantry Combat Team or
1-M577 (HQ) plus 1-M60A1
Recon: 2-M151 or M151-HMG
1-AGC (*in M577*)

2-Armor Battalions (2/64, 3/64), each with:

Battalion Headquarters:

HQ: 1-M60A1 or 1-M577 (HQ) plus 1-M60A1
Recon: 2-M114A1 or M114A2 (to 1978), or
1-M113 plus (from 1977 to 1981) 1-M150 or 1-M901 (from 1981)
AA: 1-M151-Redeye or (from 1981) M151-Stinger
Mortars: 1-M106
1-M48AVLB (*to 1979*) or M60AVLB

1-M88

3-Armor Companies, each with: (see notes)

4-M601A1

2-Mechanized Infantry Battalions (1/30, 2/30), each with:

Battalion Headquarters:

HQ: 1-HQ Stand in M113 or
1-M577 (HQ) plus 1-M113 Infantry Combat Team
Recon: 2-M114A1 or M114A2 (to 1978), or
1-M113 plus (from 1977 to 1981) 1-M150 or 1-M901 (from 1981)
AA: 1-M151-Redeye or (from 1981) M151-Stinger
AT: 4-M150 (see notes)
Mortars: 1-M106

1-M578

3-Mechanized Infantry Companies, each with:

3-Infantry Combat Team in M113

1-M125

1-Artillery Battalion (1/10), with:

1-FAO (*in M577*)

4-M109 (see notes)

1-Brigade (2nd), with:

Headquarters Company:

HQ: 1-HQ Stand in M113 or
1-M60A1 or
1-M577 (HQ) plus 1-M113 Infantry Combat Team or
1-M577 (HQ) plus 1-M60A1
Recon: 2-M151 or M151-HMG
1-AGC (*in M577*)

2-Armor Battalions (1/64, 3/64), each with:

Battalion Headquarters:

HQ: 1-M60A1 or 1-M577 (HQ) plus 1-M60A1
Recon: 2-M114A1 or M114A2 (to 1977), or
1-M113 plus (from 1977 to 1981) 1-M150 or 1-M901 (from 1981)
AA: 1-M151-Redeye or (from 1981) M151-Stinger
Mortars: 1-M106
1-M48AVLB (*to 1979*) or M60AVLB

1-M88

3-Armor Companies, each with: (see notes)

4-M60A1

1-Mechanized Infantry Battalion (1/15), with:

Battalion Headquarters:

HQ: 1-HQ Stand in M113 or
1-M577 (HQ) plus 1-M113 Infantry Combat Team
Recon: 2-M114A1 or M114A2 (to 1977), or
1-M113 plus (from 1977 to 1981) 1-M150 or 1-M901 (from 1981)
AA: 1-M151-Redeye or (from 1981) M151-Stinger
AT: 4-M150 (see notes)
Mortars: 1-M106

1-M578

3-Mechanized Infantry Companies, each with:

3-Infantry Combat Team in M113

1-M125

1-Artillery Battalion (2/39), with:

1-FAO (*in M577*)

4-M109 (see notes)

1-Brigade (3rd), with:

Headquarters Company:

HQ: 1-HQ Stand in M113 or
1-M60A1 or
1-M577 (HQ) plus 1-M113 Infantry Combat Team or
1-M577 (HQ) plus 1-M60A1
Recon: 2-M151 or M151-HMG
1-AGC (*in M577*)

1-Armor Battalion (3/69), with:

Battalion Headquarters:

HQ: 1-M60A1 or 1-M577 (HQ) plus 1-M60A1
Recon: 2-M114A1 or M114A2 (to 1978), or
1-M113 plus (from 1977 to 1981) 1-M150 or 1-M901 (from 1981)
AA: 1-M151-Redeye or (from 1981) M151-Stinger
Mortars: 1-M106
1-M48AVLB (*to 1979*) or M60AVLB

1-M88

3-Armor Companies, each with:

4-M60A1

2-Mechanized Infantry Battalions (1/4, 1/7), each with:

Battalion Headquarters:

HQ: 1-HQ Stand in M113 or
1-M577 (HQ) plus 1-M113 Infantry Combat Team
Recon: 2-M114A1 or M114A2 (to 1978), or
1-M113 plus (from 1977 to 1981) 1-M150 or 1-M901 (from 1981)
AA: 1-M151-Redeye or (from 1981) M151-Stinger
AT: 4-M150 (see notes)
Mortar: 1-M106

1-M578

3-Mechanized Infantry Companies, each with:

3-Infantry Combat Team in M113

1-M125

1-Artillery Battalion (2/41), with:

1-FAO (*in M577*)

4-M109 (see notes)

Division Assets:

1 Rocket Battalion (1/9), with: (to 1974)

2-MGR-1 Honest John

1-Heavy Artillery Battalion (3/76), with: (see notes)

1-FAO (*in M577*)

3-M110/M107 (to 1980) or M110A1/2 (from 1978)

1-Air Defense Battalion (3/67), with:

Battalion Headquarters:

HQ: 1-HQ Stand in Truck

2-Air Defense Batteries, each with: (see notes)

4-M163
4-M730

1-Armored Cavalry Squadron (3/7) with:

Battalion Headquarters Company:

HQ: 1-M114A1 (to 1975) or M113 (from 1975) or
1-M577 (HQ) plus 1-M114A1 (to 1975) or
1-M577 (HQ) plus 1-M113 (from 1975)
AA: 1-M151-Redeye or (from 1981) M151-Stinger
*1-M48AVLB (to 1979) or M60AVLB
1-M578 (to 1978) or M88 (from 1978)*

3-Cavalry Troops, each with:

2- (to 1975) or 4-M551 (from 1975 to 1978)
2-M114A1 or M114A2 (to 1975)
3-M60A1 (from 1978)
1-M113 Infantry Combat Team (to 1978) or M113
2*-M113 (from 1978)
2*-M150 (from 1978 to 1981) or M901 (from 1981)
1-M106
1-M48AVLB (to 1979) or M60AVLB
1-Air Cavalry Troop: (see notes)
3-AH-1 or (from 1978) AH-1S
3-OH-6 or OH-58
1-UH-1 with 1-Light Infantry stand
1-UH-1

1-Engineer Battalion (10th) with:

Battalion Headquarters Company:

HQ: 1-HQ Engineer stand in Truck or M577
*1-M48AVLB (to 1979) or M60AVLB
1-M113-M128 Minelayer (from 1982)*

3-Engineer Companies, each with:

2-Engineer stands in M113 (see notes)
1-M728 *or Dozer*

1-Bridging Company:

2-Engineer stands in Truck
*1-M48AVLB (to 1979) or M60AVLB
4-Assault Boats on Truck
4-Ribbon Bridge Section on Truck*

1-Aviation Company, with: (to 1974)

3-UH-1
3-OH-6

1-Aviation Battalion (3rd) with: (from 1974) (see notes)

Battalion Headquarters:

HQ: 1-HQ Stand in Truck

1-Support Helicopter Company, with:

3-UH-1
3-OH-6 or OH-58

2-Attack Helicopter Companies, each with:

5-AH-1 or (from 1978) AH-1S

1-Transport Helicopter Company, with: (from 1982)

5-UH-60

Selected Corps (7th) and other higher level Assets:

Up to 2 Aviation Transportation Companies drawn from the 8th Transportation Battalion, each with:

5-CH-47

0 or 1-Aviation Battalion (223rd) with:

(as 3rd Aviation Battalion above)

0 or 1-Engineer Battalion (9th), with:

(data deficient, but included 1-CH-34 and 1-OH-13 in the late 60s, and thus probably in the 70s included 1-UH-1 and 1-OH-6 or OH-58)

Up to 3-Heavy Artillery Battalions (6/10, 3/35, 1/75), each with:

1-FAO (in M577)

3-M110/M107 (to 1980) or M110A1/2 (from 1978)

0, 1 or 2-Rocket Battalions (2/42, 1/80), each with:

2-MGR-1 Honest John (to 1974) or MGM-52 Lance (from 1974)

Up to 8 AAD Batteries, each with:

2-MIM-23B Hawk (to 1978) or M727 Hawk (to 1978) or M727 Improved Hawk or MIM-14 Nike Hercules

Up to 10 USAF tactical flights, each with:

1-F-4 or (from 1979) A-10 or (from 1981) F-16

0 or 1-Armored Cavalry Regiment (2nd) (see separate TOE after this list)

Notes:

HQs can be depicted as a single base, simulating the CO and XO riding in fighting vehicles, while the ancillary officers ride in the M577s (which should be depicted sharing the CO's base), or as two bases (simulating the CO and XO riding in two of the M577s, while the fighting vehicles act as security elements).

The Armored Cavalry Squadron is a Divisional Recon battalion as per section 4.1 of the rules (page 8). Cavalry troops may mix M114A1 with M114A2 (the ideal, not always achieved, was a 1:1 mixture). M551A1 may substitute for M551 from 1975, with no change to in-game stats. When operating as a battalion, it may cross-attach companies with other Battalions of the Division.

The 4-M150 stands in each Mechanized Infantry Battalion represent a combination of 6 TOW-armed M113 vehicles in the Support company and 2 such vehicles in each of the 3 other companies. A distribution of 1 stand per company plus 1 with the HQ would be most appropriate. However, since 12 vehicles should normally be represented by 3 stands rather than 4, omitting the HQ stand might give a better representation.

Infantry Combat Teams may be armed with Dragon (only from 1975) or LAW plus M67 90 mm RR (only until 1978).

Any or all of the Engineer stands in the Engineer Battalion Engineer Companies (but not the Bridging Company or HQ) may be fielded as Combat Engineer stands. M728 stands represent just 2 vehicles, so might better be represented by 2 just stands in total, under the Battalion HQ.

Aviation Battalion OH-6/58 and AH-1 helicopters may operate as mixed "squadrons" combining OH-6 or OH-58 (counting as recon stands, see section 11.6.1 of the rules, page 29) with AH-1 stands (section 11.1 of the rules, page 27). Mixed OH/AH squadrons may conduct pop-up attacks (see section 11.6.1 of the rules, page 29). UH-1 and UH-60 Companies are transport squadrons (section 11.7 of the rules, page 29) and can be used to transport Infantry Battalions. Each UH-1 stand can carry 1 stand of support weapons or infantry and each UH-60 stand may carry 3; note that M106 and M125 Mortars and M150 TOW vehicles may have their weapons systems dismounted for helicopter transportation (the battalion need not be transported

in one lift; see section 11.7, 4th paragraph, page 29). Aviation Battalion (and to 1974, Aviation Company) single OH-6 or OH-58 elements may also be used to transport AGC or FAO stands.

The Air Cavalry Troop operates in MSH as 1 squadron with UH-1, and either 2 or 3 squadrons combining OH-6 or OH-58 plus AH-1. These squadrons may be attached out to fighting battalions (see section 11.2 of the rules, last paragraph, page 28). Mixed OH/AH squadrons may conduct pop-up attacks (see section 11.6.1 of the rules, page 29). A single OH-6 or OH-58 element may also be used to transport an AGC or FAO element. The UH-1s and their transported Light Infantry count as Recon elements.

The large size of Air Defense batteries precludes their useful use as companies under the MSH rules (section 2.3.3, last paragraph, page 3). For the purposes of attachment, a pair of Air Defense stands may be treated as a "company" (the Stinger teams had not yet been incorporated into the battalion).

M109 is replaced with M109A1 starting 1973 and ending 1974, and with M109A2/3 from 1979 (with no in-game difference from M109A1).

Although artillery battalions listed as 3-M110/M107 may have any combination of M110 and/or M107, in practice, the 6/10th tended to field M107s, while the 3/35th and 1/75th used M110s.

The 3/76th divisional Heavy Artillery Battalion may replace 1 of its M110A/M107 elements with 1 or 2 of M109 from 1972 to 1974.

The 1st Brigade replaces its M60A1 tanks with M1 in 1982 (the 3rd Infantry Division received M1s before all other forces in Germany because they were the only division there still using the M60A1 Rise Passive rather than M60A3). The 2/64th Battalion may replace any of its M60A1 companies with M60A2 from 1974 to 1975 and in 1980, and must replace all from 1976 to 1979.

One of the 2nd Brigade's Armor Battalions (3/63) gains a 4th company in 1982 (a trial for the Division 86 concept)

Battalion identities are only approximate as, depending on the date, different battalions from the various regiments mentioned could substitute (e.g. 4/64 Armor in the 3rd Brigade), if not necessarily in the same brigade (e.g. 2/15 Infantry in the 1st Brigade).

See the next page for the 2nd Armored Cavalry Regiment sub-list

United States 2nd Armored Cavalry Regiment 1972-82 *Morale: Regular*

Regimental HQ Company:

HQ: 1-M114A1 (to 1973) or M113 (from 1973) or
1-M577 (HQ) plus 1-M114A1 (to 1973) or
1-M577 (HQ) plus 1-M113 (from 1973)
AA: 1-M151-Redeye (to 1980) or (from 1980) M151-Stinger
Recon: 2-M151 or M151-HMG

1-AGC (*in M577*)

1-Air Cavalry Troop:

1-UH-1 with 1-Light Infantry stand

1-UH-1

3-OH-58

3-AH-1 (from 1976) or (from 1978) AH-1S

1-Aviation Support Troop: (from 1976)

2-OH-58

3-UH-1

1-Engineer Company:

2-Combat Engineer stands in M113

1-M728 *or Dozer*

3-Armored Cavalry Squadrons, each with:

Squadron HQ Company:

HQ: 1-M114A1 (to 1973) or M113 (from 1973) or

1-M577 (HQ) plus 1-M114A1 (to 1973) or

1-M577 (HQ) plus 1-M113 (from 1973)

AA: 1-M151-Redeye (to 1980) or (from 1980) M151-Stinger

1-M48AVLB (*to 1979*) or M60AVLB

1-M578 (*to 1978*) or M88 (*from 1978*)

3-Armoured Cavalry Troops, each with: (see notes)

HQ: 1-M114A1 or M114A2 (to 1973) or M113 (from 1973)

2-M114A1 or M114A2 (to 1973)

2- (to 1973) or 4-M551 (from 1973 to 1976)

3-M60A1 (from 1976 to 1982) or (from 1981) M60A3

1-M113 Infantry Combat Team (to 1978) or M113

1-M113 (from 1978)

2*-M150 (from 1978 to 1982) or M901 (from 1981)

1-M106

1-M48AVLB (*to 1979*) or M60AVLB

1-Tank Company, with:

HQ: 1-M60A1

4-M60A1

1-Howitzer Battery, with:

1-FAO (*in M577*)

2*-M109

Notes:

The unusually large size of the Regiment, plus the extremely dispersed nature of its area of operations means the unit does not easily conform to standard MSH rules if standard command levels are kept. This mismatch is solved by "stepping up" the command levels. Accordingly, the Regiment counts as its own division for MSH rules purposes; Squadrons count as brigades, and Cavalry Troops and Tank Companies as battalions. Troops may be assigned to Brigades of the 3rd Infantry Division; likewise the Regiment may be assigned Battalions from Brigades (and also Squadrons assigned #ID Companies, as the usual cross-attaching rules will not work with this revised scaling system). The Regiment's units do *not* count as Divisional Recon battalions (unlike the 3rd Division's 3/7 Armored Cavalry Squadron).

Unless otherwise indicated, the appropriate corresponding notes for the 3rd Infantry Division apply.

Armored Cavalry Troop M114 and M113 stands (but not M113 Infantry Combat Team stands) count as Recon elements.

Infantry Combat Teams may be armed with or LAW plus M67 90 mm RR, or (only from 1975 to 1978) Dragon. As they represent just 1 squad taken from each platoon, they are understrength, and can accordingly be fielded as standard M113 stands.

M60A3 replaces M60A1, starting in 1981 and finishing early 1982, with no change in in-games stats (as these do not seem to have been the final TI-equipped version).

Air Cavalry Troop OH-58 and AH-1 helicopters operate as mixed "squadrons" combining OH-58 (counting as recon stands, see section 11.6.1 of the rules, page 29) with AH-1 stands (section 11.1 of the rules, page 27); they may conduct pop-up attacks (see section 11.6.1 of the rules, page 29). They may be attached out to units within the Regiment, or to 3rd Infantry Battalions (see section 11.2, last paragraph, page 28). The UH-1s operate as their own squadron that may be similarly attached out; the transported Light Infantry count as a Recon element, as do the UH-1s. OH-58s elements also may be attached to Regimental Troops, to transport AGC or FAO elements, or as recon elements.

The Aviation Support Troop UH-1s count as a transport squadron (section 11.7 of the rules, page 29) and can be used to transport Cavalry Troops (less vehicles). Each UH-1 stand can carry 1 stand of support weapons or infantry; note that M106 mortar and M150 TOW vehicles may have their weapons systems dismounted for helicopter transportation (a Troop need not be transported in one lift; see section 11.7, 4th paragraph, page 29). The Troop's OH-58 elements may be attached to Cavalry Troops (see section 11.2 of the rules, last paragraph, page 28), and either be used to transport AGC or FAO elements, or as recon elements. (The Regiment's aviation assets were not expanded to a full squadron until 1984.)

M109 is replaced with M109A1 from 1973 (?), and with M109A2/3 from 1979 (?) (with no in-game difference from M109A1).