

## U.S. OFFICER

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6  
**Skills:** Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8  
**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)  
**Abilities:** Command, Dodge, Loyal.  
**Gear:** Body Armor, two M67 Frag Grenades, M16, and M9.  
**Ammo:** Very High  
**Cost:** 214



## U.S. OFFICER

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6  
**Skills:** Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8  
**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)  
**Abilities:** Command, Dodge, Loyal.  
**Gear:** Body Armor, two M67 Frag Grenades, M16, and M9.  
**Ammo:** Very High  
**Cost:** 214



## MARINE NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8  
**Skills:** Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Command, Dodge, Loyal, Marksman.  
**Gear:** Body Armor, two M67 Frag Grenades, M16, and M9.  
**Ammo:** Very High



## MARINES (3)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8  
**Skills:** Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Dodge, Loyal, Marksman.  
**Gear:** All: Body Armor, two M67 Frag Grenades; **Sergeant:** M9 and M16; **Rifleman:** M16/M203; **Radio Man:** M16  
**Ammo:** Very High  
**Cost:** 512



## MARINE FORCE RECON (4)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8  
**Skills:** Boating d6, Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 8; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Fleet-Footed, Improved Dodge, Loyal, Marksman  
**Gear:** All: Body Armor, two M67 Frag Grenades; **Fireteam Leader:** M4/M203; **Rifleman:** M4/M870; **Radio Man:** M4; **Machinegunner:** M60  
**Ammo:** Very High  
**Deployment:** Parachute, SCUBA  
**Cost:** 385



## MEU SOC FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8  
**Skills:** Boating d6, Driving d6, Fighting d8, Shooting d10, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Dodge, Loyal, Marksman.  
**Gear:** All: Body Armor, two M67 Frag Grenades; **Fireteam Leader:** M16/M203; **2 Riflemen:** M16; **Machinegunner:** M60/240  
**Ammo:** Very High  
**Deployment:** Parachute  
**Cost:** 396



## MARINE SNIPER TEAM (2)

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8  
**Skills:** Driving d8, Fighting d8, Shooting d12, Swimming d6, Throwing d8  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. bullets)  
**Abilities:** Improved Dodge, Marksman.  
**Gear:** Body Armor, two M67 Frag Grenades; **Sniper:** M40 Sniper Rifle; **Spotter:** Scoped M16  
**Ammo:** Very High  
**Cost:** 187



## MARINE FORCE RECON (4)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8  
**Skills:** Boating d6, Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 8; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Fleet-Footed, Improved Dodge, Loyal, Marksman  
**Gear:** All: Body Armor, two M67 Frag Grenades; **Fireteam Leader:** M4/M203; **Rifleman:** M4/M870; **Radio Man:** M4; **Machinegunner:** M60  
**Ammo:** Very High  
**Deployment:** Parachute, SCUBA  
**Cost:** 385



## AIRBORNE NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8  
**Skills:** Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Dodge, Loyal, Command.  
**Gear:** Body Armor, two M67 Frag Grenades, M4, and M9.  
**Ammo:** Very High  
**Deployment:** Parachute



## AIRBORNE SOLDIERS (3)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6  
**Skills:** Driving d6, Fighting d6, Shooting d6, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 5; **Toughness:** 5 (7/9 vs. Bullets)  
**Abilities:** Dodge, Loyal.  
**Gear:** All: Body Armor, two M67 Frag Grenades;  
**Sergeant:** M9 and M4; **Rifleman:** M4; **Radio Man:** M4  
**Ammo:** Very High  
**Deployment:** Parachute  
**Cost:** 391

## US ARMY AIRBORNE FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6  
**Skills:** Driving d6, Fighting d6, Shooting d6, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 5; **Toughness:** 5(7/9 vs. Bullets)  
**Abilities:** Dodge, Loyal.  
**Gear:** All: Body Armor, two M67 Frag Grenades; **Fireteam Leader:** M4/M203; **2 Riflemen:** M4; **Machinegunner:** M249 SAW  
**Ammo:** Very High  
**Deployment:** Parachute  
**Cost:** 357



## GREEN BERET FIRETEAM (4)

**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d10  
**Skills:** Boating d6, Driving d6, Fighting d10, Shooting d10, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 7; **Toughness:** 7 (9/11 vs. Bullets)  
**Abilities:** Dodge, Level-Headed, Loyal, Marksman  
• **Training:** Any non-U.S. allied forces gain +1 XP.  
**Gear:** All: Body Armor, two M67 Frag Grenades;  
**Fireteam Leader:** M4/M203; **Rifleman:** M870 Shotgun;  
**Sniper:** M40; **Machinegunner:** M249 SAW  
**Ammo:** Very High  
**Deployment:** HALO, SCUBA  
**Cost:** 482

## RANGER FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8  
**Skills:** Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Dodge, Loyal, Marksman.  
• **Ranger Creed:** +2 Morale rescuing fallen comrades.  
**Gear:** All: Body Armor, two M67 Frag Grenades; **Fireteam Leader:** M16/M203; **Machinegunner:** M60; **Rifleman & Medic:** M16  
**Ammo:** Very High  
**Deployment:** Parachute  
**Cost:** 402

## COL. MCKNIGHT

**Attributes:** Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8  
**Skills:** Driving d8, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Command, Dodge, Hold the Line!, Improved Level Headed, Inspire, Loyal, Marksman, Natural Leader  
**Gear:** Body Armor, two M67 Frag Grenades, M16, and M9.  
**Ammo:** Very High  
**Deployment:** Parachute  
**Cost:** 233



## RANGER COMMAND FIRETEAM NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8  
**Skills:** Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Gear:** Body Armor, two M67 Frag Grenades, M16/M203  
**Abilities:** Dodge, Loyal, Command, Marksman.  
• **Ranger Creed:** +2 Morale rescuing fallen comrades.  
**Ammo:** Very High  
**Deployment:** Parachute



## RANGERS (3)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8  
**Skills:** Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Dodge, Loyal, Marksman.  
• **Ranger Creed:** +2 Morale rescuing fallen comrades.  
**Gear:** All: Body Armor, two M67 Frag Grenades;  
**Machinegunner:** M249 SAW; **Rifleman and Radio Man:** M16  
**Ammo:** Very High  
**Deployment:** Parachute  
**Cost:** 521

## DELTA FORCE FIRETEAM (4)

**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d8

**Skills:** Driving d6, Fighting d10, Shooting d12, Swimming d6, Throwing d8

**Pace:** 8; **Parry:** 7; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Combat Reflexes, Fleet-Footed, Improved Dodge, Loyal, Marksman.

**Gear: All:** Body Armor, two M67 Frag Grenades;

**Fireteam Leader:** M4 and M9; **Operator:** M4; **Sniper:** Suppressed M4 w/Scope; **Operator:** Scoped M4/M203

**Ammo:** Very High

**Deployment:** HALO

**Cost:** 551

## DELTA FORCE FIRETEAM (4)

**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d8

**Skills:** Driving d6, Fighting d10, Shooting d12, Swimming d6, Throwing d8

**Pace:** 8; **Parry:** 7; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Combat Reflexes, Fleet-Footed, Improved Dodge, Loyal, Marksman.

**Gear: All:** Body Armor, two M67 Frag Grenades;

**Fireteam Leader:** M4 and M9; **Operator:** M4; **Sniper:** Suppressed M4 w/Scope; **Operator:** Scoped M4/M203

**Ammo:** Very High

**Deployment:** HALO

**Cost:** 551

## AIR FORCE COMBAT CONTROL TEAM (2)

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

**Skills:** Boating d6, Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Dodge, Loyal, Marksman

• **Laser Target Designator:** See unit description.

**Gear: All:** Body Armor, two M67 Frag Grenades; **Team**

**Leader:** M4; **Combat Controller:** Suppressed M4 w/ Scope

**Ammo:** Very High

**Deployment:** HALO, SCUBA

**Cost:** 248

## AIR FORCE COMBAT CONTROL TEAM (2)

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

**Skills:** Boating d6, Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Dodge, Loyal, Marksman

• **Laser Target Designator:** See unit description.

**Gear: All:** Body Armor, two M67 Frag Grenades; **Team**

**Leader:** M4; **Combat Controller:** Suppressed M4 w/ Scope

**Ammo:** Very High

**Deployment:** HALO, SCUBA

**Cost:** 248

## PARA RESCUE TEAM (4)

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

**Skills:** Boating d6, Driving d6, Fighting d8, Healing d8, Shooting d8, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Dodge, Loyal, Marksman, Medic

**Gear: All:** Body Armor, two M67 Frag Grenades; **Team**

**Leader:** M4 and M9; **PJ:** M4; **PJ:** Suppressed M4 w/ Scope; **PJ:** Scoped M4/M203

**Ammo:** Very High

**Deployment:** HALO

**Cost:** 485

## PARA RESCUE TEAM (4)

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

**Skills:** Boating d6, Driving d6, Fighting d8, Healing d8, Shooting d8, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Dodge, Loyal, Marksman, Medic

**Gear: All:** Body Armor, two M67 Frag Grenades; **Team**

**Leader:** M4 and M9; **PJ:** M4; **PJ:** Suppressed M4 w/ Scope; **PJ:** Scoped M4/M203

**Ammo:** Very High

**Deployment:** HALO

**Cost:** 485

## SEAL FIRETEAM (4)

**Attributes:** Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10

**Skills:** Boating d10, Driving d6, Fighting d10, Shooting d10, Swimming d12, Throwing d10

**Pace:** 6; **Parry:** 7; **Toughness:** 7 (9/11 vs. Bullets)

**Abilities:** Combat Reflexes, Improved Dodge, Loyal, Marksman.

**Gear: All:** Body Armor, two M67 Frag Grenades;

**Fireteam Leader:** Suppressed MP5; 2 Operators: Suppressed M4; **Sniper:** Barrett 'Light Fifty'

**Ammo:** Very High

**Deployment:** HALO, SCUBA

**Cost:** 459

## SEAL FIRETEAM (4)

**Attributes:** Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10

**Skills:** Boating d10, Driving d6, Fighting d10, Shooting d10, Swimming d12, Throwing d10

**Pace:** 6; **Parry:** 7; **Toughness:** 7 (9/11 vs. Bullets)

**Abilities:** Combat Reflexes, Improved Dodge, Loyal, Marksman.

**Gear: All:** Body Armor, two M67 Frag Grenades;

**Fireteam Leader:** Suppressed MP5; 2 Operators: Suppressed M4; **Sniper:** Barrett 'Light Fifty'

**Ammo:** Very High

**Deployment:** HALO, SCUBA

**Cost:** 459

## US VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6  
**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX  
**Pace:** 6; **Parry:** 4; **Toughness:** 5 (7 vs. crash damage)  
**Abilities:** Dodge, Loyal  
**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12  
**Gear:** MP5  
**Ammo:** Low  
**Cost:** Green: 38; Regular: 42; Seasoned: 46; Veteran: 50; Elite: 54

## US VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6  
**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX  
**Pace:** 6; **Parry:** 4; **Toughness:** 5 (7 vs. crash damage)  
**Abilities:** Dodge, Loyal  
**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12  
**Gear:** MP5  
**Ammo:** Low  
**Cost:** Green: 38; Regular: 42; Seasoned: 46; Veteran: 50; Elite: 54

## HUMVEE (1)

**Acc/Top Speed:** 10/30; **Toughness:** 15(4);  
**Crew:** 1+6  
**Notes:** Four Wheel Drive  
**Weapons:** May add M2 for 30 points, M60/M240 for 24 points, or Mk. 19 for 26 points.  
**Cost:** 36 + weapons and crew

## RECON ATV (1)

**Acc/Top Speed:** 15/32; **Toughness:** 10(2);  
**Crew:** 1+1  
**Notes:** Four Wheel Drive  
• **Reinforced Chassis:** If the rider makes a Riding roll it may ignore 4 points of damage from jumps or falls.  
**Cost:** 33 + crew

## US VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6  
**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX  
**Pace:** 6; **Parry:** 4; **Toughness:** 5 (7 vs. crash damage)  
**Abilities:** Dodge, Loyal  
**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12  
**Gear:** MP5  
**Ammo:** Low  
**Cost:** Green: 38; Regular: 42; Seasoned: 46; Veteran: 50; Elite: 54

## APACHE (1)

**Acc/Top Speed:** 20/60; **Climb:** 20;  
**Toughness:** 16(4);  
**Crew:** 2  
**Notes:** Night Vision, Heavy Armor.  
**Weapons:** 30mm Chaingun, may add either: 8 Hellfires and one Twin FFAR Pods for 320 points, 16 Hellfires for 380 points, or 2 Twin FFAR Pods for 260 points. May also add Twin Stinger Missiles for 40 points.  
**Cost:** 98 + weapons and crew

## SCOUT BIKE (1)

**Acc/Top Speed:** 20/36; **Toughness:** 8(2);  
**Crew:** 1+1  
**Notes:**  
• **Reinforced Chassis:** If the rider makes a Riding roll it may ignore 4 points of damage from jumps or falls.  
• **Off-Road Wheels:** Ignores Difficult Ground.  
**Cost:** 37 + crew

## ZODIAC RUBBER BOAT (1)

**Acc/Top Speed:** 10/20 Water; **Toughness:** 7(1); **Crew:** 1+5  
**Cost:** 24 + crew

## BRADLEY (1)

**Acc/Top Speed:** 5/14; **Toughness:** 16/15/14 (4/3/2);

**Crew:** 3+7

**Notes:** Night Vision; Heavy Armor; Improved Stabilizer; Tracked.

**Weapons:** Turret mounted 25mm Bushmaster Autocannon and TOW Launcher, coaxial M240G 7.62mm machinegun.

**Cost:** 142 + crew

## STRYKER LAV INFANTRY CARRIER (1)

**Acc/Top Speed:** 10/25; **Toughness:** 16/15/14 (4/3/2);

**Crew:** 2+9

**Notes:** Eight Wheel Drive; Night Vision; Heavy Armor; Improved Stabilizer.

**Weapons:** Must add Mk. 19 for 26 points, M2 .50 cal for 30 points, or 7.62mm machinegun for 24 points.

**Cost:** 60 + weapons and crew

## LAV-25 (1)

**Acc/Top Speed:** 10/25 Land; 5/5 Water; **Toughness:** 15/14/14 (4/3/3); **Crew:** 3+6

**Notes:** Amphibious, Eight Wheel Drive; Night Vision; Heavy Armor; Improved Stabilizer.

**Weapons:** 25mm Chaingun; 7.62 MG coaxial; may add pintle-mounted M240 for 24 points.

**Cost:** 141 + crew

## BLACKHAWK (1)

**Acc/Top Speed:** 15/50; **Climb:** 15; **Toughness:** 16(2);

**Crew:** 4+11

**Weapons:** May add two GAU/M138s for 62 points or two M60/M240s for 48 points.

**Cost:** 62 + weapons and crew

## IROQUOIS "SLICK" (1)

**Acc/Top Speed:** 15/48; **Climb:** 15; **Toughness:** 14(2);

**Crew:** 4+12

**Weapons:** May add two of the following: Twin GAU/M138s for 62 points or two M60/M240s for 48 points.

**Cost:** 61 + weapons and crew

## SEA STALLION (1)

**Acc/Top Speed:** 15/50; **Climb:** 15; **Toughness:** 20 (2); **Crew:** 6+37

**Notes:** Night Vision

**Weapons:** May add two M240s for 48 points or two GAU/M138s for 62 points.

**Cost:** 109 + weapons and crew

## MH-6J LITTLE BIRD (1)

**Acc/Top Speed:** 25/60; **Climb:** 25; **Toughness:** 12(2);

**Crew:** 2+6

**Cost:** 74 + crew

## HUMVEE TOW (1)

**Acc/Top Speed:** 10/30; **Toughness:** 15(4); **Crew:** 2+2

**Notes:** Four Wheel Drive.

**Weapons:** Turret mounted TOW Launcher.

**Cost:** 68 + crew

## ABRAMS (1)

**Acc/Top Speed:** 5/24; **Toughness:** 77/58/29 (60/41/12); **Crew:** 4

**Notes:** Night Vision; IR Nightvision; Heavy Armor; Improved Stabilizer; Tracked.

**Weapons:** 120mm gun, two 7.63 machineguns, and one .50 cal machinegun.

**Cost:** 358 + crew

## LAV-AT (1)

**Acc/Top Speed:** 10/25 Land; 5/5 Water; **Toughness:** 15/14/14 (4/3/3); **Crew:** 4

**Notes:** Amphibious, Eight Wheel Drive; Night Vision; Heavy Armor; Improved Stabilizer.

**Weapons:** Turret mounted Twin TOW Launchers, coaxial 7.62mm machinegun.

**Cost:** 174 + crew

## STRYKER LAV MOBILE GUN SYSTEM (1)

**Acc/Top Speed:** 10/25 Land; **Toughness:** 16/15/14 (4/3/2); **Crew:** 3

**Notes:** Eight Wheel Drive; Night Vision; Heavy Armor; Improved Stabilizer.

**Weapons:** Turret mounted 105mm Cannon

**Cost:** 195 + crew

## IROQUOIS "HOG" (1)

**Acc/Top Speed:** 15/48; **Climb:** 15; **Toughness:** 14(2);

**Crew:** 4+12

**Weapons:** Twin GAU/M138s and Twin Hydra 70 Rocket Pods.

**Cost:** 253 + crew

## BLACKHAWK TANK HUNTER (1)

**Acc/Top Speed:** 15/50; **Climb:** 15; **Toughness:** 16(2);

**Crew:** 4

**Weapons:** 16 Hellfire missiles.

**Cost:** 540 + crew

## KIOWA (1)

**Acc/Top Speed:** 15/40; **Climb:** 15; **Toughness:** 13(2); **Crew:** 2

**Notes:** Night Vision; Mast Mount

• **Laser Target Designator:** The Kiowa may use a Shooting action against any target as normal. If successful, he may move any friendly Air Strike template over the target, but must stay stationary and use his action to do so every turn until it arrives. The Airstrike is automatically on target.

**Weapons:** May add: Twin .50cal Machineguns for 60 points, 8 Hellfires for 190 points, Twin Stinger Missiles for 40 points, or FFAR Pods for 320 points.

**Cost:** 120 + weapons and crew

## COBRA (1)

**Acc/Top Speed:** 20/70; **Climb:** 20; **Toughness:** 15(4);

**Crew:** 2

**Notes:** Night Vision.

**Weapons:** 20mm Autocannon, must add: 8 Hellfires for 190 points, Twin TOW Launchers for 70 points, or Twin Hydra 70 Pods for 170 points.

**Cost:** 96 + weapons and crew

## LITTLE BIRD GUNSHIP (1)

**Acc/Top Speed:** 25/60; **Climb:** 25; **Toughness:** 12(2);

**Crew:** 2+0

**Weapons:** Must add either 8 Hellfire missiles for 190 points or two of the following: Twin GAU/M138s for 62 points, Twin .50cal Machineguns for 60 points, Twin Hydra 70 Rocket Pods for 130 points, Twin TOW Launchers for 70 points, Twin Mk. 19s for 51 points, or Stinger Missiles for 40 points.

**Cost:** 74 + crew and weapons

## RUSSIAN OFFICER

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Command, Dodge, Loyal.

**Gear:** Body Armor, two RGD Frag Grenades, AK-108/GP-25

**Ammo:** Very High

**Cost:** 248



## RUSSIAN OFFICER

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Command, Dodge, Loyal.

**Gear:** Body Armor, two RGD Frag Grenades, AK-108/GP-25

**Ammo:** Very High

**Cost:** 248



## MOTOR RIFLE COMMAND NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Dodge, Loyal, Command, Natural Leader.

**Gear:** Body Armor, two RGD Frag Grenades, AK-108/GP-25

**Ammo:** Very High

**Cost:** 442



## MOTOR RIFLES COMMAND (3)

**Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d8, Shooting d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge, Loyal.

**Gear:** All: Body Armor, two RGD Frag Grenades; **Rifleman and Radio Man:** AK-108; **Machinegunner:** RPK-74

**Ammo:** Very High

**Cost:** 442

## MOTOR RIFLE FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d8, Shooting d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge, Loyal.

**Gear:** All: Body Armor, two RGD Frag Grenades;

**Fireteam Leader:** AK-108; **Rifleman:** AK-108;

**Rifleman:** RPG-16; **Machinegunner:** RPD-46

**Ammo:** Very High

**Cost:** 269

## SPETSNAZ DESANT FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d8, Shooting d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge, Loyal.

**Gear:** All: Body Armor, two RGD Frag Grenades;

**Fireteam Leader:** Suppressed AK-74SU; **2 Riflemen:**

AK-108; **Machinegunner:** RPD-46

**Ammo:** Very High

**Deployment:** Parachute

**Cost:** 298

## VDV NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d10, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 7; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Dodge, Loyal, Command, Hold the Line!

**Gear:** Body Armor, two RGD Frag Grenades, AK-108

**Ammo:** Very High

**Deployment:** Parachute



## VDV SOLDIERS (3)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d8, Shooting d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge, Loyal.

**Gear:** All: Body Armor, two RGD Frag Grenades;

**Rifleman and Radio Man:** AK-108; **Rifleman:** RPG-16

**Ammo:** Very High

**Deployment:** Parachute

**Cost:** 419

## ALPHA GROUP FIRETEAM (4)

**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d10, Vigor d10  
**Skills:** Driving d6, Fighting d12, Shooting d10, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 9; **Toughness:** 7 (9/11 vs. Bullets)  
**Abilities:** Block, Improved Dodge, Level-Headed, Loyal.  
**Gear: All:** Body Armor, two RGD Frag Grenades, NRS-2;  
**Fireteam Leader:** Suppressed AK-74SU; **Operator:** Suppressed AK-108 w/Scope; **Sniper:** VSS Vintorez;  
**Operator:** Scoped AK-108  
**Ammo:** Very High  
**Deployment:** HALO  
**Cost:** 463

## BETA GROUP FIRETEAM (4)

**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d10, Vigor d10  
**Skills:** Driving d6, Fighting d12, Shooting d10, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 9; **Toughness:** 7 (9/11 vs. Bullets)  
**Abilities:** Block, Improved Dodge, Level-Headed, Loyal.  
**Gear: All:** Body Armor, two RGD Frag Grenades, NRS-2;  
**Fireteam Leader:** Suppressed AK-74SU; **Operator:** Suppressed AK-108 w/Scope; **Sniper:** VSS Vintorez;  
**Operator:** Scoped AK-108/GP-25  
**Ammo:** Very High  
**Deployment:** HALO  
**Cost:** 476

## NAVAL SPETSNAZ FIRETEAM (4)

**Attributes:** Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8  
**Skills:** Boating d8, Driving d6, Fighting d10, Shooting d8, Swimming d10, Throwing d8  
**Pace:** 6; **Parry:** 7; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Dodge, Loyal, Marksman.  
**Gear: All:** Body Armor, two RGD Frag Grenades;  
**Fireteam Leader and 2 Riflemen:** Suppressed AK-74SU; **Sniper:** Suppressed AK-108 w/Scope.  
**Ammo:** Very High  
**Deployment:** SCUBA  
**Cost:** 409

## MOTOR RIFLE FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6  
**Skills:** Driving d6, Fighting d8, Shooting d6, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)  
**Abilities:** Dodge, Loyal.  
**Gear: All:** Body Armor, two RGD Frag Grenades;  
**Fireteam Leader:** AK-108; **Rifleman:** AK-108;  
**Rifleman:** RPG-16; **Machinegunner:** RPD-46  
**Ammo:** Very High  
**Cost:** 269

## VYMPEL GROUP FIRETEAM (4)

**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d10, Vigor d10  
**Skills:** Driving d6, Fighting d12, Shooting d10, Swimming d6, Throwing d6  
**Pace:** 8; **Parry:** 9; **Toughness:** 7 (9/11 vs. Bullets)  
**Abilities:** Block, Fleet-Footed, Improved Dodge, Loyal.  
**Gear: All:** Body Armor, two RGD Frag Grenades, NRS-2;  
**Fireteam Leader and Operator:** Suppressed AK-74SU;  
**Operator and Sniper:** Suppressed AK-108 w/Scope.  
**Ammo:** Very High  
**Deployment:** HALO  
**Cost:** 458

## BLACK BERETS FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8  
**Skills:** Driving d6, Fighting d10, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 7; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Dodge, Marksman.  
**Gear: All:** Body Armor, two RGD Frag Grenades;  
**Fireteam Leader:** AK-108; **Rifleman:** Suppressed AK-74SU; **Rifleman:** AK-108; **Machinegunner:** RPK-74  
**Ammo:** Very High  
**Cost:** 351

## MOTOR RIFLE FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6  
**Skills:** Driving d6, Fighting d8, Shooting d6, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)  
**Abilities:** Dodge, Loyal.  
**Gear: All:** Body Armor, two RGD Frag Grenades;  
**Fireteam Leader:** AK-108; **Rifleman:** AK-108;  
**Rifleman:** RPG-16; **Machinegunner:** RPD-46  
**Ammo:** Very High  
**Cost:** 269

## MOTOR RIFLE FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6  
**Skills:** Driving d6, Fighting d8, Shooting d6, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)  
**Abilities:** Dodge, Loyal.  
**Gear: All:** Body Armor, two RGD Frag Grenades;  
**Fireteam Leader:** AK-108; **Rifleman:** AK-108;  
**Rifleman:** RPG-16; **Machinegunner:** RPD-46  
**Ammo:** Very High  
**Cost:** 269



### RUSSIAN VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX  
**Pace:** 6; **Parry:** 4; **Toughness:** 5 (7 vs. crash damage)

**Abilities:** Dodge, Loyal

**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12

**Gear:** AK-74SU

**Ammo:** Low

**Cost:** Green: 41; Regular: 45; Seasoned: 49; Veteran: 53; Elite: 57

### RUSSIAN VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX  
**Pace:** 6; **Parry:** 4; **Toughness:** 5 (7 vs. crash damage)

**Abilities:** Dodge, Loyal

**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12

**Gear:** AK-74SU

**Ammo:** Low

**Cost:** Green: 41; Regular: 45; Seasoned: 49; Veteran: 53; Elite: 57

### BTR-60 ARMORED TRANSPORTER (1)

**Acc/Top Speed:** 5/20 Land; 1/3 Water;

**Toughness:** 14/14/14 (2/2/2); **Crew:** 2+12

**Notes:** Eight-Wheel Drive;

- **Large Tires:** Any Chassis critical hits count as Locomotion instead;
- **Firing Ports:** Passengers may fire to the sides without exposing themselves.

**Weapons:** Turret mounted 14.5mm and 7.62mm machineguns.

**Cost:** 104 + Crew

### BTR-70 ARMORED TRANSPORTER (1)

**Acc/Top Speed:** 7/20 Land; 1/3 Water;

**Toughness:** 15/14/14 (3/2/2); **Crew:** 2+8

**Notes:** Eight-Wheel Drive;

- **Firing Ports:** Passengers may fire to the sides without exposing themselves.

**Weapons:** Turret mounted 14.5mm and 7.62mm machineguns.

**Cost:** 106 + Crew

### BTR-80 ARMORED TRANSPORTER (1)

**Acc/Top Speed:** 7/24 Land; 1/3 Water;

**Toughness:** 16/15/14 (3/3/2); **Crew:** 3+7

**Notes:** Night Vision; Eight-Wheel Drive;

- **Firing Ports:** Passengers may fire to the sides without exposing themselves.

**Weapons:** Turret mounted 14.5mm and 7.62mm machineguns.

**Cost:** 114 + Crew

### BMP-1 FIGHTING VEHICLE (1)

**Acc/Top Speed:** 5/20 Land; 5/5 Water;

**Toughness:** 16/14/14 (4/2/2); **Crew:** 3+7

**Notes:** IR Night Vision; Heavy Armor; Tracked;

- **Firing Ports:** Passengers may fire to the sides without exposing themselves.

**Weapons:** Turret mounted 73mm Gun (same as RPG-7) and AT-3 Sagger, coaxial 7.62mm machinegun.

**Cost:** 167 + Crew

### BMP-2 FIGHTING VEHICLE (1)

**Acc/Top Speed:** 5/20 Land; 5/5 Water;

**Toughness:** 16/14/14 (4/2/2); **Crew:** 3+7

**Notes:** IR Night Vision; Heavy Armor; Stabilizer; Tracked.

**Weapons:** Turret mounted 30mm Autocannon and 7.62mm machinegun, 5 AT-5 Spandrel Missiles.

**Cost:** 210 + Crew

### BMP-3 FIGHTING VEHICLE (1)

**Acc/Top Speed:** 5/17 Land; 5/8 Water;

**Toughness:** 19/17/16 (7/5/4); **Crew:** 3+7

**Notes:** Night Vision; IR Night Vision; Heavy Armor; Improved Stabilizer; Tracked.

**Weapons:** Turret mounted 100mm Autocannon, 30mm Autocannon, and coaxial 7.62mm machinegun, barrel-launched AT-10 Basnya Missiles

**Cost:** 234 + Crew

## MI-17 HIP H

**Acc/Top Speed:** 17/60; **Climb:** 17; **Toughness:** 20(2);

**Crew:** 3+30

**Notes:** Night Vision

**Weapons:** May add either two 7.62mm Machineguns for 48 points or two 23mm auto cannons for 64.

**Cost:** 92 + Weapons and Crew

## MI-17 HIP H GUNSHIP

**Acc/Top Speed:** 17/50; **Climb:** 17; **Toughness:** 20(2);

**Crew:** 3+30

**Notes:** Night Vision

**Weapons:** AT3 Sagger missiles; Must add S5 Rocket Pods for 116 points or S7 Rocket Pods for 144 points, and may add either two 7.63 Machineguns for 48 points or two 23mm auto cannons for 64.

**Cost:** 140 + Weapons and Crew

## T-72 MAIN BATTLE TANK

**Acc/Top Speed:** 5/20; **Toughness:** 61/31/26 (45/15/10); **Crew:** 3

**Notes:** Infrared Night Vision; Heavy Armor; Stabilizer; Tracked.

**Weapons:** Turret mounted 125mm Gun, turret pintle mounted 12.7mm machinegun, and coaxial 7.62mm machinegun.

**Cost:** 303 + Crew

## T-90 MAIN BATTLE TANK

**Acc/Top Speed:** 5/22; **Toughness:** 76/40/30 (60/24/14); **Crew:** 3

**Notes:** Night Vision; Infrared Night Vision; Heavy Armor; Improved Stabilizer; Tracked.

**Weapons:** Turret mounted 125mm Gun, turret pintle mounted remote 12.7mm machinegun, coaxial 7.62mm machinegun, AT-11 Sniper

**Cost:** 335 + Crew

## MI-24 HIND

**Acc/Top Speed:** 20/80; **Climb:** 20; **Toughness:** 18(2);

**Crew:** 2+8

**Notes:** Night Vision

**Weapons:** AT-6 Anti-Tank Missiles; Must add Quad 12.7mm Machineguns for 33 points or two linked 23mm auto cannons for 36, S5 Rocket Pods for 116 points or S7 Rocket Pods for 144 points.

**Cost:** 249 + Weapons and Crew

## T-55 MAIN BATTLE TANK

**Acc/Top Speed:** 5/12; **Toughness:** 34/22/20 (18/6/4);

**Crew:** 4

**Notes:** Infrared Night Vision; Heavy Armor; Stabilizer; Tracked.

**Weapons:** Turret mounted 100mm gun, turret pintle mounted 12.7mm machinegun, and coaxial 7.62mm machinegun.

**Cost:** 194 + Crew

## T-80 MAIN BATTLE TANK

**Acc/Top Speed:** 5/22; **Toughness:** 66/35/26 (50/19/10); **Crew:** 3

**Notes:** Infrared Night Vision; Heavy Armor; Stabilizer; Tracked.

**Weapons:** Turret mounted 125mm Gun, turret pintle mounted 12.7mm machinegun, and coaxial 7.62mm machinegun.

**Cost:** 313 + Crew

## ZSU-23 SHILKA

**Acc/Top Speed:** 5/12; **Toughness:** 19/17/16 (4/2/1);

**Crew:** 4

**Notes:** Night Vision; Heavy Armor; Improved Stabilizer; Tracked.

• **Sensor Suite:** Gunner's Smarts roll gives +2 to hit aircraft

**Cost:** 132 + Crew

## BRITISH OFFICER

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Command, Dodge, Loyal.

**Gear:** Body Armor, two L2A2 Frag Grenades, SA80.

**Ammo:** Very High

**Cost:** 190



## BRITISH OFFICER

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Command, Dodge, Loyal.

**Gear:** Body Armor, two L2A2 Frag Grenades, SA80.

**Ammo:** Very High

**Cost:** 190



## PARA NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Command, Dodge, Loyal.

**Gear:** Body Armor, two L2A2 Frag Grenades, SA80.

**Ammo:** Very High

**Deployment:** Parachute



## PARAS (3)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d6, Shooting d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge, Loyal.

**Gear:** All: Body Armor, two M67 Frag Grenades; **Sergeant:** SA-80; **Rifleman:** SA-80; **Radio Man:** SA-80

**Ammo:** Very High

**Deployment:** Parachute

**Cost:** 415

## ROYAL ARMY PARATROOPERS FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d6, Shooting d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge, Loyal.

**Gear:** All: Body Armor, two L2A2 Frag Grenades;

**3 Riflemen:** SA80; **Machinegunner:** Minimi

**Ammo:** Very High

**Deployment:** Parachute

**Cost:** 305

## ROYAL ARMY PARATROOPERS FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d6, Shooting d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge, Loyal.

**Gear:** All: Body Armor, two L2A2 Frag Grenades;

**3 Riflemen:** SA80; **Machinegunner:** Minimi

**Ammo:** Very High

**Deployment:** Parachute

**Cost:** 305

## SAS FIRETEAM (4)

**Attributes:** Agility d10, Smarts d12, Spirit d12, Strength d8, Vigor d12

**Skills:** Boating d6, Driving d8, Fighting d10, Shooting d12, Swimming d6, Throwing d10

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (10/12 vs. Bullets)

**Abilities:** Improved Dodge, Loyal, Level-Headed, Marksman

- **Best of the Best:** Each SAS Fireteam gets a Benny.

**Gear:** All: Body Armor, two L2A2 Frag Grenades; **Fireteam Leader and Operator:** M16/M203; **Operator:** M16; 2

**Operators:** Minimi

**Ammo:** Very High

**Deployment:** HALO

**Cost:** 548

## SAS FIRETEAM (4)

**Attributes:** Agility d10, Smarts d12, Spirit d12, Strength d8, Vigor d12

**Skills:** Boating d6, Driving d8, Fighting d10, Shooting d12, Swimming d6, Throwing d10

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (10/12 vs. Bullets)

**Abilities:** Improved Dodge, Loyal, Level-Headed, Marksman

- **Best of the Best:** Each SAS Fireteam gets a Benny.

**Gear:** All: Body Armor, two L2A2 Frag Grenades; **Fireteam Leader and Operator:** M16/M203; **Operator:** M16; 2

**Operators:** Minimi

**Ammo:** Very High

**Deployment:** HALO

**Cost:** 548

## SBS FIRETEAM (4)

**Attributes:** Agility d10, Smarts d12, Spirit d12, Strength d8, Vigor d12  
**Skills:** Boating d10, Driving d8, Fighting d10, Shooting d12, Swimming d10, Throwing d10  
**Pace:** 6; **Parry:** 7; **Toughness:** 8 (10/12 vs. Bullets)  
**Abilities:** Improved Dodge, Loyal, Level-Headed, Marksman.  
**Gear: All:** Body Armor, two L2A2 Frag Grenades;  
**Fireteam Leader:** M16/M203; **Operator:** M16; **Sniper:** L96A1; **Operator:** Minimi  
**Ammo:** Very High  
**Deployment:** SCUBA  
**Cost:** 501

## COMMANDO NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8  
**Skills:** Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Command, Dodge, Loyal, Marksman.  
**Gear:** Body Armor, two L2A2 Frag Grenades, SA80.  
**Ammo:** Very High



## COMMANDO NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8  
**Skills:** Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Command, Dodge, Loyal, Marksman.  
**Gear:** Body Armor, two L2A2 Frag Grenades, SA80.  
**Ammo:** Very High



## ROYAL MARINE COMMANDO FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8  
**Skills:** Boating d6, Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Dodge, Loyal, Marksman.  
**Gear: All:** Body Armor, two L2A2 Frag Grenades;  
**Fireteam Leader and 2 Commandos:** SA80;  
**Machinegunner:** L86A1  
**Ammo:** Very High  
**Cost:** 348

## COMMACHIO GROUP FIRETEAM (4)

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10  
**Skills:** Boating d8, Driving d8, Fighting d10, Shooting d12, Swimming d10, Throwing d10  
**Pace:** 8; **Parry:** 7; **Toughness:** 7 (9/11 vs. Bullets)  
**Abilities:** Dodge, Fleet-Footed, Loyal, Marksman.  
**Gear: All:** Body Armor, two L2A2 Frag Grenades;  
**Fireteam Leader:** MP5; **Sniper:** Scoped M4; 2  
**Operators:** MP5  
**Ammo:** Very High  
**Deployment:** SCUBA  
**Cost:** 430

## COMMANDOS (3)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8  
**Skills:** Boating d6, Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Dodge, Loyal, Marksman.  
**Gear: All:** Body Armor, two L2A2 Frag Grenades, SA80.  
**Ammo:** Very High  
**Cost:** 453



## COMMANDOS (3)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8  
**Skills:** Boating d6, Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Dodge, Loyal, Marksman.  
**Gear: All:** Body Armor, two L2A2 Frag Grenades, SA80.  
**Ammo:** Very High  
**Cost:** 453



## ROYAL MARINE COMMANDO FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8  
**Skills:** Boating d6, Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6  
**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)  
**Abilities:** Dodge, Loyal, Marksman.  
**Gear: All:** Body Armor, two L2A2 Frag Grenades;  
**Fireteam Leader and 2 Commandos:** SA80;  
**Machinegunner:** L86A1  
**Ammo:** Very High  
**Cost:** 348

## UK VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX

**Pace:** 6; **Parry:** 4 ; **Toughness:** 5 (7 vs. crash damage)

**Abilities:** Dodge, Loyal

**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12

**Gear:** MP5

**Ammo:** Low

**Cost:** Green: 38; Regular: 42; Seasoned: 46; Veteran: 50; Elite: 54

## UK VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX

**Pace:** 6; **Parry:** 4 ; **Toughness:** 5 (7 vs. crash damage)

**Abilities:** Dodge, Loyal

**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12

**Gear:** MP5

**Ammo:** Low

**Cost:** Green: 38; Regular: 42; Seasoned: 46; Veteran: 50; Elite: 54

## COUGAR GUNSHIP (1)

**Acc/Top Speed:** 15/50; **Climb:** 20; **Toughness:** 15(2);

**Crew:** 2+12

**Notes:** IR Nightvision

**Weapons:** Twin 7.62mm Machineguns and Hydra 70 pods.

**Cost:** 247 + Crew

## LAND ROVER (1)

**Acc/Top Speed:** 20/40; **Toughness:** 14(3);

**Crew:** 1+6

**Notes:** Four Wheel Drive.

**Weapons:** May add a GPMG for 24 points or Minimi for 27 points, and may add a Mk. 19 for 26 points.

**Cost:** 46 + Weapons and Crew

## AT 105 SAXON (1)

**Acc/Top Speed:** 10/28 Land; 1/3 Water;

**Toughness:** 15/15/14 (2/2/1); **Crew:** 3+10

**Notes:** Night Vision; Heavy Armor; Eight-Wheel Drive

**Weapons:** 7.62mm machinegun

**Cost:** 82 + Crew

## WARRIOR MCV (1)

**Acc/Top Speed:** 5/18; **Toughness:** 16/15/15 (4/3/3);

**Crew:** 3+7

**Notes:** Night Vision; Heavy Armor; Improved Stabilizer; Tracked.

**Weapons:** Turret mounted 30mm Cannon and coaxial 7.62mm machinegun.

**Cost:** 112 + Crew

## COUGAR (1)

**Acc/Top Speed:** 15/50; **Climb:** 20; **Toughness:** 15(2);

**Crew:** 2+12

**Notes:** IR Nightvision

**Weapons:** May be armed with 2 7.62mm Machineguns for 48 points.

**Cost:** 69 + Weapons and Crew

## GAZELLE (1)

**Acc/Top Speed:** 20/55; **Climb:** 20; **Toughness:** 13(2);

**Crew:** 2+4

**Notes:** IR Nightvision

**Cost:** 65 + Crew

## LYNX (1)

**Acc/Top Speed:** 15/50; **Climb:** 15; **Toughness:** 13(2);

**Crew:** 2+9

**Weapons:** May be armed with 7.62mm Machineguns for 48 points.

**Cost:** 57 + Weapons and Crew

## CHALLENGER 2 (1)

**Acc/Top Speed:** 5/20; **Toughness:** 79/63/33 (62/46/16); **Crew:** 4

**Notes:** Night Vision; Heavy Armor; Improved Stabilizer; Tracked.

**Weapons:** Turret mounted 120mm main gun, turret pintle and coaxial 7.62mm machinegun.

**Cost:** 310 + Crew

## SCIMITAR CVR (1)

**Acc/Top Speed:** 10/30 Land; **Toughness:** 16/14/13 (4/2/1); **Crew:** 3

**Notes:** Heavy Armor; Stabilizer; Tracked.

**Weapons:** Turret mounted 30mm autocannon, coaxial 7.62mm machinegun.

**Cost:** 107 + Crew

## SCORPION CVR (1)

**Acc/Top Speed:** 10/30 Land; **Toughness:** 16/14/13 (4/2/1); **Crew:** 3

**Notes:** Heavy Armor; Stabilizer; Tracked.

**Weapons:** Turret mounted 76mm Cannon, coaxial 7.62mm machinegun.

**Cost:** 125 + Crew

## STRIKER CVR (1)

**Acc/Top Speed:** 10/30 Land; **Toughness:** 16/14/13 (4/2/1); **Crew:** 3

**Notes:** Heavy Armor; Stabilizer; Tracked

**Weapons:** Turret mounted Swingfire Missiles, coaxial 7.62mm machinegun.

**Cost:** 208 + Crew

## GAZELLE GUNSHIP (1)

**Acc/Top Speed:** 20/55; **Climb:** 20; **Toughness:** 13(2);

**Crew:** 2+4

**Notes:** IR Nightvision

**Weapons:** Must add two of the following: Twin 7.62mm Machineguns for 48 points, AT-3 Sagger Missiles for 49 points, or Hydra 70 pods for 170 points.

**Cost:** 65 + Weapons and Crew

## GAZELLE GUNSHIP (1)

**Acc/Top Speed:** 20/55; **Climb:** 20; **Toughness:** 13(2);

**Crew:** 2+4

**Notes:** IR Nightvision

**Weapons:** Must add two of the following: Twin 7.62mm Machineguns for 48 points, AT-3 Sagger Missiles for 49 points, or Hydra 70 pods for 170 points.

**Cost:** 65 + Weapons and Crew

## LYNX GUNSHIP (1)

**Acc/Top Speed:** 15/50; **Climb:** 15; **Toughness:** 13(2);

**Crew:** 2+9

**Weapons:** Must add two of the following: Twin GAU/M138s for 62 points, Twin Hydra 70 Rocket Pods for 130 points, or Twin HOT Launchers for 70 points.

**Cost:** 57 + Weapons and Crew

## GERMAN OFFICER

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6  
**Skills:** Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Command, Dodge, Loyal, Marksman.

**Gear:** Body Armor, two DM-52 Frag Grenades, G36.

**Ammo:** Very High

**Cost:** 188



## GERMAN OFFICER

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6  
**Skills:** Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Command, Dodge, Loyal, Marksman.

**Gear:** Body Armor, two DM-52 Frag Grenades, G36.

**Ammo:** Very High

**Cost:** 188



## FALLSCHIRMJÄGER NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d4, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 4; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Command, Dodge, Loyal, Marksman.

**Gear:** Body Armor, two DM-52 Frag Grenades, G36C.

**Ammo:** Very High

**Deployment:** Parachute



## FALLSCHIRMJÄGERS (8)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d4, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 4; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge, Loyal.

**Gear: All:** Body Armor, two DM-52 Frag Grenades; **Radio Man and 5 Fallschirmjägers:** G36; **2**

**Machinegunners:** MG3

**Ammo:** Very High

**Deployment:** Parachute

**Cost:** 644

## FALLSCHIRMJÄGER NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d4, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 4; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Command, Dodge, Loyal, Marksman.

**Gear:** Body Armor, two DM-52 Frag Grenades, G36C.

**Ammo:** Very High

**Deployment:** Parachute



## FALLSCHIRMJÄGERS (8)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d4, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 4; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge, Loyal.

**Gear: All:** Body Armor, two DM-52 Frag Grenades; **Radio Man and 5 Fallschirmjägers:** G36; **2**

**Machinegunners:** MG3

**Ammo:** Very High

**Deployment:** Parachute

**Cost:** 644

## PANZERGRENADIERE NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d4, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 4; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Command, Dodge, Loyal, Marksman.

**Gear:** Body Armor, two DM-52 Frag Grenades, G36.

**Ammo:** Very High



## PANZERGRENADIERES (8)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d4, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 4; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge, Loyal.

• **Support:** If deployed in a Marder, one Panzergranadiere gets a free MILAN.

**Gear: All:** Body Armor, two DM-52 Frag Grenades; **5**

**Panzergranadiere and Radio Man:** G36; **2**

**Machinegunners:** MG3

**Ammo:** Very High

**Cost:** 644

## GEBIRGSJÄGER NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d4, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 4; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Command, Dodge, Loyal, Marksman

- **Mountaineer:** Ignores penalties for steep terrain.

**Gear:** Body Armor, two DM-52 Frag Grenades, G36.

**Ammo:** Very High



## GEBIRGSJÄGERS (8)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d4, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 4; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge, Loyal.

- **Mountaineer:** Ignores penalties for steep terrain.

**Gear: All:** Body Armor, two DM-52 Frag Grenades;

**Radio Man and Gebirgsjäger:** G36; **2**

**Machinegunners:** MG3

**Ammo:** Very High

**Cost:** 644

## KSK KOMMANDO FIRETEAM (4)

**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d10

**Skills:** Boating d6, Driving d6, Fighting d8, Shooting d12, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (9/11 vs. Bullets)

**Abilities:** Fleet-Footed, Improved Dodge, Loyal, Marksman, Rock and Roll!

**Gear: All:** Body Armor, two DM-52 Frag Grenades;

**Fireteam Leader and 2 Operators:** G36;

**Machinegunner:** MG3

**Ammo:** Very High

**Deployment:** HALO

**Cost:** 424

## KSK KOMMANDO FIRETEAM (4)

**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d10

**Skills:** Boating d6, Driving d6, Fighting d8, Shooting d12, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (9/11 vs. Bullets)

**Abilities:** Fleet-Footed, Improved Dodge, Loyal, Marksman, Rock and Roll!

**Gear: All:** Body Armor, two DM-52 Frag Grenades;

**Fireteam Leader and 2 Operators:** G36;

**Machinegunner:** MG3

**Ammo:** Very High

**Deployment:** HALO

**Cost:** 424

## KSK SWIMMER FIRETEAM (4)

**Attributes:** Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10

**Skills:** Boating d8, Driving d6, Fighting d8, Shooting d12, Swimming d10, Throwing d10

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (9/11 vs. Bullets)

**Abilities:** Dodge, Fleet-Footed, Loyal, Marksman, Rock and Roll!

**Gear: All:** Body Armor, two DM-52 Frag Grenades;

**Fireteam Leader & 2 Operators:** G36C;

**Machinegunner:** MG36

**Ammo:** Very High

**Deployment:** SCUBA

**Cost:** 435

## KSK SWIMMER FIRETEAM (4)

**Attributes:** Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10

**Skills:** Boating d8, Driving d6, Fighting d8, Shooting d12, Swimming d10, Throwing d10

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (9/11 vs. Bullets)

**Abilities:** Dodge, Fleet-Footed, Loyal, Marksman, Rock and Roll!

**Gear: All:** Body Armor, two DM-52 Frag Grenades;

**Fireteam Leader & 2 Operators:** G36C;

**Machinegunner:** MG36

**Ammo:** Very High

**Deployment:** SCUBA

**Cost:** 435

## SNIPER FIRETEAM (4)

**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d10

**Skills:** Driving d6, Fighting d6, Shooting d12, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 7 (9/11 vs. Bullets)

**Abilities:** Dodge, Fleet-Footed, Loyal, Marksman, Rock and Roll!

**Gear: All:** Body Armor, two DM-52 Frag Grenades; **2**

**Snipers:** G3-SD1; **2 Machinegunners:** MG3

**Ammo:** Very High

**Cost:** 388

## SNIPER FIRETEAM (4)

**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d10

**Skills:** Driving d6, Fighting d6, Shooting d12, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 7 (9/11 vs. Bullets)

**Abilities:** Dodge, Fleet-Footed, Loyal, Marksman, Rock and Roll!

**Gear: All:** Body Armor, two DM-52 Frag Grenades; **2**

**Snipers:** G3-SD1; **2 Machinegunners:** MG3

**Ammo:** Very High

**Cost:** 388



## GERMAN VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX  
**Pace:** 6; **Parry:** 4; **Toughness:** 5 (7 vs. crash damage)

**Abilities:** Dodge, Loyal

**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12

**Gear:** MP7

**Ammo:** Low

**Cost:** Green: 29; Regular: 33; Seasoned: 37; Veteran: 41; Elite: 45

## GERMAN VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX  
**Pace:** 6; **Parry:** 4; **Toughness:** 5 (7 vs. crash damage)

**Abilities:** Dodge, Loyal

**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12

**Gear:** MP7

**Ammo:** Low

**Cost:** Green: 29; Regular: 33; Seasoned: 37; Veteran: 41; Elite: 45

## MARDER I

**Acc/Top Speed:** 5/12; **Toughness:** 16/15/14 (4/3/2);  
**Crew:** 3+6

**Notes:** Night Vision; Heavy Armor; Improved Stabilizer; Tracked

• **Support:** May provide a Panzergrenadiere Gruppe with one free MILAN. If this is done, the Marder loses its turret-mounted MILAN.

**Weapons:** 20mm Autocannon, coaxial MG3, and turret-mounted MILAN.

**Cost:** 159 + Weapons and Crew

## KAMFPANZER LEOPARD II

**Acc/Top Speed:** 5/20; **Toughness:** 72/55/24 (55/38/12); **Crew:** 4

**Notes:** Night Vision; IR Nightvision; Heavy Armor; Improved Stabilizer; Tracked.

**Weapons:** 120mm gun turret, pintle and turret coaxial MG3 7.62 machineguns.

**Cost:** 328 + Crew

## GERMAN VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX  
**Pace:** 6; **Parry:** 4; **Toughness:** 5 (7 vs. crash damage)

**Abilities:** Dodge, Loyal

**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8; Veteran d10; Elite d12

**Gear:** MP7

**Ammo:** Low

**Cost:** Green: 29; Regular: 33; Seasoned: 37; Veteran: 41; Elite: 45

## WOLF

**Acc/Top Speed:** 15/35; **Toughness:** 15(4);

**Crew:** 1+4

**Notes:** Four Wheel Drive.

**Weapons:** May add a pintle-mounted MG3 for 29 points.

**Cost:** 36 + Weapons and Crew

## KAMFPANZER LEOPARD I

**Acc/Top Speed:** 5/20; **Toughness:** 35/23/20 (19/7/4);

**Crew:** 4

**Notes:** Night Vision; Heavy Armor; Stabilizer; Tracked.

**Weapons:** Turret mounted 105mm cannon, turret pintle and turret coaxial 7.62mm machineguns.

**Cost:** 189 + Crew

## TIGER

**Acc/Top Speed:** 20/56; **Climb:** 20; **Toughness:** 14(4);

**Crew:** 2

**Notes:** Night Vision;

**Weapons:** 30mm autocannon, must add 2 of the following: Twin HOT Launchers, Twin Hydra 70 Pods for 320 points, or Stinger Missiles for 40 points.

**Cost:** 96 + Weapons and Crew

## MERCENARY OFFICER

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d10, Shooting d10, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Abilities:** Command, Dodge.

**Deployment:** May take Parachute for 8 points, or HALO/SCUBA for 20 points.

**Cost:** 120 + Weapons and Equipment



## MERCENARY NCO

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Abilities:** Command, Dodge.

**Deployment:** May take Parachute for 8 points, or HALO/SCUBA for 20 points.

**Notes:** The NCO MUST be attached to a squad.

**Cost:** 105 + Weapons and Equipment



## IRREGULARS

**Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d4, Shooting d4, Swimming d4, Throwing d4

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Abilities:** None.

**Cost:** 22 + Weapons and Equipment

## REGULARS

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d6, Shooting d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Abilities:** Dodge.

**Deployment:** May take Parachute for 4 points, or HALO/SCUBA for 10 points.

**Cost:** 34 + Weapons and Equipment

## SEASONED TROOPS

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Abilities:** Dodge, Marksman.

**Deployment:** May take Parachute for 4 points, or HALO/SCUBA for 10 points.

**Cost:** 44 + Weapons and Equipment

## VETERANS

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d10, Shooting d10, Swimming d6, Throwing d10

**Pace:** 6; **Parry:** 7; **Toughness:** 5

**Abilities:** Dodge, Marksman.

**Deployment:** May take Parachute for 4 points, or HALO/SCUBA for 10 points.

**Cost:** 50 + Weapons and Equipment

## THE ELITE

**Attributes:** Agility d6, Smarts d8, Spirit d12, Strength d8, Vigor d8

**Skills:** Driving d6, Fighting d12, Shooting d12, Swimming d8, Throwing d12

**Pace:** 6; **Parry:** 7; **Toughness:** 5

**Abilities:** Improved Dodge, Marksman.

**Deployment:** May take Parachute for 4 points, or HALO/SCUBA for 10 points.

**Cost:** 60 + Weapons and Equipment

## MERCENARY SNIPER

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Driving d8, Fighting d8, Shooting d10, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Abilities:** Improved Dodge, Marksman.

**Cost:** 102 + Weapons and Equipment x2



## POLICE LIEUTENANT

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d10, Fighting d8, Knowledge: Battle d6, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. bullets)

**Abilities:** Command, Dodge.

**Gear:** Body Armor, 9mm Pistol

**Ammo:** High

**Cost:** 138



## POLICE PATROL (2)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d8, Fighting d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. bullets)

**Abilities:** Dodge.

**Gear:** Body Armor, 9mm Pistol, Baton (Str+1)

**Ammo:** High

**Cost:** 122



## RIOT TEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d8, Fighting d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. bullets)

**Abilities:** Dodge.

**Gear: All:** Body Armor, Pepper Spray, Baton (Str+1), Riot Shield; **Grenadier:** M79 Grenade Launcher with Tear Gas Grenades.

**Ammo:** High

**Cost:** 223

## SWAT TEAM (4)

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Driving d8, Fighting d8, Shooting d8, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. bullets)

**Abilities:** Dodge, Marksman.

**Gear: All:** Body Armor, Gas Mask, 2 Flashbang Grenades, 9mm Pistol; **Point Man:** M870 Shotgun; **SWAT Officers:** MP5.

**Ammo:** High

**Cost:** 337

## SWAT SNIPER

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Driving d8, Fighting d8, Shooting d10, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. bullets)

**Abilities:** Dodge, Marksman.

**Gear:** Body Armor, Gas Mask, 2 Flashbang Grenades, 9mm Pistol, M79 Grenade Launcher w/ Tear Gas Grenades, L96A1

Sniper Rifle

**Ammo:** High

**Cost:** 222



## SQUAD CAR (1)

**Acc/Top Speed:** 20/50; **Toughness:** 12(3);

**Crew:** 1+4

**Notes:** Airbags; A single officer riding in a Squad Car may have a free M3 Shotgun.

**Cost:** 54

## SWAT VAN (1)

**Acc/Top Speed:** 20/40; **Toughness:** 14(3);

**Crew:** 1+7

**Notes:** Airbags

**Cost:** 47

## PATROL BIKE (1)

**Acc/Top Speed:** 20/56; **Toughness:** 8(2);

**Crew:** 1

**Cost:** 34

## TALIBAN WARLORD

**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d10, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Abilities:** Bloodthirsty, Command, Natural Leader

- **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.

**Gear:** Two RGD Frag Grenades, M16.

**Ammo:** Very High

**Cost:** 176



## TALIBAN SNIPER

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d6, Shooting d8, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Abilities:** Bloodthirsty, Marksman

- **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.

**Gear:** 1 RGD Frag Grenade, Dragunov SVD.

**Ammo:** High

**Cost:** 166



## TALIBAN WAR BAND LEADER

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d6, Shooting d8, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Abilities:** Bloodthirsty, Command, Nerves of Steel

- **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.

**Gear:** 1 RGD Frag Grenade, AK-47.

**Ammo:** High



## TALIBAN SOLDIERS (3)

**Attributes:** Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d6, Shooting d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.

**Gear: All:** 1 RGD Frag Grenade; **Machinegunner:**

RPK; **Soldier:** RPG-7; **Soldier:** AK-47

**Ammo:** High

**Cost:** 353

## TALIBAN FIRETEAM (4)

**Attributes:** Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d6, Shooting d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.

**Gear: All:** 1 RGD Frag Grenade; **3 Soldiers:** AK-47;

**Soldier:** RPG-7.

**Ammo:** High

**Cost:** 253

## TALIBAN FIRETEAM (4)

**Attributes:** Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d6, Shooting d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.

**Gear: All:** 1 RGD Frag Grenade; **3 Soldiers:** AK-47;

**Soldier:** RPG-7.

**Ammo:** High

**Cost:** 253

## TALIBAN WAR BAND LEADER

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d6, Shooting d8, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Abilities:** Bloodthirsty, Command, Nerves of Steel

- **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.

**Gear:** 1 RGD Frag Grenade, AK-47.

**Ammo:** High



## TALIBAN SOLDIERS (3)

**Attributes:** Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d6, Shooting d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Mountain Fighter:** Ignores movement penalties in the Mountains of Afghanistan.

**Gear: All:** 1 RGD Frag Grenade; **Machinegunner:**

RPK; **Soldier:** RPG-7; **Soldier:** AK-47

**Ammo:** High

**Cost:** 353

## OSAMA BIN LADEN

**Attributes:** Agility d4, Smarts d12, Spirit d12, Strength d4, Vigor d4  
**Skills:** Driving d6, Fighting d6, Knowledge: Battle d10, Shooting d8, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 4

**Abilities:** Bloodthirsty, Command, Dodge, Fervor, Harder to Kill, Inspire, Natural Leader

- **Jyhad:** Automatically pass Morale rolls.

**Gear:** 1 RGD Frag Grenade, AK-74.



## AL-QAEDA COMMANDOS (3)

**Attributes:** Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d6, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Jyhad:** Automatically pass all Morale rolls.

**Gear: All:** 1 RGD Frag Grenade, AK-74.

**Ammo:** High

**Cost:** 387

## AL-QAEDA FIRETEAM (4)

**Attributes:** Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d6, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Jyhad:** Automatically pass all Morale rolls.
- **Suicide Bombers:** 2 of the Commandos are strapped with dynamite that they may set off as an action, causing 4d6 damage to everything in a Large Burst Template.

**Gear: All:** 1 RGD Frag Grenade, 2 Commandos AK-74; Commando: RPG-7; Commando: RPK-74

**Ammo:** High

**Cost:** 302

## AL-QAEDA FIRETEAM (4)

**Attributes:** Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d6, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Jyhad:** Automatically pass all Morale rolls.
- **Suicide Bombers:** 2 of the Commandos are strapped with dynamite that they may set off as an action, causing 4d6 damage to everything in a Large Burst Template.

**Gear: All:** 1 RGD Frag Grenade, 2 Commandos AK-74; Commando: RPG-7; Commando: RPK-74

**Ammo:** High

**Cost:** 302

## AL-QAEDA SNIPER

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d4, Fighting d6, Shooting d10, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Gear:** 1 RGD Frag Grenade, Dragunov SVD.

**Abilities:** Bloodthirsty, Marksman

- **Jyhad:** Automatically pass Morale rolls.

**Ammo:** High

**Cost:** 174



## TALIBAN/AL-QAEDA VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Abilities:** Bloodthirsty

**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6.

**Equipment:** 9mm Pistol

**Ammo:** Low

**Cost:** Green: 27; Regular: 31.

## TECHNICAL (1)

**Acc/Top Speed:** 20/40; **Toughness:** 14(3);

**Crew:** 2+6

**Weapons:** May add a DSchKM 12.7mm Heavy Machinegun for 30.

**Cost:** 44 + Weapons and Crew

## TECHNICAL (1)

**Acc/Top Speed:** 20/40; **Toughness:** 14(3);

**Crew:** 2+1

**Weapons:** Forward facing 100mm Gun.

**Cost:** 97

## WARLORD

**Attributes:** Agility d6, Smarts: d8, Spirit d6, Strength d4, Vigor d8

**Skills:** Driving d6, Fighting d6, Shooting d6, Throwing d6

**Pace:** 6; **Parry:** 4; **Toughness:** 6

**Abilities:** Bloodthirsty

- **Khat High:** May reroll a failed Morale Check.
- **Training:** May use Aimed Shots and Three Round Bursts.

**Gear:** Two RGD Frag Grenades, AK-47



## BODYGUARDS (11)

**Attributes:** Agility d6, Smarts: d4, Spirit d6, Strength d4, Vigor d6

**Skills:** Driving d6, Fighting d6, Shooting d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Khat High:** May reroll a failed Morale Check.
- **Training:** May use Aimed Shots & Three Round Bursts.

**Gear:** 1 has an RPK-74; 3 have RPG-7s; 7 have AK-47s.

**Ammo:** High

**Cost:** 574

## SOMALI MILITIA (10)

**Attributes:** Agility d6, Smarts: d4, Spirit d6, Strength d4, Vigor d6

**Skills:** Driving d6, Fighting d4, Shooting d4, Throwing d4

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Khat High:** May reroll a failed Morale Check.

**Gear:** 1 has RPK-74; 3 have RPG-7s; 6 have AK-47s.

**Ammo:** High

**Cost:** 517



## SOMALI MILITIA (10)

**Attributes:** Agility d6, Smarts: d4, Spirit d6, Strength d4, Vigor d6

**Skills:** Driving d6, Fighting d4, Shooting d4, Throwing d4

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Khat High:** May reroll a failed Morale Check.

**Gear:** 1 has RPK-74; 3 have RPG-7s; 6 have AK-47s.

**Ammo:** High

**Cost:** 517



## SOMALI MILITIA (10)

**Attributes:** Agility d6, Smarts: d4, Spirit d6, Strength d4, Vigor d6

**Skills:** Driving d6, Fighting d4, Shooting d4, Throwing d4

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Khat High:** May reroll a failed Morale Check.

**Gear:** 1 has RPK-74; 3 have RPG-7s; 6 have AK-47s.

**Ammo:** High

**Cost:** 517



## SOMALI ARMED CIVILIANS (10)

**Attributes:** Agility d6, Smarts: d4, Spirit d4, Strength d4, Vigor d6

**Skills:** Driving d4, Fighting d4, Shooting d4-2, Throwing d4

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Khat High:** May reroll a failed Morale Check.

**Gear:** 1 has an RPK-74; 3 have RPG-7s; 6 have AK-47s.

**Ammo:** Low

**Cost:** 460



## SOMALI ARMED CIVILIANS (10)

**Attributes:** Agility d6, Smarts: d4, Spirit d4, Strength d4, Vigor d6

**Skills:** Driving d4, Fighting d4, Shooting d4-2, Throwing d4

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Abilities:** Bloodthirsty

- **Khat High:** May reroll a failed Morale Check.

**Gear:** 1 has an RPK-74; 3 have RPG-7s; 6 have AK-47s.

**Ammo:** Low

**Cost:** 460



## SOMALI VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Abilities:** Bloodthirsty

**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6.

**Equipment:** 9mm Pistol

**Ammo:** Low

**Cost:** Green: 27; Regular: 31

## IRAQI LIEUTENANT

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Abilities:** Bloodthirsty, Command, Dodge, Natural Leader.

**Gear:** Two RGD Frag Grenades, AK-47

**Ammo:** Very High

**Cost:** 180



## IRAQI LIEUTENANT

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Abilities:** Bloodthirsty, Command, Dodge, Natural Leader.

**Gear:** Two RGD Frag Grenades, AK-47

**Ammo:** Very High

**Cost:** 180



## REPUBLICAN GUARD NCO

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

**Skills:** Driving d6, Fighting d8, Knowledge: Battle d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (8/10 vs. Bullets)

**Abilities:** Command, Dodge

**Gear:** Body Armor, two RGD Frag Grenades, AK-47

**Ammo:** Very High



## REPUBLICAN GUARD COMMAND SOLDIERS (3)

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge.

**Gear:** All: Body Armor, wo RGD Frag Grenades;

**Rifleman and Radio Man:** AK-47; **Soldier:** RPG-7

**Ammo:** Very High

**Cost:** 420

## REPUBLICAN GUARD FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge.

**Gear:** All: Body Armor, two RGD Frag Grenades;

**Fireteam Leader:** AK-47; **Soldier:** RPG-7;

**Soldier:** RPD-46; **Soldier:** RPK-74

**Ammo:** Very High

**Cost:** 317

## REPUBLICAN GUARD FIRETEAM (4)

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d8, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (7/9 vs. Bullets)

**Abilities:** Dodge.

**Gear:** All: Body Armor, two RGD Frag Grenades;

**Fireteam Leader:** AK-47; **Soldier:** RPG-7;

**Soldier:** RPD-46; **Soldier:** RPK-74

**Ammo:** Very High

**Cost:** 317

## IRAQI VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Abilities:** None.

**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8.

**Gear:** AK-74SU

**Ammo:** Low

**Cost:** Green: 38; Regular: 42; Seasoned: 46

## IRAQI VEHICLE CREWMAN (1)

**Attributes:** Agility d6, Smarts: d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving dX, Fighting d4, Piloting dX, Shooting dX

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Abilities:** None.

**Notes:** Driving, Piloting and Shooting skills are as follows: Green d4; Regular d6; Seasoned d8.

**Gear:** AK-74SU

**Ammo:** Low

**Cost:** Green: 38; Regular: 42; Seasoned: 46