

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

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

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

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

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

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

VYMPER 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-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

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-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-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-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

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

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 Fallschirmjäger:** 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 Fallschirmjäger:** 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 Panzergrenadiere gets a free MILAN.

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

Panzergrenadiere 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 1

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 Warband 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

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 Warband 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