



MEA FEDAYEEN SQUAD

120



Well-funded and fanatically dedicated to their cause, the Fedayeen are the elite troops of the MEA.

Leader w/AK-103, 3 x Rifleman w/AK-103,
1 x Gunner w/AT-14, 1 x Sniper w/SVU

Up to 6 extra squad members may be added. Rifleman w/AK-103 will cost +15 points each, a Gunner w/AT-14 will cost +40 points, a Sniper w/SVU will cost +20 points. Only two extra Gunners or Snipers may be added.

Size	Move	Close Combat	Target	Armour	Kill
1	5"	D6	4+	-	7+

Support

Weapons

AK-103 Assault Rifle

Range: 20" Damage: D6

AT-14 Kornet

Range: 40" Damage: D10+2

Dragunov SVU

Range: 36" Damage: D6

Fearless: The Fedayeen squad is immune to Suppression.

IED: Every rifleman in this unit is also equipped with high-powered IED charges. These may be placed on any model of Size 2 or more with a Charge action. It will explode at the end of the next Middle Eastern Alliance player's turn, with 2xD10+4 Damage Dice and a -2 Armour penalty to the model it was placed against. Any other models within 2" of the centre of the target model will be attacked with D10 Damage Dice.

AT-14 Kornet: This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

SVU: The SVU gains a +2 bonus to its Damage Dice, against Size 1 targets only. If a Ready action is taken before it shoots, you may opt to roll its Damage Dice against any model in the Fire Zone, rather than allocate normally.

Material

Options

Statistics

Special Rules