



## MEA INFANTRY SQUAD

75



Never giving an inch to an invader, the men and women of the MEA have vowed to defeat their oppressors.

*Leader w/AK-103, 4 x Riflemen w/AK-103,  
Gunner w/RPG-29*

Up to 6 extra squad members may be added. Riflemen w/AK-103 will cost +10 points, Gunners w/RPG-29 will cost +25 points. A maximum of two extra Gunners may be added.

Size	Move	Close Combat	Target	Armour	Kill
1	5"	D6	4+	-	6+

**Squad**

Weapons

### AK-103 Assault Rifle

Range: 20" Damage: D6

### RPG-29

Range: 30" Damage: D10

**RPG-29:** This weapon causes a -1 penalty to Armour rolls, and will roll extra Damage Dice (but only D6-1 with no penalty to Armour rolls) against every model within 2" 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.

Special Rules