

Stormer 30

145



Tracked recon vehicle on the Stormer hull.

Stormer 30 w/Rarden 30mm canno (T),  
MG (C), MG (R, AA)

Add TOW launcher for +30 points

Size Move Close Combat Target Armour Kill

3 8" 4xD10 7+ 3+ 9+

SUPPORT

**Rarden 30mm cannon**  
Range 40" Damage 2xD8  
**L7 7.62mm Machine Gun**  
Range 30" Damage 3xD6

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**30mm cannon:** This weapon causes a -2 penalty to Armour rolls.  
**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Recon Vehicle:** An army with at least one of these units may re-roll its dice for set up and deployment

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Ignore the effects of smoke (see main rulebook).**

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

FV432

110



British APC

FV432 w/L7 GPMG (E, A)

None

Size Move Close Combat Target Armour Kill

2 7" 4xD10 7+ 4+ 9+

TRANSPORT

**7.62 mm L7 GPMG**  
Range 36" Damage 3xD6

**Transport :** This vehicle may carry up to 10 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough:** The FV432 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**L7 GPMG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Amphibious**

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

FV432 „Bulldog”

125



British APC

FV432 w/L7 GPMG (E, AA)

Must be equipped with ERA and Gunshield

Size Move Close Combat Target Armour Kill

2 7" 4xD10 7+ 3+ 9+

TRANSPORT

Matériel

Options

Statistics

Weapons

7.62 mm L7 GPMG  
Range 36" Damage 3xD6

Special Rules

**Transport** : This vehicle may carry up to 10 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Armoured**: This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough**: The FV432 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**L7 GPMG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**IED Jammers**: Any IED, Roadside Bomb or Command Detonated Mine within 6" from the FV432 will fail to explode on D6 roll of 5 or more

**Tracked**: This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Saxon APC

80



British wheeled APC

Saxon w/L7 GPMG (E, AA)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 6+ 4+ 8+

TRANSPORT

Matériel

Options

Statistics

Weapons

7.62 mm L7 GPMG  
Range 36" Damage 3xD6

Special Rules

**Transport** : This vehicle may carry up to 10 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Armoured**: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough**: The Saxon will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**L7 GPMG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Wheeled**: This vehicle gains +3 inches to its Move if its entire move is on a road

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

**Scimitar** 100



Very light tank equipped with 30mm cannon

**Scimitar w/Rarden 30mm cannon (T),  
MG (C)**

Options: None

Size	Move	Close	Combat	Target	Armour	Kill
2	8"	4xD10	6+	3+	8+	

**SUPPORT**

**Weapons**

**Rarden 30mm cannon**  
Range 40" Damage 2xD8

**L7 7.62 Machine Gun**  
Range 30" Damage 3xD6

**Special Rules**

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**30mm cannon:** This weapon causes a -2 penalty to Armour rolls.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Recon Vehicle:** An army with at least one of these units may re-roll its dice for set up and deployment

**Ignore the effects of smoke (see main rulebook).**

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

**Striker** 60



ATGM carrier

**Striker w/Swingfire ATGM (T), MG (E,  
AA)**

Options: None

Size	Move	Close	Combat	Target	Armour	Kill
2	8"	4xD10	6+	3+	8+	

**SUPPORT**

**Weapons**

**Swingfire ATGM**  
Range 72" Damage D10+2

**L7 7.62 Machine Gun**  
Range 30" Damage 3xD6

**Special Rules**

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Swingfire ATGM:** 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 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. The Striker must take a ready action before using it and none of its actions may include movement. No other weapon may be fired at in the same action as the Swingfire - even machine guns.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Ignore the effects of smoke (see main rulebook).**

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Spartan

60



British APC

FV432 w/L7 GPMG (E, AA)

None

Size	Move	Close Combat	Target	Armour	Kill
2	8"	4xD10	6+	3+	8+

TRANSPORT

Weapons

7.62 mm L7 GPMG  
Range 36" Damage 3xD6

Special Rules

**Transport** : This vehicle may carry up to 5 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Armoured**: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough**: The Spartan will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**L7 GPMG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Tracked**: This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Stormer Starstreak Carrier

120



SAM launcher on Stormer hull

Stormer w/Starstreak (T, AA), MG (E, AA)

None

Size	Move	Close Combat	Target	Armour	Kill
3	8"	4xD10	7+	3+	9+

SUPPORT

Weapons

Starstreak SAM  
Range 60" Damage D10  
L7 7.62 Machine Gun  
Range 30" Damage 3xD6

Special Rules

**Armoured**: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG or react against Air Units

**Starstreak**: The Stormer carries eight of these AA missiles. They may only be used against Air Units and cause a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim.

**MG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Ignore the effects of smoke (see main rulebook).**

**Tracked**: This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

## Starstreak Team

75



Starstreak Teams provide air cover for British troops

**Team 1:** Leader w/L85A2, Gunner w/ Starstreak and L85A2, Rifleman w/ L85A2

Up to 2 additional Starstreak teams, identical to Team 1 may be added for +60 points each

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

SUPPORT

Weapons

**L85A2**  
Range 24" Damage D6  
**Starstreak**  
Range 60" Damage D10

Special Rules

**Starstreak SAM:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim.

## Rifle Squad

145



Comprising some of the most disciplined and well-trained troops in the world, the British Army has a long and proud history.

**Team 1:** Corporal w/L85A2, Grenadier w/L85A2 and AG36, Rifleman w/LSW, Gunner w/Minimi Para  
**Team 2:** Lance Corporal w/L85A2, L85A2, Grenadier w/L85A2 and AG36, Rifleman w/LSW, Gunner w/Minimi Para

Equip the squad with FIST system for +20 points.

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

**L85A2 Assault Rifle**  
Range 24" Damage D6  
**LSW**  
Range 36" Damage D6  
**Minimi Para**  
Range: 30" Damage: 2xD6  
**AG36 Underslung Grenade Launcher**  
Range: 16" Damage: D6+1

Special Rules

**FIST:** Future Integrated Soldier Technology, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the L85A2 or LSW will only receive a +1 bonus to its Target and Kill scores. In addition, all models in this unit have a command range of 12", rather than the usual 6". Models will also ignore the effects of smoke (see main rulebook).

**AG36 Underslung Grenade Launcher:** This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6) 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.

**Fire Teams:** Team 2 may be split off from the section to act as an independent unit, with the Lance Corporal acting as unit leader. This may be done before the start of the battle or at the beginning of any turn.

**Minimi Para:** If a Ready action is taken to set this weapon up properly (ie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**LSW:** If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain a +1 bonus to Damage Dice against size 1 targets only, though it may only shoot in its forward facing. This bonus is lost as soon as the model moves. This weapon counts as an assault rifle for Extreme Range purposes.

Sultan

80



Light and highly mobile, Sultan is used as a Command or Headquarters vehicle in armoured and armoured reconnaissance formations.

Sultan w/MG (E, AA)

None

Size Move Close Combat Target Armour Kill

2 8" 4xD10 6+ 3+ 8+

COMMAND

Weapons

**MG**  
Range 30" Damage 3xD6

Special Rules

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough:** The Sultan will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Command Unit:** So long as this vehicle remains on the table, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Command Units are on the table.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

FV436

100



Light and highly mobile, Sultan is used as a Command or Headquarters vehicle in armoured and armoured reconnaissance formations.

FV436 w/MG (E, AA)

None

Size Move Close Combat Target Armour Kill

2 7" 4xD10 7+ 4+ 9+

COMMAND

Weapons

**MG**  
Range 30" Damage 3xD6

Special Rules

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough:** The FV436 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Command Unit:** So long as this vehicle remains on the table, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Command Units are on the table.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Challenger 2 MBT

400



The main MBT of the British Army

Challenger MBT w/120mm Gun (T), MG (C) and MG (E, AA)

None

Size Move Close Combat Target Armour Kill

4 7" 4xD10 8+ 2+ 12+

ARMOUR

Weapons

**120mm Gun**  
Range 72" Damage D10+4  
**7.62mm Machine Gun**  
Range 30" Damage 3xD6

Special Rules

**120mm Gun:** This weapon causes a -4 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. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Armoured:** This vehicle has Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough:** The Challenger will ignore the first four failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Ignore the effects of smoke (see main rulebook).**

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Warrior IFV

175



The main IFV of the British Army

Warrior IFV w/30mm Rarden Cannon (T), MG (C)

None

Size Move Close Combat Target Armour Kill

4 7" 4xD10 8+ 2+ 10+

TRANSPORT

Weapons

**Rarden 30mm Cannon**  
Range 40" Damage 2xD8  
**7.62mm Coaxial Machine Gun**  
Range 30" Damage 3xD6

Special Rules

**Transport :** This vehicle may carry up to 8 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Armoured:** This vehicle has Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough:** The Warrior will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Rarden 30mm Cannon:** This weapon causes a -2 penalty to Armour rolls

**Ignore the effects of smoke (see main rulebook).**

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

LAW



Light Antitank Weapon used by British forces

Rules

**LAW:** This weapon causes a -2 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. It may be used only against targets of Size 2 or greater. If such model is within the firezone roll this weapon's Damage Dice against that model, rather than allocate normally. Single use

**Volley fire:** The squad has to take a Ready action before firing their LAWs. Any number of LAW equipped soldiers may fire their weapons in the next Fire action, all missiles are fired against the same target.

Option

Equip any number of soldiers with a single LAW each for +10 points each

Statistics

**LAW**  
Range 20" Damage D10+1

UPGRADE

NLAW



Next generation Light Antitank Weapon – light guided missile with top-attack capabilities

Rules

**NLAW:** This weapon ignores target's armor, 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. If the target model is not under hard cover, it will not get any bonus to its Target and Kill score. You have to take a Ready action to fire this weapon.

Option

Equip up to one soldier per fireteam with NLAW for +40 points

Statistics

**LAW**  
Range 30" Damage D10+2

UPGRADE

Lynx AH.9

120



British attack and utility helicopter

Materiel

Lynx w/Two MGs

Options

Replace the two MGs and Transport with 8xTOW for +40 points

Statistics

Size	Move	Close Combat	Target	Armour	Kill
5	V/STOL Loiter	3xD10	6+	5+	8+

AIR

Weapons

**MG**  
Range 36" Damage 3xD6  
**TOW-2 ATGM**  
Range 60" Damage D10+2

Special Rules

**Flyer:** This vehicle may be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.

**Tough:** This vehicle will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Ignore the effects of smoke (see main rulebook).**

**Immune to suppression.**

**Transport:** This helicopter may carry up to 9 size 1 models. Models may mount this helicopter when it is on the ground simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this helicopter, then both the models and this helicopter may only take a single action in that turn. If this helicopter is destroyed while on the ground, every model on board will immediately suffer a D6-1 Damage Dice. If this helicopter is destroyed while in the air, every model on board will immediately suffer a D6+2 Damage Dice.

**TOW-2:** This weapon causes a -2 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 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one. Each of the mounted MGs may fire to one side of the Lynx and has to be operated by one of the transported models. Both may be fired in a single action.

FV511 Warrior ICV

200



Infantry Command Vehicle based on the Warrior

Warrior IFV w/30mm Rarden Cannon (T), MG (C)

None

Size Move Close Combat Target Armour Kill

4	7"	4xD10	8+	2+	10+
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COMMAND

Weapons

**Rarden 30mm Cannon**  
Range 40" Damage 2xD8  
**7.62mm Coaxial Machine Gun**  
Range 30" Damage 3xD6

Special Rules

**Armoured:** This vehicle has Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Command Unit:** So long as this vehicle remains on the table, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Command Units are on the table.

**Tough:** The Warrior will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage. Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Rarden 30mm Cannon:** This weapon causes a -2 penalty to Armour rolls

**Ignore the effects of smoke (see main rulebook).**

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Warrior IFV

200



Warrior upgraded to carry the 40mm cannon

Warrior IFV w/40mm CTWS (T), MG (C)

None

Size Move Close Combat Target Armour Kill

4	7"	4xD10	8+	2+	10+
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TRANSPORT

Weapons

**40mm Case Telescoped Weapon System**  
Range 40" Damage 2xD10  
**7.62mm Coaxial Machine Gun**  
Range 30" Damage 3xD6

Special Rules

**Transport:** This vehicle may carry up to 8 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Armoured:** This vehicle has Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough:** The Warrior will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage. Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**40mm CTWS:** This weapon causes a -2 penalty to Armour rolls. It may only be fired once per turn.

**Ignore the effects of smoke (see main rulebook).**

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Panther MLV 45



The MLV is based on a design by Iveco Defence Vehicles Division of Italy.

**Material**

Panther w/MG (R)

**Options**

None

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
2	10"	2xD10	6+	5+	8+

TRANSPORT

**Weapons**

**7.62mm Machine Gun**  
Range 30" Damage 3xD6

**Special Rules**

**Tough:** This vehicle will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Transport :** This vehicle may carry up to 3 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-2 Damage Dice.

**Wheeled:** This vehicle gains +3 inches to its Move if its entire move is on a road

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Panther MLV 55



The MLV is based on a design by Iveco Defence Vehicles Division of Italy.

**Material**

Panther w/Mk19 (R)

**Options**

None

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
2	10"	2xD10	6+	5+	8+

TRANSPORT

**Weapons**

**Mk19 AGL**  
Range 36" Damage 3xD6+1

**Special Rules**

**Tough:** This vehicle will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**Mk19 AGL:** This weapon causes a -1 penalty to Armour rolls. It will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against very 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.

**Transport :** This vehicle may carry up to 3 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-2 Damage Dice.

**Wheeled:** This vehicle gains +3 inches to its Move if its entire move is on a road

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Panther MLV

45



The MLV is based on a design by Iveco Defence Vehicles Division of Italy.

Panther w/.50cal MG (R)

None

Size Move Close Combat Target Armour Kill

2 10" 2xD10 6+ 5+ 8+

TRANSPORT

**.50cal Machine Gun**  
Range 36" Damage 2xD6+1

**Tough:** This vehicle will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**.50cal MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Transport :** This vehicle may carry up to 3 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-2 Damage Dice.

**Wheeled:** This vehicle gains +3 inches to its Move if its entire move is on a road

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Panther CLV

80



Command variant of the Panther MLV

Panther w/MG (R)

None

Size Move Close Combat Target Armour Kill

2 10" 2xD10 6+ 5+ 8+

COMMAND

**7.62mm Machine Gun**  
Range 30" Damage 3xD6

**Tough:** This vehicle will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Command Unit:** So long as this vehicle remains on the table, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Command Units are on the table.

**Wheeled:** This vehicle gains +3 inches to its Move if its entire move is on a road

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Land Rover WMIK

75



The Land Rover Wolf is a military utility vehicle in service with UK Armed Forces.

WMIK w/MG (E, AA) and .50 cal MG (E, AA)

None

Size Move Close Combat Target Armour Kill

4 10" D10 5+ 6+ 7+

SUPPORT

Weapons

**7.62mm Machine Gun**  
Range 30" Damage 3xD6  
**.50 cal MG**  
Range 36" Damage 2xD6+1

Special Rules

**Transport** : This vehicle may carry up to 4 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if this vehicle takes a Shoot action— up to 2 models to either side, each side creating its own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

**MG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one

**Tough**: This vehicle will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**.50 cal MG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one

**Agile**: If this vehicle moves more than 8" in a turn, it will gain a +1 bonus to its Target and Kill scores until the start of its next turn.

**Army List**: Up to three WMIKs may be purchased for each Support slot.

**Wheeled**: This vehicle gains +3 inches to its Move if its entire move is on a road

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Land Rover WMIK

95



The Land Rover Wolf is a military utility vehicle in service with UK Armed Forces.

WMIK w/MG (E, AA) and HK GMG (E)

None

Size Move Close Combat Target Armour Kill

4 10" D10 5+ 6+ 7+

SUPPORT

Weapons

**7.62mm Machine Gun**  
Range 30" Damage 3xD6  
**HK GMG**  
Range 36" Damage 3xD6+1

Special Rules

**Transport** : This vehicle may carry up to 4 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if this vehicle takes a Shoot action— up to 2 models to either side, each side creating its own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

**MG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one

**Tough**: This vehicle will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**HK GMG**: This weapon causes a -1 penalty to Armour rolls. It will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against very 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.

**Agile**: If this vehicle moves more than 8" in a turn, it will gain a +1 bonus to its Target and Kill scores until the start of its next turn.

**Army List**: Up to three WMIKs may be purchased for each Support slot.

**Wheeled**: This vehicle gains +3 inches to its Move if its entire move is on a road

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Land Rover WMIK

100



The Land Rover Wolf is a military utility vehicle in service with UK Armed Forces.

WMIK w/MG (E, AA) and Javelin (E)

None

Size Move Close Combat Target Armour Kill

4 10" D10 5+ 6+ 7+

SUPPORT

Weapons

**7.62mm Machine Gun**  
Range 30" Damage 3xD6  
**Javelin ATGM**  
Range 40" Damage D10+2

Special Rules

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one

**Tough:** This vehicle will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**Javelin ATGM:** This weapon ignores target's armor, 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. If the target model is not under hard cover, it will not get any bonus to its Target and Kill score. You have to take a Ready action to fire this weapon.

**Agile:** If this vehicle moves more than 8" in a turn, it will gain a +1 bonus to its Target and Kill scores until the start of its next turn.

**Army List:** Up to three WMIKs may be purchased for each Support slot.

**Wheeled:** This vehicle gains +3 inches to its Move if its entire move is on a road

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Supacat MWMIK

105



New vehicle intended to replace the Land Raider WMIK

MWMIK w/MG (E, AA) and HK GMG (E)

None

Size Move Close Combat Target Armour Kill

4 10" D10 5+ 5+ 7+

SUPPORT

Weapons

**7.62mm Machine Gun**  
Range 30" Damage 3xD6  
**HK GMG**  
Range 36" Damage 3xD6+1

Special Rules

**Transport :** This vehicle may carry up to 6 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if this vehicle takes a Shoot action - up to 2 models to either side, each side creating its own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one

**Tough:** This vehicle will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**HK GMG:** This weapon causes a -1 penalty to Armour rolls. It 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.

**Agile:** If this vehicle moves more than 8" in a turn, it will gain a +1 bonus to its Target and Kill scores until the start of its next turn.

**Army List:** Up to three MWMIKs may be purchased for each Support slot.

**Wheeled:** This vehicle gains +3 inches to its Move if its entire move is on a road

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Supacat ATMP

40



The All-Terrain Mobility Platform (ATMP) 'Supacat' is a versatile, lightweight load-carrying vehicle used by airborne and air-mobile battalions.

Material

ATMP w/MG

Options

Replace the Type 89 MG with QLZ87 for +10 points

Statistics

Size Move Close Combat Target Armour Kill

4 8" D10 5+ 6+ 7+

TRANSPORT

Weapons

**7.62mm Machine Gun**  
Range 30" Damage 3xD6

Special Rules

**Transport :** The ATMP may carry up to 6 size 1 models. Models may mount the ATMP simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the ATMP, then both the models and the ATMP may only take a single action in that turn. If the ATMP is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Wheeled:** This vehicle gains +3 inches to its Move if its entire move is on a road

**Ignore the effects of smoke (see main rulebook). Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

FV514 Warrior MAOV

150



Forward Air/Artillery Observer variant of the Warrior

Material

Warrior IFV w/MG (T)

Options

None

Statistics

Size Move Close Combat Target Armour Kill

4 7" 4xD10 8+ 2+ 10+

SUPPORT

Weapons

**7.62mm Coaxial Machine Gun**  
Range 30" Damage 3xD6

Special Rules

**Forward Observer:** This vehicle may spot for Artillery, as if it were a Command Team

**Armoured:** This vehicle has Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough:** The Warrior will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Ignore the effects of smoke (see main rulebook).**

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

### Viking TCV

110



The amphibious Vikings are armoured, all terrain vehicles capable of operating anywhere in the world in temperatures from -46°C to +49°C, and were selected for their ability to be deployed in jungle, desert or arctic conditions quickly.

Viking w/7.62mm L37 MG

None

Size Move Close Combat Target Armour Kill

2 7" 4xD10 7+ 4+ 9+

TRANSPORT

Material

Options

Statistics

Weapons

Special Rules

7.62 mm L7 GPMG  
Range 36" Damage 3xD6

**Transport** : This vehicle may carry up to 11 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Armoured**: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough**: The FV432 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**L7 GPMG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Amphibious**: The vehicle may swim at half its normal movement rate

**Tracked**: This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

### FV432 (M)

110



81mm Mortar Carrier based on the popular FV432

FV432 w/81mm L16 Mortar (E), L37 GPMG (E, A)

None

Size Move Close Combat Target Armour Kill

2 7" 4xD10 7+ 4+ 9+

TRANSPORT

Material

Options

Statistics

Weapons

Special Rules

7.62 mm L7 GPMG  
Range 36" Damage 3xD6  
**81mm L16 Mortar**  
Range 24-72" Damage D6+1

**81mm Mortar**: Before firing this weapon, the vehicle has to take a Ready action. You can create a Firezone anywhere within the range of this weapon. The center of the Firezone has to be in LOS of this vehicle or a unit able to spot for artillery. Work out scatter as per the Artillery rules (rulebook, page 34). The Firezone has 3" radius, roll this weapon's Damage Dice against every target within the Firezone. This weapon causes a -1 penalty to Armour rolls.

**Armoured**: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough**: The FV432 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**L7 GPMG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Amphibious**

**Tracked**: This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

**Harrier GR 9** **400**



V/STOL aircraft used by RAF and RN

**AV-8B w/ADEN 30, 6xBrimstone,  
2xAIM-9X Sidewinder**

Replace 6xBrimstone with 4xBLU755.

	Size	Move	Close Combat	Target	Armour	Kill
Statistics	5	V/STOL	4xD10	7+	5+	9+
		Loiter Cruise				

**AIR**

**ADEN 30**  
Range 36" Damage 2xD8

**BLU755**  
Range - Damage D8

**Brimstone**  
Range 60" Damage D10+3

**AIM-9X**  
Range 72" Damage D10

**ADEN 30:** This weapon causes a -2 penalty to Armour rolls.  
**Flyer:** May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.  
**Tough:** The Harrier will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Brimstone:** 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 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Up to two missiles may be launched in a single action  
**BLU755:** This weapon causes -2 penalty to Armour rolls, and will roll extra Damage Dice (D8 with -2 penalty to Armour rolls) against every model within 6" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon will ignore cover, unless it is overhead cover. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.  
**AIM-9X:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Four shot system. Up to two missiles may be launched in a single action  
**Immune to suppression.**  
**Ignore the effects of smoke (see main rulebook).**

**Tornado GR 4** **350**



Interdiction/Strike aircraft in service with the Royal Air Force

**Tornado w/27mm Mauser, 6xMk 83**

Replace the 6xMk 83 with 6xBLU755

	Size	Move	Close Combat	Target	Armour	Kill
Statistics	5	Loiter Cruise	4xD10	7+	5+	9+
		Burn				

**AIR**

**27mm Mauser cannon**  
Range 36" Damage 2xD6+1

**Mk 83**  
Range - Damage D10+4

**BLU755**  
Range - Damage D8

**27mm Mauser:** This weapon causes a -2 penalty to Armour rolls.  
**Flyer:** May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.  
**Tough:** This aircraft will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Mk 83:** This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.  
**BLU755:** This weapon causes -2 penalty to Armour rolls, and will roll extra Damage Dice (D8 with -2 penalty to Armour rolls) against every model within 6" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon will ignore cover, unless it is overhead cover. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.  
**Immune to suppression.**  
**Ignore the effects of smoke (see main rulebook).**

Eurofighter Typhoon 450



Multi-role aircraft manufactured by international consortium

Typhoon w/4xAMRAAM, 2xASRAAM, 4xBLU755

Replace 4xBLU755 with 4xAMRAAM for no cost or 12xBrimstone for +100 points.

Size Move Close Combat Target Armour Kill

5	Loiter	4xD10	7+	5+	10+
	Cruise				
	Burn				

AIR

Weapons

**Brimstone**  
Range 60" Damage D10+3  
**BLU755**  
Range - Damage D8  
**ASRAAM**  
Range 72" Damage D10  
**AMRAAM**  
Range 72" Damage D10

Special Rules

**Flyer:** May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.  
**Tough:** This aircraft will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Brimstone:** 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 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Up to two missiles may be launched in a single action  
**BLU755:** This weapon causes -2 penalty to Armour rolls, and will roll extra Damage Dice (D8 with -2 penalty to Armour rolls) against every model within 6" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon will ignore cover, unless it is overhead cover. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.  
**ASRAAM:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action  
**AMRAAM:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action  
**Immune to suppression.**  
**Ignore the effects of smoke (see main rulebook).**

Tornado F3 350



Tornado F3 Air Defence Variant has been designed to fulfil the requirement for a long-range, long-endurance fighter intercept aircraft.

Tornado w/27mm Mauser, 4xASRAAM, 4xAIM-120C

None

Size Move Close Combat Target Armour Kill

5	Cruise	4xD10	7+	5+	9+
	Burn				

AIR

Weapons

**27mm Mauser cannon**  
Range 36" Damage 2xD6+1  
**ASRAAM**  
Range 72" Damage D10  
**AIM-120C**  
Range 12-96" Damage D10

Special Rules

**27mm Mauser:** This weapon causes a -2 penalty to Armour rolls.  
**Flyer:** May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.  
**Tough:** This aircraft will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**ASRAAM:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action  
**AIM-120C:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action  
**Immune to suppression.**  
**Ignore the effects of smoke (see main rulebook).**

WAH-64 Apache

400



The British variant of the AH-64D Apache.

AH-64D w/M-230, 8xHellfire, 4xHydra, 2xASRAAM

None

	Size	Move	Close	Combat	Target	Armour	Kill
6	V/STOL	4xD10			7+	4+	10+
	Loiter						

AIR

Weapons

- M230 30mm Cannon**  
Range 48" Damage 2xD8
- Hellfire ATGM**  
Range 60" Damage D10+3
- Hydra**  
Range 30" Damage D8
- ASRAAM**  
Range 72" Damage D10

Special Rules

**M230 Cannon:** This weapon causes a -2 penalty to Armour rolls.  
**Flyer:** It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.  
**Tough:** The Apache will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Hellfire:** 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 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Up to two missiles may be launched in a single action.  
**Hydra** This weapon causes a -2 penalty to Armour rolls, It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS.  
**ASRAAM:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.  
**Ignore the effects of smoke (see main rulebook).**

Command Squad 70



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**Material**

Lieutenant w/ L85A2,  
Sergeant w/ L85A2  
Radio Operator w/ L85A2

**Options**

Equip the squad with FIST system for +5 points.

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
1	4"	2xD6	4+	5+	6+

**COMMAND**

**Weapons**

**L85A2 Assault Rifle**  
Range 24" Damage D6

**Special Rules**

**FIST:** Future Integrated Soldier Technology, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the L85A2 will only receive a +1 bonus to its Target and Kill scores. In addition, all models in this unit have a command range of 12", rather than the usual 6". Models will also ignore the effects of smoke (see main rulebook).

**Command:** So long as the Lieutenant and Radio Operator remain on the table and within 2" of each other, one friendly unit per turn may be given a bonus third action. A unit can only take one bonus action, no matter how many Lieutenants and Radio Operators are on the table. Only one Command Section may be purchased for every 2,000 points or part of in the army.

Manoeuvre Support Section 95



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**Material**

Corporal w/L85A2  
2 x Gunner with GPMG  
2 x Rifleman w/ L85A2

**Options**

Equip the squad with FIST system for +5 points.

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
1	4"	2xD6	4+	5+	6+

**SUPPORT**

**Weapons**

**L85A2 Assault Rifle**  
Range 24" Damage D6  
**GPMG**  
Range: 30" Damage: 2xD6

**Special Rules**

**FIST:** Future Integrated Soldier Technology, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the L85A2 or LSW will only receive a +1 bonus to its Target and Kill scores. In addition, all models in this unit have a command range of 12", rather than the usual 6". Models will also ignore the effects of smoke (see main rulebook).

**GPMG:** If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one. If the GPMG has been set up, the Suppression is calculated after the models have been removed.

Javelin AT Team 70



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**Material**

**Team 1**  
Gunner with Javelin AT Launcher  
Observer w/ L85A2

**Options**

Up to 2 additional Javelin teams, identical to Team 1 may be added for +70 points each

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
1	4"	2xD6	4+	5+	6+

**SUPPORT**

**Weapons**

**L85A2 Assault Rifle**  
Range 24" Damage D6  
**Javelin AT**  
Range 40" Damage D10+2

**Special Rules**

**FIST:** Future Integrated Soldier Technology, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the L85A2 or LSW will only receive a +1 bonus to its Target and Kill scores. In addition, all models in this unit have a command range of 12", rather than the usual 6". Models will also ignore the effects of smoke (see main rulebook).

**Javelin:** This weapon ignores target's armour, 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. If the target model is not under hard cover, it will not get any bonus to its Target and Kill score. The Javelin AT Team must take a ready action before using it and none of its actions may include movement.

Sniper Team 75



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**Material**

Sniper w/ L96A1  
Spotter w/ L85A2

**Options**

Equip the squad with FIST system for +5 points.

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
1	4"	2xD6	4+	5+	6+

**SUPPORT**

**Weapons**

**L85A2 Assault Rifle**  
Range 24" Damage D6  
**L96A1**  
Range 36" Damage D6

**Special Rules**

**FIST:** Future Integrated Soldier Technology, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the L85A2 or LSW will only receive a +1 bonus to its Target and Kill scores. In addition, all models in this unit have a command range of 12", rather than the usual 6". Models will also ignore the effects of smoke (see main rulebook).

**L96A1:** This weapon gains a +3 bonus to its Damage Dice against all models of Size 2 or less. It may only fire once per turn and never as a reaction. 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.

**Stealthy:** If this unit is within Cover and did not make any shooting attacks with weapons other than the L96A1 in the last turn, units beyond 20" may not draw Line of Sight to it.

**Recon:** An army with at least one of these units may re-roll its dice for set up and deployment

**Ambush:** This unit may be concealed in an area of terrain outside of the enemy's deployment zone before the game begins. Write down the location of the unit before any models are deployed. You can reveal the unit at any time by placing the models on the table.

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Material

Patrol Commander w/L85A2  
2 Pathfinders w/L85A2  
1 Pathfinder w/Minimi Para

Options

Equip the squad with FIST system for +10 points. Add up to 2 additional Pathfinders w/ L85A2 for +15 points per model. Up to 2 models be armed with AG36 underslung Grenade launchers at +5 points per model. One model may be armed with L96A1 Sniper Rifle at +30 points

Statistics

Size Move Close Combat Target Armour Kill

1 4" 2xD6 4+ 5+ 6+

SUPPORT

Weapons

**L85A2 Assault Rifle**

Range 24" Damage D6

**Minimi Para**

Range: 30" Damage: 2xD6

**AG36 Underslung Grenade Launcher**

Range: 16" Damage: D6+1

**L96A1**

Range 36" Damage D6

Special Rules

**FIST:** Future Integrated Soldier Technology, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the L85A2 or LSW will only receive a +1 bonus to its Target and Kill scores. In addition, all models in this unit have a command range of 12", rather than the usual 6". Models will also ignore the effects of smoke (see main rulebook).

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**L96A1:** This weapon gains a +3 bonus to its Damage Dice against all models of Size 2 or less. It may only fire once per turn and never as a reaction. 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.

**Stealthy:** If this unit is within Cover and did not make any shooting attacks with weapons other than the L96A1 in the last turn, units beyond 20" may not draw Line of Sight to it.

**Recon:** An army with at least one of these units may re-roll its dice for set up and deployment

**Minimi Para:** If a Ready action is taken to set this weapon up properly (ie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**AG36 Underslung Grenade Launcher:** This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6) 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.