


GL Smoke Grenade 15



Smoke grenades may be fired from 40mm grenade launchers.

Rules
Smoke grenade: This weapon will create a cloud of thick smoke that will block Line of Sight in area up to 2" from the centre of the aiming point (which has to be in the range of this weapon). To use this weapon the squad has to take a Ready action.

Option
 Equip any soldier equipped with Grenade Launcher with GL Smoke Grenades

Statistics
GL Smoke Grenade
 Range as the Grenade Launcher Damage Special

UPGRADE

Smoke Grenade 10



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Rules
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Option
 Equip any squad or team leader with the Smoke Grenade

Statistics
Smoke Grenade
 Range 6" Damage Special

UPGRADE

GL Less-Lethal Grenade 5



AT-4 is the light antitank weapon used by US infantry

Rules
Less-Lethal Grenade: This weapon causes a -1 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. This weapon may be used against models with the Civilian Special Rule

Option
 Equip any soldier equipped with Grenade Launcher with GL Less-Lethal Grenades.

Statistics
GL Less-Lethal Grenade
 Range as the Grenade Launcher Damage D6+1

UPGRADE

GL Flashbang Grenade 20



Nonlethal grenade, very efficient in MOUT operations

Rules
Flashbang grenade: This weapon causes automatic suppression on targeted enemy squad. Models in buildings suffer double suppression. It has range identical to regular grenade fired from M-32, but causes no damage. You have to roll D6 when firing this grenade - on 1 the grenade missed and has no effect.

Option
 Equip any soldier equipped with Grenade Launcher with GL Flashbang Grenades.

Statistics
GL Flashbang Grenade
 Range as the Grenade Launcher Damage Special

UPGRADE

Molotov Cocktail

4



Molotov Cocktails are cheap and easy to manufacture

Rules

Molotov Cocktail: the squad may throw their Molotov Cocktails by taking Ready action followed by a Shoot action. This weapon causes a -1 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 gains a +2 bonus to its Damage Dice against targets with the Armoured special rule.

Option

Equip any squad with Molotov Cocktails. The cost is per trooper.

Statistics

GL Smoke Grenade
Range 6" Damage D6

UPGRADE

Laser Target Designator

15



Laser Target Designators allow troops to paint targets for laser guided bombs and missiles

Rules

Laser Target Designator: unit equipped with Laser Target Designator may act as spotters for off-board assets other than artillery in the same way a command squad can.

Option

Equip any squad leader

Statistics

UPGRADE

Tripwire Mine

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Rules

Tripwire Mine: You may make one ready action in order to deploy a mine marker in base contact of one model of your squad. Once set the mine will explode starting with the next game turn if a model comes closer than 6" and you roll a 5 or 6 on a D6. (that includes your troops as well!). The explosion will hit with a D6+1 and attacks all models in up to 6" away in 45 degree cone in the direction shown by the arrow on the marker. Remove the marker after that.

Option

Equip any soldier with Tripwire Mine

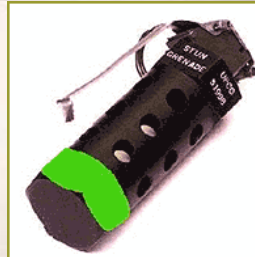
Statistics

Tripwire Mine
Range special Damage D6+1

UPGRADE

Flashbang Grenade

10



Nonlethal grenade, very efficient in MOUT operations

Flashbang grenade: This weapon causes automatic suppression on targeted enemy squad. Models in buildings suffer double suppression. It causes no damage. You have to roll D6 when firing this grenade - on 1 the grenade missed and has no effect.

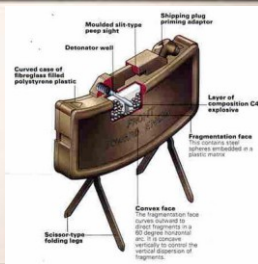
Equip any squad or team leader with Flashbang Grenade

Flashbang Grenade
Range 6" Damage Special

UPGRADE

Command Detonated Mine

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Rules

Command Detonated Mine: You may make one ready action in order to deploy a mine marker in base contact of one model of your squad. Once set you may detonate the mine taking another Ready action. The explosion will hit with a D6+1 and attacks all models in up to 6" away in 45 degrees cone in the direction shown by the arrow on the marker. Remove the marker after that.

Option

Equip any soldier with Command Detonated Mine

Statistics

Command Detonated Mine
Range special Damage D6+1

UPGRADE

C4 with Remote Detonator

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Rules

C4: Spend one ready action in base contact with a structure of size 2 or more and cause a 2xD10+2 attack with a -2 armour penalty at the end of your next game turn.

Option

Equip any soldier with C4

Statistics

C4
Range special Damage 2xD10+2

UPGRADE