

**Dardo IFV** **160**



IFV used by Italian mechanized units

**Dardo IFV w/KBA (T), MG59 (C) and MG59 (E,AA)**

Options  
Add TOW-II ATGM for +30 points

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	8+	2+	10+

**TRANSPORT**

**Weapons**

**KBA 25mm Chain Gun**  
Range 40" Damage 2xD8

**MG59 7.62 Machine Gun**  
Range 30" Damage 3xD6

**TOW II ATGM**  
Range 60" Damage D10+2

**Special Rules**

**TOW II:** 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. Two shot systems, the Dardo 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 TOW II - even machine guns.

**Armoured:** The Dardo will ignore all terrain 1" high or less for the purposes of movement. It is also immune to Suppression but only has an Armour score of 3+ to the Side or Rear facings. The Dardo may never make any reactions except to Shoot with the MG. It will also ignore the effects of smoke (see main rulebook).

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

**MG:** The Dardo carries two MGs, which causes a -1 penalty to Armour rolls. One MG may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone. One of the MGs may be used as an AA weapon. 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.

**KBA:** This weapon causes a -1 penalty to Armour rolls.

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

**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.

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

**C-1 Ariete MBT** **340**



The main MBT of the Italian Army

**C-1 Ariete w/120mm gun (T), MG59 (C) and MG59 (E,AA)**

Options  
Add „Wartime“ add-on armor package for +20 points, raising Armour to 2+

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	8"	4xD10	8+	3+	11+

**ARMOUR**

**Weapons**

**120mm Gun**  
Range 72" Damage D10+3

**MG59 7.62 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 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. 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:** The Ariete carries two MGs, both of which cause a -1 penalty to Armour rolls. One MG may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone. One of the MGs may be used as an AA weapon. 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:** The Ariete will ignore the first four failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

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

**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.

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

## Centauro

150



Wheeled tank destroyer used by the Italian Army

Centauro w/105mm gun (T), MG59 (C) and MG59 (E,AA)

Add capacity to transport 4 soldiers for +10 points

**Size Move Close Combat Target Armour Kill**

4 9" 4xD10 8+ 3+ 10+

ARMOUR

Weapons

### 105mm Gun

Range 60" Damage D10+1

### MG59 7.62 Machine Gun

Range 30" Damage 3xD6

Special Rules

**105mm Gun:** This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6+1 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. 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:** The Centauro carries two MGs, both of which cause a -1 penalty to Armour rolls. One MG may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone. One of the MGs may be used as an AA weapon. 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:** The Centauro will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

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

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

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

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

## Freccia VBC IFV

155



New wheeled IFV acquired by the Italian Army

Centauro VBC IFV/KBA (T), MG59 (C) and MG59 (E,AA)

Add TOW-II ATGM for +30 points

**Size Move Close Combat Target Armour Kill**

4 9" 4xD10 8+ 3+ 10+

TRANSPORT

Weapons

### KBA 25mm Chain Gun

Range 40" Damage 2xD8

### MG59 7.62 Machine Gun

Range 30" Damage 3xD6

### TOW II ATGM

Range 60" Damage D10+2

Special Rules

**TOW II:** 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. Two shot systems, the Centauro must take a ready action before using it and none of its actions may include movement. No other weapon may be fired at the same action as the TOW II - even machine guns.

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

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

**MG:** The Centauro carries two MGs, which causes a -1 penalty to Armour rolls. One MG may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone. One of the MGs may be used as an AA weapon. 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.

**KBA:** This weapon causes a -1 penalty to Armour rolls.

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

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

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

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

**SIDAM 25** **180**



Air Defense vehicle on M-113 hull

**SIDAM 25 w/Quad KBA Cannon (T)**

Options: None

Size	Move	Close Combat	Target	Armour	Kill
2	7"	4xD10	7+	4+	9+

**ARMOUR**

**Quad KBA 25mm Cannon**  
Range 36" Damage 6xD6+1

**Weapons**

**Tough:** The SIDAM 25 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Quad KBA Cannon:** This weapon causes a -1 penalty to Armour rolls. It may only fire once per turn. 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

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

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

**Special Rules**

**VCC-1** **110**



Italian variant of the M-113 APC

**VCC-1 w/M-2 (E,AA)**

Options: None

Size	Move	Close Combat	Target	Armour	Kill
2	7"	4xD10	7+	4+	9+

**TRANSPORT**

**M2 .50 Machine Gun**  
Range 36" Damage 2xD6+1

**Weapons**

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

**Tough:** The VCC-1 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**M2 .50 MG:** This weapon causes a -1 penalty to Armour rolls. It may be used as an AA weapon. 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

**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.

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

**Special Rules**

**Leopard 1A5** **140**



The Italian Army still uses some old Leopard tanks

**Material**

Leopard 1A5 w/105mm cannon (T),  
MG59 (C) and MG59 (E,AA)

**Options**

None

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
4	6"	4xD10	7+	3+	10+

**ARMOUR**

**Weapons**

**105mm Gun**  
Range 60" Damage D10+1

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

**Special Rules**

**105mm Gun:** 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. 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:** The Leopard carries two MGs, which causes a -1 penalty to Armour rolls. One MG may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone. One of the MGs may be used as an AA weapon. 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:** The Leopard 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).

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

**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.

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

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

**Centauro 120mm** **220**



New variant of Centauro, armed with 120mm low recoil gun

**Material**

Centauro w/120mm gun(T), MG59 (C)  
and MG59 (E,AA)

**Options**

Add capacity to transport 4 soldiers for +10 points

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
4	8"	4xD10	8+	2+	10+

**ARMOUR**

**Weapons**

**120mm Gun**  
Range 60" Damage D10+3

**MG59 7.62 Machine Gun**  
Range 30" Damage 3xD6

**Special Rules**

**120mm Gun:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6+1 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. 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:** The Centauro carries two MGs, both of which cause a -1 penalty to Armour rolls. One MG may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone. One of the MGs may be used as an AA weapon. 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:** The Centauro will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

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

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

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

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

**Augusta A129 Mangusta** 350



Attack helicopter used by Italian forces

**Materiel**

A129 w/20mm Cannon, four hardpoints

**Options**

Equip each hardpoint with: 4xTOW, Hydra, 2xStinger. Equip a hardpoint with 4xHellfire for +10 points.

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
7	V/STOL	5xD10	7+	4+	10+

Loiter

**AIR**

**Weapons**

**20mm Cannon**  
Range 36" Damage 2xD6+1

**Hydra**  
Range 30" Damage D8

**Hellfire ATGM**  
Range 60" Damage D10+2

**Stinger AAM**  
Range 96" Damage D10

**TOW-2 ATGM**  
Range 60" Damage D10+2

**Special Rules**

**20mm Cannon** : This weapon causes a -1 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 A129 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**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. It is a four-shot system.  
**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  
**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.  
**Stinger** 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.

**Centauro Command Vehicle** 100



Wheeled command vehicle

**Materiel**

Centauro w/MG59 (R)

**Options**

None

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
4	9"	4xD10	8+	3+	10+

**COMMAND**

**Weapons**

**MG59 7.62 Machine Gun**  
Range 30" Damage 3xD6

**Special Rules**

**MG** : The Centauro carries two MGs, both of which cause a -1 penalty to Armour rolls. One MG may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone. One of the MGs may be used as an AA weapon. 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** : The Centauro will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**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  
**Armoured** : This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with one MG.  
**Ignore the effects of smoke (see main rulebook).**  
**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Puma 4x4

70



Very light APC used by Italian forces

Puma w/MG (E,AA)

None

Size Move Close Combat Target Armour Kill

2 8" 2xD10 7+ 4+ 9+

TRANSPORT

Material

Options

Statistics

Weapons

**MG**  
Range 30" Damage 3xD6

Special Rules

**Tough:** The Puma 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. In addition, it may be used as an AA weapon. 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 :** The Puma may carry up to 2 size 1 models. Models may mount the Puma simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Puma, then both the models and the Puma may only take a single action in that turn. If the Puma is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

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

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

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

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

Puma 6x6

75



Very light APC used by Italian forces

Puma w/MG (E,AA)

None

Size Move Close Combat Target Armour Kill

2 8" 2xD10 7+ 4+ 9+

TRANSPORT

Material

Options

Statistics

Weapons

**MG**  
Range 30" Damage 3xD6

Special Rules

**Tough:** The Puma 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. In addition, it may be used as an AA weapon. 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 :** The Puma may carry up to 4 size 1 models. Models may mount the Puma simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Puma, then both the models and the Puma may only take a single action in that turn. If the Puma is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

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

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

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

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

AR 90

50



Land Rover used by Italian Army

AR 90 w/M2 (E,AA)

Replace the M2 with Milan III for +20 points or TOW II for +30 points. If taken, reduce Transport capacity to 2

Size	Move	Close	Combat	Target	Armour	Kill
4	8"	4xD10	5+	4+	7+	

SUPPORT

Weapons

**M2 Machine Gun**

Range 30" Damage 2xD6+1

**Milan III ATGM**

Range 48" Damage D10+2

**TOW II ATGM**

Range 60" Damage D10+2

Special Rules

**M2:** The AR 90 carries an MG, which causes a -1 penalty to Armour rolls. It may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone. It may be used as an AA weapon. 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.

**Milan III:** 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.

**TOW II:** 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. Two shot systems, the Dardo 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 TOW II - even machine guns.

**Tough:** The AR 90 will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**Agile:** If the AR 90 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 AR 90s may be deployed as a single Support choice

**Transport:** The AR 90 may carry up to 4 size 1 models. Models may mount the AR 90 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the AR 90, then both the models and the AR 90 may only take a single action in that turn. If the AR 90 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**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)**

AR 90 VAV

65



Fast attack vehicle on Land Rover chassis

VAV w/40mm AGL (E), Minimi (E,AA)

None

Size	Move	Close	Combat	Target	Armour	Kill
4	8"	4xD10	5+	4+	7+	

SUPPORT

Weapons

**Minimi Machine Gun**

Range 30" Damage 3xD6

**40mm AGL**

Range 36" Damage 3xD6+1

Special Rules

**Minimi:** The VAV carries an MG, which causes a -1 penalty to Armour rolls. It may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone. It may be used as an AA weapon. 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:** The VAV 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 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 the VAV 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.

**Transport:** The VAV may carry up to 4 size 1 models. Models may mount the VAV simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the VAV, then both the models and the VAV may only take a single action in that turn. If the VAV is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Army List:** Up to three VAVs may be deployed as a single Support choice

**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)**

Infantry Squad 215



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**Materiel**

Team 1: Squad Leader w/AR70/90, Grenadier w/AR70/90 and CIS 40-GL, Gunner w/AR70/90 and Panzerfaust 3, Gunner w/Minimi  
 Team 2: Team Leader w/AR90, Gunner w/AR70/90 and Milan III, Rifleman w/AR70/90, Gunner w/60mm Mortar and AR70/90

**Options**

None

**Statistics**

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

SQUAD

**Weapons**

**AR70/90**  
 Range 24" Damage D6  
**Minimi SAW**  
 Range 30" Damage 2xD6  
**Panzerfaust 3**  
 Range 30" Damage D10+2  
**60mm Mortar**  
 Range 36 Damage D6+1  
**CIS 40-GL Grenade Launcher**  
 Range 16" Damage D6+1

**Special Rules**

**Minimi SAW:** 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.

**Panzerfaust 3:** 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 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.

**CIS 40-GL:** 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.

**LM-60K:** 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 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.

**Fire Teams:** Teams may be split off from the squad to act as independent units, with the Corporals acting as unit leaders. The Sergeant must join one of these teams and act as its unit leader. This may be done before the start of the battle or at the beginning of any turn.

Command Squad 120



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**Materiel**

Team 1: Lieutenant w/AR70/90, Radio Operator w/AR70/90, Rifleman w/AR70/90, Gunner w/AR70/90 and Panzerfaust 3

**Options**

None

**Statistics**

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

COMMAND

**Weapons**

**AR70/90**  
 Range 24" Damage D6  
**Panzerfaust 3**  
 Range 30" Damage D10+2

**Special Rules**

**Panzerfaust 3:** 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 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.

**Command Team:** So long as the Lieutenant and Radio Operator remain on the table and within 2" of each other, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Lieutenants and Radio Operators are on the table.

