

 **Mi-24D** **340**



Obsolete, but still tough and dangerous attack helicopter

Materiel
Mi-24D w/JakB-12.7, 4x9M117P, 8xS-5

Options
None

Statistics

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

AIR

Weapons

JakB-12.7 12.7 mm
Range 36" Damage 3xD6+1

9M117P Skorpion
Range 15-60" Damage D10+2

S-5 57mm Rockets
Range 30" Damage D6+1

Special Rules

JakB-12.7 : 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 Mi-24D will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

9M117P: 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.

S-5 This weapon causes a -1 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.

Transport : The Mi-24D may carry up to 8 size 1 models. Models may mount the Mi-24D 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 the Mi-24D, then both the models and the Mi-24D may only take a single action in that turn. If the Mi-24D is destroyed while on the ground, every model on board will immediately suffer a D6-1 Damage Dice. If the Mi-24D is destroyed while in the air, every model on board will immediately suffer a D6+2 Damage Dice.

 **M1A2S Abrams MBT** **375**



A variant of the US MBT used by Saudi forces

Materiel
M1A2S w/M256 (T), M2 (E, AA), MG(E, AA), MG (C)

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	8"	4xD10	8+	2+	12+

ARMOUR

Weapons

M-256 120mm Gun
Range 72" Damage D10+3

M-240 7.62 Coaxial Machine Gun
Range 30" Damage 3xD6

M2 .50 MG
Range 36" Damage 2xD6+1

Special Rules

M256 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.

M2 .50 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.

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: The Abrams will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

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 or the M2.

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)

 **BMP-3 IFV** **200**



The most modern Russian IFV, which has been exported to several countries

Materiel

BMP-3 w/2A70 (T), 2A72 (T), 9M117 (T), PKT (FF)

Options

None

Statistics

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

TRANSPORT

Weapons

2A72 30mm Gun
Range 40" Damage 2xD8

PKT MG
Range 30" Damage 3xD6

9M117 ATGM
Range 40" Damage D10

2A70 100mm Gun
Range 40" Damage D8

Special Rules

ATGM: 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. Two shot systems, the BMP-3 must take a ready action before using it and none of its actions may include movement. It cannot be fired in the same turn as the 2A70. It may be fired against Flyers moving at VSTOL or Loiter speed.

Transport: The BMP-3 may carry up to 8 size 1 models. Models may mount the BMP-3 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the BMP-3, then both the models and the BMP-2 may only take a single action in that turn. If the BMP-3 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BMP-3 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.

2A72: This weapon causes a -1 penalty to Armour rolls.

2A70: 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.

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 the MG

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)

 **T-80U Main Battle Tank** **310**



Some of these tanks have been exported to the Middle Eastern countries.

Materiel

T-80U w/125mm Gun (T), NSWT (E, AA) and MG (C)

Options

Add 9M119M for +30 points

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	8+	3+	11+

ARMOUR

Weapons

125mm Gun
Range 60" Damage D10+3

9M119M Refleks ATGM
Range 20-80" Damage D10+2

MG
Range 30" Damage 3xD6

NSWT 12.7mm MG
Range 30" Damage 2xD6+1

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.

9M119M: 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 T-90 must take a ready action before using it and none of its actions may include movement. May not fire in the same turn as the main gun. It may be fired against Flyers moving at VSTOL or Loiter speed.

125mm 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 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.

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

Tough: The T-80 will ignore the first three 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)

 **BTR-80 APC** **140**



Wheeled russian APC, exported to some countries

BTR-80 w/KPV (T, AA) and PKT (C, AA)

Options
Replace KPV with 2A42 for +10 points. This reduces transport capacity to 8 models.

Statistics

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

TRANSPORT

Weapons

KPV 14.5mm MG
Range 30" Damage 2xD6+1

PKT MG
Range 30" Damage 3xD6

2A42 30mm Gun
Range 40" Damage 2xD8

Special Rules

Transport: The BTR-80 may carry up to 10 size 1 models. Models may mount the BTR-80 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the BTR-80, then both the models and the BTR-80 may only take a single action in that turn. If the BTR-80 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BTR-80 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.

KPV: This weapon 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 it's own separate Fire Zone. 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.

2A42: 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 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)

 **BTR-90 APC** **190**



BTR-90 is the newest Russian wheeled APC

BTR-90 w/2A42 (T), 9M113 (T), ASG-17 AGL (T), PKT MG (C)

Options
None

Statistics

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

TRANSPORT

Weapons

2A42 30mm Gun
Range 40" Damage 3xD8

PKT MG
Range 30" Damage 3xD6

9M113 ATGM
Range 60" Damage D10+2

ASG-17 AGL
Range 36" Damage 3xD6+1

Special Rules

ATGM: 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. Two shot systems, the BTR-90 must take a ready action before using it and none of its actions may include movement.

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 the models may only take a single action in that turn and this vehicle may take none. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BTR-90 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.

ASG-17 GL: This weapon 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. The ASG-17 may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone.

2A42: 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 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)


160



An AFV manufactured in Saudi Arabia

Material

Al-Fahd w/105mm Cannon (T)

Options

None

Statistics

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

ARMOUR

Weapons

M68 105mm Gun
Range 48" Damage D10+2

Special Rules

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

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.

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.

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


140



An APC manufactured in Saudi Arabia

Material

Al-Fahd w/Mk19 (E)

Options

None

Statistics

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

TRANSPORT

Weapons

Mk19 40mm Automatic Grenade Launcher
Range: 36" Damage 3xD6+1

Special Rules

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

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

Mk19 GL: 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.

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.

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



Mi-28

370



Russian attack helicopter, heavily armed and armored

Mi-28 w/2A42, 16x9M114, 4xUB-20

None

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

AIR

Materiel
Options
Statistics



2A42 30mm Cannon
Range 36" Damage 2xD8

9M114 Shturm
Range 15-60" Damage D10+2

UB-20
Range 30" Damage D8



2A42 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 Mi-28 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
9M114: 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.
UB-20 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.
Ignore the effects of smoke (see main rulebook).

Weapons
Special Rules



Desert Warrior IFV

190



Warrior with LAV-25 turret procured by Kuwait

Desert Warrior IFV w/M-242 (T), M-240 (T) and TOW II (T)

None

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

TRANSPORT

Materiel
Options
Statistics



M-242 25mm Chain Gun
Range 40" Damage 2xD8

M-240 7.62 Coaxial Machine Gun
Range 30" Damage 3xD6

TOW II ATGM
Range 60" Damage D10+2



TOW II: This weapon reduces the target's armor save by -2, 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 Warrior 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.
Transport: The Warrior may carry up to 6 size 1 models. Models may mount the Warrior simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Warrior, then both the models and the Warrior may only take a single action in that turn. If the Warrior is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.
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.
M-242: 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 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)

Weapons
Special Rules

 **Piranha AFV** **150**



Piranha is used by Saudi National Guard

Material
Piranha w/25mm Cannon (T) and MG (C)

Options
None

Statistics

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

TRANSPORT

Weapons

M-242 25mm Chain Gun
Range 40" Damage 2xD8
7.62 Machine Gun
Range 30" Damage 3xD6

Special Rules

Transport: The Piranha may carry up to 6 size 1 models. Models may mount the The Piranha simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the The Piranha, then both the models and the The Piranha may only take a single action in that turn. If the The Piranha is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. **Tough**: The The Piranha 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.
M-242: 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 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)

 **M2 Bradley IFV** **190**



Saudi Arabia procured a number of M2 Bradley IFVs

Material
M2 Bradley IFV w/M-242 (T), M-240 (T) and TOW II (T)

Options
None

Statistics

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

TRANSPORT

Weapons

M-242 25mm Chain Gun
Range 40" Damage 2xD8
M-240 7.62 Coaxial Machine Gun
Range 30" Damage 3xD6
TOW II ATGM
Range 60" Damage D10+2

Special Rules

TOW II: This weapon reduces the target's armor save by -2, 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 Bradley 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.
Transport: The Bradley may carry up to 5 size 1 models. Models may mount the Bradley simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Bradley, then both the models and the Bradley may only take a single action in that turn. If the Bradley is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.
Tough: The Bradley 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.
M-242: 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 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)

AI-Khalid 310



Chinese Type-90-II MBT manufactured under license in Pakistan

AI-Khalid w/125mm Gun (T), .50cal MG (E, AA) and MG (C)

Options: Add 9M119 Refleks for +30 points

Size	Move	Close Combat	Target	Armour	Kill
4	6"	4xD10	8+	3+	11+

ARMOUR

Weapons

125mm Gun
Range 60" Damage D10+3

7.62 Machine Gun
Range 30" Damage 3xD6

.50cal MG
Range 36" Damage 2xD6+1

9M119 Refleks ATGM
Range 20-80" Damage D10+2

Special Rules

125mm 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 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.

9M119: 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 AI-Khalid must take a ready action before using it and none of its actions may include movement. May not fire in the same turn as the main gun. It may be fired against Flyers moving at VSTOL or Loiter speed.

.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.

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.

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

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)

Ain Jaria - 1 70



Polish Dzik-3 vehicle used by Iraqi security forces

Ain Jaria - 1 w/MG (E, AA)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
2	10"	2xD10	6+	4+	8+

TRANSPORT

Weapons

MG
Range 30" Damage 3xD6

Special Rules

Tough: The Ain Jaria-1 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: The Ain Jaria-1 may carry up to 11 size 1 models. Models may mount the Ain Jaria-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 Ain Jaria-1, then both the models and the Ain Jaria-1 may only take a single action in that turn. If the Ain Jaria-1 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the Ain Jaria-1 takes a Shoot action - up to 5 models to either side, each creating his own separate Fire Zone. They fire at -1 penalty to their Fire 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 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with one MG.

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

Russian-style Mechanized Infantry 90



Many MEA countries adopted Russian organization along with the imported Russian equipment

Materiel

Squad Leader w/AKM, 2xRifleman w/AKM, Grenadier w/AKM and GP-25, Gunner w/RPK SAW, Gunner w/RPG-7V and AKM

Options

None

Statistics

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

SQUAD

Weapons

AKM
Range 20" Damage D6

RPK SAW
Range 30" Damage 2xD6

GP-25 Grenade Launcher
Range 16" Damage D6+1

RPG-7V
Range 20" Damage D10

RPG-29
Range 30" Damage D10+2

Special Rules

GP-25: One or two Riflemen in the squad have underslung grenade launchers attached to their AN-94. 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.

RPK 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.

RPG-7: 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.

Russian-style Light Infantry 150



Many MEA countries adopted Russian organization along with the imported Russian equipment

Materiel

Team 1: Squad Leader w/AKM, Rifleman w/AKM, Grenadier w/AKM and GP-25, Gunner w/RPK SAW, Gunner w/RPG-7V and AKM
Team 2: Team Leader w/AKM, 2xRifleman w/AKM, Grenadier w/AKM and GP-25, Gunner w/RPK SAW

Options

Drop Team 2 for -65 points. Add Team 3 identical to Team 2 for +65 points

Statistics

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

SQUAD

Weapons

AKM
Range 20" Damage D6

RPK SAW
Range 30" Damage 2xD6

GP-25 Grenade Launcher
Range 16" Damage D6+1

RPG-7V
Range 20" Damage D10

Special Rules

GP-25: One or two Riflemen in the squad have underslung grenade launchers attached to their AN-94. 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.

RPK 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.

RPG-7: 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.

 **Russian-style Special Forces** **140**



Many MEA countries adopted Russian organization along with the imported Russian equipment

Material
Team Leader w/AKS-74, 2xGrenadier w/AKS-74 and GP-25, Sniper w/SVD and AKSU-74, Gunner w/RPG-29 and AKSU-74

Options
Add second Gunner w/RPG-29 for +50 points. Add up to 6xRifleman w/AKS-74 for +15 points each.

Statistics

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

SQUAD

Weapons

AK-74
Range 24" Damage D6

AKSU-74
Range 16" Damage D6

GP-25 Grenade Launcher
Range 20" Damage D6+1

RPG-29
Range 30" Damage D10+2

Dragunov SVD
Range 36" Damage D6

Special Rules

GP-25: One or two Riflemen in the squad have underslung grenade launchers attached to their AN-94. 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.

RPG-29: 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.

Dragunov SVD: The SVD gains a +2 bonus to its Damage Dice against Size 1 targets only. 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 the model in the centre of the Fire Zone rather than allocate normally.

High Initiative: this squad may never lose two actions to suppression and can always fire as a reaction

Elite Training: All models in this unit gain a +2 bonus to their Armour rolls when in Cover.

 **US-style Light Infantry** **130**



Some MEA countries adopted US organization along with imported US-manufactured equipment

Material
Squad Leader w/M16A4
Team 1: Team Leader w/M-16A4, Grenadier w/M16A4 and M203, Gunner w/M249 SAW, Rifleman w/M16A4
Team 2: Team Leader w/M16A4, Grenadier w/M16A4 and M203, Gunner w/M249 SAW, Rifleman w/M16A4

Options
Drop Team 2 for -60 points. Add Team 3 identical to Team 2 for +60 points

Statistics

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

SQUAD

Weapons

AKM
Range 20" Damage D6

M-16A4
Range 24" Damage D6

M-249 SAW
Range 30" Damage 2xD6

M-203 Grenade Launcher
Range 16" Damage D6+1

Special Rules

M203 Grenade Launcher: 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.

M249 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.



MiG-21
250



Russian obsolete light fighter

MiG-21 w/GSz-23, 4xK-13

Options: Replace 2 or 4 K-13 with a S-24 missile or UV-16-57 pod each


Size	Move	Close Combat	Target	Armour	Kill
6	Cruise	4xD10	6+	6+	8+
Burn					

AIR

Materiel
Options
Statistics



MiG-21
250



Russian obsolete light fighter

MiG-21 w/GSz-23, 2xFAB-500, 2xFAB-250

Options: The bombs may not be upgraded to LGBs

Size	Move	Close Combat	Target	Armour	Kill
6	Cruise	4xD10	6+	6+	8+
Burn					

AIR

Materiel
Options
Statistics

Weapons
Special Rules

GSz-23 23mm Cannon
Range 36" Damage 2xD6+1

K-13
Range 60" Damage D10

S-24
Range 36" Damage D10+2

UV-16-57
Range 36" Damage D6+1

GSz-23 23mm 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. It must take Move as its first action in a turn.

Tough: The MiG-21 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

K-13: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. Up to two missiles may be launched in a single action. May only be fired from the rear aspect of the target.

UV-16-57: This weapon causes a -1 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. Up to two UV-16-57 pods may be fired in a single Shoot action

S-24: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 3" 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 S-24 rockets may be fired in a single Shoot action

Army List: Up to two MiG-21s may be bought as a single Air choice.



MiG-21
250



Russian obsolete light fighter

MiG-21 w/GSz-23, 2xFAB-500, 2xFAB-250

Options: The bombs may not be upgraded to LGBs

Size	Move	Close Combat	Target	Armour	Kill
6	Cruise	4xD10	6+	6+	8+
Burn					

AIR

Materiel
Options
Statistics



MiG-21
250



Russian obsolete light fighter

MiG-21 w/GSz-23, 2xFAB-500, 2xFAB-250

Options: The bombs may not be upgraded to LGBs

Size	Move	Close Combat	Target	Armour	Kill
6	Cruise	4xD10	6+	6+	8+
Burn					

AIR

Materiel
Options
Statistics

Weapons
Special Rules

GSz-23 23mm Cannon
Range 36" Damage 2xD6+1

FAB-500
Range - Damage D10+4

FAB-250
Range - Damage D10+2

GSz-23 23mm 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. It must take Move as its first action in a turn.

Tough: The MiG-21 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

FAB-500: 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.

FAB-250: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -1 penalty to Armour rolls) against every model within 3" 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.

Army List: Up to two MiG-21s may be bought as a single Air choice.



Su-22

300



Export variant of Su-17, used by many air forces over the world

Material

Su-22M4 w/NR-30, 2xR-60 and 6xFAB-500

Options

The bombs may not be upgraded to LGBs

Statistics

Size	Move	Close Combat	Target	Armour	Kill
6	Cruise	4xD10	6+	5+	8+
	Burn				

AIR

Weapons

NR-30 30mm Cannon
Range 48" Damage 2xD8

FAB-500
Range - Damage D10+4

R-60
Range 60" Damage D10

Special Rules

NR-30 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. It must take Move as its first action in a turn.

Tough: The Su-22 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

FAB-500: 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.

R-60 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. May be fired only from the rear of the target



MiG-29

350



Russian frontline fighter, very popular exprot product

Material

MiG-29 w/GSz-301, 4xR-60 and 2xR-27R

Options

Replace 2xR-60 or 2xR-27R with 2xFAB-500. The bombs may not be upgraded to LGBs

Statistics

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

AIR

Weapons

GSz-301 30mm Cannon
Range 48" Damage 2xD8

R-60
Range 60" Damage D10

R-27R
Range 12-96" Damage D10

FAB-500
Range - Damage D10+4

Special Rules

NR-30 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. It must take Move as its first action in a turn.

Tough: The MiG-29 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

R-60: 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. May be fired only from the rear of the target

R-27R: 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

FAB-500: 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.

 **Panha 2091** 275



Iran has large number of AH-1Js, purchased before the revolution. They have been reverse-engineered, copied and upgraded.

Material

Panha 2091 w/20mm cannon,
8xToofan, 4xHydra

Options

None

Statistics

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

Loiter

AIR

Weapons

20mm Cannon
Range 48" Damage 2xD6+1

Toofan ATGM
Range 60" Damage D10+2

Hydra
Range 30" Damage D8

Special Rules

20mm 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: This aircraft will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Toofan: 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.

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.

Ignore the effects of smoke (see main rulebook).

 **Desert Iris FAV** 40



Fast Attack Vehicle based on Toyota chassis, developed in Jordan

Material

Desert Iris

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	10"	D10	5+	5+	7+

TRANSPORT

Weapons

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 D6-2 Damage Dice. Transported models may fire their weapons if this vehicle takes a Shoot action- up to 3 models to either side, each side creating its own separate Fire Zone. They fire at -1 penalty to their Fire Dice. They may be targeted by enemy units subject to normal rules, but count as if in cover.

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

Agile: If the Fast Attack 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.

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)

Desert Iris 40



Fast Attack Vehicle based on Toyota chassis, developed in Jordan

Materiel: FAV w/M2 MG (E, AA)

Options: None

Statistics:

Size	Move	Close Combat	Target	Armour	Kill
4	10"	D10	5+	5+	7+

SUPPORT

Weapons: M2 .50 cal Machine Gun
Range 36" Damage 2xD6+1

Special Rules:

M2 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: The FAV will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

Agile: If the Fast Attack 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 Fast Attack Vehicles 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)

Desert Iris 40



Fast Attack Vehicle based on Toyota chassis, developed in Jordan

Materiel: FAV w/M60 MG (E, AA)

Options: None

Statistics:

Size	Move	Close Combat	Target	Armour	Kill
4	10"	D10	5+	5+	7+

SUPPORT

Weapons: M60 7.62mm Machine Gun
Range 30" Damage 3xD6

Special Rules:

M60 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: The FAV will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

Agile: If the Fast Attack 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 Fast Attack Vehicles 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)

Desert Iris 50



Fast Attack Vehicle based on Toyota chassis, developed in Jordan

Materiel: FAV w/TOW II (E)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
4	10"	D10	5+	5+	7+

SUPPORT

Weapons: TOW II ATGM
Range 60" Damage D10+2

Special Rules: TOW II: This weapon reduces the target's armor save by -2, 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. Six shot systems, the FAV 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 FAV will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.
Agile: If the Fast Attack 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 Fast Attack Vehicles 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)

Desert Iris 50



Fast Attack Vehicle based on Toyota chassis, developed in Jordan

Materiel: FAV w/MRL (E)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
4	10"	D10	5+	5+	7+

SUPPORT

Weapons: Multiple Rocket Launcher
Range 12-48" Damage D8

Special Rules: MRL: When this weapon is used create a Firezone anywhere within the weapon's range but at least 12" away and in line of sight. Once the firezone has been created your opponent rolls 2D6. He may move this Firezone in any direction as many inches as rolled on his dice. You may then roll 1D6 and move the Firezone any direction as many inches as rolled on your dice. The damage dice are rolled on every model within 4" of the center of the Firezone. This weapon causes a -1 penalty on armor rolls. This weapon may only be fired three times per game.
Tough: The FAV will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.
Agile: If the Fast Attack 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 Fast Attack Vehicles 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)

 **AI Tamsah** **250**



Heavy APC converted from old Chieftains

Material
AI. Tamsah w/MG (T) and TOW II (T)

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	8+	2+	11+

TRANSPORT

Weapons

7.62mm MG
Range 30" Damage 2xD6+1

TOW II ATGM
Range 80" 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. Four shot systems, the AI Tamsah must take a ready action before using it and none of its actions may include movement.

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.

Tough: This vehicle will ignore the first three 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.

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)

 **Stallion** **40**



Jordanian-designed light armored car

Material
Stallion w/M2 (R)

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
2	10"	2xD10	6+	4+	8+

SUPPORT

Weapons

M2 MG
Range 36" Damage 2xD6+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.

M2 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 2 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 the Ain Jaria-1, then both the models and this vehicle may only take a single action in that turn. If the Ain Jaria-1 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.

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.

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

 **Al Hussein Falcon** **340**



Jordanian Challenger 1 modified to carry the Falcon turret

Materiel

Al Hussein w/120mm CTG

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	8"	4xD10	8+	2+	11+

ARMOUR

Weapons

120mm Compact Tank Gun
Range 72" Damage D10+3

Special Rules

120mm CTG: 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.

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

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

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)

Small Turret: This vehicle gains additional +1 to its Kill score against shots from the turret's front when in cover

 **Tariq Falcon** **250**



Centurions upgraded by Jordanians to carry the 120mm CTG in Falcon turret

Materiel

Tariq w/120mm CTG

Options

None

Statistics

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

ARMOUR

Weapons

120mm Compact Tank Gun
Range 72" Damage D10+3

Special Rules

120mm CTG: 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.

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

Ignore the effects of smoke (see main rulebook).

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

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)

Small Turret: This vehicle gains additional +1 to its Kill score against shots from the turret's front when in cover

 **M60 Phoenix** **275**



Old M60 MBTs refitted with 120mm CTG in new turret

Material

M60 Phoenix w/120mm CTG (T), M2 (E,AA) and MG (C)

Options

None

Statistics

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

ARMOUR

Weapons

120mm Compact Tank Gun
Range 72" Damage D10+3
M-240 7.62 Coaxial Machine Gun
Range 30" Damage 3xD6
M2 .50 MG
Range 36" Damage 2xD6+1

Special Rules

120mm CTG: 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.

M2 .50 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.

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: The Phoenix will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

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 the MG or M2.

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)

 **Light Body Armor**



Some government units, especially special forces, have been equipped with light body armor. Lighter than regular armor it allows troops to retain their superior mobility.

Rules

The unit gains 6+ Armour Save

Option

Equip a squad with body armor for +10 points if it has more than 5 members, or +5 points otherwise

Statistics

UPGRADE

 **Body Armor**



Some government units, especially those taking part in small-scale conflicts have been equipped with body armor

Rules

Reduce Move to 4". The unit gains 5+ Armour Save

Option

Equip a squad with body armor for +10 points if it has more than 5 members, or +5 points otherwise

Statistics

UPGRADE

 **RPG-27**



Disposable, anti-tank rocket launcher imported from Russia

Rules
RPG-27: 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 only once per game, and never as a reaction, any Rifleman in the squad may fire this weapon. 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.

Option
 Equip up to one soldier per squad with a RPG-27 for +15 points. Only Guards infantry may take this upgrade.

Statistics
RPG-27
 Range 20" Damage D10+2

UPGRADE

 **RPG-18**



Disposable, anti-tank rocket launcher imported from Russia

Rules
RPG-18: 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 only once per game, and never as a reaction, any Rifleman in the squad may fire this weapon. 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.

Option
 Equip up to one soldier per squad with a RPG-18 for +5 points

Statistics
RPG-18
 Range 20" Damage D10

UPGRADE

 **Guards Infantry**



Some units, considered more „elite“ than others, get superior training and equipment.

Rules
Fire Teams: Teams may be split off from the squad to act as independent units, with the Team Leaders acting as unit leaders. The Squad Leader 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

Option
 Upgrade a squad to Guards Infantry for +5 points per fireteam.

Statistics

UPGRADE

 **RPG-29**



New, powerful RPG imported from Russia

Rules
RPG-29: 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. 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

Option
 Upgrade a single RPG-7V to RPG-29 for +20 points. Only Guards units may take this upgrade

Statistics
RPG-29
 Range 30" Damage D10+2

UPGRADE

 **AI Hussein** **310**



Jordanian Challenger 1

Material
AI Hussein w/120mm Rifled Gun,
MG(C), MG(E, AA)

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	8"	4xD10	8+	2+	11+

ARMOUR

Weapons

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

Special Rules

120mm Rifled 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.

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

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

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)

 **Leclerc MBT** **410**



French MBT used by United Arab Emirates

Material
Leclerc w/120mm Gun (T), 12.7mm MG
(C), and MG (E, AA)

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	8"	4xD10	8+	3+	12+

ARMOUR

Weapons

120mm Gun
Range 72" Damage D10+4
7.62mm Machine Gun
Range 30" Damage 3xD6
12.7mm Machine Gun
Range 36" Damage 2xD6+1

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.

12.7mm 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.

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

Tough: This vehicle 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)

 **Zulfiqar 1** **240**



First generation of Iranian MBTs, based on reverse-engineered US and Russian designs

Materiel

Zulfiqar 1 w/125mm Gun (T), .50cal MG (E, AA) and MG (C)

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	8+	3+	10+

ARMOUR

Weapons

125mm Gun
Range 60" Damage D10+3

7.62 Machine Gun
Range 30" Damage 3xD6

.50cal MG
Range 36" Damage 2xD6+1

Special Rules

125mm 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 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.

.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.

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.

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

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.

Tough: This vehicle will ignore the first three 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. Subject to the Button Up rule (see Rules Updates)

 **Zulfiqar 3** **310**



Second generation of Iranian MBTs, based on reverse-engineered US and Russian designs

Materiel

Zulfiqar 3 w/125mm Gun (T), .50cal MG (E, AA) and MG (C)

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	8+	3+	11+

ARMOUR

Weapons

125mm Gun
Range 60" Damage D10+3

7.62 Machine Gun
Range 30" Damage 3xD6

.50cal MG
Range 36" Damage 2xD6+1

Special Rules

125mm 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 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.

.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.

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.

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

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.

Tough: This vehicle will ignore the first three 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. Subject to the Button Up rule (see Rules Updates)


T-72Z Safir-74
130



The T-72Z Safir-74 is a tank upgrade developed in Iran for Chinese Type 59 tank

Material: T-72Z w/100mm Gun (T), .50cal MG (E, AA), MG (FF) and MG (C)

Options: Must be equipped with ERA

Size	Move	Close Combat	Target	Armour	Kill
4	6"	4xD10	7+	2+	9+

ARMOUR

Weapons

100mm Gun
Range 60" Damage D10

7.62 Machine Gun
Range 30" Damage 3xD6

.50cal MG
Range 36" Damage 2xD6+1

Special Rules

100mm 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.

.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.

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: The Al-Zarar 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).

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 the MG.

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)


Boragh
110



APC based on reverse-engineered BMP-1, manufactured in Iran

Material: Boragh w/DShK 12.7mm (E,AA)

Options: None

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

TRANSPORT

Weapons

DShK 12.7mm Machine Gun
Range 36" Damage 2xD6+1

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 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.

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

DShK 12.7mm 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.

Amphibious

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 the MG.

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)

 **Cobra BMT-2 APC** **130**



The Iranian Cobra or BMT-2 armored personnel carrier appears to be an indigenous design armed with the ZU-23-2 anti-aircraft gun

Material

BMT-2 w/ZU-23-2 (T,AA)

Options

None

Statistics

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

TRANSPORT

Weapons

ZU-23-2
Range 36" Damage 3xD6+1

Special Rules

ZU-23-2: 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. It may be used as an AA weapon.

Transport : The BMT-2 may carry up to 7 size 1 models. Models may mount the BMT-2 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the BMT-2, then both the models and the BMT-2 may only take a single action in that turn. If the BMT-2 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BMT-2 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.


Amphibious


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 the MG.

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)

 **Saegheh** **275**



Light fighter based on reverse-engineered F-5, manufactured in Iran, probably modified with Russian radar and avionics

Material

MiG-21 w/GSz-23, 6xR-60

Options

Replace 2 or 4 R-60 with FAB-250 or S-24 missile or UV-16-57 pod each

Statistics

Size	Move	Close Combat	Target	Armour	Kill
6	Cruise	4xD10	6+	6+	8+
Burn					

AIR

Weapons

GSZ-23 23mm Cannon
Range 36" Damage 2xD6+1

R-60
Range 60" Damage D10

S-24
Range 36" Damage D10+2

UV-16-57
Range 36" Damage D6+1

FAB-250
Range - Damage D10+2

Special Rules

GSZ-23 23mm 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. 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.

R-60: 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. May be fired only from the rear of the target.

UV-16-57: This weapon causes a -1 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. Up to two UV-16-57 pods may be fired in a single Shoot action

S-24: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 3" 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 S-24 rockets may be fired in a single Shoot action

FAB-250: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -1 penalty to Armour rolls) against every model within 3" 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.



Su-25

400



A number of Su-25s is utilized by the Iranian air force.

Su-25 w/GSz-30-2, 2xR-60, 8xFAB-500

Replace any number of FAB-500 with KAB-500 or UV-57-16

	Size	Move	Close Combat	Target	Armour	Kill
Statistics	6	Loiter	4xD10	7+	4+	10+
		Cruise				

AIR

GSz-30-2 30mm Cannon
Range 48" Damage 2xD8

R-60
Range 72" Damage D10

FAB-500
Range - Damage D10+4

UV-16-57
Range 36" Damage D6+1

KAB-500
Range - Damage D8

GSz-30-2 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. It must take Move as its first action in a turn.

Tough: The Su-25 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

R-60: 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. May be fired only from the rear of the target

FAB-500: 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.

UV-16-57: This weapon causes a -1 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. Up to two UV-16-57 pods may be fired in a single Shoot action

KAB-500: 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.



F-4D Phantom II

350



A number of Phantoms is utilized by the Iranian air force.

F-4D w/4xAIM-7, 4xAIM-9L, 4xMk83

Upgrade to F-4E: add M61A Vulcan cannon for +25 points

	Size	Move	Close Combat	Target	Armour	Kill
Statistics	5	Cruise	4xD10	6+	5+	9+
		Burn				

AIR

20mm M61A1 Vulcan
Range 36" Damage 2xD6+1

Mk 83
Range - Damage D10+4

AIM-9L
Range 60" Damage D10

AIM-7
Range 12-96" Damage D10

M61A1: 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.

AIM-9L: 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. May be fired only from the rear of the target

AMRAAM: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls.

Immune to suppression.
Ignore the effects of smoke (see main rulebook).

 **F-14 Tomcat** **400**



F-14s are utilized by Iranian Air Force, although keeping them in service is difficult. They have been modified to carry HAWK AA – air-launched variant of the HAWK SAM

Materiel

F-14 w/M61A, 6xHAWK AA, 2xAIM-9L

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
5	Cruise	4xD10	6+	5+	9+
	Burn				

AIR

Weapons

20mm M61A1 Vulcan
Range 36" Damage 2xD6+1

AIM-9L
Range 60" Damage D10

HAWK AA
Range 12-96" Damage D10

Special Rules

M61A1: 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.

AIM-9L: 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. May be fired only from the rear of the target

HAWK AA: 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.

Immune to suppression.

Ignore the effects of smoke (see main rulebook).

 **MiG-27** **300**



MiG-27 is not as popular as Su-22, but it has been exported to a number of countries, including Iran

Materiel

MiG-27 w/NR-30 and 6xFAB-500

Options

The bombs may not be upgraded to LGBs. Replace any number of FAB-500 with KAB-500 or UV-57-16

Statistics

Size	Move	Close Combat	Target	Armour	Kill
6	Cruise	4xD10	6+	5+	8+
	Burn				

AIR

Weapons

NR-30 30mm Cannon
Range 48" Damage 2xD8

FAB-500
Range - Damage D10+4

UV-16-57
Range 36" Damage D6+1

KAB-500
Range - Damage D8

Special Rules

NR-30 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. It must take Move as its first action in a turn.

Tough: The Su-22 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

FAB-500: 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.

UV-16-57: This weapon causes a -1 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. Up to two UV-16-57 pods may be fired in a single Shoot action

KAB-500: 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.



MiG-23

300



Soviet interceptor utilized by a number of MEA countries

Material

MiG-23 w/NR-30, 4xR-23 and 2xR-60

Options

None

Statistics

Size Move Close Combat Target Armour Kill

6	Cruise	4xD10	6+	5+	8+
	Burn				

AIR

Weapons

NR-30 30mm Cannon
 Range 48" Damage 2xD8
R-60
 Range 60" Damage D10
R-23
 Range 12-72" Damage D10

Special Rules

NR-30 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. It must take Move as its first action in a turn.
Tough: The Su-22 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
R-60: 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. May be fired only from the rear of the target
R-23: 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.