

ME A Rebel Squad 70



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

Material

Leader w/AK-47, 4xRiflemen w/AK-47, Gunner w/RPG-7

Options

Up to 6 extra squad members may be added: Riflemen w/AK-47 for +10 points each, Gunners w/RPG-7 for +25 points. The Gunner may exchange his RPG-7 for RPK SAW for -5 points. A maximum of two Gunners may be added.

Statistics

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

SQUAD

Weapons

AK-47
Range 20" Damage D6

RPK SAW
Range 30" Damage 2xD6

RPG-7
Range 20" Damage D10

Special Rules

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 -1 penalty to Armour rolls, and will roll extra Damage Dice (but only D6-1 with no penalty to Armour rolls) against every model within 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.

Rebel Revered Leader 40



A leader of the Rebel forces

Material

Leader w/AK-47

Options

None

Statistics

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

COMMAND

Weapons

AK-47
Range 20" Damage D6

Special Rules

Revered Leader: The troops want to impress their leader. One unit within 12" from the leader may take an additional action during its turn. Only one Leader may be present in a force, no matter its size.

Bodyguard: The Revered Leader has to join a MEA squad and cannot leave it. If all members of his squad are dead, he has to use all his action to move close to another squad and join it (joining costs one action). He cannot take any other actions until he joins a friendly squad.

For the Cause: If the Revered Leader is to be removed as a casualty, another Size 1 model within 2" may be removed instead

MEA Fedayeen Squad

165

Well-funded and fanatically dedicated to their cause, the Fedayeen are the elite troops of the MEA.

Leader w/AK-47, 3xRiflemen w/AK-47, Gunner w/RPG-29, Sniper w/SVD

Up to 6 extra squad members may be added: Riflemen w/AK-47 for +20 points each, Gunner w/RPG-29 for +55 points, Sniper w/SVD for +40 points. Only extra two Gunners or Snipers may be added

	Size	Move	Close Combat	Target	Armour	Kill
1	5"		2xD6	4+	-	7+

SUPPORT

Weapons

AK-47
Range 20" Damage D6

SVD
Range 36" Damage D6

RPG-29
Range 30" Damage D10+2

Special Rules

Fearless: The Fedayeen squad is immune to Suppression.

IED: Every rifleman in this unit is also equipped with high-powered IED charges. These may be placed on any model of Size 2 or more with a Charge action. It will explode at the end of the next Middle Eastern Alliance player's turn, with 2xD10+4 Damage Dice and a -2 Armour penalty to the model it was placed against. Any other models within 2" of the centre of the target model will be attacked with D10 Damage Dice.

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.

SVD: The SVD gains a +2 bonus to its Damage Dice, against Size 1 targets only. If a Ready action is taken before it shoots, you may opt to roll its Damage Dice against any model in the Fire Zone, rather than allocate normally.

MEA Insurgent Squad

100

Posing as civilians, the insurgents may infiltrate the enemy territory and unleash hell in his rear areas

Leader w/AK-47, 4xRiflemen w/AK-47, Gunner w/RPG-7

Up to 6 extra squad members may be added: Riflemen w/AK-47 for +15 points each, Gunners w/RPG-7 for +30 points. The Gunner may exchange his RPG-7 for RPK SAW for -5 points. A maximum of two Gunners may be added.

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

SUPPORT

Weapons

AK-47
Range 20" Damage D6

RPK SAW
Range 30" Damage 2xD6

RPG-7
Range 20" Damage D10

Special Rules

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 -1 penalty to Armour rolls, and will roll extra Damage Dice (but only D6-1 with no penalty to Armour rolls) against every model within 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.

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

 **MEA SAM Squad** **55**



MEA troops rely on the portable SAM launchers to protect them from enemy air power

Team 1: Leader w/AK-47, Gunner w/Igla and AK-47

Options
Up to 2 additional SAM teams, identical to Team 1 may be added for +55 points each

Statistics

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

SUPPORT

Weapons

AK-47
Range 20" Damage D6

Igla
Range 60" Damage D10

Special Rules

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

Combat attachments: each team may be attached to another squad instead of operating as a part of the SAM Squad. It does not gain any abilities of the squad it is attached to, however.

 **MEA Tank Hunter Squad** **45**



MEA troops have perfected the art of tank hunting

Team 1: Leader w/AK-47, Gunner w/RPG-7

Options
Up to 5 additional Tank Hunter teams, identical to Team 1 may be added for +45 points each

Statistics

Size	Move	Close Combat	Target	Armour	Kill
1	5"	2xD6	4+	-	7+

SUPPORT

Weapons

AK-47
Range 20" Damage D6

RPG-7
Range 20" Damage D10

Special Rules

Well coordinated: This squad's command distance is 12" instead of the normal 6"

RPG-7: 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.

Infiltrate: So long as your army sets up second and this unit starts the game out of Line of Sight to the enemy, it may be deployed up to 12" further away from your table edge.

 **MEA ATGM Squad** **75**



Equipped with powerful ATGMs, these troops are dangerous to any tank

Material

Team 1: Leader w/AK-47, Gunner w/AT-14, Assistant Gunner w/AK-47

Options

Up to 2 additional ATGM teams, identical to Team 1 may be added for +75 points each

Statistics

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

SUPPORT

Weapons

AK-47
Range 20" Damage D6

AT-14
Range 60" Damage D10+2

Special Rules

AT-14: 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. The ATGM Squad must take a ready action before using it and none of its actions may include movement.

Combat attachments: each team may be attached to another squad instead of operating as a part of the SAM Squad. It does not gain any abilities of the squad it is attached to, however.

 **Bigger Guns** **5**



Some vehicles were modified by local militias to carry bigger, 12.7 or 14.5mm AA MGs instead of lighter 7.62 MGs

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.

Upgrade any 7.62mm MG on (E, AA) mount to this MG for +5 points

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

UPGRADE

 **More Guns** **20**



Upgrading a vehicle with additional AA HMG is quite easy, and this militia vehicle has been upgraded in exactly this way

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.

Add 14.5mm MG on (E, AA) mount to any vehicle for +20 points

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

UPGRADE

BRDM-1 40



The basic variant of the BRDM reconnaissance vehicle

BRDM-2 w/SGMB (E)

Options: Replace PKT with KPV

Size	Move	Close	Combat	Target	Armour	Kill
2	7"	2xD10	6+	4+	8+	

SUPPORT

Weapons

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

SGMB MG
Range 30" Damage 3xD6

Special Rules

Tough: The BRDM-1 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.

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.

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

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

Army List: Up to three BRDM-1s of any type may be deployed as a single Support choice

BRDM-1 Malutka 40



Malutka launcher on the BRDM-1 chasis

BRDM-1 w/9M14 (FF)

Options: None

Size	Move	Close	Combat	Target	Armour	Kill
2	7"	2xD10	6+	4+	8+	

SUPPORT

Weapons

9M14 Malutka ATGM
Range 20-60" Damage D10

Special Rules

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

Malutka 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. Four shot system, the BRDM-1 must take a ready action before using it and none of its actions may include movement.

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.

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

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

Army List: Up to three BRDM-1s of any type may be deployed as a single Support choice

 **BRDM-1 Falanga** **40**



Falanga launcher on the BRDM-1 chasis

Material

BRDM-1 w/3M11 (FF)

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
2	7"	2xD10	6+	4+	8+

SUPPORT

Weapons

3M11 Falanga ATGM
Range 30-60" Damage D10

Special Rules

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

Falanga ATGM: This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 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 system, the BRDM-1 must take a ready action before using it and none of its actions may include movement.

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.

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

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

Army List: Up to three BRDM-1s of any type may be deployed as a single Support choice

 **BRDM-1 Schmel** **35**



Schmel launcher on the BRDM-1 chasis

Material

BRDM-1 w/3M6 (FF)

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
2	7"	2xD10	6+	4+	8+

SUPPORT

Weapons

3M6 Schmel ATGM
Range 30-60" Damage D10

Special Rules

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

Schmel ATGM: 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. 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. Three shot system, the BRDM-1 must take a ready action before using it and none of its actions may include movement.

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.

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

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

Army List: Up to three BRDM-1s of any type may be deployed as a single Support choice

 **BTR-152 APC** **70**



This APC is not even obsolete – it is ancient

Material

BTR-152 w/SGMB (E, AA)

Options

Replace SGMB with KPV

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	6+	5+	8+

TRANSPORT

Weapons

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

SGMB MG
Range 30" Damage 3xD6

Special Rules

Transport : The BTR-152 may carry up to 17 size 1 models. Models may mount the BTR-152 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-152, then both the models and the BTR-152 may only take a single action in that turn. If the BTR-152 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BTR-152 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. 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.

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.

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.

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

 **BTR-152 ATGM Carrier** **70**



Ancient APC modified to carry obsolete ATGM (note – never actually built AFAIK)

Material

BTR-152 w/3M6 (FF)

Options

Upgrade 3M6 to 3M11

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	6+	5+	8+

TRANSPORT

Weapons

3M6 Schmel ATGM
Range 30-60" Damage D10

3M11 Falanga ATGM
Range 30-60" Damage D10

Special Rules

Transport : The BTR-152 may carry up to 12 size 1 models. Models may mount the BTR-152 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-152, then both the models and the BTR-152 may only take a single action in that turn. If the BTR-152 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BTR-152 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Schmel ATGM: 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. 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. Three shot system, the BTR-152 must take a ready action before using it and none of its actions may include movement.

Falanga ATGM: This weapon causes a –3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 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 system, the BTR-152 must take a ready action before using it and none of its actions may include movement.

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.

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



MEA Light Mortar Squad

40



Light mortars are used by the MEA forces to harrass enemy troops

Materiel

Team 1: Leader w/AK-47, Gunner w/ 60mm Mortar

Options

Up to 2 additional Mortar teams, identical to Team 1 may be added for +40 points each

Statistics

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

SUPPORT

Weapons

AK-47
Range 20" Damage D6
60mm Mortar
Range 48" Damage D6

Special Rules

60mm Mortar: Before firing this weapon, the unit has to take a Ready action to set it up. Once it is set up, it may be fired as long as the unit does not move again. You can create a Firezone anywhere within the range of this weapon. The center of the Firezone has to be in LOS of this vehicle or a unit able to spot for artillery. Work out scatter as per the Artillery rules (rulebook, page 34). The Firezone has 2" radius, roll this weapon's Damage Dice against every target within the Firezone This weapon causes a -1 penalty to Armour rolls. This weapon may also be fired without being set up, in this case follow the normal shooting rules, firing the weapon no more than once per turn. Blast radius and armor modifier stay the same.



MEA Medium Mortar Squad

40



Medium mortars are not as common as light mortars, but are still utilized in combat operations

Materiel

Team 1: Leader w/AK-47, Gunner w/ 81mm Mortar

Options

An additional Mortar teams, identical to Team 1 may be added for +40 points

Statistics

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

SUPPORT

Weapons

AK-47
Range 20" Damage D6
81mm Mortar
Range 48" Damage D6

Special Rules

81mm Mortar: Before firing this weapon, the unit has to take a Ready action to set it up. Once it is set up, it may be fired as long as the unit does not move again. You can create a Firezone anywhere within the range of this weapon. The center of the Firezone has to be in LOS of this vehicle or a unit able to spot for artillery. Work out scatter as per the Artillery rules (rulebook, page 34). The Firezone has 3" radius, roll this weapon's Damage Dice against every target within the Firezone This weapon causes a -1 penalty to Armour rolls.