



Armed Mob

100



Angry civilians keen on taking revenge on their oppressors, armed with small arms and their faith

Materiel

Demagogue, 9xCivilian

Options

Up to 10 additional Civilians may be added for +10 points each

Statistics

Size	Move	Close Combat	Target	Armour	Kill
1	5"	D6	3+	-	5+

SQUAD

Weapons

AK-47

Range 16" Damage D6

Special Rules

Civilians: The angry mob is composed on civilians and their weapons are concealed. They can be fired upon with non-lethal weapons only or attacked in close combat. Once they have fired, this restriction is lifted. They are subject to Civilian Troops rule (see main rulebook page 46), but with no cost reduction.

Concealed Weapons: You don't have to tell your opponent, whether a particular Mob is an Armed Mob or just Angry Mob, until you open fire for the first time. You do, however have to write down which mob is angry and which one is armed to prevent cheating :-)

Poor shooters: The AK-47 in civilian hands is less capable than in hands of a skilled shooter. The Range of AK-47 is reduced to 16".



Angry Mob

50



Angry civilians keen on taking revenge on their oppressors

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Demagogue, 9xCivilian

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Up to 10 additional Civilians may be added for +5 points each

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Size	Move	Close Combat	Target	Armour	Kill
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SQUAD

Weapons

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 **VBIED** 70



The U.S. military and law enforcement agencies often call a car bomb a VBIED, an acronym standing for Vehicle Borne Improvised Explosive Device.

Materiel

VBIED

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
2	12"	3xD10	6+	5+	8+

SUPPORT

Weapons

Special Rules

Tough: The VBIED will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal. The VBIED is immune to Suppression.

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

Car bomb: The VBIED may ram a structure or an enemy vehicle by using a Charge action. This results in an explosion, which causes D10+4 damage with -4 penalty to the Armour rolls on the rammed target and will allocate extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 3" of the centre of the target model. This always results in destruction of the VBIED.

Handle with care: if the VBIED is killed or fails Armour roll, it may explode. Roll D6 – on the roll of 5 or 6 the vehicle explodes, causing D8 damage with -2 penalty to Armour rolls to all models within 3" of the centre of VBIED

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

 **Suicide Bomber**



Brainwashed or desperate, this person is ready to make the ultimate sacrifice

The Suicide Bomber card allows you to upgrade any number of Squad or Support Squad members to Suicide Bombers. They retain all their standard rules and equipment and get the Suicide Bomber special rule. All Suicide Bombers have to be clearly marked as such, to avoid any misunderstandings.

Upgrade any number of squad members to Suicide Bombers for +5 points per squad member

Suicide Bomber: the soldier may at any moment chose to detonate the explosives strapped to his body, killing him and causing D6+1 damage with -2 penalty to Armour rolls to all models within 2" of his centre. If the soldier is killed or fails armour roll, roll D6. On result of 5 or 6 the explosives are set off, with result identical as the one described above.

Squad upgrade

 **IED** 20



„Homemade“ device that is designed to cause death or injury by using explosives alone or in combination with toxic chemicals, biological toxins, or radiological material.

You may place the IED anywhere on the table – take note of its position. It will be set off automatically at the end of the action during which an enemy model came within 1" of its position.

Double the cost to upgrade the IED to anti-vehicle IED: it will be set off only by Size 2+ models. The IED damage will become D10.

IED: when the IED explodes, all models within 3" of the device will take D8 damage with -2 penalty to their Armour rolls.

Asset



Drugs



Sometimes MEA soldiers take drugs and stimulants in order to enhance their combat effectiveness

The Drugs card allows you to upgrade any number of Squads or Support Squads. They retain all their standard rules and equipment and get the Drugged special rule.

Upgrade any number of squads with Drugs for +20 points per squad.

Drugged: the drugged soldiers get 5+, unmodifiable Armour save and additional D6 in close combat, but all their shooting Damage Dice are modified by -1 due to the drugs influence on their minds.

Squad upgrade