

RDF/LT II

200



The Rapid Deployment/Light Tank was developed by AAI Corporation to meet a specification requested by the US Army in 1980.

RDF/LT II w/76mm HVAC (T) and MG (C)

None

Size Move Close Combat Target Armour Kill

4 6" 4xD10 7+ 4+ 9+

ARMOUR

Material

Options

Statistics

Weapons

**76mm HVAC - AP**  
Range 50" Damage 2xD10  
**76mm HVAC - HE**  
Range 50" Damage 2xD8  
**7.62mm Machine Gun**  
Range 30" Damage 3xD6

Special Rules

**76mm HVAC firing AP:** This weapon causes a -2 penalty to Armour rolls. 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.

**76mm HVAC firing HE:** 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 be used as an AA weapon.

**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 RDF/LT II will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Parachute Deployment:** Unit may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**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.

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

RDF/LT III

240



The Rapid Deployment/Light Tank was developed by AAI Corporation to meet a specification requested by the US Army in 1980.

RDF/LT II w/76mm HVAC (T, AA), Stinger SAM (T, AA) and MG (C, AA)

None

Size Move Close Combat Target Armour Kill

4 6" 4xD10 7+ 4+ 9+

ARMOUR

Material

Options

Statistics

Weapons

**76mm HVAC - AP**  
Range 50" Damage 2xD10  
**76mm HVAC - HE**  
Range 50" Damage 2xD8  
**7.62mm Machine Gun**  
Range 30" Damage 3xD6  
**Stinger SAM**  
Range 60" Damage D10

Special Rules

**76mm HVAC firing AP:** This weapon causes a -2 penalty to Armour rolls. 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.

**76mm HVAC firing HE:** 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 be used as an AA weapon.

**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 RDF/LT III will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Parachute Deployment:** Unit may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**Stinger:** The RDF/LT III carries eight of these AA missiles. They may only be used against Air Units and cause a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim.

**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.

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

**RDF/LT I** **210**



The Rapid Deployment/Light Tank was developed by AAI Corporation to meet a specification requested by the US Army in 1980.

**RDF/LT II w/76mm HVAC (T) and MG (C)**

None

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

**ARMOUR**

**76mm HVAC - AP**  
Range 50" Damage 2xD10

**76mm HVAC - HE**  
Range 50" Damage 2xD8

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

**76mm HVAC firing AP:** This weapon causes a -2 penalty to Armour rolls. 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.

**76mm HVAC firing HE:** 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 be used as an AA weapon.

**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 RDF/LT I will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Parachute Deployment:** Unit may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**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.

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

**XM8 Buford** **180**



The FMC XM8 was designed to combine a tank's firepower with a highly mobile, air-droppable vehicle.

**XM8 w/105mm Gun (T), MG (C) and MG (E, AA)**

Upgrade Kill to 10+ for +20 points

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

**ARMOUR**

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

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

**105mm Gun:** This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**MG:** 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 XM8 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Parachute Deployment:** Unit may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**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.

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

Thunderbolt AGS 250



Advanced technologies incorporated into this variant include hybrid electric propulsion, band track, improved ceramic/composite armor, Second Generation FLIR Night Vision technology, digitization, a XM-219 120mm main gun along with its 120mm auto loader.

Thunderbolt w/120mm Gun (T), MG (C) and MG (E, AA)

None

Size Move Close Combat Target Armour Kill

4 6" 4xD10 7+ 3+ 10+

ARMOUR

Weapons

**120mm Gun**  
Range 60" Damage D10+4  
**7.62 Machine Gun**  
Range 30" Damage 3xD6

Special Rules

**120mm Gun:** This weapon causes a -4 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.  
**MG:** 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 Thunderbolt will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Parachute Deployment:** Unit may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.  
**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.  
**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)**  
**Ignore the effects of smoke (see main rulebook).**

AGS Stingray 180



A variant of the Stingray light tank developed for the AGS competition

Stingray w/105mm Gun (T), .50cal MG (E, AA) and MG (C)

None

Size Move Close Combat Target Armour Kill

4 6" 4xD10 7+ 4+ 9+

ARMOUR

Weapons

**105mm Gun**  
Range 60" Damage D10+1  
**7.62 Machine Gun**  
Range 30" Damage 3xD6  
**.50cal MG**  
Range 36" Damage 2xD6+1

Special Rules

**105mm Gun:** This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.  
**MG:** 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.  
**.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.  
**Tough:** The Stingray will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**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.  
**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)**  
**Ignore the effects of smoke (see main rulebook).**

**M-113A3 Assault Gun** **170**



STUG-like assault gun on M-113 hull

**M-113A3 w/105mm Howitzer (FF) and M-2 (E, AA)**

Options: None

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

**ARMOUR**

**105mm Howitzer**  
Range 72" Damage D10+1

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

**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 2" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn and only against targets within the front arc of the firing vehicle. 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 M-113A3 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**M2 .50 MG:** This weapon causes a -1 penalty to Armour rolls. 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 one 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)**

**M-113A4 MTLV** **130**



M-113 with longer hull and hybrid-electric drive

**M-113A4 w/M-2 (E, AA)**

Options: None

Size	Move	Close Combat	Target	Armour	Kill
2	8"	4xD10	7+	3+	9+

**TRANSPORT**

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

**Transport:** The M-113A4 may carry up to 15 size 1 models. Models may mount the M-113A4 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the M-113A4, then both the models and the M-113A4 may only take a single action in that turn. If the M-113A4 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Tough:** The M-113A4 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**M2 .50 MG:** This weapon causes a -1 penalty to Armour rolls. 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 one 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)**