

## RAH-66 Comanche

360



An experimental Stealth helicopter

RAH-66 w/XM-301, 12xHellfire,  
2xStinger

None

**Size Move Close Combat Target Armour Kill**

5 V/STOL 4xD10 6+ 5+ 9+  
Loiter

AIR

**M301 20mm Cannon**  
Range 36" Damage 3xD6+1  
**Hellfire ATGM**  
Range 60" Damage D10+3  
**Stinger AAM**  
Range 60" Damage D10

**M301 Cannon:** This weapon causes a -1 penalty to Armour rolls.  
**Flyer:** It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.  
**Tough:** The Comanche will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Hellfire:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Up to two missiles may be launched in a single action  
**Stinger** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action  
**Stealthy:** SAMs and AAMs do not get re-rolls against this helicopter  
**Ignore the effects of smoke (see main rulebook).**

## AH-64D Apache

360



The AH-64D Apache is the most advanced attack helicopter used by US forces

AH-64D w/M-230, 8xHellfire, 4xHydra

None

**Size Move Close Combat Target Armour Kill**

6 V/STOL 4xD10 7+ 4+ 10+  
Loiter

AIR

**M230 30mm Cannon**  
Range 48" Damage 2xD8  
**Hellfire ATGM**  
Range 60" Damage D10+3  
**Hydra**  
Range 30" Damage D8

**M230 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 Apache will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Hellfire:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Up to two missiles may be launched in a single action  
**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).**

## Longbow Apache

600



Longbow Apaches may engage enemy armor at very long ranges

The Longbow Apache support card allows you to use up to 4 Hellfire missiles (see below) on any enemy models of size 3+. In order to request missile attack, the Command Squad or other unit capable of requesting Support Artillery has to take a ready action. Any armored model within the requesting unit's Line of Sight may be targeted.

Low availability asset: Only one Longbow Apache per 1500 points may be purchased

**Hellfire:** This weapon causes D10+3 damage with -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. This weapon will attack the target as if fired from Elevated Position.

Offboard Support

# ASV-150 Guardian

75



Armoured Security Vehicle used as convoy escort in Iraq and Afghanistan

ASV-150 w/Mk19 (T) and M2 (C)

None

Size Move Close Combat Target Armour Kill

3	7"	3xD10	7+	4+	9+
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SUPPORT

Weapons

**Mk19 AGL**  
Range 36" Damage 3xD6+1  
**M2 .50 MG**  
Range 36" Damage 2xD6+1

Special Rules

**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.

**Tough:** The ASV-150 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Mk19 AGL:** This weapon causes a -1 penalty to Armour rolls. It will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against 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.

**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. The MG may be used as an AA weapon. 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

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

# M-113A3

110



M-113 transport is one of the most widespread armored vehicles

M-113A3 w/M-2 (E, AA)

None

Size Move Close Combat Target Armour Kill

2	7"	4xD10	7+	4+	9+
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TRANSPORT

Weapons

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

Special Rules

**Transport :** The M-113A3 may carry up to 11 size 1 models. Models may mount the M-113A3 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-113A3, then both the models and the M-113A3 may only take a single action in that turn. If the M-113A3 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**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.

**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**

**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-113A3 field mod

120



M-113 transport is one of the most widespread armored vehicles.

M-113A3 w/M-2 (E, AA)

None

Size Move Close Combat Target Armour Kill

2 7" 4xD10 7+ 2+ 9+

TRANSPORT

Weapons

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

Special Rules

**Transport :** The M-113A3 may carry up to 11 size 1 models. Models may mount the M-113A3 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-113A3, then both the models and the M-113A3 may only take a single action in that turn. If the M-113A3 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**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 the MG.

**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**

**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)**

OH-58D Kiowa Warrior

150



A light scout helicopter

OH-58D w/two hardpoints

Each hardpoint may carry one of the following: 1xHydra, 2xStinger, 2xHellfire or M2 gun pod

Size Move Close Combat Target Armour Kill

3 V/STOL 2xD10 6+ 5+ 8+  
Loiter

AIR

Weapons

**Hydra**  
Range 30" Damage D8  
**Hellfire ATGM**  
Range 60" Damage D10+3  
**Stinger AAM**  
Range 96" Damage D10  
**M2 MG**  
Range 36" Damage 2xD6+1

Special Rules

**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 AH-6J will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Hellfire:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Up to two missiles may be launched in a single action

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

**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.

**M-2:** 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. May be used as an AA weapon.

**Forward Observer:** the helicopter may spot for off-board support like it was a Command Team.

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

M1200 Armored Knight 100



Based on the proven ASV, the M1200 is used by U.S. Army Field Artillery Combat Observation Lasing Teams (COLTs) in both Heavy and Infantry Brigade Combat teams.

M1200 w/M2 (E)

None

Size Move Close Combat Target Armour Kill

3 7" 3xD10 7+ 4+ 9+

SUPPORT

Weapons

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

Special Rules

**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.

**Tough:** The The ASV-150 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. The MG may be used as an AA weapon. 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

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

**Forward Observer:** this vehicle may spot for off-board support like it was a Command Team.

UH-60L Blackhawk 140



Light troop transport helicopter used by US Army

UH-60 w/Two MGs

Replace the two MGs with two M134 Miniguns for +20 points

Size Move Close Combat Target Armour Kill

6 V/STOL 3xD10 6+ 5+ 8+  
Loiter

AIR

Weapons

**MG**  
Range 36" Damage 3xD6  
**M134 Minigun**  
Range 36" Damage 4xD6

Special Rules

**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 UH-60 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Transport:** The UH-60 may carry up to 11 size 1 models. Models may mount the UH-60 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 UH-60, then both the models and the UH-60 may only take a single action in that turn. If the UH-60 is destroyed while on the ground, every model on board will immediately suffer a D6-1 Damage Dice. If the UH-60 is destroyed while in the air, every model on board will immediately suffer a D6+2 Damage Dice.

**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. Each of the mounted MGs may fire to one side of the UH-60 and has to be operated by one of the transported models. Both may be fired in a single action

**M134:** 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. Each of the mounted MGs may fire to one side of the UH-60 and has to be operated by one of the transported models. Both may be fired in a single action

Rifle Squad

155



The Rifle Squad's mission is to close with and destroy the enemy by means of fire, maneuver, and close combat. In Heavy units these troops provide the dismounted combat power to secure objectives. In Light units these squads form the core fighting power of the organization.

Materiel  
Options  
Statistics

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

Equip the squad with Land Warrior system and Intelligence Feeds for +25 points. Drop Team 2 for -70 points.

Size Move Close Combat Target Armour Kill

1 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

**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.

**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

**Land Warrior:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the M16A4 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Intelligence Feeds:** Any army with at least one of these units may re-roll its dice for set up and deployment.

Scout Squad

115



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Materiel  
Options  
Statistics

Team 1: Squad Leader w/M16A4, 2xScout w/M16A4  
Team 2: Team Leader w/M16A4, 2xScout w/M16A4

Equip the squad with Land Warrior system and Intelligence Feeds for +20 points.

Size Move Close Combat Target Armour Kill

1 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

**M-16A4**  
Range 24" Damage D6

Special 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

**Land Warrior:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the M16A4 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Intelligence Feeds:** Any army with at least one of these units may re-roll its dice for set up and deployment.

**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.

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

Satchel Charge ??



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Rules ??

Option ??

Statistics ??

UPGRADE

Bangalore Torpedo ??



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Rules ??

Option ??

Statistics ??

UPGRADE

Cratering Charge ??



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Rules ??

Option ??

Statistics ??

UPGRADE

Anti-tank Mines ??



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Rules ??

Option ??

Statistics ??

UPGRADE