

Combat Engineer Assault Squad

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Material

Squad Leader w/M16A4  
 Team 1: M-113 (separate card, add to the team's cost)  
 Team 2: Team Leader w/M16A4, Grenadier w/M16A4 and M203, 2xEngineer w/M16A4

Options

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

Statistics

Size Move Close Combat Target Armour Kill

1 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

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

**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.

**Field fortifications:** 3 Engineers may build 2 inches of wire barrier per Ready action. 3 Engineers may surface lay a 2 inch by 2 inch anti-tank mine field in 2 Ready actions.

M-2A2 Bradley IFV

230



The main IFV of the US Army

Material

M-2A2 Bradley IFV w/M-242 (T), M-240 (C) and TOW IIB (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 7.62mm Machine Gun**  
 Range 30" Damage 3xD6  
**TOW IIB ATGM**  
 Range 60" Damage D10+2

Special Rules

**TOW IIB:** This weapon ignores target's armor, 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. If the target model is not under hard cover, it will not get any bonus to its Target and Kill score.

**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.

**M-240:** 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 Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough:** The Bradley 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).**

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

### M1A2 Abrams MBT

420



The main MBT of the US Army

M-1A2 Abrams w/M256 (T), M2 (E, AA), MG (C) and MG (E, AA)

None

Size Move Close Combat Target Armour Kill

4	8"	4xD10	8+	2+	12+
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ARMOUR

Weapons

**M-256 120mm Gun**  
Range 72" Damage D10+4  
**M-240 7.62 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.

**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.

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

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

**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)**

### M-6A2 Linebacker ADS

190



Air defense system based on Bradley IFV

M-6A2 Linebacker w/M-242 (T), M-240 (C) and Stinger (T, AA)

None

Size Move Close Combat Target Armour Kill

4	7"	4xD10	8+	2+	10+
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ARMOUR

Weapons

**M-242 25mm Chain Gun**  
Range 40" Damage 2xD8  
**M-240 7.62 Machine Gun**  
Range 30" Damage 3xD6  
**FIM-92E Stinger SAM**  
Range 60" Damage D10

Special Rules

**Stinger 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. It is a four shot system.

**Transport:** The Linebacker may carry up to 5 size 1 models. Models may mount the Linebacker simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Linebacker, then both the models and the Linebacker may only take a single action in that turn. If the Linebacker 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 or react against Air Units.

**Tough:** The Linebacker 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.

**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)**

## M1A2 TUSK Abrams MBT 430



Abrams MBT with modifications that enhance tanks' usefulness in urban combat

M-1A2 Abrams w/M256 (T), M2 (R, AA), MG (C) and MG (E, AA)

Must be equipped with ERA and Gunshield. May replace the M2 with Mk19 for +15 points

**Size Move Close Combat Target Armour Kill**

4 8" 4xD10 8+ 2+ 12+

ARMOUR

Weapons

**M-256 120mm Gun**  
Range 72" Damage D10+4  
**M-240 7.62 Machine Gun**  
Range 30" Damage 3xD6  
**M2 .50 MG**  
Range 36" Damage 2xD6+1  
**Mk19 AGL**  
Range 36" Damage 3xD6+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.

**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 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.

**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.

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

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

**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)**

## M1A1 Abrams MBT 370



Slightly obsolete, but still more capable than the most modern MBTs of many nations

M-1A1 Abrams w/M256 (T), M2 (R, AA), MG (C) and MG (E, AA)

None

**Size Move Close Combat Target Armour Kill**

4 8" 4xD10 8+ 2+ 11+

ARMOUR

Weapons

**M-256 120mm Gun**  
Range 72" Damage D10+4  
**M-240 7.62 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.

**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.

**Tough:** The Abrams 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)**

FACT Dismount Team ??



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**Material**

Team 1: Squad Leader w/M16A4, Forward Observer w/M16A4

**Options**

Equip the squad with Land Warrior system and Intelligence Feeds for +25 points.

**Statistics**

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

SQUAD

**Weapons**

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

**Special Rules**

**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.

FIST Dismount Team ??



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**Material**

Team 1: Squad Leader w/M16A4, Forward Observer w/M16A4

**Options**

Equip the squad with Land Warrior system and Intelligence Feeds for +25 points.

**Statistics**

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

SQUAD

**Weapons**

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

**Special Rules**

**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.