

MH-6J Little Bird

85



A light transport helicopter

MH-6J

None

Size Move Close Combat Target Armour Kill

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

AIR

Weapons

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

Transport: The MH-6J may carry up to 6 size 1 models. Models may mount the MH-6J 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 MH-6J, then both the models and the MH-6J may only take a single action in that turn. If the MH-6J is destroyed while on the ground, every model on board will immediately suffer a D6+1 Damage Dice. If the MH-6J is destroyed while in the air, every model on board will immediately suffer a D6+2 Damage Dice.

AH-6J Little Bird

150



A light attack helicopter

AH-6J w/2xM-134 and two hardpoints

Each hardpoint may carry one of the following: 1xHydra launcher, 2xStinger, 1xHellfire, 2xTOW-2, M2 gun pod or 2xMk-19 gun pod

Size Move Close Combat Target Armour Kill

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

AIR

Weapons

Special Rules

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
Mk 19
Range 36" Damage 3xD6+1
M-134
Range 30" Damage 4xD6
TOW-2 ATGM
Range 60" Damage D10+2

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.

TOW-2: 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 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.

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-134: 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.

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.

Mk-19: 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.
Linked weapon pods: if not equipped with the Stinger, TOW or Hellfire missiles, the AH-6J may fire weapons from both hardpoints in a single action.

Ranger Squad

230



Acknowledging the fact that a Ranger is a more elite soldier who arrives at the cutting edge of battle by land, sea, or air, I accept the fact that as a Ranger my country expects me to move farther, faster and fight harder than any other soldier.

Materiel

Squad Leader w/M4
 Team 1: Team Leader w/M4, Grenadier w/M4 and M203, Gunner w/M249 SAW, Rifleman w/M4
 Team 2: Team Leader w/M4, Grenadier w/M4 and M203, Gunner w/M249 SAW, Rifleman w/M4

Options

Equip the squad with Land Warrior system and Intelligence Feeds for +25 points Drop Team 2 for -105 points

Statistics

Size Move Close Combat Target Armour Kill

1 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

M4
 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: One Rifleman in each team has an underslung grenade launcher attached to his M16A2. 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 M4 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.

High Initiative: this squad may never lose two actions to suppression and can always fire as a reaction

Elite Training: All models in this unit gain a +2 bonus to their Armour rolls when in Cover.

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.

Ranger Weapons Squad

330



Never shall I fail my comrades. I will always keep myself mentally alert, physically strong and morally straight and I will shoulder more than my share of the task whatever it may be. One-hundred-percent and then some.

Materiel

Squad Leader w/M4
 Team 1: Team Leader w/M4, Rifleman w/M4 Gunner w/M240 GPMG
 Team 2: Team Leader w/M4, Rifleman w/M16A4 Gunner w/M240 GPMG
 Team 3: Team Leader w/M4, Gunner w/Carl Gustav
 Team 4: Team Leader w/M4, Gunner w/Carl Gustav

Options

Drop one or more teams - Team 1 or 2 for -80 points, team 3 or 4 for -75 points. 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

M4
 Range 24" Damage D6
M-240 GPMG
 Range 30" Damage 2xD6
Carl Gustaf LAW
 Range 20" Damage D10+2

Special Rules

M240 GPMG: 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. If the GPMG has been set up, the Suppression is calculated **after** the models have been removed.

Carl Gustav: 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.

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. Teams may also join Ranger Squads instead of acting as independent units. 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 M4 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.

High Initiative: this squad may never lose two actions to suppression and can always fire as a reaction

Elite Training: All models in this unit gain a +2 bonus to their Armour rolls when in Cover.

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.

SOD DELTA Team

135



1st Special Forces Operational Detachment-Delta is the most well known US Army special forces unit

Material

Squad Leader w/Customized Assault Rifle
Rifleman w/Customized Assault Rifle
Sniper w/Customized Sniper Rifle and PDW
Gunner w/Customized SAW

Options

Equip the squad with Land Warrior system and Intelligence Feeds for +15 points. Replace the SAW with M-32 Grenade Launcher and Customized PDW for +5 points

Statistics

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ 6+ 7+

SUPPORT

Weapons

Customized Assault Rifle
Range 24" Damage D6
Customized SAW
Range 30" Damage 2xD6
M-32 Grenade Launcher
Range 24" Damage D6+1
Customized PDW
Range 12" Damage 2xD6
Customized Sniper Rifle
Range 60" Damage D6

Special Rules

M-32: 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.

Customized SAW: This weapon gets +1 damage versus Size 1 targets only. 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.

Customized Assault Rifle: This weapon gets +1 damage versus Size 1 targets only.

Customized PDW: This weapon gets +1 damage versus Size 1 targets only.

Customized Sniper Rifle: This weapon gains a +2 bonus to its Damage Dice against Size 1 targets only. It may only fire once per turn and never as a reaction. If a Ready action is taken before it shoots, you may opt to roll its Damage Dice against the model in the centre of the Fire Zone rather than allocate normally.

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.

High Initiative: this squad may never lose two actions to suppression and can always fire as a reaction

Elite Training: All models in this unit gain a +2 bonus to their Armour rolls when in Cover.

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.

SOD DELTA Team

120



1st Special Forces Operational Detachment-Delta is the most well known US Army special forces unit

Material

Squad Leader w/Customized PDW
Rifleman w/Customized PDW
Entry Specialist w/Shotgun
Gunner w/M-32 and Customized PDW

Options

Equip the squad with Land Warrior system and Intelligence Feeds for +15 points.

Statistics

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ 6+ 7+

SUPPORT

Weapons

Shotgun
Range 12" Damage D6
M-32 Grenade Launcher
Range 24" Damage D6+1
Customized PDW
Range 12" Damage 2xD6

Special Rules

M-32: 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.

Customized PDW: This weapon gets +1 damage versus Size 1 targets only.

Shotgun: This weapon causes a -1 penalty to Armour rolls and gains +1 damage versus Size 1 targets only

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.

High Initiative: this squad may never lose two actions to suppression and can always fire as a reaction

Elite Training: All models in this unit gain a +2 bonus to their Armour rolls when in Cover.

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.

Stealthy: If this unit is within Cover and did not make any shooting attacks with weapons other than the Customized PDW in the last turn, units beyond 20" may not draw Line of Sight to it.