

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.

Material

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

Options

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

Statistics

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.

Weapons Squad ??



The weapons squad provides the primary base of fire for the maneuver of the platoon's rifle squads with highly accurate short- and long-range, direct, and small-arms fires against enemy personnel and equipment.

Material

Squad Leader w/M16A4,
 Gun Team 1: Gunner w/M240 GPMG, Assistant Gunner w/M16A4, Rifleman w/M16A4
 Gun Team 2: Gunner w/M240 GPMG, Assistant Gunner w/M16A4, Rifleman w/M16A4

Options

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

Statistics

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

SQUAD

Weapons

M-16A4
Range 24" Damage D6
M-240 GPMG
Range 30" Damage 2xD6

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.

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.

Combat attachments: each team may be attached to another squad instead of operating as a part of the Weapons Squad. It does not gain any abilities of the squad it is attached to, however.

Platoon Headquarters ??



Platoon Headquarters provide the Stryker platoon with leadership

Material

Platoon Leader w/M16A4, Platoon Sergeant w/M16A4, Radio Operator w/M16A4, Forward Observer w/M16A4, Platoon Medic 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

Command Team: So long as the Platoon Leader or Platoon Sergeant and Radio Operator remain on the table and within 2" of each other, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Platoon Headquarters are on the table.

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.

M1126 Stryker APC 130



US Army's newest toy

Material

Stryker APC w/M2 (R)

Options

Upgrade M2 to Mk19 for +10 points. Upgrade Armour to 3+ (front and side) for +5 points

Statistics

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

TRANSPORT

Weapons

Mk19 AGL
Range 36" Damage 3xD6+1

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

Special Rules

Transport: The Stryker may carry up to 9 size 1 models. Models may mount the Stryker simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Stryker, then both the models and the Stryker may only take a single action in that turn. If the LAV 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 Stryker will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

M2: 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.

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).

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)

M1134 Stryker ATGM Carrier

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ATGM variant of the Stryker vehicle

Stryker w/TOW IIB (T) and M-240 (E, AA)

Upgrade Armour to 3+ (front and side) for +5 points

Size Move Close Combat Target Armour Kill

4 8" 4xD10 7+ 4+ 9+

SUPPORT

Weapons

M-240 7.62 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. The Stryker 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.

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 Stryker 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.

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).

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)

M1128 Stryker MGS 150



Stryker vehicle armed with 105mm gun

Stryker w/M68A1 (T), M-240 (C) .50cal (E, AA)

None

Size Move Close Combat Target Armour Kill

4 7" 4xD10 7+ 4+ 9+

ARMOUR

Weapons

M68 105mm Gun
Range 60" Damage D10+2
M-240 7.62 Machine Gun
Range 30" Damage 3xD6
M2 .50cal MG
Range 36" Damage 2xD6+1

Special Rules

M68A1: 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.

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 Stryker 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.

M2: 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.

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).

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)

Combat Engineer Assault Squad (Light) ??



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Material
Squad Leader w/M16A4, Team Leader w/M16A4,
Gunner w/M249, 2xRifleman 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
M-249 SAW
Range 30" Damage 2xD6

Special Rules

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.

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 ??



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Material
Team 1: Squad Leader w/M16A4, 2xRifleman w/
M16A4
Team 2: Team Leader w/M16A4, 2xRifleman 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

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.

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