

FASCAM **300**



Scatterable mines, delivered either by air or artillery

The FASCAM support card allows you to deploy a 12" by 12" minefield during the game. In order to request FASCAM deployment, the Command Squad or other unit capable of requesting Support Artillery has to take a ready action. Any point within the requesting unit's Line of Sight may be targeted as the center of the minefield. The minefield will scatter according to the rules for supporting artillery. You may choose to deploy either Anti-Personnel or Anti-Vehicle minefield.

Low availability asset: Only one FASCAM card per 1500 points may be purchased

See the advanced rulebook, pages 32-33 (minefields) and 34 (supporting artillery)

Offboard Support

Copperhead **150**



Laser guided artillery shell

The Copperhead support card allows you to use up to a Copperhead shell (see below) on any enemy models of size 3+. In order to request fire mission, 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 Copperhead card per 1500 points may be purchased

Copperhead: This weapon causes D10+4 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

LAW AT-4



AT-4 is the light antitank weapon used by US infantry

Rules

AT-4: 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. It may be used only against targets of Size 2 or greater. If such model is within the firezone roll this weapon's Damage Dice against that model, rather than allocate normally. Single use

Volley fire: The squad has to take a Ready action before firing their AT-4s. Any number of AT-4 equipped soldiers may fire their weapon in the next Fire action, all missiles are fired against the same target.

Option

Equip any number of soldiers with a single AT-4 each for +10 points each

Statistics

AT-4 LAW
Range 20" Damage D10+1

UPGRADE

HMMWV Weapons Carrier w/M2

45



Armed variant of the popular HMMWV

HMMWV w/M2 (E, AA)

Upgrade armor to 4+ for +5 points

Size Move Close Combat Target Armour Kill

2 10" 2xD10 6+ 5+ 8+

TRANSPORT

Material

Options

Statistics

Weapons

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

Tough: The HMMWV will ignore the first failed Armour roll. 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.

Transport : The HMMWV may carry up to 4 size 1 models. Models may mount the HMMWV simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the HMMWV, then both the models and the HMMWV may only take a single action in that turn. If the HMMWV is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the HMMWV takes a Shoot action—up to 1 model to either side, each creating his own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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)

Special Rules

HMMWV Troop Carrier

30



Cargo/Troop carrier variant of the popular HMMWV

HMMWV

None

Size Move Close Combat Target Armour Kill

2 10" 2xD10 6+ 5+ 8+

TRANSPORT

Material

Options

Statistics

Weapons

Transport : The HMMWV may carry up to 7 size 1 models. Models may mount the HMMWV simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the HMMWV, then both the models and the HMMWV may only take a single action in that turn. If the HMMWV is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the HMMWV takes a Shoot action—up to 3 models to either side, each group creating their own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road
Immune to suppression.

Special Rules

HMMWV Weapons Carrier w/M240

45



Armed variant of the popular HMMWV

HMMWV w/M-240 (E, AA)

Upgrade armor to 4+ for +5 points

Size Move Close Combat Target Armour Kill

2 10" 2xD10 6+ 5+ 8+

TRANSPORT

M-240 7.62mm Machine Gun
Range 30" Damage 3xD6

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

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.

Transport: The HMMWV may carry up to 4 size 1 models. Models may mount the HMMWV simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the HMMWV, then both the models and the HMMWV may only take a single action in that turn. If the HMMWV is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the HMMWV takes a Shoot action—up to 1 model to either side, each creating his own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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)

HMMWV Weapons Carrier

55



Armed variant of the popular HMMWV

HMMWV w/Mk19 (E)

Upgrade armor to 4+ for +5 points

Size Move Close Combat Target Armour Kill

2 10" 2xD10 6+ 5+ 8+

TRANSPORT

Mk19 AGL
Range 36" Damage 3xD6+1

Tough: The HMMWV will ignore the first failed Armour roll. 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.

Transport: The HMMWV may carry up to 4 size 1 models. Models may mount the HMMWV simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the HMMWV, then both the models and the HMMWV may only take a single action in that turn. If the HMMWV is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the HMMWV takes a Shoot action—up to 1 model to either side, each creating his own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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)

HMMWV TOW Carrier 80



HMMWV carrying a TOW launcher

Materiel
HMMWV w/TOW-IIB (E)

Options
Upgrade armor to 4+ for +5 points

Statistics

Size	Move	Close Combat	Target	Armour	Kill
2	10"	2xD10	6+	5+	8+

TRANSPORT

Weapons

TOW IIB ATGM
Range 60" Damage D10+2

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

Transport : The HMMWV may carry up to 4 size 1 models. Models may mount the HMMWV simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the HMMWV , then both the models and the HMMWV may only take a single action in that turn. If the HMMWV is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the HMMWV takes a Shoot action– up to 3 models to either side, each group creating their own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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.

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

Special Rules

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

HMMWV „Gun Truck” 70



Armed and armored variant of the Cargo Carrier

Materiel
M-998 w/M60 (E, AA)

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
2	10"	3xD10	6+	5+	8+

TRANSPORT

Weapons

M60 7.62 Machine Gun
Range 30" Damage 3xD6

Transport : The HMMWV may carry up to 6 size 1 models. Models may mount the HMMWV simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the HMMWV , then both the models and the HMMWV may only take a single action in that turn. If the HMMWV is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the HMMWV takes a Shoot action– up to 3 models to either side, each group creating their own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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

M60 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.

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Special Rules

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

HMMWV Avenger 100



Armed variant of the popular HMMWV

HMMWV w/Stinger (T, AA), M3P (C, AA)

Upgrade armor to 4+ for +5 points

Size	Move	Close Combat	Target	Armour	Kill
2	10"	2xD10	6+	5+	8+

Support

M3P .50cal MG
Range 36" Damage 2xD6+1

FIM-92E Stinger SAM
Range 60" Damage D10

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 an eight shot system.

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

M3P: 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.

Army List: Up to two HMMWVs may be deployed as a single Support choice

Air Defense: The HMMWV may never make any reactions except against Air Units

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)

Stinger Team 60



Stinger provides excellent air defense umbrella to US troops

Team 1: Leader w/M-16A4, Gunner w/ Stinger and M-16A4

None

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

SUPPORT

M-16A4
Range 24" Damage D6

Stinger MANPADS
Range 60" Damage D10

Stinger MANPADS: 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.

Army List: Up to four Stinger Teams may be bought per Support Slot

Shadow RST-V w/TOW 100



Recon vehicle that may replace HMMWVs.

Shadow w/TOW-IIB (E)

Options: None

Statistics	Size	Move	Close Combat	Target	Armour	Kill
	2	10"	2xD10	6+	5+	8+

TRANSPORT

TOW IIB ATGM
Range 60" Damage D10+2

Weapons

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

Transport : The Shadow may carry up to 4 size 1 models. Models may mount the Shadow simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Shadow, then both the models and the Shadow may only take a single action in that turn. If the Shadow is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the Shadow takes a Shoot action—up to 1 model to either side, each creating his own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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)

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.

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).

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.

Special Rules

Shadow RST-V w/Javelin 90



Recon vehicle that may replace HMMWVs.

Shadow w/Javelin (E)

Options: None

Statistics	Size	Move	Close Combat	Target	Armour	Kill
	2	10"	2xD10	6+	5+	8+

TRANSPORT

Javelin ATGM
Range 40" Damage D10+2

Weapons

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

Transport : The Shadow may carry up to 4 size 1 models. Models may mount the Shadow simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Shadow, then both the models and the Shadow may only take a single action in that turn. If the Shadow is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the Shadow takes a Shoot action—up to 1 model to either side, each creating his own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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)

Javelin ATGM: 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. If the target model is not under hard cover, it will not get any bonus to its Target and Kill score. You have to take a Ready action to fire this weapon.

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).

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.

Special Rules

Shadow RST-V w/M2

65



Recon vehicle that may replace HMMWVs.

Shadow w/M2 (R, AA)

None

Size Move Close Combat Target Armour Kill

2 10" 2xD10 6+ 5+ 8+

TRANSPORT

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

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

Transport: The Shadow may carry up to 4 size 1 models. Models may mount the Shadow simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Shadow, then both the models and the Shadow may only take a single action in that turn. If the Shadow is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the Shadow takes a Shoot action—up to 1 model to either side, each creating his own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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)

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).

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.

Shadow RST-V w/OCSW

80



Recon vehicle that may replace HMMWVs.

Shadow w/OCSW (R)

None

Size Move Close Combat Target Armour Kill

2 10" 2xD10 6+ 5+ 8+

TRANSPORT

OCSW
Range 36" Damage 3xD6+1

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

Transport: The Shadow may carry up to 4 size 1 models. Models may mount the Shadow simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Shadow, then both the models and the Shadow may only take a single action in that turn. If the Shadow is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the Shadow takes a Shoot action—up to 1 model to either side, each creating his own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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)

OCSW: This weapon causes a -1 penalty to Armour rolls and ignores cover of its target. It will roll extra Damage Dice (but only D6 with no penalty to Armour rolls or cover) 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.

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).

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.

Shadow RST-V w/M240

65



Recon vehicle that may replace HMMWVs.

Shadow w/M-240 (R, AA)

None

Size Move Close Combat Target Armour Kill

2 10" 2xD10 6+ 5+ 8+

TRANSPORT

M-240 7.62mm Machine Gun
Range 30" Damage 3xD6

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

Transport : The Shadow may carry up to 4 size 1 models. Models may mount the Shadow simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Shadow, then both the models and the Shadow may only take a single action in that turn. If the Shadow is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the Shadow takes a Shoot action— up to 1 model to either side, each creating his own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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-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.

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).

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.

Shadow RST-V w/Mk19

70



Recon vehicle that may replace HMMWVs.

Shadow w/Mk19 (R)

None

Size Move Close Combat Target Armour Kill

2 10" 2xD10 6+ 5+ 8+

TRANSPORT

Mk19 AGL
Range 36" Damage 3xD6+1

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

Transport : The Shadow may carry up to 4 size 1 models. Models may mount the Shadow simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Shadow, then both the models and the Shadow may only take a single action in that turn. If the Shadow is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the Shadow takes a Shoot action— up to 1 model to either side, each creating his own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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)

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.

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).

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.

Shadow RST-V w/CKEM 110



Recon vehicle that may replace HMMWVs.

Shadow w/CKEM (FF)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
2	10"	2xD10	6+	5+	8+

TRANSPORT

Weapons

CKEM
Range 60" Damage D10+3

Special Rules

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

Transport: The Shadow may carry up to 4 size 1 models. Models may mount the Shadow simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Shadow, then both the models and the Shadow may only take a single action in that turn. If the Shadow is destroyed, every model on board will immediately suffer a D6-1 Damage Dice. Transported models may fire their weapons if the Shadow takes a Shoot action—up to 1 model to either side, each creating his own separate Fire Zone. They fire at -1 penalty to their Fire Dice.

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)

CKEM: 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 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 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.

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).

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.

Javelin Team 75



Javelin ATGM provides the Army forces with excellent anti-armor capabilities

Team Leader w/M-16A4 and Javelin, Assistant Gunner w/M16A4

Options: Equip the squad with Land Warrior system and Intelligence Feeds for +10 points.

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

SUPPORT

Weapons

M-16A4
Range 24" Damage D6

Javelin
Range 40" Damage D10+2

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.

Javelin ATGM: 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. If the target model is not under hard cover, it will not get any bonus to its Target and Kill score. You have to take a Ready action to fire this weapon.

Army Lists: You may take three Javelin Teams per Support slot