



## Cougar H

55



A heavy mine-protected vehicle

Cougar H w/M240 (E, AA)

Upgrade M240 to M2 for +5 points

	Size	Move	Close Combat	Target	Armour	Kill
	4	9"	4xD10	6+	4+	8+

**TRANSPORT**

Materiel  
Options  
Statistics

Weapons

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

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

Special Rules

**Transport** : The Cougar H may carry up to 9 size 1 models. Models may mount the The Cougar H simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the The Cougar H, then both the models and the The Cougar H may only take a single action in that turn. If the The Cougar H is destroyed, every model on board will immediately suffer a D6-2 Damage Dice.

**Tough**: The The Cougar H will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. The Cougar HE is immune to Suppression.

**M240 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 .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.

**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)**



## Cougar HE

60



A heavy mine-protected vehicle

Cougar HE w/M240 (E, AA)

Upgrade M240 to M2 for +5 points

	Size	Move	Close Combat	Target	Armour	Kill
	4	9"	4xD10	6+	3+	8+

**TRANSPORT**

Materiel  
Options  
Statistics

Weapons

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

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

Special Rules

**Transport** : The Cougar HE may carry up to 10 size 1 models. Models may mount the The Cougar HE simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the The Cougar HE, then both the models and the The Cougar HE may only take a single action in that turn. If the The Cougar HE is destroyed, every model on board will immediately suffer a D6-2 Damage Dice.

**Tough**: The The Cougar HE will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. The Cougar HE is immune to Suppression.

**M240 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 .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.

**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)**

 Assault Section 150



The USMC relies on teams armed with the Mk 153 SMAW when assaulting enemies in fortified positions. When equipped with the new Thermobaric SMAW-NE round the USMC Infantry have the firepower to level small buildings

**Materiel**

Section Leader w/M16A4  
Team 1: Squad Leader w/M-16A4 and SMAW, Gunner w/M16A4 and SMAW, 2xAssistant Gunner w/M16A4

**Options**

Equip the squad with Land Warrior system and Intelligence Feeds for +25 points Add up to 2 teams identical to team 1, each for 130 points

**Statistics**

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

**SUPPORT**

**Weapons**

**M-16A4**  
Range 24" Damage D6  
**SMAW**  
Range 24" Damage D10+1

**Fire Teams:** Teams may be split off from the squad to act as independent units, with the Squad Leaders acting as unit leaders. The Section 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.

**SMAW -** This weapon causes a -2 to armor save. This weapon rolls an additional d6+1 against any models within 2 inches of the model assigned the dice from the SMAW. The SMAW gains a +2 to any roll against any emplacements. May only fire once per turn and never as a reaction.

**Special Rules**

 Javelin Team 75



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

**Materiel**

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.

**Statistics**

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

**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

**Special Rules**



## LAV-25 IFV

# 150



Heavy armored car used in reconaissance role.

LAV-25 IFV w/M-242 (T), M240 (C), M240 (E, AA)

Options: None

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

TRANSPORT

Materiel  
Options  
Statistics

**M-242 25mm Chain Gun**  
Range 40" Damage 2xD8

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

**Transport** : The LAV-25 may carry up to 6 size 1 models. Models may mount the LAV simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the LAV, then both the models and the LAV 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 Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough**: The LAV 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.

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

**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)**

Weapons  
Special Rules



## LAV TOW

# 120



ATGM carrier based on the LAV hull

LAV TOW w/TOW II (T) and M-240 (E, AA)

Options: None

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

SUPPORT

Materiel  
Options  
Statistics

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

**TOW II ATGM**  
Range 60" Damage D10+2

**TOW II**: 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 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 LAV 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.

**Armoured**: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough**: The LAV 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.

**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)**

Weapons  
Special Rules



# AA7V

# 160



The amphibious assault vehicle used by USMC

Material

AA7V w/Mk19 (T), M2 (C)

Options

Drop the Mk19 for -20 points

Statistics

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

**TRANSPORT**

Weapons

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

**Mk19 Grenade Launcher**  
Range 36" Damage 3xD6+1

Special Rules

**Transport** : The AA7V may carry up to 18 size 1 models. Models may mount the AA7V simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the AA7V, then both the models and the AA7V may only take a single action in that turn. If the AA7V is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Armoured**: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough**: The AA7V will ignore the first three 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.

**Mk19 GL**: 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.

**Amphibious**: The vehicle may swim at half its normal movement rate

**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)**

**Ignore the effects of smoke (see main rulebook).**



# EFV

# 190



Future Expeditionary Force Vehicle

Material

EFV w/Bushmaster II (T), M2 (C)

Options

None

Statistics

	Size	Move	Close Combat	Target	Armour	Kill
	4	8"	4xD10	8+	4+	10+

**TRANSPORT**

Weapons

**Bushmaster II 30mm Chain Gun**  
Range 40" Damage 2xD8

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

Special Rules

**Transport** : The EFV may carry up to 18 size 1 models. Models may mount the EFV simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the EFV, then both the models and the AA7V may only take a single action in that turn. If the EFV is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Armoured**: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough**: The EFV will ignore the first three 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.


**Bushmaster II**: This weapon causes a -2 penalty to Armour rolls.

**Amphibious**: The vehicle may swim at its normal movement rate

**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)**

**Ignore the effects of smoke (see main rulebook).**



## AV-8B Harrier II+

350



The AV-8B Harrier II provides air support to USMC forces

**Material**

AV-8B w/GAU-12U, 6xMk 82, 4xAIM-9X Sidewinder

**Options**

Replace the Mk 82 with 6xCBU-100 Rockeye II

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
5	V/STOL Loiter Cruise	4xD10	7+	5+	9+

**AIR**

**Weapons**

**GAU-12U**  
Range 36" Damage 3xD6+1  
**Mk 82**  
Range - Damage D10+2  
**CBU-100**  
Range - Damage D8  
**AIM-9X**  
Range 72" Damage D10

**Special Rules**

**GAU-12U:** 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 Harrier will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Mk 82:** This weapon causes -2 penalty to Armour rolls, and will roll extra Damage Dice (D8 with -2 penalty to Armour rolls) against every model within 6" 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 ignore cover, unless it is overhead cover. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.  
**CBU-100:** This weapon causes -2 penalty to Armour rolls, and will roll extra Damage Dice (D8 with -2 penalty to Armour rolls) against every model within 6" 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 ignore cover, unless it is overhead cover. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.  
**AIM-9X:** 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. Up to two missiles may be launched in a single action  
**Ignore the effects of smoke (see main rulebook).**



## AH-1Z Cobra

340



AH-1Z Cobra is the newest attack helicopter in USMC inventory

**Material**

AH-1Z w/20mm cannon, 8xHellfire, 4xHydra, 2xAIM-9X Sidewinder

**Options**

None

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
5	V/STOL Loiter	4xD10	7+	5+	9+

**AIR**

**Weapons**

**20mm Cannon**  
Range 48" Damage 2xD6+1  
**Hellfire ATGM**  
Range 60" Damage D10+3  
**Hydra**  
Range 30" Damage D8  
**AIM-9X**  
Range 72" Damage D10

**Special Rules**

**20mm 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 AH-1W 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.  
**AIM-9X:** 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  
**Ignore the effects of smoke (see main rulebook).**



## AH-1W Cobra

300



AH-1W Cobra is the main attack helicopter in USMC inventory

**Materiel**

AH-1W w/20mm cannon, 8xHellfire, 4xHydra

**Options**

Replace either the Hellfire or Hydra with AIM-9X

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
5	V/STOL	4xD10	7+	5+	9+
	Loiter				

AIR

Weapons

**20mm Cannon**  
Range 48" Damage 2xD6+1

**Hellfire ATGM**  
Range 60" Damage D10+3

**Hydra**  
Range 30" Damage D8

**AIM-9X**  
Range 72" Damage D10

**Special Rules**

**20mm 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 AH-1W 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.

**AIM-9X:** 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. Two shot system. Up to two missiles may be launched in a single action

**Ignore the effects of smoke (see main rulebook).**



## F/A-18C Hornet

400



The main aircraft used by Marine Fighter-Attack squadrons

**Materiel**

F/A-18C w/M61, 2xAIM-9X, 2xAIM-120C, 4xMk 83

**Options**

Replace the Mk 83 with CBU-87 or additional AIM-120C

**Statistics**

Size	Move	Close Combat	Target	Armour	Kill
5	Loiter	4xD10	7+	5+	9+
	Cruise				
	Burn				

AIR

Weapons

**M61 Vulcan 20mm cannon**  
Range 36" Damage 2xD6+1

**Mk 83**  
Range - Damage D10+4

**CBU-87 CEM**  
Range - Damage D8

**AIM-9X**  
Range 72" Damage D10

**AIM-120C**  
Range 12-96" Damage D10

**Special Rules**

**M61:** 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 F-18 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Mk 83:** This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.

**CBU-87:** This weapon causes -2 penalty to Armour rolls, and will roll extra Damage Dice (D8 with -2 penalty to Armour rolls) against every model within 6" 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 ignore cover, unless it is overhead cover. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.

**AIM-9X:** 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

**AIM-120C:** 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

**Ignore the effects of smoke (see main rulebook).**

## UH-1Y Venom

140



UH-1Y is a light transport helicopter used by USMC

UH-1 w/Two M-240D, 2xHydra

None

**Size Move Close Combat Target Armour Kill**

5 V/STOL 4xD10 6+ 5+ 8+  
Loiter

AIR

**MG**  
Range 36" Damage 3xD6  
**Hydra**  
Range 30" Damage D8

**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-1Y will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Transport:** The UH-1Y may carry up to 10 size 1 models. Models may mount the UH-1Y 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-1Y, then both the models and the UH-1Y may only take a single action in that turn. If the UH-1Y is destroyed while on the ground, every model on board will immediately suffer a D6-1 Damage Dice. If the UH-1Y 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-1Y and has to be operated by one of the transported models.

**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. It is a four-shot system.

## Rifle Squad

225



Every Marine is a rifleman first. The Marine Rifle Squads form the backbone of every USMC force

Squad Leader w/M16A4  
Team 1: Team Leader w/M-16A4 and M203, Gunner w/M249 SAW, 2xRifleman w/M16A4  
Team 2: Team Leader w/M-16A4 and M203, Gunner w/M249 SAW, 2xRifleman w/M16A4  
Team 3: Team Leader w/M-16A4 and M203, Gunner w/M249 SAW, 2xRifleman w/M16A4

Equip the squad with Land Warrior system and Intelligence Feeds for +35 points. Drop Team 3 for -70 points.

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

SQUAD

**M-16A4**  
Range 24" Damage D6  
**M-249 SAW**  
Range 30" Damage 2xD6  
**M-203 Grenade Launcher**  
Range 16" Damage D6+1

**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.



Rifle Platoon HQ

85



Platoon HQs provide the leadership to Marine units

**Materiel**

Platoon Commander w/M16A4, Platoon Sergeant w/M16A4, Platoon Guide w/M16A4, Messenger w/M16A4

**Options**

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

**Command Team:** So long as the Platoon Commander or Platoon Sergeant and Messenger 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 Lieutenants and Radio Operators are on the table.



Machine Gun Squad

130



Providing heavy anti-infantry firepower, Machine Gun squads are vital both on the offensive and on defensive

**Materiel**

Squad Leader w/M16A4  
Team 1: Team Leader w/M-16A4, Gunner w/M240 GPMG, Rifleman w/M16A4  
Team 2: Team Leader w/M-16A4, Gunner w/M240 GPMG, Rifleman w/M16A4

**Options**

Equip the squad with Land Warrior system and Intelligence Feeds for +20 points. Drop Team 2 for -60 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.

 Light Armored Infantry Squad **115**



Light Armored Infantry squads are smaller than regular Rifle squads, as they have to fit into the LAV-25

**Material**

Team 1: Squad Leader w/M-16A4, Grenadier w/M16A4 and M203, Gunner w/M249 SAW  
 Team 2: Team Leader w/M16A4, Grenadier w/M16A4 and M203, Gunner w/M249 SAW

**Options**

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

**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 and Squad Leaders acting as unit leaders. 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.

**Special Rules**

 Scout Team **120**



Scouts provide the Marines with reconaissance info - they can go where no satellite can see

**Material**

Team Leader w/M16A4, Grenadier w/M16A4 and M203, 2xGunner w/M249 SAW, 2xRifleman w/M16A4

**Options**

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

**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.

**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.

**Recon:** An 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.

**Army Lists:** Max. one Scout Team per company

**Special Rules**

Designated Marksman Rifle

Variant of the M14 rifle

Rules

**DMR:** The DMR 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 any model in the Fire Zone rather than allocate normally.

Option

Upgrade one M16A4 to DMR for +20 points. Max. one per army

Statistics

**7.62mm Designated Marksman Rifle**  
Range 36" Damage D6

UPGRADE

Squad Advanced Marksman Rifle

M16 modified to be accurate over longer ranges than the standard weapon

Rules

**SAM-R:** This weapon gains a +1 bonus to its Damage Dice against Size 1 models. It may only fire once each 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 center of the Fire Zone, rather than allocate normally.

Option

Upgrade one M16A4 to SAM-R for +15 points. Max. one per squad

Statistics

**5.56mm Squad Advanced Marksman Rifle**  
Range 30" Damage D6

UPGRADE

LAV-M

150

Mortar carrier variant of the LAV vehicle

Material

LAV-25 IFV w/M-252 (E), M240 (E, AA)

Options

None

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

SUPPORT

Weapons

**M-252 81mm Mortar**  
Range 24-72" Damage D6+1

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

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough:** The LAV 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-252:** Before firing this weapon, the vehicle has to take a Ready action. You can create a Firezone anywhere within the range of this weapon. The center of the Firezone has to be in LOS of this vehicle or a unit able to spot for artillery. Work out scatter as per the Artillery rules (rulebook, page 34). The Firezone has 3" radius, roll this weapon's Damage Dice against every target within the Firezone This weapon causes a -1 penalty to Armour rolls.

**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)**



## LAV-C2

# 100



Command and Control version of the LAV

LAV-C2 w/M240 (E, AA)

Options: None

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

TRANSPORT

Materiel  
Options  
Statistics

Weapons

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

**Command Unit:** So long as this vehicle remains on the table, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Command Units are on the table.

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tough:** The LAV 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.

**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



## LAV-AD

# 250



Air Defense variant of the LAV vehicle

LAV-AD w/GAU-12 (T, AA), Stinger (T, AA)

Options: None

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

TRANSPORT

Materiel  
Options  
Statistics

Weapons

**GAU-12U Equalizer 25mm Cannon**  
Range 40" Damage 4xD6+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.

**Armoured:** This vehicle has an Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to react against Air Units.

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

**GAU-12U:** This weapon causes a -2 penalty to Armour rolls.

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

**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



## M-32 Grenade Launcher



40mm grenade launcher which offers significant advantage over underbarrel grenade launchers thanks to its superior ballistics, targeting support and advanced ammunition

### 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.

### Option

Replace any M-249 SAW with M-32 for +5 points

### Statistics

**M-32 Grenade Launcher**  
Range 24" Damage D6+1

UPGRADE