



BRITISH ARMY INFANTRY SECTION

160



Comprising some of the most disciplined and well-trained troops in the world, the British Army has a long and proud history.

Team 1: Corporal w/L85A2, 2 x Riflemen w/ L85A2, Gunner w/Minimi Para

Team 2: Lance Corporal w/ L85A2, 2 x Riflemen w/ L85A2, Gunner w/Minimi Para

Drop Team 2 for -75 points.

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

Squad

Weapons

L85A2 Assault Rifle
Range: 24" Damage: D6

AG36 Underslung Grenade Launcher
Range: 16" Damage: D6+1

Minimi Para
Range: 30" Damage: 2xD6

FIT: Future Integrated Soldier Technology, 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 L85A2 will only receive a +1 bonus to its Target and Kill scores. In addition, all models in this unit have a command range of 12", rather than the usual 6". Models will also ignore the effects of smoke (see main rulebook).

AG36 Underslung Grenade Launcher: One Rifleman in each team has an underslung grenade launcher attached to his L85A2. This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction.

Fire Teams: Team 2 may be split off from the section to act as an independent unit, with the Lance Corporal acting as unit leader. This may be done before the start of the battle or at the beginning of any turn.

Minimi Para: 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.

Special Rules

Material

Options

Statistics