



BRITISH ARMY SAS PATROL

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With a world-wide reputation that is well deserved, the SAS set the benchmark for elite forces in all armies.

Team 1: *Sergeant* w/ M416, 2 x Rifleman w/ M416,
1 x Gunner w/Minimi Para

Team 2: *Corporal* w/ M416, 2 x Rifleman w/ M416,
1 x Gunner w/Minimi Para

Drop Team 2 for –100 points. Replace either or both Gunners w/Minimi Para with a Gunner w/M109 for no extra cost.

Size	Move	Close Combat	Target	Armour	Kill
1	5"	2xD6	4+	6+	7+

Support

Weapons

M416 Enhanced Carbine

Range: 20" Damage: D6

M203 Underslung Grenade Launcher

Range: 16" Damage: D6+1

Minimi Para

Range: 30" Damage: 2xD6

Barrett M109 Sniper Rifle

Range: 60" Damage: D6

FIST: 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 M416 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).

Elite Training: All models in this unit gain a +2 bonus to their Armour rolls when in Cover. They may also re-roll their Close Combat dice.

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

Ambush: This unit may be concealed in an area of terrain outside of the enemy's deployment zone before the game begins. Write down the location of the unit before any models are deployed. You can reveal the unit at any time by placing the models on the table.

M203 Underslung Grenade Launcher: Each Rifleman has an underslung grenade launcher attached to his M416. This weapon causes a –1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 will 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.

M109: The M109 gains a +3 bonus to its Damage Dice against all models of Size 2 or smaller. 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 any model in the Fire Zone, rather than allocate normally.

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. 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.

Special Rules

Material

Options

Statistics