



## PLA INFANTRY SQUAD

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Both versatile and numerous, the soldiers of the PLA appear as an irresistible wave of humanity, sweeping across the battlefield.

**Team 1:** Sergeant w/QBZ95, 2 x Riflemen w/ QBZ95, Gunner w/PF-89

**Team 2:** Corporal w/QBZ95, Rifleman w/QBZ95, Gunner w/QBB95

**Team 3:** Corporal w/QBZ95, Rifleman w/ QBZ95, Gunner w/PF-89

Drop Team 2 for -30 points. Drop Team 3 for -60 points.

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

## Squad

Weapons

**QBZ95 Assault Rifle**  
Range: 20" Damage: D6

**QBB95 MG: Range**  
30" Damage: 2xD6

**PF-89 80mm LAW**  
Range: 20" Damage: D10+2

Special Rules

**Fire Teams:** Team 2 may be split off from the section to act as an independent unit, with the Corporal acting as unit leader. Team 3 may be split off from the section to act as an independent unit, with the Corporal acting as unit leader. This may be done before the start of the battle or at the beginning of any turn.

**QBB95:** 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.

**PF-89:** 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. 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.

Material

Options

Statistics