

HMMWV (Humvee) #1 – Soft Skin Vehicle, Up Armored

ARMOR	Front: 2D6 <i>Up-armored</i>	Side: 2D6 <i>Up-armored</i>	Rear: 2D6 <i>Up-armored</i>	Deck: 1D6
GUN	M2HB machine gun	Rating: Light	AP: 4 Heavy Support	AT: 1
Driver: Cpl. Ray Person	* driver: does not add to Firepower	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner: Cpl. Walt Hauser		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Sgt. Brad "Iceman" Colbert		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Cpl. James Trombley		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Reporter: Evan Wright	* reporter: does not add to Firepower	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 1D for each crew (not including Driver and Seriously Wounded) * +4D for vehicle gun (vs. personnel) or +1D (vs vehicles) -1D cumulative, for each time unit fires after first time that turn * full Firepower vs. soft-skin vehicles; half Firepower vs. soft-skin up-armored vehicles no effect vs. Light/Med/Heavy vehicles, and -2 to the roll on Vehicle Damage charts each 4+ = a hit		

MOVEMENT

Tactical Move: 10"

Rapid Move: 20"

REACTION TESTS (Troop Quality): roll 1 die

-1 if Rapid Move

-1 if crew Casualties

unit may only react with movement once per turn

failed reaction: can't react again that turn

CREW DEFENCE (Troop Quality) if crew outside of vehicle

1D for each crew (not including Seriously Wounded)

+1D for Standard body armor

+2D for Cover (if within vehicle)

each success (4+) cancels a hit

CASUALTY

1 = dead

2-3 = serious wound

4-5 = light wound

6 = OK

VEHICLE DEFENCE (Troop Quality)

as per side of vehicle shot at

+1D vehicle did Rapid move

+1D vehicle more than half obscured

each success (4+) cancels a hit

VEHICLE DAMAGE

roll on Vehicle Damage Table, p.82-83

1 hit = roll a D8

2 hits = roll a D10

3+ hits = roll a D12

if Casualty Check, roll Troop Quality for each crew (4+ = not a casualty)

MORALE CHECK

- crew takes casualties
- vehicle takes damage*
- fired upon by weapon with unmodified Firepower of 4D+
- IED detonated within 10"
- artillery salvo / air strike
- vehicle's gun injures/kills civilian or friendly unit

Roll 1D for each non-casualty in unit: more successes (4+) than failures (1-3) = success

failure: Pinned = move to cover, can't shoot (OK next turn); if already Pinned, must Pull Back away from enemy

* failure: crew bails out, place within 4" of vehicle, Troop Quality reduced by one die type for rest of game (if below D6: remove unit from game).

HMMWV (Humvee) #2 – Soft Skin Vehicle, Up Armored

ARMOR	Front: 2D6 <i>Up-armored</i>	Side: 2D6 <i>Up-armored</i>	Rear: 2D6 <i>Up-armored</i>	Deck: 1D6
GUN	M2HB machine gun	Rating: Light	AP: 4 Heavy Support	AT: 1
Driver: Cpl. Jason Lilley	* driver: does not add to Firepower	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner: Cpl. Gabe Garza		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Sgt. Tony Espera		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Cpl. Hector Leon		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Cpl. Nathan Christopher		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 1D for each crew (not including Driver and Seriously Wounded) * +4D for vehicle gun (vs. personnel) or +1D (vs vehicles) -1D cumulative, for each time unit fires after first time that turn * full Firepower vs. soft-skin vehicles; half Firepower vs. soft-skin up-armored vehicles no effect vs. Light/Med/Heavy vehicles; and -2 to the roll on Vehicle Damage charts each 4+ = a hit		

MOVEMENT

Tactical Move: 10"

Rapid Move: 20"

REACTION TESTS (Troop Quality): roll 1 die

-1 if Rapid Move

-1 if crew Casualties

unit may only react with movement once per turn

failed reaction: can't react again that turn

CREW DEFENCE (Troop Quality) if crew outside of vehicle

1D for each crew (not including Seriously Wounded)

+1D for Standard body armor

+2D for Cover (if within vehicle)

each success (4+) cancels a hit

CASUALTY

1 = dead

2-3 = serious wound

4-5 = light wound

6 = OK

VEHICLE DEFENCE (Troop Quality)

as per side of vehicle shot at

+1D vehicle did Rapid move

+1D vehicle more than half obscured

each success (4+) cancels a hit

VEHICLE DAMAGE

roll on Vehicle Damage Table, p.82-83

1 hit = roll a D8

2 hits = roll a D10

3+ hits = roll a D12

if Casualty Check, roll Troop Quality for each crew (4+ = not a casualty)

MORALE CHECK

- crew takes casualties
- vehicle takes damage*
- fired upon by weapon with unmodified Firepower of 4D+
- IED detonated within 10"
- artillery salvo / air strike
- vehicle's gun injures/kills civilian or friendly unit

Roll 1D for each non-casualty in unit: more successes (4+) than failures (1-3) = success

failure: Pinned = move to cover, can't shoot (OK next turn); if already Pinned, must Pull Back away from enemy

* failure: crew bails out, place within 4" of vehicle, Troop Quality reduced by one die type for rest of game (if below D6: remove unit from game).

HMMWV (Humvee) #3 – Soft Skin Vehicle, Up Armored

ARMOR	Front: 2D6 <i>Up-armored</i>	Side: 2D6 <i>Up-armored</i>	Rear: 2D6 <i>Up-armored</i>	Deck: 1D6
GUN	TOW II Anti-Tank Guided Missile	Rating: Heavy	AP: 4	AT: 4
Driver: Sgt. Rudy Reyes	* driver: does not add to Firepower	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner: Cpl. Anthony Jacks		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Sgt. Larry "Pappy" Patrick		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Cpl. James Chaffin		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Sgt. Michael Brunmeier		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 1D for each crew (not including Driver and Seriously Wounded) * +4D for vehicle gun -1D cumulative, for each time unit fires after first time that turn * full Firepower vs. soft-skin vehicles; half Firepower vs. soft-skin up-armored vehicles no effect vs. Light/Med/Heavy vehicles; and -2 to the roll on Vehicle Damage tables each 4+ = a hit		

MOVEMENT

Tactical Move: 10"

Rapid Move: 20"

REACTION TESTS (Troop Quality): roll 1 die

-1 if Rapid Move

-1 if crew Casualties

unit may only react with movement once per turn

failed reaction: can't react again that turn

CREW DEFENCE (Troop Quality) if crew outside of vehicle

1D for each crew (not including Seriously Wounded)

+1D for Standard body armor

+2D for Cover (if within vehicle)

each success (4+) cancels a hit

CASUALTY

1 = dead

2-3 = serious wound

4-5 = light wound

6 = OK

VEHICLE DEFENCE (Troop Quality)

as per side of vehicle shot at

+1D vehicle did Rapid move

+1D vehicle more than half obscured

each success (4+) cancels a hit

VEHICLE DAMAGE

roll on Vehicle Damage Table, p.82-83

1 hit = roll a D8

2 hits = roll a D10

3+ hits = roll a D12

if Casualty Check, roll Troop Quality for each crew (4+ = not a casualty)

MORALE CHECK

- crew takes casualties
- vehicle takes damage*
- fired upon by weapon with unmodified Firepower of 4D+
- IED detonated within 10"
- artillery salvo / air strike
- vehicle's gun injures/kills civilian or friendly unit

Roll 1D for each non-casualty in unit: more successes (4+) than failures (1-3) = success

failure: Pinned = move to cover, can't shoot (OK next turn); if already Pinned, must Pull Back away from enemy

* failure: crew bails out, place within 4" of vehicle, Troop Quality reduced by one die type for rest of game (if below D6: remove unit from game).

HMMWV (Humvee) #4 – Soft Skin Vehicle, Up Armored

ARMOR	Front: 2D6 <i>Up-armored</i>	Side: 2D6 <i>Up-armored</i>	Rear: 2D6 <i>Up-armored</i>	Deck: 1D6
GUN	M240 Machine Gun	Rating: n/a	AP: 3 Medium Support	AT: 0
Driver: PFC John Christeson	* driver: does not add to Firepower	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner: GySgt. Mike “Gunny” Wynn		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Lt. Nathaniel Fick Platoon Cmdr		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Cpt. Craig “Encino Man” Schwetje	* company commander	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Cpl. Evan Stafford		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead

Troop Quality / Initiative / Reaction: D8

Morale: D10 per non-casualty figure

Body Armor: Standard (+1D to Defence)

Confidence Level: Confident

Supply Level: Normal

FIREPOWER (Troop Quality)

1D for each crew (not including Driver and Seriously Wounded) *
+3D for vehicle gun **
-1D cumulative, for each time unit fires after first time that turn

* full Firepower vs. soft-skin vehicles
half Firepower vs. soft-skin up-armored vehicles;
no effect vs. Light/Med/Heavy vehicles
and -2 to the roll on Vehicle Damage tables

** full Firepower vs. soft-skin, soft-skin-up-armored vehicles;
half Firepower vs. Light vehicles;
no effect vs. Med/Heavy vehicles
and -2 to the roll on Vehicle Damage tables

each 4+ = a hit

REACTION TESTS (Troop Quality): roll 1 die

-1 if Rapid Move

-1 if crew Casualties

unit may only react with movement once per turn

failed reaction: can't react again that turn

MOVEMENT

Tactical Move: 10"

Rapid Move: 20"

CREW DEFENCE (Troop Quality) if crew outside of vehicle

1D for each crew (not including Seriously Wounded)

+1D for Standard body armor

+2D for Cover (if within vehicle)

each success (4+) cancels a hit

CASUALTY

1 = dead

2-3 = serious wound

4-5 = light wound

6 = OK

VEHICLE DEFENCE (Troop Quality)

as per side of vehicle shot at

+1D vehicle did Rapid move

+1D vehicle more than half obscured

each success (4+) cancels a hit

VEHICLE DAMAGE

roll on Vehicle Damage Table, p.82-83

1 hit = roll a D8

2 hits = roll a D10

3+ hits = roll a D12

if Casualty Check, roll Troop Quality for each crew (4+ = not a casualty)

MORALE CHECK

- crew takes casualties
- vehicle takes damage*
- fired upon by weapon with unmodified Firepower of 4D+
- IED detonated within 10"
- artillery salvo / air strike
- vehicle's gun injures/kills civilian or friendly unit

Roll 1D for each non-casualty in unit: more successes (4+) than failures (1-3) = success

failure: Pinned = move to cover, can't shoot (OK next turn); if already Pinned, must Pull Back away from enemy

* failure: crew bails out, place within 4" of vehicle, Troop Quality reduced by one die type for rest of game (if below D6: remove unit from game).

Fire Team Alpha – US Marines

Team Leader	M16A2 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Rifleman	M16A2 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner	M249 Light Machine Gun AP:1 / AT:0	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Grenadier	M203 Grenade Launcher AP:1 / AT:0	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 1D for each soldier (not including Seriously Wounded) * -1D cumulative, for each time unit fires after first time that turn * full Firepower vs. soft-skin vehicles half Firepower vs. soft-skin up-armored vehicles; no effect vs. Light/Med/Heavy vehicles and -2 to the roll on Vehicle Damage tables each 4+ = a hit		

Fire Team Bravo – US Marines

Team Leader	M16A2 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Rifleman	M16A2 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner	M249 Light Machine Gun AP:1 / AT:0	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Grenadier	M203 Grenade Launcher AP:1 / AT:0	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 1D for each soldier (not including Seriously Wounded) * -1D cumulative, for each time unit fires after first time that turn * full Firepower vs. soft-skin vehicles half Firepower vs. soft-skin up-armored vehicles; no effect vs. Light/Med/Heavy vehicles and -2 to the roll on Vehicle Damage tables each 4+ = a hit		

Fire Team Charlie – US Marines

Team Leader	M16A2 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Rifleman	M16A2 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner	M249 Light Machine Gun AP:1 / AT:0	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Grenadier	M203 Grenade Launcher AP:1 / AT:0	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 1D for each soldier (not including Seriously Wounded) * -1D cumulative, for each time unit fires after first time that turn * full Firepower vs. soft-skin vehicles half Firepower vs. soft-skin up-armored vehicles; no effect vs. Light/Med/Heavy vehicles and -2 to the roll on Vehicle Damage tables each 4+ = a hit		

Fire Team Delta – US Marines

Team Leader	M16A2 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Rifleman	M16A2 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner	M249 Light Machine Gun AP:1 / AT:0	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Grenadier	M203 Grenade Launcher AP:1 / AT:0	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 1D for each soldier (not including Seriously Wounded) * -1D cumulative, for each time unit fires after first time that turn * full Firepower vs. soft-skin vehicles half Firepower vs. soft-skin up-armored vehicles; no effect vs. Light/Med/Heavy vehicles and -2 to the roll on Vehicle Damage tables each 4+ = a hit		

Fire Team Echo – US Marines

Team Leader	M16A2 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Rifleman	M16A2 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner	M249 Light Machine Gun AP:1 / AT:0	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Grenadier	M203 Grenade Launcher AP:1 / AT:0	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 1D for each soldier (not including Seriously Wounded) * -1D cumulative, for each time unit fires after first time that turn * full Firepower vs. soft-skin vehicles half Firepower vs. soft-skin up-armored vehicles; no effect vs. Light/Med/Heavy vehicles and -2 to the roll on Vehicle Damage tables each 4+ = a hit		

Squad Leader – US Marines

Squad Leader	M16A2 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) +1D to unit leader is attached to (unless Seriously Wounded)		

Fedayeen Cell 1 – Iraqi

Leader	AK47 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner	RPG Med. AP:2/AT1(M)	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Irregular	AK47	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Irregular	AK47	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Irregular	AK47	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Irregular	AK47	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead

Troop Quality / Initiative / Reaction: D6

Morale: D10 per non-casualty figure

Confidence Level: Confident

Supply Level: Normal

FIREPOWER (Troop Quality)

1D for each soldier (not including Seriously Wounded) *
+2D for RPG (vs. personnel) or +1D (vs. vehicles) ***
-1D cumulative, for each time unit fires after first time that turn

* full Firepower vs. soft-skin vehicles
half Firepower vs. soft-skin up-armored vehicles;
no effect vs. Light/Med/Heavy vehicles
and -2 to the roll on Vehicle Damage tables

*** D6: roll 5-6 = anti-tank RPG AP3 / AT: 2(M)

each 4+ = a hit

Fedayeen Cell 2 – Iraqi

Leader	AK47 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner	RPG Med. AP:2/AT1(M)	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Irregular	AK47	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Irregular	AK47	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Irregular	AK47	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Irregular	AK47	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead

Troop Quality / Initiative / Reaction: D6

Morale: D10 per non-casualty figure

Confidence Level: Confident

Supply Level: Normal

FIREPOWER (Troop Quality)

1D for each soldier (not including Seriously Wounded) *
+2D for RPG (vs. personnel) or +1D (vs. vehicles) ***
-1D cumulative, for each time unit fires after first time that turn

* full Firepower vs. soft-skin vehicles
half Firepower vs. soft-skin up-armored vehicles;
no effect vs. Light/Med/Heavy vehicles
and -2 to the roll on Vehicle Damage tables

*** D6: roll 5-6 = anti-tank RPG AP3 / AT: 2(M)

each 4+ = a hit

Fedayeen Cell 3 – Iraqi

Leader	AK47 Machine Gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner	RPG Med. AP:2/AT1(M)	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Irregular	AK47	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Irregular	AK47	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Irregular	AK47	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Irregular	AK47	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead

Troop Quality / Initiative / Reaction: D6

Morale: D10 per non-casualty figure

Confidence Level: Confident

Supply Level: Normal

FIREPOWER (Troop Quality)

1D for each soldier (not including Seriously Wounded) *

+2D for RPG (vs. personnel) or +1D (vs. vehicles) ***

-1D cumulative, for each time unit fires after first time that turn

* full Firepower vs. soft-skin vehicles

half Firepower vs. soft-skin up-armored vehicles;

no effect vs. Light/Med/Heavy vehicles

and -2 to the roll on Vehicle Damage tables

*** D6: roll 5-6 = anti-tank RPG AP3 / AT: 2(M)

each 4+ = a hit

HMMWV (Humvee) #5 – Soft Skin Vehicle, Up Armored

ARMOR	Front: 2D6 <i>Up-armored</i>	Side: 2D6 <i>Up-armored</i>	Rear: 2D6 <i>Up-armored</i>	Deck: 1D6
GUN	Mk.19 Grenade Launcher	Rating: n/a	AP: 3 Medium Support	AT: 0
Driver: Sgt. Leandro Baptista	* driver: does not add to Firepower	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner: Cpl. Michael Stinetorf		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Sgt. Steven Lovell		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Cpl. Teren Holsey		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Navy HM2 Tim "Doc" Bryan	* medic	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 1D for each crew (not including Driver and Seriously Wounded) * +3D for vehicle gun ** -1D cumulative, for each time unit fires after first time that turn * full Firepower vs. soft-skin vehicles half Firepower vs. soft-skin up-armored vehicles; no effect vs. Light/Med/Heavy vehicles and -2 to the roll on Vehicle Damage tables ** full Firepower vs. soft-skin, soft-skin-up-armored vehicles; half Firepower vs. Light vehicles; no effect vs. Med/Heavy vehicles and -2 to the roll on Vehicle Damage tables each 4+ = a hit		

REACTION TESTS (Troop Quality): roll 1 die

-1 if Rapid Move
 -1 if crew Casualties
 unit may only react with movement once per turn
 failed reaction: can't react again that turn

CREW DEFENCE (Troop Quality) if crew outside of vehicle

1D for each crew (not including Seriously Wounded)
 +1D for Standard body armor
 +2D for Cover (if within vehicle)
 each success (4+) cancels a hit

VEHICLE DEFENCE (Troop Quality)

as per side of vehicle shot at
 +1D vehicle did Rapid move
 +1D vehicle more than half obscured

each success (4+) cancels a hit

VEHICLE DAMAGE

roll on Vehicle Damage Table, p.82-83

1 hit = roll a D8
 2 hits = roll a D10
 3+ hits = roll a D12

if Casualty Check, roll Troop Quality for each crew (4+ = not a casualty)

MOVEMENT

Tactical Move: 10"
 Rapid Move: 20"

MEDIC

1 = dead
 2 = serious wound
 3-4 = light wound
 5-6 = OK

MORALE CHECK

- crew takes casualties
- vehicle takes damage*
- fired upon by weapon with unmodified Firepower of 4D+
- IED detonated within 10"
- artillery salvo / air strike
- vehicle's gun injures/kills civilian or friendly unit

Roll 1D for each non-casualty in unit: more successes (4+) than failures (1-3) = success

failure: Pinned = move to cover, can't shoot (OK next turn); if already Pinned, must Pull Back away from enemy

* failure: crew bails out, place within 4" of vehicle, Troop Quality reduced by one die type for rest of game (if below D6: remove unit from game).

HMMWV (Humvee) #6 – Soft Skin Vehicle, Up Armored

ARMOR	Front: 2D6 <i>Up-armored</i>	Side: 2D6 <i>Up-armored</i>	Rear: 2D6 <i>Up-armored</i>	Deck: 1D6
GUN	M240 Machine Gun	Rating: n/a	AP: 3 Medium Support	AT: 0
Driver: Cpl. Jeffrey Carisalez	* driver: does not add to Firepower	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner: Cpl. Daniel Redman		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Lt. Dave "Captain America" McGraw		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Sgt. Eric Kocher		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Translator: Meesh	* speaks Iraqi	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 1D for each crew (not including Driver and Seriously Wounded) * +3D for vehicle gun ** -1D cumulative, for each time unit fires after first time that turn * full Firepower vs. soft-skin vehicles half Firepower vs. soft-skin up-armored vehicles; no effect vs. Light/Med/Heavy vehicles and -2 to the roll on Vehicle Damage tables ** full Firepower vs. soft-skin, soft-skin-up-armored vehicles; half Firepower vs. Light vehicles; no effect vs. Med/Heavy vehicles and -2 to the roll on Vehicle Damage tables each 4+ = a hit		

REACTION TESTS (Troop Quality): roll 1 die

-1 if Rapid Move
 -1 if crew Casualties
 unit may only react with movement once per turn
 failed reaction: can't react again that turn

MOVEMENT

Tactical Move: 10"
 Rapid Move: 20"

CREW DEFENCE (Troop Quality) if crew outside of vehicle

1D for each crew (not including Seriously Wounded)
 +1D for Standard body armor
 +2D for Cover (if within vehicle)
 each success (4+) cancels a hit

CASUALTY

1 = dead
 2-3 = serious wound
 4-5 = light wound
 6 = OK

VEHICLE DEFENCE (Troop Quality)

as per side of vehicle shot at
 +1D vehicle did Rapid move
 +1D vehicle more than half obscured

each success (4+) cancels a hit

VEHICLE DAMAGE

roll on Vehicle Damage Table, p.82-83

1 hit = roll a D8
 2 hits = roll a D10
 3+ hits = roll a D12

if Casualty Check, roll Troop Quality for each crew (4+ = not a casualty)

MORALE CHECK

- crew takes casualties
- vehicle takes damage*
- fired upon by weapon with unmodified Firepower of 4D+
- IED detonated within 10"
- artillery salvo / air strike
- vehicle's gun injures/kills civilian or friendly unit

Roll 1D for each non-casualty in unit: more successes (4+) than failures (1-3) = success

failure: Pinned = move to cover, can't shoot (OK next turn); if already Pinned, must Pull Back away from enemy

* failure: crew bails out, place within 4" of vehicle, Troop Quality reduced by one die type for rest of game (if below D6: remove unit from game).

Death Squad “Technical” – Soft Skin Vehicle

ARMOR	Front: 1D6	Side: 1D6	Rear: 1D6	Deck: 1D6
GUN	12.7mm DShK Machine Gun	Rating: n/a	AP: 4 Heavy Support	AT: 1(L)
Driver with AK47	* can't fire vehicle gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner with AK47		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Assistant Gunner with AK47	* can't fire vehicle gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Passenger with AK47		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D6 Morale: D10 per non-casualty figure Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 4D for vehicle gun (vs. personnel) or 1D (vs vehicles) +1D for passenger * -1D cumulative, for each time unit fires after first time that turn each 4+ = a hit		

Death Squad “Technical” – Soft Skin Vehicle

ARMOR	Front: 1D6	Side: 1D6	Rear: 1D6	Deck: 1D6
GUN	12.7mm DShK Machine Gun	Rating: n/a	AP: 4 Heavy Support	AT: 1(L)
Driver with AK47	* can't fire vehicle gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Gunner with AK47		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Assistant Gunner with AK47	* can't fire vehicle gun	<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Passenger with AK47		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D6 Morale: D10 per non-casualty figure Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 4D for vehicle gun (vs. personnel) or 1D (vs vehicles) +1D for passenger * -1D cumulative, for each time unit fires after first time that turn each 4+ = a hit		

M2A2 Bradley – Medium Vehicle, Armored Personnel Carrier

ARMOR	Front: 3D10	Side: 2D10	Rear: 2D8	Deck: 1D6
GUN	25mm Chain Gun	Rating: Medium	AP: 5	AT: 3
GUN	TOW II Anti-Tank Guided Missile * can't fire both on same turn	Rating: Heavy	AP: 4	AT: 4
Crew		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Crew		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Crew		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
up to 6 passengers		Light Wound:	Serious Wound:	Dead:
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 5D for Chain Gun (vs. personnel) or 3D (vs. vehicle) or 4D for TOW -1D cumulative, for each time unit fires after first time that turn each 4+ = a hit * with half crew, can only fire 1 weapon; must pass Quality check to fire 1 crew left = must bail out * unbuttoned commanders can be fired upon like infantry; must pass Quality check each round to stay unbuttoned		

REACTION TESTS (Troop Quality): roll 1 die

-1 if Rapid Move
 -1 if crew Casualty
 -1 if buttoned up
 unit may only react with movement once per turn
 failed reaction: can't react again that turn

CREW DEFENCE (Troop Quality) if crew outside of vehicle

1D for each crew (not including Seriously Wounded)
 +1D for Standard body armor
 each success (4+) cancels a hit

VEHICLE DEFENCE (Troop Quality)

as per side of vehicle shot at
 +1D vehicle did Rapid move
 +1D vehicle more than half obscured
 +1D if discharged smoke this turn
 each success (4+) cancels a hit

MORALE CHECK

- crew takes casualties
- vehicle takes damage*
- fired upon by weapon with unmodified Firepower of 4D+
- IED detonated within 10"
- artillery salvo / air strike
- vehicle's gun injures/kills civilian or friendly unit

Roll 1D for each non-casualty in unit: more successes (4+) than failures (1-3) = success

failure: Pinned = move to cover, can't shoot (OK next turn); if already Pinned, must Pull Back away from enemy

* failure: crew bails out, place within 4" of vehicle, Troop Quality reduced by one die type for rest of game (if below D6: remove unit from game).

MOVEMENT

Tactical Move: 10"
 Rapid Move: 20"

CASUALTY

1 = dead
 2-3 = serious wound
 4-5 = light wound
 6 = OK

VEHICLE DAMAGE

roll on Vehicle Damage Table, p.82-83

1 hit = roll a D8
 2 hits = roll a D10
 3+ hits = roll a D12

if Casualty Check, roll Troop Quality for each crew (4+ = not a casualty)

MM1A1 (HA) Abrams MBT – Heavy Vehicle, Tank

ARMOR	Front: 5D12	Side: 4D12	Rear: 3D12	Deck: 2D8
GUN	120mm Gun	Rating: Heavy	AP: 5	AT: 6
GUN	M2HB Machine Gun	Rating: Light	AP: 4	AT: 1
Crew		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Crew		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Crew		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Crew		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead

Troop Quality / Initiative / Reaction: D8

Morale: D10 per non-casualty figure

Body Armor: Standard (+1D to Defence)

Confidence Level: Confident

Supply Level: Normal

FIREPOWER (Troop Quality)

5D for 120mm gun (vs. personnel) or 6D (vs. vehicle)

or

4D for H2HB (vs. personnel) or 1D (vs. vehicle)

-1D cumulative, for each time unit fires after first time that turn

each 4+ = a hit

* with half crew, can only fire 1 weapon; must pass Quality check to fire
1 crew left = must bail out

* unbuttoned commanders can be fired upon like infantry; must pass Quality check each round to stay unbuttoned

Lifesaver +1 to Crew survival rolls

Safe Haven = increased die type * on Bail Out rolls

REACTION TESTS (Troop Quality): roll 1 die

-1 if Rapid Move

-1 if crew Casualty

-1 if buttoned up

unit may only react with movement once per turn

failed reaction: can't react again that turn

MOVEMENT

Tactical Move: 10"

Rapid Move: 20"

CREW DEFENCE (Troop Quality) if crew outside of vehicle

1D for each crew (not including Seriously Wounded)

+1D for Standard body armor

each success (4+) cancels a hit

CASUALTY

1 = dead

2-3 = serious wound

4-5 = light wound

6 = OK

VEHICLE DEFENCE (Troop Quality)

as per side of vehicle shot at

+1D vehicle did Rapid move

+1D vehicle more than half obscured

+1D if discharged smoke this turn

each success (4+) cancels a hit

VEHICLE DAMAGE

roll on Vehicle Damage Table, p.82-83

1 hit = roll a D8

2 hits = roll a D10

3+ hits = roll a D12

if Casualty Check, roll Troop Quality for each crew (4+ = not a casualty)

MORALE CHECK

- crew takes casualties

- vehicle takes damage*

- fired upon by weapon with unmodified Firepower of 4D+

- IED detonated within 10"

- artillery salvo / air strike

- vehicle's gun injures/kills civilian or friendly unit

Roll 1D for each non-casualty in unit: more successes (4+) than failures (1-3) = success

failure: Pinned = move to cover, can't shoot (OK next turn); if already Pinned, must Pull Back away from enemy

* failure: crew bails out, place within 4" of vehicle, Troop Quality reduced by one die type for rest of game (if below D6: remove unit from game) = roll D12 Morale for Bail out due to *Safe Haven*

T55 (AM) – Heavy Vehicle, Tank

ARMOR	Front: 3D8	Side: 2D8	Rear: 1D6	Deck: 1D6
GUN	100mm Cannon	Rating: Medium	AP: 4	AT: 4
Crew		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Crew		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Crew		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Crew		<input type="checkbox"/> Light Wound	<input type="checkbox"/> Serious Wound	<input type="checkbox"/> Dead
Troop Quality / Initiative / Reaction: D8 Morale: D10 per non-casualty figure Body Armor: Standard (+1D to Defence) Confidence Level: Confident Supply Level: Normal		FIREPOWER (Troop Quality) 4D for 100mm gun -1D cumulative, for each time unit fires after first time that turn each 4+ = a hit * with half crew, can only fire 1 weapon; must pass Quality check to fire 1 crew left = must bail out * unbuttoned commanders can be fired upon like infantry; must pass Quality check each round to stay unbuttoned <i>Deathtrap</i> +1 to Vehicle Damage Table rolls		

REACTION TESTS (Troop Quality): roll 1 die

-1 if Rapid Move
 -1 if crew Casualty
 -1 if buttoned up
 unit may only react with movement once per turn
 failed reaction: can't react again that turn

CREW DEFENCE (Troop Quality) if crew outside of vehicle

1D for each crew (not including Seriously Wounded)
 +1D for Standard body armor
 each success (4+) cancels a hit

VEHICLE DEFENCE (Troop Quality)

as per side of vehicle shot at
 +1D vehicle did Rapid move
 +1D vehicle more than half obscured
 +1D if discharged smoke this turn
 each success (4+) cancels a hit

MORALE CHECK

- crew takes casualties
- vehicle takes damage*
- fired upon by weapon with unmodified Firepower of 4D+
- IED detonated within 10"
- artillery salvo / air strike
- vehicle's gun injures/kills civilian or friendly unit

Roll 1D for each non-casualty in unit: more successes (4+) than failures (1-3) = success

failure: Pinned = move to cover, can't shoot (OK next turn); if already Pinned, must Pull Back away from enemy

* failure: crew bails out, place within 4" of vehicle, Troop Quality reduced by one die type for rest of game (if below D6: remove unit from game)

MOVEMENT

Tactical Move: 10"
 Rapid Move: 20"

CASUALTY

1 = dead
 2-3 = serious wound
 4-5 = light wound
 6 = OK

VEHICLE DAMAGE

roll on Vehicle Damage Table, p.82-83

1 hit = roll a D8
 2 hits = roll a D10
 3+ hits = roll a D12
 +1 to roll due to *Deathtrap*

if Casualty Check, roll Troop Quality for each crew (4+ = not a casualty)