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	Light Wound	☐ Serious Wound	☐ Dead
Gunner: Cpl. Walt Hauser		Light Wound	☐ Serious Wound	☐ Dead
Sgt. Brad "Iceman" Colbert		Light Wound	☐ Serious Wound	☐ Dead
Cpl. James Trombley		Light Wound	☐ Serious Wound	☐ Dead
Reporter: Evan Wright	* reporter: does not add to Firepower	Light Wound	☐ Serious Wound	☐ Dead
Troop Quality / Initiat	tive / Reaction: D8	FIREPOWER (Troop Quality)		
Morale: D10 per non-casualty figure		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		
Body Armor: Standard (+1D to Defence)		* full Firepower vs. soft-skin vehicles;		
Confidence Level: Co	onfident	half Firepower vs. soft-skin up-armored vehicles no effect vs. Light/Med/Heavy vehicles, and -2 to the roll on Vehicle Damage charts		
Supply Level: Norma	l	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

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

# 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)

# **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

HMMWV (Humvee) #2 – Soft Skin Vehicle, Up Armored				
ARMOR	Front: 2D6 <i>Up-armored</i>	Side: 2D6 Up-armored	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	Light Wound	☐ Serious Wound	☐ Dead
Gunner: Cpl. Gabe Garza		Light Wound	☐ Serious Wound	☐ Dead
Sgt. Tony Espera		Light Wound	☐ Serious Wound	☐ Dead
Cpl. Hector Leon		Light Wound	☐ Serious Wound	☐ Dead
Cpl. Nathan Christopher		☐ Light Wound	☐ Serious Wound	☐ Dead
Troop Quality / Initiat	tive / Reaction: D8	FIREPOWER (Troop (		ly Woundad) *
Morale: D10 per non-casualty figure		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		
Body Armor: Standard (+1D to Defence)		* 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		
Confidence Level: Confident				
Supply Level: Norma	I	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

+1D vehicle did Rapid move

**VEHICLE DEFENCE** (Troop Quality)

as per side of vehicle shot at

+1D vehicle more than half obscured

each success (4+) cancels a hit

#### **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)

# **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

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	Light Wound	☐ Serious Wound	☐ Dead
Gunner: Cpl. Anthony Jacks		Light Wound	☐ Serious Wound	☐ Dead
Sgt. Larry "Pappy" Patrick		Light Wound	☐ Serious Wound	☐ Dead
Cpl. James Chaffin		Light Wound	☐ Serious Wound	☐ Dead
Sgt. Michael Brunmeier		Light Wound	☐ Serious Wound	☐ Dead
Troop Quality / Initiat	tive / Reaction: D8	FIREPOWER (Troop (		ly Moundad) *
Morale: D10 per non-casualty figure		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		
Body Armor: Standard (+1D to Defence)		* 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		
Confidence Level: Confident				
Supply Level: Norma	I	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

## **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

# 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)

#### **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

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	Light Wound	Serious Wound	☐ Dead
Gunner: GySgt. Mike "Gunny" Wynn		Light Wound	Serious Wound	☐ Dead
Lt. Nathaniel Fick Platoon Cmdr		Light Wound	☐ Serious Wound	☐ Dead
Cpt. Craig "Encino Man" Schwetje	* company commander	Light Wound	☐ Serious Wound	☐ Dead
Cpl. Evan Stafford		Light Wound	☐ Serious Wound	☐ Dead
Troop Quality / Initiate Morale: D10 per non-o Body Armor: Standard Confidence Level: Co Supply Level: Normal	casualty figure d (+1D to Defence) onfident	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  to Defence)  * full Firepower vs. soft-skin up-armored vehicles half Firepower vs. soft-skin up-armored vehicles		

- -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

# MOVEMENT

Tactical Move: 10" Rapid Move: 20"

# 1 = dead

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)

# 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

Fire Team Alpha – US Marines				
Team Leader	M16A2 Machine Gun	Light Wound	☐ Serious Wound	☐ Dead
Rifleman	M16A2 Machine Gun	Light Wound	☐ Serious Wound	☐ Dead
Gunner	M249 Light Machine Gun AP:1 / AT:0	☐ Light Wound	Serious Wound	☐ Dead
Grenadier	M203 Grenade Launcher AP:1 / AT:0	☐ Light Wound	Serious Wound	☐ Dead
Troop Quality / Initiat	tive / Reaction: D8	FIREPOWER (Troop of 1D for each soldier (not	Quality) including Seriously Wound	ded) *
Morale: D10 per non-	casualty figure		ı time unit fires after first tiı	
Body Armor: Standard (+1D to Defence)  Confidence Level: Confident		* 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		
Supply Level: Normal		each 4+ = a hit		
Fire Team Bravo	– US Marines			
Team Leader	M16A2 Machine Gun	Light Wound	Serious Wound	☐ Dead
Rifleman	M16A2 Machine Gun	Light Wound	Serious Wound	☐ Dead
Gunner	M249 Light Machine Gun AP:1 / AT:0	Light Wound	Serious Wound	☐ Dead
Grenadier	M203 Grenade Launcher AP:1 / AT:0	Light Wound	Serious Wound	☐ Dead
Troop Quality / Initiat	ive / Reaction: D8	FIREPOWER (Troop (	Quality)	lod) *
Morale: D10 per non-casualty figure		-1D cumulative, for each	including Seriously Wound time unit fires after first tire	ne that turn
Body Armor: Standard (+1D to Defence)		* full Firepower vs. soft-skin vehicles half Firepower vs. soft-skin up-armored vehicles;		
Confidence Level: Co	onfident	no effect vs. Light/Med/ and -2 to the roll on Vel		
Supply Level: Normal		each 4+ = a hit		

Fire Team Charlie – US Marines				
Team Leader	M16A2 Machine Gun	Light Wound	Serious Wound	☐ Dead
Rifleman	M16A2 Machine Gun	Light Wound	Serious Wound	☐ Dead
Gunner	M249 Light Machine Gun AP:1 / AT:0	☐ Light Wound	Serious Wound	☐ Dead
Grenadier	M203 Grenade Launcher AP:1 / AT:0	☐ Light Wound	Serious Wound	☐ Dead
Troop Quality / Initia	tive / Reaction: D8	FIREPOWER (Troop of 1D for each soldier (not	Quality) including Seriously Woun	ded) *
Morale: D10 per non-	casualty figure		n time unit fires after first ti	
Body Armor: Standard (+1D to Defence)  Confidence Level: Confident		* 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		
Supply Level: Normal		each 4+ = a hit		
Fire Team Delta -	· US Marines			
Team Leader	M16A2 Machine Gun	☐ Light Wound	Serious Wound	☐ Dead
Rifleman	M16A2 Machine Gun	Light Wound	☐ Serious Wound	☐ Dead
Gunner	M249 Light Machine Gun AP:1 / AT:0	Light Wound	Serious Wound	☐ Dead
Grenadier	M203 Grenade Launcher AP:1 / AT:0	Light Wound	Serious Wound	☐ Dead
Troop Quality / Initiat	tive / Reaction: D8	FIREPOWER (Troop (	Quality) including Seriously Wound	ded) *
Morale: D10 per non-casualty figure			i time unit fires after first tii	
Body Armor: Standard (+1D to Defence)		* full Firepower vs. soft-skin vehicles half Firepower vs. soft-skin up-armored vehicles;		
Confidence Level: Co	onfident	no effect vs. Light/Med/ and -2 to the roll on Vel		
Supply Level: Normal		each 4+ = a hit		

Fire Team Echo – US Marines					
Team Leader	M16A2 Machine Gun	Light Wound	☐ Serious Wound	☐ Dead	
Rifleman	M16A2 Machine Gun	Light Wound	☐ Serious Wound	☐ Dead	
Gunner	M249 Light Machine Gun AP:1 / AT:0	☐ Light Wound	Serious Wound	☐ Dead	
Grenadier	M203 Grenade Launcher AP:1 / AT:0	☐ Light Wound	Serious Wound	☐ Dead	
Troop Quality / Initiat	ive / Reaction: D8	FIREPOWER (Troop (		ded) *	
Morale: D10 per non-casualty figure		1D for each soldier (not including Seriously Wounded) * -1D cumulative, for each time unit fires after first time that turn			
Body Armor: Standard (+1D to Defence)		* full Firepower vs. soft-skin vehicles half Firepower vs. soft-skin up-armored vehicles;			
Confidence Level: Co	onfident	no effect vs. Light/Med/Heavy vehicles and -2 to the roll on Vehicle Damage tables			
Supply Level: Normal		each 4+ = a hit			
Squad Leader – U	IS Marines				
Squad Leader	M16A2 Machine Gun	Light Wound	Serious Wound	☐ Dead	
Troop Quality / Initiative / Reaction: D8		FIREPOWER (Troop Quality) +1D to unit leader is attached to (unless Seriously Wounded)			
Morale: D10 per non-casualty figure		TE to drill loader to dila	oned to (different controlly)	vvoundou)	
Body Armor: Standard (+1D to Defence)					
Confidence Level: Co	nfident				
Supply Level: Normal					

Fedayeen Cell 1 – Iraqi					
Leader	AK47 Machine Gun	☐ Light Wound	Serious Wound	☐ Dead	
Gunner	RPG Med. AP:2/AT1(M)	☐ Light Wound	☐ Serious Wound	☐ Dead	
Irregular	AK47	Light Wound	☐ Serious Wound	☐ Dead	
Irregular	AK47	Light Wound	Serious Wound	☐ Dead	
Irregular	AK47	Light Wound	Serious Wound	☐ Dead	
Irregular	AK47	Light Wound	Serious Wound	☐ 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	Light Wound	☐ Serious Wound	☐ Dead	
Gunner	RPG Med. AP:2/AT1(M)	Light Wound	☐ Serious Wound	☐ Dead	
Irregular	AK47	Light Wound	☐ Serious Wound	☐ Dead	
Irregular	AK47	Light Wound	☐ Serious Wound	☐ Dead	
Irregular	AK47	Light Wound	☐ Serious Wound	☐ Dead	
Irregular	AK47	Light Wound	☐ Serious Wound	☐ Dead	
Troop Quality / Initiative / Reaction: D6  Morale: D10 per non-casualty figure  Confidence Level: Confident		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			
Supply Level: Normal  Supply Level: Normal  Supply Level: Normal  and -2 to the roll		half Firepower vs. soft- no effect vs. Light/Med, and -2 to the roll on Ve *** D6: roll 5-6 = anti-tan	skin up-armored vehicles; /Heavy vehicles hicle Damage tables		

Fedayeen Cell 3 – Iraqi				
Leader	AK47 Machine Gun	☐ Light Wound	☐ Serious Wound	☐ Dead
Gunner	RPG Med. AP:2/AT1(M)	Light Wound	☐ Serious Wound	☐ Dead
Irregular	AK47	Light Wound	Serious Wound	☐ Dead
Irregular	AK47	☐ Light Wound	☐ Serious Wound	☐ Dead
Irregular	AK47	☐ Light Wound	☐ Serious Wound	☐ Dead
Irregular	AK47	☐ Light Wound	☐ Serious Wound	☐ Dead
Troop Quality / Initiative / Reaction: D6  Morale: D10 per non-casualty figure  Confidence Level: Confident  Supply Level: Normal		+2D for RPG (vs. persor -1D cumulative, for each * full Firepower vs. soft-s	including Seriously Wound nnel) or +1D (vs. vehicles) n time unit fires after first tir skin vehicles skin up-armored vehicles; /Heavy vehicles hicle Damage tables	***

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	Light Wound	Serious Wound	☐ Dead
Gunner: Cpl. Michael Stinetorf		Light Wound	☐ Serious Wound	☐ Dead
Sgt. Steven Lovell		Light Wound	☐ Serious Wound	☐ Dead
Cpl. Teren Holsey		Light Wound	☐ Serious Wound	☐ Dead
Navy HM2 Tim "Doc" Bryan	* medic	Light Wound	☐ Serious Wound	☐ Dead
Troop Quality / Initiate Morale: D10 per non-o Body Armor: Standard Confidence Level: Co Supply Level: Normal	casualty figure d (+1D to Defence) onfident	+3D for vehicle gun ** -1D cumulative, for each  * full Firepower vs. soft-shalf Firepower vs. soft-no effect vs. Light/Med/and -2 to the roll on Vel  ** full Firepower vs. soft-half Firepower vs. Light no effect vs. Med/Hea and -2 to the roll on Vel	cluding Driver and Serious  time unit fires after first tir skin vehicles skin up-armored vehicles; /Heavy vehicles hicle Damage tables skin, soft-skin-up-armored ht vehicles; vy vehicles	me that turn
		each 4+ = a hit		

-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

MOVEMENT

Tactical Move: 10" Rapid Move: 20"

MEDIC

1 = dead

2 = serious wound 3-4 = light wound

5-6 = 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)

#### **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

HMMWV (Humvee) #6 – Soft Skin Vehicle, Up Armored				
ARMOR	Front: 2D6 Up-armored	Side: 2D6 Up-armored	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	☐ Light Wound	Serious Wound	☐ Dead
Gunner: Cpl. Daniel Redman		Light Wound	☐ Serious Wound	☐ Dead
Lt. Dave "Captain America" McGraw		Light Wound	☐ Serious Wound	☐ Dead
Sgt. Eric Kocher		Light Wound	☐ Serious Wound	☐ Dead
Translator: Meesh	* speaks Iraqi	Light Wound	☐ Serious Wound	☐ Dead
Troop Quality / Initiat	tive / Reaction: D8	FIREPOWER (Troop Quality)  1D for each crew (not including Driver and Seriously Wounded) *		
Morale: D10 per non-o	casualty figure	+3D for vehicle gun ** -1D cumulative, for each time unit fires after first time that turn		
Body Armor: Standar	d (+1D to Defence)	* full Firepower vs. soft-skin vehicles		
Confidence Level: Confident		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		l vehicles;		

- -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

#### **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 D10

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

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	Light Wound	☐ Serious Wound	☐ Dead
Gunner with AK47		Light Wound	☐ Serious Wound	☐ Dead
Assistant Gunner with AK47	* can't fire vehicle gun	Light Wound	☐ Serious Wound	☐ Dead
Passenger with AK47		Light Wound	☐ Serious Wound	☐ Dead
Troop Quality / Initiat	tive / Reaction: D6	FIREPOWER (Troop Quality) 4D for vehicle gun (vs. personnel) or 1D (vs vehicles)		
Morale: D10 per non-casualty figure		+1D for passenger * -1D cumulative, for each time unit fires after first time that turn		
Confidence Level: Confident		each 4+ = a hit		
Supply Level: Norma	I			

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	Light Wound	☐ Serious Wound	☐ Dead	
Gunner with AK47		Light Wound	☐ Serious Wound	☐ Dead	
Assistant Gunner with AK47	* can't fire vehicle gun	Light Wound	☐ Serious Wound	☐ Dead	
Passenger with AK47		Light Wound	☐ Serious Wound	☐ Dead	
Troop Quality / Initiative / Reaction: D6		FIREPOWER (Troop Quality) 4D for vehicle gun (vs. personnel) or 1D (vs vehicles)			
Morale: D10 per non-casualty figure		+1D for passenger * -1D cumulative, for each time unit fires after first time that turn			
Confidence Level: Confident		each 4+ = a hit			
Supply Level: Normal					

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		Light Wound	☐ Serious Wound	☐ Dead
Crew		Light Wound	☐ Serious Wound	☐ Dead
Crew		Light Wound	☐ Serious Wound	☐ 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		
		* unbuttoned commanders can be fired upon like infantry; must pass Quality check each round to stay unbuttoned		

- -1 if Rapid Move
- -1 if crew Casualtie
- -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

## MOVEMENT

Tactical Move: 10" Rapid Move: 20"

# 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

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		Light Wound	☐ Serious Wound	☐ Dead	
Crew		Light Wound	☐ Serious Wound	☐ Dead	
Crew		Light Wound	☐ Serious Wound	☐ Dead	
Crew		Light Wound	☐ Serious Wound	☐ Dead	
Troop Quality / Initiative / Reaction: D8		FIREPOWER (Troop Quality) 5D for 120mm gun (vs. personnel) or 6D (vs. vehicle)			
Morale: D10 per non-casualty figure		or 4D for H2HB (vs. personnel) or 1D (vs. vehicle)			
Body Armor: Standard (+1D to Defence)		-1D cumulative, for each time unit fires after first time that turn			
Confidence Level: Confident		each 4+ = a hit			
Supply Level: Normal		* 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			

- -1 if Rapid Move
- -1 if crew Casualtie
- -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

## **MOVEMENT**

**CASUALTY** 

1 = dead

6 = OK

Tactical Move: 10" Rapid Move: 20"

2-3 = serious wound

4-5 = light wound

## **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)

### **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) = 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		Light Wound	☐ Serious Wound	☐ Dead	
Crew		Light Wound	☐ Serious Wound	☐ Dead	
Crew		Light Wound	☐ Serious Wound	☐ Dead	
Crew		Light Wound	☐ Serious Wound	☐ Dead	
Troop Quality / Initiative / Reaction: D8		FIREPOWER (Troop Quality)			
Morale: D10 per non-casualty figure		4D for 100mm gun -1D cumulative, for each time unit fires after first time that turn			
Body Armor: Standard (+1D to Defence)		each 4+ = a hit			
Confidence Level: Confident		* with half crew, can only fire 1 weapon; must pass Quality check to fire 1 crew left = must bail out			
Supply Level: Normal		* unbuttoned commanders can be fired upon like infantry; must pass Quality check each round to stay unbuttoned			
		Deathtrap +1 to Vehicle	Damage Table rolls		

- -1 if Rapid Move
- -1 if crew Casualtie
- -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

## **MOVEMENT**

Tactical Move: 10" Rapid Move: 20"

# **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

+1 to roll due to Deathtrap

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