Modern Combat:
USMC

Creating an US Marine Corp Army

There are four different types of platoons available to the USMC - Rifle Platoon, Light Armoured Infantry, Amphibious Assault Group, as well as an all-Armoured Force.

You must choose one of these platoons and may only include Command and unit Assets available for this type of platoon as described below:

The Rifle Platoon:

You must obey this structure for every 1,000 points in your force.

- 0-1 Rifle Platoon HQ + vehicle they may mount in.
- 2-6 Rifle Squad(s) + vehicles they may mount in.
- 0-3 units of any kind other than those above (but only one per Rifle Squad chosen).
- 0-1 Offboard Support Card (requires a Command unit).
- 0-2 Upgrade Card(s) (if available) per unit.

If you select the Land Warrior upgrade for one or more of your units, you are not allowed to select any unit from Obsolete Units.

The Light Armoured Infantry Platoon:

You must obey this structure for every 1,000 points in your force.

- 0-1 Rifle Platoon HQ + vehicle they may mount in.
- 2-6 Light Armoured Infantry Squad(s) + vehicles they may mount in.
- 0-3 units of any kind other than those above (but only one per Light Armoured Infantry Squad chosen).
- 0-1 Offboard Support Card (requires a Command unit).
- 0-2 Upgrade Card(s) (if available) per unit.

If you select the Land Warrior upgrade for one or more of your units, you are not allowed to select any unit from Obsolete Units.

Creating an US Marine Corp Army

The Amphibious Assault Group Platoon:

You must obey this structure for every 1,000 points in your force.

- 0-1 Rifle Platoon HQ + vehicle they may mount in.
- 2-6 Rifle Squad(s) + vehicles they may mount in (only AAVP-7A1 or EFV).
- 0-3 units of any kind other than those above (but only one per Rifle Squad chosen).
- 0-1 Offboard Support Card (requires a Command unit).
- 0-2 Upgrade Card(s) (if available) per unit.

If you select the Land Warrior upgrade for one or more of your units, you are not allowed to select any unit from Obsolete Units.

The Armoured Forces:

You must obey this structure for every 2,000 points in your force.

- 1-2 LAV-C2 Command + Control Vehicle (or M1 Abrams Tank(s) of any variant + Upgrade Card to create Command unit).
- 2-9 M1 Abrams Tanks - any variant (or M60 A3 MBT)
- 0-3 units of any kind other than those above (but only one per M1 Abrams (or M60 A3 MBT) chosen).
- 0-1 Offboard Support Card (requires a Command unit)
- 0-2 Upgrade Card(s) (if available) per unit.

If your force includes any M1A2 FEP Abrams, you are not allowed to select an unit from Obsolete Units.

If you select the Land Warrior upgrade for one or more of your units, you are not allowed to select any unit from Obsolete Units.
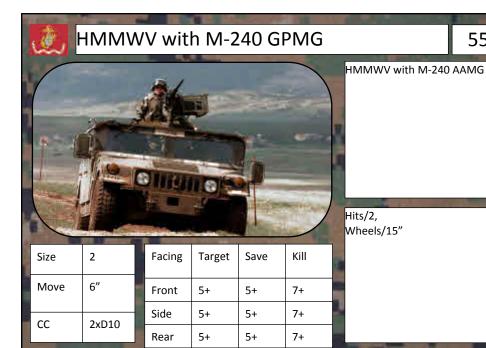
Regular Units

HMMWV with M-240 GPMG — 55

HMMWV with M-240 AAMG

Hits/2,
Wheels/15"

Size	2
Move	6"
CC	2xD10

Facing	Target	Save	Kill
Front	5+	5+	7+
Side	5+	5+	7+
Rear	5+	5+	7+

Weapon	Range	Damage	Traits
M-240 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed
M2 .50cal HMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
Mk.19 AGL	36"	2xD6	Artillery, Lethal Zone/2", Exposed

Special Rules:
Transport: The HMMWV can carry up to 5 Size points of models (each maximum Size 1).

Options:
- Replace the M-240 AAMG with a M2 .50cal HMG for +5 points
- Replace the M-240 AAMG with a Mk.19 AGL for +15 points
- Add additional armour for a 4+ Save for +10 points

HMMWV with TOW II ATGM — 75

HMMWV with TOW II ATGM

Hits/2,
Lumbering,
Wheels/15"

Size	2
Move	6"
CC	2xD10

Facing	Target	Save	Kill
Front	5+	5+	7+
Side	5+	5+	7+
Rear	5+	5+	7+

Weapon	Range	Damage	Traits
TOW II ATGM	12-72"	D10+2	Lethal Zone/1", Piercing/3, HEAT/1, Slow, ATGM

Special Rules:
Transport: The HMMWV can carry up to 5 Size points of models (each maximum Size 1).

Options:
- Add additional armour for a 4+ Save for +10 point

Cougar H

65

Cougar H with M-240 AAMG

Hits/2,
Wheels/14”

Size	3
Move	5”
CC	3xD10

Facing	Target	Save	Kill
Front	6+	4+	7+
Side	6+	4+	7+
Rear	5+	4+	7+

Weapon	Range	Damage	Traits
M-240 AAMG	30”	2xD6	Auto, Piercing/1, AA, Exposed
M2 .50cal HMG	36”	2xD6+1	Auto, Piercing/1, AA, Exposed

Special Rules:
Transport: The Cougar H can carry up to 9 Size points of models (each maximum Size 1).

Options:
• Replace the M-240 AAMG with a M2 .50cal HMG for +5 points

Cougar HE

70

Cougar HE with M-240 AAMG

Hits/2,
Wheels/14”

Size	3
Move	5”
CC	3xD10

Facing	Target	Save	Kill
Front	6+	4+	7+
Side	6+	4+	7+
Rear	5+	4+	7+

Weapon	Range	Damage	Traits
M-240 AAMG	30”	2xD6	Auto, Piercing/1, AA, Exposed
M2 .50cal HMG	36”	2xD6+1	Auto, Piercing/1, AA, Exposed

Special Rules:
Transport: The Cougar HE can carry up to 10 Size points of models (each maximum Size 1).

Options:
• Replace the M-240 AAMG with a M2 .50cal HMG for +5 points

LAV-25 IFV | 150

LAV-25 IFV with
M-242 25mm Chain Gun,
M-240 CMG,
M-240 AAMG

Hits/3,
Lumbering,
Wheels/13",
Amphibious/2"

Size	3
Move	8"
CC	3xD10

Facing	Target	Save	Kill
Front	7+	4+	9+
Side	7+	4+	9+
Rear	7+	5+	8+

Weapon	Range	Damage	Traits
M-242 Chain Gun	40"	3xD6+1	Auto, Piercing/2,
M-240 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/M-242 Chain Gun
M-240 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed

Special Rules:
Transport: The LAV-25 can carry up to 6 Size points of models (each maximum Size 1).

Options:

LAV-C2 Command + Control Vehicle | 120

LAV-C2 Command + Control Vehicle with
M-240 AAMG

Hits/3,
Lumbering,
Wheels/13",
Amphibious/2",
Forward Artillery Observer (FAO),
Forward Air Controller (FAC)

Size	3
Move	8"
CC	3xD10

Facing	Target	Save	Kill
Front	7+	4+	9+
Side	7+	4+	9+
Rear	7+	5+	8+

Weapon	Range	Damage	Traits
M-240 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed

Special Rules:
Field Promotion,
Command Privilege (may purchase off-board support)

Options:
● This unit may only be chosen to perform the role of a Command Unit for an Armoured Force Platoon.

LAV-AT (TOW II under armour) — 130

LAV-AT with TOW II ATGM, M-240 AAMG

Hits/3,
Lumbering,
Wheels/13",
Amphibious/2"

Size	3
Move	8"
CC	3xD10

Facing	Target	Save	Kill
Front	7+	4+	9+
Side	7+	4+	9+
Rear	7+	5+	8+

Weapon	Range	Damage	Traits
TOW II ATGM	12-72"	D10+2	Lethal Zone/1", Piercing/3, HEAT/1, Slow, ATGM
M-240 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed

Special Rules:

Options:

LAV-AD (Air Defense) — 175

LAV-AD with
GAU-12U Equalizer 25mm Cannon,
8x FIM-92 Stinger SAM

Hits/3,
Lumbering,
Wheels/13",
Amphibious/2"

Size	3
Move	8"
CC	3xD10

Facing	Target	Save	Kill
Front	7+	4+	9+
Side	7+	4+	9+
Rear	7+	5+	8+

Weapon	Range	Damage	Traits
GAU-12U Equalizer	36"	4xD6+1	Auto, Piercing/1, AA
FIM-92 Stinger SAM	50"	D10	AA-only, Piercing/1, Slow, One-Shot

Special Rules:
Stinger: Up to two FIM-92 Stinger missiles may be fired in a single Shoot action.

Options:

LAV-M (Mortar) — 150

LAV-M with M-240 AAMG,
M-252 81mm Mortar

Hits/3,
Lumbering,
Wheels/13",
Amphibious/2"

Size	3
Move	8"
CC	3xD10

Facing	Target	Save	Kill
Front	7+	4+	9+
Side	7+	4+	9+
Rear	7+	5+	8+

Weapon	Range	Damage	Traits
M-252 81mm Mortar	24-72"	D6+1	Artillery, Lethal Zone/2", Piercing/1, Ready, Exposed
M-240 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed

Special Rules:

Options:

M1A1 HC Abrams MBT — 380

M1A1 HC Abrams with
Rh-M-120 L44,
M-240 CMG,
M-240 AAMG,
M2 .50cal HMG

Hits/4,
Lumbering,
Multifire/3,
Tracks/13"

Size	4
Move	5"
CC	4xD10

Facing	Target	Save	Kill
Front	8+	2+	12+
Side	8+	2+	11+
Rear	8+	3+	10+

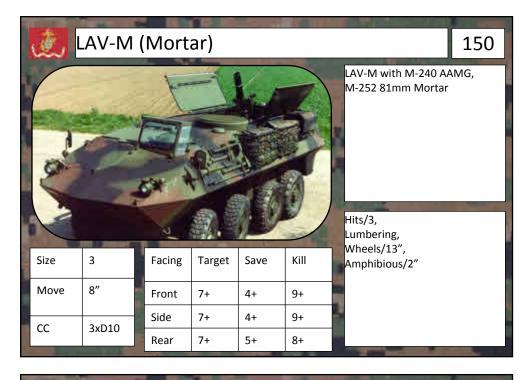| Weapon	Range	Damage	Traits
Rh-M-120 L44	72"	D10+5	Lethal Zone/2", Multihit, Piercing/4, Slow
M-240 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/Rh-M-120 L44
M-240 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed
M2 .50cal HMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed

Special Rules:

Options:

AAVP-7A1 Amphibious Assault Vehicle — 210

AAVP-7A1 with Mk.19 AGL, M2 .50cal CMG

Hits/4,
Lumbering,
Multifire/All,
Tracks/11",
Amphibious/3"

Size	4
Move	5"
CC	4xD10

Facing	Target	Save	Kill
Front	8+	4+	10+
Side	8+	4+	9+
Rear	7+	5+	8+

Weapon	Range	Damage	Traits
Mk.19 AGL	36"	2xD6	Artillery, Lethal Zone/2"
M2 .50cal CMG	36"	2xD6+1	Auto, Piercing/1, Coaxial/Mk.19 AGL

Special Rules:
Transport: The AAVP-7A1 can carry up to 25 Size points of models (each maximum Size 1).

Options:

Rifle Platoon HQ — 80

Platoon Commander with M-16A4,
Platoon Sergeant w/M-16A4,
Platoon Guide w/M-16A4,
Messenger w/M-16A4

Forward Artillery Observer (FAO),
Forward Air Controller (FAC)

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
M-16A4	24"	D6	Auto

Special Rules:
Field Promotion,
Command Privilege (may purchase off-board support)

Options:
- Mount in HMMWV or Shadow RST-V
- Equip the squad with Land Warrior for +20 points

Light Armoured Infantry Squad — 110

Team 1:
Squad Leader w/M-16A4,
Grenadier w/M-16A4 and M203 GL,
Gunner w/M-249 SAW

Team 2:
Corporal w/M-16A4,
Grenadier w/M-16A4 and M203 GL,

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Fire Teams

Weapon	Range	Damage	Traits
M-16A4	24"	D6	Auto
M-249 SAW	30"	2xD6	Auto, Prone
M203 GL	20"	D6+1	Artillery, Lethal Zone/2", Ready

Special Rules:

Options:
- Mount in LAV-25 IFV
- Equip the squad with Land Warrior for +30 points

Rifle Squad — 230

Squad Leader w/M-16A4,
Team 1:
Corporal w/M-16A4 and M203 GL,
Gunner w/M-249 SAW,
2x Rifleman w/M-16A4,
Team 2:
Corporal w/M-16A4 and M203 GL,
Gunner w/M-249 SAW,
2x Rifleman w/M-16A4,
Team 3:
Corporal w/M-16A4 and M203 GL,
Gunner w/M-249 SAW,
2x Rifleman w/M-16A4

Fire Teams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
M-16A4	24"	D6	Auto
M-249 SAW	30"	2xD6	Auto, Prone
M203 GL	20"	D6+1	Artillery, Lethal Zone/2", Ready

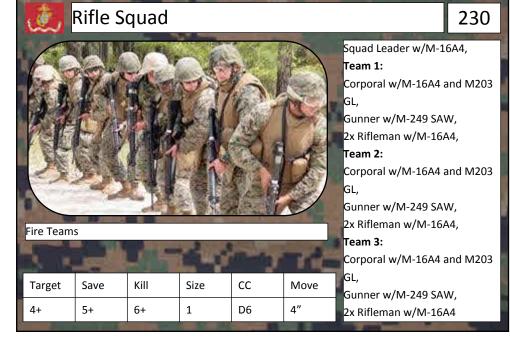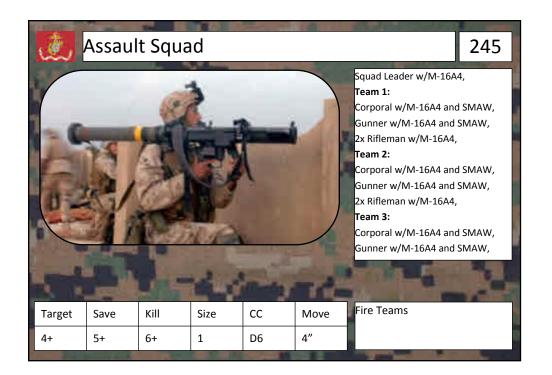**Special Rules:**

Options:
- Mount in AAVP-7A1, EFV, HMMWVs or Shadow RST-Vs
- Equip the squad with Land Warrior for +65 points
- Lose any number of Teams for -70 points

Assault Squad — 245

Squad Leader w/M-16A4,
Team 1:
Corporal w/M-16A4 and SMAW,
Gunner w/M-16A4 and SMAW,
2x Rifleman w/M-16A4,
Team 2:
Corporal w/M-16A4 and SMAW,
Gunner w/M-16A4 and SMAW,
2x Rifleman w/M-16A4,
Team 3:
Corporal w/M-16A4 and SMAW,
Gunner w/M-16A4 and SMAW,

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Fire Teams

Weapon	Range	Damage	Traits
M-16A4	24"	D6	Auto
SMAW (HEAA)	30"	D10+1	Lethal Zone/1", Piercing/1, Slow, HEAT/I, RPG

Special Rules:

Options:
- Mount in AAVP-7A1, EFV, HMMWvs or Shadow RST-Vs
- Equip the squad with Land Warrior for   +65 points
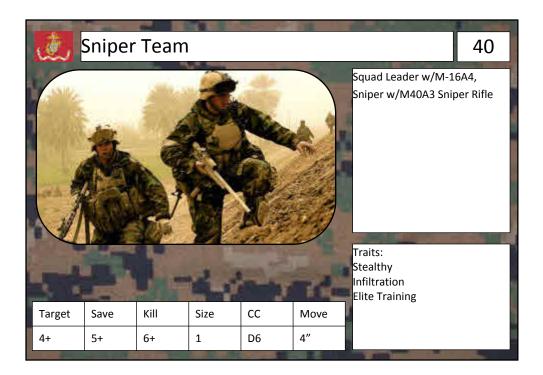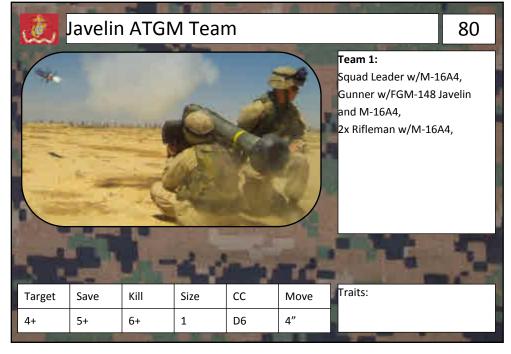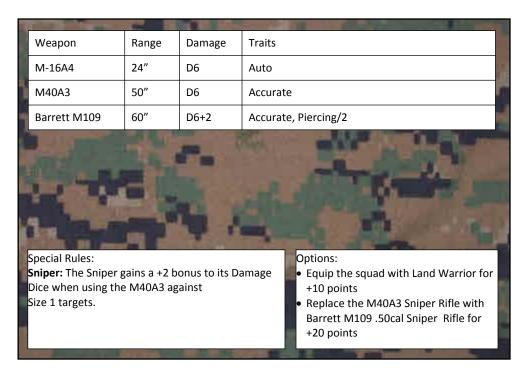- Lose any number of Teams for -75 points

Machine Gun Squad — 135

Squad Leader w/M-16A4,
Team 1:
Corporal w/M-16A4,
Gunner w/M-240 GPMG,
Rifleman w/M-16A4,
Team 2:
Corporal w/M-16A4,
Gunner w/M-240 GPMG,
Rifleman w/M-16A4

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Fire Teams

Weapon	Range	Damage	Traits
M-16A4	24"	D6	Auto
M-240 GPMG	30"	2xD6	AA, Auto, Piercing/1, Prone

Special Rules:

Options:
- Mount in HMMWVs or Shadow RST-Vs
- Equip the squad with Land Warrior for   +35 points
- Lose Team 2 for -60 points

Sniper Team — 40

Squad Leader w/M-16A4,
Sniper w/M40A3 Sniper Rifle

Traits:
Stealthy
Infiltration
Elite Training

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
M-16A4	24"	D6	Auto
M40A3	50"	D6	Accurate
Barrett M109	60"	D6+2	Accurate, Piercing/2

Special Rules:
Sniper: The Sniper gains a +2 bonus to its Damage Dice when using the M40A3 against Size 1 targets.

Options:
- Equip the squad with Land Warrior for +10 points
- Replace the M40A3 Sniper Rifle with Barrett M109 .50cal Sniper Rifle for +20 points

Javelin ATGM Team — 80

Team 1:
Squad Leader w/M-16A4,
Gunner w/FGM-148 Javelin and M-16A4,
2x Rifleman w/M-16A4,

Traits:

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
M-16A4	24"	D6	Auto
FGM-148 Javelin	40"	D10+2	ATGM, Top Attack, Lethal Zone/1", Piercing/2, HEAT/II, Slow

Special Rules:

Options:
- Equip the team with Land Warrior for +20 points per team
- Add one more team for +80 points

Stinger MANPADS Team — 40

Team 1:
Squad Leader w/M-16A4 and FIM-92 Stinger SAM,
Rifleman w/M-16A4

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Traits

Weapon	Range	Damage	Traits
M-16A4	24"	D6	Auto
FIM-92 Stinger SAM	50"	D10	AA-only, Piercing/1, Slow

Special Rules:

Options:
- Equip the team with Land Warrior for +10 points per team
- Add up to 3 more teams for +40 points per team

M2 .50cal HMG Team — 80

Team 1:
Squad Leader w/M-16A4,
Gunner w/M2 .50cal HMG and M-16A4,
2x Rifleman w/M-16A4

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Traits

Weapon	Range	Damage	Traits
M-16A4	24"	D6	Auto
M2 .50cal HMG	36"	2xD6+1	Auto, Piercing/1, AA

Special Rules:

Options:
- Equip the team with Land Warrior for +20 points per team
- Add up to 2 more teams for +80 points per team

TOW ATGM Team — 60

Team 1:
Squad Leader w/M-16A4,
Gunner w/TOW ATGM and M-16A4,
Rifleman w/M-16A4

Weapon	Range	Damage	Traits
M-16A4	24"	D6	Auto
TOW ATGM	12-72"	D10+2	Lethal Zone/1", Piercing/3, HEAT/1, Ready, Slow, ATGM

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Traits

Special Rules:

Options:
- Equip the team with Land Warrior for +15 points per team
- Add up to 3 more teams for +60 points per team

81mm Mortar Team — 105

Team 1:
Squad Leader w/M-16A4,
Gunner w/81mm Mortar and M-16A4,
4x Rifleman w/M-16A4

Weapon	Range	Damage	Traits
M-16A4	24"	D6	Auto
81mm Mortar	12-48"	D6+1	Artillery, Lethal Zone/2", Piercing/1, Ready, Slow

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Traits

Special Rules:

Options:
- Equip the team with Land Warrior for +30 points per team
- Add up to 7 more teams for +105 points per team

Special Forces

Force Recon Patrol — 75

Squad Leader w/M-4A1 and M203 GL,
4x Grenadier w/M-4A1 and M203 GL,
Gunner w/M-249 SAW

Forward Artillery Observer (FAO),
Forward Air Controller (FAC)
Stealthy
Infiltration
Elite Training
Recon

Target	Save	Kill	Size	CC	Move
4+	6+	7+	1	D6	5"

Weapon	Range	Damage	Traits
M-4A1	24"	D6	Auto, Silenced
M-249 SAW	30"	2xD6	Auto, Prone
M203 GL	20"	D6+1	Artillery, Lethal Zone/2", Ready

Special Rules:

Options:
- Mount in IFAV
- Equip the squad with Land Warrior for +30 points
- Replace one M-4A1 and M203 with M-249 SAW for +10 points

Interim Fast Attack Vehicle (IFAV) — 50

IFAV with
M2 .50cal HMG,
2x M-240 AAMG

Airborne,
Hits/2,
Wheels/18",

Size	2
Move	6"
CC	2xD10

Facing	Target	Save	Kill
Front	5+	6+	7+
Side	5+	6+	7+
Rear	5+	6+	7+

Weapon	Range	Damage	Traits
M2 .50cal HMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
M-240 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed
Mk.19 AGL	36"	2xD6	Artillery, Lethal Zone/2"

Special Rules:
Transport: The IFAV can carry up to 6 Size points of models (each maximum Size 1).
Multifire: If the IFAV transports other models, it gains the Multifire trait equal to the number of models carried.

Options:
- Replace the M2 .50cal HMG with a Mk.19 AGL for +10 points

Scout Team | 120

Squad Leader w/M-16A4,
Grenadier w/M-16A4 and M203 GL,
2x Gunner w/M-249 SAW,
2x Rifleman w/M-16A4

Forward Artillery Observer (FAO),
Forward Air Controller (FAC)
Infiltration
Recon

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
M-16A4	24"	D6	Auto
M-249 SAW	30"	2xD6	Auto, Prone
M203 GL	20"	D6+1	Artillery, Lethal Zone/2", Ready

Special Rules:

Options:
- Equip the squad with Land Warrior for +30 points

Obsolete Units

M60 A3 MBT — 300

M60 A3 with
M68 105mm,
M-240 CMG,
M2 .50cal HMG

Hits/3,
Lumbering,
Multifire/3,
Tracks/11",
ERA/II (all Facings)

Size	4
Move	4"
CC	4xD10

Facing	Target	Save	Kill
Front	8+	3+	11+
Side	8+	4+	10+
Rear	8+	4+	10+

Weapon	Range	Damage	Traits
M68 105mm	60"	D10+3	Lethal Zone/1", Multihit, Piercing/3, Slow
M-240 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/M68 105mm
M2 .50cal HMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed

Special Rules:

Options:

Desert Patrol Vehicle (DPV) — 45

FAV with
M2 .50cal HMG,
M-240 AAMG

Airborne,
Hits/2,
Wheels/19",

Size	2
Move	7"
CC	2xD10

Facing	Target	Save	Kill
Front	5+	6+	7+
Side	5+	6+	7+
Rear	5+	6+	7+

Weapon	Range	Damage	Traits
M2 .50cal HMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
M-240 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed

Special Rules:
Transport: The DPV can carry up to 3 Size points of models (each maximum Size 1).
Multifire: If the DPV transports other models, it gains the Multifire trait equal to the number of models carried.

Options:

M1A1 Abrams MBT

360

M1A1 Abrams with
M68 105mm,
M-240 CMG,
M-240 AAMG,
M2 .50cal HMG

Hits/3,
Lumbering,
Multifire/3,
Tracks/13"

Size	4
Move	5"
CC	4xD10

Facing	Target	Save	Kill
Front	8+	2+	11+
Side	8+	2+	10+
Rear	8+	3+	10+

Weapon	Range	Damage	Traits
Rh-M-120 L44	72"	D10+5	Lethal Zone/2", Multihit, Piercing/4, Slow
M-240 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/M68 105mm
M-240 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed
M2 .50cal HMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed

Special Rules:

Options:

Future and Prototype Units

Expeditionary Force Vehicle (EFV) — 225

Expeditionary Force Vehicle with Bushmaster II 30mm Chain Gun, M-240 CMG

Hits/4,
Lumbering,
Multifire/All,
Tracks/11",
Amphibious/5"

Size	4
Move	5"
CC	4xD10

Facing	Target	Save	Kill
Front	8+	4+	10+
Side	8+	4+	9+
Rear	7+	5+	8+

Weapon	Range	Damage	Traits
Bushmaster II 30mm	50"	3xD6+2	Auto, Piercing/2
M-240 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/Bushmaster II 30mm

Transport: The EFV can carry up to 25 Size points of models (each maximum Size 1)

Options:

Shadow RST-V with TOW IIB ATGM — 80

Shadow RST-V with TOW IIB ATGM

Hits/2,
Wheels/16"

Size	2
Move	7"
CC	2xD10

Facing	Target	Save	Kill
Front	5+	5+	7+
Side	5+	5+	7+
Rear	5+	5+	7+

Weapon	Range	Damage	Traits
TOW IIB ATGM	60"	D10+2	Lethal Zone/1", Multihit, Piercing/2, Slow, Exposed, ATGM

Special Rules:
Transport: The Shadow RST-V can carry up to 4 Size points of models (each maximum Size 1).
Recon Vehicle: An army with at least one of these units may re-roll its dice for set up and deployment.

Options:

Shadow RST-V with CKEM — 85

Shadow RST-V with CKEM (FaF)	2x

Hits/2,
Wheels/16"
Recon

Size	2
Move	7"
CC	2xD10

Facing	Target	Save	Kill
Front	5+	5+	7+
Side	5+	5+	7+
Rear	5+	5+	7+

Weapon	Range	Damage	Traits
CKEM	40"	D10+3	KE/I, Lethal Zone/1", Piercing/3, Slow, One-Shot

Special Rules:
Transport: The Shadow RST-V can carry up to 4 Size points of models (each maximum Size 1)..

Options:

Shadow RST-V with M240 MG — 60

Shadow RST-V with M240 AAMG

Hits/2,
Wheels/16"
Recon

Size	2
Move	7"
CC	2xD10

Facing	Target	Save	Kill
Front	5+	5+	7+
Side	5+	5+	7+
Rear	5+	5+	7+

Weapon	Range	Damage	Traits
M-240 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed
M2 .50cal HMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed
Mk.19 AGL	36"	2xD6	Artillery, Lethal Zone/2", Exposed

Special Rules:
Transport: The Shadow RST-V can carry up to 4 Size points of models (each maximum Size 1).
.

Options:
- Replace the M-240 AAMG with a M2 .50cal HMG for +5 points
- Replace the M-240 AAMG with a Mk.19 AGL for +15 points

Shadow RST-V with OCSW — 75

Shadow RST-V with OCSW

Hits/2,
Wheels/16"
Recon

Size	2
Move	7"
CC	2xD10

Facing	Target	Save	Kill
Front	5+	5+	7+
Side	5+	5+	7+
Rear	5+	5+	7+

Weapon	Range	Damage	Traits
OCSW	36"	3xD6+1	Artillery, Lethal Zone/2", Exposed

Special Rules:
Transport: The Shadow RST-V can carry up to 4 Size points of models (each maximum Size 1).

Options:

Shadow RST-V with Javelin ATGM — 80

Shadow RST-V with Javelin ATGM

Hits/2,
Wheels/16"
Recon

Size	2
Move	7"
CC	2xD10

Facing	Target	Save	Kill
Front	5+	5+	7+
Side	5+	5+	7+
Rear	5+	5+	7+

Weapon	Range	Damage	Traits
FGM-148 Javelin	40"	D10+2	ATGM, Top Attack, Lethal Zone/1", Piercing/2, HEAT/II, Slow

Special Rules:
Transport: The Shadow RST-V can carry up to 4 Size points of models (each maximum Size 1).

Options:

M1A2 FEP Abrams MBT

400

M1A2 FEP Abrams with
Rh-M-120 L44,
M-240 CMG,
M-240 AAMG,
M2 .50cal HMG

Hits/4,
Lumbering,
Multifire/3,
Tracks/13"

Size	4
Move	5"
CC	4xD10

Facing	Target	Save	Kill
Front	8+	2+	12+
Side	8+	2+	11+
Rear	8+	3+	10+

Weapon	Range	Damage	Traits
Rh-M-120 L44	96"	D10+5	Lethal Zone/2", Multihit, Piercing/4, Slow
M-240 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/Rh-M-120 L44
M-240 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed
M2 .50cal HMG	36"	2xD6+1	Auto, Piercing/1, AA, Exposed

Special Rules:

Options:

F-35B Lightning II (Precision Strike) — 360

F-35B Lightning II with GAU-22A 25mm cannon (FaF), 2x AIM-120 AMRAAM (FaF), 2x GBU-32 JDAM

Weapon	Range	Damage	Traits
GAU-22A 25mm	36"	4xD6+1	AA, Auto, Piercing/1
AIM-120 AMRAAM	12-72"	D10+2	AA-only, Accurate, Piercing/3, One-Shot
GBU-32 JDAM	dropped	D10+5	Lethal Zone/4", Multihit, Piercing/4, Guided, One-Shot

Size	5
Move	Cruise, Burn
CC	4xD10

Facing	Target	Save	Kill
All	6+	5+/4+	9+

Hits/3

Special Rules:
AMRAAM: Up to two AIM-120 AMRAAM missiles may be fired in a single Shoot action.
Ordnance: Up to two GBU-32 JDAM bombs may be dropped in one Shoot (bomb) action.

Options:
- Add two more GBU-32 JDAM bombs on external hardpoints (and reduce the F-35 Lightning II's Kill score to 8) for + 10 points.

F-35B Lightning II (Close Air Support) — 350

F-35B Lightning II with GAU-22A 25mm cannon (FaF), 2x AIM-120 AMRAAM (FaF), 6x Mk. 83 bomb

Weapon	Range	Damage	Traits
GAU-22A 25mm	36"	4xD6+1	AA, Auto, Piercing/1
AIM-120 AMRAAM	12-72"	D10+2	AA-only, Accurate, Piercing/3, One-Shot
Mk. 83 bomb	dropped	D10+3	Lethal Zone/3", Multihit, Piercing/2, One-Shot

Size	5
Move	Cruise, Burn
CC	4xD10

Facing	Target	Save	Kill
All	6+	5+/4+	8+

Hits/3

Special Rules:
AMRAAM: Up to two AIM-120 AMRAAM missiles may be fired in a single Shoot action.
Ordnance: Up to two Mk.83 bombs may be dropped in one Shoot (bomb) action.

Options:

Air Units

AH-1W Super Cobra — 295

AH-1W Super Cobra with
M197 20mm Cannon (FaF+L+R),
8x AGM-114 Hellfire ATGM (FaF),
Hydra 70mm Rocket Pods (FaF)

Size	5
Move	V/STOL, Loiter
CC	4xD10

Facing	Target	Save	Kill
All	6+	3+/5+	9+

Hits/4

Weapon	Range	Damage	Traits
M197 20mm	40"	3xD6	Auto, Piercing/1
Hydra 70mm	40"	2xD6	Lethal Zone/4"
AGM-114 Hellfire	60"	D10+4	Multihit, Piercing/4, One-Shot, ATGM
AIM-9X Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot

Special Rules:
Hellfire: Up to two AGM-114 Hellfire missiles may be fired in a single Shoot action.

Options:
• Replace four AGM-114 Hellfire missiles with one AIM-9X Sidewinder AAM (FaF) for +0 points each.

AH-1Z Viper ("Zulu Cobra") — 310

AH-1Z Viper with
M197 20mm Cannon (FaF+L+R),
8x AGM-114 Hellfire ATGM (FaF),
Hydra 70mm Rocket Pods (FaF),
2x AIM-9X Sidewinder AAM (FaF)

Size	5
Move	V/STOL, Loiter
CC	4xD10

Facing	Target	Save	Kill
All	6+	3+/5+	9+

Hits/4

Weapon	Range	Damage	Traits
M197 20mm	40"	3xD6	Auto, Piercing/1
Hydra 70mm	40"	2xD6	Lethal Zone/4"
AGM-114 Hellfire	60"	D10+4	Multihit, Piercing/4, One-Shot, ATGM
AIM-9X Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot

Special Rules:
Hellfire: Up to two AGM-114 Hellfire missiles may be fired in a single Shoot action.
Sidewinder: Both AIM-9X Sidewinder AAM missiles may be fire in a single Shoot action.

Options:

AH-1W Super Cobra with TOW — 295

AH-1W Super Cobra with M197 20mm Cannon (FaF+L+R), 8x BGM-71 TOW ATGM (FaF), Hydra 70mm Rocket Pods (FaF)

Size	5
Move	V/STOL, Loiter
CC	4xD10

Facing	Target	Save	Kill
All	6+	3+/5+	9+

Hits/4

Weapon	Range	Damage	Traits
M197 20mm	40"	3xD6	Auto, Piercing/1
Hydra 70mm	40"	2xD6	Lethal Zone/4"
AGM-114 Hellfire	60"	D10+4	Multihit, Piercing/4, One-Shot, ATGM
BGM-71 TOW ATGM	72"	D10+2	Lethal Zone/1", Piercing/3, HEAT/I, One-Shot, ATGM

Special Rules:
BGM-71 TOW: Up to two BGM-71 TOW missiles may be fired in a single Shoot action.
Hellfire: Up to two AGM-114 Hellfire missiles may be fired in a single Shoot action.

Options:
• Replace four BGM-71 TOW missiles with four AGM-114 Hellfire missiles (FaF) for +0 points.

Bell UH-1N Twin Huey

110

Bell UH-1N Twin Huey

Size	5
Move	V/STOL, Loiter
CC	4xD10

Facing	Target	Save	Kill
All	6+	4+/5+	9+

Hits/3

Special Rules:
Transport: The Huey can carry up to 12 Size points of models (each maximum Size 1).

Options:

Bell UH-1Y Venom

110

Bell UH-1Y Venom

Size	5
Move	V/STOL, Loiter
CC	4xD10

Facing	Target	Save	Kill
All	6+	4+/5+	9+

Hits/3

Special Rules:
Transport: The Huey can carry up to 12 Size points of models (each maximum Size 1).

Options:

AV-8B Harrier II+ (Precision Strike) — 355

AV-8B Harrier II+ with
GAU-12U 25mm Cannon (FaF),
2x AIM-9X Sidewinder AAM (FaF),
2x GBU-16 Paveway II LGB,
2x AGM-65G Maverick

Size	5
Move	Cruise, Burn
CC	4xD10

Facing	Target	Save	Kill
All	6+	5+/5+	8+

Hits/3

Weapon	Range	Damage	Traits
GAU-12U 25mm	36"	4xD6+1	Auto, Piercing/1, AA
AIM-9X Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot
GBU-16 LGB	dropped	D10+3	Lethal Zone/3", Multihit, Piercing/2, One-Shot, Guided
AGM-65G Maverick	60"	D10+5	Multihit, Piercing/5, One-Shot

Special Rules:
Sidewinder: Both AIM-9X Sidewinder missiles may be fired in a single Shoot action.
Ordnance: Both GBU-16 Paveway II LGBs may be dropped in one Shoot action.
Both AGM-65G Maverick missiles may be fired in one Shoot action.

Options:
• Replace two GBU-16 Paveway II LGBs with two AGM-65G Mavericks (FaF) for +10 points.

AV-8B Harrier II+ (Close Air Support) — 345

AV-8B Harrier II+ with
GAU-12U 25mm Cannon (FaF),
2x AIM-9X Sidewinder AAM (FaF),
6x Mk. 83 bomb

Size	5
Move	Cruise, Burn
CC	4xD10

Facing	Target	Save	Kill
All	6+	5+/5+	8+

Hits/3

Weapon	Range	Damage	Traits
GAU-12U 25mm	36"	4xD6+1	Auto, Piercing/1, AA
AIM-9X Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot
Mk. 83 bomb	dropped	2xD6+1	Lethal Zone/3", Multihit, Piercing/2, One-Shot

Special Rules:
Sidewinder: Both AIM-9X Sidewinder missiles may be fired in a single Shoot action.
Ordnance: Up to two Mk. 83 bombs may be dropped in every Shoot (bomb) action.

Options:

F-18C Hornet (S.E.A.D. Strike) — 335

F-18C Hornet with
M61 Vulcan 20mm Cannon (FaF),
2x AIM-9X Sidewinder AAM (FaF),
2x AGM-88 HARM (FaF)

Size	5
Move	Cruise, Burn
CC	4xD10

Facing	Target	Save	Kill
All	6+	5+/4+	8+

Hits/3

Weapon	Range	Damage	Traits
M61 Vulcan 20mm	36"	3xD6+1	AA, Auto, Piercing/2
AIM-9X Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot
AGM-88 HARM	60"	D10+4	Multihit, Piercing/4, One-Shot, ARM

Special Rules:
Sidewinder: Both AIM-9X Sidewinder missiles may be fired in a single Shoot action.
AGM-88 HARM: Up to two AGM-88 HARM missiles may be fired in a single Shoot action.
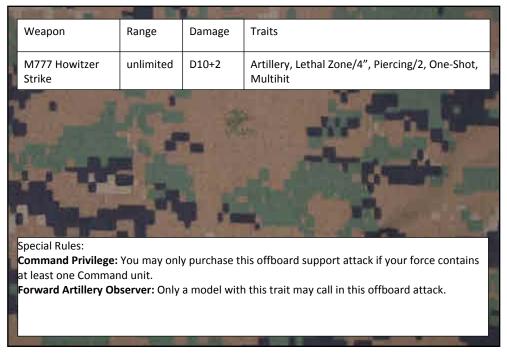
Options:
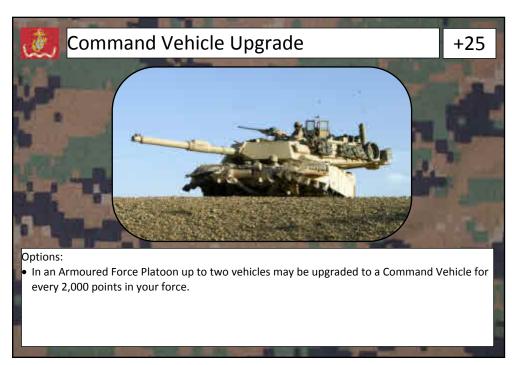- Add two additional AGM-88 HARM missiles for +20 points.

F-18C Hornet (Precision Strike) — 370

F-18C Hornet with
M61 Vulcan 20mm Cannon (FaF),
2x AIM-9X Sidewinder AAM (FaF),
4x GBU-32 JDAM

Size	5
Move	Cruise, Burn
CC	4xD10

Facing	Target	Save	Kill
All	6+	5+/4+	8+

Hits/3

Weapon	Range	Damage	Traits
M61 Vulcan 20mm	36"	3xD6+1	AA, Auto, Piercing/2
AIM-9X Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot
GBU-32 JDAM	dropped	D10+5	Lethal Zone/4", Multihit, Piercing/4, Guided, One-Shot

Special Rules:
Sidewinder: Both AIM-9X Sidewinder missiles may be fired in a single Shoot action.
Ordnance: Up to two GBU-32 JDAM bombs may be dropped in one Shoot (bomb) action.

Options:

F-18C Hornet (Close Air Support) — 355

F-18C Hornet with
M61 Vulcan 20mm Cannon (FaF),
2x AIM-9X Sidewinder AAM (FaF),
8x Mk. 83 bomb

Weapon	Range	Damage	Traits
M61 Vulcan 20mm	36"	3xD6+1	AA, Auto, Piercing/2
AIM-9X Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot
Mk. 83 bomb	dropped	D10+3	Lethal Zone/3", Multihit, Piercing/2, One-Shot

Size	5
Move	Cruise, Burn
CC	4xD10

Facing	Target	Save	Kill
All	6+	5+/4+	8+

Hits/3

Special Rules:
Sidewinder: Both AIM-9X Sidewinder missiles may be fired in a single Shoot action.
Ordnance: Up to two Mk. 83 bombs may be dropped in every Shoot (bomb) action.

Options:

F-18C Hornet (Intercept) — 350

F-18C Hornet with
M61 Vulcan 20mm Cannon (FaF),,
2x AIM-9X Sidewinder AAM (FaF),
4x AIM-120 AMRAAM (FaF)

Weapon	Range	Damage	Traits
M61 Vulcan 20mm	36"	3xD6+1	AA, Auto, Piercing/2
AIM-9X Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot
AIM-120 AMRAAM	12-72"	D10+2	AA-only, Accurate, Piercing/3, One-Shot

Size	5
Move	Cruise, Burn
CC	4xD10

Facing	Target	Save	Kill
All	6+	5+/4+	8+

Hits/3

Special Rules:
Sidewinder: Both AIM-9X Sidewinder missiles may be fired in a single Shoot action.
AMRAAM: Up to two AIM-120 AMRAAM missiles may be fired in a single Shoot action

Options:

V-22 Osprey

220

V-22 Osprey with
M-240 GPMG (FaF)

Size	7
Move	V/STOL, Loiter, Cruise
CC	7xD10

Facing	Target	Save	Kill
All	6+	5+/4+	8+

Hits/6

Weapon	Range	Damage	Traits
M-240 GPMG	30"	2xD6	Auto, Piercing/1
GAU-19A	36"	3xD6	Auto, Piercing/1

Special Rules:
Transport: The V-22 Osprey can carry up to 24 Size points of models (each maximum Size 1) (or up to two models of maximum Size 2).
Landed: The V-22 Osprey may use its M-240 GPMG when landed.

Options:
● Replace the M-240 GPMG with a GAU-19A (FaF) for +10 points

CH-46 Sea Knight

200

CH-46 Sea Knight with
M-240 GPMG (FaL),
M-240 GPMG (FaR),
M-240 GPMG (FaA)

Size	7
Move	V/STOL, Loiter
CC	7xD10

Facing	Target	Save	Kill
All	6+	5+/4+	8+

Hits/6
Multifire/All

Weapon	Range	Damage	Traits
M-240 GPMG	30"	2xD6	Auto, Piercing/1

Special Rules:
Transport: The CH-46 Sea Knight can carry up to 25 Size points of models (each maximum Size 1)
Landed: The CH-46 Sea Knight may use its left (FaL) and right (FaR) M-240 GPMGs when landed.

Options:

Offboard Support

M-252 81mm Mortar Strike — 25

Options:
- Purchase up to 2 additional M-252 81mm Mortar Strikes for +25 points each.

Weapon	Range	Damage	Traits
M-252 81mm Mortar	unlimited	D6+1	Artillery, Lethal Zone/2", Piercing/1, One-Shot

Special Rules:
Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.
Forward Artillery Observer: Only a model with this trait may call in this offboard attack.

M777 Howitzer Strike — 80

Options:
- Purchase up to 2 additional M777 Howitzer Strikes for +80 points each.

Weapon	Range	Damage	Traits
M777 Howitzer Strike	unlimited	D10+2	Artillery, Lethal Zone/4", Piercing/2, One-Shot, Multihit

Special Rules:
Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.
Forward Artillery Observer: Only a model with this trait may call in this offboard attack.

HIMARS Strike | 80

Options:
- Purchase up to 3 additional HIMARS Strikes for +80 points each.
- Upgrade the HIMARS Strike to HE-Ammunition for +20 points each.

Weapon	Range	Damage	Traits
HIMARS Sub-munitions	unlimited	3xD6+1	Artillery, Lethal Zone/6", Piercing/1, One-Shot
HIMARS HE-Ammunition	unlimited	D10+2	Artillery, Lethal Zone/2", Piercing/4, One-Shot

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack.

Salvo Fire: If you have more than one HIMARS Strike available you may fire up to two in the same game turn, each creating its own Fire Zone.

Upgrades

Command Vehicle Upgrade +25

Options:
- In an Armoured Force Platoon up to two vehicles may be upgraded to a Command Vehicle for every 2,000 points in your force.

Special Rules:
Command Vehicle: The Command Vehicle gains the Field Promotion and Command Privilege (may purchase off-board support) special rules.
It will also gain the Forward Artillery Observer (FAO) and the Forward Air Controller (FAC) trait.

Designated Marksman Rifle Upgrade +10

Options:
- Any Rifle Squad may select this Upgrade. You may replace one M-16A4 Rifle with the Designated Marksman Rifle per unit.

Weapon	Range	Damage	Traits
Designated Marksman Rifle	40"	D6	Accurate, Piercing/1

Special Rules:

Advanced Marksman Rifle Upgrade +5

Options:
- Any Rifle Squad may select this Upgrade. You may replace one M-16A4 Rifle with the Advanced Marksman Rifle per unit.

Weapon	Range	Damage	Traits
Advanced Marksman Rifle	36"	D6	Accurate

Special Rules:

M22 Grenade Launcher Upgrade +15

Options:
- Any Rifle Squad or Light Armoured Infantry Squad may select this Upgrade. You may replace one M-249 SAW with the M22 Grenade Launcher per unit.

Weapon	Range	Damage	Traits
M22 Grenade Launcher	30"	D6+1	Artillery, Lethal Zone/2", Piercing/1

Special Rules:

SMAW (HEDP) Upgrade — +5

Weapon	Range	Damage	Traits
SMAW (HEDP)	30"	D10	Lethal Zone/1", Piercing/1, Slow, HEAT/I, Bunker Buster, RPG

Options:
- Any unit equipped with a SMAW (HEAA) may select this Upgrade. You may always choose to fire with SMAW (HEDP) ammunition rather than the regular warhead.

Special Rules:

SMAW-NE Upgrade — +10

Weapon	Range	Damage	Traits
SMAW-NE	30"	D6	Lethal Zone/3", Thermobaric, Slow, HEAT/I, Building Buster, RPG

Options:
- Any unit equipped with a SMAW (HEAA) may select this Upgrade. You may always choose to fire with SMAW-NE ammunition rather than the regular warhead.

Special Rules:

Gun Shield Upgrade | +5

Options:
- Any vehicle equipped with a weapon that has the Exposed and Auto may select this Upgrade. You may add further Gun Shields to the vehicle for +5 points each.

Special Rules:
Gun Shield: Twice as many Damage Dice have to be allocated to the vehicle to cause it to Button-Up.
All Exposed weapons of the vehicle have to be fitted with Gun Shields to gain this bonus.

Smoke Discharger Upgrade | +10

Options:
- Any non-Air vehicle of Size 2 or bigger may receive Smoke Dischargers.

Special Rules:
Smoke Dischargers: The Vehicle has to perform a Ready action in order to deploy a smoke screen. In a 6" diameter around the vehicle thick smoke will completely block any Line Of Sight onto the vehicle. This effect will last until the end of the next game turn, as long as the vehicle does not make any Move actions.

Mine Clearing Blade System Upgrade — +5

Options:
- Any M1A1 Abrams may add a Mine Clearing Blade System Upgrade.

Special Rules:
Mine Clearing Blade System: Vehicles with Mine Clearing Blade System will cause Anti Vehicle Mines to explode only on a D6 roll of 6 rather than 4. See Modern Combat rulebook for Anti Vehicle Mine rules.

Wire-Cage Upgrade — +10

Options:
- Any non-Air unit of Size 3 or bigger may add a Wire-Cage Upgrade.

Special Rules:
Wire-Cage: A Wire-Cage equipped vehicle will roll a D6 when attacked by a weapon with the HEAT trait, on 5+ the attack is nullified.
The Wire-Cage will not provide any bonus against HEAT weapons, if those are fired from an Elevated position.

Reference Card - Weapon and Unit Traits

Weapon Traits

APS/I - roll D6 when attacked by ATGM weapon, on 5+ the attack is nullified

APS/II - roll D6 when attacked by ATGM or RPG weapon, on 5+ the attack is nullified

APS/III - roll D6 when attacked by ATGM or RPG, on 4+ the attack is nullified. You may also roll when attacked by other weapons - the attack will be nullified on 6+.

ARM - With this weapon you can only engage non-Air targets with the AA-only trait of Size 2 or bigger.

ATGM - see APS/I, II and III traits

Building Buster: if a structure is the declared target of the weapon, and this structure has already lost at least one hit, roll D10 against its Target score instead of the normal weapon's damage and gain the Killshot trait

Bunker Buster: If a structure is the declared target of this weapon, the weapon gains the Multihit trait.

Coaxial/weapon - this weapon has to use the same firezone as the weapon specified

ERA/I X - re-roll armor save against HEAT/I weapons. The save cannot drop below 6+. X is the list of vehicle's facings the trait applies to.

ERA/II X - re-roll armor save against HEAT/I and HEAT/II weapons. The save cannot drop below 5+. X is the list of vehicle's facings the trait applies to. Against other weapons the save cannot drop below 6+, but you don't get a re-roll.

ERA/III X - re-roll armor save against HEAT/I, HEAT/II . The save cannot drop below 4+. X is the list of vehicle's facings the trait applies to. Against other weapons the save cannot drop below 5+, but you don't get a re-roll.

Exposed - this weapon is affected by the button-up rules

Guided - if dropped ordnance from Air units has this trait and a FAC can draw Line Of Sight onto the target the Air unit intents to attack, the ordnance will only scatter a D6 instead of a D10.

Guided Artillery - This attack follows the rules for Artillery Weapons in the Modern Combat rulebook, but instead of a D10 you and your opponent roll a D6 only to determine the final impact

HEAT/I -see ERA/I, II and III traits

HEAT/II - see ERA/II and III traits

KE/I - kinetic energy weapons will have lesser effect on distant targets, as they loose some speed during flight. KE weapons have -1 Damage modifier against targets more than 50% of their range away

RPG - if firing against a target more than 16" away, you have to roll twice for Damage and choose the worse result. Also, see see APS/II and III traits

Silenced - if unit fires weapons with this trait, it will not loose the benefits of the Stealthy trait

Thermobaric: the weapon ignores cover and armor saves

Top Attack: this weapon ignores target's cover and armor save, unless it has hard overhead cover

Unit Traits

Airborne - if your force includes only units with the Airborne trait and Air units, you may choose to deploy the entire force using the Parachute Deployment rules as described in the Modern Combat rulebook.

Ambush: This unit may be concealed in an area of terrain outside the enemy's deployment zone before the game begins. Note the location of the unit before any models are deployed on the table. You can reveal the ambush by placing the section on the table at any time after a unit (friendly or otherwise) has completed an action. However, the unit must be revealed by the end of turn three or be counted as destroyed. Ambush may not be used if the unit takes an optional transport vehicle.

Amphibious/X" - while (deep) water will count as Impassable Terrain for most units, the Amphibious/X" trait allows an unit to move through it, with X" being the amount of inches per Move action. To perform Amphibious movement, the unit has to make a Ready action first.

Attachments: Members of this squad may be attached to other squads in the platoon. They will count as members of the squad they were attached to.

Elite Training: Every model gains an extra +1 bonus to its Armour save when in Cover. Each model may also re-roll any Close Combat dice.

Fire Teams: The Corporals may act as unit leader to their own Fire Teams, splitting off to act as a separate unit.

Flexible Structure: One Soldier may be designated as a Team Leader at the start of any turn. The squad may then be split into two separate units, with the Sergeant leading one, and the Team Leader leading the other. At least two Soldiers must be present in each unit.

Forward Air Controller (FAC) - units with this trait can increase the accuracy of dropped ordnance from Air units. You need Line Of Sight onto a target to do so. See Guided trait.

Forward Artillery Observer (FAO) - units with this trait may spot for Offboard Support Cards and Guided Artillery. You need Line Of Sight onto a target to call in such attacks.

Infiltration - When deploying, this unit may be placed anywhere outside of the enemy deployment zone, so long as it is not in Line of Sight of any enemy unit.

Land Warrior - units upgraded or equipped with this trait can use it in combination with their M-16A4 rifles. Any enemy unit targeted with a M-16A4 rifle from this unit will count as being in one level of Cover lower. Those in Light Cover will count as being Obscured. Obscured models still count as Obscured. In addition, all models in the

unit can be placed within 12" of the unit leader and remain in command.

Recon - An army with at least one of these units may re-roll its dice for set up and deployment.

Stealthy - If a model from this unit is in Cover and did not make a Shoot action or reaction in the last turn, enemy models more than 20" away may not draw Line of Sight to it. The unit may fire stealthed weapons when in Cover, without enemy models drawing Line of Sight to it.

Vehicles - Button up

Vehicles are immune to suppression. They are, however subject to "Button Up" rule:
If the vehicle is allocated more Damage Dice than its Size score, the crew buttons up. The vehicle will stay buttoned up until the end of its next turn. It may not fire any weapons with the Exposed trait while buttoned-up.