



THE CHEF

GUGLIELMO ZANICOTTI, SOE



5

A B

EXPERT - KITCHEN KNIVES: Hit on rolls of as well as .

LONER: May not Join a Unit.

LUCKY: Once per game, may re-roll all of the dice for one weapon during his Attack action.

SPY: Not placed at the start of the game. Each time Spy is Activated, roll two dice. If any are rolled, place Spy within 1 of an enemy Unit and then perform one Action for each rolled.

FLAME: Targets get no Saves from this weapon and are Suppressed.

TA027
2014

THE CHEF

GUGLIELMO ZANICOTTI, SOE

- EXPERT - KITCHEN KNIVES •
- LONER • SPY • LUCKY •
- PAIRED BLOWTORCHES: FLAME •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x PAIRED BLOWTORCHES													
1	4/2	4/2	4/1	4/1	4/2	4/1	4/1	4/1	4/1	4/1	4/1	4/1	-	-
	B 1x KITCHEN KNIVES													
C	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-

HERO



3



THE PRIEST

LIEUTENANT DAVID BONNER, SOE



9

EXPERT - DYNAMITE: Hit on rolls of as well as .

LUCKY: Once per game, may re-roll all of the dice for one weapon during his Attack action.

SPY: Not placed at the start of the game. Each time Spy is Activated, roll two dice. If any are rolled, place Spy within 1 of an enemy Unit and then perform one Action for each rolled.

TA031
2014



THE PRIEST

LIEUTENANT DAVID BONNER,
SOE

• EXPERT - DYNAMITE •
• SPY • LUCKY



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x WEBLEY REVOLVER														
2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-
B 1x DYNAMITE														
1	1/6	1/5	1/4	1/3	1/6	1/6	1/4	1/4	1/3	1/3	1/2	-	-	-

HERO



4



OZZ 117

REAL NAME ERASED FROM FILE, ASOCOM



9

- ASSASSIN:** Choose Soldiers hit when using Close-combat Weapons. Does not apply to Units Joined.
- EXPERT - HEAVY ROCKET PUNCH:** Hit on rolls of as well as . Does not apply to Units Joined.
- FLYING:** Ignore terrain. Does not apply to Units Joined.
- LONER:** May not Join a Unit.
- FLAME:** Targets get no Saves from this weapon and are Suppressed.

TA019
2014



OZZ 117

REAL NAME ERASED FROM FILE,
ASOCOM

- ASSASSIN • FLYING • LONER •
- EXPERT - HEAVY ROCKET PUNCH •
- FLAMETHROWER • FLAME •

3 6 3



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x FLAMETHROWER														
B 1x HEAVY ROCKET PUNCH														
C	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4

HERO



4



10

A B

ROSIE

MASTER SERGEANT ROSIE DONOVAN,
ASOCOM

EXPERT - WRENCH: Hit on rolls of as well as . Does not apply to Units Joined.

PILOT: May mount a Vehicle, using their skills while in the Vehicle.

TANK HEAD: Perform a Tank Head Action to roll five dice. Cancel one point of damage on piloted or adjacent vehicle for each or rolled. Does not apply to Units Joined.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TA023
2014



ROSIE

MASTER SERGEANT ROSIE DONOVAN,
ASOCOM



- EXPERT - WRENCH.
- PILOT - TANK HEAD.
- M9D BAZOOKA: GRENADE.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x M9D BAZOOKA													
4	1/4	1/4	1/4	1/4	1/2	1/2	1/2	1/2	1/5	1/4	1/4	-	-	-
	B 1x WRENCH													
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

HERO





JOHNNY ONE-EYE

LIEUTENANT JOHN COVIELLO, ASOCOM



FIGHTING SPIRIT: Once per game, hit on rolls of as well as . Applies to Units Joined as well.

KILLING SPREE: When this Hero hits with a Ranged Weapon, roll hits again scoring another hit on . Continue rolling until re-roll fails to hit. Does not apply to Units Joined.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

TA16
2014



JOHNNY ONE-EYE

LIEUTENANT JOHN COVIELLO, ASOCOM

- FIGHTING SPIRIT
- KILLING SPREE • OFFICER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	2/1	2/1

HERO





12

A B

BAZOOKA JOE

LIEUTENANT COLONEL
JOSEPH BROWN, ASOCOM

BLACK OPS: Roll four dice for Initiative at the start of each turn.

EXPERT - GRENADE LAUNCHER: Hit on rolls of as well as . Does not apply to Units Joined.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TA006
2014



BAZOOKA JOE

LIEUTENANT COLONEL
JOSEPH BROWN, ASOCOM

- BLACK OPS • OFFICER •
- EXPERT - GRENADE LAUNCHER •
- MODIFIED M7 GRENADE LAUNCHER: GRENADE •

2 4 2



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MODIFIED M7 GRENADE LAUNCHER														
3	↓/1	↓/1	↓/1	↓/1	1/2	1/3	1/2	1/2	1/1	1/1	-	-	-	-
B 1x .45 ACP PISTOL														
2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-

HERO



4



ACTION JACKSON

MAJOR JACKSON CLAYBORNE,
AIRBORNE FORCE



16

AT THE DOUBLE: May take a free Move Action after performing a March Move Action. Applies to Units Joined as well.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

TA004
2014



ACTION JACKSON

MAJOR JACKSON CLAYBORNE,
AIRBORNE FORCE

- AT THE DOUBLE • OFFICER •
- 60W PHASER RIFLE: PHASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A	3/1	3/1	3/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-
6	3/1	3/1	3/1	3/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-

HERO





17

A

RHINO

SERGEANT MAJOR WILLIAM SPRINGFIELD,
RANGER FORCE

BERSERK: When Hero hits with a Close-Combat Weapon, roll again scoring another hit on . Continue rolling until fail to hit. Does not apply to Units Joined.

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

EXPERT - HEAVY ROCKET PUNCH: Hit on rolls of as well as . Does not apply to Units Joined.

FIRST STRIKE: Resolve Close-Combat Attacks before target resolves theirs. Does not apply to Units Joined.

FLYING: Ignore terrain. Does not apply to Units Joined.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

TA22
2014



RHINO

SERGEANT MAJOR WILLIAM
SPRINGFIELD, RANGER FORCE

- BERSERK • CHARGE • OFFICER •
- EXPERT - HEAVY ROCKET PUNCH •
- FIRST STRIKE • FLYING •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x PAIRED HEAVY ROCKET PUNCH													
C	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	1/4 1/3



HERO





SERGEANT VICTORY

STAFF SERGEANT PERCY WASHINGTON,
ALLIED AIR FORCE



28

A B

ADVANCED REACTIVE FIRE: When attempting a Reactive Attack, count as when rolling for number of Actions.

CHEAT DEATH: If eliminated, roll a die. On a or cancel one point of Damage and Hero survives, but next Action must be a Shake It Off Special Action.

EXPERT - PISTOL: Hit on rolls of as well as .

FIRST STRIKE: Resolve Close-Combat Attacks before target resolves theirs.

FLYING: Ignore terrain.

SUPERHUMAN: Passes Infantry Save on as well as but never has Cover Save. May not Join a Unit.

TA024
2014



SERGEANT VICTORY

STAFF SERGEANT PERCY WASHINGTON,
ALLIED AIR FORCE

6
↑

12
↑

1
↓

- ADVANCED REACTIVE FIRE • FLYING •
- CHEAT DEATH • EXPERT - PISTOL •
- FIRST STRIKE • SUPERHUMAN •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x VK-ENRICHED .45 ACP PISTOL	4/1	4/1	4/1	3/1	2/2	2/2	1/1	1/1	-	-	-	5/2	3/2	-
B 2x SUCKER PUNCH	1/4	1/4	1/4	1/4	1/4	1/4	1/3	1/2	1/1	1/1	1/1	1/4	1/4	1/3

HERO



6



13 FOXTROT

RANGER OBSERVER SQUAD

ARTILLERY OBSERVER: Can shoot a target in Line of Sight with an Artillery Weapon from another Unit that has not yet Activated, even if the other Unit does not have Line of Sight. The other Unit is counted as Activated after making its Attack.

CAMOUFLAGE: Take a Camouflage Action. If in Cover, no enemy Unit at Range 3 or more has Line of Sight to this Unit until it takes any Action other than Move, Nothing, or Attack using Artillery Observer. Start the game Camouflaged. Does not apply to Units Joined.

TA003
2014



13 FOXTROT

RANGER OBSERVER SQUAD

- ARTILLERY OBSERVER •
- CAMOUFLAGE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 2/1	2/1	1/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1



CRACK SHOTS

RANGER SNIPER SQUAD

CAMOUFLAGE: Take a Camouflage Action. If in Cover, no enemy Unit at Range 3 or more has Line of Sight to this Unit until it takes any Action other than Move, Nothing, or Attack using Artillery Observer. Start the game Camouflaged. Does not apply to Units Joined.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

SPOTTER: If Spotter does not use a weapon, each Sniper weapon making a Sustained Attack hits on rolls of as well as .

SNIPER: Choose the enemy Soldiers hit with this weapon.

TA010
2014



CRACK SHOTS

RANGER SNIPER SQUAD

- CAMOUFLAGE •
- SCOUT • SPOTTER •
- M2 SNIPER RIFLE: SNIPER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x M2 SNIPER RIFLE													
8	1/3	1/3	1/2	1/1	1/1	1/1	1/1	-	-	-	-	-	-	-
	B 1x M1 AUTOMATIC RIFLE													
6	2/1	2/1	1/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1





RECON BOYS

RANGER RECON SQUAD

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



RECON BOYS

RANGER RECON SQUAD

- SCOUT.
- UNDER-BARREL GRENADE LAUNCHER: GRENADE.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x VICTORY MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	2/1	2/1	-
6	B	4x M1 AUTOMATIC RIFLE													
6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	1/1	1/1	-
3	C	4x UNDER-BARREL GRENADE LAUNCHER (LTD AMMO)													
3	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/1	1/1	1/1	1/1	-



DEATH DEALERS

RANGER WEAPON SQUAD

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TA011
2014



DEATH DEALERS

RANGER WEAPON SQUAD

- M9 BAZOOKA: GRENADE.
- UNDER-BARREL GRENADE LAUNCHER: GRENADE.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3x M1 AUTOMATIC RIFLE	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	1/1	1/1
B 3x UNDER-BARREL GRENADE LAUNCHER (LIMITED AMMO)	1/2	1/2	1/2	1/2	1/3	1/2	1/2	1/2	1/1	1/1	-	-	-	-
C 1x VICTORY MG	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	2/1	2/1
D 1x M9 BAZOOKA	1/3	1/3	1/3	1/3	1/3	1/3	1/4	1/4	1/3	1/3	1/2	-	-	-



BBQ SQUAD

RANGER ASSAULT SQUAD

FLAME: Targets get no Saves from this weapon and are Suppressed.

TA007
2014



BBQ SQUAD

RANGER ASSAULT SQUAD

• FLAMETHROWER: FLAME •



	1	2	3	4	1	2	3	4	5	6	7	1	2	3
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 4x SHOTGUN	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
B 1x FLAMETHROWER	↘	↘	↘	↘	↘	↘	↘	↘	↘	↘	↘	↘	↘	↘
C 4x DEMO CHARGE (LIMITED AMMO)	1/3	1/3	1/3	1/3	1/3	1/3	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2





HELL BOYS

RANGER ATTACK SQUAD

FLAME: Targets get no Saves from this weapon and are Suppressed.

TA015
2014



HELL BOYS

RANGER ATTACK SQUAD

• FLAMETHROWER: FLAME •



3 4 2



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
1	A 2x FLAMETHROWER	☠/☠	☠/2	☠/2	☠/☠	☠/☠	☠/2	☠/2	☠/2	☠/2	☠/2	☠/2	☠/2	-
2	B 3x SHOTGUN	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-



THE BOSS

RANGER COMMAND SQUAD

COMMAND SQUAD: May perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.

TA026
2014



THE BOSS

RANGER COMMAND SQUAD

• COMMAND SQUAD •



2 4 2



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	4x M1 AUTOMATIC RIFLE													
6	2/1	2/1	1/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	1/1	1/1
	B	1x VICTORY MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	2/1	2/1



STEELNECKS

USMC HEAVY MORTAR TEAM

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

ARTILLERY: Can fire under control of an Artillery Observer.



STEELNECKS

USMC HEAVY MORTAR TEAM

- SUPPORT WEAPON.
- M47 120MM MORTAR: ARTILLERY.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
4-12	A	1/1	1/1	1/1	2/1	1/1	1/1	1/1	1/1	1/1	-	-	-	-
6	B	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	2/1	1/1	-





HAMMERS

HEAVY RANGER ASSAULT SQUAD



- CHARGE:** May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.
- FIRST STRIKE:** Resolve Close-Combat Attacks before target resolves theirs. Does not apply to Units Joined.
- FLYING:** Ignore terrain. Does not apply to Units Joined.

TA030
2014



HAMMERS

HEAVY RANGER ASSAULT SQUAD

- CHARGE •
- FIRST STRIKE •
- FLYING •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
C	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	1/3	1/2

A 3x PAIRED ROCKET PUNCH





GRIM REAPERS

HEAVY RANGER ATTACK SQUAD

FLYING: Ignore terrain. Does not apply to Units Joined.



TA014
2014



GRIM REAPERS

HEAVY RANGER ATTACK SQUAD

• FLYING •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3x TWIN VICTORY MG													
6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	3/1	2/1
B	3x ROCKET PUNCH													
C	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3





TANK BUSTERS

HEAVY RANGER TANK-HUNTER SQUAD

FLYING: Ignore terrain. Does not apply to Units Joined.
GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



TA025
2014



TANK BUSTERS

HEAVY RANGER TANK-HUNTER SQUAD

• FLYING.
 • M10 BAZOOKA: GRENADE.

3 6 3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3x	M10	BAZOOKA											
4	2/3	2/3	2/3	2/3	2/3	2/3	2/4	2/4	2/3	1/3	1/2	-	-	-
B	3x	ROCKET	PUNCH											
C	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-





RED DEVILS

AIRBORNE PARATROOPER SQUAD

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).



TA021
2014



RED DEVILS

AIRBORNE PARATROOPER SQUAD

• 60W PHASER RIFLE: PHASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3x 60W PHASER RIFLE					1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3
B 3x ROCKET PUNCH					1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3
C					1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3





LEGIO PATRIA NOSTRA

FOREIGN LEGION KILL SQUAD

BRAVE: Roll three dice when Rallying.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

TA018
2014



11



LEGIO PATRIA NOSTRA

FOREIGN LEGION KILL SQUAD

- BRAVE.
- 50W PHASER RIFLE: PHASER.



2 5 3



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
4	5/1	5/1	5/1	5/1	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2
	A 3x 50W PHASER RIFLE													



DEVIL'S OWN COMMANDO KILL SQUAD

EXPERT - KNIFE: Hit on rolls of as well as . Does not apply to Units Joined.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).



TA013
2014



DEVIL'S OWN COMMANDO KILL SQUAD

- SCOUT.
- EXPERT - KNIFE.
- 50W PHASER RIFLE: PHASER.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3x 50W PHASER RIFLE	5/1	5/1	5/1	5/1	2/2	2/2	2/2	2/2	2/2	2/2	2/2	-	-	-
B 3x FIGHTING KNIFE	1/2	1/2	1/2	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
C														





WILDFIRE

M1A LIGHT ASSAULT
WALKER—MACHINE-GUN

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting as when rolling for number of Actions. Does not apply to Units Joined.

TA047
2014



WILDFIRE

M1A LIGHT ASSAULT
WALKER—MACHINE-GUN

• ADVANCED REACTIVE FIRE •



	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
RANGE	12/2	12/2	10/1	7/1	7/2	5/1	2/1	-	-	-	-	-	4/2	3/2	2/1
	A 1x QUAD .50 CAL MG														
	FRONT														





7

BLACKHAWK

M18 LIGHT ASSAULT WALKER-PIAT

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TA032
2014



BLACKHAWK M18 LIGHT ASSAULT WALKER-PIAT

• HEAVY PIAT: GRENADE, RELOAD •

3 6 3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	FRONT
4	↘/1	↘/1	↘/1	↘/1	3/2	3/2	3/2	3/6	3/5	3/5	2/4	-	-	-	-
	A	1x	HEAVY PIAT												



4



HONEY

M1C LIGHT ASSAULT WALKER-PHASER



9

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

SALVO: May double number of Combat Dice rolled when attacking. If you do so, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TA036
2014



HONEY

M1C LIGHT ASSAULT WALKER-PHASER

• DUAL 120W PHASER GUNS: PHASER, SALVO •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	FRONT
8	4/1	4/1	4/1	4/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-
															-



4



MICKEY ARV

M3RV MEDIUM RECOVERY VEHICLE

MECHANIC: Perform a Makeshift Repair Action to roll five dice. Cancel one point of damage on adjacent vehicle for each rolled. Does not apply to Units Joined.

TA150
2014



MICKEY ARV

M3RV MEDIUM RECOVERY VEHICLE

• MECHANIC •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x .50 CAL MG													
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	2/2	2/2	1/1
	B	1x .30 CAL MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	-
	TURRET														
	FRONT														





12

RECON MICKEY

M3H MEDIUM COMBAT WALKER-RECON

ARTILLERY OBSERVER: Can shoot a target in Line of Sight with an Artillery Weapon from another Unit that has not yet Activated, even if the other Unit does not have Line of Sight. The other Unit is counted as Activated after making its Attack.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

TA152
2014



RECON MICKEY

M3H MEDIUM COMBAT
WALKER-RECON

• ARTILLERY OBSERVER •
• SCOUT •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A 1x TWIN .50 CAL MG														
8	7/2	7/2	6/1	4/1	4/2	3/1	1/1	-	-	-	-	-	3/2	2/2	1/1
	B 2x .50 CAL MG														
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG														
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	-

FRONT

SIDE

FRONT





13

MICKEY

M3A MEDIUM COMBAT
WALKER—CLOSE SUPPORT

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



MICKEY

M3A MEDIUM COMBAT
WALKER—CLOSE SUPPORT

• M1 75MM HOWITZER: GRENADE •

3 5 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x M1 75MM HOWITZER													
8	↘/2	↘/1	↘/1	↘/1	1/2	1/4	1/3	1/3	1/2	1/2	1/1	1/1	1/1	1/1	
	B	1x .50 CAL MG													
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
	C	1x .30 CAL MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	
	TURRET														
	TURRET														
	FRONT														



6



HOTDOG

M38 MEDIUM COMBAT WALKER—NAPALM

FLAME: Targets get no Saves from this weapon and are Suppressed.

TA037
2014



HOTDOG

M38 MEDIUM COMBAT WALKER—NAPALM

• NAPALM THROWER: FLAME •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	TURRET
	A 1x NAPALM THROWER														
2	☞/☞	☞/☞	☞/3	☞/3	☞/☞	☞/☞	☞/3	☞/3	☞/3	☞/3	☞/3	☞/3	☞/3	☞/3	TURRET
8	B 1x .50 CAL MG	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	TURRET
6	C 1x .30 CAL MG	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	FRONT





POUNDER

M3C MEDIUM COMBAT WALKER—ANTI-TANK



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TA041
2014



POUNDER

M3C MEDIUM COMBAT WALKER—ANTI-TANK



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	TURRET													
	TURRET													
	FRONT													
	FRONT													

	1x 17 PDR GUN														
16	↘/2	↘/1	↘/1	↘/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	



6



15

STEEL RAIN

M3F MEDIUM COMBAT WALKER
ASSAULT ENGINEER

VOLLEY: May fire any or all remaining ammunition at the same target in a single Attack or Sustained Attack Action.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TA046
2014



STEEL RAIN

M3F MEDIUM COMBAT WALKER
ASSAULT ENGINEER

- 4.2" ROCKET: VOLLEY •
- PETARD MORTAR: GRENADE • RELOAD •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	4x 4.2" ROCKET (LIMITED AMMO )													
6	↘/3	↘/2	↘/1	↘/1	↘/3	↘/3	↘/2	↘/2	↘/1	↘/1	↘/1	↘/1	-	-	
4	↘/5	↘/4	↘/3	↘/2	↘/2	↘/5	↘/4	↘/4	↘/3	↘/3	↘/3	↘/3	-	-	
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	







16

RATTLER

M3E MEDIUM COMBAT
WALKER—ANTI-AIRCRAFT

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting as when rolling for number of Actions. Does not apply to Units Joined.

TA043
2014



RATTLER

M3E MEDIUM COMBAT
WALKER—ANTI-AIRCRAFT

• ADVANCED REACTIVE FIRE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x TWIN M2 40MM AA GUNS													
12															
	B	1x .50 CAL MG													
8															
	C	1x .30 CAL MG													
6															
	TURRET														
	TURRET														
	FRONT														





RATTLER AMP

M3E MEDIUM COMBAT WALKER
ANTI-AIRCRAFT (AMPHIBIOUS)

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting as when rolling for number of Actions. Does not apply to Units Joined.

AMPHIBIOUS: Can move through Water as if it were Open Space.



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 TA153
2014


RATTLER AMP

M3E MEDIUM COMBAT WALKER
ANTI-AIRCRAFT (AMPHIBIOUS)

• ADVANCED REACTIVE FIRE.
• AMPHIBIOUS.



RANGE	1	2	3	4	1	2	3	4	5	6	7	TURRET
	1	1	1	1	1	1	1	1	1	1	1	1
	1	1	1	1	1	1	1	1	1	1	1	TURRET
12	1	1	1	1	1	1	1	1	1	1	1	1
	1	1	1	1	1	1	1	1	1	1	1	TURRET
8	2	2	2	2	2	2	2	2	2	2	2	2
	2	2	2	2	2	2	2	2	2	2	2	FRONT
6	1	1	1	1	1	1	1	1	1	1	1	1
	1	1	1	1	1	1	1	1	1	1	1	1



6



COBRA

M3D MEDIUM COMBAT WALKER-PHASER

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).



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TA034
2014



COBRA

M3D MEDIUM COMBAT WALKER-PHASER

• 180W PHASER GUN: PHASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A 1x 180W PHASER GUN														
10	6/1	6/1	6/1	6/1	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	
	B 1x .50 CAL MG														
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
	C 1x .30 CAL MG														
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	
	TURRET														
	TURRET														
	FRONT														





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COBRA AMP

M3D MEDIUM COMBAT
WALKER-PHASER (AMPHIBIOUS)

AMPHIBIOUS: Can move through Water as if it were Open Space.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

TA154
2014



COBRA AMP

M3D MEDIUM COMBAT
WALKER-PHASER (AMPHIBIOUS)

- AMPHIBIOUS •
- 180W PHASER GUN: PHASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A 1x 180W PHASER GUN														
10	6/1	6/1	6/1	6/1	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	
	B 1x .50 CAL MG														
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
	C 1x .30 CAL MG														
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	
	TURRET														
	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	TURRET														
	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	FRONT														
	-	-	-	-	-	-	-	-	-	-	-	-	-	-	






WOLVERINE III

M10A3 GUN MOTOR
CARRIAGE—ANTI-TANK

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

TRACKED: Roll when moving through Terrain, halting on a score of .


TA278
2014

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WOLVERINE III

M10A3 GUN MOTOR
CARRIAGE—ANTI-TANK

- TRACKED • SMOKE LAUNCHERS 
- SIX M40 RECOILLESS GUNS: RELOAD.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
														
12	 3	 2	 1	 1	 4	 4	 4	 5	4/4	2/4	2/3	TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	TURRET		

LARGE VEHICLE





WOLVERINE II

M10A2 GUN MOTOR CARRIAGE-PHASER

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

TRACKED: Roll when moving through Terrain, halting on a score of .

TA277
2014

19



WOLVERINE II

M10A2 GUN MOTOR CARRIAGE-PHASER

- TRACKED • SMOKE LAUNCHERS
- 180W PHASER GUN: PHASER



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x 180W PHASER GUN													
10	6/1	6/1	6/1	6/1	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6
	B	1x .50 CAL MG													
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
	C	1x .30 CAL MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	



LARGE VEHICLE



6



19

PERSHING III

M26A3 MEDIUM TANK—ANTI-TANK

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

TRACKED: Roll when moving through Terrain, halting on a score of

SALVO: May double number of Combat Dice rolled when attacking. If you do so, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TA175
2014



PERSHING III

M26A3 MEDIUM TANK—ANTI-TANK

- TRACKED • SMOKE LAUNCHERS
- SIX M40 RECOILLESS GUNS; SALVO •

2 5 5

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	TURRET
12	A \downarrow 3	\downarrow 2	\downarrow 1	\downarrow 1	2 \downarrow 2	2 \downarrow 2	2 \downarrow 2	2 \downarrow 2	2 \downarrow 2	2 \downarrow 4	1 \downarrow 4	1 \downarrow 3	-	-	TURRET
8	B \downarrow 2	5 \downarrow 2	4 \downarrow 1	3 \downarrow 1	3 \downarrow 2	2 \downarrow 1	1 \downarrow 1	-	-	-	-	2 \downarrow 2	2 \downarrow 1	1 \downarrow 1	TURRET
6	7 \downarrow 1	6 \downarrow 1	4 \downarrow 1	2 \downarrow 1	4 \downarrow 1	2 \downarrow 1	-	-	-	-	-	-	-	-	TURRET
6	7 \downarrow 1	6 \downarrow 1	4 \downarrow 1	2 \downarrow 1	4 \downarrow 1	2 \downarrow 1	-	-	-	-	-	-	-	-	FRONT

LARGE VEHICLE



7



PERSHING II

M26A2 MEDIUM TANK-PHASER

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

TRACKED: Roll when moving through Terrain, halting on a score of .

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).



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TA174
2014



PERSHING II

M26A2 MEDIUM TANK-PHASER

- TRACKED • SMOKE LAUNCHERS
- 180W RAPID-FIRE PHASER GUN: PHASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	TURRET
	A	11/1	11/1	11/1	2/6	2/6	2/6	2/6	2/6	2/6	2/6	-	-	-	TURRET
10		11/1	11/1	11/1	2/6	2/6	2/6	2/6	2/6	2/6	2/6	-	-	-	TURRET
	B	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
8		5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	TURRET
6		7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	TURRET
	D	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	FRONT
6		7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	FRONT

LARGE VEHICLE



7



19

SIX SHOOTER

M5B HEAVY DESTROYER
WALKER-ANTI-TANK

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

SALVO: May double number of Combat Dice rolled when attacking. If you do so, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TA044
2014



SIX SHOOTER

M5B HEAVY DESTROYER
WALKER-ANTI-TANK

- SMOKE LAUNCHERS
- SIX M40 RECOILLESS GUNS: SALVO.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
														TURRET	
12														-	
	A	1x SIX M40 RECOILLESS GUNS													
8														TURRET	
	B	1x .50 CAL MG													
6														TURRET	
	C	1x .30 CAL MG													
6														TURRET	
	D	1x .30 CAL MG													
6														FRONT	
		-													

LARGE VEHICLE



7



25

BULLDOG

M5A HEAVY DESTROYER WALKER-PHASER

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

TA033
2014



BULLDOG

M5A HEAVY DESTROYER
WALKER-PHASER

- SMOKE LAUNCHERS
- 180W RAPID-FIRE PHASER GUN: PHASER.



2 4 5



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	TURRET
10	A	11/1	11/1	11/1	2/6	2/6	2/6	2/6	2/6	2/6	2/6	-	-	-	TURRET
8	B	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	2/2	2/2	1/1	TURRET
6	C	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	TURRET
6	D	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	FRONT

LARGE VEHICLE



7



MOBILE HQ

M1 HEAVY COMMAND WALKER



13

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting as when rolling for number of Actions. Does not apply to Units Joined.

AIR ALERT: Take an Air Alert Special Action to select an Aircraft in Line of Sight. On a friendly Units attacking it hit on as well as for the remainder of the turn.

COMMAND VEHICLE: Officers, Mechanics, and Medics mounted in vehicle can re-roll Special Actions.

CREW: May attack with either vehicle or crew weapons.

PASSENGERS (6): Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

TA040
2014



MOBILE HQ

M1 HEAVY COMMAND WALKER



- ADVANCED REACTIVE FIRE • AIR ALERT •
- COMMAND VEHICLE • CREW •
- PASSENGERS (6) • SMOKE LAUNCHERS

	1	2	3	4	1	2	3	4	5	6	7				
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x .50 CAL MG													
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	2/2	2/2	1/1
	B	2x .50 CAL MG													
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	2/2	2/2	1/1
	C	3x M4 .45 SUBMACHINE-GUN													
3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-	-
		FRONT													
		SIDE													
		TURRET													



HUGE VEHICLE

6



LONG TOM II

M7C HEAVY SUPPORT WALKER—ARTILLERY

CREW: May attack with either vehicle or crew weapons.
SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.
ARTILLERY: Can fire under control of an Artillery Observer.



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TA038
2014



LONG TOM II

M7C HEAVY SUPPORT WALKER—ARTILLERY

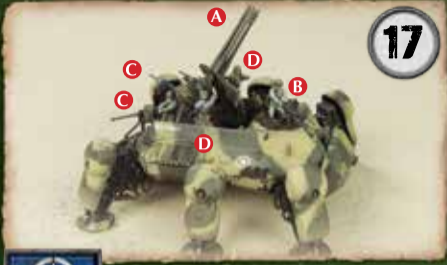
• CREW - SMOKE LAUNCHERS ■
 • M2 LONG TOM GUN: ARTILLERY.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x M2 LONG TOM GUN													
4-18	↓3	↓2	↓1	↓1	↓3	↓2	↓2	↓1	↓1	↓1	↓1	↓1	—	—
	B 1x .50 CAL MG													
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	—	—	—	—	2/2	2/2	1/1
	C 2x .50 CAL MG													
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	—	—	—	—	2/2	2/2	1/1
	D 3x M4 .45 SUBMACHINE-GUN													
3	5/1	4/1	3/1	2/1	3/1	—	—	—	—	—	—	—	—	—
	FRONT													
	FRONT													
	SIDE													
	TURRET													

HUGE VEHICLE





17

SKYSWEEPER

M9 HEAVY SUPPORT WALKER
ANTI-AIRCRAFT

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting as when rolling for number of Actions. Does not apply to Units Joined.

CREW: May attack with either vehicle or crew weapons.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

TA045
2014



SKYSWEEPER

M9 HEAVY SUPPORT WALKER
ANTI-AIRCRAFT

- ADVANCED REACTIVE FIRE.
- CREW • SMOKE LAUNCHERS .



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	TURRET
12	1	1	1	1	4/☒	4/4	4/3	3/3	2/2	1/2	-	4/3	3/3	1/2	TURRET
8	2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	FRONT
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	SIDE
3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	2/2	2/2	1/1	TURRET

HUGE VEHICLE



6



26

FIREBALL

M7B HEAVY ASSAULT WALKER-NAPALM

- DOZER BLADE:** Take a Dozer Special Action to gain a Cover Save until the vehicle takes a Move or March Move Action.
- PASSENGERS (6):** Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.
- SMOKE LAUNCHERS:** Once per game, take a Smoke Launchers Action to place Smoke on Unit.
- FLAME:** Targets get no Saves from this weapon and are Suppressed.

TA035
2014



FIREBALL

M7B HEAVY ASSAULT WALKER-NAPALM

- DOZER BLADE.
- PASSENGERS (6) • SMOKE LAUNCHERS
- HEAVY NAPALM THROWER: FLAME.



RANGE	1	2	3	4	1	2	3	4	5	6	7	FRONT
3	✂/✂	✂/✂	✂/✂	✂/✂	✂/✂	✂/✂	✂/✂	✂/✂	✂/✂	✂/✂	✂/✂	✂/✂
8	7/2	7/2	6/1	4/1	4/2	3/1	1/1	-	-	-	-	TURRET
6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	TURRET



HUGE VEHICLE

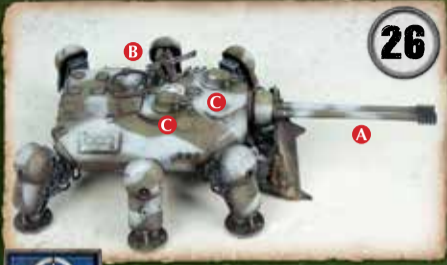


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PIJNISHER

M7A HEAVY ASSAULT WALKER—ANTI-TANK



26

DOZER BLADE: Take a Dozer Special Action to gain a Cover Save until the vehicle takes a Move or March Move Action.

PASSENGERS (6): Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.



PIJNISHER

M7A HEAVY ASSAULT WALKER—ANTI-TANK

- DOZER BLADE •
- PASSENGERS (6) •
- SMOKE LAUNCHERS ■ •



RANGE	1x TWIN M3 155MM GUNS										FRONT			
	1	2	3	4	1	2	3	4	5	6		7		
18	↘/4	↘/3	↘/2	↘/1	2/2	2/2	2/2	2/2	2/2	2/6	2/5	—	—	—
8	7/2	7/2	6/1	4/1	4/2	3/1	1/1	—	—	—	—	3/2	2/2	1/1
6	12/1	11/1	8/1	4/1	7/1	3/1	—	—	—	—	—	—	—	—

RANGE	1x TWIN .50 CAL MG										TURRET			
	1	2	3	4	1	2	3	4	5	6		7		
18	↘/4	↘/3	↘/2	↘/1	2/2	2/2	2/2	2/2	2/2	2/6	2/5	—	—	—
8	7/2	7/2	6/1	4/1	4/2	3/1	1/1	—	—	—	—	3/2	2/2	1/1
6	12/1	11/1	8/1	4/1	7/1	3/1	—	—	—	—	—	—	—	—

RANGE	2x TWIN .30 CAL MG										TURRET			
	1	2	3	4	1	2	3	4	5	6		7		
18	↘/4	↘/3	↘/2	↘/1	2/2	2/2	2/2	2/2	2/2	2/6	2/5	—	—	—
8	7/2	7/2	6/1	4/1	4/2	3/1	1/1	—	—	—	—	3/2	2/2	1/1
6	12/1	11/1	8/1	4/1	7/1	3/1	—	—	—	—	—	—	—	—



HUGE VEHICLE



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17

STORMSTRIKE

P-48C PELICAN, FIGHTER BOMBER

VOLLEY: May fire any or all remaining bombs and rockets at the same target in a single Attack.

TA002
2014



STORMSTRIKE

P-48C PELICAN, FIGHTER BOMBER

• 500 KG BOMB: VOLLEY •

12
24
2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3		
	A	2x 500 KG BOMB (LIMITED AMMO <input type="checkbox"/>)														
2	↘/9	↘/8	↘/7	↘/6	↘/6	↘/6	↘/6	↘/6	↘/5	↘/5	↘/4	-	-	-		
	B	1x SIX .50 CAL MG														
2	12/2	12/2	12/2	9/1	7/2	6/2	3/1	-	-	-	-	-	10/2	7/2	4/1	
		FRONT														
		FRONT														





18

THUNDERSTRIKE

P-48X PELICAN, FIGHTER BOMBER-ROCKET

VOLLEY: May fire any or all remaining bombs and rockets at the same target in a single Attack.

TA001
2014



THUNDERSTRIKE

P-48X PELICAN
FIGHTER BOMBER-ROCKET

• 5.5 INCH HVAR ROCKETS: VOLLEY •

12
↑

24
↑

2
↑



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 2x 5.5 INCH HVAR ROCKETS (LIMITED AMMO [])													
3	↘/4	↘/3	↘/2	↘/1	↘/2	↘/1	↘/3	↘/4	↘/3	↘/2	↘/2	↘/1	-	-
	B 1x SIX .50 CAL MG													
2	12/2	12/2	12/2	9/1	7/2	6/2	3/1	-	-	-	-	10/2	7/2	4/1





LCM-48

LANDING CRAFT, MEDIUM 48

NAVAL UNIT: Treat Water as Open Space, but cannot enter any other type of terrain. May take a free Attack Action after performing a March Move Action.

SEALIFTER: Can carry twelve Infantry with Armour 1 or 2 or six Infantry with Armour 3 or 4. Normal-sized Vehicles replace six Infantry. Large Vehicles replace all passengers.

TA155
2014



LCM-48

LANDING CRAFT, MEDIUM 48

- NAVAL UNIT •
- SEALIFTER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A 5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	2/2	2/2	1/1
	TURRET														
	-														



LARGE VEHICLE





M47 FIELD PHASER

M47 FIELD PHASER

20



STRONGPOINT: Must be deployed in a Strongpoint or Bunker. Unit has a Strongpoint included in its points cost. You may upgrade the Strongpoint to a Bunker for an additional +5 points. Cannot move.

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

TA158
2014



M47 FIELD PHASER

M47 FIELD PHASER



- STRONGPOINT.
- SUPPORT WEAPON.
- 210W PHASER GUN: PHASER.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A 1x 210w PHASER GUN														
12	7/1	7/1	7/1	7/1	1/7	1/7	1/7	1/7	1/7	1/7	1/7	1/7	1/7	1/7	-
6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-	



M47A1 DUAL FIELD PHASER

M47A1 DUAL FIELD PHASER



STRONGPOINT: Must be deployed in a Strongpoint or Bunker. Unit has a Strongpoint included in its points cost. You may upgrade the Strongpoint to a Bunker for an additional +5 points. Cannot move.

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

TA160
2014



M47A1 DUAL FIELD PHASER

M47A1 TWIN FIELD PHASER

- STRONGPOINT • SUPPORT WEAPON •
- TWIN 210w PHASER GUNS: PHASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x TWIN 210w PHASER GUNS													
12	14/1	14/1	14/1	14/1	2/7	2/7	2/7	2/7	2/7	2/7	2/7	2/7	-	-
	B 4x M47 BAR AUTOMATIC RIFLE													
6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-

TURRET

