

US Army

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Officer [1]	4+	Carbine	Hero, Inspiring, Tough(3)	A	45pts
Medic [1]	4+	Carbine	Hero, Medic, Tough(3)	A	45pts
Forward Observer [1]	4+	Carbine	Airstrike, Hero, Tough(3)	A	70pts
Regular Squad [4]	5+	Carbines	-	B	35pts
Veteran Squad [4]	4+	Carbines	-	B	55pts
Special Forces [4]	3+	Carbines	Scout	C	70pts
Sniper Team [1]	4+	Sniper Rifle (36", A1p, Sniper)	Scout	-	60pts
HMMWV [1]	4+	-	Fast, Tough(3), Transport(5)	D	35pts
Stryker IVC [1]	4+	Grenade Launcher	Tough(3), Transport(9), Vehicle	E	65pts
M2 Bradley [1]	4+	Autocannon, Machinegun	Tough(3), Transport(5), Vehicle	F	105pts
M1A1 Abrams [1]	3+	Battle Cannon, 3x Machinegun	Tough(6), Vehicle	-	395pts

A | *Replace Carbine:*

Assault Rifle +5pts

B | *Replace all Carbines:*

Assault Rifles +5pts

Replace one Carbine:

Machinegun +25pts

Upgrade one Carbine with:

Grenade Launcher (Limited) +5pts

Equip one model with:

Missile Launcher (Limited) +10pts

C | *Replace all Carbines:*

Assault Rifles +10pts

Replace any Carbine:

Machinegun +30pts

Upgrade any Carbine with:

Grenade Launcher (Limited) +5pts

Equip any model with:

Missile Launcher (Limited) +10pts

D | *Take one:*

Missile Launcher (Limited) +10pts

Minigun +20pts

Grenade Launcher +20pts

Machinegun +35pts

Upgrade with:

Up-Armor (Armored) +10pts

E | *Replace Grenade Launcher:*

Machinegun +10pts

F | *Take up to two:*

Missile Launcher (Limited) +10pts

Special Rules

Airstrike: After round 1 you may roll one die at the beginning of each round, and on a 4+ the air strike is ready to be called in and you may place a marker anywhere on the table. Then roll one die, on a 1-2 the opponent may move the marker by up to 6" (must be in a valid position). All units within 6" of the marker take D6 hits with Piercing and Rending. The air strike may only be called in once per game, and on the last round it's called in automatically.

Inspiring: The hero and his unit get Fearless.

Medic: The hero and his unit get Regeneration.

Insurgents / Guerrilla

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Commander [1]	5+	Assault Rifle	Hero, Inspiring, Tough(3)	-	30pts
Medic [1]	5+	Assault Rifle	Hero, Medic, Tough(3)	-	40pts
Conscripts [4]	6+	Assault Rifles	-	A	20pts
Regulars [4]	5+	Assault Rifles	-	A	40pts
Veterans [4]	4+	Assault Rifles	-	B	60pts
Sniper Team [1]	5+	Sniper Rifle (36", A1p, Precise)	Scout	-	55pts
Car [1]	5+	-	Fast, Tough(3), Transport(5)	-	25pts
Van [1]	5+	-	Fast, Tough(3), Transport(9)	-	35pts
Technical [1]	5+	Machinegun	Armored, Fast, Tough(3)	C	35pts

A | *Replace any Assault Rifle:*

RPG-7 (Grenade Launcher)	+10pts
Machinegun	+15pts

Upgrade any Assault Rifle with:

Grenade Launcher (Limited)	+5pts
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Upgrade all models with:

Scout	+10pts
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B | *Replace any Assault Rifle:*

RPG-7 (Grenade Launcher)	+10pts
Machinegun	+20pts

Upgrade any Assault Rifle with:

Grenade Launcher (Limited)	+5pts
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Upgrade all models with:

Scout	+10pts
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C | *Replace Machinegun:*

Grenade Launcher	Free
Autocannon	+5pts
Missile Launcher	+5pts

Special Rules

Inspiring: The hero and his unit get Fearless.

Medic: The hero and his unit get Regeneration.