

US Army

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Officer [1]	4+	Carbine	Hero, Inspiring, Tough(3)	A	35pts
Medic [1]	4+	Carbine	Hero, Medic, Tough(3)	A	35pts
Regulars [3]	5+	Carbines	-	B	25pts
Veteran [1]	4+	Carbine	-	B	15pts
Special Forces [1]	3+	Carbine	Scout	C	20pts
Sniper [1]	4+	Sniper Rifle (36", A1p, Sniper)	Scout	-	60pts

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 Carbine:*

Assault Rifle +5pts

Machinegun +30pts

Upgrade Carbine with:

Grenade Launcher (Limited) +5pts

Equip with:

Missile Launcher (Limited) +10pts

Special Rules

Inspiring: The hero and all friendly units within 3" get the Fearless special rule.

Medic: The hero and all friendly units within 3" get the Regeneration special rule.

Insurgents / Guerrilla

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Commander [1]	5+	Assault Rifle	Hero, Inspiring, Tough(3)	-	25pts
Medic [1]	5+	Assault Rifle	Hero, Medic, Tough(3)	-	30pts
Conscripts [3]	6+	Assault Rifles	-	A	15pts
Regulars [3]	5+	Assault Rifles	-	A	30pts
Veteran [1]	4+	Assault Rifle	-	B	15pts
Sniper [1]	5+	Sniper Rifle (36", A1p, Sniper)	Scout	-	55pts

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	+5pts
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B | *Replace Assault Rifle:*

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

Upgrade Assault Rifle with:

Grenade Launcher (Limited)	+5pts
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Upgrade with:

Scout	+5pts
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Special Rules

Inspiring: The hero and his unit get Fearless.

Medic: The hero and his unit get Regeneration.