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Team	Weap.	Max	Reg.	Aim	Beat	Cover (d		V			
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
driver	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0

Name: ISIS

Faction: ISIS

Troop Org.: <u>Truck</u>
Troop Type: <u>Avg</u>
Move: <u>D20"+ 6"</u>



# To Hit Mods.

Wounded -1
Opportunity Fire -2
Walking -1
Runnning -2
Aimed Fire\* +3
Scoped Weapon +2\* (net +5)

# <u>Notes</u> 2.5 ton truck 1a and 1b in truck

#### Morale

Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll Result

- 1-4 This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- This figure falls back two moves to cover and remains there until it passes a morale test.
- This figure runs off of the board by the shortest route.

# Faction: ISIS



Team	Weap.	Max	Reg.	Aim	Beat	Cover (		V			
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
driver	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0

Name: ISIS

Troop Org.: Truck
Troop Type: Avg
Move: D20"+6"



# To Hit Mods.

Wounded -1
Opportunity Fire -2
Walking -1
Runnning -2
Aimed Fire\* +3
Scoped Weapon +2\* (net +5)

# Notes 2.5 ton truck 1a and 1b in truck

#### **Morale**

Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

- This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- This figure falls back two moves to cover and remains there until it passes a morale test.
- This figure runs off of the board by the shortest route.

# Faction: ISIS African



Name: African

Troop Org.: Fire Team
Troop Type: Poor
Move: 6" +D12"



Team	Weap.	Max	Reg.	Aim	Beat	Cover (c	120)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	Lt MG	48"	7	4	3x2	1-4	1-3	1-2	1	1	7
/	Shot	18"	5	2	1"	1-4	1-3	1-2	1	1	2
	RPG	24" S	ht(<8")=	1-6 M	ed(9-16"	')=1-4 L	ong(17	′-24")=1-2	2" F	Rad.	16
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-4	1-3	1-2	1	1	7

# To Hit Mods.

Wounded -1
Opportunity Fire -2
Walking -1
Runnning -2
Aimed Fire\* +3
Scoped Weapon +2\* (net +5)

## **Notes**

#### Morale

#### Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll Result

- 1-4 This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- This figure falls back two moves to cover and remains there until it passes a morale test.
- This figure runs off of the board by the shortest route.

# Faction: ISIS African



Name: <u>African</u> Troop Org.: Fire Team

Troop Type: Poor
Move: 6" +D12"



Tea	m V	Veap.	Max	Reg.	Aim	Beat	Cover	(d20)				V
Me	m. T	ype	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	L	t MG	48"	7	4	3x2	1-5	1-4	1-3	1-2	1	7
/	A	K47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
	(	GL	18" 5	Sht(<6")=	=1-6 M	Ied(7-12'	')=1-4	Long(13	-18")=1-2	2" R	ad.	6
/	A	K47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	A	K47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	A	K47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7

# To Hit Mods.

Wounded -1
Opportunity Fire -2
Walking -1
Runnning -2
Aimed Fire\* +3
Scoped Weapon +2\* (net +5)

### **Notes**

#### Morale

#### Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

- This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- This figure falls back two moves to cover and remains there until it passes a morale test.
- This figure runs off of the board by the shortest route.

# Faction: ISIS African



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	120)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	Hv MG	72"	9	5	4x2	1-4	1-3	1-2	1	1	11
/	<b>AK47</b>	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
driver	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0

Name: African
Troop Org.: Tech
Troop Type: Poor
Move: D20"+ 6"



# To Hit Mods.

Wounded -1
Opportunity Fire -2
Walking -1
Runnning -2
Aimed Fire\* +3
Scoped Weapon +2\* (net +5)

Notes
Technical
.50 cal
Driver and Gunner

#### Morale

#### Insurgent troops roll a D20 for morale when:

- ➤ Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

# Roll Result 1-4 This figu

- 1-4 This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 16-17 This figure falls back one move to cover and remains there until it
- passes a morale test.

  This figure falls back two moves to cover and remains there until it passes a morale test.
- This figure runs off of the board by the shortest route.

# Faction: ISIS African



Team	Weap.	Max	Reg.	Aim	Beat	Cover (	120)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	Hv MG	72"	9	5	4x2	1-4	1-3	1-2	1	1	11
/	<b>AK47</b>	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
driver	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0

Name: African
Troop Org.: Tech
Troop Type: Poor
Move: D20"+ 6"



# To Hit Mods.

Wounded -1
Opportunity Fire -2
Walking -1
Runnning -2
Aimed Fire\* +3
Scoped Weapon +2\* (net +5)

Notes
Technical
50 cal
Driver and Gunner

#### Morale

#### Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

- 1-4 This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- 18-19 This figure falls back two moves to cover and remains there until it passes a morale test.
- This figure runs off of the board by the shortest route.

# Faction: ISIS Afghan



Name: Afghan

Troop Org.: Fire Team
Troop Type: Poor
Move: 6" +D12"



Team	Weap.	Max	Reg.	Aim	Beat	Cover (c	120)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	Lt MG	48"	7	4	3x2	1-4	1-3	1-2	1	1	7
/	Shot	18"	5	2	1"	1-4	1-3	1-2	1	1	2
	RPG	24" S	ht(<8")=	1-6 M	ed(9-16"	')=1-4 L	ong(17	′-24")=1-2	2" F	Rad.	16
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-4	1-3	1-2	1	1	7

# To Hit Mods.

ı		
	Wounded	-1
	Opportunity Fire	-2
	Walking	-1
	Runnning	-2
	Aimed Fire*	+3
	Scoped Weapon +2	2* (net +5)

# **Notes**

#### Morale

#### Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll Result

- This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- This figure falls back two moves to cover and remains there until it passes a morale test.
- This figure runs off of the board by the shortest route.

# Faction: ISIS Afghan



Name: Afghan
Troop Org.: Fire Team
Troop Type: Poor

Move: 6" +D12"



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	20)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	Lt MG	48"	7	4	3x2	1-5	1-4	1-3	1-2	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
	GL	18" S	ht(<6")=	1-6 M	ed(7-12"	)=1-4 L	ong(13	-18")=1-2	2" R	ad.	6
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7

# To Hit Mods.

Wounded -1
Opportunity Fire -2
Walking -1
Runnning -2
Aimed Fire\* +3
Scoped Weapon +2\* (net +5)

### **Notes**

#### **Morale**

## Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

- 1-4 This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- 18-19 This figure falls back two moves to cover and remains there until it passes a morale test.
- This figure runs off of the board by the shortest route.

# Faction: ISIS Afghan



Team	Weap.	Max	Reg.	Aim	Beat	Cover (	120)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	Hv MG	72"	9	5	4x2	1-4	1-3	1-2	1	1	11
/	<b>AK47</b>	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
driver	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0

Name: Afghan Troop Org.: Tech Troop Type: Poor Move: D20"+ 6"



# To Hit Mods.

Wounded -1
Opportunity Fire -2
Walking -1
Runnning -2
Aimed Fire\* +3
Scoped Weapon +2\* (net +5)

Notes
Land rover
Technical
.50 cal
Driver and Gunner

#### Morale

#### Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll Result

- 1-4 This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- This figure falls back two moves to cover and remains there until it passes a morale test.
- This figure runs off of the board by the shortest route.

# Faction: ISIS Afghan



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	120)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
1	Hv MG	72"	9	5	4x2	1-4	1-3	1-2	1	1	11
/	<b>AK47</b>	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
driver	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0

Name: African Troop Org.: Tech Troop Type: Poor Move: D20"+ 6"



# To Hit Mods.

Wounded -1
Opportunity Fire -2
Walking -1
Runnning -2
Aimed Fire\* +3
Scoped Weapon +2\* (net +5)

Notes
Technical
.50 cal
Driver and Gunner

### **Morale**

#### Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

- This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- This figure falls back two moves to cover and remains there until it passes a morale test.
- This figure runs off of the board by the shortest route.

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**Faction: ISIS** 

Name: ISIS 1a **Troop Org.:** Fire Team **Troop Type:** Average Move: 6" +D12"



Team	Weap.	Max	Reg.	Aim	Beat	Cover	(d20)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	Lt MG	48"	7	4	3x2	1-5	1-4	1-3	1-2	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	RPG	24" S	ht(<8")=	1-6 M	[ed(9-16"	')=1-4	Long(17	<b>-24")=1-</b> 2	2" 1	Rad.	16
1	<b>AK47</b>	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7

# To Hit Mods.

Wounded	-1
Opportunity Fire	-2
Walking	-1
Runnning	-2
Aimed Fire*	+3
Scoped Weapon +2* (1	net +5)

# Notes In Brit truck

#### **Morale**

#### Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll

- This figure goes fanatic; it makes no morale rolls for rest of game 1-4 and 1 Lt.wounds have no further effect on this figure. Mark with
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- 18-19 This figure falls back two moves to cover and remains there until it passes a morale test.
- 20 This figure runs off of the board by the shortest route.

# Faction: ISIS



Name: ISIS 1b **Troop Org.:** Fire Team **Troop Type:** Average Move: 6" +D12"



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	120)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	SVD	72"	2	1	-	1-5	1-4	1-3	1-2	1	4
/	<b>AK47</b>	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	RPG	24" S	ht(<8")=	1-6 M	ed(9-16'	')=1-4 L	ong(17	′-24")=1-2	2" I	Rad.	16
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
1	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7

# To Hit Mods.

Wounded -1 Opportunity Fire -2 Walking -1 -2 Runnning Aimed Fire\* Scoped Weapon +2\* (net +5)

# **Notes** In Brit truck

#### Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll

- 1-4 This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- 18-19 This figure falls back two moves to cover and remains there until it passes a morale test.
- 20 This figure runs off of the board by the shortest route.

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Faction: ISIS

Name: ISIS 2a **Troop Org.:** Fire Team

**Troop Type:** Average Move: 6" +<u>D12"</u>



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	120)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	Lt MG	48"	7	4	3x2	1-5	1-4	1-3	1-2	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	RPG	24" S	ht(<8")=	1-6 M	ed(9-16"	)=1-4 L	ong(17	-24")=1-2	2" R	ad.	16
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7

# To Hit Mods.

Wounded -1 -2 Opportunity Fire -1 Walking Runnning -2 Aimed Fire\* +3 Scoped Weapon +2\* (net +5)

# Notes

In 2.5 ton truck

#### Morale

#### Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll

- 1-4 This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- 18-19 This figure falls back two moves to cover and remains there until it passes a morale test.
- 20 This figure runs off of the board by the shortest route.

# Faction: ISIS



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)				V	
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	SVD	72"	2	1	-	1-5	1-4	1-3	1-2	1	4
/	<b>AK47</b>	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: ISIS 2b **Troop Org.:** Fire Team **Troop Type:** Average

Move: 6" +D12"



# To Hit Mods.

Wounded -1 -2 Opportunity Fire Walking -1 -2 Runnning Aimed Fire\* Scoped Weapon +2\* (net +5)

### **Notes**

In 2.5 ton truck

#### Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll

- 1-4 This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- 18-19 This figure falls back two moves to cover and remains there until it passes a morale test.
- 20 This figure runs off of the board by the shortest route.

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Weap. Max Beat Cover (d20) Team Reg. Aim Mem. **Type** Range Fire Fire Zone **Open** Lt Med Hvy Hard P Lt MG 48" 7 4 3x2 1-4 1-3 1-2 / AK47 48" 3 2 2x21-4 1-3 1-2 1 1 **RPG** 24" Sht(<8")=1-6 Med(9-16")=1-4 Long(17-24")=1-2 2" Rad. 16 AK47 48" 3 2 2x21-4 1-3 1-2 AK47 48" 3 2 1 2x21-4 1-3 1-2 1 AK47 48" 2 1-4 1-2 1 2x2 1-3 1

Name: ISIS 3a

Faction: ISIS

**Troop Org.:** Fire Team **Troop Type:** Poor Move: 6" +D12"



## To Hit Mods.

Wounded -1 Opportunity Fire -2 -1 Walking Runnning -2 Aimed Fire\* +3 Scoped Weapon +2\* (net +5)

# Notes

In 2.5 ton truck

#### Morale

#### Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll

This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.

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- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- 18-19 This figure falls back two moves to cover and remains there until it passes a morale test.
- 20 This figure runs off of the board by the shortest route.

# Faction: ISIS



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)					V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	SVD	72"	2	1	-	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	<b>AK47</b>	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: ISIS 3b **Troop Org.:** Fire Team

Troop Type: Poor Move: 6" +D12"



# To Hit Mods.

Wounded -1 -2 Opportunity Fire Walking -1 -2 Runnning Aimed Fire\* Scoped Weapon +2\* (net +5)

### **Notes**

In 2.5 ton truck

#### Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll

- 1-4 This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- 18-19 This figure falls back two moves to cover and remains there until it passes a morale test.
- This figure runs off of the board by the shortest route. 20

Faction: ISIS



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)					V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
driver	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0

Name: ISIS

Troop Org.: <u>Truck</u>
Troop Type: <u>Avg</u>
Move: D20"+ 6"



# To Hit Mods.

Wounded -1
Opportunity Fire -2
Walking -1
Runnning -2
Aimed Fire\* +3
Scoped Weapon +2\* (net +5)

# Notes British truck 3a and 3b in truck

#### Morale

Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

- 1-4 This figure goes fanatic; it makes no morale rolls for rest of game and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 5-13 This figure has good morale
- 14-15 This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 16-17 This figure falls back one move to cover and remains there until it passes a morale test.
- This figure falls back two moves to cover and remains there until it passes a morale test.
- This figure runs off of the board by the shortest route.