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Name: 1 **Troop Org.: Troop Type: Average** Move: 6 +D6



Team	Weap.	Max	Reg.	Aim	Beat	Cover (	(d20)				V
F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
2/1	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-2	1	7
4 /1	<b>AK47</b>	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	AA	36" S	ht(<8")=	1-8 M	led(9-16"	)=1-6	Long(17	-36")=1-4	2" F	Rad.	16
2 /4	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
6/1	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
5 /2	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

# To Hit Mods.

Wounded	-1
Opportunity Fire	-2
Walking	-1
Running	-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 an insurgent troops receives a wound.
- 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 1-6: and 1 Lt.wounds have no further effect on this figure. Mark with counter.

7-10: This figure has good morale

- 11-12: This figure goes prone; it can fire but it cannot move until it passes
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

#### **Faction: Tailaban**



Team	Weap.	Max	Reg.	Aim	Beat	Cover (	d20)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
Gunne	r										
<b>6</b> /6	Hv MC	Sboard	6	4	4x2	1-4	1-3	1-2	1	1	11
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
driver	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
6/6	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0
6/6	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	U

Name: White 1 Troop Org.: Technical **Troop Type:** Poor Move: D20"+ 6"



# To Hit Mods.

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

# **Notes** Technical .50cal **Driver and Gunner** Armor Valur 12

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

- Insurgent troops attempt to charge.
- When an insurgent troops receives a wound.
- 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 1-6: and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

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Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	120)				V
F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
3/2	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-2	1	7
<b>6/1</b>	<b>AK47</b>	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	AA	36" SI	ht(<8")=	1-8 M	ed(9-16"	)=1-6 L	ong(17	-36")=1-4	2" I	Rad.	16
<b>3</b> /6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
<b>5</b> /5	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
6/3	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: 2 **Troop Org.:** 

**Troop Type: Average** 

Move: 6 +D6



# 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 an insurgent troops receives a wound.
- 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 1-6: and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

#### Faction: Tailaban



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	<b>(20)</b>				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
Gunne	r										
6/6	Hv MC	Sboard	6	4	4x2	1-5	1-4	1-3	1-2	1	11
/	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
driver	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
6/6	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0

Name: Grey **Troop Org.:** Technical

**Troop Type:** Average

Move: D20"+ 6"



#### To Hit Mods.

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

# **Notes**

Technical .50cal **Driver and Gunner** Armor Valur 12

#### **Morale**

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

- Insurgent troops attempt to charge.
- When an insurgent troops receives a wound.
- 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 1-6: and 1 Lt.wounds have no further effect on this figure. Mark with
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

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Name: 3
Troop Org.:
<b>Troop Type: Average</b>
Move: 6 +D6



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

### Notes

#### **Morale**

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

- Insurgent troops attempt to charge.
- When an insurgent troops receives a wound.
- 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 1-6: and 1 Lt.wounds have no further effect on this figure. Mark with
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

# Faction: Tailaban



Team	Weap.	Max	Reg.	Aim	Beat	Cover (	d20)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
Gunne	r										
6/6	Hv MC	Sboard	6	4	4x2	1-5	1-4	1-3	1-2	1	11
/	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
driver	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
6/6	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0

Name: Land Rover Troop Org.: Technical **Troop Type:** Average Move: D20"+ 6"



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

To Hit Mods.

# **Notes** Technical .50cal **Driver and Gunner** Armor Valur 12

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

- Insurgent troops attempt to charge.
- When an insurgent troops receives a wound.
- 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 1-6: and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

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Name: 4 **Troop Org.: Troop Type: Average Move:** 6 + D6



Team	Weap.	Max	Reg.	Aim	Beat	Cover (	120)				V
F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
4/1	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-2	1	7
6/2	<b>AK47</b>	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	RPG	24" SI	ht(<8")=	1-8 M	led(9-16"	)=1-6 L	ong(17	-24")=1-4	2" F	Rad.	16
4/4	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
5 4	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
5/2	AK47	board	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**

#### **Morale**

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

- Insurgent troops attempt to charge.
- When an insurgent troops receives a wound.
- 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 1-6: and 1 Lt.wounds have no further effect on this figure. Mark with counter.

7-10: This figure has good morale

11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.

13-14: This figure falls back one move to cover and remains there until it passes a morale test.

15-16: This figure falls back two moves to cover and remains there until it passes a morale test.

17-20: This figure runs off of the board by the shortest route.

#### Faction: Tailaban



Team	Weap.	Max	Reg.	Aim	Beat	Cover (	d20)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
Gunne	r										
<b>6</b> /6	Hv MC	Sboard	6	4	4x2	1-4	1-3	1-2	1	1	11
/	<b>AK47</b>	board	3	2	2x2	1-4	1-3	1-2	1	1	7
driver	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
<b>6</b> /6	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0

Name: Red

**Troop Org.:** Technical **Troop Type:** Poor Move: D20"+ 6"



#### To Hit Mods.

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

# **Notes**

Technical .50cal **Driver and Gunner** Armor Valur 12

#### <u>Morale</u>

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

- Insurgent troops attempt to charge.
- When an insurgent troops receives a wound.
- 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 1-6: and 1 Lt.wounds have no further effect on this figure. Mark with

7-10: This figure has good morale

11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.

13-14: This figure falls back one move to cover and remains there until it passes a morale test.

15-16: This figure falls back two moves to cover and remains there until it passes a morale test.

17-20: This figure runs off of the board by the shortest route.

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Name: 5 **Troop Org.: Troop Type: Average** 

**Move:** 6 + D6



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

# To Hit Mods.

Wounded -1 Opportunity Fire -2 -1 Walking 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 an insurgent troops receives a wound.
- 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 1-6: and 1 Lt.wounds have no further effect on this figure. Mark with counter.

7-10: This figure has good morale

11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.

13-14: This figure falls back one move to cover and remains there until it passes a morale test.

15-16: This figure falls back two moves to cover and remains there until it passes a morale test.

17-20: This figure runs off of the board by the shortest route.

#### Faction: Tailaban



Beat Team Weap. Max Aim Cover (d20) Reg. Med Hard P Mem. Type Range Fire Fire Zone Open Lt Hvy board driver AK47 2x21-4 1-3 1-2 **6**/6 Pistol 12" 2 1 1-4 1-3 1-2 1 1 0

# Name: PU 5 white **Troop Org.:** Fire Team **Troop Type: Poor** Move: 6" +D20"



#### To Hit Mods.

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

#### **Notes**

<u> Armor Valur 10</u>

#### <u>Morale</u>

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

- Insurgent troops attempt to charge.
- When an insurgent troops receives a wound.
- 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 1-6: and 1 Lt.wounds have no further effect on this figure. Mark with
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

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Name: 6 Troop Org.: Troop Type: Average

Move: 6 +D6



Team	Weap.	Max	Reg.	Aim	Beat	Cover	(d20)				V
F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
3/2	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-2	1	7
1/1	<b>AK47</b>	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	<b>RPG</b>	24" SI	ht(<8")=	1-8 M	led(9-16"	')=1-6	Long(17	-24")=1	-4 2"]	Rad.	16
3/3	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
6/3	<b>AK47</b>	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
<b>4</b> /6	AK47	board	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\* (net +5)

# <u>Notes</u>

#### **Morale**

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

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

#### Roll Result

1-6: 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

7-10: This figure has good morale

- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

#### Faction: Tailaban



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	120)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
driver	<b>AK47</b>	board	3	2	2x2	1-4	1-3	1-2	1	1	7
<b>6</b> /6	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0

Name: PU 2 red amored Troop Org.: <u>Fire Team</u> Troop Type: Poor Move: 6" +D20"



# To Hit Mods.

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

#### **Notes**

**Armor Valur 10** 

#### Morale

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

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

- 1-6: 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.
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

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Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	20)				V
F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
<b>4</b> / <b>5</b>	Lt MG	board	7	4	3x2	1-4	1-3	1-2	1	1	7
<b>5</b> / <b>6</b>	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
	GL	18"		2" Rad	l.						6
6/5	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
4/5	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
1/5	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: 7 Troop Org.: Troop Type: Poor Move: 6 +D6



# To Hit Mods.

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

### **Notes**

#### **Morale**

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

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

#### Roll Result

- 1-6: 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
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

Faction: Tailaban



Team	Weap.	Max	Reg.	Aim	Beat	Cover (	d20)				V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
Gunne	er										
6/6	Recoile	ess	1	1	-	1-5	1-4	1-3	1-2	1	25
/	<b>AK47</b>	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
Loade	r										
<b>6</b> /6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
driver	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: PU red Troop Org.: <u>Technical</u> Troop Type: <u>Average</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)

Notes
Technical Recoiless
Driver loader and
Gunner
Armor Valur 12

# Morale

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

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

Roll Result

1-6: 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.

- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

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Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	<b>120</b> )				V
F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
6/4	Lt MG	board	7	4	3x2	1-4	1-3	1-2	1	1	7
<b>4</b> / <b>3</b>	<b>AK47</b>	board	3	2	2x2	1-4	1-3	1-2	1	1	7
	GL	18"		2" Rac	l.						6
3/2	GL AK47		3	2" Rac 2		1-4	1-3	1-2	1	1	<b>6 7</b>
3 / 2 1/ 6	AK47		_	_		1-4 1-4	1-3 1-3			1	

Name: 8 Troop Org.: Troop Type: Poor Move: 6 +D6



# To Hit Mods. Wounded

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

#### **Notes**

#### <u>Morale</u>

-1

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

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

#### Roll Result

- 1-6: 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
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

**Faction: Tailaban** 



Team Weap. Max Aim Beat Cover (d20) Reg. Mem. Zone Type Range Fire Fire Open Lt Med Hvy Hard P Gunner 6/6 Hv MGboard 6 4 4x2 1-4 1-3 1-2 1 11 1-5 1 7 AK47 board 3 2 2x21-5 1-4 1-3 1-2 Driver 2 AK47 board 3 2x21-5 1-4 1-3 1-2 1 7 6/6 Pistol 12" 1 1-5 1-4 1-3 1-2 0

Name: PU black Troop Org.: <u>Technical</u> Troop Type: <u>Average</u> Move: <u>D20"+ 6"</u>



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

To Hit Mods.

# Notes Technical .50cal Driver and Gunner Armor Valur 12

#### Morolo

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

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

- 1-6: 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.
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

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Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	<b>120</b> )				V
F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
1	<b>AK47</b>	board	3	2	2x2	1-4	1-3	1-2	1	1	7
<b>5</b> / <b>6</b>	<b>AK47</b>	board	3	2	2x2	1-4	1-3	1-2	1	1	7
	$\mathbf{GL}$	18"		2" Rad	l.						6
1	<b>AK47</b>	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	<b>AK47</b>	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: 9 Troop Org.: Troop Type: Poor Move: 6 +D6



# To Hit Mods. Wounded Opportunity Fire

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

#### **Notes**

#### **Morale**

-1

-2

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

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

#### Roll Result

- 1-6: 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
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

### Faction: Tailaban



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	<b>(20)</b>				V
F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
1											
	RPG	24" S	ht(<8")=	1-8 M	ed(9-16"	)=1-6 L	ong(17	<b>'-24")=1-</b> 4	2" R	ad.	16
/			ht(<8")=			)=1-6 L 1-4	ong(17 1-3		2" R	ad. 1	16 7
/	AK47	board	. ,	2	2x2		1-3		1	1	

Name: 10 Troop Org.: Troop Type: Poor Move: 6 +D6



# To Hit Mods.

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

#### **Notes**

#### Morolo

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

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

- 1-6: 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.
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

Faction: Tailaban	Team	Weap.	Max	Reg.	Aim	Beat	Cover (	d20)				V
	Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
	driver	AK47	board	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
	Gunne	er										
	6/6	Hv MO	Gboard	6	4	4x2	1-4	1-3	1-2	1	1	11
	/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: Truck 1 Troop Org.: Fire Team Troop Type:Poor Move: 6" +D20"



# To Hit Mods.

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

# <u>Notes</u> <u>Truck</u> Armor Valur 12

#### Morale

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

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

1-6:	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.

- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

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

Name: 11 Troop Org.: Troop Type: Poor Move: 6 +D6



# To Hit Mods.

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

# **Notes**

#### **Morale**

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

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

Roll	Result

1-6:	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

- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

Faction: Tailaban



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

Name: 12 Troop Org.: Troop Type: Poor Move: 6 +D6



# To Hit Mods.

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

# Notes

#### Morolo

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

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

- 1-6: 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.
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

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<b>Saction: Tailaban</b>	Team	Weap.	Max	Reg.	Aim	Beat	Cover (	d20)				V
	Mem.	Type	Range	Fire	Fire	Zone	Cover ( Open	Lt	Med	Hvy	Hard	P
	driver	AK47	board	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
	Gunne	er										
	6 / 6	Hv MC	Sboard	6	4	4x2	1-4	1-3	1-2	1	1	11
	/	<b>AK47</b>	board	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: Truck 2 Troop Org.: Fire Team Troop Type:Poor Move: 6" +D20"



# To Hit Mods.

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

# <u>Notes</u> <u>Truck</u> Armor Valur 12

#### **Morale**

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

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

- 1-6: 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.
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

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Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)				V	
F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: 13 Troop Org.: Troop Type: Poor Move: 6 +D6



# To Hit Mods.

Wounded	-1
Opportunity Fire	-2
Walking	-1
Running	-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 an insurgent troops receives a wound.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll Result

- 1-6: 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
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

Faction: Tailaban

Team	Weap.	Max	Reg.	Aim	Beat	Cover (		V			
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
driver	AK47	board	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: armour PU Troop Org.: Fire Team Troop Type: Poor Move: 6" +D20"



# To Hit Mods.

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

# <u>Notes</u>

Armoured PU Armor Valur 14

#### Morale

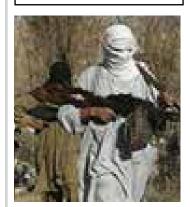
#### Insurgent troops roll a D20 for morale when:

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

- 1-6: 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.
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

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Name: 14 **Troop Org.: Troop Type: Poor** Move: 6 +D6



Team	Weap.	Max	Reg.	Aim	Beat	Cover (	Cover (d20)				V
F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
1	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
1	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

# To Hit Mods.

Wounded -1 -2 Opportunity Fire 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 an insurgent troops receives a wound.
- 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 1-6: and 1 Lt.wounds have no further effect on this figure. Mark with

7-10: This figure has good morale

11-12: This figure goes prone; it can fire but it cannot move until it passes

13-14: This figure falls back one move to cover and remains there until it passes a morale test.

15-16: This figure falls back two moves to cover and remains there until it passes a morale test.

17-20: This figure runs off of the board by the shortest route.

# Faction: Tailaban



Name: 15 **Troop Org.: Troop Type: Poor** Move: 6 +D6



	Team	Weap.	Max	Reg.	Aim	Beat	Cover (d	Cover (d20)				
	F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
<b>'</b>	1	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
	/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
١	/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
	/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
	1	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

# To Hit Mods.

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

#### Notes

# **Morale**

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

- Insurgent troops attempt to charge.
- When an insurgent troops receives a wound.
- Þ 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 1-6: and 1 Lt.wounds have no further effect on this figure. Mark with counter.
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

Faction: Tailaban	Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)				V	
	Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
	driver	AK47	board	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
	Gunne	r										
	6 / 6	Hv MC	Sboard	6	4	4x2	1-4	1-3	1-2	1	1	11
	/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

Name:

Troop Org.: Fire Team
Troop Type: Poor
Move: 6" +D20"



# To Hit Mods.

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

# <u>Notes</u> <u>Truck</u> Armor Valur 12

#### **Morale**

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

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

- 1-6: 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
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.



	Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)					V
	F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
	Gunner											
	6 /6	Recoile	ess	1	1	-	1-5	1-4	1-3	1-2	1	25
	/	<b>AK47</b>	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	Loader											
	6/6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
١												

Name: recoiless Troop Org.:

**Troop Type: Average** 

**Move: 6 +D6** 



# 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 an insurgent troops receives a wound.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

- 1-6: 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.
- 7-10: This figure has good morale
- 11-12: This figure goes prone; it can fire but it cannot move until it passes
- 13-14: This figure falls back one move to cover and remains there until it passes a morale test.
- 15-16: This figure falls back two moves to cover and remains there until it passes a morale test.
- 17-20: This figure runs off of the board by the shortest route.

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(الله بي السيود)	

Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)				V	
F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
Gunner											
6 /6	mortar	· 1	1	-	1-5	1-4	1-3	1-2	1	15	
/	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
Loade	r										
6/6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: Mortar Troop Org.:

**Troop Type: Average** 

**Move: 6 +D6** 



# 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 an insurgent troops receives a wound.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll Result

1-6: 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

7-10: This figure has good morale

11-12: This figure goes prone; it can fire but it cannot move until it passes a morale test.

13-14: This figure falls back one move to cover and remains there until it passes a morale test.

15-16: This figure falls back two moves to cover and remains there until it passes a morale test.

17-20: This figure runs off of the board by the shortest route.

## **Faction: Tailaban**



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)				V	
F/M	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
Gunr	ier										
6 / 6	mortai	· 1	1	-	1-5	1-4	1-3	1-2	1	15	
/	<b>AK47</b>	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
Loade	r										
6/6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: Mortar Troop Org.:

**Troop Type: Average** 

Move: 6 + D6



## 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 an insurgent troops receives a wound.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

#### Roll Resul

1-6: 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.

7-10: This figure has good morale

11-12: This figure goes prone; it can fire but it cannot move until it passes

13-14: This figure falls back one move to cover and remains there until it passes a morale test.

15-16: This figure falls back two moves to cover and remains there until it passes a morale test.

17-20: This figure runs off of the board by the shortest route.