

Faction: Syrian Police



Name: Police command
Troop Org.: Fire Team
Troop Type: Average
Move: 6" +D12"



| Team Mem. | Weap. Type | Max Range | Reg. Fire | Aim Fire | Beat Zone | Cover (d20) | | | V | | |
|-----------|------------|-----------|--------------|----------|----------------|------------------|-----|-----|---------|------|----|
| | | | | | | Open | Lt | Med | Hvy | Hard | P |
| / | Lt MG | 48" | 7 | 4 | 3x2 | 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 |
| | RPG | 24" | Sht(<8")=1-8 | | Med(9-16")=1-6 | Long(17-24")=1-4 | | | 2" 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 |
| / | 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 |
| Running | -2 |
| Aimed Fire* | +3 |
| Scoped Weapon | +2* (net +5) |

Notes

In SUV

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. |
| 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: Syrian Police



Name: Police
Troop Org.: Fire Team
Troop Type: Average
Move: 6" +D12"



| Team Mem. | Weap. Type | Max Range | Reg. Fire | Aim Fire | Beat Zone | Cover (d20) | | | V | | |
|-----------|------------|-----------|--------------|----------|----------------|------------------|-----|-----|---------|------|----|
| | | | | | | Open | Lt | Med | Hvy | Hard | P |
| / | 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 |
| | RPG | 24" | Sht(<8")=1-8 | | Med(9-16")=1-6 | Long(17-24")=1-4 | | | 2" 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 |
| / | 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 |
| Running | -2 |
| Aimed Fire* | +3 |
| Scoped Weapon | +2* (net +5) |

Notes

In Pickup

.50 cal

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. |
| 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: Syrian Police



Name: Police Tech
Troop Org.: Technical
Troop Type: Average
Move: D20"+ 6"



| Team Mem. | Weap. Type | Max Range | Reg. Fire | Aim Fire | Beat Zone | Cover (d20) | | | | | V P |
|-----------|------------|-----------|-----------|----------|-----------|-------------|-----|-----|-----|------|-----|
| | | | | | | Open | Lt | Med | Hvy | Hard | P |
| / | Hv MG | 72" | 9 | 5 | 4x2 | 1-5 | 1-4 | 1-3 | 1-2 | 1 | 11 |
| / | AK47 | 48" | 3 | 2 | 2x2 | 1-5 | 1-4 | 1-3 | 1-2 | 1 | 7 |
| 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 |

To Hit Mods.

| | |
|------------------|--------------|
| Wounded | -1 |
| Opportunity Fire | -2 |
| Walking | -1 |
| Running | -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 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: Syrian Police



Name: Police SUV
Troop Org.: driver
Troop Type: Average
Move: D20"+ 6"



| Team Mem. | Weap. Type | Max Range | Reg. Fire | Aim Fire | Beat Zone | Cover (d20) | | | | | V P |
|-----------|------------|-----------|-----------|----------|-----------|-------------|-----|-----|-----|------|-----|
| | | | | | | 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 |

To Hit Mods.

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

Notes

SUV
Driver

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. |
| 18-19 | This figure falls back two moves to cover and remains there until it passes a morale test. |
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Faction: Iraqi Civilians

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



| Team Mem. | Weap. Type | Max Range | Reg. Fire | Aim Fire | Beat Zone | Cover (d20) | | | V | | |
|-----------|------------|-----------|--------------|----------|----------------|------------------|-----|-----|---------|------|----|
| | | | | | | Open | Lt | Med | Hvy | Hard | P |
| / | 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 |
| | RPG | 24" | Sht(<8")=1-6 | | Med(9-16")=1-4 | Long(17-24")=1-2 | | | 2" Rad. | | 16 |
| / | 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 |
| / | AK47 | 48" | 3 | 2 | 2x2 | 1-4 | 1-3 | 1-2 | 1 | 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 troops receives 2 light wounds.
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- 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. |
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Troop Org.: Fire Team
Troop Type: Poor
Move: 6" +D12"



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

To Hit Mods.

| | |
|------------------|--------------|
| Wounded | -1 |
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Troop Type: Poor
Move: 6" +D12"



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|-----------|------------|-----------|-----------|----------|-----------|-------------|-----|-----|-----|------|---|
| | | | | | | Open | Lt | Med | Hvy | Hard | P |
| / | 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 |
| / | AK47 | 48" | 3 | 2 | 2x2 | 1-4 | 1-3 | 1-2 | 1 | 1 | 7 |
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|-----------|------------|-----------|-----------|----------|-----------|-------------|-----|-----|-----|------|---|
| | | | | | | Open | Lt | Med | Hvy | Hard | P |
| / | AK47 | 48" | 3 | 2 | 2x2 | 1-4 | 1-3 | 1-2 | 1 | 1 | 7 |
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| / | 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 |
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