

Faction: Boko Haram



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	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	AA	36"	Sht(<8")=1-8	Med(9-16")=1-6	Long(17-36")=1-4	2" 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 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 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: Boko Haram



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



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)					V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
<u>Gunner</u>											
6/6	Hv MG	board	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

To Hit Mods.

Wounded	-1
Opportunity Fire	-2
Walking	-1
Running	-2
Aimed Fire*	+3
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.

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 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: Boko Haram



Name: 2
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
6/1	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	AA	36"	Sht(<8")=1-8	Med(9-16")=1-6	Long(17-36")=1-4	2" Rad.	16				
3/6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
5/5	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

To Hit Mods.

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

Notes

Morale

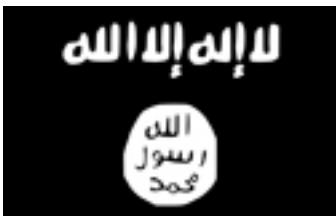
Insurgent troops roll a D20 for morale when:

- 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 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: Broko Herman



Name: Grey 2
Troop Org.: Technical
Troop Type: Average
Move: D20"+ 6"



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)					V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
<u>Gunner</u>											
6/6	Hv MG	board	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

To Hit Mods.

Wounded	-1
Opportunity Fire	-2
Walking	-1
Running	-2
Aimed Fire*	+3
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.

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 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: Boko Haram



Name: 3
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
6/3	AK47 RPG	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
											16
1/1	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
3/1	AK47	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
Running	-2
Aimed Fire*	+3
Scoped Weapon	+2* (net +5)

Notes

Morale

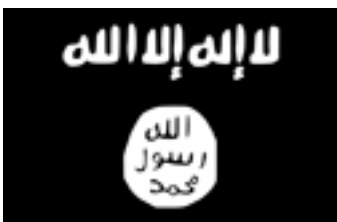
Insurgent troops roll a D20 for morale when:

- 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 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: Broko Herman



Name: Pickup 3
Troop Org.: Technical
Troop Type: Average
Move: D20"+ 6"



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)					V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
<u>Gunner</u>											
6/6	Hv MG	board	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

To Hit Mods.

Wounded	-1
Opportunity Fire	-2
Walking	-1
Running	-2
Aimed Fire*	+3
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.

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 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: Boko Haram



Name: 4
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
4 /1	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-2	1	7
6/2	AK47	board	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				
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
Opportunity Fire	-2
Walking	-1
Running	-2
Aimed Fire*	+3
Scoped Weapon	+2* (net +5)

Notes

Morale

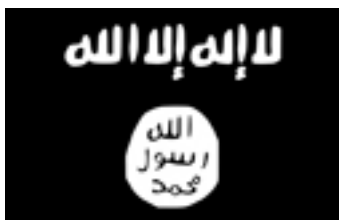
Insurgent troops roll a D20 for morale when:

- 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 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: Broko Herman



Name: Red pickup 4
Troop Org.: Technical
Troop Type: Poor
Move: D20"+ 6"



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)					V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
Gunner											
6/6	Hv MG	board	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

To Hit Mods.

Wounded	-1
Opportunity Fire	-2
Walking	-1
Running	-2
Aimed Fire*	+3
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.

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 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: Boko Haram



Name: 5
Troop Org.:
Troop Type: poor
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
2/5	Lt MG	board	7	4	3x2	1-4	1-3	1-2	1	1	7
6/2	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
	RPG	24"	Sht(<8")=1-8	Med(9-16")=1-6	Long(17-24")=1-4				2" Rad.	16	
3/3	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
2/3	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
1/4	AK47	board	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 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.

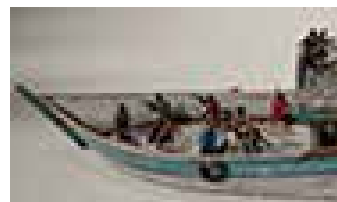
Roll Result

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 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: Broko Herman



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



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)					V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
<u>Gunner</u>											
6/6	Hv MG	board	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

To Hit Mods.

Wounded	-1
Opportunity Fire	-2
Walking	-1
Running	-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.

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 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: Boko Haram



Name: 6
Troop Org.:
Troop Type: Poor
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	1-4	1-3	1-2	1	1	7
1/1	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
	RPG	24"	Sht(<8")=1-8	Med(9-16")=1-6	Long(17-24")=1-4				2" Rad.	16	
3/3	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
6/3	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
4/6	AK47	board	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:

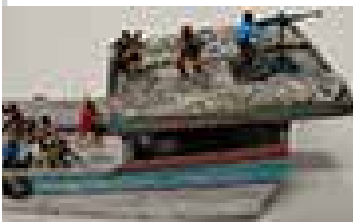
- Insurgent troops attempt to charge.
- When an insurgent troops receives a wound.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

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 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: Broko Herman



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



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)					V	
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P	

To Hit Mods.

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

Notes

Armor Valur 10

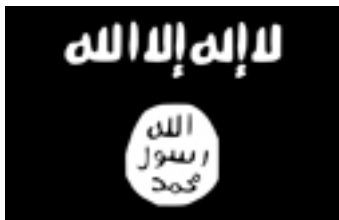
Morale

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.

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 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: Boko Haram



Name: 7
Troop Org.:
Troop Type: Poor
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
4/5	sniper	board	1	1	-	1-4	1-3	1-2	1	1	7
5/6	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
	GL	18"		2" Rad.							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

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 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: Broko Herman



Name: PU red
Troop Org.: Technical
Troop Type: Average
Move: D20" + 6"



Team	Weap.	Max	Reg.	Aim	Beat	Cover (d20)					V
Mem.	Type	Range	Fire	Fire	Zone	Open	Lt	Med	Hvy	Hard	P
<u>Gunner</u>											
6/6	Recoilless		1	1	-	1-5	1-4	1-3	1-2	1	25
/	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
<u>Loader</u>											
6/6	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
Running	-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 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: Boko Haram



Name: 8 body guard A
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
6/4	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-2	1	7
4/3	AK47	board	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	
3/2	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
1/6	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

To Hit Mods.

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

Notes

Morale

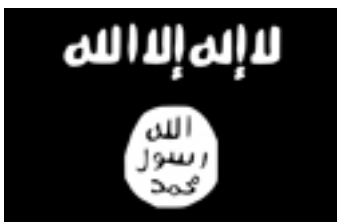
Insurgent troops roll a D20 for morale when:

- 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 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: Broko Herman



Name: 9 body guard B
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
2/2	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
5/6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
6/5	AK47	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
5/1	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 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 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: Boko Haram



Name: 10
Troop Org.:
Troop Type: Poor
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
4/2	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
1/4	shotg	18"	2	1	1"	1-4	1-3	1-2	1	1	2
	RPG	24"	Sht(<8")=1-8	Med(9-16")=1-6	Long(17-24")=1-4			2" Rad.		16	
6/6	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
5/5	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
4/3	AK47	board	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 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 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: Broko Herman

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
6/6	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0

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



To Hit Mods.

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

Notes

Truck
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 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: Boko Haram



Name: 11 training unit
Troop Org.:
Troop Type: Poor
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
1/5	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-2	1	7
4/3	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
	RPG	24"	Sht(<8")=1-8	Med(9-16")=1-6	Long(17-24")=1-4	2" Rad.	16				
2/2	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
5/6	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
3/4	AK47	board	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 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 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: Broko Herman



Name: 12 training unit
Troop Org.:
Troop Type: Poor
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
2/6	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
2/1	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
	RPG	24"	Sht(<8")=1-8	Med(9-16")=1-6	Long(17-24")=1-4	2" Rad.	16				
1/3	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
5/4	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

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 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: Boko Haram



Name: 13
Troop Org.:
Troop Type: Poor
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
4 / 1	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
2 / 3	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
2 / 1	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
3 / 5	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-2	1	7
6 / 2	AK47	board	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

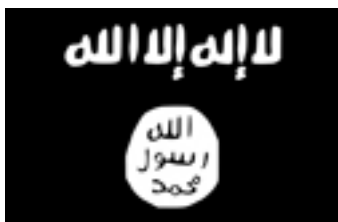
Insurgent troops roll a D20 for morale when:

- Insurgent troops attempt to charge.
- When 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 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: Broko Herman



Name: 14
Troop Org.:
Troop Type: Poor
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	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
1 / 2	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
5 / 5	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
2 / 2	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
5 / 5	AK47	board	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 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 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: Boko Haram



Name: 15
Troop Org.:
Troop Type: Poor
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
1/ 2	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
6/ 3	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
3/4	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
6/ 5	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
4/ 6	AK47	board	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 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 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.

