



HOTDOG
M38 MEDIUM COMBAT WALKER—NAPALM

• NAPALM THROWER: FLAME •

→ 3
→ 5
→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x NAPALM THROWER												TURRET	
2	↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘												—	
B	1x .50 CAL MG												TURRET	
8	5/2 5/2 4/1 3/1	3/2 2/1 1/1								2/2 2/2 1/1				
C	1x .30 CAL MG												FRONT	
6	7/1 6/1 4/1 2/1	4/1 2/1								—				

+++++ +

6




HOTDOG
M38 MEDIUM COMBAT WALKER—NAPALM

13

FLAME: targets get no Saves from this weapon and are Suppressed.

TA037 2014



BARKING DOG
M3G MEDIUM COMBAT WALKER—ANTI-TANK

• SIX M40 RECOILLESS GUNS: RELOAD •

→ 3
→ 5
→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x SIX M40 RECOILLESS GUNS												TURRET	
12	↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘												—	
B	1x .50 CAL MG												TURRET	
8	5/2 5/2 4/1 3/1	3/2 2/1 1/1								2/2 2/2 1/1				
C	1x .30 CAL MG												FRONT	
6	7/1 6/1 4/1 2/1	4/1 2/1								—				

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6



BARKING DOG
M3G MEDIUM COMBAT WALKER—ANTI-TANK

18

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its loaded token by performing a Reload Action.

TA151 2014



MICKEY ARV
M3RV MEDIUM RECOVERY VEHICLE

• MECHANIC •

→ 3
→ 5
→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x .50 CAL MG												TURRET	
8	5/2 5/2 4/1 3/1	3/2 2/1 1/1								2/2 2/2 1/1				
B	1x .30 CAL MG												FRONT	
6	7/1 6/1 4/1 2/1	4/1 2/1								—				

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6



MICKEY ARV
M3RV MEDIUM RECOVERY VEHICLE

12

MECHANIC: Perform a Makeshift Repair Action to roll five dice. Cancel one point of damage on adjacent vehicle for each ⚡ rolled. Does not apply to Units joined.

TA150 2014



MICKEY
M3A MEDIUM COMBAT WALKER—CLOSE SUPPORT

• M1 75MM HOWITZER: GRENADE •

→ 3
→ 5
→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x M1 75MM HOWITZER												TURRET	
8	↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘												—	
B	1x .50 CAL MG												TURRET	
8	5/2 5/2 4/1 3/1	3/2 2/1 1/1								2/2 2/2 1/1				
C	1x .30 CAL MG												FRONT	
6	7/1 6/1 4/1 2/1	4/1 2/1								—				

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6



MICKEY
M3A MEDIUM COMBAT WALKER—CLOSE SUPPORT

13

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TA039 2014



RECON MICKEY

M3H MEDIUM COMBAT WALKER-RECON

• ARTILLERY OBSERVER •
• SCOUT •

	1 2 3 4				1 2 3 4				5 6 7				1 2 3			
RANGE	A 1x TWIN .50 CAL MG												FRONT			
8	7/2	7/2	6/1	4/1	4/2	3/1	1/1	-	-	-	-	-	-	3/2	2/2	1/1
	B 2x .50 CAL MG												SIDE			
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG												FRONT			
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	-	-

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5



12

RECON MICKEY

M3H MEDIUM COMBAT WALKER-RECON

ARTILLERY OBSERVER: Can shoot a target in Line of Sight with an Artillery Weapon from another Unit that has not yet Activated, even if the other Unit does not have Line of Sight. The other Unit is counted as Activated after making its Attack.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

TA052
2014



STEEL RAIN

M3F MEDIUM COMBAT WALKER ASSAULT ENGINEER

• 4.2" ROCKET VOLLEY •
• PETARD MORTAR • GRENADE • RELOAD •

	1 2 3 4				1 2 3 4				5 6 7				1 2 3			
RANGE	A 4x 4.2" ROCKET (LIMITED AMMO)												TURRET			
6	3	2	1	1	2	3	3	2	2	1	1	-	-	-		
	B 1x PETARD MORTAR												TURRET			
4	5	4	3	2	2	3	5	4	4	3	3	-	-	-		
	C 1x .30 CAL MG												FRONT			
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	-	-

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6



15

STEEL RAIN

M3F MEDIUM COMBAT WALKER ASSAULT ENGINEER

VOLLEY: May fire any or all remaining ammunition at the same target in a single Attack or Sustained Attack Action.

GRENADE: Target Infantry get no Cover/Save from this weapon (but still have an Infantry Save).

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TA046
2014



POUNDER

M3C MEDIUM COMBAT WALKER-ANTI-TANK

	1 2 3 4				1 2 3 4				5 6 7				1 2 3		
RANGE	A 1x 17 PDR GUN												TURRET		
16	2	1	1	1	1	1	1	1/5	1/4	1/4	1/3	1/3	-	-	-
	B 1x .50 CAL MG												TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG												FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	-

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14

POUNDER

M3C MEDIUM COMBAT WALKER-ANTI-TANK

TA041
2014



ACTION JACKSON

MAJOR JACKSON CLAYBORNE, AIRBORNE FORCE

• AT THE DOUBLE • OFFICER •
• 60W PHASER RIFLE: PHASER •

	1 2 3 4				1 2 3 4				5 6 7				1 2 3		
RANGE	A 2x 60W PHASER RIFLE												HERO		
6	3/1	3/1	3/1	3/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-

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16

ACTION JACKSON

MAJOR JACKSON CLAYBORNE, AIRBORNE FORCE

AT THE DOUBLE: May take a free Move Action after performing a March Move Action. Applies to Units joined as well.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

PHASER: Targets get no Cover/Save from this weapon (but may still have an Infantry Save).

TA004
2014




GRIM REAPERS

HEAVY RANGER ATTACK SQUAD

• FLYING •

→ 3
→ 6
→ 3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3x TWIN VICTORY MG													
6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	3/1	2/1	-
B	3x ROCKET PUNCH													
C	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-




GRIM REAPERS

HEAVY RANGER ATTACK SQUAD

FLYING: Ignore terrain. Does not apply to Units joined.

TA014
2014



BOT HUNTERS

RANGER HEAVY WEAPON SQUAD

• M9 BAZOOKA: GRENADE •
• UNDER-BARREL GRENADE LAUNCHER: GRENADE •

→ 2
→ 4
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2x M9 BAZOOKA													
4	1/3	1/3	1/3	1/3	1/2	1/2	1/4	1/4	1/3	1/3	1/2	-	-	-
B	3x M1 AUTOMATIC RIFLE													
6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1	-
C	3x UNDER-BARREL GRENADE LAUNCHER (LIMITED AMMO)													
3	1/2	1/2	1/2	1/2	1/2	1/3	1/2	1/2	1/1	1/1	-	-	-	-



BOT HUNTERS

RANGER HEAVY WEAPON SQUAD

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TA008
2014



BAZOOKA JOE

LIEUTENANT COLONEL JOSEPH BROWN, ASOCOM

• BLACK OPS • OFFICER •
• EXPERT - GRENADE LAUNCHER •
• MODIFIED M7 GRENADE LAUNCHER: GRENADE •

→ 2
→ 4
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x MODIFIED M7 GRENADE LAUNCHER													
3	1/1	1/1	1/1	1/1	1/2	1/3	1/2	1/2	1/1	1/1	-	-	-	-
B	1x .45 ACP PISTOL													
2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-

HERO

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4




BAZOOKA JOE

LIEUTENANT COLONEL JOSEPH BROWN, ASOCOM

BLACK OPS: Roll four dice for Initiative at the start of each turn.
EXPERT - GRENADE LAUNCHER: Hit on rolls of 6 as well as 5. Does not apply to Units joined.
OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.
GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TA006
2014



HAMMERS

HEAVY RANGER ASSAULT SQUAD

• CHARGE •
• FIRST STRIKE •
• FLYING •

→ 4
→ 6
→ 3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3x PAIRED ROCKET PUNCH													
C	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	1/3	1/2



HAMMERS

HEAVY RANGER ASSAULT SQUAD

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.
FIRST STRIKE: Resolve Close-Combat Attacks before target resolves theirs. Does not apply to Units joined.
FLYING: Ignore terrain. Does not apply to Units joined.

TA030
2014



FIREBALL

M7B HEAVY ASSAULT WALKER-NAPALM

• DOZER BLADE •
• PASSENGERS (6) • SMOKE LAUNCHERS •
• HEAVY NAPALM THROWER: FLAME •

 2
 3
 7

 2
 3
 7

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x HEAVY NAPALM THROWER												FRONT	
3	              													
B	1x TWIN .50 CAL MG												TURRET	
8	7/2	7/2	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1
C	2x TWIN .30 CAL MG												TURRET	
6	12	11	8	4	7	3	1	-	-	-	-	-	-	-

HUGE VEHICLE

 10



FIREBALL

M7B HEAVY ASSAULT WALKER-NAPALM

• DOZER BLADE: Take a Dozer Special Action to gain a Cover Save until the vehicle takes a Move or March Move Action.
• PASSENGERS (6): Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.
• SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.
• FLAME: Targets get no Saves from this weapon and are Suppressed.

TA003 2014



THE BIG BOSS

HEAVY RANGER COMMAND SQUAD

• COMMAND SQUAD •
• FLAMETHROWER: FLAME •

 2
 4
 3

 2
 4
 3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2x TWIN VICTORY MG													
6	12	11	8	4	7	3	1	-	-	-	-	3	2	1
B	1x FLAMETHROWER													
1	              													
C	1	1	1	1	1	1	1	1	1	1	1	-	-	-



THE BIG BOSS

HEAVY RANGER COMMAND SQUAD

• COMMAND SQUAD: May perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.
• FLAME: Targets get no Saves from this weapon and are Suppressed.

TA009 2014



TANK BUSTERS


HEAVY RANGER TANK-HUNTER SQUAD

• FLYING •
• M10 BAZOOKA: GRENADE •

 3
 6
 3

 3
 6
 3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3x M10 BAZOOKA													
4	2	2	2	2	2	2	2	2	2	2	2	-	-	-
B	3x ROCKET PUNCH													
1	1	1	1	1	1	1	1	1	1	1	1	-	-	-




TANK BUSTERS

HEAVY RANGER TANK-HUNTER SQUAD

• FLYING: Ignore terrain. Does not apply to Units joined.
• GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).




TA025 2014






HONEY

M1C LIGHT ASSAULT WALKER-PHASER





• DUAL 120W PHASER GUNS: PHASER, SALVO •


 3
 6
 2

 3
 6
 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DUAL 120W PHASER GUNS												FRONT	
8	4	4	4	4	1	1	1	1	1	1	1	-	-	-

HONEY

 4



HONEY

M1C LIGHT ASSAULT WALKER-PHASER

• PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).
• SALVO: May double number of Combat Dice rolled when attacking. If you do so, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TA036 2014



RHINO

SERGEANT MAJOR WILLIAM SPRINGFIELD, RANGER FORCE

- BERSERK • CHARGE • OFFICER • EXPERT • HEAVY ROCKET PUNCH • FIRST STRIKE • FLYING •

4
6
3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x PAIRED HEAVY ROCKET PUNCH													
C	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	1/4	1/3

HERO

+++++

4



17

RHINO

SERGEANT MAJOR WILLIAM SPRINGFIELD, RANGER FORCE

BERSERK: When Hero hits with a Close-Combat Weapon, roll again scoring another hit on 6. Continue rolling until fail to hit. Does not apply to Units Joined.

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

EXPERT - HEAVY ROCKET PUNCH: Hit on rolls of 6 as well as 5. Does not apply to Units Joined.

FIRST STRIKE: Resolve Close-Combat Attacks before target resolves theirs. Does not apply to Units Joined.

FLYING: Ignore terrain. Does not apply to Units Joined.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

TA034
2014



COBRA

M3D MEDIUM COMBAT WALKER-PHASER

- 180W PHASER GUN: PHASER •

3
5
4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x 180W PHASER GUN													
B	1x .50 CAL MG													
C	1x .30 CAL MG													
	6/1	6/1	6/1	6/1	1/6	1/6	1/6	1/6	1/6	1/6	1/6	-	-	-
	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-

+++++

6



19

COBRA

M3D MEDIUM COMBAT WALKER-PHASER

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

TA034
2014



WILDFIRE

M1A LIGHT ASSAULT WALKER-MACHINE-GUN

- ADVANCED REACTIVE FIRE •

3
6
2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x QUAD .50 CAL MG													
	12/2	12/2	10/1	7/1	7/2	5/1	2/1	-	-	-	-	4/2	3/2	2/1

+++++

4



7

WILDFIRE

M1A LIGHT ASSAULT WALKER-MACHINE-GUN

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting 6 as 5 when rolling for number of Actions. Does not apply to Units Joined.

TA047
2014



RED DEVILS

AIRBORNE PARATROOPER SQUAD

- 60W PHASER RIFLE: PHASER •

2
4
3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3x 60W PHASER RIFLE													
B	3x ROCKET PUNCH													
C	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-

TA021
2014




11

RED DEVILS

AIRBORNE PARATROOPER SQUAD

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

TA021
2014




DEVIL'S OWN COMMANDO KILL SQUAD

• SCOUT •
• EXPERT - COMMANDO KNIFE •
• 50W PHASER RIFLE: PHASER •


2


4


3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3x 50W PHASER RIFLE													
4	5/1	5/1	5/1	5/1	2/2	2/2	2/2	2/2	2/2	2/2	2/2	-	-	-
B	3x COMMANDO KNIFE													
C	1/2	1/2	1/2	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-



DEVIL'S OWN COMMANDO KILL SQUAD

EXPERT - COMMANDO KNIFE: Hit on rolls of 4+ as well as 5+
SCOUT: Does not apply to Units joined.
SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.
PHASER: Targets get no Cover. Save from this weapon (but may still have an Infantry Save).

TA013
2014



BULLDOG M5A HEAVY DESTROYER WALKER-PHASER

• SMOKE LAUNCHERS
• 180W RAPID-FIRE PHASER GUN: PHASER •


2


4


5

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x 180W RAPID-FIRE PHASER GUN													
10	11/1	11/1	11/1	11/1	2/6	2/6	2/6	2/6	2/6	2/6	2/6	-	-	-
B	1x .50 CAL MG													
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
C	1x .30 CAL MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
D	1x .30 CAL MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-

LARGE VEHICLE

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 7



BULLDOG M5A HEAVY DESTROYER WALKER-PHASER

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.
PHASER: Targets get no Cover. Save from this weapon (but may still have an Infantry Save).

TA033
2014



DEVIL DOGS USMC FIRE SQUAD


2


5



1

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3x M47 BAR AUTOMATIC RIFLE													
6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-
B	1x .30 CAL MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
C	1x M4 .45 SUBMACHINE-GUN													
3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-
D	5x MACHETE													
C	1/2	1/2	1/2	1/1	-	-	-	-	-	-	-	-	-	-




DEVIL DOGS USMC FIRE SQUAD

TA012
2014




SIX SHOOTER M5B HEAVY DESTROYER WALKER-ANTI-TANK

• SMOKE LAUNCHERS
• SIX M40 RECOILLESS GUNS: SALVO •


2



4


5

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x SIX M40 RECOILLESS GUNS													
12	4/3	3/2	2/1	1/1	2/2	2/2	2/2	2/5	2/4	1/4	1/3	-	-	-
B	1x .50 CAL MG													
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
C	1x .30 CAL MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
D	1x .30 CAL MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-

LARGE VEHICLE

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 7



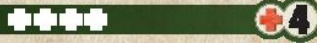
SIX SHOOTER M5B HEAVY DESTROYER WALKER-ANTI-TANK

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.
SALVO: May double number of Combat Dice rolled when attacking. If you do so, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

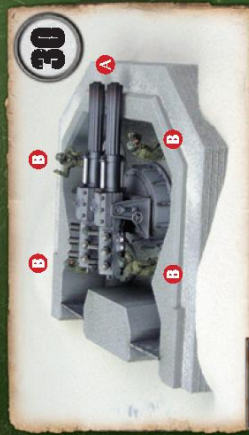
TA044
2014



PLACEMENT	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x TWIN 210w PHASER GUNS	TURRET												
12	1 1/4	1 1/4	1 1/4	1 1/4	2 1/2	2 1/2	2 1/2	2 1/2	2 1/2	2 1/2	2 1/2	-	-	-
B	4x M47 BAR AUTOMATIC RIFLE													
6	4 1/4	3 1/4	2 1/4	1 1/4	2 1/4	1 1/4	-	-	-	-	-	2 1/4	1 1/4	-



PLACEMENT	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x 210w PHASER GUN	TURRET												
12	2 1/4	2 1/4	2 1/4	2 1/4	1 1/2	1 1/2	1 1/2	1 1/2	1 1/2	1 1/2	1 1/2	-	-	-
B	4x M47 BAR AUTOMATIC RIFLE													
6	4 1/4	3 1/4	2 1/4	1 1/4	2 1/4	1 1/4	-	-	-	-	-	2 1/4	1 1/4	-



STRONGPOINT: Must be deployed in a Strongpoint or Bunker. Unit has a Strongpoint included in its points cost. You may upgrade the Strongpoint to a Bunker for an additional +5 points. Cannot move.

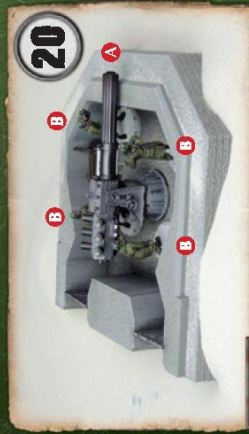
SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

PHASER: Targets get no Cover. Save from this weapon (but may still have an Infantry Save).

STRONGPOINT SAVE: Re-roll failed Saves, cancelling Hit on

BUNKER SAVE: Re-roll failed Saves, cancelling Hit on or

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