

## RANGER COMMAND SQUAD

### SPECIAL ABILITIES

Command Squad, Additional Support, Artillery Strike (Radioman only), Mechanic (Mechanic only), Medic (Medic only), Radioman (Radioman only)

### SPECIAL WEAPON ABILITIES

**220mm Long Tom:** Burst

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
M1 Assault Rifle (4)	16"	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
.30 Cal Victory MG (1)	16"	6/1	3/1	1/1	-	2/1	1/1	-	-	-	-	-	1/1	1/1	-
Knife (5)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-
220mm Long Tom	A	10/1	5/1	3/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-

## HEAVY RANGER COMMAND SQUAD

### SPECIAL ABILITIES

Command Squad, Additional Support, Artillery Strike (Heavy Officer only), Mechanic (Heavy Mechanic only), Medic (Heavy Medic only), Radioman (Heavy Officer only)

### SPECIAL WEAPON ABILITIES

**Rocket Punch:** Rocket Punch

**Flamethrower:** Burst, Spray

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Rocket Punch (3)	C	4/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-
Dual .30 Cal Victory MG (2)	16"	8/1	4/1	2/1	-	3/1	2/1	-	-	-	-	-	3/1	3/1	-
Flamethrower (1)	6"	↓/1	↓/1	↓/1	↓/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-

## RANGER ATTACK SQUAD

### SPECIAL ABILITIES

Command Squad, Additional Support, Fast

### SPECIAL WEAPON ABILITIES

**Flamethrower:** Burst, Spray

**Grenades:** Grenade

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Shotgun (3)	6"	5/1	3/1	2/1	-	1/1	-	-	-	-	-	-	-	-	-
Flamethrower (2)	6"	↓/1	↓/1	↓/1	↓/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-
Knife (5)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-
Grenades (5)	6"	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-

## ASSAULT RANGER SQUAD




### SPECIAL ABILITIES

Fast

### SPECIAL WEAPON ABILITIES

**Demolition Charge:** Demolition




**Flamethrower:** Burst, Spray

															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Shotgun (4)	6"	5/1	3/1	2/1	-	1/1	-	-	-	-	-	-	-	-	-
Flamethrower (1)	6"	↓/1	↓/1	↓/1	↓/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-
Knife (5)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-
Demolition Charge (5)	6"	2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

## COMBAT RANGER SQUAD

### SPECIAL WEAPON ABILITIES




**UGL:** Grenade, Reload

															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
M1 Assault Rifle (4)	16"	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
UGL (4)	12"	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-
M9 Bazooka (1)	16"	2/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-
Knife (5)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

## RANGER WEAPON SQUAD

### SPECIAL WEAPON ABILITIES




**UGL:** Grenade, Reload

															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
M1 Assault Rifle (3)	16"	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
UGL (3)	12"	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-
M9 Bazooka (1)	16"	2/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-
.30 Cal Victory MG (1)	16"	6/1	3/1	1/1	-	2/1	1/1	-	-	-	-	-	1/1	1/1	-
Knife (5)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

## RECON RANGER SQUAD

### SPECIAL WEAPON ABILITIES

**UGL:** Grenade, Reload

															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
M1 Assault Rifle (4)	16"	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
UGL (4)	12"	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-
.30 Cal Victory MG (1)	16"	6/1	3/1	1/1	-	2/1	1/1	-	-	-	-	-	1/1	1/1	-
Knife (5)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-




## SNIPER TEAM

### SPECIAL ABILITIES

Agile, Sniper (Sniper only), Spotter (Spotter only), Team

### SPECIAL WEAPON ABILITIES




**Grenades:** Grenade

															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
M1 Assault Rifle (1)	16"	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
Sniper Rifle (1)	36"	1/1	1/1	1/1	-	1/1	1/1	-	-	-	-	-	-	-	-
Knife (2)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-
Grenades (2)	6"	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-

## OBSERVER TEAM

### SPECIAL ABILITIES

Artillery Strike, Radioman, Team

															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
M1 Assault Rifle (2)	16"	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
Knife (2)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-







## HEAVY RANGER ASSAULT SQUAD

### SPECIAL ABILITIES

Jump

### SPECIAL WEAPON ABILITIES

**Rocket Punch:** Rocket Punch

															
Rocket Punch (6)	C	4/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-







## HEAVY RANGER ATTACK SQUAD

### SPECIAL ABILITIES

Jump

### SPECIAL WEAPON ABILITIES

**Rocket Punch:** Rocket Punch

															
Rocket Punch (3)	C	4/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-
Dual .30 Cal Victory MG (3)	16"	8/1	4/1	2/1	-	3/1	2/1	-	-	-	-	-	3/1	3/1	-







## HEAVY RANGER TANK HUNTER SQUAD

### SPECIAL ABILITIES

Jump

### SPECIAL WEAPON ABILITIES

**Rocket Punch:** Rocket Punch

															
Rocket Punch (3)	C	4/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-
M10 Bazooka (3)	16"	4/1	2/1	1/1	1/1	2/2	2/2	2/2	2/2	2/2	2/2	2/2	-	-	-

## BRITISH PARATROOPS






### SPECIAL ABILITIES

Air Drop

### SPECIAL WEAPON ABILITIES

**Rocket Punch:** Rocket Punch

**60W Phaser Gun:** Phaser, Overcharge

															
Rocket Punch (3)	C	4/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-
60W Phaser Gun (3)	12"	3/1	3/1	3/1	3/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-




## BRITISH COMMANDOS KILL SQUAD

### SPECIAL ABILITIES

Reserved, Badass

### SPECIAL WEAPON ABILITIES

**50W Phaser Gun:** Phaser, Overcharge

															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
50W Phaser Gun (3)	12"	2/1	2/1	2/1	2/1	1/2	1/2	1/1	1/1	-	-	-	-	-	-
Knife (3)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-
Grenades (3)	6"	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-




## FRENCH FOREIGN LEGION KILL SQUAD

### SPECIAL ABILITIES

Assault, Supercharged

### SPECIAL WEAPON ABILITIES

**50W Phaser Gun:** Phaser, Overcharge

															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
50W Phaser Gun (3)	12"	2/1	2/1	2/1	2/1	1/2	1/2	1/1	1/1	-	-	-	-	-	-
Knife (3)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-
Grenades (3)	6"	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-

## M1 LIGHT ASSAULT WALKER WILDFIRE, BLACKHAWK, HONEY

### SPECIAL ABILITIES

All In One (Blackhawk only), Fast

### SPECIAL WEAPON ABILITIES

**120W Dual Phaser Gun:** Phaser, Overcharge

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Quad .50 Cal Victory MG	24"	10/1	6/1	4/1	3/1	6/1	5/1	3/1	-	-	-	-	5/1	5/1	4/1
Dual Heavy PIAT	16"	3/1	2/1	2/1	1/1	3/2	3/2	3/2	3/2	2/2	2/2	1/2	-	-	-
120W Dual Phaser Gun	24"	3/1	3/1	3/1	3/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-

## M2 MEDIUM COMBAT WALKER MICKEY, HOT DOG, POUNDER, STEEL RAIN

### SPECIAL ABILITIES

Fast (Mickey only), Jump (Mickey, Hot Dog, Pounder only), Self Repair (Mickey only)

### SPECIAL WEAPON ABILITIES

**4.2" Rocket:** Artillery, Reload

**Napalm Thrower:** Burst, Spray, Tank Killer

**Petard Mortar:** Indirect Fire, Reload, Tank Killer, Long Range

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
.30 Cal Victory MG	16"	6/1	3/1	1/1	-	2/1	1/1	-	-	-	-	-	1/1	1/1	-
.50 Cal Victory MG	16"	6/1	3/1	1/1	-	2/1	1/1	1/1	-	-	-	-	1/1	1/1	1/1
75mm Howitzer	24"	↓/1	↓/1	↓/1	↓/1	3/1	3/1	2/1	2/1	-	-	-	-	-	-
Napalm Thrower	8"	↓/1	↓/1	↓/1	↓/1	1/5	1/5	1/5	1/5	1/5	1/5	1/5	-	-	-
17 Pounder Gun	36"	8/1	4/1	2/1	2/1	7/1	7/1	6/1	6/1	5/1	5/1	4/1	-	-	-
Petard Mortar	24"	↓/1	↓/1	↓/1	↓/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-
4.2" Rocket System	A	5/1	5/1	5/1	5/1	5/1	5/1	5/1	5/1	5/1	5/1	5/1	-	-	-

## M3 MEDIUM COMBAT WALKER COBRA, RATTLER

### SPECIAL ABILITIES

Jump

### SPECIAL WEAPON ABILITIES

**180 Watt Phaser Gun:** Phaser, Overcharge

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
180 Watt Phaser Gun	24"	5/1	5/1	5/1	5/1	3/2	3/2	3/2	3/2	3/2	3/2	3/2	-	-	-
40mm AA Twin	36"	10/1	6/1	5/1	4/1	4/1	4/1	3/1	-	-	-	-	4/1	4/1	3/1
.30 Cal Victory MG	16"	6/1	3/1	1/1	-	2/1	1/1	-	-	-	-	-	1/1	1/1	-
.50 Cal Victory MG	16"	6/1	3/1	1/1	-	2/1	1/1	1/1	-	-	-	-	1/1	1/1	1/1

# M6 HEAVY ASSAULT WALKER PUNISHER, FIREBALL

## SPECIAL ABILITIES




Dozer Blade, Carry Capacity 6

## SPECIAL WEAPON ABILITIES

**Fireball Napalm Thrower:** Burst, Spray, Tank Killer

**155mm Howitzer:** Tank Killer



															
	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
Dual .50 Cal Victory MG	24"	10/1	4/1	2/1	2/1	4/1	3/1	2/1	-	-	-	-	3/1	3/1	2/1
Dual .30 Cal Victory MG	16"	8/1	4/1	2/1	-	3/1	2/1	-	-	-	-	3/1	3/1	-	
Dual 155mm Howitzer	36"	8/1	4/1	3/1	2/1	9/1	8/1	8/1	7/1	7/1	6/1	6/1	-	-	-
Fireball Napalm Thrower	12"	👉/1	👉/1	👉/1	👉/1	2/5	2/5	2/5	2/5	2/5	2/5	2/5	-	-	-

## BAZOOKA JOE

### SPECIAL ABILITIES

Leader, Black Ops

### SPECIAL WEAPON ABILITIES

**Grenade Launcher:** Grenade

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Grenade Launcher	12"	4/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-
.45 Auto Colt Pistol	6"	4/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-
Knife	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

## RHINO

### SPECIAL ABILITIES

Leader, Berserk, Jump

### SPECIAL WEAPON ABILITIES

**Rocket Punch:** Rocket Punch

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Heavy Rocket Punch (2)	C	4/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-

## ACTION JACKSON

### SPECIAL ABILITIES

Leader, Air Drop

### SPECIAL WEAPON ABILITIES

**60W Phaser Gun:** Phaser, Overcharge

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
60W Phaser Gun (2)	12"	3/1	3/1	3/1	3/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
Kick & Headbutt	C	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-	-

## ROSIE

### SPECIAL ABILITIES

Tank Head

### SPECIAL WEAPON ABILITIES

**Grenades:** Grenade

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
M9-D Bazooka	16"	2/1	1/1	1/1	1/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-
Knife	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-
Grenades	6"	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-



## OZZ 117







### SPECIAL ABILITIES

Leader, Heroic Stand, Jump

### SPECIAL WEAPON ABILITIES

**Rocket Punch:** Rocket Punch






**Flamethrower:** Burst, Spray

 <b>12</b>	 <b>3</b>	 <b>4</b>														
Rocket Punch	C	4/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-	
Flamethrower	6"	↓/1	↓/1	↓/1	↓/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-

## THE PRIEST

### SPECIAL ABILITIES

Agile, Medal of Honor

 <b>6</b>	 <b>2</b>	 <b>4</b>														
Dynamite	6"	2/1	1/1	1/1	1/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-
Webley Revolver	6"	2/1	1/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-	-
Knife	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-	-







## JOHNNY ONE-EYE

### SPECIAL ABILITIES

Leader, Badass

### SPECIAL WEAPON ABILITIES

**Grenades:** Grenade

 <b>6</b>	 <b>2</b>	 <b>4</b>														
.30 Cal Victory MG	16"	6/1	3/1	1/1	-	2/1	1/1	-	-	-	-	-	1/1	1/1	-	
Knife	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-	-
Grenades	6"	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-

## THE CHEF

### SPECIAL ABILITIES

Whose side is he on?

### SPECIAL WEAPON ABILITIES

**Hand Flamethrowers:** Burst, Spray

 <b>6</b>	 <b>2</b>	 <b>3</b>														
Hand Flamethrowers	6"	↓/1	↓/1	↓/1	↓/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-
Kitchen Knife	C	4/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-	-