Faction: US Army 1st Air Cav

Green A

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
4/ 6	Lt MG	Board	7	4	3x2	1-6	1-5	1-4	1-3	1-2	9
4/ 3	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
	GL	18”			2” Rad.						6
4/ 5	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
4/ 4	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
4/ 2	Pistol	12”	2	1	0	1-6	1-5	1-4	1-3	1-2	7

Name: Green A
Troop Org.: Fire Team
Troop Type: Veteran
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 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: US Army 1st Air Cav

Green B

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
5/ 4	Lt MG	Board	7	4	3x2	1-6	1-5	1-4	1-3	1-2	9
5/ 2	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
	AT4	24”			3” Rad.						20
5/ 1	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
5/ 3	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7

Name: Green B
Troop Org.: Fire Team
Troop Type: Veteran
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 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.

Card 1

Faction: US Army
1st Air Cav

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
6/ 2	Lt MG	Board	7	4	3x2	1-6	1-5	1-4	1-3	1-2	9
6/ 5	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
	GL	18"			2" Rad.						6
6 /6	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
6 /1	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7

Name: Green C
Troop Org.: Fire Team
Troop Type: Veteran
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 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.

Card 2

Faction: US Army
1st Air Cav

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
1/ 3	Lt MG	Board	7	4	3x2	1-6	1-5	1-4	1-3	1-2	9
1/ 1	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
	GL	18"			2" Rad.						6
1/ 2	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
1/ 4	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
1/ 1	Pistol	12"	2	1	0	1-6	1-5	1-4	1-3	1-2	7

Name: Grey A
Troop Org.: Fire Team
Troop Type: Veteran
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 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.

Grey B — US Army 1st Air Cav

Faction: US Army 1st Air Cav

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
2/ 3	Lt MG	Board	7	4	3x2	1-6	1-5	1-4	1-3	1-2	9
2/ 5	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
	AT4	24”			3” Rad.						20
2/ 6	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
2/ 4	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7

Name: Grey B
Troop Org.: Fire Team
Troop Type: Veteran
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 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.

Grey C — US Army 1st Air Cav

Faction: US Army 1st Air Cav

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
3/ 5	Lt MG	Board	7	4	3x2	1-6	1-5	1-4	1-3	1-2	9
3/ 2	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
	GL	18”			2” Rad.						6
3/ 6	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
3/ 1	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7

Name: Grey C
Troop Org.: Fire Team
Troop Type: Veteran
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 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.

Card 1

Faction: US Army
1st Air Cav

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
1/ 5	Lt MG	Board	7	4	3x2	1-6	1-5	1-4	1-3	1-2	1/
1/2	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
	GL	18"			2" Rad.						6
1/4	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
1/3	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
1/1	Pistol	12"	2	1	2x2	1-6	1-5	1-4	1-3	1-2	7

(Header: Cover (d20))

Name: White A
Troop Org.: Fire Team
Troop Type: Veteran
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 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.

Card 2

Faction: US Army
1st Air Cav

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
2 /3	Lt MG	Board	7	4	3x2	1-6	1-5	1-4	1-3	1-2	9
2/6	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
	GL	18"			2" Rad.						6
2/ 1	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
2/ 2	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7

(Header: Cover (d20))

Name: White B
Troop Org.: Fire Team
Troop Type: Veteran
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 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: US Army — 1st Air Cav

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
3 /1	Lt MG	Board	7	4	3x2	1-6	1-5	1-4	1-3	1-2	
3/3	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
	LAW	24"			2" Rad.						6
3/ 4	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7
3/ 5	M4	Board	3	2	2x2	1-6	1-5	1-4	1-3	1-2	7

Name: Whire C
Troop Org.: Fire Team
Troop Type: Veteran
Move: 6" +D6"

To Hit Mods.

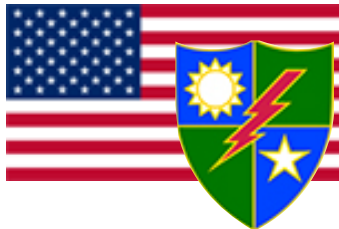|	
Wounded	-1
Opportunity Fire	-2
Walking	-1
Runnning	-2
Aimed Fire*	+3
Scoped Weapon +2* (net +5)	

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 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: US Army — 75th Rangers

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
1/2	Lt MG	Board	7	4	3x2-	1-8	1-7	1-5	1-4	1-2	
1/4	M4	Board	3	2	2x2	1-8	1-7	1-5	1-4	1-2	7
	LAW	24"			2" Rad.						16
1/3	M 82	Board	1	1	2x2	1-8	1-7	1-5	1-4	1-2	7
1/1	M4	Board	3	2	2x2	1-8	1-7	1-5	1-4	1-2	7

Name: Ranger A
Troop Org.: Fire Team
Troop Type: Elite
Move: 6" +D6"

To Hit Mods.

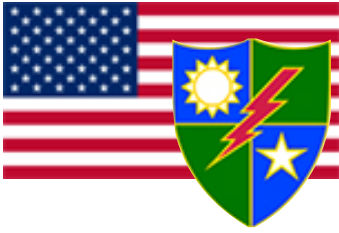|	
Wounded	-1
Opportunity Fire	-2
Walking	-1
Runnning	-2
Aimed Fire*	+3
Scoped Weapon +2* (net +5)	

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 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: US Army 75th Rangers

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
5/ 5	Lt MG	Board	7	4	3x2-	1-8	1-7	1-5	1-4	1-2	9
5/6	M4	Board	3	2	2x2	1-8	1-7	1-5	1-4	1-2	7
	LAW	24”			2” Rad.						16
5 3	M4	Board	3	2	2x2	1-8	1-7	1-5	1-4	1-2	7
5/4	M4	Board	3	2	2x2	1-8	1-7	1-5	1-4	1-2	7

Name: Ranger B
Troop Org.: Fire Team
Troop Type: Elite
Move: 6” +D6”

To Hit Mods.

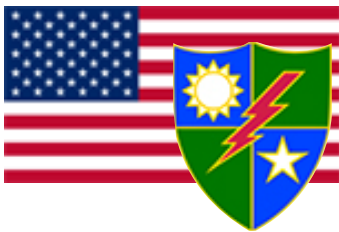|	
Wounded	-1
Opportunity Fire	-2
Walking	-1
Runnning	-2
Aimed Fire*	+3
Scoped Weapon +2* (net +5)	

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 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: US Army 75th Rangers

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
3/ 6	M 24	Board	1	1	3x2-	1-8	1-7	1-5	1-4	1-2	4
3/1	M4	Board	3	2	2x2	1-8	1-7	1-5	1-4	1-2	7
	LAW	24”			2” Rad.						16
3/2	M4	Board	3	2	2x2	1-8	1-7	1-5	1-4	1-2	7
3/5	M4	Board	3	2	2x2	1-8	1-7	1-5	1-4	1-2	7

Name: Ranger C
Troop Org.: Fire Team
Troop Type: Elite
Move: 6” +D6”

To Hit Mods

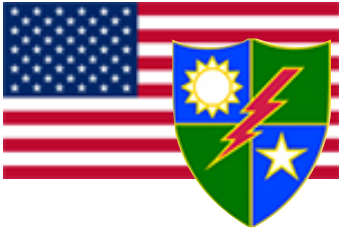|	
Wounded	-1
Opportunity Fire	-2
Walking	-1
Runnning	-2
Aimed Fire*	+3
Scoped Weapon +2* (net +5)	

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 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.

Card 1

Faction: US Army
75th Rangers

Name: Ranger A
Troop Org.: Blackhawk
Troop Type: Elite
Move: 40" +D10"

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
Pilot											
6 /6	Pistol	12"	2	1	-	1-8	1-7	1-5	1-4	1-2	0
Co-pilot											
6/6	Pistol	12"	2	1	-	1-8	1-7	1-5	1-4	1-2	0
Gunner											
6/ 6	Lt MG	Board	7	4	3x2	1-8	1-7	1-5	1-4	1-2	9

To Hit Mods.

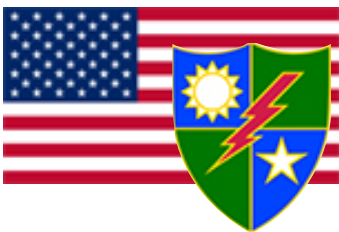|	
Wounded	-1
Opportunity Fire	-2
Walking	-1
Runnning	-2
Aimed Fire*	+3
Scoped Weapon	+2* (net +5)

Notes
Armor value 16

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.

Card 2

Faction: US Army
75th Rangers

Name: Ranger B
Troop Org.: Blackhawk
Troop Type: Elite
Move: 40" +D10"

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
Pilot											
6 /6	Pistol	12"	2	1	-	1-8	1-7	1-5	1-4	1-2	0
Co-pilot											
6/6	Pistol	12"	2	1	-	1-8	1-7	1-5	1-4	1-2	0
Gunner											
6/ 6	Lt MG	Board	7	4	3x2	1-8	1-7	1-5	1-4	1-2	9

To Hit Mods.

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

Notes
Armor value 16

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: US Army
1st Air Cav

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
Pilot											
6 /6	Pistol	12"	2	1	-	1-6	1-5	1-4	1-3	1	0
Co-pilot											
6/6	Pistol	12"	2	1	-	1-6	1-5	1-4	1-3	1	0
Gunner											
6/ 6	Lt MG	Board	7	4	3x2	1-6	1-5	1-4	1-3	1	9

Name: 1st air cav A
Troop Org.: Chinook
Troop Type: Average
Move: 40" +D10"

To Hit Mods.

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

Notes
Armor value 20

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