Faction: Nigerian Army

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
1/ 4	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-3	1-	7
1/ 5	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
1/ 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
1/ 1	officer	board	3	2	2x2	1-5	1-4	1-3	1-2	1-	7

Name: Alfa
Troop Org.: sqd
Troop Type: average
Move: 6" + D12

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: Nigerian Army

Team M/F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
Gunner											
6/ 6	Hv MG	board	6	4	4x2	1-5	1-4	1-3	1-2	1	11
6 / 6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
Driver											
6 /6	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0
6/ 6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: Alpha
Troop Org.: Humvee
Troop Type: average
Move: 6" + D20

To Hit Mods.

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

Notes

Morale
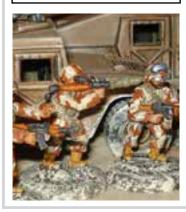**Insurgent troops roll a D20 for morale when:**
- Insurgent troops attempt to charge.
- When an insurgent troops receives a wound.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

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: Nigerian Army

Team M / F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
3/ 6	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-3	1-	7
3/ 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/ 5	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

(Cover (d20) spans Open / Lt / Med / Hvy / Hard)

Name: Charlie
Troop Org.: sqd
Troop Type: average
Move: 6" + D12

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: Nigerian Army

Team M / F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
Gunner											
6/ 6	Hv MG	board	6	4	4x2	1-5	1-4	1-3	1-2	1	11
6 / 6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
Driver											
6 / 6	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0
6/ 6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

(Cover (d20) spans Open / Lt / Med / Hvy / Hard)

Name: Beta
Troop Org.: Humvee
Troop Type: average
Move: 6" + D20

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: Nigerian Army

Team M / F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
2/ 5	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-3	1-	7
2/ 4	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1-	7
	GL	18"			2" Rad.						6
2/ 2	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1-	7
2/ 3	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1-	7

Name: Bata
Troop Org.: sqd
Troop Type: average
Move: 6" + D12

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: Nigerian Army

Team M / F	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
Gunner											
6/ 6	Hv MG	board	6	4	4x2	1-5	1-4	1-3	1-2	1	11
6 / 6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
Driver											
6 / 6	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0
6/ 6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: Charlie
Troop Org.: Humvee
Troop Type: average
Move: 6" + D20

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.
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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:

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
/	Lt MG	board	7	4	3x2	1-	1-	1-	1-	1-	7
/	AK47	board	3	2	2x2	1-	1-	1-	1-	1-	7
	RPG	24"	Sht(<8")=1-8	Med(9-16")=1-6		Long(17-24")=1-4		2" Rad.			16
/	AK47	board	3	2	2x2	1-	1-	1-	1-	1-	7
/	AK47	board	3	2	2x2	1-	1-	1-	1-	1-	7
/	AK47	board	3	2	2x2	1-	1-	1-	1-	1-	7

Name:
Troop Org.:
Troop Type:
Move:

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.
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17-20:	This figure runs off of the board by the shortest route.

Faction:

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
/	Lt MG	board	7	4	3x2	1-	1-	1-	1-	1-	7
/	AK47	board	3	2	2x2	1-	1-	1-	1-	1-	7
	RPG	24”	Sht(<8”)=1-8	Med(9-16”)=1-6		Long(17-24”)=1-4		2” Rad.			16
/	AK47	board	3	2	2x2	1-	1-	1-	1-	1-	7
/	AK47	board	3	2	2x2	1-	1-	1-	1-	1-	7
/	AK47	board	3	2	2x2	1-	1-	1-	1-	1-	7

Name:
Troop Org.:
Troop Type:
Move:

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.
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15-16:	This figure falls back two moves to cover and remains there until it passes a morale test.
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Faction:

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
/	Lt MG	board	7	4	3x2	1-	1-	1-	1-	1-	7
/	AK47	board	3	2	2x2	1-	1-	1-	1-	1-	7
	RPG	24”	Sht(<8”)=1-8	Med(9-16”)=1-6		Long(17-24”)=1-4		2” Rad.			16
/	AK47	board	3	2	2x2	1-	1-	1-	1-	1-	7
/	AK47	board	3	2	2x2	1-	1-	1-	1-	1-	7
/	AK47	board	3	2	2x2	1-	1-	1-	1-	1-	7

Name:
Troop Org.:
Troop Type:
Move:

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
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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.
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