Faction: ISIS

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
driver	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0

Name: ISIS
Troop Org.: Truck
Troop Type: Avg
Move: D20"+ 6"

To Hit Mods.

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

Notes
2.5 ton truck
1a and 1b in truck

Morale
Insurgent troops roll a D20 for morale when:
➢ Insurgent troops attempt to charge.
➢ When troops receives 2 light wounds.
➢ When insurgent troops take fire from a TOW or .50 cal MG
➢ When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Faction: ISIS

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
driver	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0

Name: ISIS
Troop Org.: Truck
Troop Type: Avg
Move: D20"+ 6"

To Hit Mods.

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

Notes
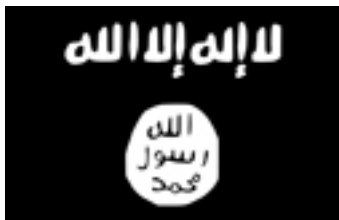**2.5 ton truck**
1a and 1b in truck

Morale
Insurgent troops roll a D20 for morale when:
➢ Insurgent troops attempt to charge.
➢ When troops receives 2 light wounds.
➢ When insurgent troops take fire from a TOW or .50 cal MG
➢ When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Faction: ISIS African

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
/	Lt MG	48”	7	4	3x2	1-4	1-3	1-2	1	1	7
/	Shot	18”	5	2	1”	1-4	1-3	1-2	1	1	2
	RPG	24”	Sht(<8”)=1-6	Med(9-16”)=1-4	Long(17-24”)=1-2	2” Rad.					16
/	AK47	48”	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48”	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48”	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: African
Troop Org.: Fire Team
Troop Type: Poor
Move: 6” +D12”

To Hit Mods.

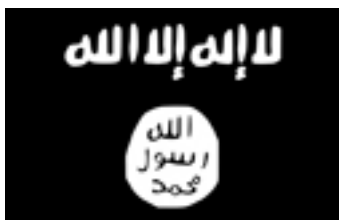|	
Wounded	-1
Opportunity Fire	-2
Walking	-1
Runnning	-2
Aimed Fire*	+3
Scoped Weapon +2* (net +5)	

Notes

Morale

Insurgent troops roll a D20 for morale when:
- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Faction: ISIS African

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
/	Lt MG	48”	7	4	3x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48”	3	2	2x2	1-4	1-3	1-2	1	1	7
	GL	18”	Sht(<6”)=1-6	Med(7-12”)=1-4	Long(13-18”)=1-2	2” Rad.					6
/	AK47	48”	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48”	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48”	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: African
Troop Org.: Fire Team
Troop Type: Poor
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 troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Faction: ISIS African

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
/	Hv MG	72"	9	5	4x2	1-4	1-3	1-2	1	1	11
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
driver	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0

Name: African
Troop Org.: Tech
Troop Type: Poor
Move: D20"+ 6"

To Hit Mods.

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

Notes
Technical
.50 cal
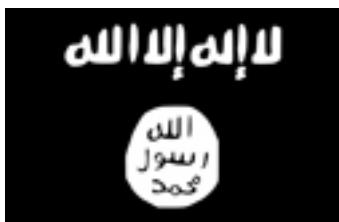**Driver and Gunner**

Morale
Insurgent troops roll a D20 for morale when:
- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Card 1

Faction: ISIS Afghan

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
/	Lt MG	48"	7	4	3x2	1-4	1-3	1-2	1	1	7
/	Shot	18"	5	2	1"	1-4	1-3	1-2	1	1	2
	RPG	24"	Sht(<8")=1-6		Med(9-16")=1-4	Long(17-24")=1-2			2" Rad.		16
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: Afghan
Troop Org.: Fire Team
Troop Type: Poor
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 troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Card 2

Faction: ISIS Afghan

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
/	Lt MG	48"	7	4	3x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
	GL	18"	Sht(<6")=1-6		Med(7-12")=1-4	Long(13-18")=1-2			2" Rad.		6
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: Afghan
Troop Org.: Fire Team
Troop Type: Poor
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 troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Faction: ISIS Afghan

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
/	Hv MG	72"	9	5	4x2	1-4	1-3	1-2	1	1	11
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
driver	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0

(Cover (d20) spans Open, Lt, Med, Hvy, Hard columns)

Name: Afghan
Troop Org.: Tech
Troop Type: Poor
Move: D20"+ 6"

To Hit Mods.

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

Notes
Land rover
Technical
.50 cal
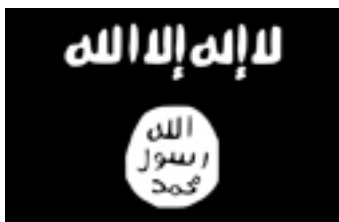**Driver and Gunner**

Morale
Insurgent troops roll a D20 for morale when:
- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Faction: ISIS Afghan

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
/	Hv MG	72"	9	5	4x2	1-4	1-3	1-2	1	1	11
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
driver	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0

(Cover (d20) spans Open, Lt, Med, Hvy, Hard columns)

Name: African
Troop Org.: Tech
Troop Type: Poor
Move: D20"+ 6"

To Hit Mods.

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

Notes
Technical
.50 cal
Driver and Gunner

Morale
Insurgent troops roll a D20 for morale when:
- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
/	Lt MG	48"	7	4	3x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	RPG	24"	Sht(<8")=1-6		Med(9-16")=1-4	Long(17-24")=1-2		2" Rad.			16
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: ISIS 1a
Troop Org.: Fire Team
Troop Type: Average
Move: 6" +D12"

To Hit Mods.

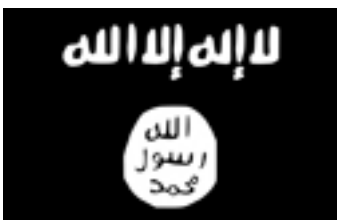|	
Wounded	-1
Opportunity Fire	-2
Walking	-1
Runnning	-2
Aimed Fire*	+3
Scoped Weapon +2* (net +5)	

Notes
In Brit truck

Morale
Insurgent troops roll a D20 for morale when:
- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
/	SVD	72"	2	1	-	1-5	1-4	1-3	1-2	1	4
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	RPG	24"	Sht(<8")=1-6		Med(9-16")=1-4	Long(17-24")=1-2		2" Rad.			16
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: ISIS 1b
Troop Org.: Fire Team
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
In Brit truck

Morale
Insurgent troops roll a D20 for morale when:
- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Card 1: ISIS 2a

Faction: ISIS

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
/	Lt MG	48"	7	4	3x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	RPG	24"	Sht(<8")=1-6		Med(9-16")=1-4		Long(17-24")=1-2		2" Rad.		16
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: ISIS 2a
Troop Org.: Fire Team
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
In 2.5 ton truck

Morale
Insurgent troops roll a D20 for morale when:
- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Card 2: ISIS 2b

Faction: ISIS

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
/	SVD	72"	2	1	-	1-5	1-4	1-3	1-2	1	4
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: ISIS 2b
Troop Org.: Fire Team
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
In 2.5 ton truck

Morale
Insurgent troops roll a D20 for morale when:
- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Faction: ISIS

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
/	Lt MG	48"	7	4	3x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
	RPG	24"	Sht(<8")=1-6		Med(9-16")=1-4	Long(17-24")=1-2			2" Rad.			16
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: ISIS 3a
Troop Org.: Fire Team
Troop Type: Poor
Move: 6" +D12"

To Hit Mods.

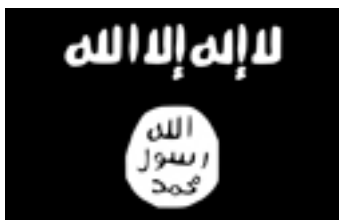|	
Wounded	-1
Opportunity Fire	-2
Walking	-1
Runnning	-2
Aimed Fire*	+3
Scoped Weapon +2* (net +5)	

Notes
In 2.5 ton truck

Morale
Insurgent troops roll a D20 for morale when:
- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Faction: ISIS

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
/	SVD	72"	2	1	-	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	48"	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: ISIS 3b
Troop Org.: Fire Team
Troop Type: Poor
Move: 6" +D12"

To Hit Mods.

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

Notes
In 2.5 ton truck

Morale
Insurgent troops roll a D20 for morale when:
- Insurgent troops attempt to charge.
- When troops receives 2 light wounds.
- When insurgent troops take fire from a TOW or .50 cal MG
- When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.

Faction: ISIS

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
driver	AK47	48"	3	2	2x2	1-5	1-4	1-3	1-2	1	7
/	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0

Name: ISIS
Troop Org.: Truck
Troop Type: Avg
Move: D20"+ 6"

To Hit Mods.

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

Notes
British truck
3a and 3b in truck

Morale
Insurgent troops roll a D20 for morale when:
➢ Insurgent troops attempt to charge.
➢ When troops receives 2 light wounds.
➢ When insurgent troops take fire from a TOW or .50 cal MG
➢ When armored vehicles or aircraft is attacking insurgent troops.

Roll	Result
1-4	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.
5-13	This figure has good morale
14-15	This figure goes prone; it can fire but it cannot move until it passes a morale test.
16-17	This figure falls back one move to cover and remains there until it passes a morale test.
18-19	This figure falls back two moves to cover and remains there until it passes a morale test.
20	This figure runs off of the board by the shortest route.