Faction: Tailaban

Team F/M	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
2 /1	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-2	1	7
4 /1	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	AA	36"	Sht(<8")=1-8		Med(9-16")=1-6		Long(17-36")=1-4	2" Rad.			16
2 /4	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
6 /1	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
5 /2	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: 1
Troop Org.:
Troop Type: Average
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: Tailaban

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

Name: White 1
Troop Org.: Technical
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 .50cal
Driver and Gunner
Armor Valur 12

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: Tailaban

Team F/M	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
3/2	Lt MG	board	7	4	3x2	1-5	1-4	1-3	1-2	1	7
6/1	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
	AA	36"	Sht(<8")=1-8		Med(9-16")=1-6	Long(17-36")=1-4		2" Rad.			16
3/6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
5/5	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
6/3	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: 2
Troop Org.:
Troop Type: Average
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: Tailaban

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) 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
/	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
driver	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
6/6	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0

Name: Grey
Troop Org.: Technical
Troop Type: Average
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 .50cal
Driver and Gunner
Armor Valur 12

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.

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

Name: 3
Troop Org.:
Troop Type: Average
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.

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
						Cover (d20)					
Gunner											
6/6	Hv MG	board	6	4	4x2	1-5	1-4	1-3	1-2	1	11
/	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
driver	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
6/6	Pistol	12”	2	1	-	1-5	1-4	1-3	1-2	1	0

Name: Land Rover
Troop Org.: Technical
Troop Type: Average
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 .50cal
Driver and Gunner
Armor Valur 12

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: Tailaban

Name: 4
Troop Org.:
Troop Type: Average
Move: 6 +D6

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

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: Tailaban

Name: Red
Troop Org.: Technical
Troop Type: Poor
Move: D20"+ 6"

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

To Hit Mods.

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

Notes
Technical .50cal
Driver and Gunner
Armor Valur 12

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: Tailaban

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

Name: 5
Troop Org.:
Troop Type: Average
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: Tailaban

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
driver	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
6/6	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0

Name: PU 5 white
Troop Org.: Fire Team
Troop Type: Poor
Move: 6" +D20"

To Hit Mods.

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

Notes
Armor Valur 10

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: Tailaban

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

Name: 6
Troop Org.:
Troop Type: Average
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: Tailaban

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
driver	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
6 /6	Pistol	12"	2	1	-	1-4	1-3	1-2	1	1	0

Name: PU 2 red amored
Troop Org.: Fire Team
Troop Type: Poor
Move: 6" +D20"

To Hit Mods.

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

Notes
Armor Valur 10

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: Tailaban

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

Name: 7
Troop Org.:
Troop Type: Poor
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: Tailaban

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
Gunner											
6/6	Recoiless	1	1	-		1-5	1-4	1-3	1-2	1	25
/	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
Loader											
6/6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
driver	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: PU red
Troop Org.: Technical
Troop Type: Average
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 Recoiless
Driver loader and
Gunner
Armor Valur 12

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: Tailaban

Name: 8
Troop Org.:
Troop Type: Poor
Move: 6 +D6

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

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: Tailaban

Name: PU black
Troop Org.: Technical
Troop Type: Average
Move: D20"+ 6"

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) 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
/	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
Driver											
	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
6/6	Pistol	12"	2	1	-	1-5	1-4	1-3	1-2	1	0

To Hit Mods.

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

Notes
Technical .50cal
Driver and Gunner
Armor Valur 12

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
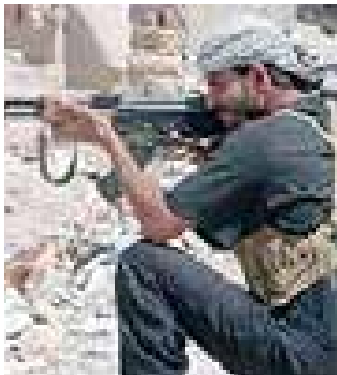- When armored vehicles or aircraft is attacking insurgent troops.

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: Tailaban

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

Name: 9
Troop Org.:
Troop Type: Poor
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: Tailaban

Team F/M	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	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	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: 10
Troop Org.:
Troop Type: Poor
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: Tailaban												

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
driver	AK47	board	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
Gunner											
6/6	Hv MG	board	6	4	4x2	1-4	1-3	1-2	1	1	11
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: Truck 1
Troop Org.: <u>Fire Team</u>
Troop Type: Poor
Move: 6" +<u>D20"</u>

To Hit Mods.

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

Notes
Truck
Armor Valur 12

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: Tailaban

Team F/M	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	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	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: 11
Troop Org.:
Troop Type: Poor
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: Tailaban

Team F/M	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Open	Lt	Med	Hvy	Hard	VP
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	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	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: 12
Troop Org.:
Troop Type: Poor
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: Tailaban

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
driver	AK47	board	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
Gunner											
6 / 6	Hv MG	board	6	4	4x2	1-4	1-3	1-2	1	1	11
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

Name: Truck 2
Troop Org.: <u>Fire Team</u>
Troop Type:Poor
Move: 6" +<u>D20"</u>

To Hit Mods.

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

Notes
Truck
Armor Valur 12

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: Tailaban

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

Name: 13
Troop Org.:
Troop Type: Poor
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: Tailaban

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
driver	AK47	board	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: armour PU
Troop Org.: Fire Team
Troop Type: Poor
Move: 6" +D20"

To Hit Mods.

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

Notes
Armoured PU
Armor Valur 14

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: Tailaban

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

Name: 14
Troop Org.:
Troop Type: Poor
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: Tailaban

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

Name: 15
Troop Org.:
Troop Type: Poor
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: Tailaban											

Team Mem.	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	VP
driver	AK47	board	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
Gunner											
6 / 6	Hv MG	board	6	4	4x2	1-4	1-3	1-2	1	1	11
/	AK47	board	3	2	2x2	1-4	1-3	1-2	1	1	7

Name:
Troop Org.: Fire Team
Troop Type: Poor
Move: 6" +D20"

To Hit Mods.

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

Notes
Truck
Armor Valur 12

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: Tailaban

Team F/M	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
Gunner											
6 / 6	Recoiless	1	1	-	1-5	1-4	1-3	1-2	1	25
/	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
Loader											
6/ 6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: recoiless
Troop Org.:
Troop Type: Average
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: Tailaban

Team F/M	Weap. Type	Max Range	Reg. Fire	Aim Fire	Beat Zone	Cover (d20) Open	Lt	Med	Hvy	Hard	V P
Gunner											
6 / 6	mortar	1	1	-	1-5	1-4	1-3	1-2	1	15	
/	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7
Loader											
6/ 6	AK47	board	3	2	2x2	1-5	1-4	1-3	1-2	1	7

Name: Mortar
Troop Org.:
Troop Type: Average
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.