



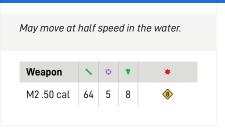




### **60MM MORTAR TEAM**

Weapon	N	0	0	*
60mm mortar 👊	72	5	6	<b>® ®</b>
M4	36	3		6
M4	36	3		6





**ACV-30** 



**AIR CREW** 







Ground crew may use a 

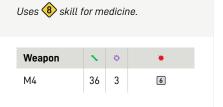
telested to aircraft sustainment and repair.

Weapon	×	0	*
M4	36	3	6











### **GRENADIER**

Weapon	<b>\</b>	0	•	*
M4	36	3		6
M320	24	3	4	8

























### **HIMARS**

Weapon	N	•	0	*	<b>A</b>
ATACMS	∞	8	16	0 0 0 0 0 0	1



Weapon	<b>S</b>	0	•	*
M2 .50 cal	64	5	8	8



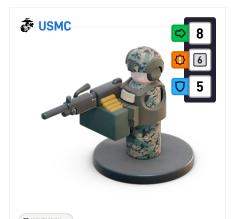
Weapon	8	0	•	*	1
Javelin	48	5	2	<b>10 10</b> +3	2
M4	36	3		6	
M4	36	3		6	

### **JLTV**

Weapon	×	0	*	*
M2 .50 cal	64	5	8	8









### **LAV-25**

Weapon	<b>S</b>	0	*	*
M242 chain gun	64	6	4	<b>0 0</b>
M240	48	5	4	8
M240	48	5	4	8

### **M240 GUN TEAM**

Weapon	×	Φ	*	*
M240 🕶	48	5	4	8
M4	36	3		6

### **M249 GUNNER**

Weapon	<b>S</b>	Φ	•	*
M249 SAW	36	4	2	6

### **M2 GUN TEAM**

Weapon	×	0	7	*
M2 .50 cal	64	5	8	8
M4	36	3		6

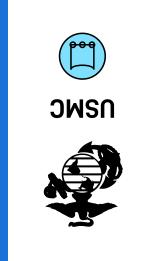






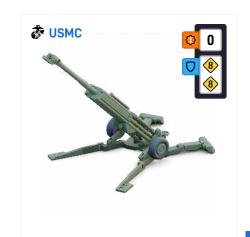


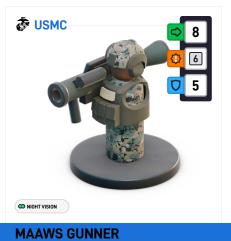
















### M777

Weapon	<b>S</b>	0	0	*
155mm gun	∞	8	14	<b>000</b>

Weapon	N	Φ	0	*	•
MAAWS	38	4	2	• •	4
M4	36	3		6	

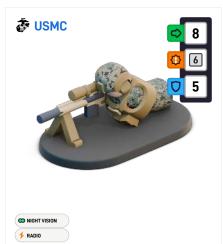


Weapon	N	0		*
M2 .50 cal	64	5	8	8

### OFFICER/NCO

Weapon	8	0	*
M4	36	3	6









### **RIFLEMAN**

Weapon	8	0	*
M27	36	3	6

Weapon	<b>\</b>	Φ	*
M40A6 ••	64	5	8

**SNIPER** 

### **60MM MORTAR TEAM**

Weapon	<b>S</b>	0	0	*
60mm mortar ••	72	5	6	<b>® ®</b>
M4	36	3		6
M4	36	3		6

UTV



















### **60MM MORTAR TEAM**

Weapon	×	0	0	*
60mm mortar ••	72	5	6	<b>8 8</b>
M7	36	4		8
M7	36	4		8



Weapon	8	Φ	•	0	*
120mm gun	72	6		2	<b>0000</b>
M2 .50 cal	64	5	8		8
M240	48	5	4		8
M240	48	5	4		8



Weapon	AMPV					
	Weapon	<b>S</b>	0	•	*	
M2 .50 cal 64 5 8 ®	M2 .50 cal	64	5	8	8	



Weapon	×	Φ	•	<b>⊙</b>	*	TA .
M242 chain gun	64	6	4		<b>10 10</b>	
M240	48	5	4		8	
TOW	48	5		2	• •	2



### **GRENADIER**

Weapon	×	0	0	*
M4	36	3		6
M320	24	3	4	8



### **HIMARS**

Weapon	N	0	0	*	TA .
ATACMS	∞	8	16	0 0 0 0 0 0	1



Н	М	N	41	Ν	V

Weapon	×	0	*	*
M2 .50 cal	64	5	8	8





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ASU







ASU







# U.S. ARMY 40 C NIGHT VISION RADIO



### **JAVELIN TEAM**

Weapon	\$	0	<b>©</b>	*	•
Javelin	48	5	2	<b>10 10</b> +3	2
M4	36	3		6	
M4	36	3		6	

Weapon	N	0	0	*	TA.
Javelin	48	5	2	<b>10 10</b> +3	2
M7	36	4		8	
M7	36	4		<b>8</b>	

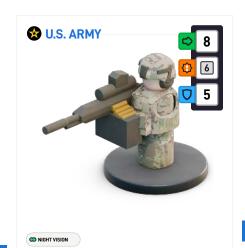




Weapon	<b>\</b>	0	· <b>V</b>	*
M240 🙌	48	5	4	8
M4	36	3		6









### **M240 GUN TEAM**

Weapon	<b>\</b>	0	*	*
M240 🕶	48	5	4	8
M7	36	4		8

### **M249 GUNNER**

Weapon	<b>\sigma</b>	Φ	٧	*
M249 SAW	36	4	2	6

### **M250 GUNNER**

Weapon	<b>S</b>	•	•	*
M250	44	4	2	8

### **M2 GUN TEAM**

M2 .50 cal	64	5	8	8
M4	36	3		6









ASU





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ASU











### **M2 GUN TEAM**

Weapon	<b>S</b>	Φ	•	*
M2 .50 cal	64	5	8	8
M7	36	4		8



Weapon	N	0	0	*
155mm gun	∞	8	14	<b>000</b>

### **MAAWS GUNNER**

Weapon	N	0	0	*	· A
MAAWS	38	4	2	•••	4
M4	36	3		6	

MAAWS GUNNER	

Weapon	N	Φ	0	*	A
MAAWS	38	4	2	• •	4
M7	36	4		8	

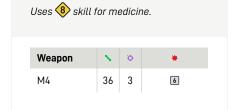


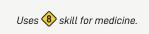






### **MEDIC**





Weapon	8	Φ	*
M7	36	4	8

### OFFICER/NCO

•	•	•	#
M4 3	6	3	6

### OFFICER/NCO

Weapon	8	0	*
M7	36	4	8



ASU





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### **RIFLEMAN**

Weapon	×	0	*
M4	36	3	6



**RIFLEMAN** 

UTV

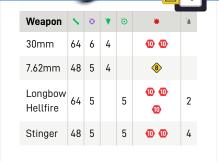
Weapon	×	0	•	*
M2 .50 cal	64	5	8	8

**W** UKRAINE

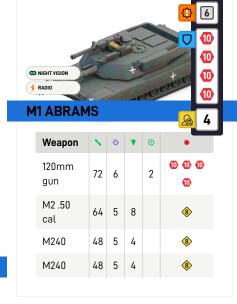
### STRYKER DRAGOON

Weapon	<b>S</b>	0	*▼	*
30mm gun	64	6	4	<b>0 0</b>













Weapon	N	Φ	0	*	A
Grenade	2	3	3	•	1









ASU





ASU





ASU





ASU





ASU





UAA





NAA











### **GRENADIER**

Weapon	×	Φ	0	*
AK-74	28	3		6
GP-25	24	3	4	8

GI	RENADIEF	?			
	Weapon	N	0	0	*
	MA	24	2		4

M320

Weapon	<b>S</b>	0	0	*	TA.
Javelin	48	5	2	<b>10 10</b> +3	2
AK-74	28	3		6	
AK-74	28	3		6	

**JAVELIN TEAM** 





Weapon	N	0	*	0	*
120mm gun	72	6		2	<b>000</b>
M240	48	5	4		8
M240	48	5	4		<b>8</b>



### **M249 GUNNER**

Weapon	×	Φ	•	*
M249 SAW	36	4	2	6



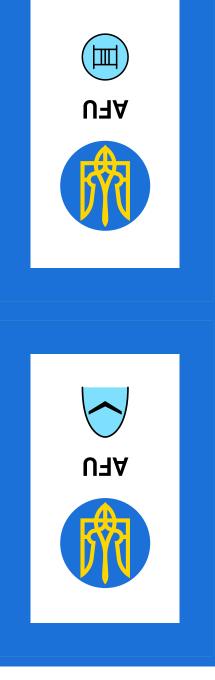
### **M2 GUN TEAM**

Weapon	×	Φ	7	*
M2 .50 cal	64	5	8	8
AK-74	28	3		6



### **MEDIC**

Weapon	<b>S</b>	0	*
AK-74	28	3	6

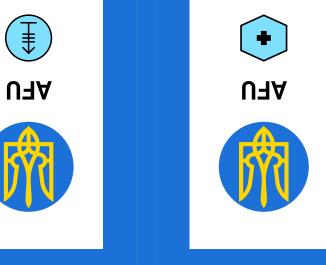




NAA

















### **MG3 GUN TEAM**

Weapon	<b>×</b>	0	7	*
MG3 🕶	48	5	4	8
AK-74	28	3		6

Weapon	<b>×</b>	0	0	*
Mortar 👊	72	5	6	<b>8 8</b>
AK-74	28	3		6
AK-74	28	3		6



Weapon	×	0	*
AK-74	28	3	6

### **PKM GUNNER**

Weapon	×	0	*	*
PKM 🙌	32	5	6	8









### RIFLEMAN RIFLEMAN

Weapon	×	0	*
AK-74	28	3	6

Weapon	×	0	*
M4	36	3	6

### **RPK GUNNER**

Weapon	<b>S</b>	0	*	*
RPK	28	4	4	6

### **60MM MORTAR TEAM**

Weapon	<b>S</b>	0	0	*
60mm mortar ••	72	5	6	<b>8 8</b>
C7	36	3		6
C7	36	3		6



ИЗA



UAA





ΠJA





NAA

















CANADA











### **GRENADIER**

Weapon	N	0	0	*
C7	36	3		6
EAGLE UBGL	24	3	4	8



Weapon	N	0	•	*
C6 MMG	48	5	4	8

### **JAVELIN TEAM**

Weapon	×	0	<b>©</b>	*	1
Javelin	48	5	2	<b>10 10</b> +3	2
C7	36	3		6	
C7	36	3		6	

### LAV 6

Weapon	N	0		*
M242 chain gun	64	6	4	<b>@ @</b>
C6 MMG	48	5	4	8









### **LEOPARD 2A4**

Weapon	N	0	*	<b>⊙</b>	*
120mm gun	72	6		2	<b>0 0 0</b>
C6 MMG	48	5	4		8
C6 MMG	48	5	4		8

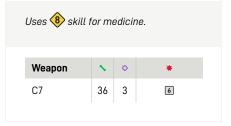


Weapon	×	Φ	7	<b>©</b>	*
120mm gun	72	6		2	<b>0 0 0</b>
C6 MMG	48	5	4		8
C6 MMG	48	5	4		8

### **MAAWS GUNNER**

Weapon	<b>\Sigma</b>	0	0	*	A
MAAWS	38	4	2	₩ ₩	4
C7	36	3		6	

### **MEDIC**



























### **MMG TEAM**

Weapon	×	0	•	*
C6 MMG	48	5	4	8
C7	36	3		6



Weapon	×	0	*
C7	36	3	6

### **RIFLEMAN**

Weapon	×	0	*
C7	36	3	6

### **SAW GUNNER**

Weapon	N	Φ	*	*
C9 SAW	36	4	2	6









### **TAPV**

Weapon		0		*
M2 .50 cal	64	5	8	8
C6 MMG	48	5	4	8

Weapon	N	Φ	0	*	A
PF-98 🙌	38	4	4	<b>@ @</b>	4
QBZ-95	36	3		6	

### ATTACK DRONE

Weapon	×	0	0	*	TA.
Grenade	2	3	3	•	1

### **AUTOMATIC RIFLEMAN**

Weapon	×	0	*	*
QBB-95	36	4	2	6





















### **★ PLANMC** ONIGHT VISION



### EQ2050

Weapon	×	Φ	٧	*
Type 86 MMG ••	48	5	4	8

### **GRENADIER**

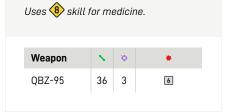
Weapon	<b>S</b>	Φ	0	*
QBZ-95	36	3		6
QLG-10	24	3	4	8

### **INCENDIARY MISSILEMAN**

Weapon	N	Φ	0	*	•
FHJ-84	38	5	4	<b>8 8 8</b>	2









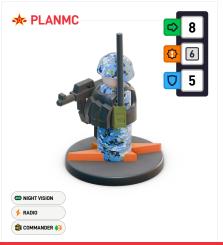
### **MEDIUM MACHINE GUNNER**

Weapon	<b>S</b>	Φ	•	*
QJY-88 👐	48	5	6	8



### **MORTAR TEAM**

<b>S</b>	•	0	*
72	5	6	<b>8 8</b>
36	3		6
36	3		6
	36	72 5 36 3	72 5 6 36 3



### **OFFICER**

Weapon	×	0	*
QBZ-95	36	3	6





















Weapon	N	0	*
QBZ-95	36	3	6

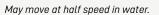


★ PLANMC	<b>36</b>
	<b>©</b> 6
	<b>O</b>
© NIGHT VISION	0 0
≯ RADIO	0 0
ZBD-05	3
	<u>&amp;</u> 8

May move	at half	speed	in	water.

Weapon	×	0	•	*
30mm gun	64	6	4	<b>10 10</b>
Type 86 MMG ••	48	5	4	8





Weapon	×	Φ	•	0	*	•
30mm gun	64	6	4		<b>@ @</b>	
PF-98	38	4		4	<b>10 10</b>	4



### **ZBL-09 APC**

May move at	half	spee	ed in	water.
Weapon	N	0	*	*
Type 86 MMG ••	48	5	4	8



May move at half speed in water.

Weapon	<b>S</b>	0		0	*
105mm gun	64	6		2	000
Type 86 MMG ••	48	5	4		8



AT-			DO	
ΑI	TAC	NΙ	KU	INC

Weapon	N	0	0	*	A
Grenade	2	3	3	•	1





### BMP-1

				_	
Main gun	64	5		2	<b>@ @</b>
PKM	32	5	6		8

### **BTR-80**

Weapon	N	Φ	*	0	*
Main gun	64	5		2	<b>0 0</b>
PKM	32	5	6		8

























### **★ RUSSIA** # MEDICAL **MEDIC**

\* RUSSIA

CD	ENI	A F	VIEL	,

Weapon	<b>×</b>	Φ	0	*
AK-74	28	3		6
GP-25	24	3	4	8

basic medicine but not at a specialist level.							
8	0	*					
	but r						

Watch out for hepatitis! Can perform

Weapon	×	0	*	MOBIK	
AK-74	28	3	6	Weapon	<b>\</b>
Pistol	8	3	6	AK-74	28

Weapon	×	0	*
AK-74	28	3	6



### **MORTAR TEAM**

Weapon	×	0	0	*
Type 87 mortar 🙌	72	5	6	<b>8 8</b>
AK-74	28	3		6
AK-74	28	3		6







### **OFFICER**

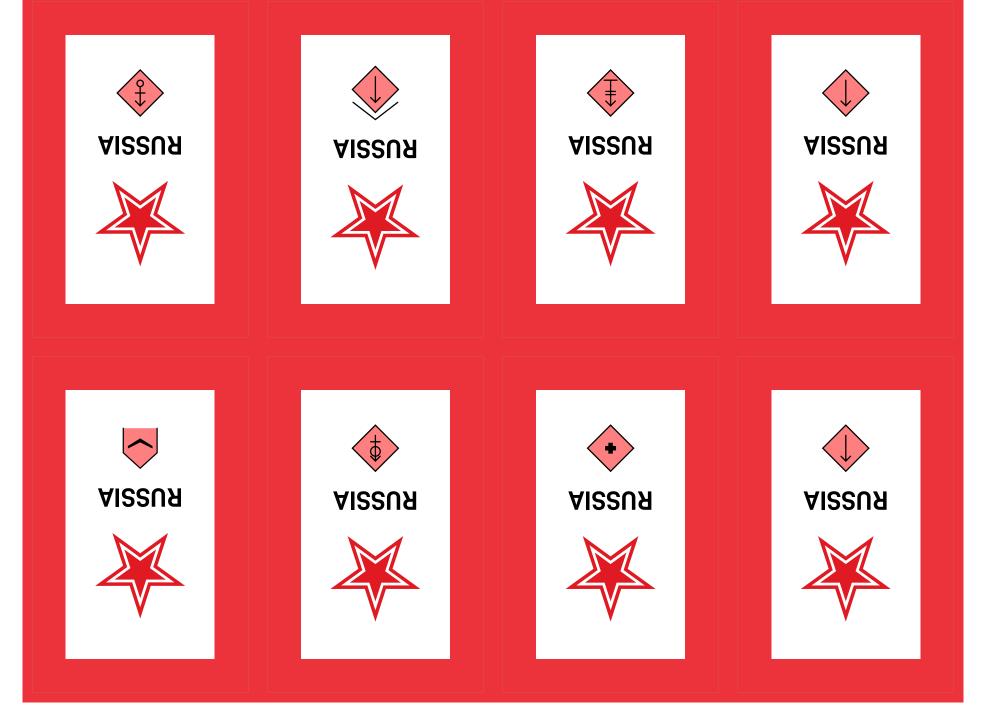
Weapon	N	0	*
AK-74	28	3	6

### **PKM GUNNER**

Weapon	<b>S</b>	Φ	7	*
PKM 🕫	32	5	6	8

### **RIFLEMAN**

Weapon	×	0	*
AK-74	28	3	6







## RUSSIA 24 (1) 6 (1) 0 (1) 0 (1) 0 (2) 0 (3) 3



### **RPG GUNNER**

Weapon	N	0	<b>©</b>	*	•
RPG-7	36	3	8	•	1
AK-74	28	3		6	

RP				717	
RР	'М	17		VП	133
		•	v.	411	

Weapon	<b>S</b>	0	•	*
RPK	28	4	4	6

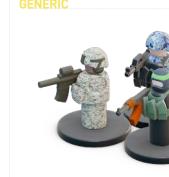
### T-

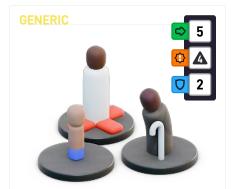
Weapon	×	0	•	0	*
Main gun	72	6		2	<b>000</b>
PKM	32	5	6		8
PKM	32	5	6		8

T-80

Weapon	<b>S</b>	Φ	•	0	*
Main gun	72	6		2	<b>000</b>
PKM	32	5	6		8
PKM	32	5	6		8









### **ATTACK SUAS**

Weapon	×	0	0	*	TA.
Grenade	2	3	3	10	1

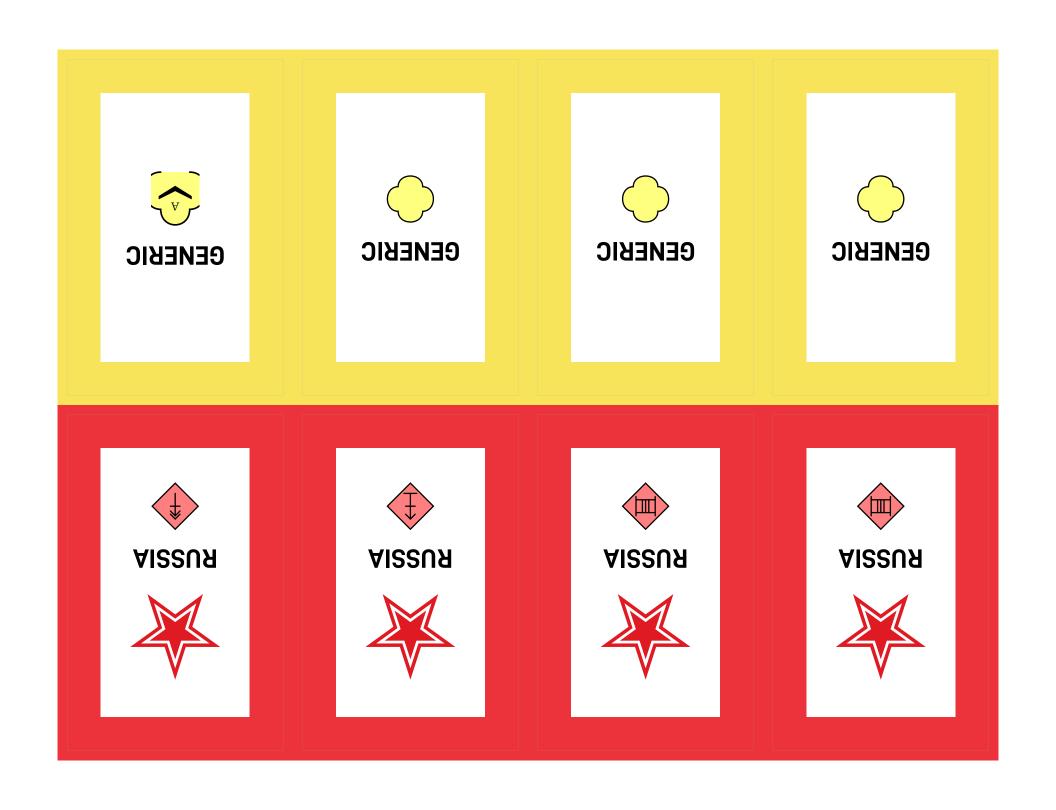
### **AVERAGE COMBATANT**

### **NONCOMBATANT**

Whether too ill, injured, or incapable of fighting, the noncombatant can't or won't participate effectively in hostilities.

### **SPECIALIST COMBATANT**

With a particular expertise in a specific area, the specialist can roll a ⓐ as their skill for tasks related to their speciality, despite having ordinary skill otherwise.











### SUBSTANDARD COMBATANT

The substandard combatant may have the will to fight, but for reasons of poor training, age, equipment, or infirmity is unable to be as effective as a professional combatant.

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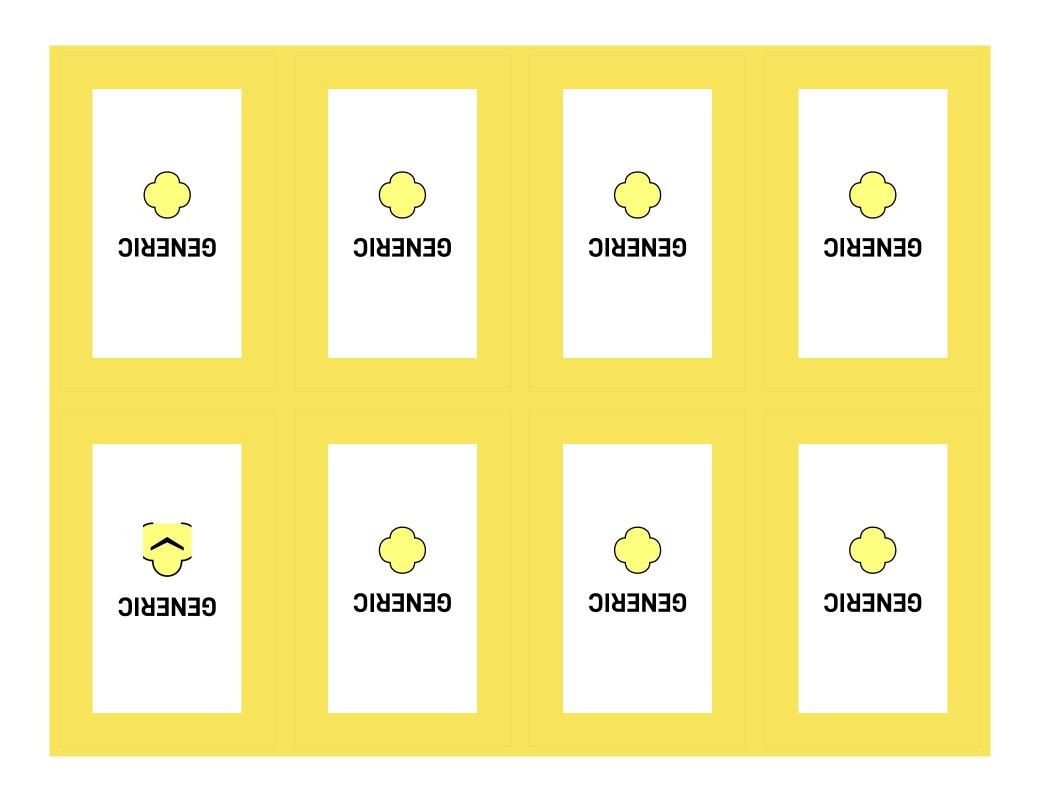
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