

# **USMC** ONIGHT VISION **∳** RADIO **\*\*\*** AMPHIBIOUS





#### **60MM MORTAR TEAM**

Weapon	×	0	0	*
60mm mortar 👊	72	5	6	8 8
M4	36	3		6
M4	36	3		6

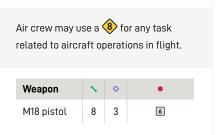




ACV-30



















#### **ANTI-UAS GUNNER**

Weapon	8	0	*
M4 (anti- UAS)	24	4	6



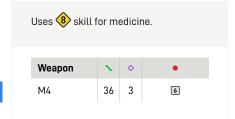
Ground crew may use a 😵 for any task related to aircraft sustainment and repair.

Weapon	×	0	*
M4	36	3	6



#### **BLACK HORNET SUAS**

#### **CORPSMAN**























#### **EW OPERATOR**

This unit can use an action to either prevent an enemy unit it's located from signaling on its next turn ( Difficulty 5), or locate all enemy units that are emitting ( Difficulty 3).

Weapon	N	0	*
M4	36	3	6



#### **GRENADIER**

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



#### **HIMARS**

Weapon	×	•	0	*	14
ATACMS	∞	8	16	0 0 0 0 0 0	1





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



#### **JAVELIN TEAM**

Weapon	N	0	O	*	A
Javelin	48	5	2	<b>10 10</b> +3	2
M4	36	3		6	
M4	36	3		6	



#### JLTV

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



#### **LAV-25**

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



#### **M240 GUN TEAM**

Weapon	×	0	*	*
M240 🕶	48	5	4	8
M4	36	3		6











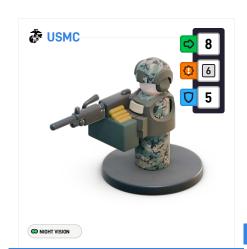




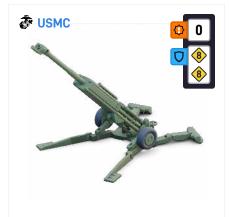


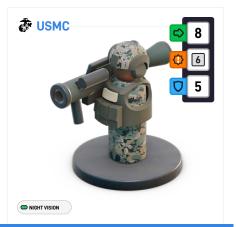












#### **M249 GUNNER**

Weapon	×	0	•	*
M249 SAW	36	4	2	6

Weapon	N	Φ	•	*
M2 .50 cal	64	5	8	8
M4	36	3		6



Weapon	N	0	0	*
155mm gun	∞	8	14	0 0 0 0 0

#### **MAAWS GUNNER**

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









#### **MTVR**

Weapon	<b>S</b>	0	7	*
M2 .50 cal	64	5	8	8

Weapon	8	0	*
M4	36	3	6

OFFICER/NCO

Weapon	×	0	*
M27	36	3	6

**RIFLEMAN** 

Weapon	×	0	*
M40A6 ••	64	5	8

















NSWC









NSWC





NSWC





NSWC











#### **STINGER GUNNER**

Weapon	×	Φ	<b>©</b>	*	1
Stinger	48	5	5	<b>@ @</b>	3
M4	36	3		6	



UTV

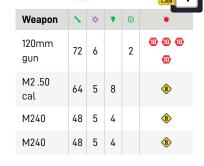
/ 0 1 4	 	
AIIM.	10170	TEAM
OUIV	JRIAR	IEAIVI

Weapon	8	Φ	0	*
60mm mortar ••	72	5	6	<b>8 8</b>
M4	36	3		6
M4	36	3		6

	)RTAR	

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











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

Weapon	<b>S</b>	0	<b>⊙</b>	*	TA .
Grenade	2	3	3	•	1

gun		
M240 48 5 4	0 0	
	8	
TOW 48 5 2 100	<b>10 40</b>	2















ASU





ASU





ASU











ASU





ASU











#### **GRENADIER**

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



Weapon	×	0	0	*	14
ATACMS	∞	8	16	0 0 0 0 0 0	1

#### **HMMWV**

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









#### **JAVELIN TEAM**

Weapon	×	0	0	*	Å
Javelin	48	5	2	<b>10 10</b> +3	2
M4	36	3		6	
M4	36	3		6	

#### **JAVELIN TEAM**

Weapon	N	0	0	*	TA .
Javelin	48	5	2	<b>1 1 1 1 1 1 1 1 1 1</b>	2
M7	36	4		8	
M7	36	4		8	

#### JLTV

Weapon	×	0	· <b>V</b>	*
M2 .50 cal	64	5	8	8

### **INFANTRY SQUAD VEHICLE**

**≯** RADIO



ASU





ASU





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ASU











#### **M240 GUN TEAM**

Weapon	N	0	*	*
M240 🐽	48	5	4	8
M4	36	3		6

Weapon	×	Φ	•	*
M240 🙌	48	5	4	8
M7	36	4		8

**M240 GUN TEAM** 

#### **M249 GUNNER**

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

#### **M250 GUNNER**

Weapon	N	0	*	*
M250	44	4	2	8









#### **M2 GUN TEAM**

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

Weapon	×	Φ	•	*
M2 .50 cal	64	5	8	8
M7	36	4		8

#### M777

Weapon	8	Φ	0	*
155mm gun	∞	8	14	0 0 0 0 0

#### **MAAWS GUNNER**

Weapon	N	Φ	0	*	T <sub>A</sub>
MAAWS	38	4	2	0 0	4
M4	36	3		6	



ASU





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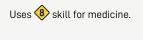






#### **MAAWS GUNNER**

Weapon	<b>\</b>	Φ	0	*	·A
MAAWS	38	4	2	• •	4
M7	36	4		8	



Weapon	N	Φ	*
M4	36	3	6



Weapon	N	0	*
M7	36	4	8

#### OFFICER/NCO

Weapon	×	0	*
M4	36	3	6









#### OFFICER/NCO

Weapon	8	0	*
M7	36	4	8

Weapon	8	0	*
M4	36	3	6

**RIFLEMAN** 

Weapon	N	0	*
M7	36	4	8

**RIFLEMAN** 

#### **STINGER GUNNER**

Weapon	<b>S</b>	0	0	*	•	
Stinger	48	5	5	<b>@ @</b>	3	
M4	36	3		6		



ASU





ASU





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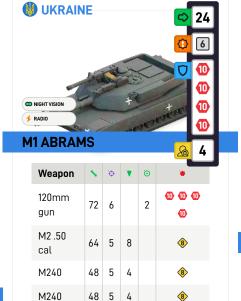
U.S. ARMY

Weapon	<b>\</b>	0	0	*	<b>1</b>
Stinger	48	5	5	0 0	3
M7	36	4		8	



#### **STRYKER**

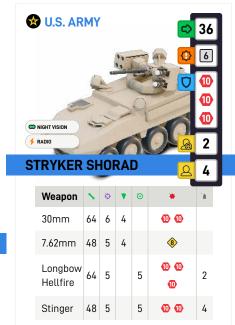
Weapon	8	Φ	•	*
M2 .50 cal	64	5	8	8



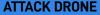


#### STRYKER DRAGOON

Weapon	×	Φ	•	*
30mm gun	64	6	4	<b>@ @</b>







Weapon	×	0	0	*	TA .
Grenade	2	3	3	10	1



**UTV** 



ASU





ASU





ASU





ASU





ASU





NAA





UAA





NAA











#### **GRENADIER**

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

	IER

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

#### **JAVELIN TEAM**

Weapon	N	0	0	*	1
Javelin	48	5	2	<b>1 1 1 1 1 1</b>	2
AK-74	28	3		6	
AK-74	28	3		6	

#### **LEOPARD 2A6**

120mm 72 6 2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Weapon	N	Φ	•	0	*
		72	6		2	
M240 49 5 4	M240	48	5	4		8
141240 40 3 4	M240	48	5	4		8









#### **M249 GUNNER**

Weapon	<b>S</b>	0	*	*
M249 SAW	36	4	2	6



**M2 GUN TEAM** 

#### **MEDIC**

Weapon	<b>S</b>	•	*
AK-74	28	3	6

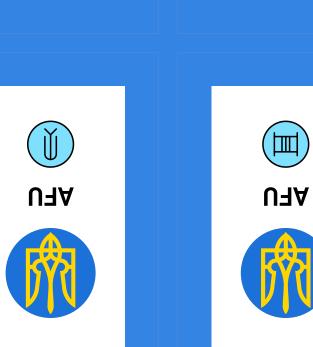
#### **MG3 GUN TEAM**

Weapon	×	0	· <b>V</b>	*
MG3 🙌	48	5	4	8
AK-74	28	3		6

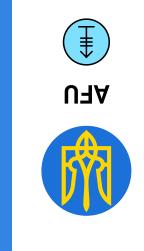


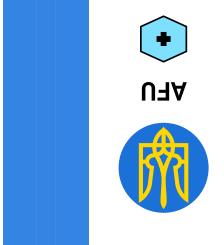




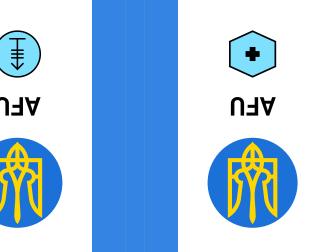


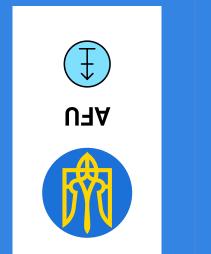
UAA



















#### **MORTAR TEAM**

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



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

#### **PKM GUNNER**

Weapon	N	Φ	•	*
PKM 🙌	32	5	6	8

#### **RIFLEMAN**

Weapon	N	0	*
AK-74	28	3	6









### RIFLEMAN RPK GUNNER

Weapon	×	0	*
M4	36	3	6

Weapon	×	Φ	٧	*
RPK	28	4	4	6

#### **60MM MORTAR TEAM**

Weapon	N	0	0	*
60mm mortar 🙌	72	5	6	<b>® ®</b>
C7	36	3		6
C7	36	3		6

#### **GRENADIER**

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









NAA





UΉΑ





NΗΑ











CANADA





САИАDA





UAA









### **JAVELIN TEAM**

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



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

#### **LEOPARD 2A4**

Weapon	N	Φ	•	0	*
120mm gun	72	6		2	<b>000</b>
C6 MMG	48	5	4		8
C6 MMG	48	5	4		8

#### **G-WAGON**

Weapon	×	0	*	*
C6 MMG	48	5	4	8



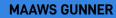






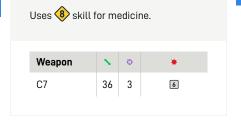
#### **LEOPARD 2A6**

Weapon	N	0	*	0	*
120mm gun	72	6		2	<b>000</b>
C6 MMG	48	5	4		8
C6 MMG	48	5	4		<b>8</b>



Weapon	N	Φ	0	*	A
MAAWS	38	4	2	<b>@ @</b>	4
C7	36	3		6	

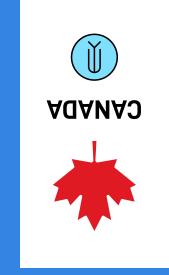
#### **MEDIC**



#### **MMG TEAM**

Weapon	×	0	7	*
C6 MMG	48	5	4	8
C7	36	3		6











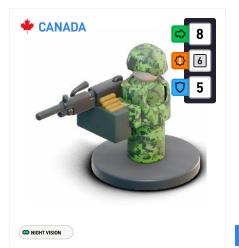














#### OFFICER/NCO

Weapon	×	0	*
C7	36	3	6

RIFLEMA	N
INII EEIMA	

Weapon	8	0	*
C7	36	3	6

#### **SAW GUNNER**

Weapon	N	Φ	•	*
C9 SAW	36	4	2	6

#### **TAPV**

DRONE

Weapon	<b>\</b>	0	· <b>V</b>	*
M2 .50 cal	64	5	8	8
C6 MMG	48	5	4	8









#### **ANTITANK MISSILEMAN**

Weapon	×	0	0	*	1
PF-98 🙌	38	4	4	<b>@ @</b>	4
QBZ-95	36	3		6	





























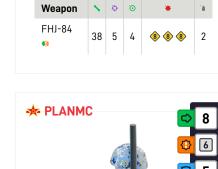


#### **EQ2050**

Weapon	N	0	*	*
Type 86 MMG ••	48	5	4	8



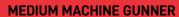
Weapon	N	Φ	0	*
QBZ-95	36	3		6
QLG-10	24	3	4	8



**INCENDIARY MISSILEMAN** 







NIGHT VISION

Weapon	<b>S</b>	0	*	*
QJY-88 🐽	48	5	6	8



#### **MORTAR TEAM**

Weapon	N	0	0	*
Type 87 mortar 🙌	72	5	6	<b>8 8</b>
QBZ-95	36	3		6
QBZ-95	36	3		6

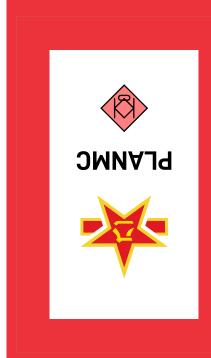
#### @ COMMANDER ( **OFFICER**

ONIGHT VISION

Weapon	<b>S</b>	0	*
QBZ-95	36	3	6

#### **RIFLEMAN**

Weapon	×	0	*
QBZ-95	36	3	6









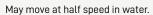












Weapon	<b>\</b>	0	•	*
30mm gun	64	6	4	0 0
Type 86 MMG ••	48	5	4	8



#### May move at half speed in water.

Weapon	×	Φ	•	<b>©</b>	*	À
30mm gun	64	6	4		<b>@ @</b>	
PF-98	38	4		4	00	4





May move at	half	spee	d in	water.

Weapon	N	0	•	*
Type 86 MMG ••	48	5	4	8



May	movo	at ha	f cnoor	l in water.

Weapon	N	Φ	•	0	*
105mm gun	64	6		2	000
Type 86 MMG ••	48	5	4		8



#### ATTACK DRONE

Weapon	×	0	0	*	T <sub>A</sub>
Grenade	2	3	3	10	1



#### BMP-1

Weapon	×	Φ	*	0	*
Main gun	64	5		2	• •
PKM	32	5	6		8



#### BTR-80

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



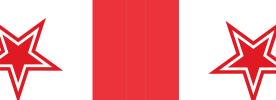






















level.

* RUSSIA	8
	<b>O A</b>
	<b>Q</b> 4



### **GRENADIER**

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

Weapon	N	0	*
AK-74	28	3	6
Pistol	8	3	6

#### MOBIK

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

#### **MORTAR TEAM**

Weapon	8	0	0	*
Type 87 mortar 🐠	72	5	6	8 8
AK-74	28	3		6
AK-74	28	3		6









#### **OFFICER**

Weapon	N	0	*
AK-74	28	3	6

#### **PKM GUNNER**

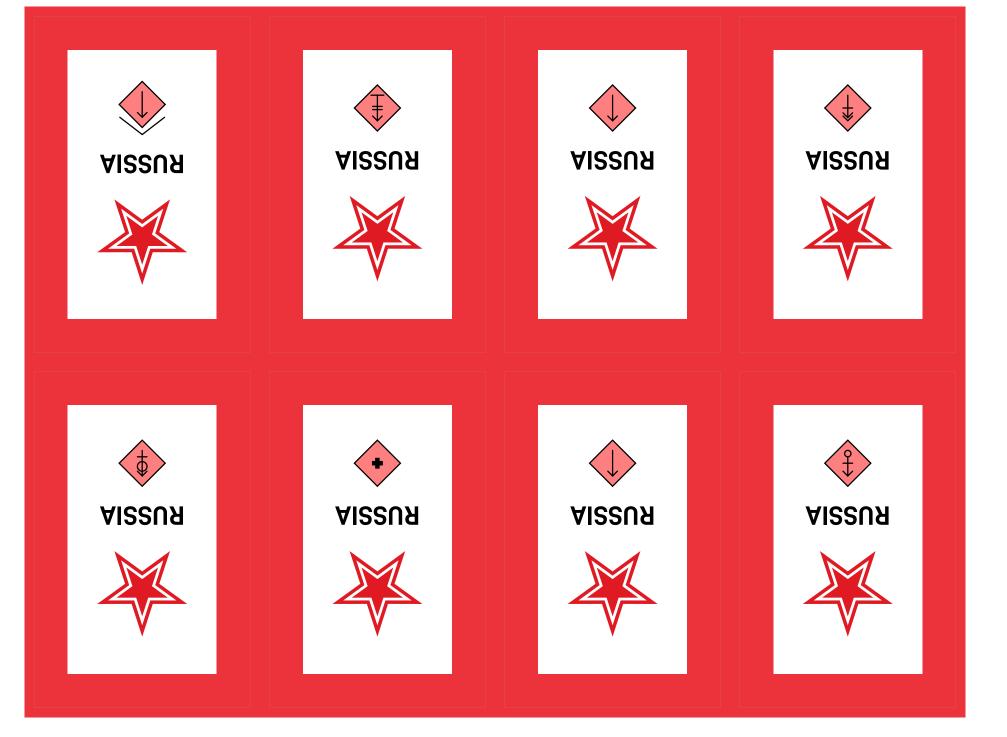
Weapon	×	Φ	*	*
PKM 🕫	32	5	6	8

#### **RIFLEMAN**

Weapon	×	0	*
AK-74	28	3	6

#### **RPG GUNNER**

Weapon	<b>S</b>	Φ	0	*	Å
RPG-7	36	3	8	•	1
AK-74	28	3		6	





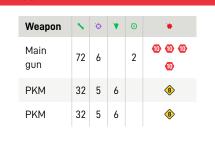






#### **RPK GUNNER**

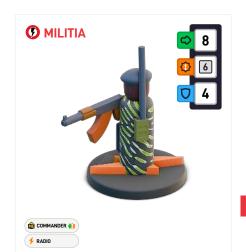
Weapon	\ <u>\</u>	0	•	*
RPK	28	4	4	6



Weapon	×	0	7	0	*
Main gun	72	6		2	<b>000</b>
PKM	32	5	6		8
PKM	32	5	6		8

#### GUNMAN

Weapon	8	0	*
AK-74	28	3	6





Weapon	8	0	*
AK-74	28	3	6



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



#### **ANTITANK MISSILEMAN**

Weapon	N	0	0	*	TA.
PF-98 🕫	38	4	4	<b>@ @</b>	4
LPR-05	36	3		6	



#### ATTACK DRONE

Weapon	N	Φ	0	*	<b>A</b>
Grenade	2	3	3	•	1



**AITIJIM** 





















#### **AUTOMATIC RIFLEMAN**

Weapon	×	0	*	*
LASW-06	36	4	2	6



Weapon	N	Φ	•	
Type 86 MMG ♥	48	5	4	■

#### **GRENADIER**

Weapon	<b>\</b>	0	0	*
LPR-05	36	3		6
GP-25	24	3	4	8









#### INCENDIARY MISSILEMAN

Weapon	<b>\</b>	0	•	*	1
FHJ-84	38	5	4	<b>8 8 8</b>	2

Can perform medicine at a specialist level.

Weapon	×	Φ	*
LPR-05	36	3	6

#### ONIGHT VISION

#### **MEDIUM MACHINE GUNNER**

Weapon	×	Φ	*	*
QJY-88 🐠	48	5	6	8

#### **MORTAR TEAM**

Weapon		0	0	*
Type 87 mortar ••	72	5	6	8 8
LPR-05	36	3		6
LPR-05	36	3		6









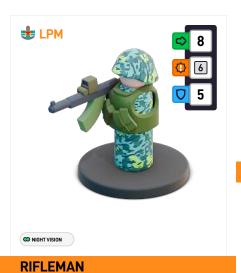












## **♣** LPM ONIGHT VISION **∳** RADIO \*\* AMPHIBIOUS **ZBL-09**



#### May move at half speed in water.

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

#### **ZBL-09 APC**

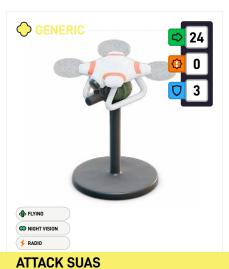
May move at half speed in water.					
Weapon	<b>S</b>	Φ	*	*	
Type 86 MMG ••	48	5	4	8	

#### **OFFICER**

Weapon	N	0	*
LPR-05	36	3	6

Weapon	8	Φ	*
LPR-05	36	3	6







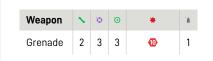


#### **NONCOMBATANT**

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

#### **SOLDIER**

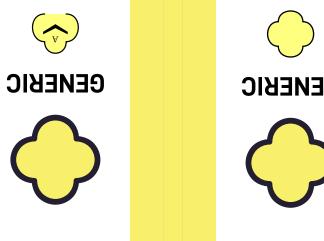
Weapon	×	0	*
M16	36	3	6

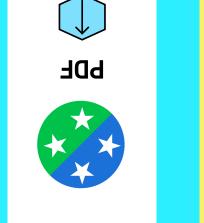


#### **AVERAGE COMBATANT**



















#### 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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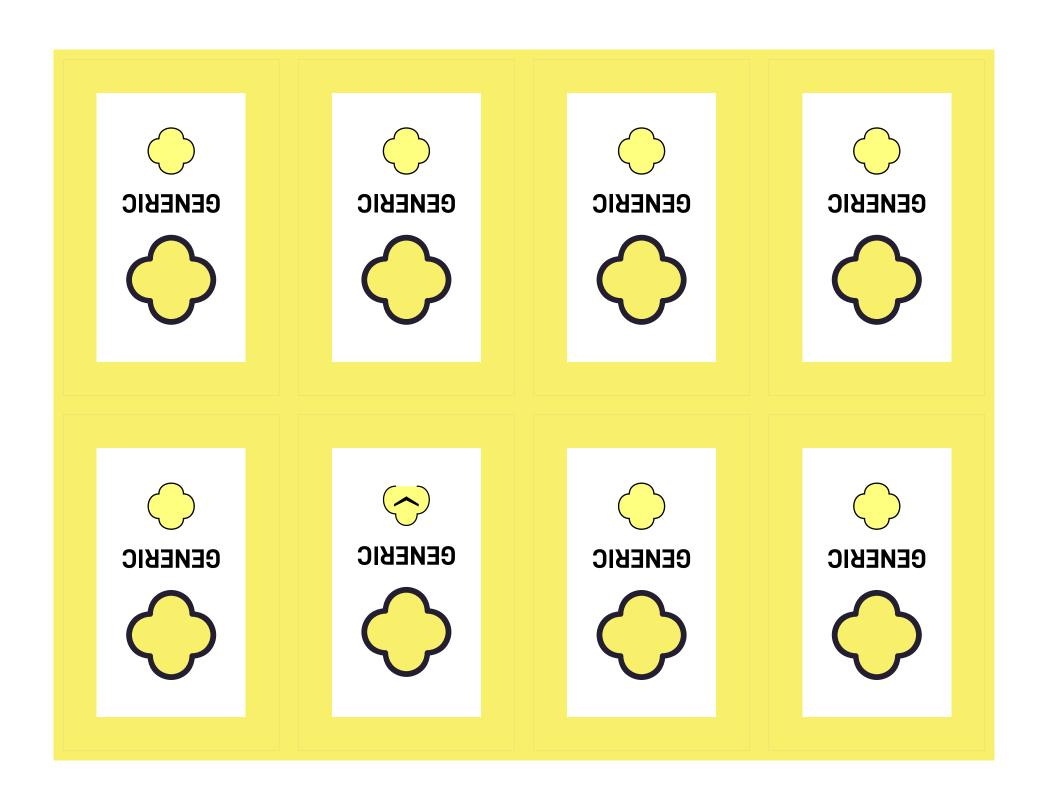
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#### **Contact**

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