



🔨 💿 🔻

64 5 8

*

8



Weapon	N	•		Ö	*	1
M242 chain gun	64	6	4		•	
M240	48	5	4		8>	
TOW	48	5		2	•	2

6

3



G	GRENADIER							
	Weapon	×.	0	Ö	*			
	M4	36	3		6			
	M320	24	3	4	(B)			



C NIGHT VISION 🗲 RADIO

HIMARS

Weapon	N	ø	o	*	1
ATACMS	∞	8	16	0000 0000	1



CO NIGHT VISION 🗲 RADIO

CO NIGHT VISION

🗲 RADIO

AMPV

Weapon

M2 .50 cal

HMMWV Weapon N 💿 🔻 64 5 8 M2 .50 cal 8



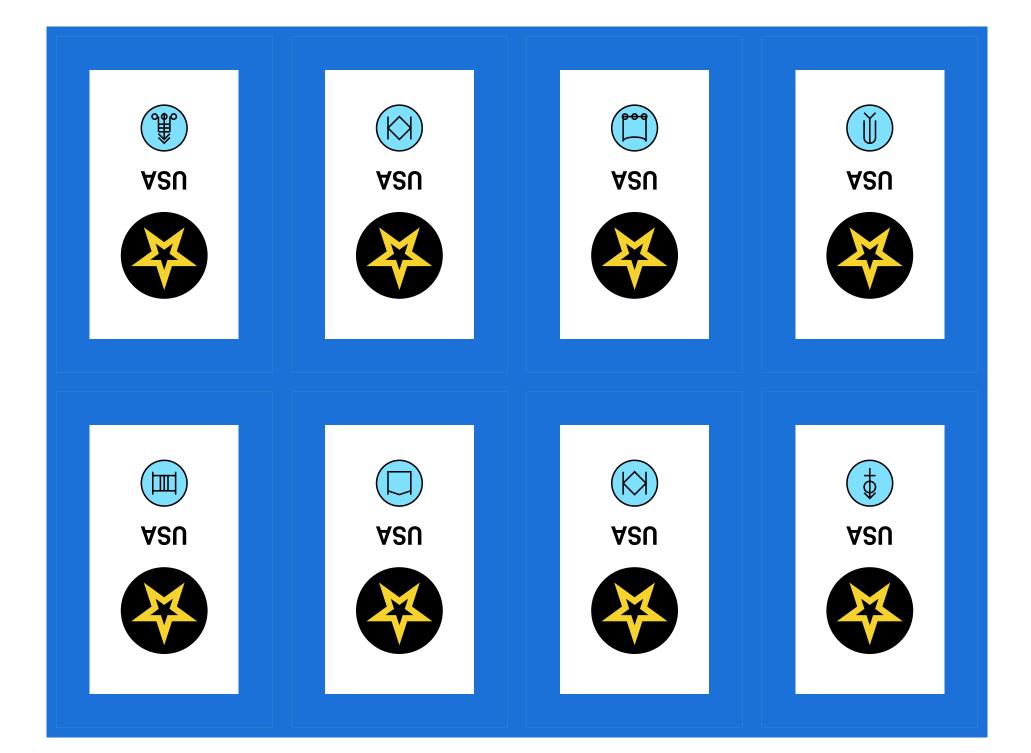
INFANTRY SQUAD VEHICLE

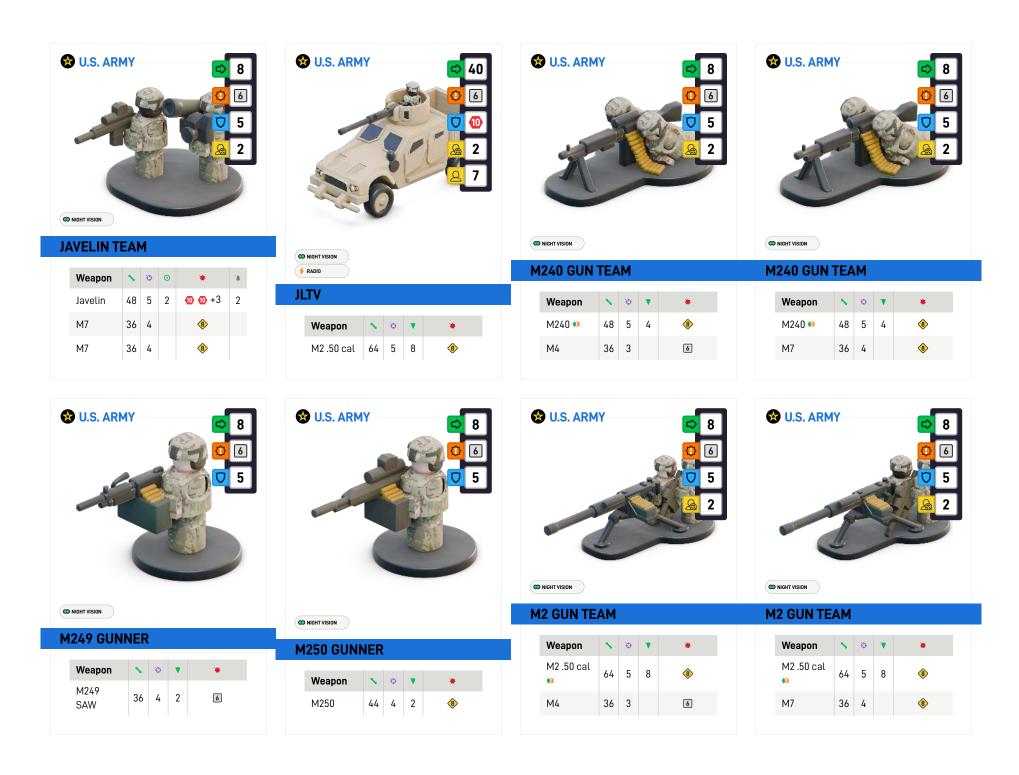
🗲 RADIO

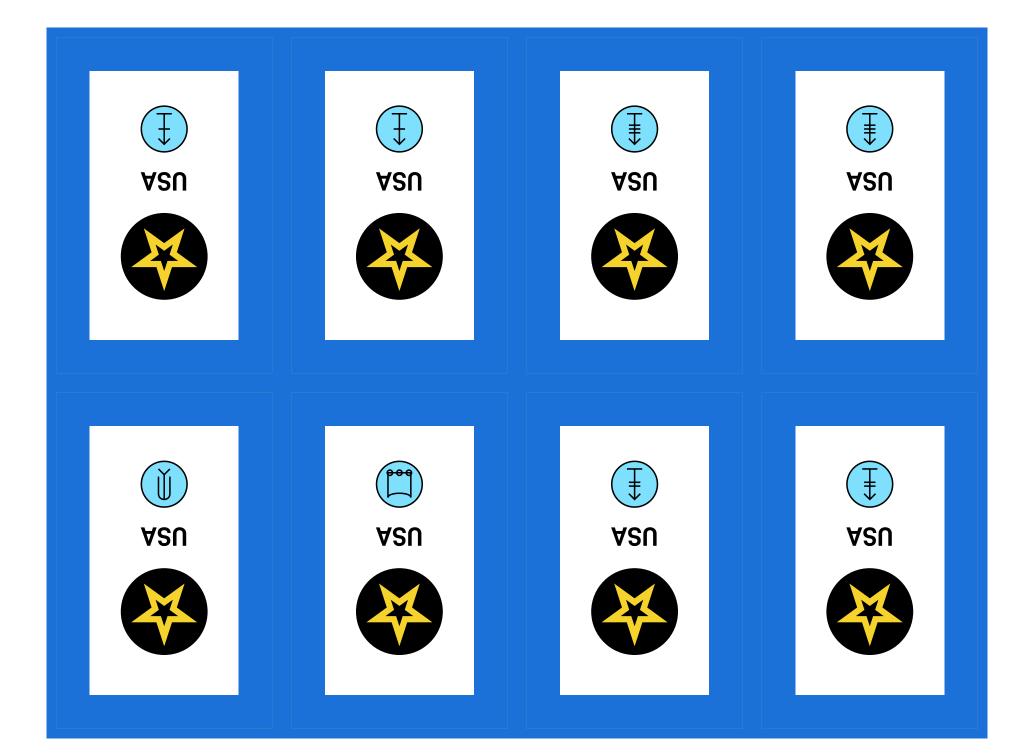


JAVELIN TEAM

Weapon	N	ø	õ	٠	1
Javelin	48	5	2	10 +3	2
M4	36	3		6	
M4	36	3		6	









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M777

Weapon

155mm

gun



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38 4 2

36 3

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6

1

4

Weapon

MAAWS

Weapon

M4

M4



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8

1

4

MAAWS GUNNER

MAAWS

OFFICER/NCO

Weapon

M7

M7

Weapon 💊 📀

38 4 2

36 4



Uses 🚯 skill for medicine.							
Weapon	×.	٥					
M4	36	3	6				





N 0

36 3

6



N 🔿

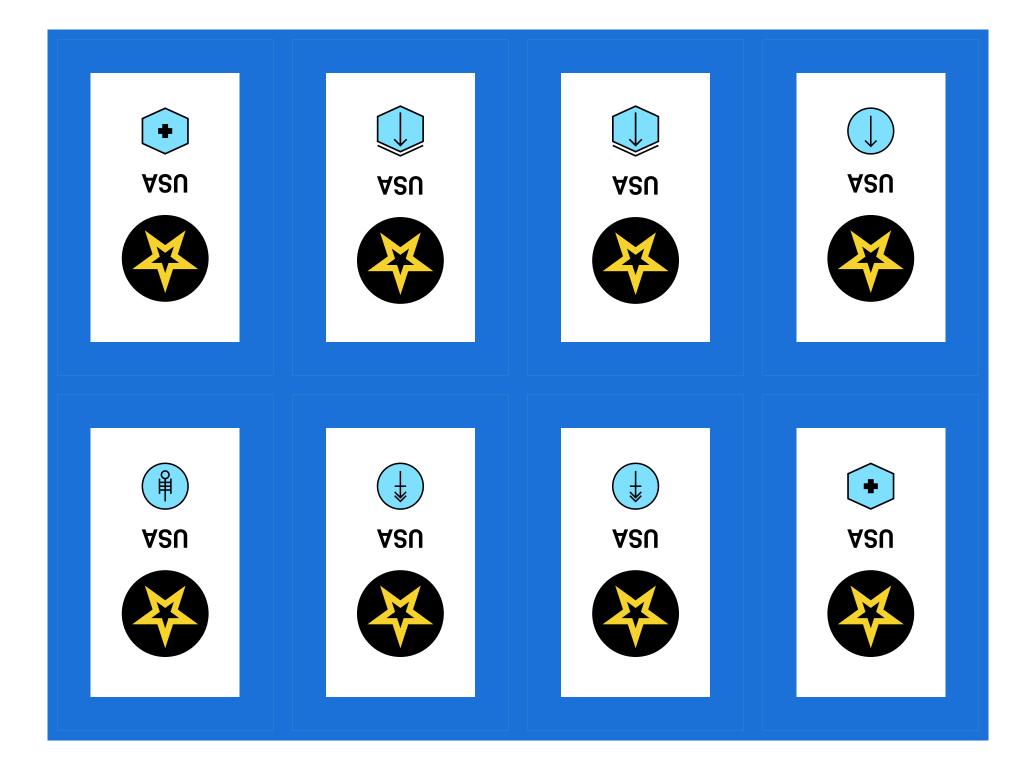
36 4

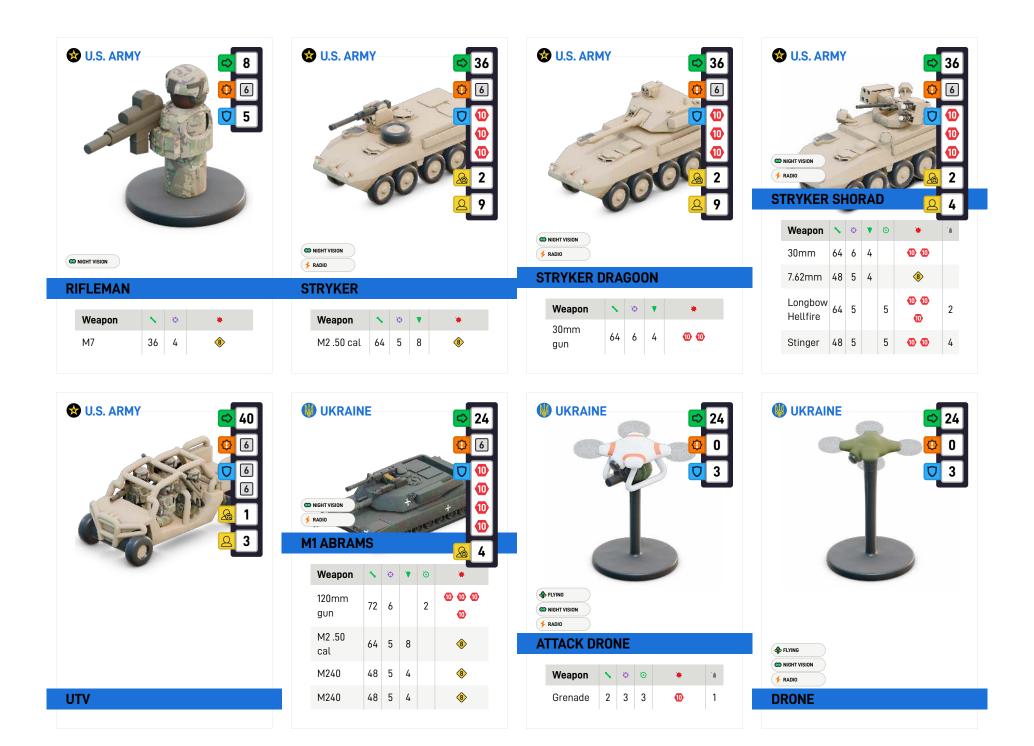


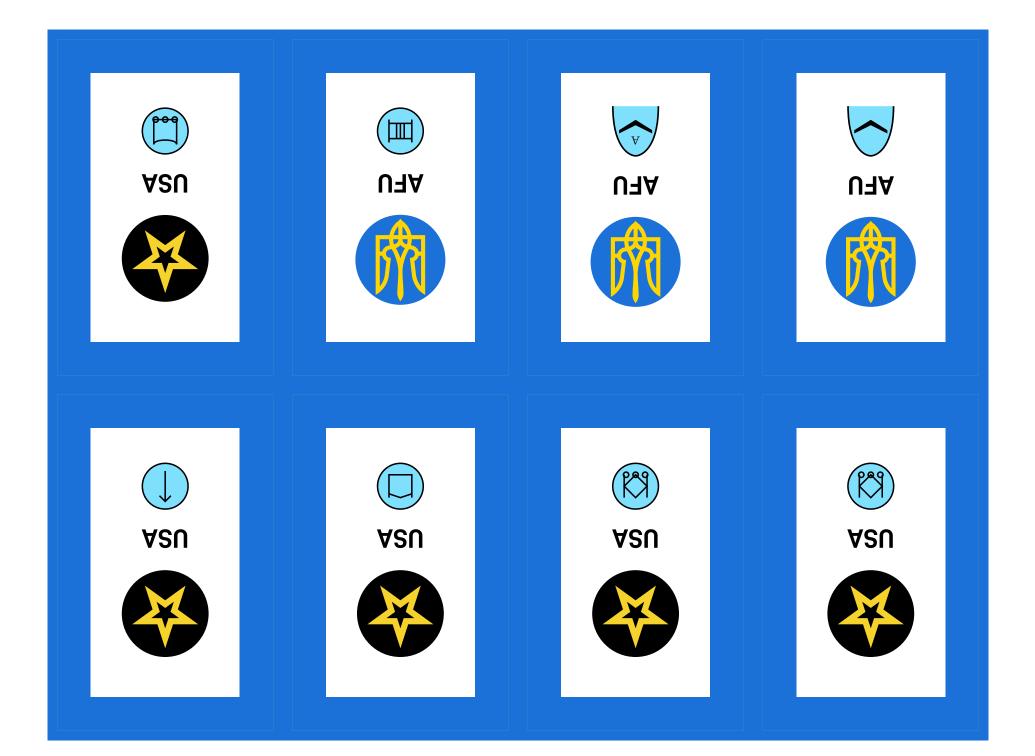
Uses 🛞 skill for medicine.

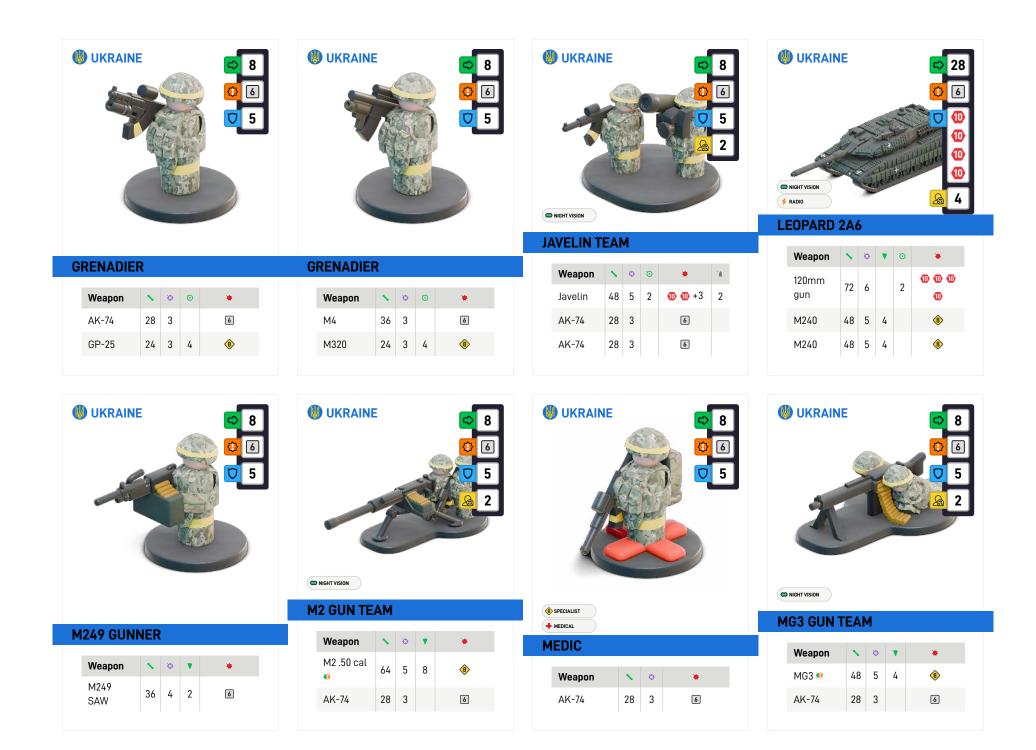
Weapon	×.	ø	٠
M7	36	4	8

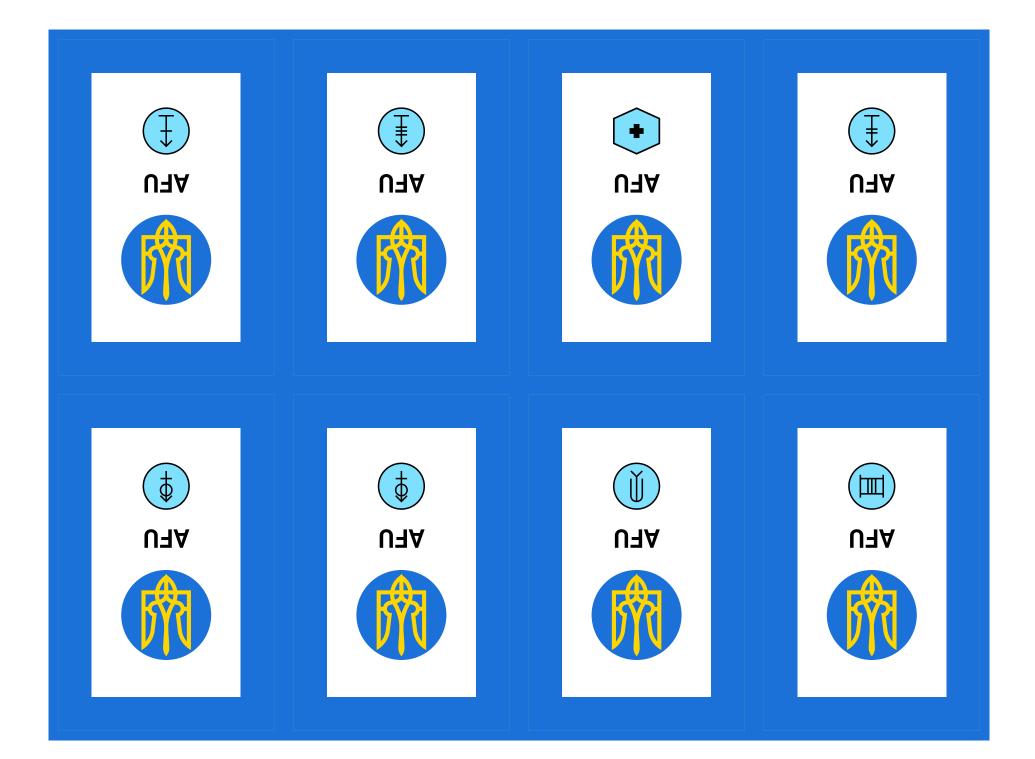
	RIFLEMAN						
*		Weapon	N	ø	*		
8		M4	36	3	6		

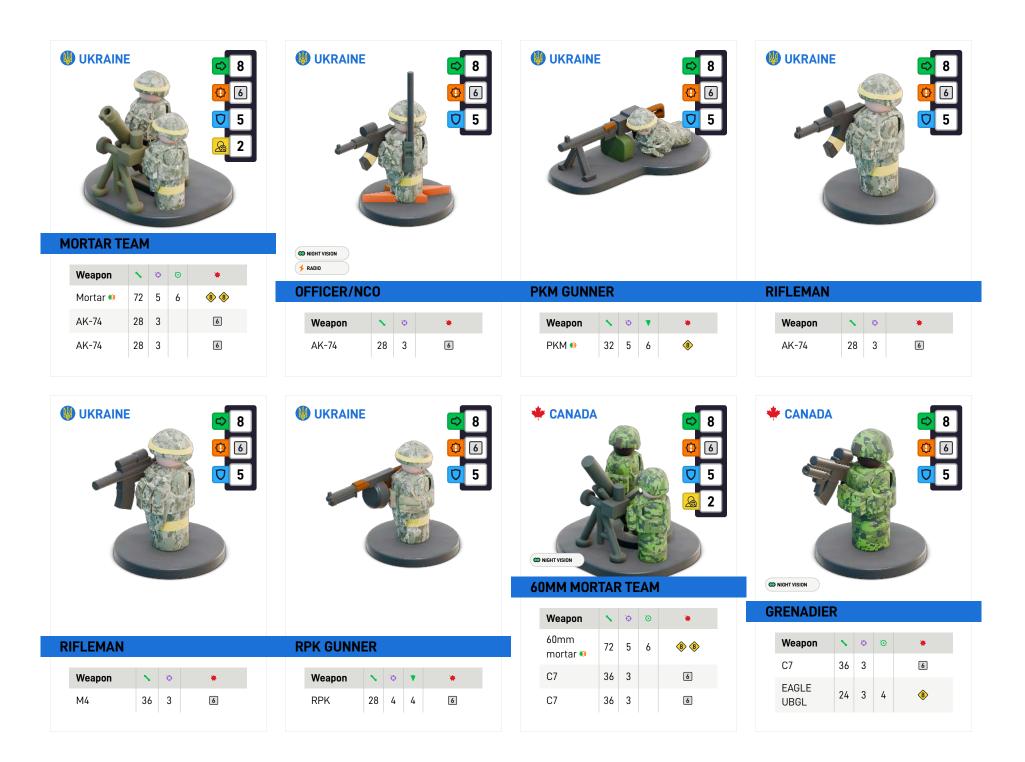


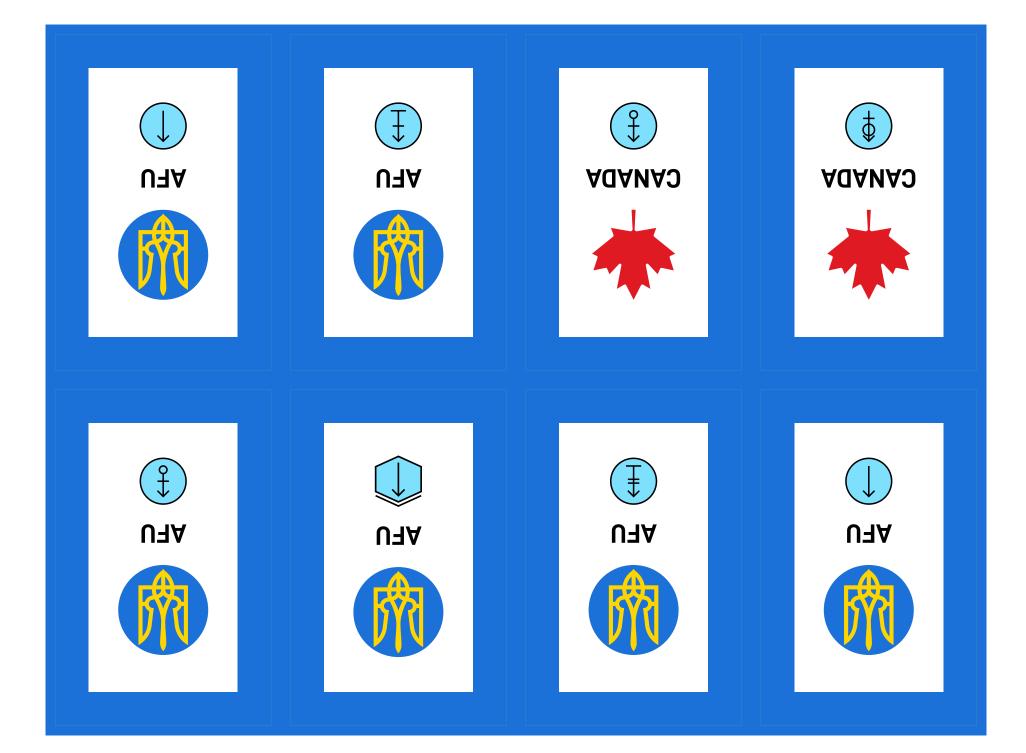
















**** 0 0

48 5 2

36 3

36 3

JAVELIN TEAM

Weapon

Javelin

C7

C7



LAV 6

Weapon

chain gun

C6 MMG

M242

1

2

1

4

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🛈 🕕 +3

6

6

CANADA



LEOPARD 2A4

36

6

10

10

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3

28

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8

Weapon	$ \infty $	Ø	۲	O	•
120mm gun	72	6		2	0 0 0 0
C6 MMG	48	5	4		(ھ)
C6 MMG	48	5	4		8



N 0 Y

4

48 5

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8

LEOPARD 2A6

G-WAGON

Weapon

C6 MMG

\mathbf{N}	ø		O	٠
72	6		2	000 0
48	5	4		(B)
48	5	4		8
	48	726485	72 6 48 5 4	72 6 2 48 5 4



Weapon Image: Weapon</



N 0 V

4

4

64 6

48 5

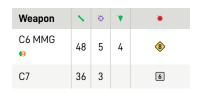
Uses 용 skill for medicine.

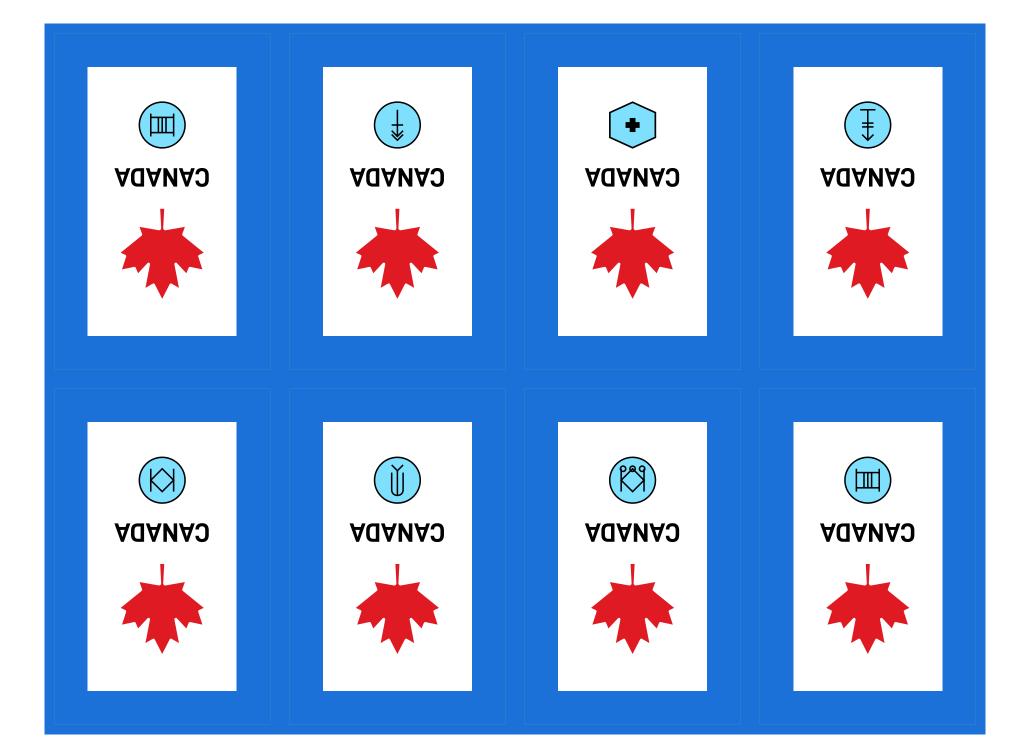
Weapon	\mathbb{Z}^{N}	Φ	٠
C7	36	3	6

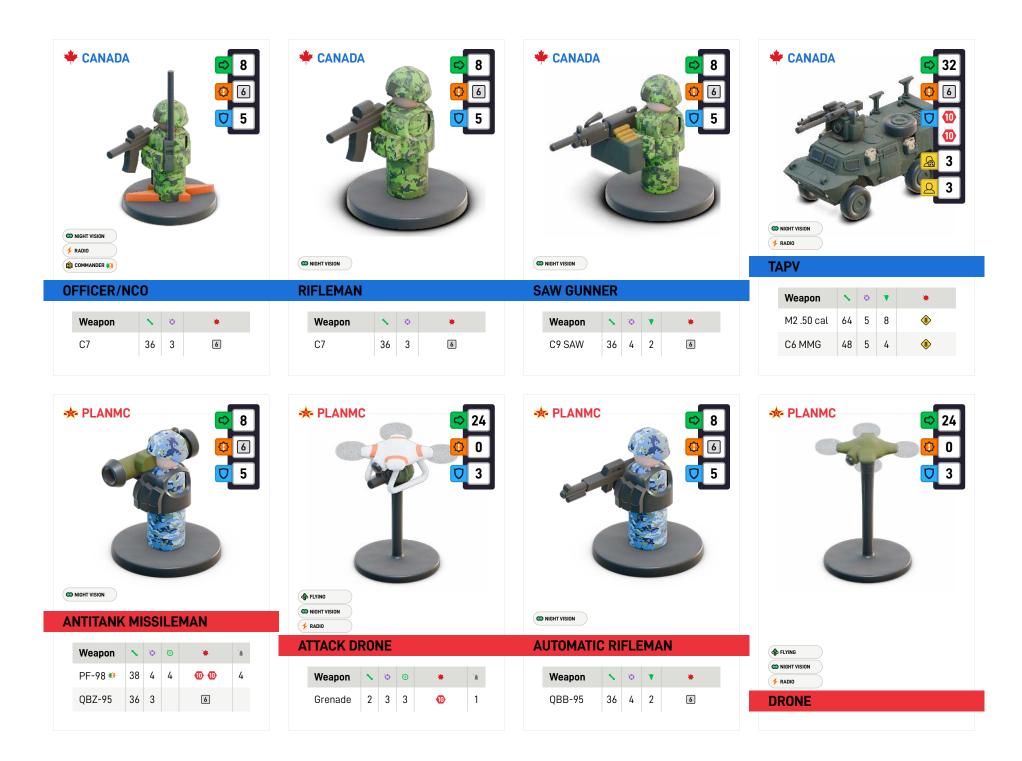


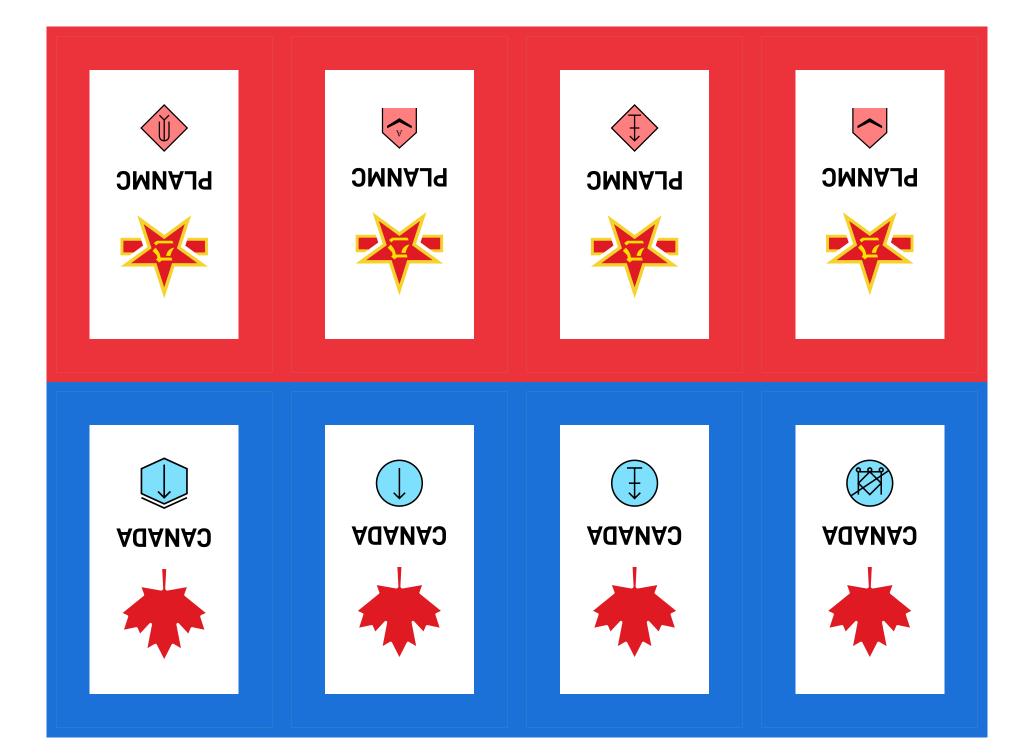
C NIGHT VISION

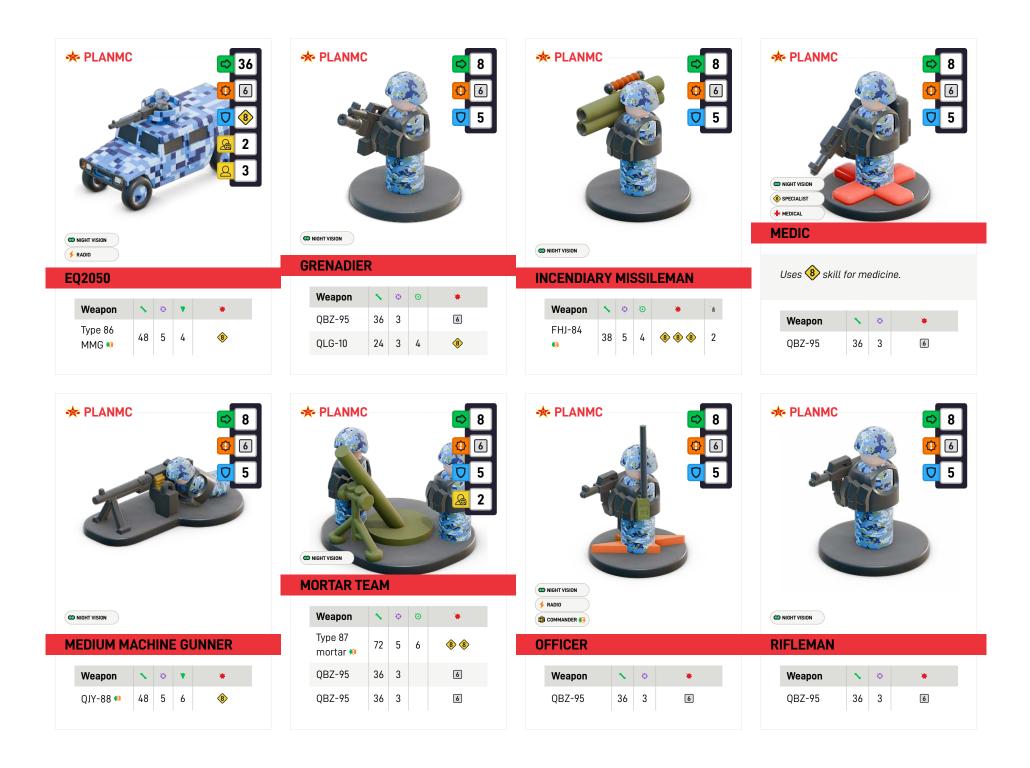


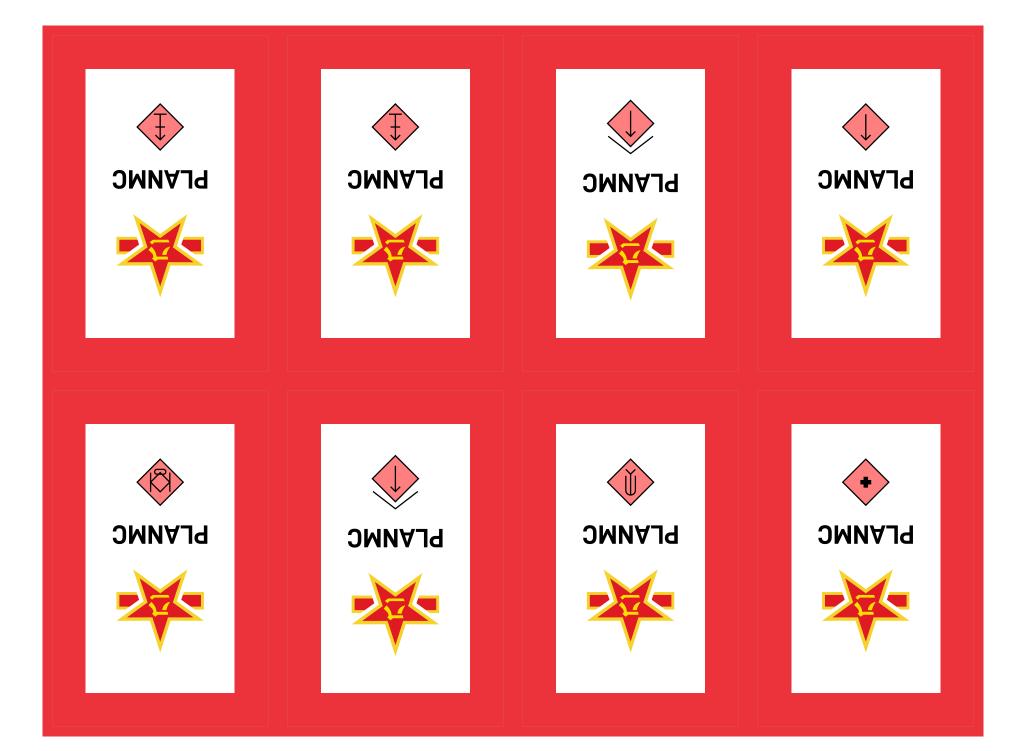


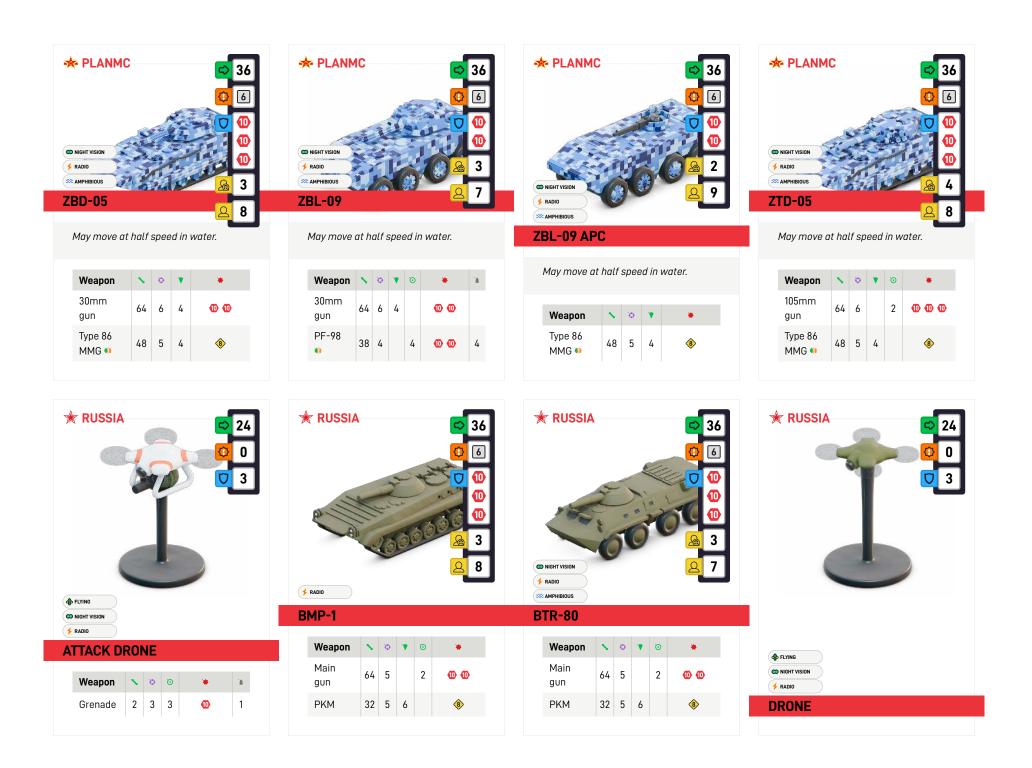


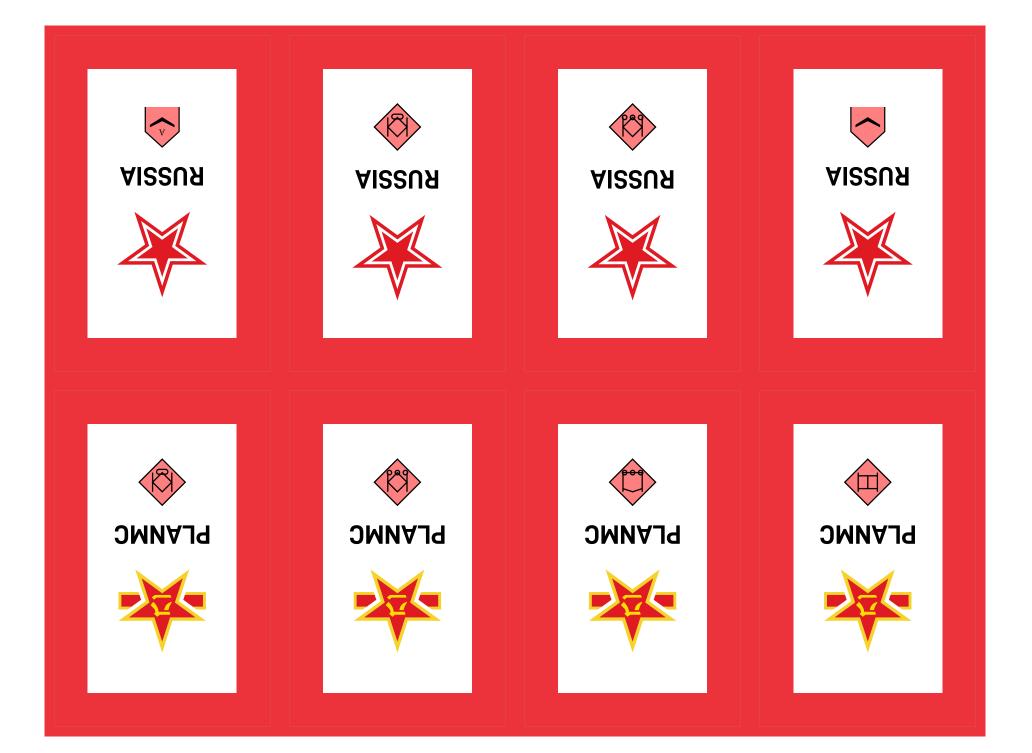














GRENADIER

CO NIGHT VISION

🗲 RADIO

Weapon	\sim	ø	Ö	٠
AK-74	28	3		6
GP-25	24	3	4	(B)



Watch out for hepatitis! Can perform basic medicine but not at a specialist level.

Weapon	×.	Ø	*
AK-74	28	3	6
Pistol	8	3	6



MOBIK

Weapon

AK-74



MORTAR TEAM

\mathbf{N}_{i}	٥	O	*
72	5	6	(8) (8)
28	3		6
28	3		6
	28	72 5 28 3	72 5 6 28 3







N 🔿

28 3

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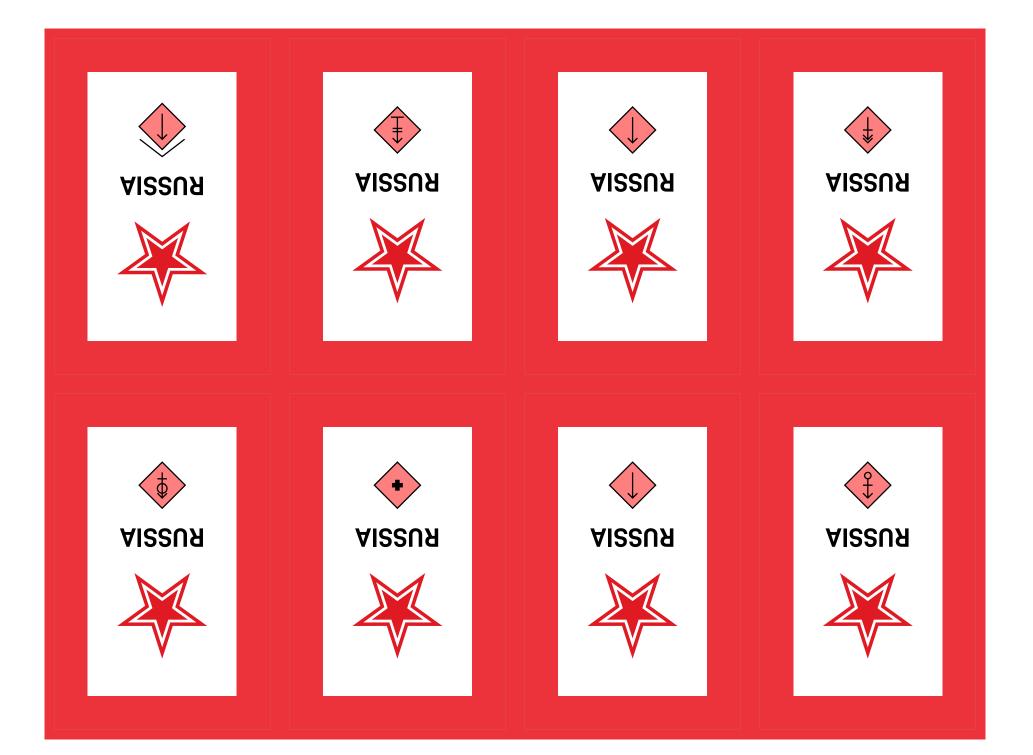
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RPG GUNNER

OFFICER				PKM GUNN	ER				RIFLEMAN					Weapon
Weapon	\sim	0	٠	Weapon	N	ø			Weapon	N	ø	٠		RPG-7
AK-74	28	3	6	PKM 🄫	32	5	6	8	AK-74	28	3	6		AK-74

Weapon	N	Ø	Ö	*	1
RPG-7	36	3	8	•	1
AK-74	28	3		6	











R	RPK GUNNER							
	Weapon	\$	ø		*			
	RPK	28	4	4	6			

Weapon	$ \infty $	Ø	۲	õ	*
Main gun	72	6		2	0000 00
PKM	32	5	6		(B)
PKM	32	5	6		(B)

Weapon	\mathbf{x}	Ø		O	*
Main gun	72	6		2	000 0
PKM	32	5	6		8
PKM	32	5	6		(B)

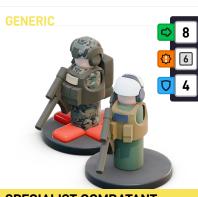






NONCOMBATANT

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



SPECIALIST COMBATANT

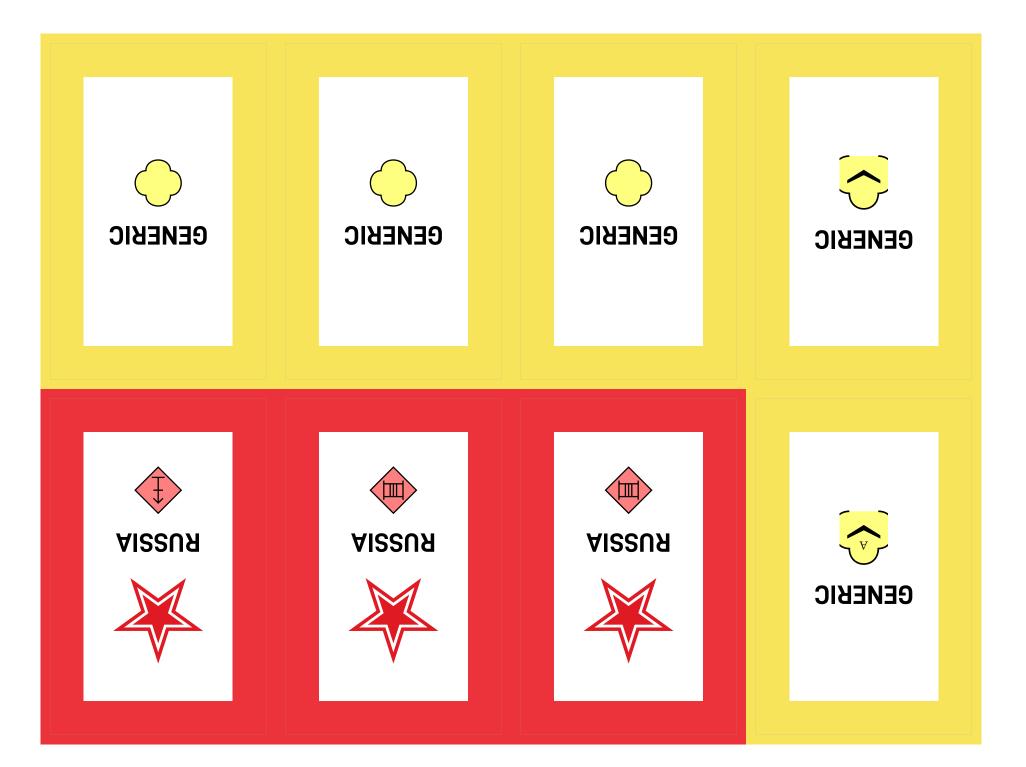
With a particular expertise in a specific area, the specialist can roll a (*) as their skill for tasks related to their speciality, despite having ordinary skill otherwise.



FLYING NIGHT VISION ADIO

SUAS

AVERAGE COMBATANT





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.



SUBSTANDARD COMBATANT

The substandard combatant may have

the will to fight, but for reasons of poor

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professional combatant.



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. SENERIC 6

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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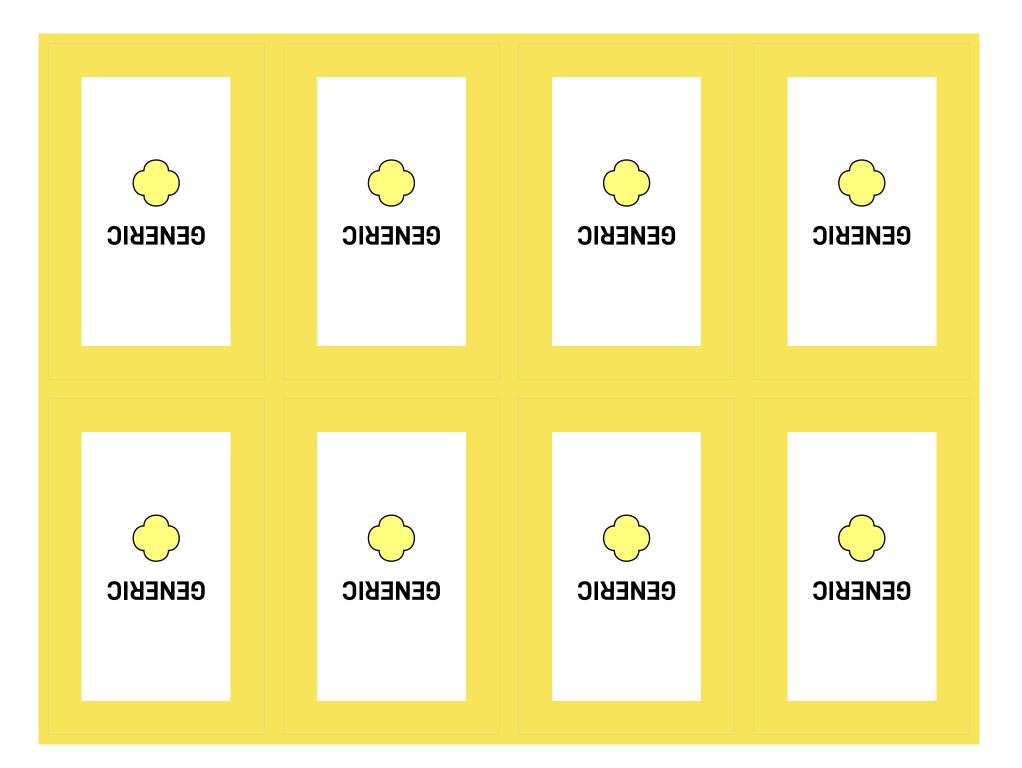
SUBSTANDARD COMBATANT

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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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