



🔨 💿 🔻

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>(B)</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



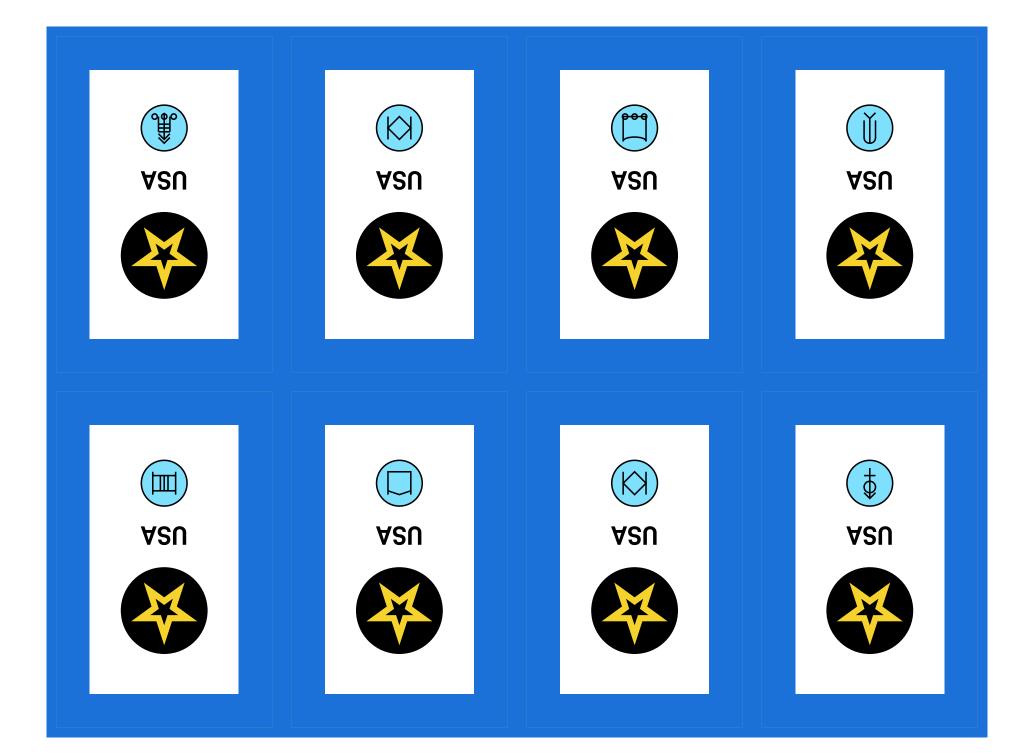
**INFANTRY SQUAD VEHICLE** 

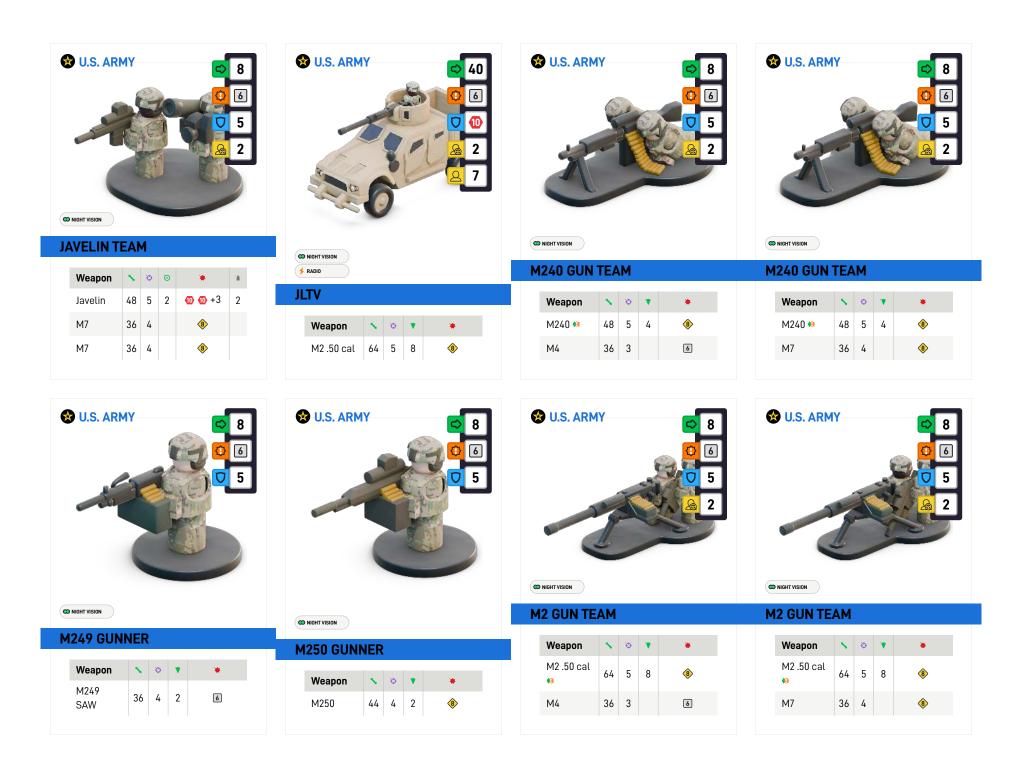
🗲 RADIO

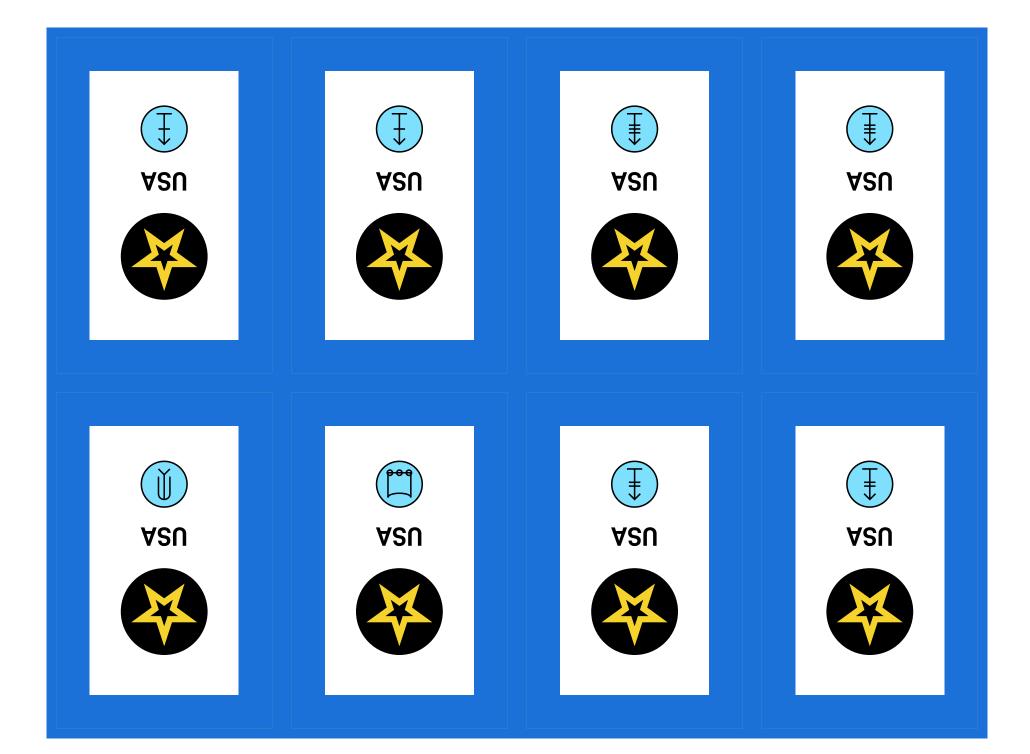


**JAVELIN TEAM** 

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









**\** 0 0

14

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 $\mathbf{0}$   $\mathbf{0}$   $\mathbf{0}$ 

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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 🔿

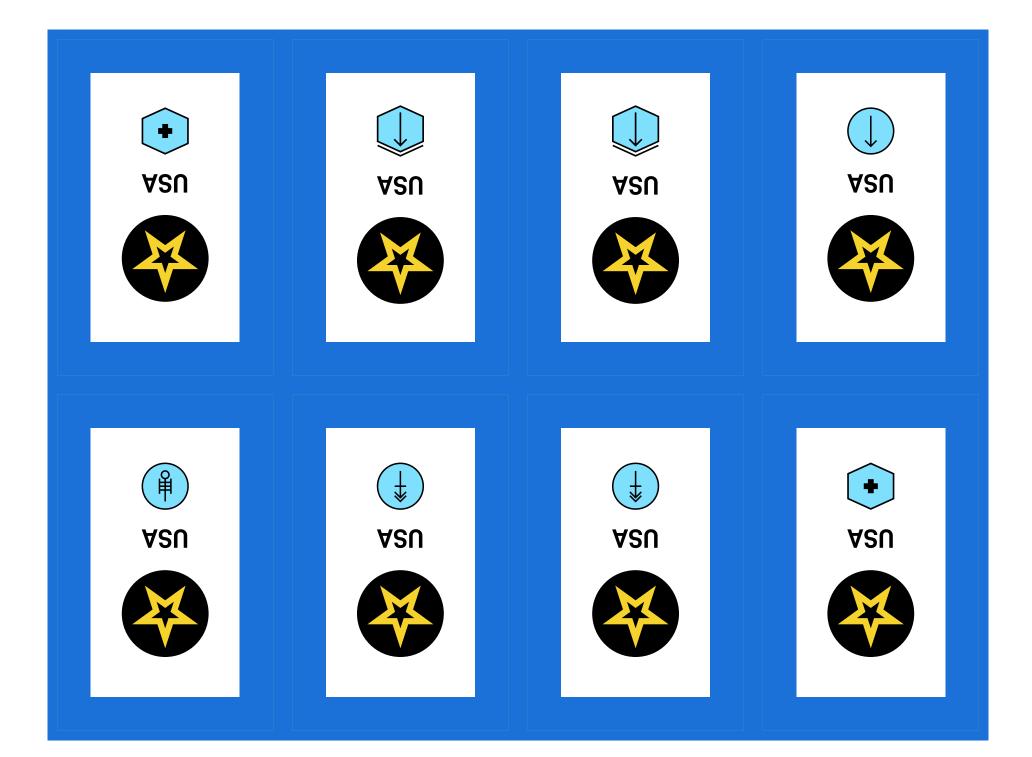
36 4

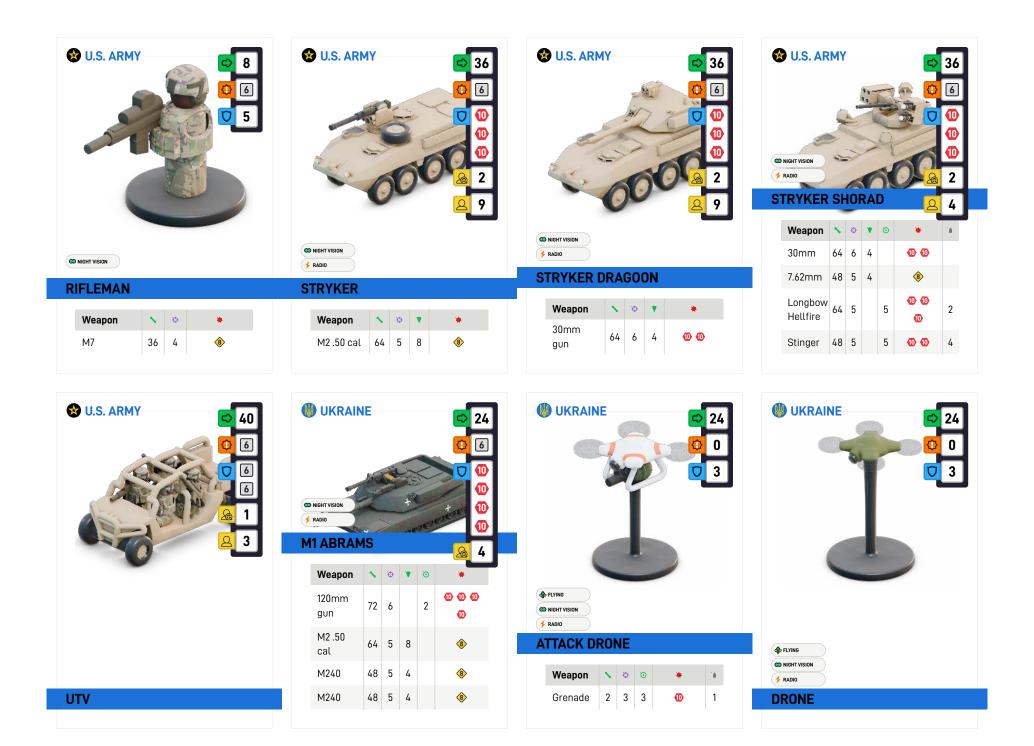


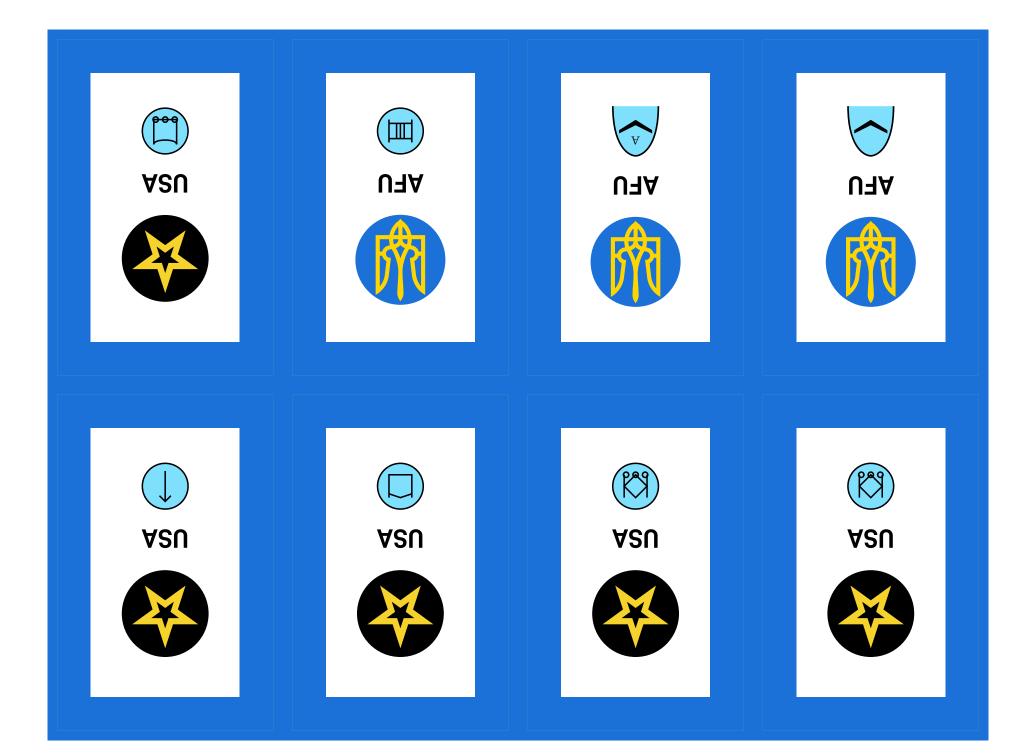
Uses 🛞 skill for medicine.

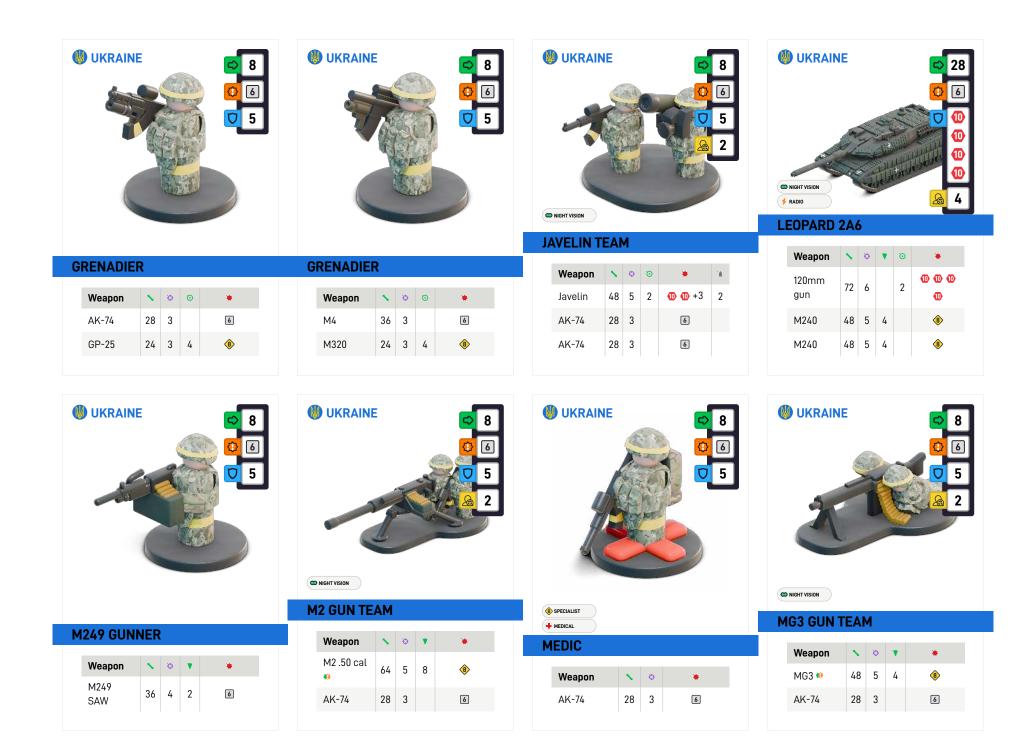
Weapon	×.	ø	٠
M7	36	4	8

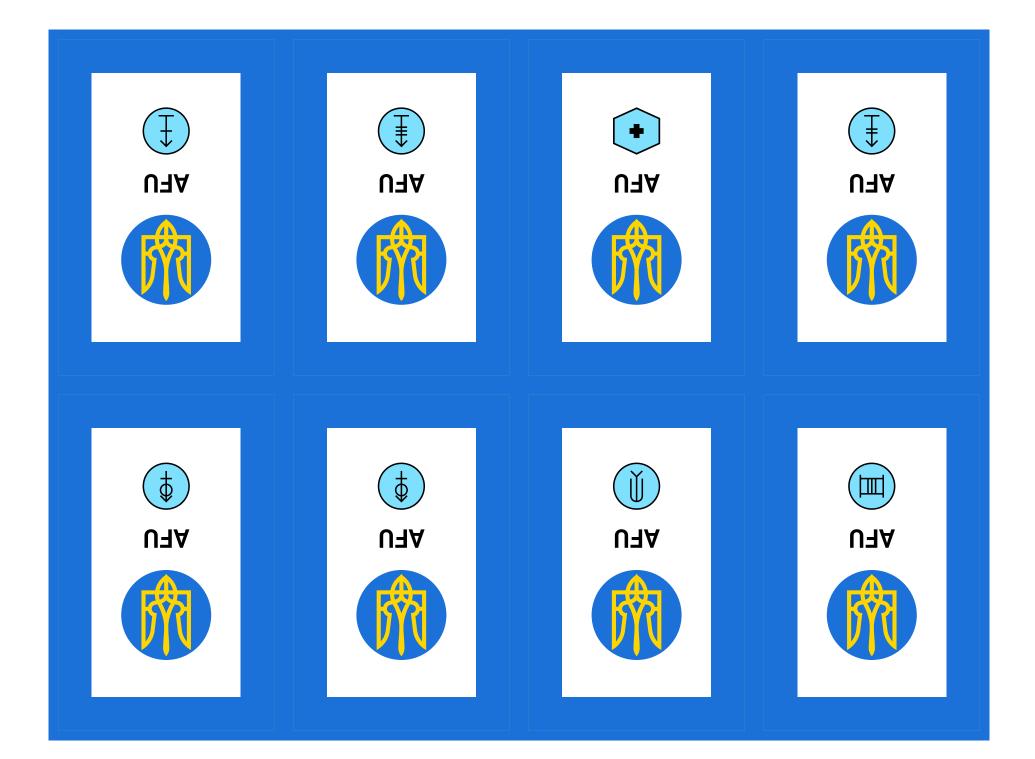
	RIFLEMAN						
*		Weapon	N	ø	*		
8		M4	36	3	6		

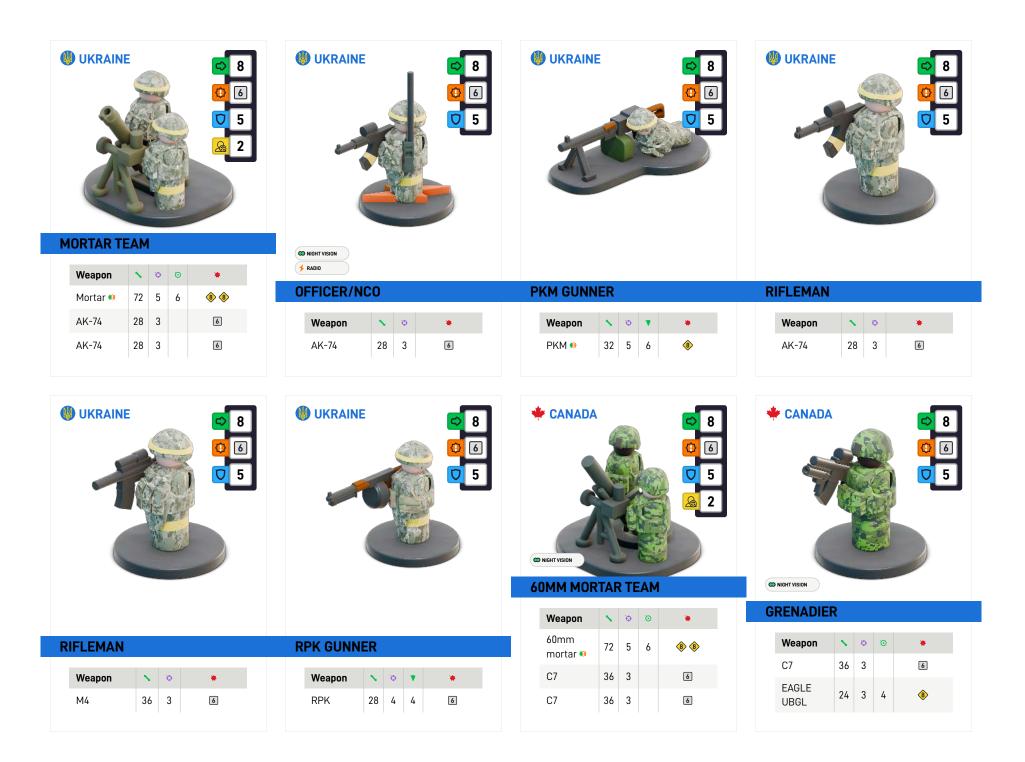


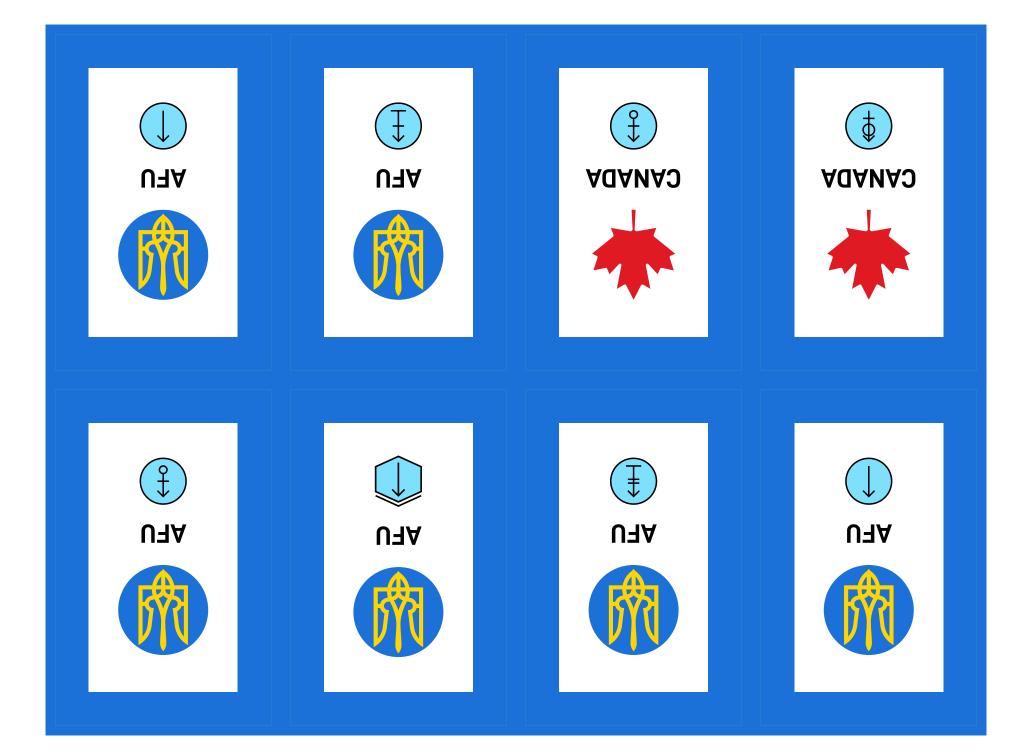
















**\** 0 0

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		<b>8</b>



N 0 Y

4

48 5

٠

8

LEOPARD 2A6

**G-WAGON** 

Weapon

C6 MMG

$\mathbf{N}$	ø		O	٠
72	6		2	000 0
48	5	4		<b>(B)</b>
48	5	4		8
	48	<ul><li>72</li><li>6</li><li>48</li><li>5</li></ul>	72     6       48     5     4	72     6     2       48     5     4



# Weapon Image: Weapon</



N 0 V

4

4

64 6

48 5

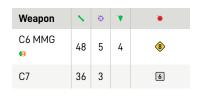
Uses 용 skill for medicine.

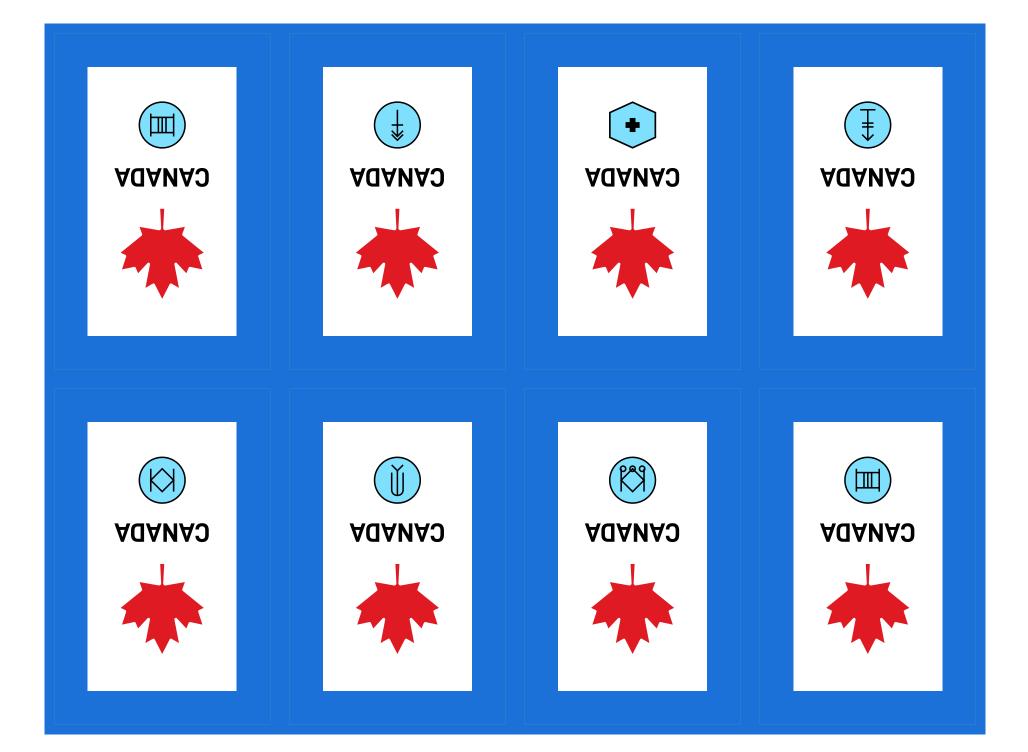
Weapon	$\mathbb{Z}^{N}$	Φ	٠
C7	36	3	6

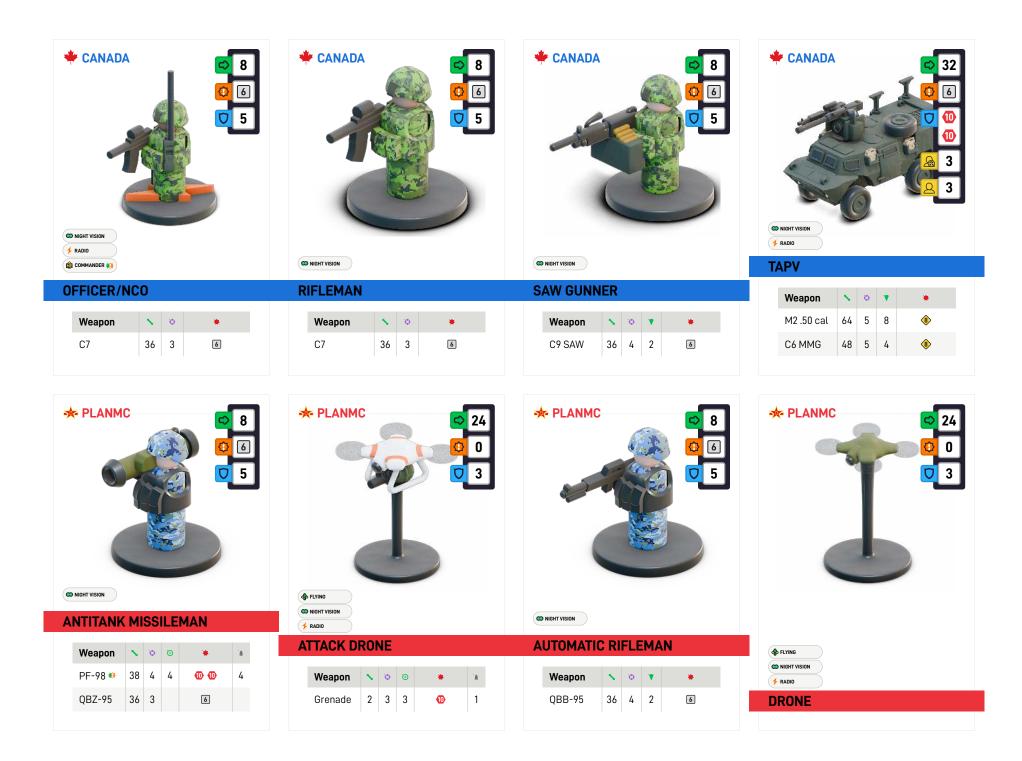


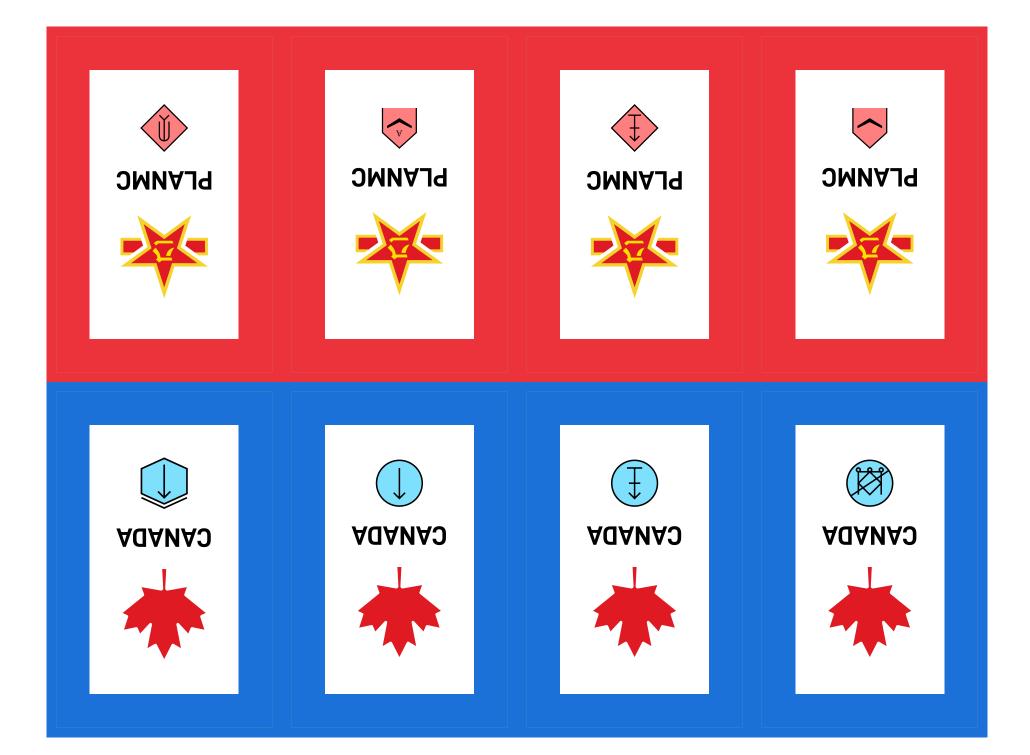
C NIGHT VISION

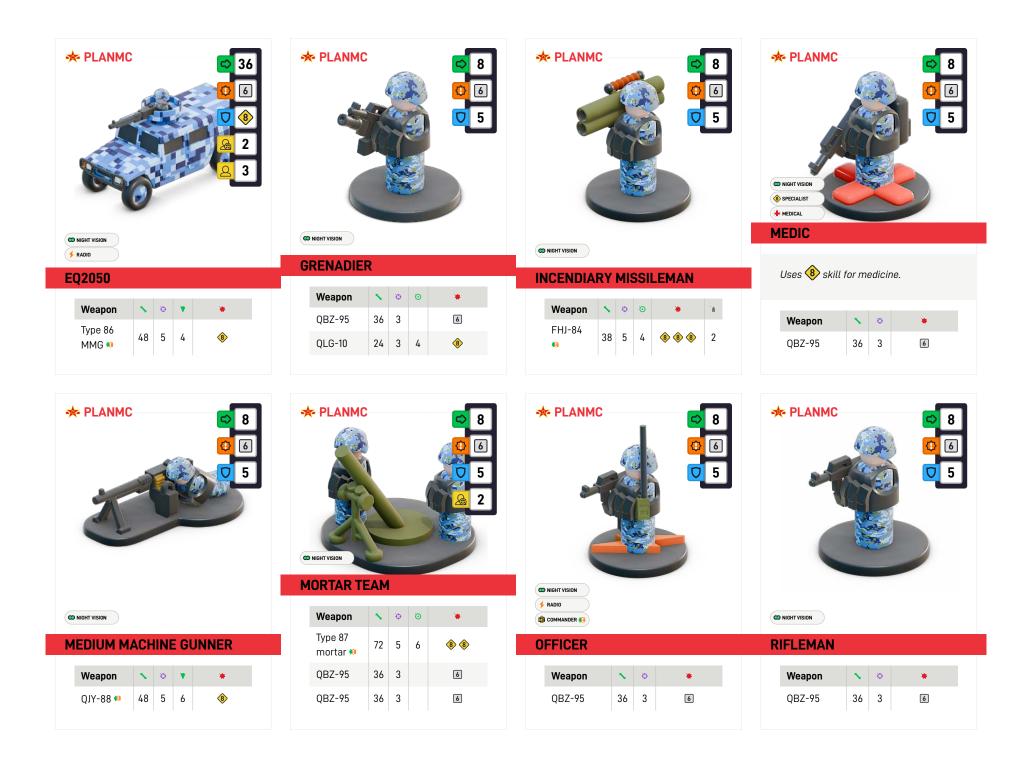


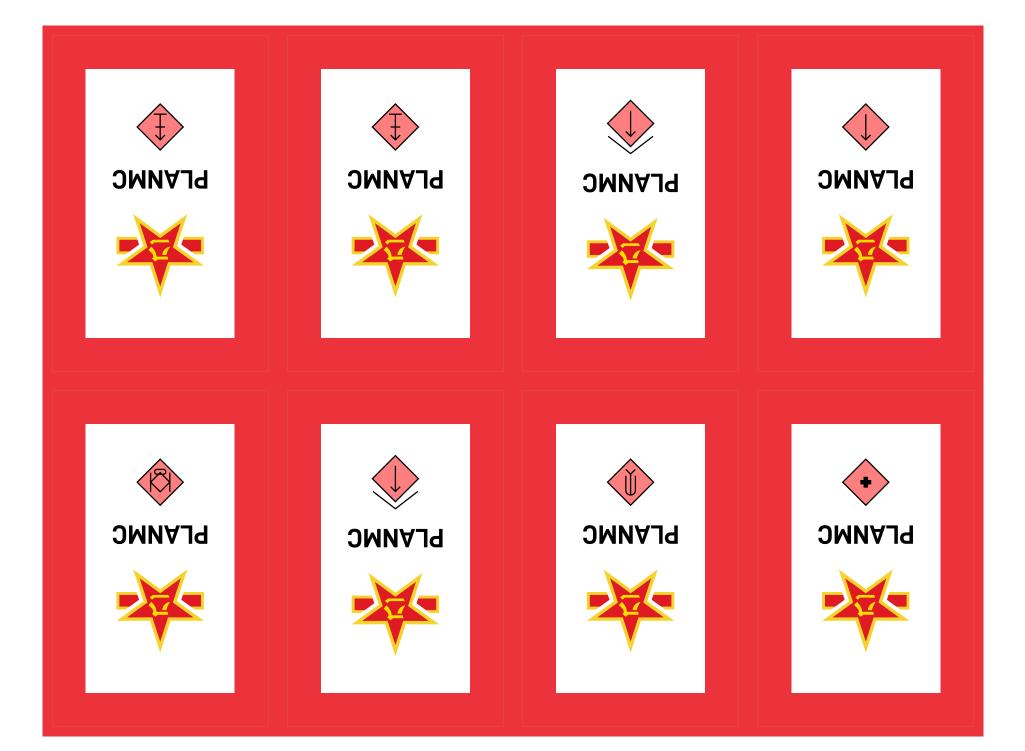


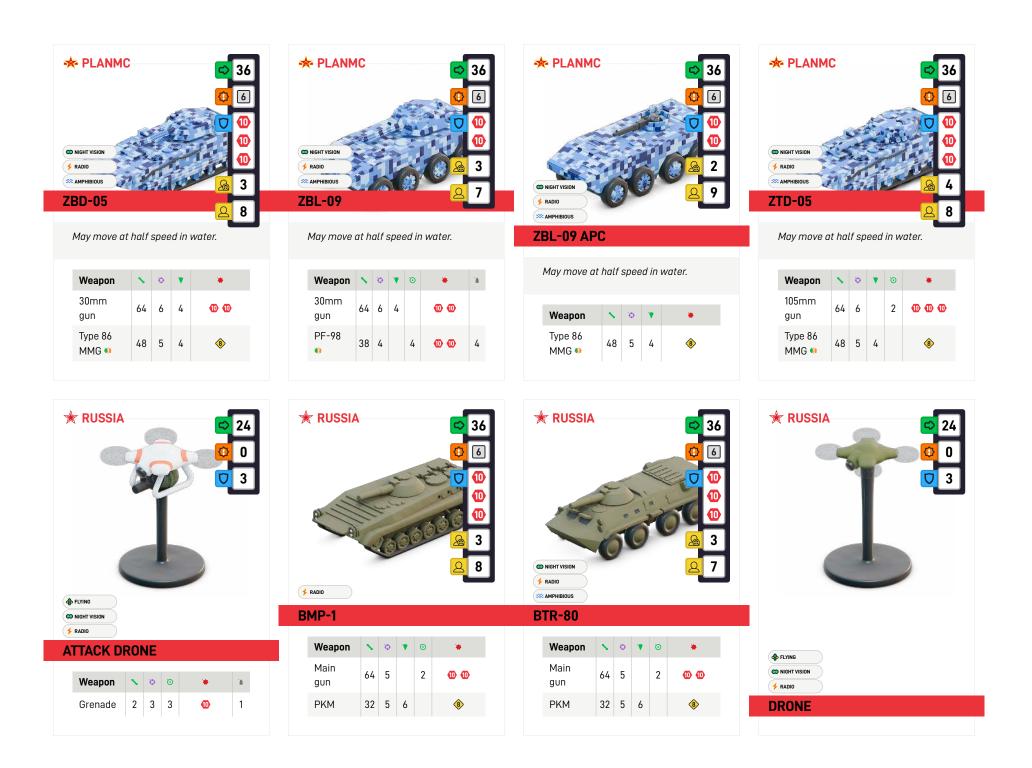


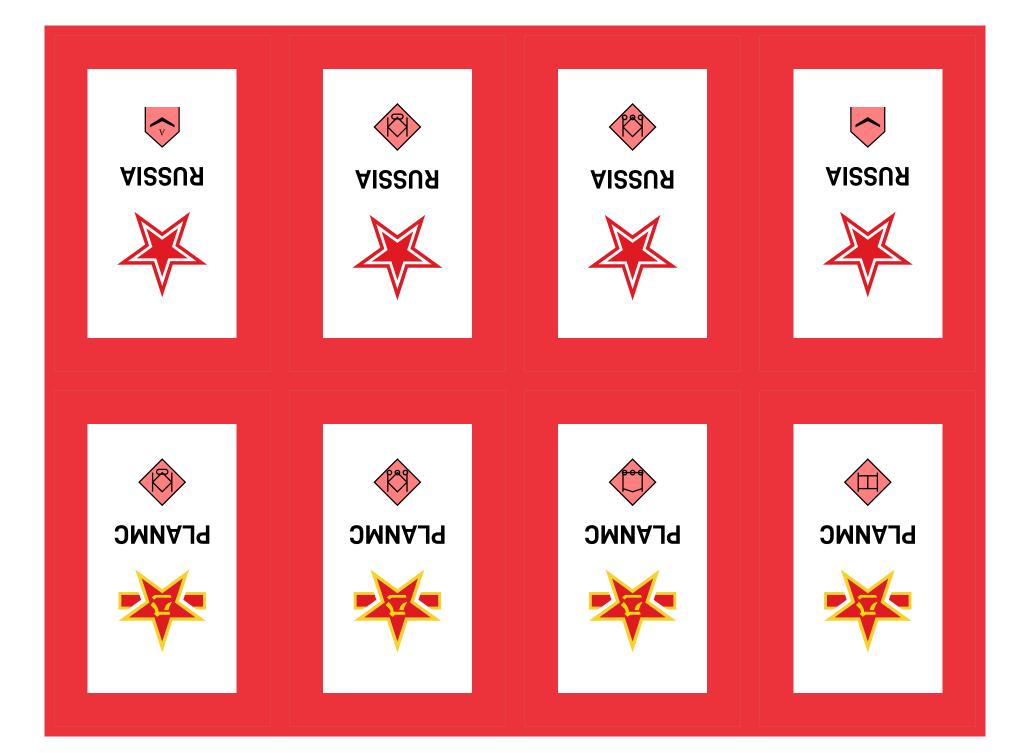














### GRENADIER

CO NIGHT VISION

🗲 RADIO

Weapon	$\sim$	ø	Ö	٠
AK-74	28	3		6
GP-25	24	3	4	<b>(B)</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	<b>(8) (8)</b>
28	3		6
28	3		6
	28	72 5   28 3	72     5     6       28     3







N 🔿

28 3

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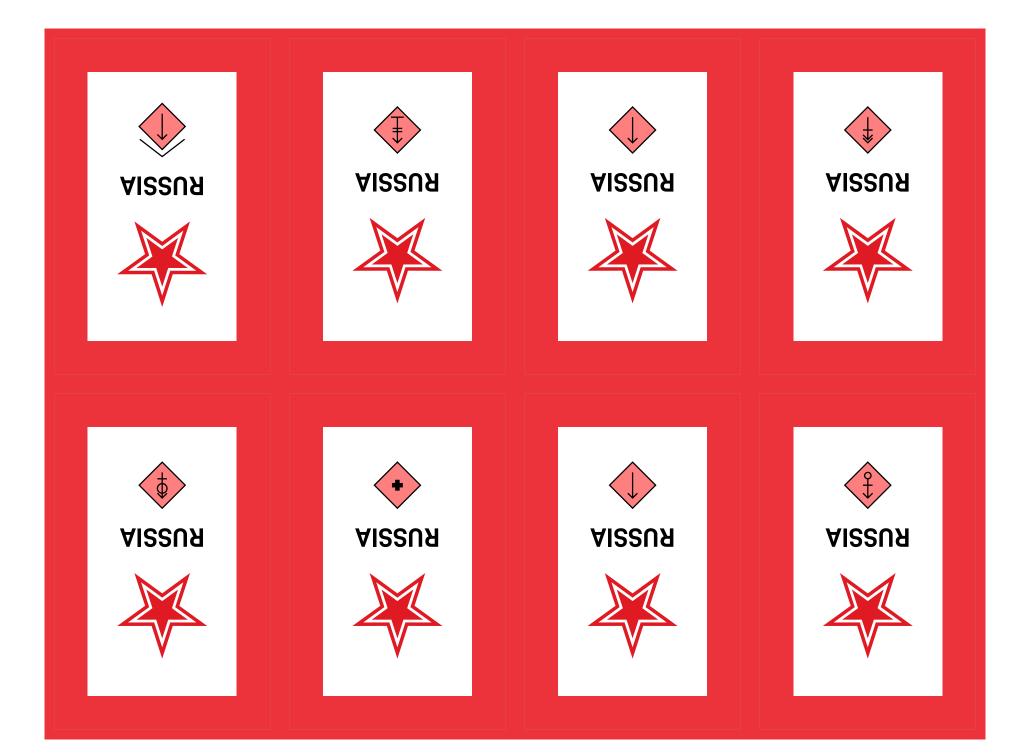
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RPG GUNNER

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>(B)</b>
PKM	32	5	6		<b>(B)</b>

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

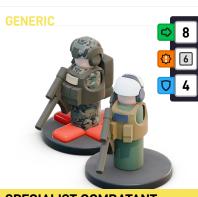






## NONCOMBATANT

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



# SPECIALIST COMBATANT

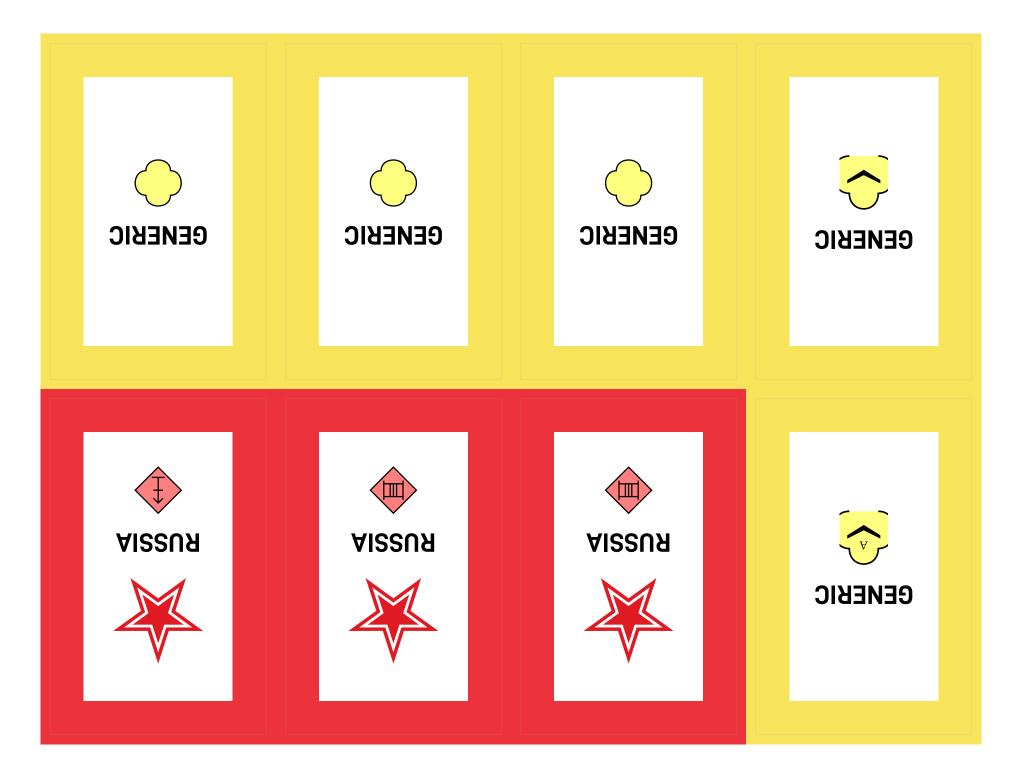
With a particular expertise in a specific area, the specialist can roll a (\*) as their skill for tasks related to their speciality, despite having ordinary skill otherwise.



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.



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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 training, age, equipment, or infirmity is unable to be as effective as a professional combatant. SENERIC 6

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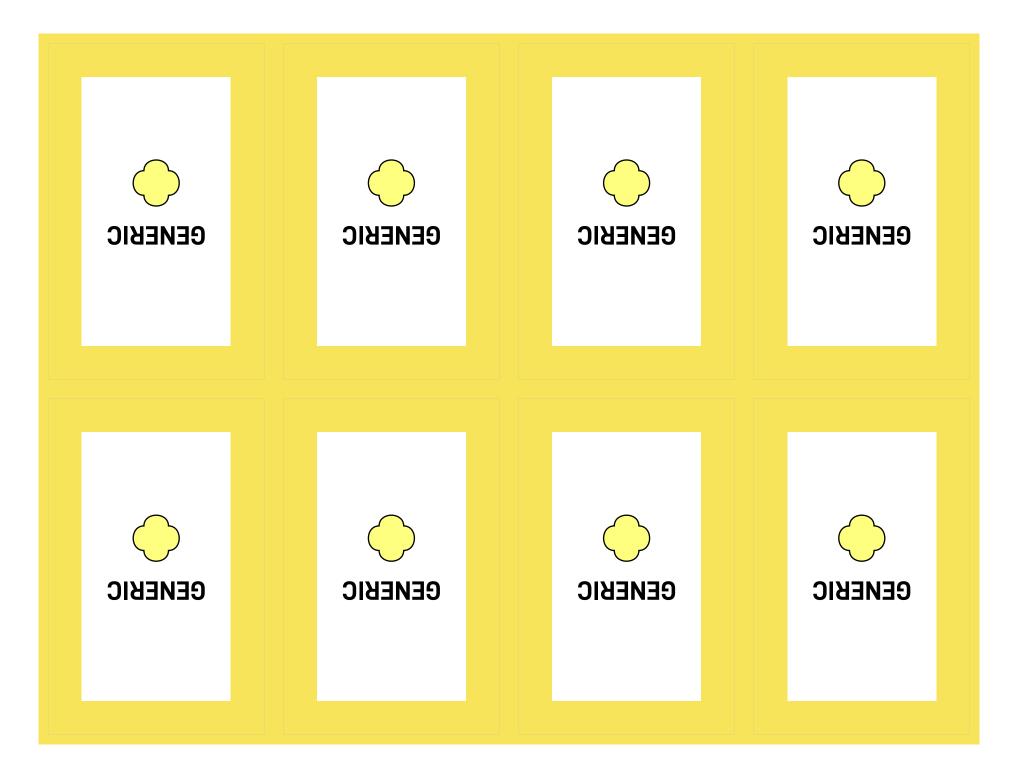
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# Contact

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