

Make your own enemy

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### Al Wahid RPG

*Straggler, RPG7*

When no other Al Wahid figure is in LOS reduce the threat level by 1. The RPG takes two actions to fire (so must have LOS at the start of the move) but on a hit inflicts 1D6 hits.

*The RPG7 was a development of the RPG2 and has been widely copied.*



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### Al Wahid Soldier RPG

*Straggler, RPG7, Trained*

The RPG takes two actions to fire (so must have LOS at the start of the move) but on a hit inflicts 1D6 hits.

*The RPG7 is the guerrilla fighter's heavy weapon of choice and has even been converted into an anti-aircraft weapon!*



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+1

### Al Wahid "Dicker"

*Straggler, Mobile phone*

Not all fighters carry a weapon, a common tactic is to have an unarmed observer to co-ordinate attacks.

All Al Wahid troops are at +1 threat level when firing at units this unit can see.

May not join others and may only be targeted when no other Al Wahid units are visible to the firer.



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### Al Wahid Suicide Bomber

*Straggler, Suicide Vest*

This figure has no weapon other than the vest, so will move towards the nearest soldier at maximum speed. If he wins a round of hand to hand combat then he detonates the vest and is removed. Centre a template on him and inflict 1D6 wounds to ALL figures under this.



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