

pts 1

### M72 LAW

2 orders. This one shot throw away anti-tank rocket is often used as a bunker buster. When fired it ignores modifiers for cover and inflicts 1D6 hits. If used on a vehicle it inflicts D6 hits against the vehicle.

Qty 1

JL1

pts 2

### Body Armour

Special operations troops rarely wear body armour due to the encumbering nature. It is however used on some operations. If a wound is taken roll 1D6 on a 5-6 ignore the hit.

JL2

pts 1



### Mobility Specialist

If this operator is in a vehicle he gains a +2 to rolls when checking against threat levels. In addition for the cost of turning a SITREP card he may gun the engine and move an extra length at the end of movement.

JL3

pts 1

### M4 Shotgun

This secondary weapon (which requires two hands to use) allows locked doors to be opened automatically when used (noisy action). The speed of entry also allows a free attack using it against a target in the room. If fired at point blank range it inflicts an extra wound (3).

Qty 4

JL4

**GEAR**

**BATTLESPACE**

**GEAR**

**BATTLESPACE**

**GEAR**

**BATTLESPACE**

**GEAR**

**BATTLESPACE**

pts 2

### M136 LAW

2 orders. This one shot throw away anti-tank rocket is often used as a bunker buster. When fired it ignores modifiers for cove and inflicts 1D6 hits. If used on a vehicle roll 2D6 and choose the highest for the number of hits inflicted

Qty 1

JL5

pts 4

### L7A2/M240

This heavy duty GPMG is sometimes used as a support weapon by special forces. It replaces the primary weapon.

Suppression fire costs 1 order only and may be used twice in a turn.

Inflicts 3 hits but is -1 to hit

JL6

pts 1

### Claymore

This is laid as an action. When it is placed put a marker down and nominate a direction to point the mine. If an enemy (or civilian) touches the marker during movement it detonates. Lay the template wit the short edge centred along the nominated direction. All figures under this suffer 1D3 hits. It may also be detonated by the person who laid it as an order if in line of sight.

Qty 1

JL7

pts 1

### Hush Puppy Pistol

This suppressed pistol uses a low powered round mated with an integral suppressor to minimise noise. It acquired the nickname in Vietnam where it was used to silence guard dogs.

Does not benefit from extra damage at point blank but may be fired twice in the same turn. No penalty at point blank range, normal secondary penalty beyond this. Does not trigger ending stealth mode.

JL4

GEAR

BATTLESPACE

GEAR

BATTLESPACE

GEAR

BATTLESPACE

GEAR

BATTLESPACE

pts 1

## Jammer

This backpack device jams electronic signals in the vicinity. This negates IED attacks that are triggered on this soldier or any within the template centred on the person carrying it. In addition it negates any benefit given to enemies by the "dicker" card.

JL9



pts 2

## Ghillie Suit

Ghillie suits are designed to break up the outline of a person. All cover is treated as hard cover regardless of if the figure is in contact with it. Additionally if no enemy has LoS to the figure it may hide. Mark the figure. It is ignored by enemy figures until it fires, moves or comes within a movement length of the soldier.

*Design note: I have made this non-transferable to allow for the time it would take to change over the suit.*

JL10



pts 1

## Linguist

When interacting with civilians roll twice and chose which result to apply. Does not stack with interpreter.

*Hearts and minds have often been a major aspect of special forces operations. It goes beyond speaking the language but also includes understanding the culture and body language of the area.*

JL11



pts 2

## Sniper

When this soldier fires an aimed shot with his primary weapon (which can not be an M240 or M249) then there is an additional modifier of +2 to the roll.

JL12

GEAR

BATTLESPACE

GEAR

BATTLESPACE

GEAR

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