

THE DIRTY HALF DOZEN



World War Two meets Mordheim
in this commando-vs-commando
skirmish game



THE WARGAME
EXPLORER

Written by Robison Wells

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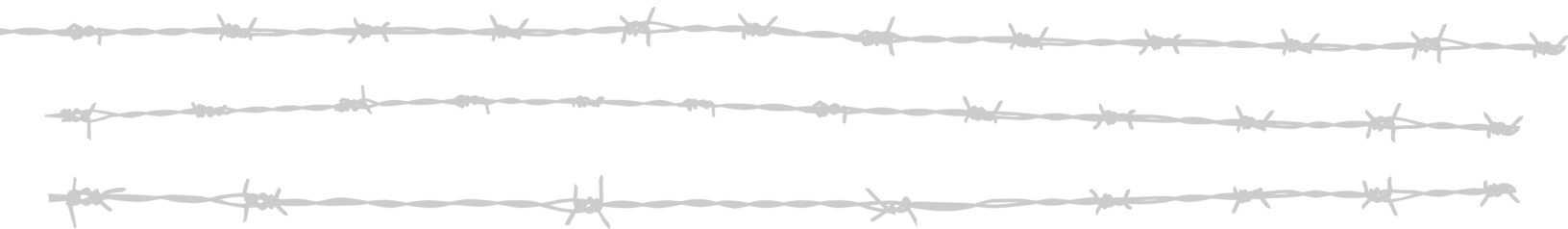
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THE DIRTY HALF DOZEN

What You Need to Play:

- 6 miniatures per player.
- A copy of this rulebook
- Three Objective Markers, numbered 1-3
- At least 8 10 sided dice per player. Each player's dice need to be a unique color.
- One scatter die.
- 3 ten sided dice of a different color
- A tape measure.
- About five other miscellaneous tokens
- A table at least 36" x 30"
- An assortment of terrain pieces, at least eight. Some scenarios may specify soft terrain versus hard terrain.



What Is The Dirty Half Dozen?

The Dirty Half Dozen is a game of commando vs commando combat in World War Two. You may be trying to rescue downed pilots, assassinate officers, plant bombs, or even hunt for the Ark of the Covenant.

The Origins

The starting point in development of this game was simply: "What if Mordheim, but World War Two?" So the game is competing warbands all scrambling through dense terrain, trying to achieve victory points. It also is very strong in the flavor and campaign departments, with more than twenty different squad types to choose from--all the way from German Grenadiers to US Marines to British Gurkhas--and there are a ton of ways that your character can level up (from gaining experience) to leveling down (by suffering non-fatal battle damage).

Streamlined Stats:

I generally think that too many stats makes things too complicated. So there are only four stats in this game: Movement, Aim, Strength, and Objective Secured. And all of them are exactly the same base level for everyone, because we're all humans. BUT: there are a lot of specializations and traits that offer modifiers to those stats. A sniper gets a +2 to Aim. An academic gets +1 to Objective Secured. A reservist gets -1 to Aim. You get the idea.

Telling a Story:

What I love best about offering all of these modifiers (which can be tracked easily on your Squad Sheet) is you are able to tell great stories about your soldiers. One may be wounded in combat and lose an eye, permanently affecting his Aim. One might get a Dear John letter that lowers his morale. One might go to training and become a Medic. As the campaigns go further, you really begin to care about your soldiers.

The Combatants

"Why will my British Paratroopers be fighting your US Rangers when they're both Allies?"

Well there are two answers:

The first is that in the fog of war and subterfuge even allies can be pitted against one another. One of the campaign paths is based on the Monument Men, rescuing stolen art, and there was indeed a race between the Americans and the Soviets to capture it when Germany fell. And, with special forces being how special forces are, one hand might not know what the other hand is doing and you can have the German Sturmpanzer going against the German Waffen-SS, because competing interests up the chain both want control of the objective.

The second reason is: eh, it's a game, and it was much more fun for people to play whatever faction they wanted to play versus anyone else. It's hand-waving. These are not the realistic wargames you are looking for.

ORDER OF PLAY

1. Determine the Mission and Follow the Mission's Set Up Rules

2. Place Dice in a Bag:

A. Place one ten sided die for each member of both players' teams. Each team should be in a different color.

3. Start the Game

A. Follow any mission instructions to start the mission

4. Begin a Turn:

A. **Draw a die from the bag.** The player whose die it is selects a member of their team to activate

B. **The activated unit gets to take two actions.** The actions are:

a. Move

Move the M score in inches

b. Shoot

Fire a weapon at an enemy. A roll at or below the A score is a hit.

c. Throw

Throw a grenade at an enemy. A roll at or below the S score is a hit.

d. Assault

Both players roll a die and add their S score. The higher player hits the other.

If scores tie, neither hits.

e. Special Action

The unit can use a special ability.

f. Objective Secure

The unit can attempt to secure an objective, following the mission rules.

g. Remove pin

With one action you can remove a pin.

Wounded units cannot remove wounds, but wounds can be removed by medics using the Special Ability.

C. **Repeat with all units until the bag is empty** or until all of one team is out of action or off the board.

5. At the end of a turn, if mission objectives are complete, **the game ends.**

6. **All Wounded units return to the team healthy.**

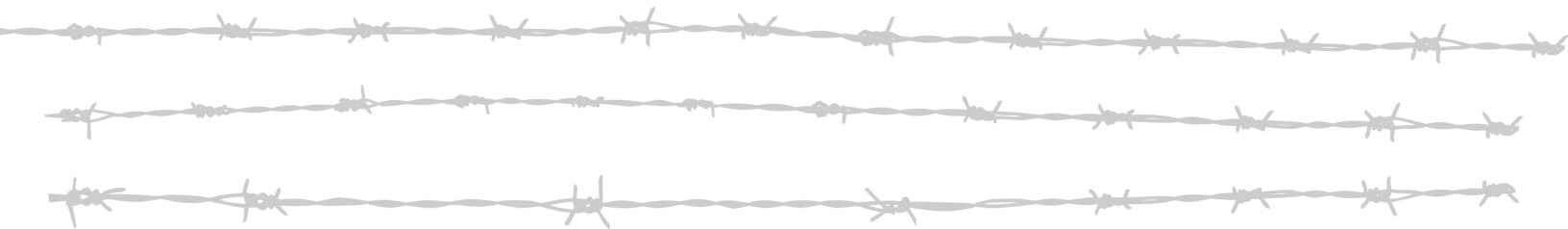
7. All Out of Action units must **roll on the Battle Damage chart**, adding BD modifiers.

8. All units who have leveled up roll on **After Action Results**

9. **Teams that have gained experience can purchase new equipment.**

10. If any units are out of the game, **add a new unit to the team** from the same tier, at zero experience.

11. **Units can change their weapon loadouts.**



CORE STATS

Movement (M)	Strength (S)	Aim (A)
5	4	4

Movement:

In one action you can move your M in inches.

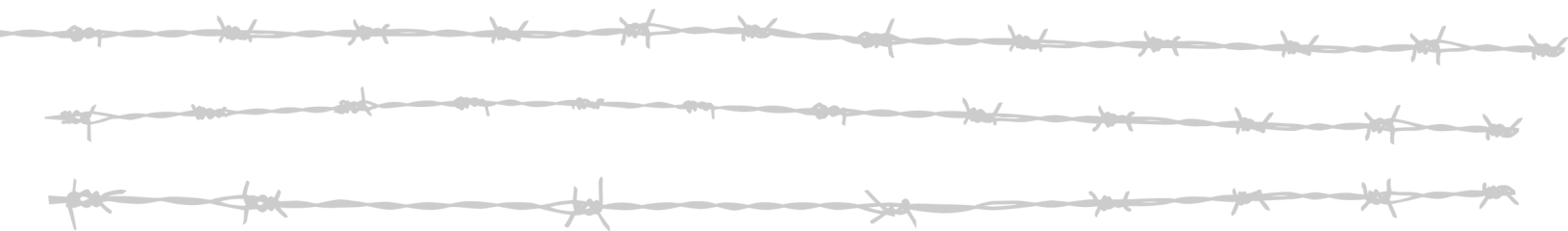
In one action you can climb half your M in inches, rounding up. You cannot end your turn halfway up a wall, but if all your turn's actions take you to the top you can climb the whole way.

Strength:

Roll equal to or below S to achieve S wins/hits.

Aim:

Roll equal to or below A to achieve A wins/hits.



DAMAGE

If a hit is scored, roll damage. Damage is rolled on a D10, adding or subtracting modifiers.

- **If a unit is Pinned**, place a pin marker next to it. It can only take one action per turn.
- **If a unit Retreats**, they must make a move of their Movement in inches toward the nearest table edge. If they reach the table edge, they count as being out of the game. Place a pin marker on them, and they count as Pinned.
- **If a unit is Wounded**, place a wound marker on them. They cannot take any actions, though their action die remains in the bag. The only way for them to get actions back, a Medic must use a Special Action or use a Medical Kit. This will move them from Wounded to Pinned.
- **If a unit is Out of Action**, it is turned on its side and its activation die is removed from the bag.
- **Damage stacks.** If someone who is pinned gets pinned again, it becomes a retreat. If someone is retreating and they get pinned or retreat again, they are wounded. If someone is wounded and takes any further damage, they are out of action.

Damage	
1	Harmless
2	Harmless
3	Pin
4	Pin
5	Retreat
6	Retreat
7	Wounded
8	Wounded
9	Wounded
10	Out of Action



WEAPON STATS

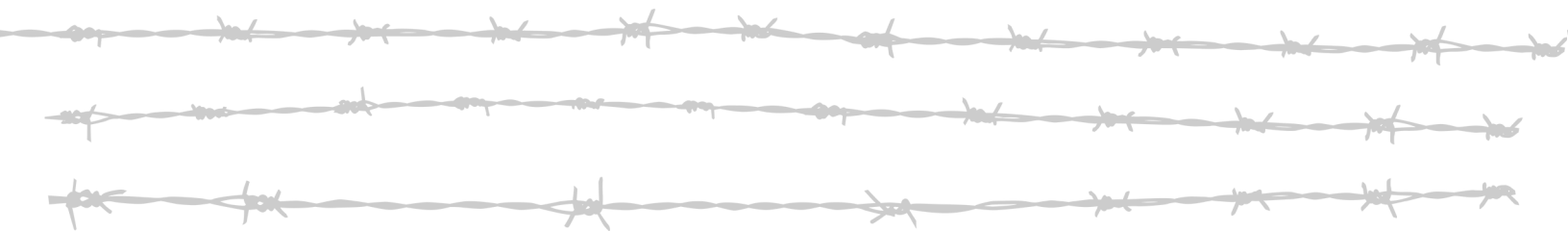
Weapons			
Weapon	Shots	Modifiers	Range
Pistol	1		Short
Submachine Gun	2	A -1	Short
Sniper Rifle	1	A +1	Long
Rifle	1		Medium
Automatic Rifle (heavy)	3	A -1	Medium
Grenades	1 Blast	D +3	Strength x2
Flamethrower (heavy)	1 Blast	Automatic Hit D +2	Short
Shotgun	1	A +1	Short
Spear		S +2	Assault
Long Knife		S +1	Assault
Bayonet		S +1	Assault

- **If a weapon has more than one shot**, roll the number of dice for each shot.
- **For the flamethrower**, anything in a direct line for 12" is automatically hit
- **For blast weapons**, anything within 2" of the target is hit. If the shot misses, there is no blast.
- **Grenades** range is based on Strength score, but hits based on Aim score.
- **Weapons used for Assault** must be in base-to-base contact with an enemy.

Range Modifiers			
Weapon	0" to 12"	13" to 24"	25" +
Short		A -1	A -2
Medium	A -1		A -1
Long	A -1		

Cover Modifiers		
Light Cover (soft terrain)	A -1	bushes, trees, wooden fences, etc
Heavy Cover (hard terrain)	A -2	stone, concrete, buildings, etc

- **Blast weapons** ignore cover
- **Flamethrowers** ignore cover



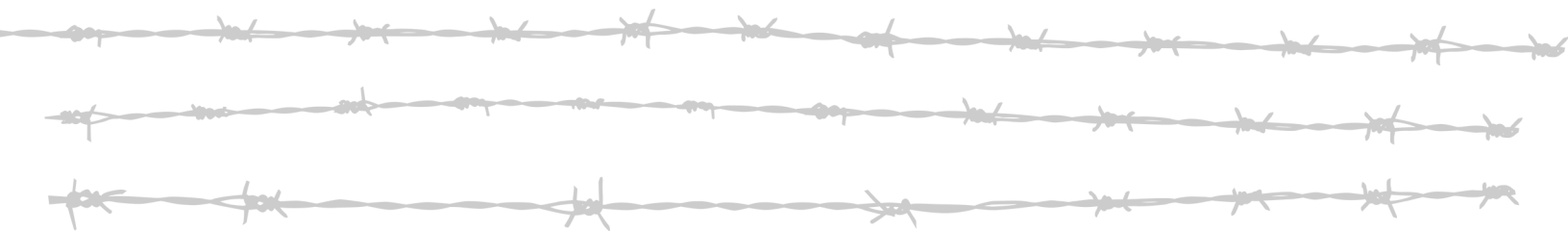
SPECIALIZATIONS

The following are specializations that can apply to units.

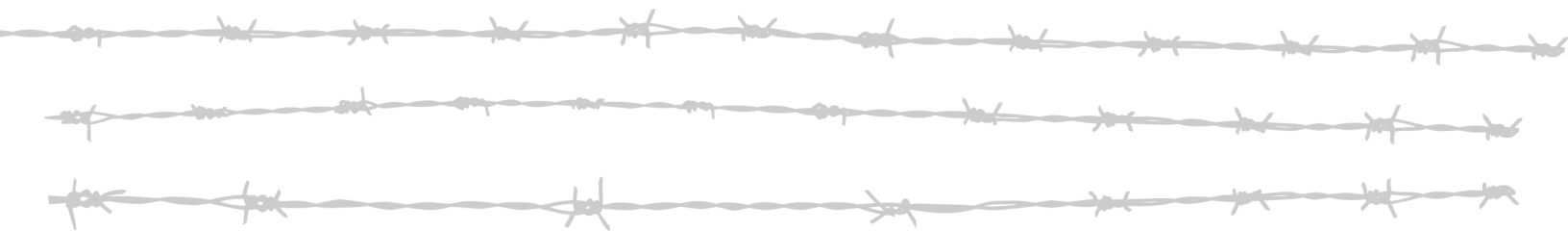
Specializations	
Academic	OS +1
Assassin	OS +1
Bicycles	M +5
Camouflage	EA -2
Cavalry/Motorcycle	M +10
Commisar	D -1 for team
Demolitions	OS +1
Engineer	Heavy Weapons A +1
Grenadier	S +4 when throwing grenades
Kempetai	D -1 for team
Medic	Heal with Special Action
Officer	Move self and one other unit
Paratroopers	Can use Forward Deployment
Partisan	Ambush, OS +1
Radio Operator	Artillery Strike
Reservist	A -1
Scout	OS +1, Can deploy 6" further
Skis	M +5
Sniper	A +2

Notes:

- **Academic:** An Academic gets a +1 to Objective Secured
- **Assassin:** A unit with the Assassin specialty gets +1 to Objective Secured.
- **Bicycles:** A unit on a bicycle gets +5 to Movement. They cannot climb unless they dismount.
- **Camouflage:** A unit with camouflage is EA -2, meaning the enemy's Aim is -2.
- **Cavalry/Motorcycle:** If someone is riding a horse or motorcycle, they have a Movement +10. This unit cannot climb unless it dismounts and uses its standard Movement score.
- **Commisar:** The Commisar has D -1 for the entire team, meaning that all members of his team will modify their Damage roll by -1.
- **Demolitions:** A unit with Demolitions has OS +1, meaning that he gets a +1 to secure the objective, no matter whether the objective requires S or A.
- **Engineer:** For heavy weapons the Engineer is A +1



- **Grenadier:** S +4 when throwing grenades. (Ex. If S is 4, then it is modified to S 8, and a grenade can be thrown 16")
- **Kempetai:** The Kempetai gives their unit D -1, meaning all Damage rolls for the unit will be at -1.
- **Medic:** A medic can use a special action to heal a Wounded unit, turning it into a Pinned unit. The medic must be within 2" of the Wounded unit.
- **Officer:** When activated, an officer can use a Special Action to take an action AND activate another unit. That other unit's die is removed from the bag and takes his two actions as normal. (Ex: the Officer uses one action as a Special Action, and then takes one more action. The other unit can take two actions.)
- **Paratroopers:** Forward Deployment means that, at the beginning of a game, before units are placed on the board, the Paratrooper team places a token anywhere on the board. All units' placement is then rolled individually with a D10 and Scatter die. Units that would be off the board are placed on the board edge. If both players have Forward Deployment, draw a die from a bag to see which player places their token first.
- **Partisan:** Gives the Ambush special ability, and +1 to Objective Secure. With Ambush, the team always deploys second, and can place their units an extra 6" from the designated start location (center of board, table edge, etc).
- **Radio Operator:** A radio operator can, once per game, call in an artillery or air strike. Using a Special Action, he can send the radio call and select a table quadrant. At the beginning of the next turn, every unit in that quadrant must take a Damage Roll at a D -2.
- **Reservist:** When shooting they get A -1
- **Scout:** At the beginning of a mission, after the board is set up but before a turn has occurred, a player with a scout can secretly look at the number on the bottom of an objective token.
- **Skis:** A unit on skis gets +5 to Movement. They cannot climb unless they dismount.
- **Sniper:** Aim +2



TRAITS

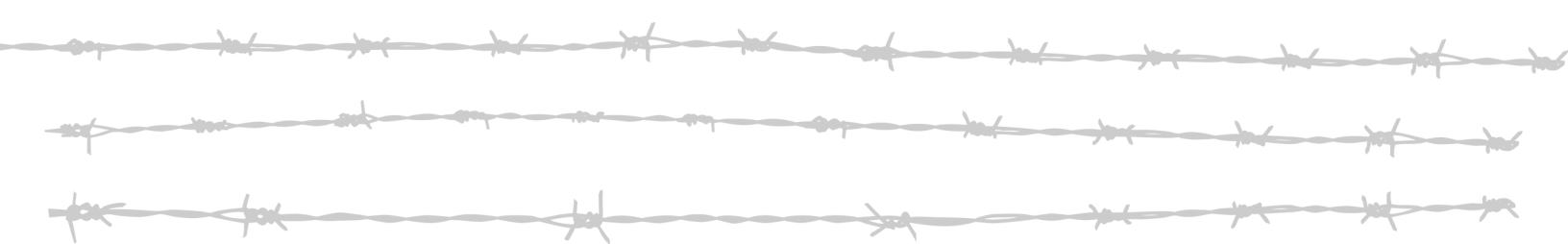
Traits	
Banzai	M +3
Behind Enemy Lines	D -1
Blitzkrieg	M +2
Charismatic	D -1 for team
Climbers	Can climb an extra 2" with each climb action
Cocky	M +1
Die with Honor	BD +20
Elite	EA -1 M +1
Expendable	Repawns once out of action.
Fanatics	M +2 S +2
Field Hospitals	BD -8
Fire and Manuever	One extra action per activation
First Strike	Wins ties in Assault
For the Emperor	A +1 S +1 when pinned, BD +10
For the Fuhrer	A +1 S +1 when pinned, BD +10
For the Motherland	A +1 S +1 when pinned, BD +10
Force of Will	Retreats count as pins
Green	D +2. Only lasts for first two games
Grit	S +2
Grudge	For a given nation, gain +1 experience for every enemy wounded or out of action
Harsh Environment	S +1
Hide	Remove the model and replace it with a token. On the next turn, return the model up to 8" away. On the turn it returns it only gets one Action.
King and Country	Retreats count as pins
Languages	OS +1
Nerves of Steel	Retreats and pins count as harmless
Penal	A -1 Pins count as retreats.
Quick Shot	One extra shot per aim action. This does not apply to Heavy weapons.
Saboteurs	OS +1
Scary	S +2 when Assaulting
Shirkers	M -2
Stalwart	If unit has suffered Battle Damage, S +1
Stubborn	Retreats count as pins
Surrounded	BD +10

Take Cover	EA -1
Vive La France	D -2
We Shall Defend Our Island Whatever the Cost May Be	When playing as the Defender, the Attacker gets OS -1
Well Supplied	All models have pistols and one grenade (grenadiers have 3)
Whiz Kid	OS +2

Notes:

- **Banzai:** Units with Banzai get Movement +3
- **Behind Enemy Lines:** Units Behind Enemy Lines get D -1.
- **Blitzkrieg:** Units with Blitzkrieg have Movement +2.
- **Charismatic:** All units in a team where one unit is Charismatic get -1 to Damage.
- **Climbers:** Climbers can climb an extra 2" for every climb action.
- **Cocky:** Units with Cocky get Movement +1
- **Die with Honor:** A unit with Die With Honor will suffer more severe wounds. When rolling Battle Damage after the game, they add +20 to the roll.
- **Elite:** An elite unit will be harder to hit. They have EA -1. They also have Movement +1.
- **Expendable:** An Expendable unit can respawn in its starting location once per game after being taken out of action.
- **Fanatics:** A Fanatic has Movement +2 and S +2
- **Field Hospitals:** Teams with access to Field Hospitals have their Battle Damage reduced -8.
- **Fire and Maneuver:** Units with Fire and Maneuver get one extra action per activation. When this unit is Wounded, however, they lose the third action. They do not get an action while Wounded.
- **First Strike:** A unit with First Strike will win ties in Assault.
- **For the Emperor:** Units with For the Emperor gain A +1 and S +1 when pinned. They also roll a +10 on Battle Damage.
- **For the Fuhrer:** Units with For the Fuhrer gain A +1 and S +1 when pinned. They also roll a +10 on Battle Damage.
- **For the Motherland:** Units with For the Motherland gain A +1 and S +1 when pinned. They also roll a +10 on Battle Damage.
- **Force of Will:** If a unit with Force of Will gets a Retreat, it counts as a Pin.
- **Green:** A Green unit has a D +2, meaning they add 2 to the Damage roll when they are hit. This Ability only lasts their first two games, after which they are no longer Green.
- **Grit:** A unit with Grit has S +2
- **Grudge:** If the unit with Grudge Wounds or puts Out of Action a unit from the designated nation, the unit gets +1 experience.
- **Harsh Environment:** A unit from a Harsh Environment has an S +1
- **Hide:** Units with Hide can use a Special Action to remove the model from the board. Replace it with a token. At the beginning of their next turn, place the model up to 8" away. On the turn it returns, it only gets one Action.

- **King and Country:** Units with For King and Country have their retreats count as pins.
- **Languages:** A unit who speaks Languages as a +1 to Objective Secured
- **Nerves of Steel:** A unit with Nerves of Steel counts Pins and Retreats as Harmless.
- **Penal:** A Penal unit has an A of -1. Also, pins count as retreats.
- **Quick Shot:** Units with Quick Shot get to take one extra shot for every Shoot action. (Ex: A rifle will shoot two shots. A submachine gun will shoot three shots, etc. This does not apply to Heavy weapons.)
- **Saboteurs:** Units who are Saboteurs get +1 to Objective Secured
- **Scary:** Scary units frighten their opponents. This gives them a +2 to Strength when Assaulting.
- **Shirkers:** Shirkers have Movement -2.
- **Stalwart:** If a unit with Stalwart has suffered Battle Damage in a previous battle, they gain +1 Strength.
- **Stubborn:** Units with Stubborn have their retreats count as pins.
- **Surrounded:** A Surrounded unit will roll +10 to Battle Damage after the game.
- **Take Cover:** A unit with Take Cover is harder to hit. They have an EA -1.
- **Vive La France:** Units with Vive La France get -2 to Damage
- **We Shall Defend Our Island Whatever the Cost May Be:** When playing as the defender, the enemy of a team with this ability gets a -1 to all Objective Secured rolls.
- **Well Supplied:** A well supplied team will all be equipped with pistols and grenades.
- **Whiz Kid:** Units with Whiz Kid are better at capturing objectives, giving them +2 to Objective Secured.



BATTLE DAMAGE TABLE

1-29	No Lasting Effect	
30-31	Just Missed an Artery	Gain 2 Experience
32-33	Missing Finger	A -1
34-36	Right Arm Wounded	Grenade throwing distance cut in half
37-39	Left Arm Wounded	A -1
40-41	Concussion	OS -1
42-44	Bullet Wasn't Removed	S -1
45-46	Infection	D +1
47-48	Frostbite	A -1
49-50	Scarred	Gains the Scary Trait
51-52	Right Leg Wounded	M -2
53-55	Left Leg Wounded	M -2
56-57	Pulled Hamstring	M -2. Only lasts for next game
58-59	Trench Foot	M -1. Only lasts for next game
60-61	Torn Bicep	Climb distance is cut in half
62-63	Shrapnel in Shoulder	Can't take two throw actions in one activation
64-65	Leg in Brace	Movement through soft terrain is cut in half
66-67	Shrapnel in Knee	Can't take two move actions in one activation
68-69	Loss of Coordination	Can't use bicycle, skis, motorcycle or cavalry
70-71	Nerve Damage	S -1 A -1
72-73	Lost an Eye	A -2
74-75	Deaf	Can't be activated by an Officer
76-77	Bad Back	S -2
78-79	Shell Shock	D +2
80-81	Flesh Wound	S -2. Only lasts for next game.
82-83	Internal Bleeding	D +3
84-85	Head Wound	Lose one Specialization (player's choice)
86-87	Can't Speak	Can't use Officer or Radio Operator abilities
88-89	Insanity	Pins and retreats count as harmless. At start of each activation, on a roll of 1 this unit is controlled by opposing player
90-92	Lost a Tooth	No effect
93-94	Punctured Lung	Can only take one action per activation
95-96	Dishonorable Discharge	Out of Game
97-98	Prisoner of War	Out of Game
99-00	Dead	Out of Game

AFTER ACTION RESULTS

Units gain experience in the following ways:

- If the scenario rules determine any XP, follow those rules
- A unit gets +2 XP for every unit they put Out of Action
- A unit gets XP equal to the number of VP they receive for securing an objective
- A unit with Medic gets +2 XP for every time they use the Heal action

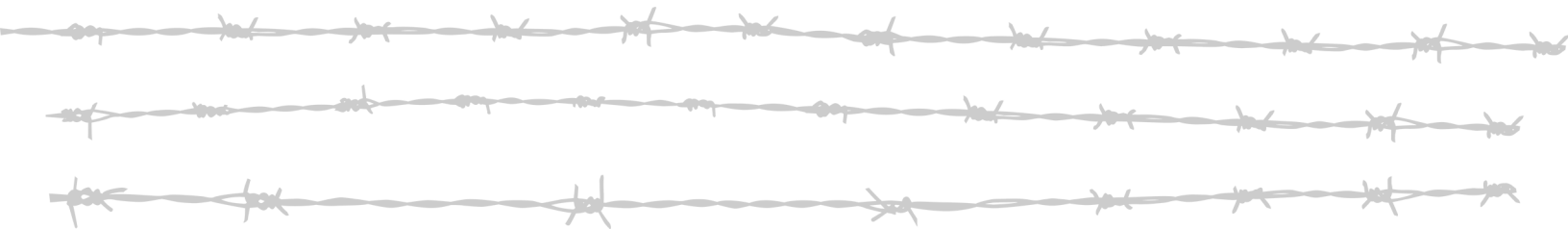
When a unit gains five XP, it can roll on the chart below:

1-19	No Effect	
20-21	Field Commission	Gain Officer
22-23	Dear John Letter	Start next game with pin marker
24-25	Sister Died as Partisan	In next game, Harmless counts as a pin
26-27	Parent Died at Home	Start next game with a pin marker
28-29	Brother Killed at War	In next game, Harmless counts as a pin
30-32	Extra Rations	S +1
33-35	Assault Training	S +2 when Assaulting
36-38	Improved Gun	A +1
39-40	Improved Knife	S +1 when Assaulting
41-42	Improved Grenades	D +2 when throwing Grenades
43-44	Improved Scope	A +1 to Rifles and Sniper Rifles
45-46	Weekend Pass	In next game, Retreat counts as Pin
47-48	Marksmanship Training	A +1
49-50	Commendation	Pins count as Harmless
51-53	Hardened	Gains Stubborn
54-55	Patriotic	Gains Stalwart
56-57	Heavy Exercise	Gains Grit
58-59	Jumpy	Gains Take Cover
60-61	Specialized Training	Gains Elite
62-63	One of the Guys	Gain Charismatic
64-65	Climber Training	Gains Grappling Hook
66-86	Training	Can pick one new specialization from the following: Academic, Driver, Assassin, Sniper, Grenadier, Medic, Engineer, Demolitions, Camouflage
87-93	Surgery	Lose one Battle Damage (player's choice)
94-96	Radicalized	Gain Fanatics
97-98	Dodge	1st Wounded of game counts as a Retreat
99-00	Lucky	1st Out of Action counts as Pin

TEAM EXPERIENCE

Teams gain +1 experience for every VP earned. These Experience Points can be spent on the following items. Items are given to specific units, not to entire team.

XP Cost	Item	Effect
8	Extra Rations	S +1
8	Improved Rifle	A +1
8	Improved Ammunition	D +1
8	Improved Submachine Gun	A +1
5	Improved Knife	S +1 when Assaulting
7	Improved Grenades	D +1
8	Improved Scope	A +1 on Rifles and Sniper Rifles
5	Grappling Hook	Gain Climbers Trait
9	Medical Kit	Gain Medic Specialization
6	C4	
5	Garrote	S +1 when Assaulting
7	Flare	Fired as Special Action. All units on the board are A +1
6	Tool Kit	
6	Notebook	
25	Special Operative: Sniper	Add unit to your team. Specialization Sniper, armed with Sniper Rifle with Improved Scope.
25	Special Operative: Academic	Add unit to your team: Specialization: Academic. Armed with pistol
25	Special Operative: Assassin	Add unit to your team. Specialization: Assassin. Climber. Armed with rifle and improved knife. S +2
25	Special Operative: Gunner	Add unit to your team. Specialization Engineer. Armed with automatic rifle and improved ammunition. A +1
25	Special Operative: Drill Sergeant	Add unit to your team. Specialization: Officer. Armed with submachine gun. A +1. All units gain +1 XP for putting enemies Out of Action.
25	Special Operative: Lieutenant	Add unit to your team. Specialization: Officer, Elite. Armed with rifle or submachine gun.
25	Special Operative: Spy	Add unit to your team. Specialization: Partisan, Hide. Armed with pistol and garrote

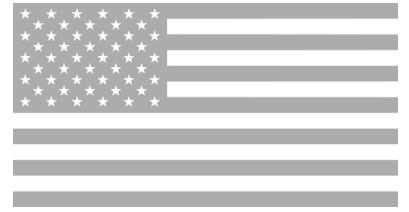


ARMY FACTIONS



US ARMY

FACTION SHEET



American soldiers, known as “GIs,” reflected the nation’s diverse tapestry, coming from various backgrounds to fight under the banner of freedom and democracy. Their fighting spirit was epitomized in iconic battles such as Normandy’s D-Day, the grueling campaign in the Ardennes, and the island-hopping strategy in the Pacific Theater. These soldiers were not just fighting for victory but for the ideals of liberty and justice, leaving an indelible mark on history. Playing as the US Army offers a blend of technological advancement, tactical diversity, and the spirit of a nation rallied to a common cause.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

3 Veterans

Pick from:

- Grenadier 1x
- Radio Operator 1x
- Medic 1x
- Engineer 1x
- Demolitions 1x
- Sniper 1x

Pick from (only 1 each, and only 1 instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will
- Charismatic
- Stubborn

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (Engineer only)
- Submachine Gun
- Flamethrower (Engineer Only)

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

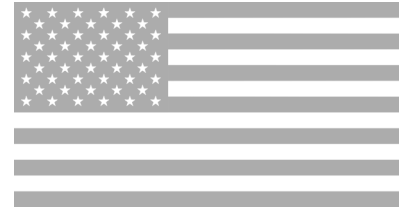
Special Rules:

Well Supplied
Field Hospitals



US AIRBORNE

FACTION SHEET



The US Airborne, elite paratroopers renowned for their daring and versatility, were a spearhead in many critical World War II operations. Trained for rapid deployment behind enemy lines, they exemplified surprise and mobility. Their most famous action, the night drop prior to D-Day in Normandy, showcased their capability to sow chaos among enemy ranks and secure key objectives ahead of the main invasion force. Playing as the US Airborne offers a unique blend of stealth, agility, and the ability to strike at the heart of enemy territory, embodying the audacious spirit of these airborne warriors.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

3 Veterans

- Force of Will

Pick from (only one each):

- Grenadier 1x
- Medic 1x
- Demolitions 1x
- Sniper 1x
- Scout 1x

Pick from (only 1 each, and only 1 instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Charismatic
- Stubborn
- Elite

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rules:

Well Supplied

Behind Enemy Lines

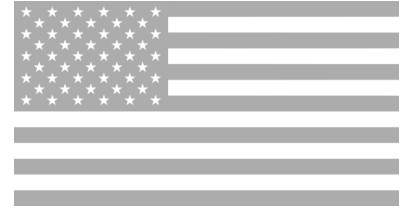
Paratroopers

Surrounded



US MARINES

FACTION SHEET



The United States Marines, a fearsome and resilient force in World War II, epitomized amphibious warfare excellence. Specializing in island-hopping campaigns in the Pacific Theater, they became synonymous with tenacity and bravery in the face of daunting odds. Renowned battles like Iwo Jima and Guadalcanal highlighted their grit and adaptability in hostile, unpredictable environments. Equipped with robust equipment like the M1 Garand and flamethrowers for close-quarter combat in dense jungles and rugged terrain, the Marines forged a legacy of unyielding determination. Playing as the US Marines means mastering the art of relentless advancement and enduring under extreme conditions, embodying the fierce spirit of this legendary branch.

A unit can consist of:

1 Sergeant

- Officer
- Grit
- Nerves of Steel
- Rifle, Shotgun or Submachine Gun
- Knife

2 Draftees

- Green

Can be armed with (only one each):

- Rifle
- Submachine Gun
- **ALL are armed with a knife**

Special Rules:

Well Supplied

Camouflage

Harsh Environment

Grudge (Japan)

3 Veterans

Pick from (only one each):

- Grenadier 1x
- Medic 1x
- Demolitions 1x
- Scout 1x
- Engineer 1x

Pick from (only 1 each, and only 1 instance per team):

- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will
- Scary
- Charismatic
- Stubborn

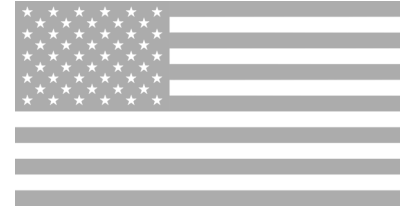
Can be armed with (only one each):

- Rifle
- Sniper Rifle (Sniper Only)
- Submachine Gun
- Automatic rifle (Engineer Only)
- Flamethrower (Engineer Only)
- Shotgun
- **ALL are armed with a knife**



US RANGERS

FACTION SHEET



The US Rangers, an elite infantry unit in World War II, were synonymous with bravery and tactical ingenuity. Specializing in commando-style raids and reconnaissance, they executed some of the most daring missions of the war. The Rangers' crowning achievement was the scaling of Pointe du Hoc during D-Day, a feat of extraordinary courage under fire. Equipped for rapid, decisive action, they excelled in hit-and-run tactics and surprise assaults. Playing as the Rangers offers a unique combination of stealth, speed, and precision, capturing the essence of these exceptional soldiers' fighting spirit.

A unit can consist of:

1 Sergeant

- Officer
- Nerves of Steel
- Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle
- Submachine Gun

Special Rule:

Well Supplied

Climbers

3 Veterans

- Grit

Pick from (only one each):

- Grenadier 1x
- Medic 1x
- Demolitions 2x
- Engineer 2x

Pick from (only 1 each, and only 1 instance per team):

- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will
- Charismatic
- Stubborn
- Elite

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun
- Automatic Rifle (Engineer Only)
- Flamethrower (Engineer Only)
- Shotgun

One unit has:

- C4



BRITISH ARMY

FACTION SHEET



The British Army in World War II stood as a bastion of resilience and strategic finesse. Known for their disciplined approach and innovative tactics, such as the pioneering use of tanks in combined arms operations, they excelled in diverse theaters, from the deserts of North Africa to the fields of Europe. Key victories like El Alamein and the Invasion of Sicily showcased their tenacity. Playing as the British Army offers a blend of steadfast defense, methodical planning, and the indomitable spirit of a nation fighting for survival.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rules:

Well Supplied

Field Hospitals

Grudge (Germans)

King and Country

3 Veterans

Pick from:

- Grenadier 1x
- Radio Operator 1x
- Medic 1x
- Engineer 1x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will
- Charismatic

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (Engineer only)
- Submachine Gun
- Flamethrower



BRITISH AIRBORNE

FACTION SHEET



The British Airborne, elite paratroopers and glider troops, were renowned for their audacious operations in World War II. Trained for precision insertions behind enemy lines, they played key roles in operations like the daring but ill-fated Market Garden and the successful Pegasus Bridge assault on D-Day. Their ability to mobilize quickly and strike decisively made them a formidable force. Equipped with specialized gear like the Sten gun and the iconic red beret, they symbolized stealth and surprise. Playing as the British Airborne offers swift, high-risk, high-reward strategies, embodying their legacy of courage and ingenuity.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rule:

Well Supplied

Behind Enemy Lines

Paratroopers

Surrounded

3 Veterans

- Nerves of Steel

Pick from (only one each):

- Grenadier 1x
- Medic 1x
- Demolitions 1x
- Sniper 1x
- Scout 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Charismatic
- Elite

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Submachine Gun
- Automatic Rifle



BRITISH 8TH ARMY

FACTION SHEET



The British 8th Army, often referred to as the “Desert Rats,” was a formidable force in the North African campaign of World War II. Renowned for their endurance and adaptability in harsh desert conditions, they played a pivotal role in turning the tide against the Axis powers at battles like El Alamein. Led by generals like Montgomery, they excelled in mobile warfare, utilizing tanks and artillery in innovative ways. Playing as the 8th Army involves mastering desert warfare tactics, strategic mobility, and resilience, reflecting the gritty determination of these legendary desert warriors.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rules:

Well Supplied

Field Hospitals

Grudge (Germans)

King and Country

Harsh Environment

3 Veterans

Pick from:

- Grenadier 1x
- Radio Operator 1x
- Medic 1x
- Engineer 1x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will
- Charismatic

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (Engineer only)
- Submachine Gun
- Flamethrower (Engineer Only)



BRITISH HOME GUARD

FACTION SHEET



The British Home Guard, composed of volunteers often beyond regular military age or in reserved occupations, embodied the spirit of civilian resistance during World War II. Tasked with defending Britain's home front, particularly against the feared invasion, they became symbols of determination and resourcefulness. Lacking in modern equipment, they made do with what was available, showing remarkable ingenuity in improvising weapons and tactics. Playing as the Home Guard represents a challenge of strategic defense, making the most of limited resources, and embodying the resolve of a nation under siege, ready to defend their homeland at all costs.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Shotgun

Special Rule:

Field Hospitals

Grudge (Germans)

King and Country

We Shall Defend Our Island,

Whatever the Cost May Be

Bicycles

5 Inexperienced

- Green

Pick from:

- Grenadier 1x
- Medic 1x
- Engineer 1x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Stubborn
- Stalwart
- Charismatic

Can be armed with (only one each):

- Shotgun
- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Submachine Gun
- ALL are armed with pistols
- Grenadier is armed with three grenades



BRITISH GHURKAS

FACTION SHEET



The Gurkhas, hailing from the mountainous regions of Nepal, were a formidable and respected contingent within the British Army during World War II. Renowned for their valor and combat prowess, they were known for their fearless use of the traditional kukri, a distinctive curved knife. Their bravery in key campaigns in Italy and Burma earned them a legendary status. Playing as the Gurkhas involves leveraging their exceptional close combat skills, agility, and tenacity. They represent a unique blend of traditional warfare and unwavering courage, bringing a distinct edge to any battle scenario.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

1 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun
- ALL have a long knife

Special Rules:

Well Supplied

Grudge (Germans and Japanese)

Grit

Scary

4 Veterans

Nerves of Steel

Pick from (only one each):

- Grenadier 1x
- Medic 1x
- Demolitions 1x
- Sniper 1x
- Scout 1x

Pick from (only one each, and only one instance per team):

- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Charismatic

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Submachine Gun
- Automatic Rifle
- ALL have Long Knife



SOVIET GUARDS

FACTION SHEET



The Soviet Guards, elite units within the Red Army, were distinguished by their extraordinary bravery and effectiveness in World War II. Formed from troops who demonstrated exceptional combat prowess, they were pivotal in turning the tide on the Eastern Front. Their tenacity in battles like Stalingrad and Kursk became the stuff of legend. Playing as the Soviet Guards means harnessing relentless offensive power and resilience, reflecting the fierce determination of these celebrated warriors to defend their homeland.

A unit can consist of:

1 Commissar

- Commissar
- Rifle or Submachine Gun

2 Draftees

- Green
- Expendable.

Can be armed with:

- Rifle and Bayonet

Special Rule:

Grudge (Germans)

For the Motherland

Stubborn

3 Veterans

Elite

Pick from:

- Grenadier 1x
- Radio Operator 1x
- Medic 1x
- Engineer 1x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will
- Charismatic

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (Engineer only)
- Submachine Gun
- Grenades (Two models only)



SOVIET SHTRAFBAT

FACTION SHEET



The Soviet Shtrafbat, or penal battalions, were a grim yet significant part of the Red Army during World War II. Composed of soldiers convicted of various offenses or soldiers redeemed from prisoner-of-war status, these units were often assigned the most perilous and punishing missions on the frontlines. Their role in key battles, sometimes serving as a last line of defense or in desperate offensives, was marked by a brutal fight for redemption under extreme conditions. Playing as the Shtrafbat offers a challenging experience of high-risk, high-casualty scenarios, reflecting the harsh realities and fierce resolve of these penal units.

A unit can consist of:

1 Commissar

- Commissar
- Fanatic
- Rifle or Submachine Gun

Special Rules:

Grudge (Germans)
For the Motherland
Harsh Environment

5 Infantry

- Penal
- Expendable

Pick from:

- Grenadier 1x
- Medic 1x
- Engineer 1x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Charismatic
- Stubborn

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (Engineer only)
- Submachine Gun
- Grenades (Two models only)



SOVIET RED ARMY

FACTION SHEET



The Soviet Red Army, the largest military force in World War II, was a symbol of resilience and sheer manpower in the face of adversity. Renowned for enduring the brutal Eastern Front, they played a crucial role in pivotal battles like Stalingrad and Berlin. Their vast, diverse force ranged from rugged infantry to powerful T-34 tanks, demonstrating both the hardships and the industrial strength of the USSR. Playing as the Red Army offers a mix of numerical superiority and gritty determination, capturing the essence of a force that endured immense sacrifices to achieve victory.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

2 Draftees

- Green
- Expendable.

Can be armed with:

- Rifle and Bayonet

Special Rule:

Grudge (Germans)

For the Motherland

Grit

3 Veterans

Pick from:

- Grenadier 1x
- Radio Operator 1x
- Medic 1x
- Engineer 1x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will
- Charismatic

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (Engineer only)
- Submachine Gun
- Grenades (Two models only)



SOVIET NKVD

FACTION SHEET



The NKVD, the Soviet Union's internal security and secret police force during World War II, played a multifaceted and often ominous role. Known for enforcing strict discipline within the Red Army and managing prisoner-of-war camps, they were instrumental in maintaining the Soviet state's control. Their involvement in frontline operations was equally significant, particularly in partisan warfare and counterintelligence activities. Playing as the NKVD offers a unique perspective of war, focusing on security, intelligence, and maintaining order, reflecting their critical, albeit controversial, role in shaping the Soviet war effort and maintaining the internal stability of the USSR.

A unit can consist of:

1 Commissar

- Commissar
- Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rules:

Grudge (Germans)
For the Motherland
Stubborn
Fanatics

3 Veterans

Elite

Pick from:

- Grenadier 1x
- Medic 1x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Charismatic
- Force of Will

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Submachine Gun
- Grenades (Two models only)



GERMAN GRENADIERS

FACTION SHEET



The German Grenadiers of World War II, integral to the Wehrmacht's infantry, were known for their discipline and effectiveness in various combat scenarios. Equipped with a mix of traditional rifles and the revolutionary StG 44, the world's first assault rifle, they represented a blend of old and new warfare tactics. Renowned for their proficiency in both offensive and defensive operations, they excelled in structured battle formations. Playing as the German Grenadiers offers a balanced approach to warfare, combining tactical flexibility, firepower, and the steadfastness of Germany's primary infantry force throughout the conflict.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rule:

Well Supplied

Field Hospitals

Grudge (British and Soviets)

For the Fuhrer

3 Veterans

Pick from:

- Grenadier 1x
- Radio Operator 1x
- Medic 1x
- Engineer 2x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Blitzkrieg
- First Strike
- Whiz Kid
- Force of Will
- Charismatic

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (2x Engineer only)
- Submachine Gun



GERMAN FALLSCHIRMJÄGER

FACTION SHEET



The German Fallschirmjäger, elite paratroopers of the Luftwaffe, epitomized daring and agility in World War II. Renowned for their audacious airborne operations, such as the legendary assault on Crete, they specialized in rapid deployment and surprise attacks. Equipped with specialized gear like the FG 42 rifle and renowned for their rigorous training, they were capable of fighting in diverse environments. Playing as the Fallschirmjäger offers a unique blend of airborne tactics, swift offensive capabilities, and the ability to execute decisive actions behind enemy lines, embodying the bold and innovative spirit of these airborne warriors.

A unit can consist of:

1 Sergeant

- Officer
- Automatic Rifle, Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rule:

Well Supplied

Paratroopers

Surrounded

Grudge (British and Soviets)

For the Fuhrer

3 Veterans

Pick from:

- Grenadier 1x
- Radio Operator 1x
- Medic 1x
- Engineer 2x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Blitzkrieg
- First Strike
- Whiz Kid
- Charismatic
- Force of Will

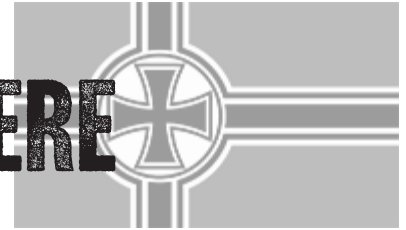
Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (3x any)
- Submachine Gun



GERMAN STURMPIONIERE

FACTION SHEET



The German Sturmpioniere, or assault engineers, were the backbone of the Wehrmacht's engineering corps. Specialized in demolitions and fortification breaches, they were equipped with explosives, flamethrowers, and mine-clearing tools. Their role was crucial in both attacking fortified positions and defending strategic points with hastily constructed defenses. Sturmpioniere units were often at the forefront of major offensives, clearing obstacles and enabling infantry advances. Playing as the Sturmpioniere offers a unique combination of engineering skill and combat capability, perfect for players who enjoy a tactical approach to overcoming both physical and enemy barriers.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rules:

Well Supplied

Field Hospitals

Grudge (British and Soviet)

For the Fuhrer

Climbers

3 Veterans

Pick from:

- Grenadier 1x
- Radio Operator 1x
- Medic 1x
- Engineer 2x
- Demolitions 2x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Blitzkrieg
- First Strike
- Whiz Kid
- Force of Will
- Elite

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (2x Engineer only)
- Submachine Gun
- Flamethrower (3x Engineer Only)

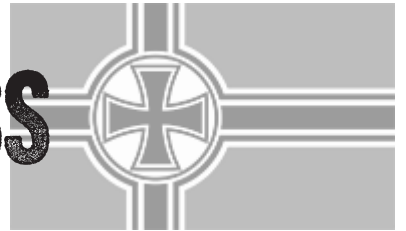
One unit is armed with:

- C4



GERMAN WAFFEN-SS

FACTION SHEET



The Waffen-SS, the combat arm of the SS organization in Nazi Germany, was known for its fierce fighters and fanatical loyalty to the Nazi ideology. Equipped with some of the best weapons and armor, including elite Panzer divisions, they were involved in numerous key battles on both Eastern and Western fronts. Playing as the Waffen-SS involves harnessing elite military capabilities and heavy equipment, reflecting their role as a controversial yet effective fighting force in World War II.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rule:

Well Supplied

Fanatics

Grudge (British and Soviets)

For the Fuhrer

Elite

3 Veterans

Pick from:

- Grenadier 1x
- Radio Operator 1x
- Medic 1x
- Engineer 1x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Blitzkrieg
- First Strike
- Whiz Kid
- Charismatic
- Force of Will

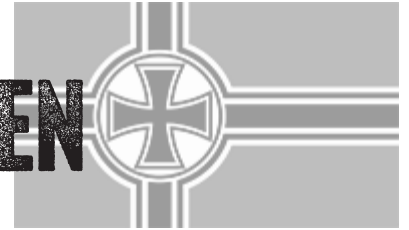
Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (Engineers Only)
- Submachine Gun



GERMAN OSTTRUPPEN

FACTION SHEET



The German Osttruppen, often composed of conscripts and volunteers from the Eastern territories, played a unique role in the Wehrmacht's strategy during World War II. Lacking the training and equipment of regular German units, they nonetheless provided vital support in various roles, from logistics to frontline engagements. Their presence freed up German units for more critical operations. Playing as the Osttruppen presents a challenge of managing a less-equipped, yet numerically significant force, requiring strategic ingenuity to maximize their potential and compensate for their limitations, reflecting the diverse and complex nature of these auxiliary units.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

Special Rule:

**Grudge (British and Soviets)
For the Fuhrer**

5 Recruits

- Expendable
- Green

Pick from:

- Grenadier 1x
- Engineer 1x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (Engineers Only)
- Submachine Gun
- All Grenadiers get 3 Grenades



IMPERIAL JAPANESE ARMY

FACTION SHEET



The Imperial Japanese Army, a formidable force in World War II, was characterized by its fierce loyalty and strict code of bushido, influencing its relentless fighting style. Excelling in jungle and island warfare, they were notorious for their tenacity and unwillingness to surrender, evident in battles across the Pacific Theater. Their tactics often involved surprise attacks and night assaults, supported by light infantry and specialized equipment suited for dense terrains. Playing as the Imperial Japanese Army means embracing a strategy of relentless aggression, endurance, and adaptability, capturing the essence of their indomitable spirit in challenging environments.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rule:

**Grudge (Americans)
For the Emperor**

3 Veterans

Pick from:

- Grenadier 1x
- Radio Operator 1x
- Medic 1x
- Engineer 2x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will
- Charismatic

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (2x Engineer only)
- Submachine Gun
- All are armed with one grenade, and the Grenadier gets 3
- All are armed with a long knife



JAPANESE TEISHIN SHUDAN

FACTION SHEET



The Imperial Japanese Teishin Shudan, an elite paratrooper unit, represented the pinnacle of Japan's airborne forces during World War II. Trained for deep insertion and rapid assaults, they were intended for strategic operations such as seizing key facilities and conducting sabotage behind enemy lines. Their limited but impactful engagements demonstrated their capability for swift, decisive action. Playing as the Teishin Shudan offers an experience centered on agility, surprise tactics, and the execution of high-risk, high-reward operations, reflecting the daring and specialized nature of these elite airborne troops in the broader context of the Pacific War.

A unit can consist of:

1 Kempeitai

- Officer
- Kempeitai
- Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rule:

Grudge (Americans)

For the Emperor

Die With Honor

Paratroopers

3 Veterans

Elite

Pick from:

- Grenadier 1x
- Medic 1x
- Engineer 2x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will
- Charismatic

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (2x Engineer only)
- Submachine Gun
- All are armed with one grenade, and the Grenadier gets 3



JAPANESE ISLAND WARFARE

FACTION SHEET



The Imperial Japanese Island Warfare Division, specialized units in the Japanese Army, were masters of defensive operations across the Pacific Theater during World War II. Trained extensively for combat in dense jungles and rugged island terrains, they excelled in guerrilla tactics and entrenched warfare, turning each island into a formidable stronghold. Their resistance in battles like Iwo Jima and Okinawa became emblematic of their determination and resourcefulness. Playing as the Island Warfare Division focuses on strategic defense, environmental adaptation, and attritional warfare, capturing the relentless spirit and tactical ingenuity of these units in island-based conflicts.

A unit can consist of:

1 Kempeitai

- Officer
- Kempeitai
- Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rule:

Grudge (Americans)

For the Emperor

Die With Honor

Banzai

5 Infantry

- Expendable

Pick from:

- Grenadier 1x
- Medic 1x
- Engineer 1x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will
- Charismatic

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (Engineer only)
- Submachine Gun
- All are armed with one grenade, and the Grenadier gets 3
- Spear



ITALIAN ARMY

FACTION SHEET



The Italian Army in World War II, though often overshadowed by its German ally, played a significant role in the Mediterranean and North African theaters. Noted for their varied equipment, including the Carcano rifle and Semovente tank destroyers, they faced challenges in logistics and command. Despite these hurdles, Italian soldiers, such as the Alpini in the rugged mountains and the Bersaglieri in rapid maneuvers, demonstrated bravery and skill. Playing as the Italian Army offers a nuanced challenge of maximizing strategic potential with limited resources, reflecting the complex and diverse nature of Italy's military involvement in the war.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

2 Draftees

- Green

Can be armed with (only one each):

- Rifle and Bayonet
- Submachine Gun

Special Rule:

Well Supplied

Field Hospitals

3 Veterans

Pick from:

- Grenadier 1x
- Radio Operator 1x
- Medic 1x
- Engineer 2x
- Demolitions 1x
- Sniper 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will
- Stubborn

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Automatic Rifle (2x Engineer only)
- Submachine Gun



FRENCH RESISTANCE

FACTION SHEET

The French Resistance, a symbol of defiance and tenacity during World War II, comprised ordinary citizens and ex-soldiers united against German occupation. Operating covertly, they specialized in sabotage, intelligence gathering, and aiding Allied forces, significantly disrupting Axis operations. Their acts of bravery, from blowing up train tracks to orchestrating prison breaks, were pivotal in undermining the enemy and bolstering Allied efforts. Playing as the French Resistance emphasizes guerrilla tactics, stealth, and resourcefulness, capturing the spirit of these courageous individuals who fought with limited resources but unyielding determination for their nation's freedom.

A unit can consist of:

1 Leader

- Stubborn
- Charismatic
- Rifle or Submachine Gun

Special Rule:

Grudge (Germans)

Vive La France

Hide

5 Members

Pick from:

- Grenadier 1x
- Medic 1x
- Engineer 1x
- Demolitions 1x
- Sniper 1x
- Assassin 1x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Force of Will

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (Sniper Only)
- Submachine Gun
- Shotgun
- Long Knife (all)
- Grenades (Grenadier only)



FINNISH ARMY

FACTION SHEET



The Finnish Army, renowned for its extraordinary performance in the Winter War and Continuation War against the Soviet Union, was characterized by its resilience and adaptability in extreme conditions. Skilled in winter warfare and guerrilla tactics, they utilized their deep knowledge of the rugged Nordic terrain to their advantage. Notable for their use of ski troops and effective use of camouflage, the Finns demonstrated remarkable ingenuity and tenacity. Playing as the Finnish Army involves leveraging environmental mastery, unconventional warfare strategies, and the ability to conduct sustained operations in harsh conditions, reflecting their unique and formidable wartime legacy.

A unit can consist of:

1 Sergeant

- Officer
- Rifle or Submachine Gun

Special Rule:

Grudge (Soviets)

Skis

Camouflage

Harsh Environment

5 Infantry

- Green

Pick from:

- Grenadier 1x
- Medic 1x
- Engineer 1x
- Demolitions 1x
- Sniper 2x

Pick from (only one each, and only one instance per team):

- Grit
- Fire and Maneuver
- Cocky
- First Strike
- Whiz Kid
- Charismatic
- Force of Will

Can be armed with (only one each):

- Rifle and Bayonet
- Sniper Rifle (2x Sniper Only)
- Automatic Rifle (Engineer only)
- Submachine Gun
- All are armed with one grenade, and the Grenadier gets 3



MISSIONS

If not playing a scenario, you can play a random mission.

1. Decide on factions. Either build new factions or use existing factions.

3. Roll for a Primary Objective. Once that is determined, roll for secondary objectives.

4. Follow the instructions regarding the placement of terrain. Other terrain should be added to the table as desired, but the objective terrain must be followed. (It is recommended to have at least eight terrain pieces on the table.)

5. Determine the attacker and the defender by a roll off.

7. Roll to determine who goes first.

8. In turn order, place units on the board. Alternate placing units until all units are on the board. If other rules apply, such as Forward Deployment, follow those rules.

9. Begin the game.

10. The game ends when one of these three conditions occurs:

a. 8 turns have elapsed

b. One player has lost four units

c. One player concedes

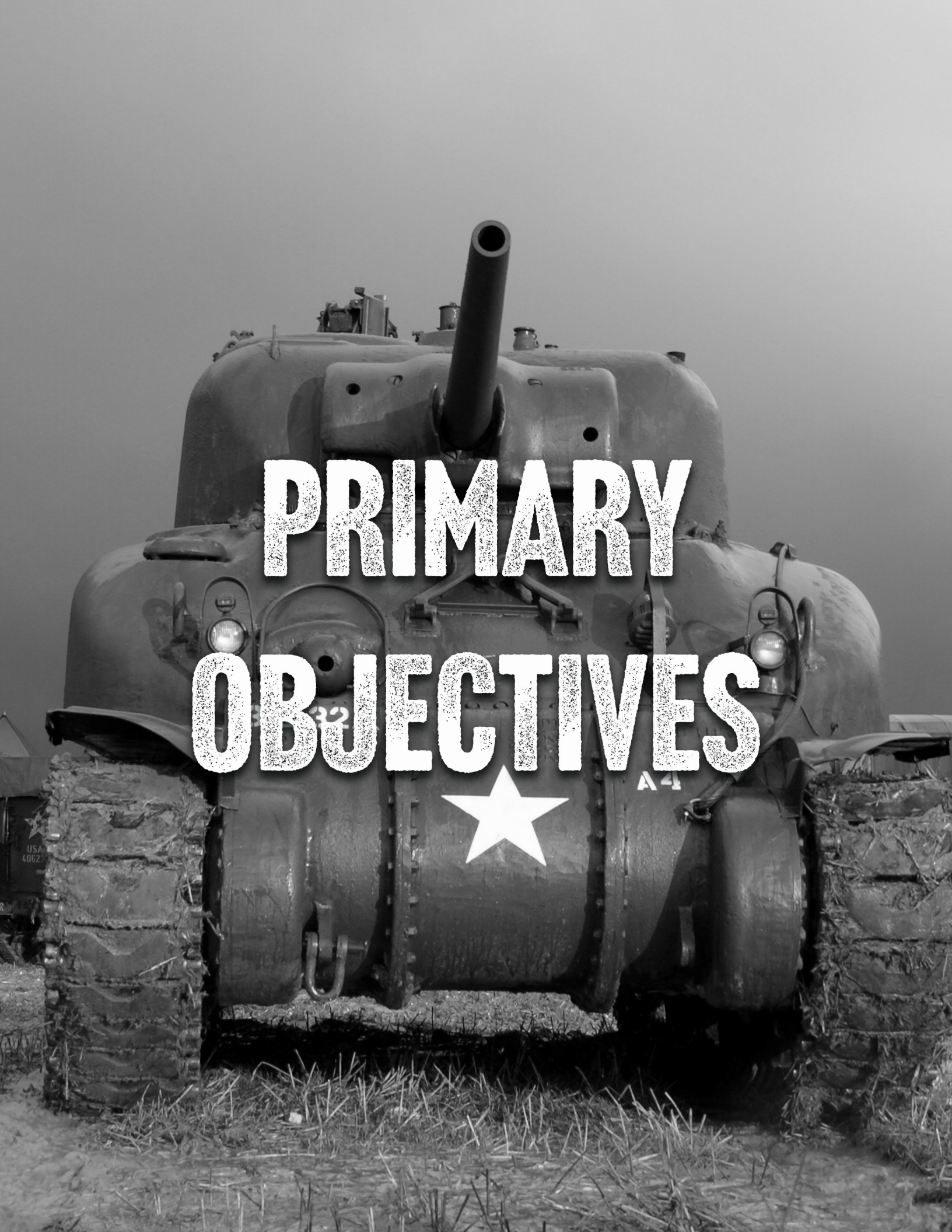
11. All units on the table at the end of the game count as surviving

12. At the end of the game, the player with the most VP wins.

13. Roll Battle Damage

14. Tally XP and roll After Action Results





**PRIMARY
OBJECTIVES**



A4

USA
4062

1-7

ASSASSINATE OFFICER

Setup #1, 2, 3, or 4

Place hard terrain here.

Place a token on this objective that represents the officer.

Attacker

Shoot or assault the officer at A -2 or S -2

Scout

Assassin

5 VP

Defender

Come into base contact with the Officer, then the officer moves with the contacting model toward the table edge.

7 VP

8-15

ASSASSINATE POLITICIAN

Setup #1, 2, 3 or 4

Place hard terrain here.

Place a token on this objective that represents the politician.

Attacker

Shoot or assault the officer at A -2 or S -2

Scout

Assassin

4 VP

Defender

Come into base contact with the politician, then the politician moves with the contacting model toward the table edge.

6 VP

16-22

CAPTURE SCIENTIST

Setup #1, 2, 3 or 4

Place hard terrain here.

Place a token on this objective that represents the scientist

Attacker

Strength test to knock the scientist out.

Then place a carry token

Assassin

6 VP

Defender

Come into base contact with the scientist, then the scientist moves with the contacting model toward the table edge.

8 VP

23-30

KILL SNIPER

Setup # 4, 5, 6, or 7

Place hard terrain here. Place a token on this objective that represents the sniper.

The sniper acts as a unit controlled by the Defender. Add a unique colored die to the bag to represent the sniper. Has the Sniper specialization and is armed with a Sniper rifle.

Attacker

Shoot or assault the sniper at A -2 or S -2

Assassin

7 VP

Defender

The sniper survives

5 VP

31-37

DEMOLISH BUILDING

Setup #1, 2, 3, or 4

Place a piece of hard terrain here.

Attacker

Come into contact with the Objective Marker. OS 5

Engineer

Demolitions

C4

5 VP

Defender

The building survives

4 VP

38-44

DESTROY TANK

Setup #1, 2, 3, or 4

Place a tank over the Objective Marker

Attacker

Come into contact with the Objective Marker. OS 4

Engineer

Demolitions

C4

Tool Kit

5 VP

Defender

The tank survives

4 VP

45-52

DESTROY ARTILLERY

Setup #1, 2, 3, or 4

Place artillery piece on the objective marker

Attacker

Come into contact with the Objective Marker. OS 5

Engineer

Demolitions

C4

Tool Kit

5 VP

Defender

The tank survives

4 VP

53-59

RECOVER

MILITARY PLANS

Setup #1, 2, 3, or 4

Place a piece of hard terrain here.

Place a carry token on the objective marker.

Attacker and Defender

Get the carry token to the table edge in their starting zone.

VP 5

60-66

ACTIVATE ALARM

Setup #2, 3, 4, or 6

Place a piece of hard terrain here.

Attacker

Alarm is not activated

VP 5

Defender

OS 5

Officer

Radio Operator

VP 7

67-73

RESCUE CIVILIANS

Setup #8

Place a piece of hard terrain here. Place three carry tokens on the objective. Each carry token can only be moved by one unit.

Attacker

2 VP per carry token taken to board edge

Defender

1 VP per carry token taken to board edge

74-80

SABOTAGE BRIDGE

Setup #6

Place a bridge here

Attacker

OS 4

Engineer

Demolitions

Tank Hunter

C4

VP 6

Defender

Bridge must survive

VP 6

81-86

RESCUE DOWNED PILOT

Setup #1, 2, 3 or 4

Place a piece of soft terrain here.

Pilot token is placed on the objective. He is armed with a pistol. He is controlled by the Attacker. Place a unique colored die in the bag to represent him.

Attacker

Downed pilot gets to board edge

4 VP

Defender

Downed pilot is out of action

5 VP

87-90

FIND SECRET WEAPON PLANS

Setup #1, 2, 3, or 4

Place a piece of hard terrain here. Place a carry token on the objective

Attacker

OS 3 to pick up carry token

Academic

Engineer

Scout

Notebook

VP 8

Defender

OS 3 to pick up carry token

Academic

Engineer

Scout

91-95

SABOTAGE RAILROAD TRACKS

Setup # 1, 2, 4, or 6

Place a piece of soft terrain here.

Attacker

Demolitions

Engineer

C4

Toolkit

VP 5

Defender

Railroad Tracks must survive

VP 4

96-00

RESCUE LOVE INTEREST

Setup # 5, 7, or 8

Place a piece of soft terrain here.

Place Carry Token. Attacker designates a unit in their squad. If the Love Interest is recovered, that unit gains Elite permanently. If the Love Interest is not recovered, that unit gains Shirkers permanently.

Attacker

OS 5

Charismatic

VP 6

Defender

Love Interest can't make it to board edge

VP 4





ANCIENT ARTIFACTS

PRIMARY OBJECTIVES

1-11

FIND RELIQUARY OF THE TRUE CROSS

Setup #1, 2, 3 or 4
Place a piece of hard terrain and a carry token

Attacker

OS 5 to pick up carry token
Academic
Fanatic
Notebook
VP 5

Defender

OS 5 to pick up carry token
Academic
Fanatic
Notebook
VP 5

34-44

FIND ARK OF THE COVENANT

Setup #1, 2, 3 or 4
Place a piece of hard terrain and a carry token. It takes two units in base contact with the carry token to pick it up.

Attacker

OS 3 to pick up carry token
Academic
Fanatic
Notebook
VP 8

Defender

OS 3 to pick up carry token
Academic
Fanatic
Notebook
VP 8

67-77

FIND SEAL OF CHINA

Setup #1, 2, 3 or 4
Place a piece of hard terrain and a carry token

Attacker

OS 5 to pick up carry token
Academic
Notebook
VP 5

Defender

OS 5 to pick up carry token
Academic
Notebook
VP 5

12-22

FIND THE SPEAR OF DESTINY

Setup #1, 2, 3 or 4
Place a piece of hard terrain and a carry token

Attacker

OS 4 to pick up carry token
Academic
Fanatic
Notebook
VP 6

Defender

OS 4 to pick up carry token
Academic
Fanatic
Notebook
VP 6

45-55

FIND SHROUD OF TURIN

Setup #1, 2, 3 or 4
Place a piece of hard terrain and a carry token

Attacker

OS 5 to pick up carry token
Academic
Fanatic
Notebook
VP 5

Defender

OS 5 to pick up carry token
Academic
Fanatic
Notebook
VP 5

78-88

FIND THE COPPER SCROLL

Setup #1, 2, 3 or 4
Place a piece of hard terrain and a carry token

Attacker

OS 5 to pick up carry token
Academic
Languages
Notebook
VP 5

Defender

OS 5 to pick up carry token
Academic
Languages
Notebook
VP 5

23-33

FIND THE HOLY GRAIL

Setup #1, 2, 3 or 4
Place a piece of hard terrain and a carry token

Attacker

OS 3 to pick up carry token
Academic
Fanatic
Notebook
VP 7

Defender

OS 3 to pick up carry token
Academic
Fanatic
Notebook
VP 7

56-66

FIND TREASURE OF LIMA

Setup #1, 2, 3 or 4
Place a piece of hard terrain and 3 carry tokens. Each unit can only carry one token.

Attacker

OS 4 to pick up carry token
Academic
Notebook
VP 5 per token

Defender

OS 4 to pick up carry token
Academic
Notebook
VP 5 per token

89-00

FIND HONJŌ MASAMUNE

Setup #1, 2, 3 or 4
Place a piece of hard terrain and a carry token. Unit carrying it gets S +3 on Assault


Attacker

OS 5 to pick up carry token
Academic
Notebook
VP 5

Defender

OS 5 to pick up carry token
Academic
Notebook
VP 5

MONUMENT MEN



**PRIMARY
OBJECTIVES**

1-11

RECOVER THE MADONNA OF BRUGES

Setup #1, 2, 3 or 4

Place a piece of hard terrain and a carry token

Attacker

OS 3 to pick up carry token

Academic

Notebook

VP 8

Defender

OS 3 to pick up carry token

Academic

Notebook

VP 8

12-22

RECOVER THE GHENT ALTERPIECE

Setup #1, 2, 3 or 4

Place a piece of hard terrain and 3 carry tokens

Attacker

OS 4 to pick up carry token. Each token can only be carried by one unit

Academic

Notebook

VP 3

Defender

OS 4 to pick up carry token. Each token can only be carried by one unit

Academic

Notebook

23-33

DEFEND THE CAMPO SANTO

Setup #5, 7 or 8

Campo Santo is a piece of hard terrain. Place 3 carry tokens inside

Attacker

OS 4 to pick up carry token. Each token can only be carried by one unit

Academic

Notebook

VP 4 per token

Defender

Carry tokens must survive

VP 3 per token

34-44

RECOVER VERMEER'S THE ART OF PAINTING

Setup #1, 2, 3 or 4

Place a piece of hard terrain here. Place a carry token on the objective

Attacker

OS 5 to pick up carry token

Academic

Notebook

VP 5

Defender

OS 5 to pick up carry token

Academic

Notebook

VP 5

45-55

RECOVER KLIMIT'S PORTRAIT OF ADELE BLOCH-BAUER I

Setup #1, 2, 3 or 4

Place a piece of hard terrain and a carry token

Attacker

OS 4 to pick up carry token

Academic

Notebook

VP 6

Defender

OS 4 to pick up carry token

Academic

Notebook

VP 5

56-66

RECOVER RAPHAEL'S PORTRAIT OF THE ARTIST ASA YOUNG MAN

Setup #1, 2, 3 or 4

Place a piece of hard terrain and a carry token

Attacker

OS 3 to pick up carry token

Academic

Notebook

VP 6

Defender

OS 3 to pick to destroy carry token

Tank Hunter

Flamethrower

VP 6

67-77

RECOVER PIECES OF THE AMBER ROOM

Setup #6

Place a piece of hard terrain and 5 carry tokens.

Attacker

OS 5 to pick up carry token

Academic

Notebook

VP 6 per token

Defender

OS 5 to pick up carry token

Academic

Notebook

VP 5

78-88

RECOVER REMBRANDT'S AN ANGEL WITH TITUS' FEATURES

Setup #1, 2, 3 or 4

Place a piece of hard terrain and a carry token

Attacker

OS 5 to pick up carry token

Academic

Notebook

VP 6

Defender

OS 5 to pick up carry token

Academic

Notebook

VP 5

89-00

RECOVER DEGAS'S FIVE DANCING WOMEN

Setup #1, 2, 3 or 4

Place a piece of hard terrain and a carry token

Attacker

OS 5 to pick up carry token

Academic

Notebook

VP 6

Defender

OS 5 to pick up carry token

Academic

Notebook

VP 5

SECONDARY OBJECTIVES



1-3

SECURE BUILDING

Place a piece of hard terrain here. If the building is secured and then abandoned, the opposing player can take the building. This can happen repeatedly.

OS 6

VP 2

4-6

SECURE BUILDING

Place a piece of hard terrain here. If the building is secured and then abandoned, the opposing player can take the building. This can happen repeatedly.

OS 6

VP 2

7-9

SECURE BUILDING

Place a piece of hard terrain here. If the building is secured and then abandoned, the opposing player can take the building. This can happen repeatedly.

OS 6

VP 2

10-12

SECURE DEFENSES

Place a piece of soft terrain here. If the defenses are secured and then abandoned, the opposing player can take them.

This can happen repeatedly.

OS 6

VP 2

13-14

SECURE DEFENSES

Place a piece of soft terrain here. If the defenses are secured and then abandoned, the opposing player can take them.

This can happen repeatedly.

OS 6

VP 2

15-17

SECURE DEFENSES

Place a piece of soft terrain here. If the defenses are secured and then abandoned, the opposing player can take them.

This can happen repeatedly.

OS 6

VP 2

18-20

CUT FENCE

Place a piece of soft terrain here.

Attacker

Strength Test

Tool Kit

Engineer

VP 2

Defender

Fence is not cut

VP 2

21-23

CUT FENCE

Place a piece of soft terrain here.

Attacker

Strength Test

Tool Kit

Engineer

VP 2

Defender

Fence is not cut

VP 2

24-26

CUT TELEGRAPH CABLES

Place a piece of soft terrain here.

Attacker

Strength Test

Tool Kit

Engineer

VP 2

Defender

Fence is not cut

VP 2

27-29

CUT TELEGRAPH CABLES

Place a piece of soft terrain here.

Attacker

Strength Test

Tool Kit

Engineer

VP 2

Defender

Fence is not cut

VP 2

30-32

CUT TELEPHONE WIRES

Place a piece of hard terrain here.

Attacker

Strength Test -1

Tool Kit

Engineer

VP 2

Defender

Fence is not cut

VP 2

33-35

CUT TELEPHONE WIRES

Place a piece of hard terrain here.

Attacker

Strength Test -1

Tool Kit

Engineer

VP 2

Defender

Fence is not cut

VP 2

36-38

DIG FOXHOLE

Place a piece of soft terrain here.
Once the foxhole is dug, this piece
of terrain counts as hard cover

Attacker

Strength Test

VP 2

Defender

Strength Test

VP 2

39-41

DIG FOXHOLE

Place a piece of soft terrain here.
Once the foxhole is dug, this piece
of terrain counts as hard cover

Attacker

Strength Test

VP 2

Defender

Strength Test

VP 2

42-44

DRUG DRINKS

Place a piece of hard terrain here.

Attacker

OS 4

Scout

Assassin

VP 3

Defender

Drinks are not drugged

VP 2

45-47

LEAVE DISINFORMATION

Place a piece of hard terrain here.

Attacker

OS 4

Scout

VP 3

Defender

Disinformation is not left

VP 2

48-50

SEIZE MACHINE GUN

Place a piece of soft terrain here.
When any unit comes into contact
with the objective, they can control
a machine gun.

OS 4

It has long range, 4 shots, and A -3

51-53

SEIZE MACHINE GUN

Place a piece of soft terrain here.
When any unit comes into contact
with the objective, they can control
a machine gun.

OS 4

It has long range, 4 shots, and A -3

54-56

CALL FOR REINFORCEMENTS

No terrain is placed here. When any unit comes into contact with the objective and passes the test, they can bring one Out of Action unit back onto the board edge.

OS 5
Officer
Radio Operator

57-59

CONTACT SPY

Place a piece of soft terrain here.

Attacker

OS 5
Officer
VP 3

Defender

Kill spy: Strength Test

Assassin
VP 3

60-62

FIRE SIGNAL FLARE

Place a piece of soft terrain here.

OS 6

All units on board get A +1 for three turns
VP 2

63-65

HIDE WEAPONS FOR THE RESISTANCE

Place a piece of soft terrain here.

Attacker

OS 4
VP 3

Defender

After the weapons have been hidden, the Defender can find them

OS 4
VP 5

66-68

PLANT BOMB

Place a piece of hard terrain here.

Attacker

OS 4
Demolitions
VP 3

Defender

After the bomb has been planted, the Defender can find it. The Defender fails the OS roll, the unit takes a hit D+1.

OS 4
Demolitions
VP 4

69-71

PLANT BOMB

Place a piece of hard terrain here.

Attacker

OS 4
Demolitions
VP 3

Defender

After the bomb has been planted, the Defender can find it. The Defender fails the OS roll, the unit takes a hit D+1.

OS 4
Demolitions
VP 4

72-74

PLANT MINES

Place a piece of soft terrain here.

Attacker

OS 5
Demolitions
VP 2

Defender

After the mine has been planted, the Defender can find it. The Defender fails the OS roll, the unit takes a hit.

OS 5
Demolitions
VP 3

75-77

PLANT MINES

Place a piece of soft terrain here.

Attacker

OS 5
Demolitions
VP 2

Defender

After the mine has been planted, the Defender can find it. The Defender fails the OS roll, the unit takes a hit.

OS 5
Demolitions
VP 3

78-80

POISON WATER SUPPLY

Place a piece of soft terrain here.

Attacker

OS 4
VP 3

Defender

The water supply is not poisoned
VP 2

81-83

RECOVER AMMUNITION

Place a piece of hard terrain here.

Once ammunition is recovered, the unit who recovered gets D +1 permanently

OS 4

84-86

RECOVER AMMUNITION

Place a piece of hard terrain here.

Once ammunition is recovered, the unit who recovered gets D +1 permanently

OS 4

87-89

RECOVER

ARTILLERY SHELLS

Place a piece of soft terrain here. If the artillery shells are recovered, in the following games the Radio Operator's bombardment is a D -1 instead of D -2

OS 4

Radio Operator

90-92

RECOVER CLIMBING GEAR

Place a piece of soft terrain here. The unit who recovers the Climbing Gear gets a Grappling Hook permanently.

OS 4

93-94

RECOVER EXPLOSIVES

Place a piece of hard terrain here. The unit who recovers the Explosives gets C4 permanently.

OS 4

95-96

RECOVER GRENADES

Place a piece of soft terrain here. If a unit recovers Grenades, in all following games all units on that team will get Grenades.

OS 4

97-98

RECOVER SCIENTIFIC EQUIPMENT

Place a piece of hard terrain here. If a unit recovers Scientific Equipment, that unit gains the specialization Academic.

OS 4

99

RECOVER SCIENTIFIC PAPERS

Place a piece of hard terrain here. If a unit recovers Scientific Equipment, that unit gains a Notebook.

OS 4

100

RECOVER TOOLS

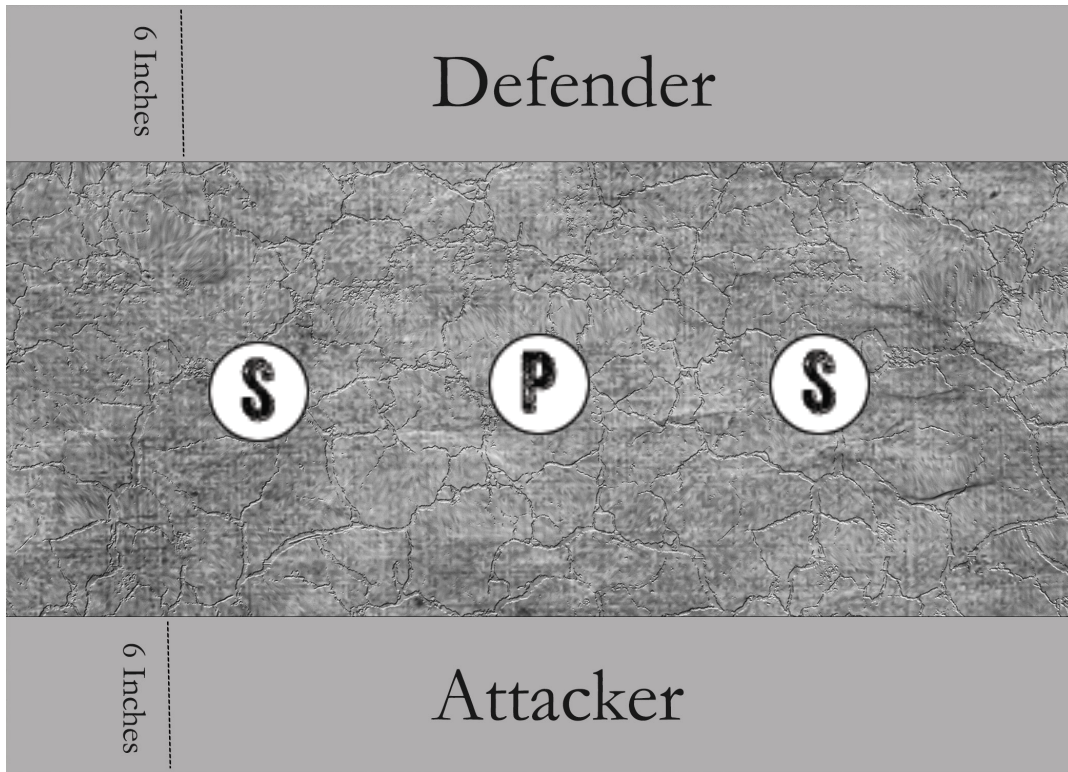
Place a piece of soft terrain here. If a unit recovers Tools, that unit gains a Tool Kit

OS 4

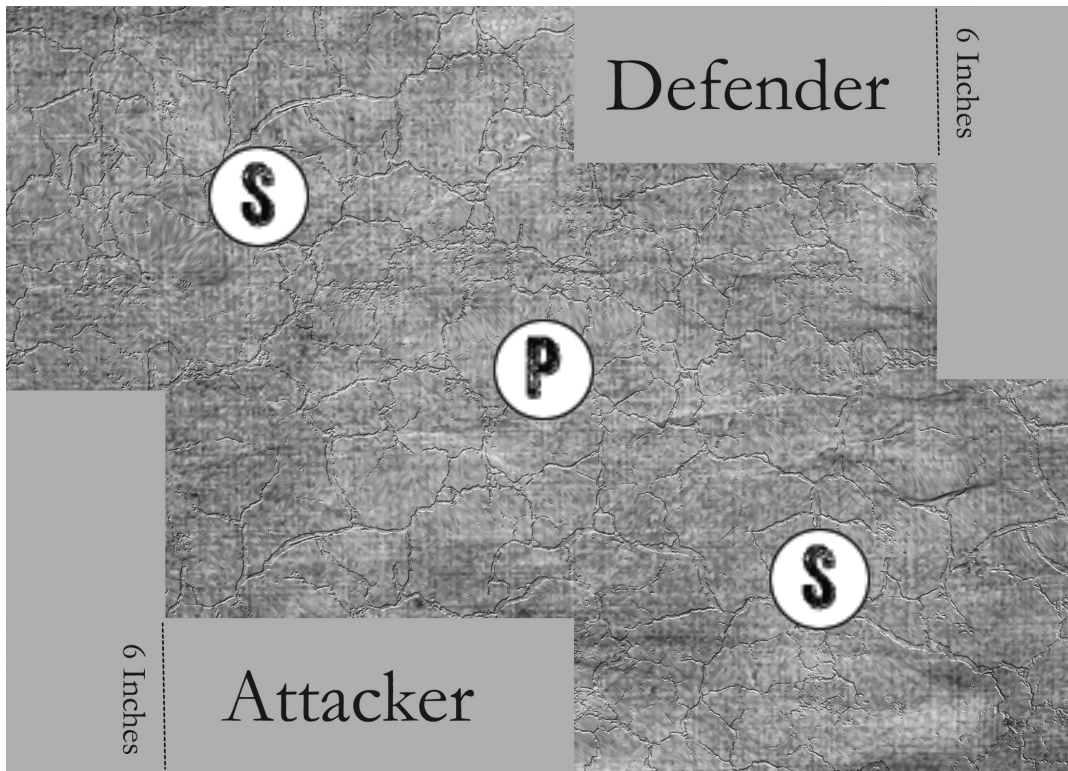
DEPLOYMENT MAPS

No Unit Can Be Placed Closer Than 9 Inches From an Enemy

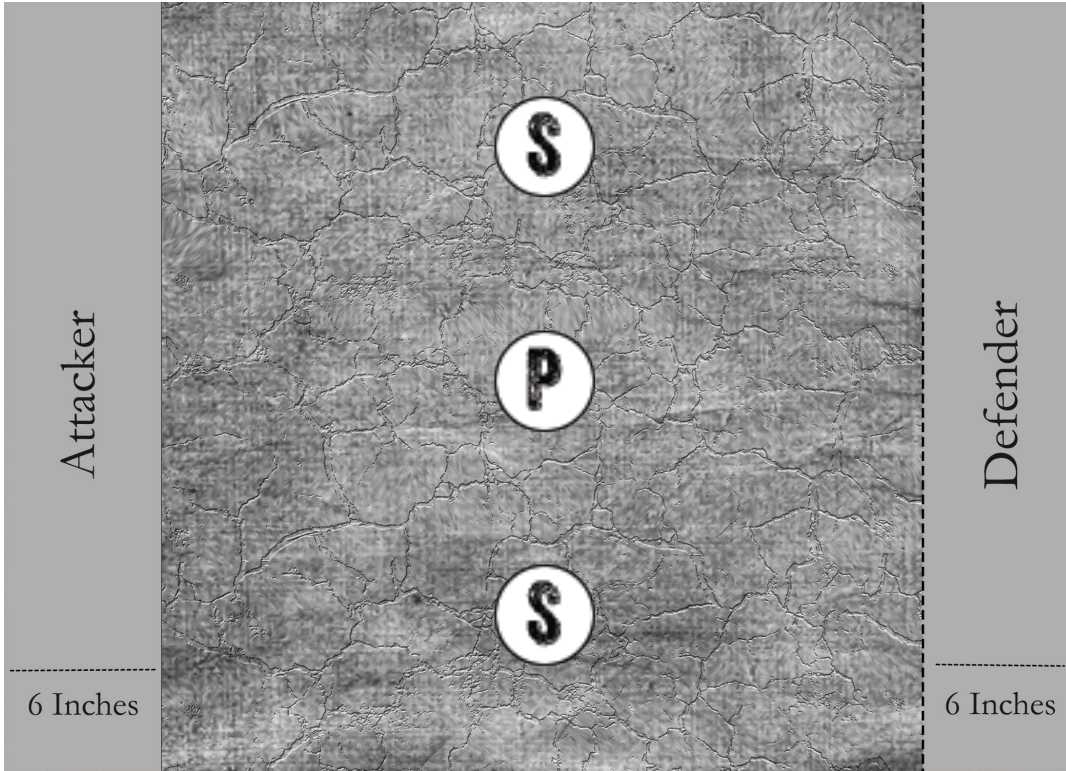
Setup #1



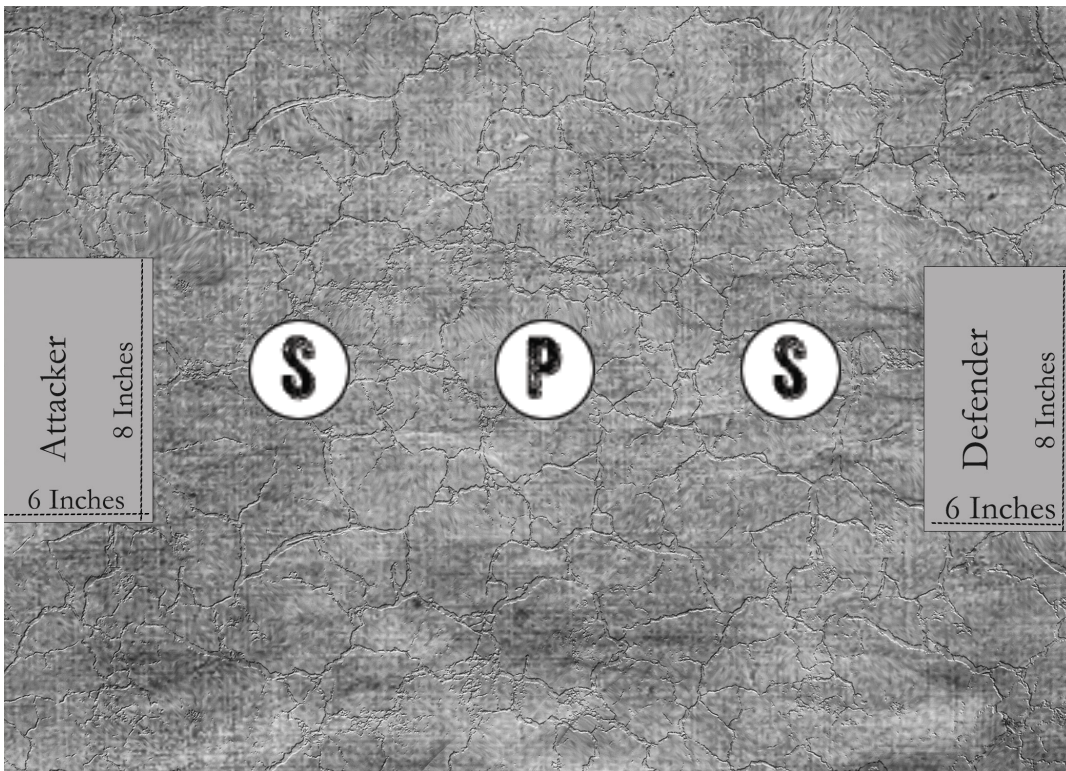
Setup #2



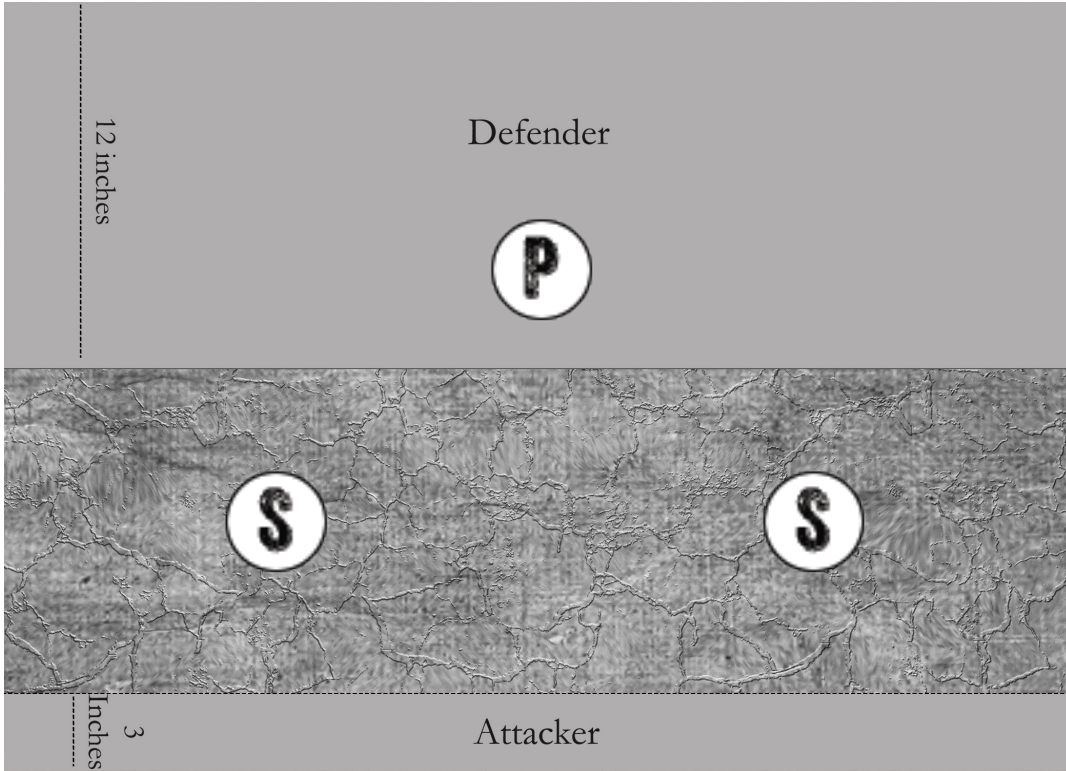
Setup #3



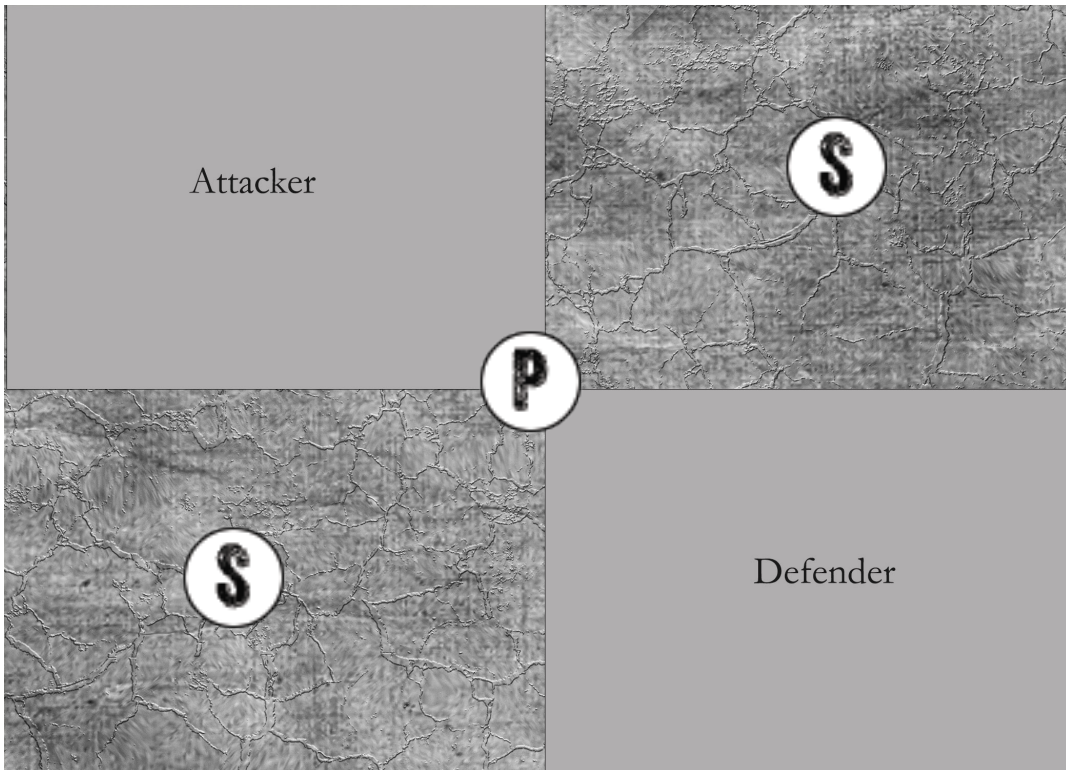
Setup #4



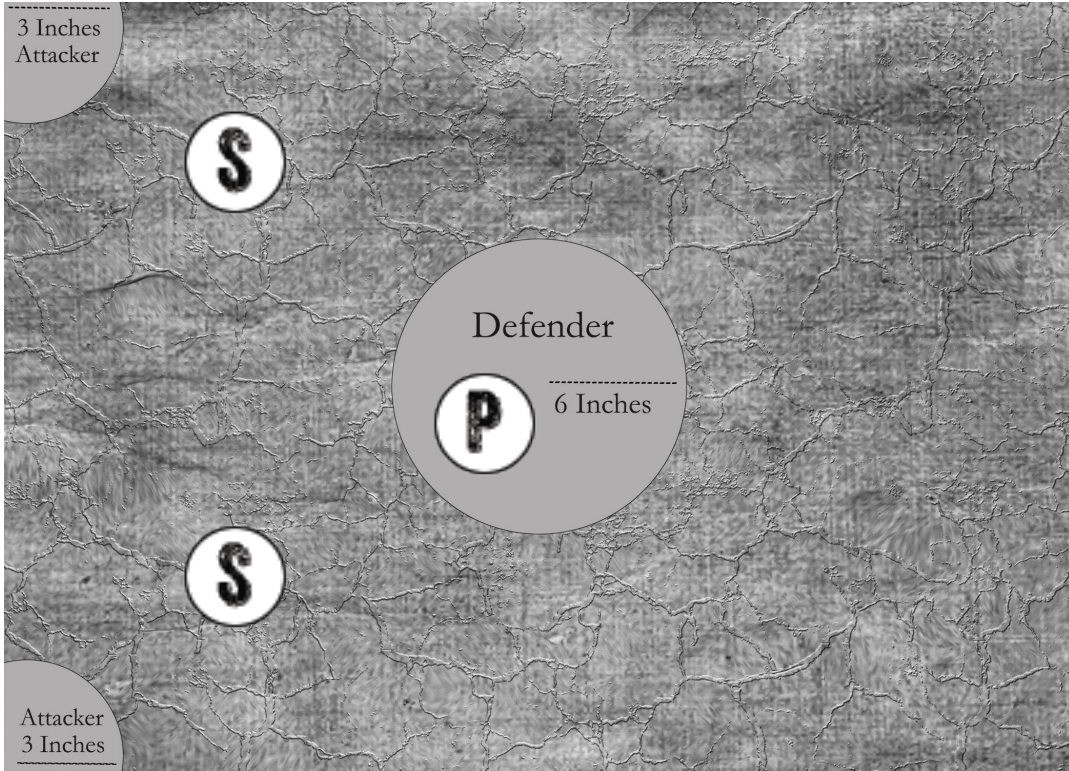
Setup #5



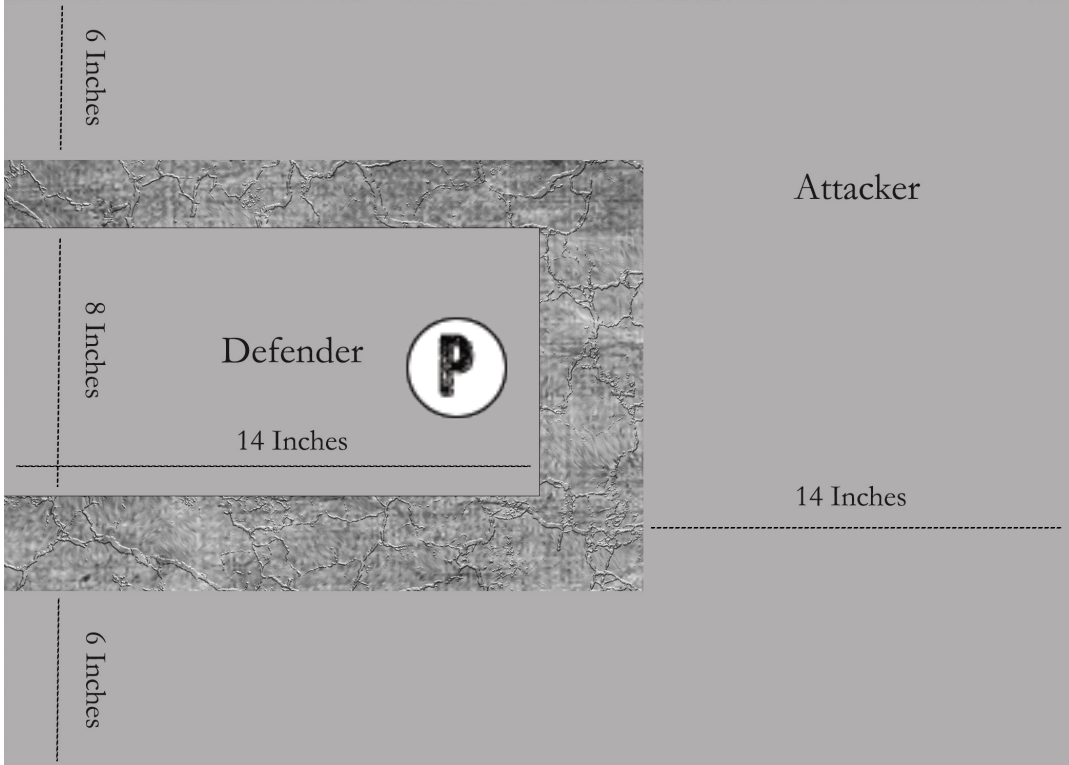
Setup #6



Setup #7



Setup #8



SQUAD SHEET

Faction: _____

Faction Traits: _____

Faction XP: _____

CHARACTERS

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

SQUAD SHEET

Faction: _____

Faction Traits: _____

Faction XP: _____

CHARACTERS

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

SQUAD SHEET

Faction: _____

Faction Traits: _____

Faction XP: _____

CHARACTERS

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

SQUAD SHEET

Faction: _____

Faction Traits: _____

Faction XP: _____

CHARACTERS

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

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M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

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Name: _____ Type: _____

Specializations: _____

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M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

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Battle Damage: _____

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Name: _____ Type: _____

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Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

SQUAD SHEET

Faction: _____

Faction Traits: _____

Faction XP: _____

CHARACTERS

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

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Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

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Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

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M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____

Name: _____ Type: _____

Specializations: _____

Traits: _____

M: _____ S: _____ A: _____ EA: _____ Weapons: _____ Equipment: _____

XP: _____

Battle Damage: _____