



ANTI-TANK AND SUPPORT WEAPONS

BUILDING YOUR ARMY

With the introduction of anti-tank weapons, support weapons and vehicles, our army-building rules have to change slightly: as well as having *Squad points* that you can spend on building your Squad you'll also have *Support Points* to buy some support for your men. You can't use *Support Points* to buy Squad variants, but you can add any spare *Squad Points* to increase your total of *Support Points*. The purchase of new weapons is limited by the available *Support Points*.

When playing a game with *Support Points* we suggest:

1,000 *Squad Points* + 0/500 *Support Points*

1,000 *Squad Points* + 501/1,000 *Support Points*

1,000 *Squad Points* + 1,001/1,500 *Support Points*

NEW CHARACTERISTICS

- » **Anti-personnel explosives:** these weapons have an explosive charge that can be used to hit infantry models inside buildings, ruins, sandbag positions or behind walls (solid cover); the cover explodes and the debris flies everywhere. In game terms if the target is infantry in one of the places mentioned above then treat the weapon as *Direct Fire burst weapon* (A5) and use the appropriate Weapons Table.
- » **Armour Value (AV):** each Vehicle has an Armour Value that is subtracted from the *Roll to Hit*.
- » **Ballistic Value (BV):** some weapons have a Ballistic Value which is added to the *Roll to Hit*. The Vehicle Datasheets show two values: the first is for armour-piercing shells and the second for high-explosives.
- » **Drone operator:** a model with this characteristic can use the *Indicate a Target Action* (the same way as a Squad leader) to identify a target for a missile-armed drone. Once the *Target Acquired* marker has been placed, the model can activate the drone and use the missile with another Action. You can't activate the drone if the target is within 20cm of a friendly model. The *Target Acquired* marker stays with the target even if the latter moves. Missiles use normal burst weapon rules. If the missile deviates then the player rolls the d10 twice and can choose either result. The missile always deviates twice the number rolled (in cm) without considering range.
- » **Infantry anti-tank:** a model with this sort of weapon can damage Armoured Vehicles and checks for damage on the *Vehicle Heavy Damage Table*. Models with *Infantry anti-tank* weapons can always be chosen as a target even if they're not the closest enemy model. These weapons are not normally used against infantry: in game terms they can only be used against infantry if they have the *Anti-personnel explosives* characteristic.
- » **Once only:** a weapon with this characteristic can only be used once per game.
- » **Tandem hollow-charge warhead:** weapons with this characteristic add +1d6 when firing at Vehicles.

TABELLA ARMI ANTICARRO

INFANTRY ANTI-TANK WEAPONS TABLE - Target: Infantry

Range						
Type	Close 20cm	Normal 40cm	Long 60cm	Extreme 80cm	Rate of Fire	Characteristics
RPG-7	-	-	-	NE	1 (A5)	anti-personnel explosives, devastating, infantry anti-tank, minimum range 10, support weapon, single shot, BV 7
Hellfire missile	-	-	-	-	1 (A10)	devastating, indirect fire, single use, BV 12

INFANTRY ANTI-TANK WEAPONS TABLE - Target: Vehicles

Range						
Type	Close 20cm	Normal 40cm	Long 60cm	Extreme 80cm	Rate of Fire	Characteristics
AT4	NE	+1d6	+1d6	-	1	devastating, infantry anti-tank, minimum range 20, support weapon, single shot, BV 8
M136	NE	+1d6	+1d6	-	1	devastating, infantry anti-tank, minimum range 20, support weapon, single shot, BV 8
M72 LAW or LASM	+1d6	+1d6	+1d6	NE	1	devastating, infantry anti-tank, minimum range 10, support weapon, single shot, BV 6
Panzerfaust3	NE	+1d6	+1d6	-	1	tandem hollow-charge warhead , devastating, infantry anti-tank, minimum range 20, support weapon, single shot, BV 9
RPG-7	+1d6	+1d6	+1d6	NE	1	anti-personnel explosives, devastating, infantry anti-tank, minimum range 10, support weapon, single shot, BV 7
RPG-29	NE	+1d6	+1d6	-	1	tandem hollow-charge warhead , devastating, infantry anti-tank, minimum range 20, support weapon, single shot, BV 10
RPG-32	NE	+1d6	+1d6	NE	1	tandem hollow-charge warhead , devastating, infantry anti-tank, minimum range 20, support weapon, single shot, BV 8
Hellfire missile	+2d6	+2d6	+2d6	+2d6	1 (A10)	devastating, indirect fire, single use, BV 12



AMERICAN ARMY SUPPORT POINTS

US MARINES SQUAD

- » One Marine per Squad can add an M72 LAW to his equipment for +70 points.
- » You can add an M136 Section for +360 points.
- » You can add a Target Acquisition Section for +495 points.

DELTA FORCE SQUAD

- » One Specialist in the Squad can add an M72 LAW to his equipment for +70 points.
- » You can add a Target Acquisition Section for +605 points.

M136 SECTION

No.	Model	VT	Weapon	Characteristics
1	Marine	4	M136 Anti-tank, M16A2 Assault Rifle, M9 9mm Pistol, M67 Grenades	class III body armour
1	Marine	4	M16A2 Assault Rifle, M9 9mm Pistol, M67 Grenades	assistant, class III body armour

VARIANTS:

- » You can add the *tandem hollow-charge warhead* characteristic to the M136 anti-tank weapon for +50 points.

MARINES TARGET ACQUISITION SECTION

No.	Model	VT	Weapon	Characteristics
1	Marine	4	M16A2 Assault Rifle, M9 9mm Pistol, M67 Grenades	binoculars, observer, class III body armour
1	Marine	4	Drone (Hellfire Missile), M16A2 Assault Rifle, M9 9mm Pistol, M67 Grenades	drone operator, class III body armour

DELTA FORCE TARGET ACQUISITION SECTION

No.	Model	VT	Weapon	Characteristics
1	Specialist	5	HK416 Assault Rifle with Red dot, M11 9mm Pistol, M67 Grenades	aiming system, binoculars, camouflage, class III body armour, infiltrator, observer, trained with the bayonet
1	Specialist	5	Drone (Hellfire Missile), HK416 Assault Rifle with Red dot, M11 9mm Pistol, M67 Grenades	drone operator, aiming system, camouflage, class III body armour, infiltrator, trained with the bayonet



» M16A2 (M203)

BRITISH ARMY SUPPORT POINTS

ROYAL MARINES SQUAD

- » One Marine per Squad can add an LASM for +70 points.
- » You can add an AT4 Section for +350 points.
- » You can add a Target Acquisition Section for +485 points.

SPECIAL AIR SERVICE SQUAD

- » One Specialist in the Squad can add an LASM to his equipment for +70 points.
- » You can add a Target Acquisition Section for +515 points.

AT4 SECTION

No.	Model	VT	Weapon	Characteristics
1	Marine	4	AT4 Anti-tank, L85 Assault Rifle, L109A1 Grenades	class III body armour
1	Marine	4	L85 Assault Rifle, L109A1 Grenades	assistant, class III body armour

VARIANTS:

- » You can add the *tandem hollow-charge warhead* characteristic to the AT4 anti-tank weapon for +50 points.

ROYAL MARINES TARGET ACQUISITION SECTION

No.	Model	VT	Weapon	Characteristics
1	Marine	4	L85 Assault Rifle, L109A1 Grenades	binoculars, observer, class III body armour
1	Marine	4	Drone (Hellfire Missile), L85 Assault Rifle, L109A1 Grenades	drone operator, class III body armour

SPECIAL AIR SERVICE TARGET ACQUISITION SECTION

No.	Model	VT	Weapon	Characteristics
1	Specialist	5	M4 Assault Rifle, L105A1 9mm Pistol, L109A1 Grenades	binoculars, camouflage, observer, trained with the bayonet
1	Specialist	5	Drone (Hellfire Missile), M4 Assault Rifle, L105A1 9mm Pistol, L109A1 Grenades	drone operator, camouflage, trained with the bayonet

VARIANTS:

- » All Specialists in the Section can buy an *aiming system (red dot, laser, etc.)* for a total of +30 points.
- » You can replace all the M4 Assault Rifles with MP5SD sub-machine guns for -20 points each.
- » The whole Section can be given Class III Body armour for a total cost of +20 points.





**ITALIAN ARMY
SUPPORT POINTS**

"BERSAGLIERI" SQUAD

- » One Bersagliere in the Squad can add a Panzerfaust3 to his equipment for +250 points.
- » One Bersagliere in the Squad can become *assistant* to the Panzerfaust3 for +10 points.

"FOLGORE" PARATROOPER SQUAD

- » One Paratrooper in the Squad can add a Panzerfaust3 to his equipment for +250 points.
- » One Paratrooper in the Squad can become *assistant* to the Panzerfaust3 for +10 points.



**FRENCH ARMY
SUPPORT POINTS**

FOREIGN LEGION SQUAD

- » One Legionnaire in the Squad can add an AT4 to his equipment for +180 points.
- » You can add the *tandem hollow-charge warhead* characteristic to the AT4 for +50 points.
- » One Legionnaire in the Squad can become *assistant* to the AT4 for +10 points.



**IRAQI ARMY
SUPPORT POINTS**

REPUBLICAN GUARD SQUAD

- » One Guard in the Squad can add one of these anti-tank weapons to his equipment: an RPG-7 for +170 points, an RPG-29 for +270 points or an RPG-32 for +230 points.
- » You can add the *tandem hollow-charge warhead* characteristic to the RPG-7 for +50 points
- » One Guard in the Squad can become *assistant* to the RPG-7, RPG-29 or RPG-32 for +10 points.

AL-AWDA SQUAD

- » One Guard in the Squad can add one of these anti-tank weapons to his equipment: an RPG-7 for +170 points, an RPG-29 for +270 points or an RPG-32 for +230 points.
- » You can add the *tandem hollow-charge warhead* characteristic to the RPG-7 for +50 points.
- » One Guard in the Squad can become *assistant* to the RPG-7 or RPG-29 for +10 points.



RUSSIAN ARMY SUPPORT POINTS

SUPPORTI PER TUTTE LE SQUADRE

- » One Squad member can add one of these anti-tank weapons to his equipment: an RPG-29 for +270 points or an RPG-32 for +230 points.
- » One Squad member can become *assistant* to the RPG-29 for +10 points.



CHECHEN ARMY SUPPORT POINTS

SUPPORTI PER TUTTE LE SQUADRE

- » One Squad member can add one of these anti-tank weapons to his equipment: an RPG-29 for +270 points or an RPG-32 for +230 points.
- » One Squad member can become *assistant* to the RPG-29 for +10 points.



IRREGULAR IRAQI-AFGHAN ARMIES SUPPORT POINTS

INSURGENT SQUAD

- » You can add up to two Insurgent Section with RPG-7 for +270 points each.

INSURGENT SECTION WITH RPG-7

No.	Model	VT	Weapon	Characteristics
1	Insurgent	2	RPG-7 Anti-tank, AK-47 Assault Rifle	poorly trained, support assistant, support section
2	Insurgent	2	AK-47 Assault Rifle	poorly trained, support assistants, support section

VARIANTS:

- » You can add the *tandem hollow-charge warhead* characteristic to the RPG-7 for +50 points.