

Desert Raiders

Name	Speed	Class	Type	Armour			Weapons	Arcs	Shots	Firepower	Infantry Sections
				F	S	R					
Jeep APC	Fast	Light	Wheeled	7	7	7	45 Auto Autocannon	All	2	2/3	1
Attack Jeep	Fast	Light	Wheeled	7	7	7	90mm Recoilless Cannon	Front	1	2/6	0/1

Special:

Jeeps in the desert. If they cross quicksand at 1mp they need to roll for bogging down but if they use 2 or 3 they do not. Also if infantry are in Attack Jeep then you can not fire main gun but infantry can fire.

Armoured Infantry	Slow	Light	Foot	5	5	5	Low Tech Assault Rifle + Sup Weapon	All	2	0/0	
Armoured Infantry	Slow	Light	Foot	5	5	5	Low Tech Assault Rifle + Sup Weapon or Buzz Bomb Launcher	All	2	0/0	-/6

4+ to hit Veteran Tu.'s Infantry (not vehicles) reduce the to hit or H2H number by 1 for every suppression marker.

Suppression Infantry 4+ (for Veteran) to remove a suppression marker at end of turn.

Initiative Add your Leadership value to a D6 Role. Highest goes first.

Movement Points Add your Leadership value to a 2D6. This is used to move your Tu.'s. 1 point to move once. 3 Points to move twice. 7 Points to move three times. Movement is only applied once per round to each Tu.