

Taliban: Afghanistan, 2006

Troops	Arm	Move	Attacks	Assault	Hits	Save	Notes
CO [Tier One] (Command Value 9)	Command	20F	3/60*	4	4	5	#1
CO [Local] (Command Value 8)	Command	20F	3/60*	3	4	6	#1
HQ [Tier One] (Command Value 8)	Command	20F	3/60*	4	4	5	#1
HQ [Local] (Command Value 7)	Command	20F	3/60*	3	4	6	#1
Tier One							
Infantryman (Taliban)	Infantry	20F	3/60*	4	4	6	#1
Infantryman (Taliban, RPG)	Infantry	20F	6/120	2	4	6	#1
Infantryman (Taliban, RPK)	Infantry	20F	4/80*	4	4	6	#1
Infantryman (Taliban, Sniper: Dragunov)	Infantry	30F	1/100*	2	4	6	#2
Local							
Infantryman (Taliban)	Infantry	20F	2/60*	3	4	6	#1
Infantryman (Taliban, RPG)	Infantry	20F	4/100	2	4	6	#1
Infantryman (Taliban, RPK)	Infantry	20F	3/80*	3	4	6	#1
Infantryman (Taliban, Sniper: Lee Enfield)	Infantry	30F	1/80*	2	4	6	#2
Special Rules				Assets			
Guerilla tactical doctrine				3 x IED booby traps			6 Attacks
Primitive tech level				6 x Ambushes			

Notes

Guerilla tactical doctrine

Initiative distance is 30cm
Cannot use Fixed Formations
No command penalty for flank deployment or for fighting at night
Troops on foot may Hide when out-of-sight of the enemy
Opponent always deploys first

Primitive tech level

Command radius is 15cm
Roll one die per 20cm when testing for artillery or aircraft deviation

1: Infantryman (Taliban)

Secondary weapon: 6/20 attacks (Grenades)

2: Infantryman (Taliban, Sniper)

Sniper rifle: Save value of target is reduced by 1
Stealth: Place in reserve pool as action