The infantry in this force gains +1 to armour (DV) even in the open.

NOTES
During the removal of suppression markers phase the infantry in this force may automatically remove 1d6 suppression markers on them.

NOTES
The infantry in this force have been medically trained. If a TU is killed (either by direct fire or through suppression markers) roll 1d6 – on a 6 the TU remains on the table.

NOTES
When the infantry in this force attacks vehicles with direct fire, non-ATGW weapons or in close combat, vehicle armour is at -1 DV for all locations.

NOTES
When involved in close combat with other infantry, the infantry in this force gains a +1 to each die roll.