

Navy SEAL Team

	ACC	CQC	DED	Save	Card	Equipment	Special
Lt. Curran	3	3	4	3	Ace	Assault Rifle, Silenced Pistol, Grenades, NOD, Body Armour	Tough, Leader

Team Bravo : 2 x Operators w. Assault Rifle and 1 x Operator w. Minimi

	ACC	CQC	DED	Save	Card	Equipment	Special
	3	3	4	3	Jack	Assault Rifle, Silenced Pistol, Grenades, NOD, Body Armour	Tough, B&E

	ACC	CQC	DED	Save	Card	Equipment	Special
	3	3	4	3	Jack	Assault Rifle, Silenced Pistol, Grenades, NOD, Body Armour	Tough, Medic

	ACC	CQC	DED	Save	Card	Equipment	Special
	3	3	4	3	Jack	Minimi, Silenced Pistol, Grenades, NOD, Body Armour	Tough

Sniper :

	ACC	CQC	DED	Save	Card	Equipment	Special
Bad Karma	3	3	4	3	King	Sniper Rifle W. Suppressor, NOD, Body Armour	Tough

Weapons

	Close	Effective	Extreme	Shots	Notes
Silenced Pistol	6	12	-	2	Light, Silenced
Assault Rifle	9	18	27	2	Auto
Minimi	9	18	36	3	
Sniper Rifle	12	24	48	1	Suppressor, Scope

Al-Nusra Front

Leader

	ACC	CQC	DED	Save	Card	Equipment	Special
Malik	4	4	3	5	Ace	Assault Rifle	Tough, Leader

Hawk Cell: 3 x Fanatic Veterans

	ACC	CQC	DED	Save	Card	Equipment	Special
	4	4	3	5	Jack	Assault Rifle	

Eagle Cell: 3 x Fanatics w. Assault Rifle

	ACC	CQC	DED	Save	Card	Equipment	Special
	5	5	3	5	Jack	Assault Rifle	

Sword Cell: 3 x Fanatics w. Assault Rifle

	ACC	CQC	DED	Save	Card	Equipment	Special
	5	5	3	5	Jack	Assault Rifle	

Fanatic Heavy

	ACC	CQC	DED	Save	Card	Equipment	Special
	5	5	3	5	Jack	GPMG	

Fanatic Heavy

	ACC	CQC	DED	Save	Card	Equipment	Special
	5	5	3	5	Jack	RPG	

Car

	Front	Side	Rear	Card	Equipment	Crew	
	0	0	0	King	HMG	1	

Weapons

	Close	Effective	Extreme	Shots	Notes
Assault Rifle	9	18	27	2	Auto
Rifle	12	24	36	1	
GPMG	12	24	48	3	Auto, Heavy
RPG	9	18	27	1	Reload, Save +5, Ammo
HMG	15	30	60	2	Auto, Save +1