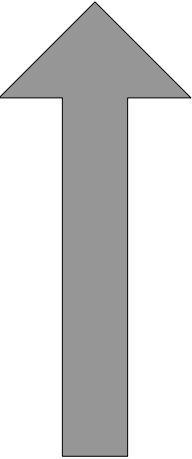
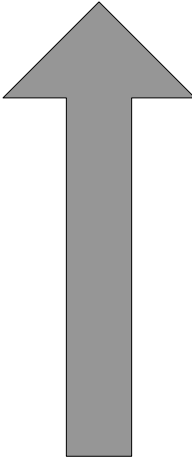
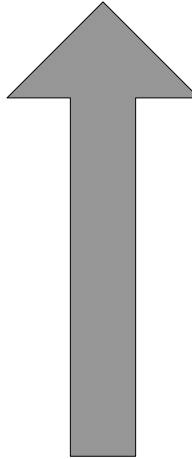
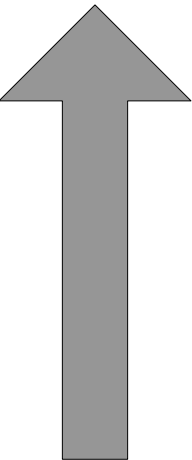
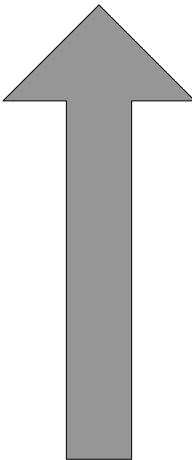
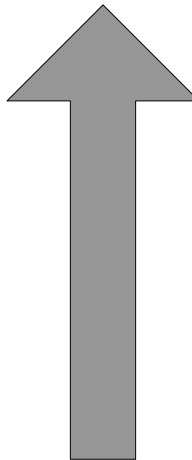

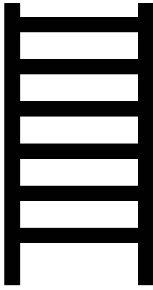




<p>Range</p>  <p>1 card = 1</p>	<p>Range</p>  <p>1 card = 1</p>	<p>Range</p>  <p>1 card = 1</p>
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<p>Range</p>  <p>1 card = 1</p>	<p>Range</p>  <p>1 card = 1</p>	<p>Range</p>  <p>1 card = 1</p>
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1	<p>Level 4 Tactical Vest with Ceramic Plates 3</p>  <p>-2 damage if damage is more than 2. Vest can take 8 points of damage..</p>	<p>Assault Ladder 2</p>  <p>Climbing or Descending 2 levels costs 1 AP with ladder</p>	<p>AN/PEQ-2 1 IR Illuminator If NVG lens put on +2 to hit in no/low light.</p>  <p>Visible Light +1 to hit user in no/low light if shooter directly in front of user</p>  <p><small>*Can be used with M4A1, P90 TR, SA58, UMP45. See control panel for additional rules</small></p>
2			
3			
4			
5			
6			
7			
8			