

	<b>W10</b>	<b>Local Insurgents</b>	<b>W10</b>	<b>Organisierte Insurgents</b>	<b>W10</b>	<b>Ausländische Kämpfer</b>
	1	No Reinforcements 0	1	No Reinforcements 0	1	No Reinforcements 0
	2	No Reinforcements 0	2	No Reinforcements 0	2	No Reinforcements 0
	3	No Reinforcements 0	3	No Reinforcements 0	3	No Reinforcements 0
	4	No Reinforcements 0	4	No Reinforcements 0	4	No Reinforcements 0
	5	No Reinforcements 0	5	1 Insurgent /w AK	5	No Reinforcements 0
	6	1 Insurgents /w AK	6	1 Insurgents /w AK	6	No Reinforcements 0
	7	2 Insurgents /w AK	7	1 Insurgents /w AK	7	1 Insurgent /w AK
	8	1 Insurgents /w MMG	8	1 Insurgents /w MMG	8	2 Insurgents /w AK
	9	3 Insurgents /w AK	9	2 Insurgents /w AK + LMG	9	2 Insurgents /w AK
<b>Stufe 0</b>	<b>10</b>	Anführer /w AK	<b>10</b>	Anführer /w AK	<b>10</b>	Anführer /w AK
<b>Stufe 1</b>	<b>11</b>	1x Mittlere IED (AP: 5 Pen: 3)	<b>11</b>	2 Insurgents /w AK + UGL	<b>11</b>	2 Insurgents /w AK + LMG
<b>Stufe 2</b>	<b>12</b>	3 Insurgents /w AK + MMG	<b>12</b>	2 Insurgents /w AK + RPG (inkl. Munition)	<b>12</b>	2 Insurgents /w AK + UGL
<b>Stufe 3</b>	<b>13</b>	HMG-Team (3-Man-Weapon-Team)	<b>13</b>	3 Insurgents /w AK + MMG	<b>13</b>	1 Insurgents /w AK + RPG (inkl. Munition)
<b>Stufe 4</b>	<b>14</b>	3 Insurgents /w AK + RPG (inkl. Munition)	<b>14</b>	5 Insurgents /w AK	<b>14</b>	3 Insurgents /w AK + MMG
<b>Stufe 5</b>	<b>15</b>	Sniper-Team (2-Man-Weapon-Team)	<b>15</b>	3 Insurgents /wk AK + RPG	<b>15</b>	4 Insurgents /w AK
<b>Stufe 6</b>	<b>16</b>	3 Insurgents + RPG (inkl. Muni)	<b>16</b>	Sniper-Team (2-Man-Weapon-Team)	<b>16</b>	Sniper-Team (2-Man-Weapon-Team)
<b>Bonus-Stufe</b>	<b>17</b>	6 Insurgents /w AK + Anführer + LMG	<b>17</b>	4 Insurgents /w AK + Anführer + LMG	<b>17</b>	3 Insurgents /w AK + Anführer + LMG

Mindest-Einheitengröße 3 Insurgents, Sniper-Team kann einzeln platziert werden. Anführer kommen nur mit einer Einheit aufs Spielfeld.

Maximale Einheitengröße: 7 Insurgents + Anführer