

 **BMP-2 IFV** **165**



Manufactured in huge quantities the BMP-2 and its variants are very popular in third world countries

Materiel

BMP-2 w/2A42 (T), 9M11 (E), PKT (C)

Options

Upgrade 9M111 to 9M113 for +15 points

Statistics

Size	Move	Close Combat	Target	Armour	Kill
3	7"	4xD10	7+	4+	9+

TRANSPORT

Weapons

2A42 30mm Gun
Range 40" Damage 2xD8

PKT MG
Range 30" Damage 3xD6

9M111 ATGM
Range 40" Damage D10+1

9M113 Konkurs ATGM
Range 60" Damage D10+2

Special Rules

ATGM: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Two shot systems, the BMP-2 must take a ready action before using it and none of its actions may include movement.

Transport: The BMP-2 may carry up to 7 size 1 models. Models may mount the BMP-2 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the BMP-2, then both the models and the BMP-2 may only take a single action in that turn. If the BMP-2 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BMP-2 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

2A42: This weapon causes a -1 penalty to Armour rolls.

Amphibious

Armoured: This vehicle has an Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **BMP-1** **130**



Manufactured in huge quantities the BMP-1 and its variants are very popular in third world countries

Materiel

BMP-1 w/2A28 (T), 9M14M (E), PKT (C)

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
3	7"	4xD10	7+	4+	9+

TRANSPORT

Weapons

2A28 73mm Gun firing AP
Range 30" Damage D8

2A28 73mm Gun firing HE
Range 30" Damage D6+1

PKT MG
Range 30" Damage 3xD6

9M14M Malutka ATGM
Range 20-60" Damage D10+1

Special Rules

Malutka ATGM: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Two shot system, the BMP-1 must take a ready action before using it and none of its actions may include movement.

Transport: The BWP-1 may carry up to 8 size 1 models. Models may mount the BWP-1 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the BWP-1, then both the models and the BMP-1 may only take a single action in that turn. If the BWP-1 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BWP-1 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

2A28 73mm Gun: This gun may fire either AP or HE rounds. AP rounds cause -1 penalty to Armour rolls. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. HE rounds cause -1 penalty to Armour rolls of the target and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 2" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. The 2A28 may be fired only once per turn.

Amphibious

Armoured: This vehicle has an Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **T-62 Main Battle Tank** **130**



Once one of the best tanks in the world, the T-62 is still popular, but helpless when facing modern MBTs

Materiel

T-62 w/115mm Gun (T), PKT (C) and DSzK (E, AA)

Options

None

Statistics

Size	Move	Close	Combat	Target	Armour	Kill
4	6"	4xD10	7+	3+	9+	

ARMOUR

Weapons

115mm Gun
Range 60" Damage D10+1
PKT MG
Range 30" Damage 3xD6
12.7mm DSzK MG
Range 30" Damage 2xD6+1

Special Rules

Tough: The T-62 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

115mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 2" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

DSzK: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).
Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **T-55 Main Battle Tank** **115**



One of the most widespread tanks in the world, no match for modern MBTs, but still better than nothing.

Materiel

T-55 w/100mm Gun (T), SGMT (FF), SGMT (C), DSzK MG (E, AA)

Options

None

Statistics

Size	Move	Close	Combat	Target	Armour	Kill
4	6"	4xD10	7+	4+	9+	

ARMOUR

Weapons

100mm Gun
Range 60" Damage D10
7.62mm SGMT MG
Range 30" Damage 3xD6
12.7mm DSzK MG
Range 30" Damage 2xD6+1

Special Rules

Tough: The T-55 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

100mm Gun: This weapon causes a -1 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 2" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

DSzK: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Armoured: This vehicle has an Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).
Immune to suppression. Subject to the Button Up rule (see Rules Updates)

Technical 50



Little more than armed pickups, Technicals are very popular in third world countries

Material: Technical w/PKM MG (E)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
2	12"	3xD10	6+	5+	8+

TRANSPORT

Weapons: MG
Range 30" Damage 3xD6

Special Rules: **Transport**: This vehicle may carry up to 8 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-2 Damage Dice. Transported models may fire their weapons if this vehicle takes a Shoot action—up to X models to either side, each side creating its own separate Fire Zone. They fire at -1 penalty to their Fire Dice. They may be targeted by enemy units subject to normal rules, but count as if in cover.
Tough: The Technical will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal. **PK MG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.
Army List: Up to three Technicals may be purchased for each Transport slot.
Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road
Immune to suppression. Subject to the Button Up rule (see Rules Updates)

Technical 50



Little more than armed pickups, Technicals are very popular in third world countries

Material: Technical w/Recoilless Rifle (E)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
2	12"	3xD10	6+	5+	8+

SUPPORT

Weapons: Recoilless Rifle
Range 30" Damage D10+1

Special Rules: **Tough**: The Technical will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.
Recoilless Rifle: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. The Recoilless Rifle may not fire if any models are being carried.
Army List: Up to three Technicals may be purchased for each Transport slot.
Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road
Immune to suppression. Subject to the Button Up rule (see Rules Updates)

Technical 50



Little more than armed pickups, Technicals are very popular in third world countries

Material: Technical w/.50cal MG (E)

Options: None

Statistics:

Size	Move	Close Combat	Target	Armour	Kill
2	12"	3xD10	6+	5+	8+

TRANSPORT

Weapons: .50cal MG
Range 30" Damage 2xD6+1

Special Rules: **Transport**: This vehicle may carry up to 8 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-2 Damage Dice. Transported models may fire their weapons if this vehicle takes a Shoot action—up to X models to either side, each side creating its own separate Fire Zone. They fire at -1 penalty to their Fire Dice. They may be targeted by enemy units subject to normal rules, but count as if in cover.
Tough: The Technical will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.
MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one. This weapon may be used as an AA weapon.
Army List: Up to three Technicals may be purchased for each Transport slot.
Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road
Immune to suppression. Subject to the Button Up rule (see Rules Updates)

Technical 60



Little more than armed pickups, Technicals are very popular in third world countries

Material: Technical w/ZU-23-2 (E)

Options: None

Statistics:

Size	Move	Close Combat	Target	Armour	Kill
2	12"	3xD10	6+	5+	8+

SUPPORT

Weapons: ZU-23-2
Range 36" Damage 3xD6+1

Special Rules: **Tough**: The Technical will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.
ZU-23-2: This weapon causes a -1 penalty to Armour rolls. It may only fire once per turn. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one. It may be used as an AA weapon.
Army List: Up to three Technicals may be purchased for each Support slot.
Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road
Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **T-72M Main Battle Tank** **300**



Manufactured in huge quantities the T-72 and its variants are very popular in third world countries

Materiel
T-72 w/2A46 125mm Gun (T), NSW (E, AA) and MG (C)

Options
Old ammo: reduce the 125mm Gun Damage to D10+2 for -35 points. Monkey model: lose the Ignore Smoke for -20 points

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	8+	3+	11+

ARMOUR

Weapons

2A46 125mm Gun
Range 60" Damage D10+3

PKT MG
Range 30" Damage 3xD6

NSW 12.7mm MG
Range 30" Damage 2xD6+1

Special Rules

Tough: The T-72 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

125mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 2" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

NSW: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Ignore the effects of smoke (see main rulebook).

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **Upgraded Chieftain** **340**



An obsolete UK MBT, still in use in some countries

Materiel
Chieftain Mk 5 w/L11 Gun (T), MG (C), MG (E)

Options
Old ammo: reduce the L11 Gun Damage to D10+2 for -35 points. Monkey model: lose the Ignore Smoke for -20 points

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	6"	4xD10	8+	2+	11+

ARMOUR

Weapons

L11 120mm Gun
Range 60" Damage D10+3

7.62mm Machine Gun
Range 30" Damage 3xD6

Special Rules

120mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Tough: The Chieftain will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Ignore the effects of smoke (see main rulebook).

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **BRDM-2** **60**



The basic variant of the BRDM-2 reconnaissance vehicle

BRDM-2 w/KPV (T,AA) and PKT (C,AA)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
2	8"	2xD10	6+	3+	8+

SUPPORT

Materiel

Options

Statistics

Weapons

KPV 14.5mm MG
Range 30" Damage 2xD6+1

PKT MG
Range 30" Damage 3xD6

Special Rules

Tough: The BRDM-2 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

KPV: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Recon Vehicle: An army with at least one of these units may re-roll its dice for set up and deployment

Transport : The BRDM-2 may carry up to 2 size 1 models. Models may mount the BRDM-2 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the BRDM-2, then both the models and the BRDM-2 may only take a single action in that turn. If the BRDM-2 is destroyed,

Army List: Up to three BRDM-2s of any type may be deployed as a single Support choice

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **BRDM-2 Malutka** **45**



Malutka launcher on the BRDM-2 chassis

BRDM-2 w/9M14M (T)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
2	8"	2xD10	6+	3+	8+

SUPPORT

Materiel

Options

Statistics

Weapons

9M14M Malutka ATGM
Range 20-60" Damage D10+1

Special Rules

Tough: The BRDM-2 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Malutka ATGM: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Six shot system, the BRDM-2 must take a ready action before using it and none of its actions may include movement.

Army List: Up to three BRDM-2s of any type may be deployed as a single Support choice

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

BRDM-2 AT-5 55



Konkurs launcher on BRDM-2 chasis

BRDM-2 w/9M113 (T)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
2	8"	4xD10	6+	3+	8+

SUPPORT

Weapons: 9M113 Konkurs ATGM
Range 40" Damage D10+2

Special Rules: **Tough:** The BRDM-2 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
ATGM: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Five shot system, the BRDM-2 must take a ready action before using it and none of its actions may include movement.
Army List: Up to three BRDM-2s of any type may be deployed as a single Support choice
Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions
Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road
Immune to suppression. Subject to the Button Up rule (see Rules Updates)

BRDM-2 SA-9 100



An air-defence variant of the BRDM-2 vehicle

BRDM-2 w/9M31 (T)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
2	8"	4xD10	6+	3+	8+

SUPPORT

Weapons: 9M31 Strela-1 SAM
Range 60" Damage D10-1

Special Rules: **Tough:** The BRDM-2 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
9M31: The BRDM-2 carries four of these AA missiles. They may only be used against Air Units and cause a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim.
Army List: Up to three BRDM-2s of any type may be deployed as a single Support choice
Ignore the effects of smoke (see main rulebook).
Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to the Air Units.
Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road
Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **BRDM-2 AT-4** **50**



AT-4 launcher on the BRDM-2 vehicle

BRDM-2 w/9M111 (T)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
2	8"	4xD10	6+	5+	8+

TRANSPORT

Materialiel

Options

Statistics

9M111 ATGM
Range 40" Damage D10+1

Tough: The BRDM-2 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

ATGM: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Two shot systems, the BRDM-2 must take a ready action before using it and none of its actions may include movement.

Army List: Up to three BRDM-2s of any type may be deployed as a single Support choice

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

Weapons

Special Rules

 **ZSU-23-4** **180**



One of the most popular SPAAG in the world

ZSU-23-4 w/AZP-23 (T)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
3	8"	4xD10	7+	4+	9+

ARMOUR

Materialiel

Options

Statistics

AZP-23
Range 36" Damage 6xD6+1

Tough: The ZSU-23-4 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

AZP-23: This weapon causes a -1 penalty to Armour rolls. It may only fire once per turn. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Armoured: This vehicle has an Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

Weapons

Special Rules

 **M48A2 Patton MBT** **115**



An obsolete US MBT, still in use in some countries

Materiel
M48A2 Patton w/M41 Gun (T), M2 (E,AA) and MG (C)

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	6"	4xD10	7+	3+	9+

ARMOUR

Weapons

M41 90mm Gun
Range 48" Damage D10
M-240 7.62 Coaxial Machine Gun
Range 30" Damage 3xD6
M2 .50 MG
Range 36" Damage 2xD6+1

Special Rules

90mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

M2 .50 MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Tough: The Patton will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).
Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **M48A5 Patton MBT** **130**



An obsolete US MBT, still in use in some countries

Materiel
M48A5 Patton w/L7 Gun (T), M2 (E,AA) and MG (C)

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	6"	4xD10	7+	3+	9+

ARMOUR

Weapons

L7 105mm Gun
Range 60" Damage D10+1
M-240 7.62 Coaxial Machine Gun
Range 30" Damage 3xD6
M2 .50 MG
Range 36" Damage 2xD6+1

Special Rules

105mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

M2 .50 MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Tough: The Patton will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).
Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **M60A3 Patton MBT** **200**



An obsolete US MBT, still in use in some countries

Materiel
M60A3 Patton w/M68 Gun (T), M2 (E,AA) and MG (C)

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	6"	4xD10	7+	3+	10+

ARMOUR

Weapons

M68 105mm Gun
Range 60" Damage D10+2

M-240 7.62 Coaxial Machine Gun
Range 30" Damage 3xD6

M2 .50 MG
Range 36" Damage 2xD6+1

Special Rules

105mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

M2 .50 MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Tough: The Patton will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **M-113A3** **110**



The M-113 is used by many countries, including some middle-eastern ones

Materiel
M-113A3 w/M-2 (E)

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
2	7"	4xD10	7+	4+	9+

TRANSPORT

Weapons

M2 .50 Machine Gun
Range 36" Damage 2xD6+1

Special Rules

Transport : The M-113A3 may carry up to 11 size 1 models. Models may mount the M-113A3 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the M-113A3, then both the models and the M-113A3 may only take a single action in that turn. If the M-113A3 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The M-113A3 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

M2 .50 MG: This weapon causes a -1 penalty to Armour rolls. It may be used as an AA weapon. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Amphibious

Armoured: This vehicle has an Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **BTR-60PB APC** **70**



An obsolete Russian APC used in many countries

BTR-60PB w/KPV (T,AA) and PKT (C,AA)

Options: None

Size	Move	Close	Combat	Target	Armour	Kill
4	7"	4xD10		6+	5+	8+

TRANSPORT

Weapons

KPV 14.5mm MG
Range 30" Damage 2xD6+1

PKT MG
Range 30" Damage 3xD6

Special Rules

Transport : The BTR-60 may carry up to 14 size 1 models. Models may mount the BTR-60 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the BTR-60, then both the models and the BTR-60 may only take a single action in that turn. If the BTR-60 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BTR-60 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

KPV: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Armoured: This vehicle has an Armour score of 6+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **BTR-70 APC** **75**



An obsolete Russian APC, exported to many countries

BTR-70 w/KPV (T, AA) and PKT (C, AA)

Options: Add AGS-17 GL (E) for +20 points

Size	Move	Close	Combat	Target	Armour	Kill
4	8"	4xD10		6+	5+	8+

TRANSPORT

Weapons

KPV 14.5mm MG
Range 30" Damage 2xD6+1

PKT MG
Range 30" Damage 3xD6

AGS-17 GL
Range 36" Damage 3xD6+1

Special Rules

Transport : This vehicle may carry up to 9 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then the models may only take a single action in that turn and this vehicle may take none. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The BTR-70 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

KPV: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

AGS-17 GL: This weapon will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. The AGS-17 may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone.

Armoured: This vehicle has an Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **Al-Zarar** **120**



An upgraded variant of the Chinese Type 59 MBT

Materiel
Al-Zarar w/100mm Gun (T), .50cal MG (E, AA), MG (FF) and MG (C)

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	6"	4xD10	7+	3+	9+

ARMOUR

Weapons

100mm Gun
Range 60" Damage D10
7.62 Machine Gun
Range 30" Damage 3xD6
.50cal MG
Range 36" Damage 2xD6+1

Special Rules

100mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

.50cal MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Tough: The Al-Zarar will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Ignore the effects of smoke (see main rulebook).

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **Type-59** **115**



An obsolete Chinese MBT, still in use in some countries

Materiel
Type 59 w/100mm Gun (T), .50cal MG (E, AA), MG (FF) and MG (C)

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	6"	4xD10	7+	3+	9+

ARMOUR

Weapons

100mm Gun
Range 60" Damage D10
7.62 Machine Gun
Range 30" Damage 3xD6
.50cal MG
Range 36" Damage 2xD6+1

Special Rules

100mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

.50cal MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Tough: The Type-59 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **AMX-30** **130**



An obsolete French MBT, still in use in some countries, including Saudi Arabia

Materiel

M48A5 Patton w/CN-105-F1 Gun (T), .50cal MG (R) and MG (C)

Options

Replace the .50cal with 20mm cannon

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	6"	4xD10	7+	3+	9+

ARMOUR

Weapons

CN-105-F1 105mm Gun
Range 60" Damage D10+1

7.62 Machine Gun
Range 30" Damage 3xD6

.50cal MG
Range 36" Damage 2xD6+1

20mm cannon
Range 40" Damage 2xD6+1

Special Rules

105mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

M2 .50 MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Tough: The AMX-30 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Ignore the effects of smoke (see main rulebook).

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **Type-69** **120**



An obsolete Chinese MBT, still in use in some countries

Materiel

Type 69 w/100mm Gun (T), .50cal MG (E, AA), MG (FF) and MG (C)

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
4	6"	4xD10	7+	2+	9+

ARMOUR

Weapons

100mm Gun
Range 60" Damage D10

7.62 Machine Gun
Range 30" Damage 3xD6

.50cal MG
Range 36" Damage 2xD6+1

Special Rules

100mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

.50cal MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Tough: The Type-69 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Immune to suppression. Subject to the Button Up rule (see Rules Updates)



M-84AB Main Battle Tank

300



M-84 is a Yugoslavia-produced variant of the T-72 tank in service with the Kuwaiti Army

M-84 w/2A46 125mm Gun (T), NSW (E, AA) and MG (C)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	8+	3+	11+

ARMOUR

Materiel
Options
Statistics

Weapons

2A46 125mm Gun
Range 60" Damage D10+3

PKT MG
Range 30" Damage 3xD6

NSW 12.7mm MG
Range 30" Damage 2xD6+1

Special Rules

Tough: The M-84 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

125mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 2" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

NSW: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Ignore the effects of smoke (see main rulebook).

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Immune to suppression. Subject to the Button Up rule (see Rules Updates)



AMX-10P IFV

165



French IFV used by Saudi Arabia

AMX-10P IFV w/M693 F1 (T), MG (C) and Milan (E)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
3	7"	3xD10	7+	3+	9+

TRANSPORT

Materiel
Options
Statistics

Weapons

M693 F1 20mm Chain Gun
Range 40" Damage 2xD6+1

MG3 7.62 Machine Gun
Range 30" Damage 3xD6

Milan ATGM
Range 48" Damage D10+2

Special Rules

Milan: This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Two shot systems, the Marder must take a ready action before using it and none of its actions may include movement. No other weapon may be fired at in the same action as the Milan - even machine guns.

Transport: The AMX-10P may carry up to 8 size 1 models. Models may mount the AMX-10P simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the AMX-10P, then both the models and the AMX-10P may only take a single action in that turn. If the AMX-10P is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The AMX-10P will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

M693 F1: This weapon causes a -1 penalty to Armour rolls.

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

EE-11 Urutu 60



Brazilian APC used by Saudi Arabia

Material: EE-11 Urutu w/.50cal MG (E, AA)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
3	7"	3xD10	6+	4+	8+

TRANSPORT

.50cal Machine Gun
Range 36" Damage 2xD6+1

Transport : The EE-11 may carry up to 12 size 1 models. Models may mount the Warrior simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the EE-11, then both the models and the EE-11 may only take a single action in that turn. If the EE-11 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The EE-11 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

.50 cal MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Armoured: This vehicle has an Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

V-150 AFV 65



Amphibious AFV used by Saudi Arabia

Material: V-150 w/20mm Chain Gun (T) and MG (C)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
3	7"	3xD10	7+	3+	9+

SUPPORT

20mm Chain Gun
Range 40" Damage 2xD6+1

MG 7.62 Machine Gun
Range 30" Damage 3xD6

Transport : The V-150 may carry up to 2 size 1 models. Models may mount the The V-150 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the The V-150, then both the models and the The V-150 may only take a single action in that turn. If the The V-150 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The The V-150 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

20mm Chain Gun: This weapon causes a -1 penalty to Armour rolls.

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Immune to suppression. Subject to the Button Up rule (see Rules Updates)


75



French AFV used by several MEA countries

Materiel

AML-60 w/60mm Mortar (T) and MG (E)

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
2	7"	2xD10	7+	3+	9+

SUPPORT

Weapons

60mm Breech Loading Mortar
 Range 40" Damage D6+1
7.62 Machine Gun
 Range 30" Damage 3xD6

Special Rules

Tough: The The AML-60 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.
60mm Mortar: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with -1 penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn.
Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.
Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road
Immune to suppression. Subject to the Button Up rule (see Rules Updates)


80



French AFV used by several MEA countries

Materiel

AML-60 w/90mm Gun (T) and MG (C)

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
2	7"	2xD10	7+	3+	9+

SUPPORT

Weapons

90mm Gun
 Range 40" Damage D8
7.62 Machine Gun
 Range 30" Damage 3xD6

Special Rules

Tough: The The AML-90 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.
90mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with -1 penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn.
Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.
Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road
Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **Upgraded Centurion** **150**



The old Centurions have been upgraded by some MEA countries to extend their useful lifetime into XXIst century.

Material
Centurion Mk 5 w/L7 (T), MG (E, AA) and MG (C)

Options
None

Statistics

Size	Move	Close	Combat	Target	Armour	Kill
4	6"	4xD10	7+	3+	10+	

ARMOUR

Weapons

L7 105mm Gun
Range 60" Damage D10+1

7.62mm Machine Gun
Range 30" Damage 3xD6

Special Rules

L7 105mm Gun: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Tough: The Centurion will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Ignore the effects of smoke (see main rulebook).

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **Ferret Armored Car** **45**



The Ferret Armored Car, although obsolete, is still used by some forces.

Material
Ferret w/L7A1 MG (E, AA)

Options
None

Statistics

Size	Move	Close	Combat	Target	Armour	Kill
2	8"	2xD10	6+	3+	8+	

SUPPORT

Weapons

L7A1 MG
Range 30" Damage 3xD6

Special Rules

Tough: The Ferret will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: The Ferret carries a MG, which causes a -1 penalty to Armour rolls. The MG may always be fired in addition to another weapon system in a single Shoot action. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Recon Vehicle: An army with at least one of these units may re-roll its dice for set up and deployment

Army List: Up to three Ferrets may be bought as a single Support choice

Armoured: This vehicle has an Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **BTR-50PK** **120**



Amphibious APC based on the PT-76 tank

Material

BTR-50PK w/MG (E)

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
3	5"	3xD10	7+	4+	8+

TRANSPORT

Weapons

MG
Range 30" Damage 3xD6

Special Rules

Transport : This vehicle may carry up to 20 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: This vehicle will ignore the first 2 failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Amphibious: The vehicle may swim at its normal movement rate

Armoured: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **BTR-50PU** **90**



Command variant of the BTR-50 vehicle

Material

BTR-50PU

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
3	5"	3xD10	7+	4+	8+

COMMAND

Weapons

Special Rules

Command Unit: So long as this vehicle remains on the table, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Command Units are on the table.

Tough: This vehicle will ignore the first 2 failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Amphibious: The vehicle may swim at its normal movement rate

Armoured: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **BTR-50PA** 120



Amphibious APC based on the PT-76 tank. One of the first variants, still open-topped

Material

BTR-50PK w/14.5mm MG (E)

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
3	5"	3xD10	7+	4+	8+

TRANSPORT

Weapons

MG
Range 36" Damage 2xD6+1

Special Rules

Transport : This vehicle may carry up to 20 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-2 Damage Dice. Transported models may fire their weapons if this vehicle takes a Shoot action— up to X models to either side, each side creating its own separate Fire Zone. They fire at -1 penalty to their Fire Dice. They may be targeted by enemy units subject to normal rules, but count as if in cover.

Tough: This vehicle will ignore the first 2 failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

14.5mm MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Amphibious: The vehicle may swim at its normal movement rate

Armoured: This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Tracked: This vehicle will ignore all terrain 1" high or less for the purposes of movement

Ignore the effects of smoke (see main rulebook).

Immune to suppression. Subject to the Button Up rule (see Rules Updates)

 **Panhard M3 APC** 70



French APC used by several MEA countries

Material

M3 w/MG (E, AA)

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
3	7"	3xD10	7+	3+	9+

TRANSPORT

Weapons

7.62 Machine Gun
Range 30" Damage 3xD6

Special Rules

Transport : The M3 may carry up to 10 size 1 models. Models may mount the The M3 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the The M3 , then both the models and the The M3 may only take a single action in that turn. If the The M3 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The The M3 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

MG: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Armoured: This vehicle has an Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

Wheeled: This vehicle gains +3 inches to its Move if its entire move is on a road

Immune to suppression. Subject to the Button Up rule (see Rules Updates)