



## BRITISH ARMY CHALLENGER II MBT

425



Plated in second generation CHOBAM armour, the Challenger II is one of the best-protected tanks in ever designed.

*Challenger II w/L55, Chain Gun and GPMG*

None

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	8+	2+	13+

**Armour**

**Rheinmetall L55 Gun**  
Range: 72" Damage: D10+4

**Chain Gun**  
Range: 30" Damage: 3xD6

**GPMG**  
Range: 30" Damage: 3xD6

**Rheinmetall L55:** This weapon causes a -4 penalty to Armour rolls, and will roll extra Damage Dice (but only D6+1 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.

**Chain Gun:** This weapon causes a -1 penalty to Armour rolls. It may be fired with the L55 in the same Shoot action but must use the same Fire Zone. In addition, 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.

**GPMG:** This weapon causes a -1 penalty to Armour rolls. The GPMG may be fired with another weapon system in the same Shoot action but may create its own separate Fire Zone. It may be used as an AA weapon. In addition, 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:** The Challenger II will ignore all terrain 1" high or less for the purposes of movement. It is also immune to Suppression but only has an Armour score of 3+ to the Side or Rear facings. The Challenger II may never make any reactions except to Shoot with its GPMG. It will also ignore the effects of smoke (see main rulebook).

**Tough:** The Challenger II will ignore the first four failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Weapons

Special Rules

Materiel

Options

Statistics