



BRITISH ARMY WARRIOR APC

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Updated with its Lethality Programme, the Warrior remains the APC of choice for the British Army.

Warrior w/40mm Cannon and Chain Gun

None

Size	Move	Close Combat	Target	Armour	Kill
3	7"	3xD10	8+	3+	10+

Transport

Weapons

40mm Cannon

Range: 40" Damage: 2xD10

Chain Gun

Range: 30" Damage: 3xD6

40mm Cannon: This weapon causes a -2 penalty to Armour rolls.

Chain Gun: This weapon causes a -1 penalty to Armour rolls. 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. It may be fired in the same Shoot action as the 40mm Cannon, but it must use the same Fire Zone.

Armoured: The Warrior 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 4+ to the Side or Rear facings. The Warrior may never make any reactions. It will also ignore the effects of smoke (see main rulebook).

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

Transport: The Warrior may carry up to 8 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 Warrior, then both the models and the Warrior may only take a single action in that turn. If the Warrior is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Special Rules

Material

Options

Statistics