



## NORINCO FAST ATTACK VEHICLE

75



The FAV can cover rough ground quickly and yet packs enough firepower to deal with both light vehicles and aircraft.

Materiel

*Fast Attack Vehicle w/MG and 23mm Cannon*

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
2	10"	D10	5+	6+	7+

**Support**

Weapons

### MG

Range: 20" Damage: 3xD6

### 23mm Cannon

Range: 24" Damage: 3xD6+1

**MG:** Causes a -1 penalty on 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 only fire into the forward facing but can be fired at the same time as the 23mm Cannon with a single Shoot action, creating different Fire Zones if required.

**23mm Cannon:** Causes a -2 penalty on Armour rolls. It may be used as an AA weapon and may only fire to its forward facing.

**Agile:** If the Fast Attack Vehicle moves more than 8" in a turn, it will gain a +1 bonus to its Target and Kill scores until the start of its next turn.

**Tough:** The Fast Attack Vehicle will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal. The Fast Attack Vehicle is immune to Suppression.

**Army List:** Up to three Fast Attack Vehicles may be purchased for each Support slot.

Special Rules