



## WZ-551 IFV

150



Able to act as both APC and IFV, the WZ-551 is a versatile vehicle, giving the PLA a great deal of flexibility.

WZ-551 IFV w/25mm Cannon and MG

None

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

Transport

Weapons

### 25mm Cannon

Range: 40" Damage: 2xD6+2

### MG

Range: 30" Damage: 3xD6

**25mm Gun:** This weapon causes a -2 penalty to Armour rolls.

**MG:** This weapon causes a -1 penalty to Armour rolls and must always use the same Fire Zone as the 25mm cannon. It may always be fired in addition to the cannon 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.

**Armoured:** The WZ-551 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 WZ-551 may never make any reactions. It will also ignore the effects of smoke (see main rulebook).

**Tough:** The WZ-551 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Transport:** The WZ-551 may carry up to ten Size 1 models. Models may mount the WZ-551 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the WZ-551, then both the models and the WZ-551 may only take a single action in that turn. If the WZ-551 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Special Rules

Material

Options

Statistics