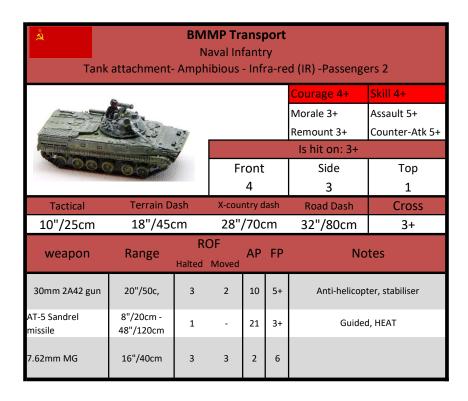


à BMMP Scout		
BMMP Recon Platoon		Special rules
4 x BMMP 3 x BMMP 2 x BMMP	7 pts 6 pts 4 pts	Amphibious: Treat impossible Water as Difficult Terrain Anti-heicopter: Can shoot at helicopters Guided: No to hit penalty for range over16"/40cm. Cannot hit infantry unless stationary in bulletproof cover. HEAT: Target Armour is not increased for range over 16"/40cm. Affected by BDD, Chobham and ERA armour. Infra-red (IR): Roll two dice for Night Visibility
Notes Only available to Naval Infantry.		and choose the highest score. Spearhead: Unit can move before the game to expand the Deployment Area. Stabiliser: Tank can move 14"/35cm at Tactical, gaining a +1 penalty to hit. Machineguns cannot Shoot. Team cannot Assault if t moves more than 10"/25cm.



BMMP Transport		
BMMP Transport	Special rules	
Special May replace BMP2 in Naval Infantry units. Cost 1 per 3 BMP2s replaced (rounded up)	Amphibious: Treat impossible Water as Difficult Terrain Anti-heicopter: Can shoot at helicopters Guided: No to hit penalty for range over16"/40cm. Cannot hit infantry unless stationary in bulletproof cover. HEAT: Target Armour is not increased for range over 16"/40cm. Affected by BDD, Chobham and ERA armour. Infra-red (IR): Roll two dice for Night Visibility and choose the highest score.	
Notes Only available to Naval Infantry.	Passengers 2: Teams can carry two Infantry Teams as Passengers Stabiliser: Tank can move 14"/35cm at Tactical, gaining a +1 penalty to hit. Machineguns cannot Shoot. Team cannot Assault if t moves more than 10"/25cm.	