







BMMP

 <b>BMMP Scout</b> Recon Platoon - Naval Infantry Tank unit - Amphibious - Infra-red (IR) - Spearhead						
	<b>Courage 4+</b>		<b>Skill 4+</b>			
	Morale 3+		Assault 5+			
	Remount 3+		Counter-Atk 5+			
<b>Is hit on: 3+</b>						
	Front 4		Side 3		Top 1	
Tactical	Terrain Dash	X-country dash	Road Dash	Cross		
10"/25cm	18"/45cm	28"/70cm	32"/80cm	3+		
weapon	Range	ROF		AP	FP	Notes
		Halted	Moved			
30mm 2A42 gun	20"/50c,	3	2	10	5+	Anti-helicopter, stabiliser
AT-5 Sandrel missile	8"/20cm - 48"/120cm	1	-	21	3+	Guided, HEAT
7.62mm MG	16"/40cm	3	3	2	6	

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

 <b>BMMP Transport</b> Naval Infantry Tank attachment- Amphibious - Infra-red (IR) -Passengers 2						
	<b>Courage 4+</b>		<b>Skill 4+</b>			
	Morale 3+		Assault 5+			
	Remount 3+		Counter-Atk 5+			
<b>Is hit on: 3+</b>						
	Front 4	Side 3	Top 1			
Tactical	Terrain Dash	X-country dash	Road Dash	Cross		
10"/25cm	18"/45cm	28"/70cm	32"/80cm	3+		
weapon	Range	ROF		AP	FP	Notes
		Halted	Moved			
30mm 2A42 gun	20"/50c,	3	2	10	5+	Anti-helicopter, stabiliser
AT-5 Sandrel missile	8"/20cm - 48"/120cm	1	-	21	3+	Guided, HEAT
7.62mm MG	16"/40cm	3	3	2	6	

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