



T-62M

TANK COMPANY — RED BANNER



• TANK UNIT • BAZOOKA SKIRTS • INFRA-RED (IR) •



COURAGE 4+

MORALE 3+
REMOUNT 3+

SKILL 5+

ASSAULT 5+
COUNTERATTACK 4+

IS HIT ON 3+

FRONT

SIDE

TOP



14



9



2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	4+

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER	NOTES
		HALTED	MOVING			
115mm 2A20 gun	32"/80CM	1	1	21	2+	<i>Brutal, Laser Rangefinder</i>
Optional AT-10 Stabber missile	16"/40CM - 48"/120CM	1	-	21	3+	<i>Guided, HEAT</i>
12.7mm AA MG	20"/50CM	3	2	4	5+	
7.62mm MG	16"/40CM	1	1	2	6	



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10x T-62M	29 POINTS
9x T-62M	25 POINTS
8x T-62M	21 POINTS
7x T-62M	17 POINTS
6x T-62M	13 POINTS
5x T-62M	10 POINTS
4x T-62M	7 POINTS
3x T-62M	5 POINTS

OPTIONS

- Add AT-10 Stabber missiles to all T-62M tanks for +2 points.

SPECIAL RULES

Bazooka Skirts: Side Armour is 10 against HEAT weapons.

Brutal: Infantry and Unarmoured Tank Teams re-roll successful Saves.

Guided: No To Hit penalty for range over 16"/40cm. Cannot hit Infantry unless stationary in Bulletproof Cover.

HEAT: Target Armour is not increased for range over 16"/40cm. Affected by Bazooka Skirts, BDD, Chobham, and ERA armour.

Infra-red (IR): Roll two dice for Night Visibility and choose the highest score.

Laser Rangefinder: No To Hit penalty for range over 16"/40cm.