





BAOR

Unofficial British Vehicle Statistics for Seven Days to the River Rhine

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Ver 1.1

Welcome to my completely unofficial guide to extra units for Seven Days to the River Rhine. Official changes are in **red** (taken from the game website), unofficial changes are in **blue** and unofficial new vehicles are in *italics*.

I have also appended an extra section for people who game using the Twilight2000 background. Vehicles in this do not exist outside the game or were never bought by the British Army.

The British Army of the Rhine was the organisation that commanded British army troops in Germany. This consisted of I (Br) Corps and in wartime would have been supplemented by II (Br) Corps. In addition to these Corps, there was an additional unit, the Berlin Brigade which was administered by BAOR but in wartime would have been placed under the command of the joint NATO Berlin Command. Throughout the 1980s command structures changed (for example 2nd Armoured Division became the 2nd Infantry Division in 1982 and the 5th Field Force became 19 Infantry Brigade and returned to the UK in 1983).



Figure 1: British infantry with the older L1A1 SLR supported by a 1 ton Land Rover, FV432 and FV432/30 (all vehicles by Butler's Printed Models, infantry are unfortunately no longer available).

Infantry units also frequently swapped between roles (usually on a three yearly basis although mechanised infantry switched to six years when units became equipped with the FV510 Warrior IFV due to the higher training requirement). Armoured units could also do this switching between recce and heavy armour.

If playing games set in Germany, the logical allies would be German (either from I (Gr) Corps to the north or local territorial forces) or Belgian (from I (Be) Corps to the south). If playing games set in either Norway or the south of NATO then allies are more varied as British troops were part of the ACE Mobile formation.

British troops were mainly long service professional volunteers. These were supplemented by the Territorial Army of part-time volunteers (many of whom used their civilian skills in the same role in the military) with a pool of ex-regular reservists who had left the colours but still had a wartime call up liability. It is worth noting that with manpower shortages, the demands of undertaking Support to the Civil Power in Northern Ireland meant that many tank crew, engineers, artillery and other units were deployed in Northern Ireland in an infantry role.

Doctrinally the British placed an emphasis on slow and deliberate manoeuvre with high use of cover. During the Cold War, generations of British soldiers prepared to fight on the North German Plain to hold up the Soviets and Warsaw Pact units of Group of Soviet Forces Germany.



Figure 2: FV432/30s converted to paintballing vehicles (although other than the different muzzle none of the changes are visible from this angle) at Armouredgon. These are Mark 2 versions, identifiable by the exhausts running down the side of the vehicle instead of over the roof (where it could burn passengers).

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design not
		Front	Side				To hit	Wpn				
Atk helo	August A109	n/a	n/a	n/a	n/a	n/a			Helo APC	65	7	
Atk helo	Chinook	n/a	n/a	n/a	n/a	n/a			Helo APC+++ , Heavy Helo	90	11	
Atk helo	Gazelle	n/a	n/a	n/a	n/a	n/a			Helo APC-	55	6	
Atk helo	Lynx (attack)	n/a	n/a	n/a	n/a	n/a	3+	12h	Rearm	90	11	
Atk help	Lynx (transport)	n/a	n/a	n/a	n/a	n/a			Rearm, Helo APC	90	11	
Atk helo	Merlin	n/a	n/a	n/a	n/a	n/a			Helo APC++	85	10	May transport any landrover and/or 105mm light gun
Atk helo	Puma	n/a	n/a	n/a	n/a	n/a			Helo APC+	75	8	
Atk helo	Scout	n/a	n/a	n/a	n/a	n/a			Helo APC-	55	6	

Atk helo	Scout with SS11	n/a	n/a	n/a	n/a	n/a	4+	11h		80	9	
Atk helo	Sea king	n/a	n/a	n/a	n/a	n/a			Helo APC	65	7	
Atk helo	Wessex	n/a	n/a	n/a	n/a	n/a			Helo APC	65	7	



Figure 3: The most dangerous weapon in the British Army is an officer with a map. Skytrex Command Decision figures. A review of these figures can be found at <https://youtu.be/byCYOu9QA1c>.

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design not
		Front	Side				To hit	Wpn				
INF	Gurkha infantry	n/a	n/a	8i	5+	6			LAW, Close assault	40	4	
INF	Home Service Force	n/a	n/a	8i	5+	4			LAW	30	4	
INF	Infantry/Raf Rgt	n/a	n/a	8i	5+	5			LAW	33	4	
INF	Parachute infantry	n/a	n/a	8i	5+	6			LAW	38	4	
INF	Royal Marines	n/a	n/a	8i	5+	6			LAW	38	4	

Note: I have not differentiated between units armed with the L1A1 SLR and L7A2 GPMG and those with the SA80 series as in game terms the difference is minor. Similarly I have not differentiated between units with the M72, LAW80 and Carl Gustav. I have however put optional support weapons such as the Carl Gustav and L7A2 GPMG teams in the support troops category if you want to play that detail.



Figure 4: British infantry from Skytrex's Command Decision range. After the switch to fire teams in the late 1980s with the introduction of the SA80 series, fire teams were lead by a Corporal (in Charlie fire team) or a Lance-Corporal (in Delta fire team), two riflemen (all with SA80s) plus an LSW gunner (rear of the picture). These were supplemented by M72s or LAW80 (2nd from the right). Two fire teams made up a section and three sections with a HQ element making up a platoon.

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
SPRT	.50 machine gun	n/a	n/a	1	6+	3				14	2	
SPRT	Blowpipe	n/a	n/a	0	7+	2			MANPAD (8+), small team	5	1	
SPRT	GMG	n/a	n/a	2i	5+	3			Grenade Launcher	15	2	
SPRT	GPMG LT role	n/a	n/a	0a	6+	3			Small team	12	1	
SPRT	GPMG SF role	n/a	n/a	0a	5+	3			Small team	15	2	
SPRT	Javelin AA missile	n/a	n/a	0	7+	2			MANPAD, small team	5	1	Completely different weapon to A
SPRT	Javelin AT missile	n/a	n/a	0	5+	3	3+	13h	Small team	45	5	Completely different weapon to A
SPRT	Milan	n/a	n/a	0	5+	3	3+	11h	Small team, flexi mount	38	5	
SPRT	Mortar (51mm)	n/a	n/a	0	6+	3			Small team	12	1	Due to role treated as a mortar
SPRT	Mortar (81mm)	n/a	n/a	0	8+m	3			Mortar	29	4	
SPRT	Oerlikon GDF	n/a	n/a	4a	6+	3			AA gun (7+), Towed	18	2	
SPRT	Rapier	n/a	n/a	0	6+	3			SAM, Towed	20	1	
SPRT	Recce patrol	n/a	n/a	8i	5+	5			LAW, Recce, small team	40	3	Treated as support so reduced firepower
SPRT	SF patrol	n/a	n/a	8i	4+	5			LAW, Recce, small team	50	5	
SPRT	Wombat	n/a	n/a	7h	6+	3			Recoilless Rifle, towed	14	2	May Be tow by Land Rov
SPRT	Carl Gustav team	n/a	n/a	8i	5+	3			Small team	12	1	



Figure 5: A Butler's Printed Models FV432/30 provides covering fire from a track "somewhere in Germany"

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design not
		Front	Side				To hit	Wpn				
Light	BV202	6	6	0	5+	4			Snowmobile, APC, Prime Mover, Low Ground Pressure	5	1	
Light	BV206	6	6	0	5+	4			Snowmobile, APC, Prime Mover, Low Ground Pressure	5	1	
Light	Desert Warrior	12	10	4a	4+	4			APC	16	2	Norwegian tri version
Light	Desert Warrior	12	10	4a	4+	4	3+	12h	APC	26	3	Kuwaiti production version
Light	Ferret	10	8	0	5+				ATV, Recce	10	1	
Light	Fox	10	8	4a	4+	4			ATV, Recce	18	2	
Light	FV432 Mk 3	10s	8s	0	5+	4			APC+, Special Armour	8	1	
Light	FV432 Mks 1 & 2	10	8	0	5+	4			APC+	7	1	
Light	FV432 Mortar	10	8	n/a	8+/m	4			Mortar	18	2	
Light	FV432/30	10	8	4a	4+	4			APC-	20	3	
Light	FV438	10	8	n/a	n/a	4	4+	11h	Concealed shooter	26	3	
Light	Humber Pig	10	8	0	5+	4			APC	10	1	
Light	Land Rover 110	7	7	n/a	n/a	3			APC	4	1	
Light	Land Rover 90	7	7	n/a	n/a	3			APC-	3	1	
Light	Land Rover Milan	7	7	n/a	n/a	3	4+	11h		20	2	
Light	Land Rover recce	7	7	0	5+	3			Recce	16	2	
Light	Land Rover Snatch	9	9	n/a	n/a	3			APC	10	1	
Light	Land Rover WIMIK	7	7	0	5+	4				16	2	
Light	Land Rover, 1 ton	7	7	n/a	n/a	3			APC, Prime mover	4	1	
Light	Land Rover, WOMBAT	9	9	n/a	n/a	3			Recoilless Rifle	18	2	
Light	Sabre	11	9	4a	4+	4			Recce, Low Ground Pressure	19	2	
Light	Saladin	10	8	7h	6+	4			ATV, Recce	22	3	
Light	Saracen	11	9	0	5+	4			APC, wheeled	12	2	
Light	Saxon	9	8	0	5+	4			APC+, wheeled	5	1	
Light	Scimitar	11	9	4a	4+	4			Recce, Low Ground Pressure	19	2	

Light	Scimitar II	11s	9s	4a	4+	4			Recce, Low Ground Pressure, special armour, APC-	25	2	
Light	Scimitar with bar armour	11s	9s	4a	4+	4			Recce, Low Ground Pressure, special armour	24	2	
Light	Scorpion	11	9	7h	5+	4			Recce, Low Ground Pressure	20	3	
Light	Scorpion 90	11	9	8h	5+	4			Recce, Low Ground Pressure	25	3	Not used by the UK
Light	Spartan (carrier role)	10	8	0	5+	4			APC-, Low Ground Pressure	6	1	
Light	Spartan (recce role)	10	8	0	5+	4			Recce, Low Ground Pressure	15	2	
Light	Spartan MCT	10	8	0	5+	4	3+	11h	Low Ground Pressure	22	3	
Light	Starstreak	10	8	n/a	n/a	4			SAM, Low Ground Pressure	32	4	
Light	Striker	10	8	0	5+	4	4+	11h	Concealed shooter, Low Ground Pressure	26	3	
Light	Sultan	10	8	0	5+	4			APC-, Low Ground Pressure	8	2	
Light	Supacat All Terrain Mobility Vehicle	7	7	n/a	n/a	4			ATV, Prime Mover, Wheeled	2	1	May be upgraded to 0, weapon for +3 points or APC- +2 points. In both cases it loses Prime Mover
Light	Tracked Rapier	8	8	n/a	n/a	4			SAM	30	4	
Light	Truck	6	6	n/a	n/a	3			APC++, Prime Mover	4	1	
Light	Warrior	12	10	4a	4+	4			APC	16	2	
Light	Warrior (uparmoured)	13	12	4a	4+	4			APC	18	2	
Light	Warrior Command	12	10	0	5+	4			APC	10	2	
Light	Warrior Mobile Artillery Observation Vehicle (MAOV)	12	10	0	5+	4			Recce	24		

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
MBT	Centurion AVRE 105	13	11	9	7+	6				36	5	
MBT	Centurion AVRE 165	13	11	12	6+	6				36	5	Max range 12'
MBT	Centurion OPRA	13	11	9	5+	6			Recce	40	5	
MBT	Challenger 1 Mk 2/3	19s	18s	11	4+	6			Thermal, Special Armour	95	11	
MBT	Challenger I Mk 1	19s	17s	11	4+	6			Thermal, Special Armour	90	11	
MBT	Challenger I ROMA	19s	18s	11	4+	6			Thermal, Special Armour	95	11	
MBT	Challenger II	20s	18s	12	4+	6			Thermal, Special Armour	100	12	
MBT	Chieftain AVLB	14	14	n/a	n/a	5			Bridge	35	5	
MBT	Chieftain AVRE	17	14	11	4+	6				63	8	Stillbrew +1 from armour +5pts
MBT	Chieftain Mk 13	17	14	11	4+	6			Thermal	68	8	Stillbrew +1 from armour +5pts
MBT	Chieftain Mk 5-7	16	14	10	5+	6				53	7	Stillbrew +1 from armour +5pts
MBT	Chieftain Mk 8-12	17	14	10	4+	6			Thermal	63	8	Stillbrew +1 from armour +5pts
MBT	FV180 CET	11	9	n/a	n/a	6				10	1	



Twilight 2000 vehicles

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
MBT	Centurion Crocodile	13	11	9	7+	6			May flame attack or use main gun	42	5	
MB	Challenger Marksman	17s	15s	4a	6+	5			AA gun (7+), Special armour	30	4	
MBT	Challenger Sabre	17s	15s	4a	6+	5			AA gun (7+), Special armour	30	4	
MBT	Chieftain Crocodile	16	14	10	5+	6			May flame attack or use main gun	58	7	Stillbrew +1 front armour +5pts
MBT	Chieftain Marksman	14	12	4a	6+	5			AA gun (7+)	25	3	
MBT	Chieftain Sabre	14	12	4a	6+	5			AA gun (7+)	25	3	
Light	FV432/76	10	8	7h	5+	4			APC-	20	3	FV432 with Scorpion tur
Light	Hover APC	10s	8s	0	5+	4			APC+, Special Armour, Hovercraft, ECM suite, Low Ground Pressure	30	2	Book version (The Zone series)
Light	Hover APC	10	8	0	5+	4			APC+, Hovercraft, Low Ground Pressure	22	2	TW2000 version
INF	Marauders	n/a	n/a	4i	6+	4			Improvised AT	21	4	Upgrade to LAW for +4p
INF	Militia	n/a	n/a	4i	6+	4			Improvised AT	21	4	Upgrade to LAW for +4p
INF	Royal Army of Scotland	n/a	n/a	8i	6+	4			LAW	25	4	Downgrade improvised for -4pts

INF	Welsh National Army	n/a	n/a	8i	6+	4			LAW	25	4	Downgrade improvised for -4pts
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Figure : An Abbot 105mm gun firing at Tanks, Trucks and Firepower 2019. In the background is a Chieftain. The FV433 Abbot is a member of the FV432 series and was replaced by higher firepower 155mm armed vehicles such as the M109.

New Traits

Please note all of these are all unofficial.

APC-

Can carry a single support team or small section only

APC+

Can carry an infantry team plus a support team or two small sections/support teams.



APC++

Can carry an infantry team plus two support teams/small sections or two infantry teams.

APC+++

Can carry four infantry teams with support teams or small sections counting as a half each.

Bridge

Can take an action to lay a bridge, This bridge negates any difficult terrain which this crosses. Recovering the bridge requires three successful actions.

Cavalry

These are treated as infantry except morale is reduced by 1, they may not embark, move is 10" (rapid 15", road rapid 24"), crossing rough is 3+ and very rough is 6+. This assumes a dragoon rule. This may be given to any infantry unit or small team for +5pts. This rule is generally only suitable for



Twilight 2000 games but COULD possibly be used for the mounted infantry on ponies in the Falklands Garrison (although the move should probably be reduced as they are ponies).

Close Assault

When rolling to hit at 2" or less range then may reroll missed to hit rolls. This is intended to simulate their abilities in close combat.

Dual Gun

Each firing action before rolling the dice the player must choose which is being fired.

ECM Suite

Missiles fired at this vehicle are at -2 to hit.

Flamethrower

At up to 12" (vehicle)/6" (infantry) attacks with a to hit of 3+ (normal modifiers) which ignores cover. It has a weapon value of 3 against vehicles and against infantry may inflict multiple hits as per an autocannon.

Flexi Mount

ATGM teams with this trait may be mounted on some vehicles. This costs one action from the Milan team. While mounted they add 3+/11h ATGM to the vehicle and no longer count as a separate stand. If the vehicle is destroyed the team is destroyed with it. The following vehicles can be used, Bv202, Bv206 and Land Rover WMIK.



Figure 10: The Scout helicopter that was the backbone of the Army Air Corps throughout the 1960s and well into the 1970s. They continued to give service after newer designs were introduced particularly in the Falklands and Northern Ireland until it was withdrawn from service in 1994. Photo taken at the Tanks, Trucks and Firepower Show 2020.

Heavy Helo

In addition to being used as a Helo APC (see below), the vehicle may in addition carry a light vehicle.

Helicopter APC

Helicopters are often used to move troops around the battlefield. While this is an EXTREMELY risky business in a high intensity war it is sometimes used (although usually they will be dropped pre-game). If used during the game the helicopter appears as normal. As it's next move action it can move up to 48" and land. Once on the ground it can not be fired at by missiles but can be targeted like any vehicle (having an armour value of 8 and a morale of 3). It follows the normal rules for embarking and disembarking. It takes one move action to take off (staying at the same point). Subsequent move actions allow it to move 48". Once it reaches the edge of the board it is removed as per attack helicopters.

Hovercraft

Hovercraft are a class of vehicle that can not cross a linear obstacle. They are unaffected by water and marsh and treat other terrain normally.

Improvised AT

Treat as LAW but maximum range 2" and penetration is 4.

Low Ground Pressure

Vehicles with this trait are extremely low ground pressure (the Scorpion series has a lower ground pressure than a person although I wouldn't advise letting one run over your foot!). They are immune to anti-tank mines.



Rearm

Helicopters with this ability may spend a command token while off table to switch from transport to attack roles or vice versa.

Recoilless Rifle

These follow the same rules as Anti-Tank Guns above with the following additions. Due to their inherent inaccuracy at longer ranges any shot at greater than 12" will incur a +1 firing modifier. The significant back blast if a Recoilless Rifle unit firing from inside a building or bunker causes them to gain one automatic morale marker each time they fire.



Small Section

Treat in all respects as infantry but are classed as a support team for transport purposes. These have been created to allow infantry vehicles with a small capacity to carry a realistic amount of infantry.

Snowmobile

Vehicles with this trait suffer no problems crossing snow.

<p>Brew Up Lads!</p> <p>Play this card when a unit is about to be removed due to accumulated morale markers. Roll a D6 and immediately remove that many morale tokens from the unit.</p>	<p>PACT Confusion</p> <p>Requires: More than one Pact nation force on the table.</p> <p>Play this card at the start of a turn. Due to language/tactical confusion the Pact player loses 1D6-1 command tokens for this turn only.</p>	<p>It's a Corporal's War</p> <p>Play this card when you have the initiative. Roll 1D6 that many units may activate for free and immediately make a rapid move that takes them closer to the enemy table edge.</p>
<p>SAS Support</p> <p>Play this card when an enemy MBT, APC or light vehicle is within 6" of a wood or building not occupied by enemy infantry. The unit is automatically hit with a weapon value of 10h.</p>	<p>Brew Up Lads!</p> <p>Play this card when a unit is about to be removed due to accumulated morale markers. Roll a D6 and immediately remove that many morale tokens from the unit.</p>	<p>It's a Corporal's War</p> <p>Play this card when you have the initiative. Roll 1D6 that many units may activate for free and immediately make a rapid move that takes them closer to the enemy table edge.</p>
<p>Grid Square Removal System</p> <p>MLRS fires in support. Play at the start of the game before rolling for initiative. Roll 1D10 for each enemy unit, on an 8+ it receives a single morale marker from artillery fire. Dismounted infantry and support groups may take an additional morale marker as normal. Off board units may choose to avoid this roll but may not then attempt to move onto the table on the first turn.</p>	<p>Prepared Positions</p> <p>British commanders down to platoon level had often visited prepared positions (with alternatives) and as a result were ready to fight from them. 2D6-2 stands or vehicles starting in cover are at +1 to hit and -1 to be hit until they move.</p>	<p>Prepared Positions</p> <p>British commanders down to platoon level had often visited prepared positions (with alternatives) and as a result were ready to fight from them. 2D6-2 stands or vehicles starting in cover are at +1 to hit and -1 to be hit until they move.</p>

<p>Tabbing</p> <p>British troops in Germany were used to marching everywhere, something which gave a huge advantage in the Falklands when most of the helicopters were lost. As a result when rolling for troops arrival from reserve add 1 to the result.</p>	<p>Prepared Positions</p> <p>British commanders down to platoon level had often visited prepared positions (with alternatives) and as a result were ready to fight from them. 2D6-2 stands or vehicles starting in cover are at +1 to hit and -1 to be hit until they move.</p>	<p>Rapid Fire!</p> <p>One British unit may fire in both activations instead of only one for this turn only.</p>
<p>Deliberate Fire</p> <p>If a British unit misses then if this card is played it may reroll the to hit roll.</p>	<p>Deliberate Fire</p> <p>If a British unit misses then if this card is played it may reroll the to hit roll.</p>	<p>Rapid Fire</p> <p>One British unit may fire in both activations instead of only one for this turn only.</p>
<p>Experienced NCOs</p> <p>A veteran soldier has passed on his knowledge. As a result you may play this after any dice roll. You may then reroll the result.</p>	<p>Experienced NCOs</p> <p>A veteran soldier has passed on his knowledge. As a result you may play this after any dice roll. You may then reroll the result.</p>	<p>Experienced NCOs</p> <p>A veteran soldier has passed on his knowledge. As a result you may play this after any dice roll. You may then reroll the result.</p>

<p>Royal Signals Support</p> <p>Play this card at any time. Select a friendly unit. The unit may immediately make a single move action. Special: If a command token is spent, an enemy unit can be given one movement action. All rules for movement should be followed. A unit may not be moved off the table or into impassable terrain.</p>	<p>Anti-air</p> <p>Divisional air defence or aircraft provide cover. This card automatically counters any airstrike card.</p>	<p>Air Cover</p> <p>Play when an enemy attack helicopter is activated and before it attacks. Friendly air cover intercepts this. The helicopter controlling player may choose to abort in which case it is shot down on a 9+ on 1D10. Alternatively the attack may be pressed home in which case it is shot down on a 6+ (roll this before calculating the attack).</p>
<p>Panic!</p> <p>Play at any time an enemy unit has a morale marker inflicted on it. The unit must immediately fall back. This can be avoided on a roll of 5+ on 1D6 if elite. If reluctant then on a roll of 5+ on 1D6 the unit immediately also gains enough morale markers to equal its morale.</p>	<p>Veteran NCO</p> <p>NCOs are long service professionals usually with more knowledge than the officer in charge. As a result officers often followed their advice. If the force commander is killed then immediately choose a new commander. There is no penalty to command tokens unless this unit is also destroyed.</p>	<p>Norther Ireland Experience</p> <p>With troops regularly serving in Northern Ireland, urban warfare was a strong point of British infantry. If this card is played British troops gain a 6+ (on a 6) save against hits when in urban areas.</p>
<p>14 Signals Support</p> <p>Divisional and Corps level assets are jamming enemy communications. Roll 1D6, the enemy must discard this many command tokens this turn. This can be countered by another electronic warfare card in addition to the normal countering cards. May also be used to negate an airstrike card,</p>	<p>Airstrike</p> <p>Ground attack aircraft mount an attack on the enemy forces. Play this card and designate an enemy unit that is in LOS of a unit with the recce trait. That unit is immediately hit on a roll of 3+ on 1D10. It hits the side armour with a weapon value of 12 and is not affected by special armour. May be countered by Electronic Warfare as well as anti-aircraft cards (not units).</p>	<p>Airstrike</p> <p>Ground attack aircraft mount an attack on the enemy forces. Play this card and designate an enemy unit that is in LOS of a unit with the recce trait. That unit is immediately hit on a roll of 3+ on 1D10. It hits the side armour with a weapon value of 12 and is not affected by special armour. May be countered by Electronic Warfare as well as anti-aircraft cards (not units).</p>

14 Signals Support

Divisional and Corps level assets are jamming enemy communications. Roll 1D6, the enemy must discard this many command tokens this turn. This can be countered by another electronic warfare card in addition to the normal countering cards. May also be used to negate an airstrike card,

Deep Strike Success

Deep strike attacks have caused massive disruption of follow up forces. Any reserve units only generate a command token on a 5+ instead of a 3+.

Anti-air

Divisional air defence or aircraft provide cover. This card automatically counters any airstrike card.



Figure 13: A Chieftain tank at the Tanks, Trucks and Firepower Show in 2020. The normal colour scheme was black and green bands. For use in Canada and when used as OPFOR (OPposing FORces) the black was replaced with this sandy colour.