

UR-77

Mine Clearing Vehicle

Armor: Steel (+4/+4)

Special Abilities: MICLIC

OPTICS: Infra-red (Driver Only)



MICLIC Charges Available
4

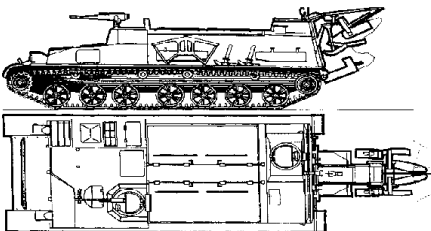
Ratings

Front Armor: 4

Flank Armor: 2

Speed: 4

Mobility: Tracked Amphibious (TA)



GMZ

PKT 7.62mm Machinegun

TM-62 Anti-tank Mine

PMN-4 Anti-personnel Mine

Armor: Steel (+4/+4)

Special Abilities: Minelayer

OPTICS: Thermal Imaging



Ratings

Front Armor: 4

Flank Armor: 2

Speed: 3

Mobility: Tracked Amphibious (TA)

Unit	Ammo	ROF	Range Effectiveness														Ammo Supply	ERA Mod.
			Range in hexes															
			0	1	2	3	4	6	8	10	12	14	16	18	20	22		
GMZ	SA	2	3	5	5	3	1	—	—	—	—	—	—	—	—	—	8	—

Minelayer Table

System	Load	Fields	Type	Rate	Pre-game Minelaying
GMZ	14	8	AT	1	9/5
			MXC	1/2	6/4