



Ratings

Front Armor: 4

Flank Armor: 2

Speed: 3

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



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