DARDO

Ratings

Front Armor: 13
Flank Armor: 5
Speed: 5
Mobility: Tracked (T)

Oerlikon KBA 25mm autocannon
Spike Missile Launcher
Ammunition: 310 rounds (5)
6 ATGM (2)
Spike LR SCAP SCHE
SA (7.62mm)
Armor: Aluminum Alloy (+2/+3)
Spaced Steel (+2)

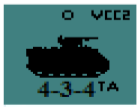
Special Abilities: Smoke; Laser Ranging; Stabilizer Transport
OPTICS: Thermal Imaging

Unit	Ammo	ROF	Range Effectiveness: Range in hexes 0	1	2	3	4	6	8	10	12	14	16	18	20	22	Ammo Supply	ERA Mod.
DARDO	Spike LR	1	—	—	8:19	8:19	8:19	8:19	8:19	8:19	8:19	8:19	8:19	—	—	—	2	- 2
	SCAP *	8	7:13	8:13	7:12	6:12	5:11	4:10	3:9	2:8	—	—	—	—	—	—	2	—
	SCHE*	8	2	3	3	3	3	3	2	2	1	1	—	—	—	—	3	—
	SA	2	3	4	4	3	1	—	—	—	—	—	—	—	—	—	7	—

No Spotting vs Missile Fire for Spike LR

VCC-1

VCC-2



Ratings

Front Armor: 4
Flank Armor: 3
Speed: 4

Mobility: Tracked Amphibious (TA)

Browning M2 12.7mm HMG
Ammunition: SCAP
Armor: Improved Aluminum (+4/+4)

Special Abilities: Amphibious Transport
OPTICS: Infra-red (Driver Only)

Unit	Ammo	ROF	Range Effectiveness: Range in hexes 0	1	2	3	4	6	8	10	12	14	16	18	20	22	Ammo Supply	ERA Mod.
VCC1/2	SCAP*	3	6:5	5:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	30	—