



Ratings

Front Armor: 3

Flank Armor: 2

Speed: 4

Mobility: Tracked Amphibious (TA)

M-113A3 M58 MICLIC

MG3 7.62mm Machinegun
Ammunition: SA
Armor: Aluminium (+4/+4)
ERA (—)



Special Abilities: Amphibious ; Mine clearing
OPTICS: Infra-red (Driver Only)

MICLIC (3)

| 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 | | |
| MiW | SA | 2 | 2 | 3 | 3 | 2 | 1 | — | — | — | — | — | — | — | — | — | 4 | — |



Ratings

Armor Class: Vehicle (V)

Speed: 3

Mobility: Wheeled (W)

Minenverlager Minelayer



Special Abilities: Minelayer
OPTICS: Starlight (Driver only)

Armor: Non-Armored
ERA (—)

| System | Load | Fields | Type | Rate | Pre-game Minelaying |
|---------|------|--------|------|------|---------------------|
| MiV | 10 | 20 | AT | 1 | MiV 16/12 |
| MiV+Eng | | | MXC | 1/2 | MiV+ENG 10/8 |