AI Tanker

A modification to 'What a Tanker' for use in the Arab Israeli wars from 1948 to 1973.

Tank Type	Attributes	Armour	Strike	Cost
M50 (75mm)		4	4	8
M50 (76mm)*		4	5	11
M51 Super Sherman		4	10	34
AMX-13 75mm	Fast	3	5	11
Sho't		8	12	62
Sho't Cal		9	12	65
M48 Magach 90mm		5	6	15
M48 Magach 105mm		5	12	49
M60 Magach		5	12	49

NB: H39's and R35's in Arab forces are not included as they were not involved in tank v tank battles as far as I know, in fact, an extant H39 was killed by a PIAT!

Tank Type	Attributes	Armour	Strike	Cost
PT-76	Poor Crew, Poor Optics	4	4	4
T-34 85	Poor Crew, Poor Optics	5	6	11
Panzer IV H/J	Poor Crew	4	5	9
StuG III/IV	Poor Crew, Low Profile, TD	4	6	11
Jagdpanzer IV	Poor Crew, Poor Optics, TD	5	6	12
SU 100	Poor Crew, Poor Optics, TD	7	8	20
JS3	Poor Crew, Poor Optics	8	9	39
T-55	Poor Crew, Poor Optics	10	10	56
T-62	Poor Crew, Poor Optics	11	11	72
T-72**	Poor Crew, Poor Optics, Fast	12	12	81

NB: As per standard policy in Soviet influenced nations, always count their tanks as 'Buttoned Up'.

(* The M50 76mm includes M50's armed with the French *CN 75-50* 75mm gun)

(** T-72's were not used until the early 1980's, but are included for completeness!)

Attribute notes:

Poor Optics: Increases the die roll needed to hit by 1
Poor Crew: May only use 1 '6' in Command Rolls. Others are discarded - or can be used to recover Temporary damage only.

BMP-1

Tank Type	Attributes	Armour	Strike	Cost
BMP-1	Poor Crew, Poor Optics (ATGM)	2	6	16

ATGM – These follow the following rules

AT-3 Sagger:

Needs 2 load actions to load, counting the vehicle unbuttoned. Firing is as normal, but does not hit till the following turn, needing an Aim action in this second turn. The BMP must remain stationary in both turns. Strike is 12 – Minimum range is 36".