



## MEA 2S6 TUNGUSKA

280



Purchased from Russian arms dealers, the Tunguska provides a serious frontline anti-aircraft capability for the MEA.

2S6 *Tunguska* w/Quad 30mm Cannon, SA-19

None

Size	Move	Close Combat	Target	Armour	Kill
3	8"	4xD10	7+	5+	9+

**Armour**

Weapons

### Quad 30mm Cannon

Range: 40" Damage: 8xD6+1

### SA-19 SAM

Range: 90" Damage: D10

**Quad 30mm Cannon:** This weapon causes a -1 penalty on Armour rolls. It may only fire once per turn and it may be used as an AA weapon. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**SA-19:** The 2S6 carries eight of these AA missiles, and may fire two in a single Shoot action. They may only be used against Air Units and cause a -3 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim.

**Armoured:** The 2S6 will ignore all terrain 1" high or less for the purposes of movement. It is also immune to Suppression but only has an Armour score of 6+ to the Side or Rear facings. The 2S6 may never make any reactions except against Air Units. It will also ignore the effects of smoke (see main rulebook).

**Tough:** The 2S6 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Special Rules

Material

Options

Statistics