

Type-63 70



Chinese copy of the Russian PT-76 amphibious tank

Type 63 w/85mm Gun (T), .50cal MG (E, AA) and MG (C)

None

Size	Move	Close	Combat	Target	Armour	Kill
4	6"	4xD10		7+	3+	8+

ARMOUR

**85mm Gun**  
Range 40" Damage D8  
**7.62 Machine Gun**  
Range 30" Damage 3xD6  
**.50cal MG**  
Range 36" Damage 2xD6+1

**85mm Gun:** This weapon causes a -1 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.  
**.50cal MG:** This weapon causes a -1 penalty to Armour rolls. 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.  
**MG:** This weapon causes a -1 penalty to Armour rolls. 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.  
**Tough:** The Type-63 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Amphibious**  
**Armoured:** This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG and the .50cal.  
**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement  
**Ignore the effects of smoke (see main rulebook).**  
**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Type-63A 100



Type-63 upgraded with 105mm gun

Type 63A w/105mm Gun (T), .50cal MG (E, AA) and MG (C)

Add Gun-launched ATGM for +30 points

Size	Move	Close	Combat	Target	Armour	Kill
4	6"	4xD10		7+	3+	8+

ARMOUR

**105mm Gun**  
Range 60" Damage D10+1  
**Gun-launched ATGM**  
Range 20-80" Damage D10  
**7.62 Machine Gun**  
Range 30" Damage 3xD6  
**.50cal MG**  
Range 36" Damage 2xD6+1

**105mm Gun:** This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.  
**Gun-launched ATGM:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Two shot systems, the T-90 must take a ready action before using it and none of its actions may include movement. May not fire in the same turn as the main gun. It may be fired against Flyers moving at VSTOL or Loiter speed.  
**.50cal MG:** This weapon causes a -1 penalty to Armour rolls. 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.  
**MG:** This weapon causes a -1 penalty to Armour rolls. 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.  
**Tough:** The Type-63A will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Amphibious**  
**Armoured:** This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG and the .50cal.  
**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement  
**Ignore the effects of smoke (see main rulebook).**  
**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

ZBD2000 AFV

130



The newest Chinese amphibious fighting vehicle

ZBD2000 w/105mm Gun (T), .50cal MG (E, AA) and MG (C)

Add Gun-launched ATGM for +30 points

Size Move Close Combat Target Armour Kill

4 7" 4xD10 7+ 3+ 9+

ARMOUR

Weapons

**105mm Gun**  
Range 60" Damage D10+1  
**Gun-launched ATGM**  
Range 20-80" Damage D10  
**7.62 Machine Gun**  
Range 30" Damage 3xD6  
**.50cal MG**  
Range 36" Damage 2xD6+1

Special Rules

**105mm Gun:** This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**Gun-launched ATGM:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Two shot systems, the T-90 must take a ready action before using it and none of its actions may include movement. May not fire in the same turn as the main gun. It may be fired against Flyers moving at VSTOL or Loiter speed.

**.50cal MG:** This weapon causes a -1 penalty to Armour rolls. 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.

**MG:** This weapon causes a -1 penalty to Armour rolls. 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.

**Tough:** The ZBD2000 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Amphibious**

**Armoured:** This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG or the .50cal.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement **Ignore the effects of smoke (see main rulebook).**

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

ZBD2000 IFV

120



The newest Chinese amphibious infantry fighting vehicle

ZBD2000 w/30mm cannon (T), .50cal MG (E, AA) and MG (C)

None

Size Move Close Combat Target Armour Kill

4 7" 4xD10 7+ 3+ 9+

TRANSPORT

Weapons

**30mm Gun**  
Range 36" Damage 2xD8  
**7.62 Machine Gun**  
Range 30" Damage 3xD6  
**.50cal MG**  
Range 36" Damage 2xD6+1

Special Rules

**Transport :** The ZBD2000 may carry up to 10 size 1 models. Models may mount the ZBD2000 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the ZBD2000, then both the models and the ZBD2000 may only take a single action in that turn. If the ZBD2000 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**30mm Gun:** This weapon causes a -2 penalty to Armour rolls.

**.50cal MG:** This weapon causes a -1 penalty to Armour rolls. 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.

**MG:** This weapon causes a -1 penalty to Armour rolls. 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.

**Tough:** The ZBD2000 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Amphibious**

**Armoured:** This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG and the .50cal.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Ignore the effects of smoke (see main rulebook).**

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

ZBD97

200



The ZBD97 amphibious infantry fighting vehicle features a Russian BMP-3-style turret with 100mm rifled gun and a 30mm cannon

ZBD97 w/2A70 (T), 2A72 (T), 9M117 (T), PKT (FF)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 7+ 4+ 9+

TRANSPORT

Materiel

Options

Statistics

Weapons

**2A72 30mm Gun**  
Range 40" Damage 2xD8  
**PKT MG**  
Range 30" Damage 3xD6  
**9M117 ATGM**  
Range 40" Damage D10  
**2A70 100mm Gun**  
Range 40" Damage D8

Special Rules

**ATGM:** This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Two shot systems, the ZBD97 must take a ready action before using it and none of its actions may include movement. It cannot be fired in the same turn as the 2A70. It may be fired against Flyers moving at VSTOL or Loiter speed.

**Transport:** The ZBD97 may carry up to 7 size 1 models. Models may mount the BMP-3 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the ZBD97, then both the models and the ZBD97 may only take a single action in that turn. If the ZBD97 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Tough:** The ZBD97 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** This weapon causes a -1 penalty to Armour rolls. 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.

**2A72:** This weapon causes a -1 penalty to Armour rolls.

**2A70:** This weapon causes a -1 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 2" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn.

**Amphibious**

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Ignore the effects of smoke (see main rulebook).**

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Type 89 APC

120



The Type 89 is a tracked armoured personnel carrier (APC) developed and built by China North Industries Group Corporation (NORINCO) for the PLA.

Type 89 w/.50cal MG (T,AA)

None

Size Move Close Combat Target Armour Kill

3 7" 4xD10 7+ 4+ 9+

TRANSPORT

Materiel

Options

Statistics

Weapons

**.50cal MG**  
Range 30" Damage 2xD6+1

Special Rules

**Transport:** The Type 89 may carry up to 15 size 1 models. Models may mount the Type 89 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Type 89, then both the models and the Type 89 may only take a single action in that turn. If the Type 89 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**.50cal MG:** This weapon causes a -1 penalty to Armour rolls. 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.

**Amphibious**

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Ignore the effects of smoke (see main rulebook).**

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**