

Type-59

115



An obsolete Chinese MBT

Type 59 w/100mm Gun (T), .50cal MG (E), MG (E) and MG (C)

Upgrade to Type-59-II tank: change the 100mm Gun to 105mm gun for +10 points

Size Move Close Combat Target Armour Kill

4 6" 4xD10 7+ 4+ 9+

ARMOUR

Weapons

100mm Gun
Range 60" Damage D10
105mm Gun
Range 60" Damage D10+1
7.62 Machine Gun
Range 30" Damage 3xD6
.50cal MG
Range 36" Damage 2xD6+1

Special Rules

100mm 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.
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.
.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-59 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
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-69

120



An obsolete Chinese MBT

Type 69 w/100mm Gun (T), .50cal MG (E), MG (E) and MG (C)

Upgrade to Type-79 tank: change the 100mm Gun to 105mm gun for +10 points

Size Move Close Combat Target Armour Kill

4 6" 4xD10 7+ 3+ 9+

ARMOUR

Weapons

100mm Gun
Range 60" Damage D10
105mm Gun
Range 60" Damage D10+1
7.62 Machine Gun
Range 30" Damage 3xD6
.50cal MG
Range 36" Damage 2xD6+1

Special Rules

100mm 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.
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.
.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-69 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
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.
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-62

90



A lighter variant of the Type-59 tank

Type 62 w/85mm Gun (T), .50cal MG (E), MG (E) and MG (C)

None

Size Move Close Combat Target Armour Kill

4 6" 4xD10 7+ 4+ 9+

ARMOUR

Material

Options

Statistics

Weapons

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

Special Rules

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-62 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

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-88

200



Second-generation Chinese MBT

Type 88 w/105mm Gun (T), .50cal MG (E) and MG (C)

None

Size Move Close Combat Target Armour Kill

4 6" 4xD10 7+ 3+ 10+

ARMOUR

Material

Options

Statistics

Weapons

105mm Gun
Range 60" Damage D10+1
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.

.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-88 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

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.

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 77 APC **120**



The Type 77 is the tracked amphibious armored personnel/artillery carrier vehicle developed in the 1970s on the basis of the Type 63 amphibious tank

Type 77 w/.50cal MG (E)

None

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

TRANSPORT

Material

Options

Statistics

Weapons

.50cal MG
Range 36" Damage 2xD6+1

Special Rules

Transport : The Type 77 may carry up to 20 size 1 models. Models may mount the Type 77 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 77, then both the models and the Type 77 may only take a single action in that turn. If the Type 77 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The Type 77 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)

Type 63 APC **90**



The Type 63 armoured personnel carrier (APC) family, has been in service with the PLA armoured forces for over three decades.

Type 63 w/.50cal MG (T)

None

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

TRANSPORT

Material

Options

Statistics

Weapons

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

Special Rules

Transport : The Type-63 may carry up to 13 size 1 models. Models may mount the Type-63 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-63, then both the models and the Type-63 may only take a single action in that turn. If the Type-63 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

Tough: The Type-63 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 6+ 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)

PLA Conscript Squad

100



When really desperate, the PLA can use fresh conscripts to overwhelm the enemy forces

Team 1: Squad Leader w/QBZ81, Gunner w/Type 69, 2x Rifleman w/QBZ81

Team 2: Team Leader w/QBZ81, Rifleman w/QBZ81, Machine Gunner w/CQ

Team 3: Team Leader w/QBZ81, Gunner w/Type-69, Rifleman w/QBZ81

None

Size Move Close Combat Target Armour Kill

1 5" D6 3+ - 5+

SQUAD

Weapons

QBZ81

Range 16" Damage D6

CQ LMG

Range 26" Damage 2xD6

Type-69

Range 16" Damage D10

Special Rules

QBZ81 SAW: If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. 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.

Type-69: 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. It may be used only against targets of Size 2 or greater. If such model is within the firezone roll this weapon's Damage Dice against that model, rather than allocate normally.

Fire Teams: Teams may be split off from the squad to act as independent units, with the Team Leaders acting as unit leaders. The Squad Leader must join one of these teams and act as its unit leader. This may be done before the start of the battle or at the beginning of any turn

Poorly trained: poor marksmanship training reduces the range of all weapons used by this squad by 4". This change has already been included in the weapon statistics above.