

T-80U Main Battle Tank 340



Russian MBT

T-80U w/125mm Gun (T), 9M119M (T), NSWT (E, AA) and MG (C)

You have to equip the T-80U with ERA or Advanced ERA and Shtora

Size	Move	Close	Combat	Target	Armour	Kill
4	7"	4xD10	8+	3+	11+	

ARMOUR

125mm Gun

Range 60" Damage D10+3

9M119M Refleks ATGM

Range 20-80" Damage D10+4

MG

Range 30" Damage 3xD6

NSWT 12.7mm MG

Range 30" Damage 2xD6+1

**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.

**9M119M:** 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-80 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.

**125mm Gun:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6+1 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. 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.

**NSWT:** 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.

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

**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.

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

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

BMP-T 300



Designed to provide anti-infantry support for Main Battle Tanks, the BMP-T is one of the newest Russian Federation combat vehicles

BMP-T w/Twin 2A42 (T), 9M133 (T), two AGS-17 (R)

You have to equip the BMP-T with ERA or Advanced ERA and Shtora

Size	Move	Close	Combat	Target	Armour	Kill
4	7"	4xD10	8+	3+	11+	

ARMOUR

Twin 2A42 30mm Gun

Range 40" Damage 3xD8

9M133 Kornet ATGM

Range 80" Damage D10+2

AGS-17 GL

Range 36" Damage 3xD6+1

**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. Four shot systems, the BMP-T must take a ready action before using it and none of its actions may include movement.

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

**AGS-17 GL:** This weapon 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. Both AGS-17 may always be fired in addition to the 2A42 in a single Shoot action, and may create its own separate Fire Zone.

**Twin 2A42:** This weapon causes a -1 penalty to Armour rolls.

**Additional Gunners:** This vehicle may always fire the two AGS-17(R) in addition to Twin 2A42

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

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

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

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

### T-72 Main Battle Tank

300



Manufactured in huge quantities the T-72 is still the most numerous tank in Russian forces

T-72 w/125mm Gun (T), NSWT (E,AA) and MG (C)

None

Size Move Close Combat Target Armour Kill

4 7" 4xD10 8+ 3+ 11+

ARMOUR

Weapons

**125mm Gun**  
Range 60" Damage D10+3  
**PKT MG**  
Range 30" Damage 3xD6  
**NSWT 12.7mm MG**  
Range 30" Damage 2xD6+1

Special Rules

**Tough:** The T-72 will ignore the first three 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.  
**125mm 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 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. 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.  
**NSWT:** 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.  
**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement  
**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.  
**Ignore the effects of smoke (see main rulebook).**  
**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

### T-90 Main Battle Tank

350



The Russian Federation newest Main Battle Tank

T-90 w/125mm Gun (T), 9M119M (T), NSWT (E, AA) and MG (C)

You have to equip the T-90 with ERA or Advanced ERA and Shtora

Size Move Close Combat Target Armour Kill

4 8" 4xD10 8+ 2+ 11+

ARMOUR

Weapons

**125mm Gun**  
Range 60" Damage D10+3  
**9M119M Refleks ATGM**  
Range 20-80" Damage D10+4  
**PKT MG**  
Range 30" Damage 3xD6  
**NSWT 12.7mm MG**  
Range 30" Damage 2xD6+1

Special Rules

**Tough:** The T-90 will ignore the first three 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.  
**9M119M:** 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.  
**125mm Gun:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6+1 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. 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.  
**NSWT:** 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.  
**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement  
**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.  
**Ignore the effects of smoke (see main rulebook).**  
**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

## Black Eagle MBT

420



Russian Federation future Main Battle Tank design

Black Eagle w/Advanced 125mm Gun (T), 9M119M (T), NSWT (E, AA) and MG (E)

You have to equip the Black Eagle with Active Protection System, Advanced ERA and Shtora

Size Move Close Combat Target Armour Kill

4 7" 4xD10 8+ 2+ 12+

ARMOUR

Weapons

**Advanced 125mm Gun**  
Range 60" Damage D10+4  
**9M119M Refleks ATGM**  
Range 20-80" Damage D10+4  
**PKT MG**  
Range 30" Damage 3xD6  
**NSWT 12.7mm MG**  
Range 30" Damage 2xD6+1

Special Rules

**Tough:** The Black Eagle will ignore the first four 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.  
**9M119M:** 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.  
**125mm Gun:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6+1 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. 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.  
**NSWT:** 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.  
**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement.  
**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.  
**Ignore the effects of smoke (see main rulebook).**  
**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

## T-95 MBT

500



Russian Federation future Main Battle Tank design

T-95 w/152mm Gun (T), 9M133 (T), and MG (C)

You have to equip the T-95 with Active Protection System, Advanced ERA and Shtora

Size Move Close Combat Target Armour Kill

4 7" 4xD10 8+ 2+ 13+

ARMOUR

Weapons

**152mm Gun**  
Range 72" Damage D10+5  
**9M133 Rosomaha**  
Range 20-80" Damage D10+5  
**PKT MG**  
Range 30" Damage 3xD6  
**NSWT 12.7mm MG**  
Range 30" Damage 2xD6+1

Special Rules

**Tough:** The T-95 will ignore the first four 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.  
**9M133:** 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-95 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.  
**152mm Gun:** This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D6+1 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. 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.  
**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement.  
**Armoured:** This vehicle has Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.  
**Ignore the effects of smoke (see main rulebook).**  
**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**