

M1A3 Urban Assault Tank 600

Abrams tank variant designed specifically for urban combat

M-1A3 Abrams w/XM-300 (T), M134 (C), Twin .50 cal MG (R), Mk19 AGL (R)

Replace the Twin .50 cal MG with 30mm Bushmaster II

Size	Move	Close Combat	Target	Armour	Kill
4	8"	4xD10	8+	2+	12+

ARMOUR

XM-300 120mm Gun, Anti-Personnel
Range 60" Damage D8

XM-300 120mm Gun, Anti-Tank
Range 72" Damage D10+5

M-134
Range 30" Damage 4xD6

Twin .50cal MG
Range 36" Damage 3xD6+1

Mk19 AGL
Range 36" Damage 3xD6+1

Bushmaster II 30mm Chain Gun
Range 40" Damage 2xD8

XM-300 Anti-Personnel: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 3" 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.

XM-300 Anti-Tank: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D6 with -2 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. 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. It may only be fired once per turn, you have to take Ready action to fire it. No other weapon may be fired at in the same action - even machine guns.

Twin .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.

Mk19 AGL: This weapon causes a -1 penalty to Armour rolls. It 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.

Bushmaster II: This weapon causes a -2 penalty to Armour rolls.

Armoured: This vehicle has an Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with one MG or the M2.

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

Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment.

Ignore the effects of smoke (see main rulebook).

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

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

M1C1 Modular Combat Vehicle 400



Proposed refit for mothballed Abrams tanks, turning them into fire support vehicles

M-1A2 Abrams w/GAU-8 (T), MG (C), MG (E), M2 (R), Hellfire

Must be equipped with ERA and Gunshield

Size	Move	Close Combat	Target	Armour	Kill
4	8"	4xD10	8+	2+	12+

ARMOUR

GAU-8 30mm Gatling Gun
Range 40" Damage 3xD8+1

M-240 7.62 Machine Gun
Range 30" Damage 3xD6

M2 .50 MG
Range 36" Damage 2xD6+1

Hellfire ATGM
Range 60" Damage D10+3

GAU-8: This weapon causes a -2 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.

M2 .50 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.

Hellfire: 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 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. Up to two missiles may be launched in a single action.

Armoured: This vehicle has an Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with one MG or the M2.

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

Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment.

Ignore the effects of smoke (see main rulebook).

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

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

M1A3 ETC 500

Abrams tank armed with Electrothermal Chemical Gun

M-1A3 Abrams w/ETC (T), MG (C), M2 (R), MG (R)

Options: None

Size	Move	Close Combat	Target	Armour	Kill
4	8"	4xD10	8+	2+	12+

ARMOUR

Weapons

ETC - Electrothermal Chemical Gun
Range 72" Damage D10+5

M-240 7.62 Machine Gun
Range 30" Damage 3xD6

M2 .50 MG
Range 36" Damage 2xD6+1

Special Rules

ETC 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 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.

M2 .50 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.

Armoured: This vehicle has an Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with one MG or the M2.

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

Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment.

Ignore the effects of smoke (see main rulebook).

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

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