



TYPE 99 MBT

350



A quantum leap forward for the PLA, the Type 99 has much in common with its Western counterparts.

Type 99 MBT w/125mm Gun and 2 x MGs

None

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	8+	2+	11+

Armour

Weapons

125mm Gun: Range

60" Damage: D10+3

MG

Range: 30" Damage: 3xD6

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.

MG: The Type 99 carries two MGs. These weapons cause a -1 penalty to Armour rolls. They may always be fired in addition to another weapon system in a single Shoot action, and one may create its own separate Fire Zone. One of the MGs 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.

Armoured: The Type 99 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 3+ to the Side or Rear facings. The Type 99 may never make any reactions except to Shoot with one of its MGs. It will also ignore the effects of smoke (see main rulebook).

Tough: The Type 99 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Special Rules

Materiel

Options

Statistics