



M1A2 ABRAMS MBT

420



With successive upgrades and refits, the Abrams retains its position as one of the pre-eminent main battle tanks in the world.

M1A2 Abrams w/M256, M2 and 2 x MGs

None

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

Armour

Weapons

120mm M256 Gun

Range: 72" Damage: D10+4

M2 .50 MG

Range: 36" Damage: 2xD6+1

MG

Range: 30" Damage: 3xD6

M256 Gun: This weapon causes a -4 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.

M2 .50 MG: This weapon causes a -1 penalty to Armour rolls. It may always be fired in addition to another weapon system in a single Shoot action, and may create it's own separate Fire Zone. In addition, it may be used as an AA weapon. 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: The Abrams carries two MGs, both of which cause a -1 penalty to Armour rolls. One MG may always be fired in addition to another weapon system in a single Shoot action, and may create its own separate Fire Zone. One of the MGs may be used as an AA weapon. 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 Abrams 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 Abrams may never make any reactions except to Shoot with one MG and the M2. It will also ignore the effects of smoke (see main rulebook).

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.

Special Rules

Material

Options

Statistics