

Unit Name: **BTR-60PB APC** ( Wheeled (8x8) ) Call Sign: Internal Damage Chart

Duty/History/Innovations: The BTR 60 has been used by most com-block nations. It is the authors personal opinion that the BTR 60 is very close to perfection in an Armored Personnel Carrier. Quick, fast and actually carries a large number of infantry. Many modern designers have forgotten these simple rules, expecting the APC to fight toe to toe with tanks. "The BTR 60 APC does what it's suppose to do." USSR

Defense Values	F/R	F/R	Sds	Sds
Ballistic	12			9
Energy	8			6
Missile	9			7
Indirect	15			12
Small Arms	9			8
Physical				9
Radar Signature (F/S/T):	71	/	188	/ 231
Heat Signature (Main):	7			
Sound Signature:	1			
Nuclear Emission:	0			
Silhouette (F/S/T):	71	/	188	/ 231
Laser/UV Reflection:	0			
Electro Emission:	10			
Gate (F/S):	-1	/	-1	1d 10 1d 6

Armor Chart

Shock Threshold: 5

Penetration Chart

Specifics:  
Weight: 11.3  
Length: 24.8  
Width: 9.3  
Height: 7.6  
Clearance: 0  
GPV: 3.8  
MSRP: 1

00	A	00
99	B	99
98	C	98
97	C	97
96	C	96
95	C	95
94	C	94
93	C	93
92	C	92
91	C	91
90	C	90
89	C	89
88	C	88
87	C	87
86	C	86
85	C	85
84	C	84
83	D	83
82	D	82
81	E	81
80	E	80
79	E	79
78	E	78
77	E	77
76	E	76
75	E	75
74	E	74
73	E	73
72	E	72
71	E	71
70	E	70
69	E	69
68	E	68
67	F	67
66	G	66
65	G	65
64	G	64
63	G	63
62	G	62
61	G	61
60	G	60
59	G	59
58	G	58
57	G	57
56	G	56
55	G	55
54	G	54
53	G	53
52	G	52
51	H	51
50	H	50
49	H	49
48	H	48
47	H	47
46	H	46
45	I	45
44	I	44
43	I	43
42	I	42
41	I	41
40	I	40
39	J	39
38	J	38
37	K	37
36	K	36
35	L	35
34	M	34
33	N	33
32	O	32
31	P	31
30	P	30
29	P	29
28	P	28
27	P	27
26	P	26
25	P	25
24	P	24
23	P	23
22	P	22
21	P	21
20	P	20
19	P	19
18	P	18
17		17
16		16
15		15
14		14
13		13
12		12
11		11
10		10
9		9
8		8
7		7
6		6
5		5
4		4
3		3
2		2
1		1

5% 1 hit	10% 1 hit	15% 2 hits	20% 2 hits	25% 3 hits	30% 3 hits	35% 3 hits	40% 4 hits	45% 4 hits	☠
1	2	3	4	5	6	7	8	9	10 +

Acceleration	Speed	T+	2	Kriegs	Pos.
4	0	0	1		A
	1	1	1		B
	2	1	1		C
	3	2	1		
	4	2	0		
	5	3	0		D
	6	3	0		E
	7	4	0		F
	8	5	0		G
	9	5	0		H
	10	6	0		I
	11	6	0		J
	12	7	0		K
	13	7	0		L
	14	8	0		M
	15	9	0		N
	16	9	0		O
					P
Deceleration					
8					
Movement Costs:					
0 / 1 / 0					
0 / 0 / 0					
2					
Free Hex Facing					
0					
Open Ground					
1					
Rough Ground					
2					
Thick Growth					
3					
Sand or Snow					
3					
Swamp or Mud					
3					
1 Level					
2					
2 Levels					
3					
3 Levels					
3					
4+ Levels					
4					
Vertical Grade					
0					
Floating on Water					
3					
Shallow Water					
3					
Under Water					
0					
Muck Factor					
4					
ECVs					
Base: 97					
Stand LO: 0					
Crew: 463					
Cargo: 0					
Total: 560					

**Unit Manifest**

CREW & Crew Accessories:  
Pilot - P:+1  
Gunner - G:+1  
N/B/C Protection

EQUIPMENT:  
ICE Engine: [5] Hits  
6.2 Hour Fuel Tank for Engine  
Amphibious Propulsion (F on wtr. Spd. x2)  
Amphibious Bulkheads  
Left Wheels  
Right Wheels

WEAPONS:  
Body:  
Pintle Mount  
14mm Chain Gun  
10 rounds of ammunition  
7.62 Machine gun (co-axial)  
12 rounds of ammunition

INFANTRY (Rapid Deployment)  
7 Heavy Infantry

Locomotion Damage Chart

	1	2	3	4	5 = A	6 = D
1	X	N/A	N/A	N/A	1	SLIP
2	N/A	X	N/A	1	1	2
3	N/A	N/A	X	2	2	2
4	N/A	1	2	X	2	3
5	1	1	2	2	X	3
6	1	2	2	3	3	X
7	1	2	3	3	4	4
8	1	2	3	3	4	5
9	0	0	1	1	2	2
0	TURN	1	1	3	3	MSRP

dVT	Dam	Sh	Pen	Krg	Spr?	Ind?	Rng	Operators
Phys. 0.17	0.17	0.90						
	B	2	2	1	0	y	n	1m
	SA	1	1	0	0	y	n	1m