

Unit Name: **BTR-80 APC** ( Wheeled (8x8) ) Call Sign: Internal Damage Chart

Duty/History/Innovations: Built to replace the BTR 70 and BTR 60, the BTR 80 is heavier and much better armored, along with more ammunition storage than its predecessors. The BTR 80 also has a turret to internally control the 14mm Chain gun and its co-axial 7.62 machine gun, as well as fighting stations for the infantry. But these innovations come at the price of fewer infantry that can be carried. USSR

Defense Values	F/R	F/R	Sds	Sds	
Ballistic	11			9	
Energy	7			5	
Missile	8			6	
Indirect	14			11	
Small Arms	10			8	
Physical				9	
Radar Signature (F/S/T):	74	/	196	/	238
Heat Signature (Main):	9				
Sound Signature:	2				
Nuclear Emission:	0				
Silhouette (F/S/T):	74	/	196	/	238
Laser/UV Reflection:	0				
Electro Emission:	10				
Gate (F/S):	11	/	14		1d 10 1d 8

Armor Chart	Specifics:
16 10 [ ] 10 6	Weight: 15 Length: 25.1 Width: 9.5 Height: 7.8 Clearance: 1.6 GPV: 3.8 MSRP: 1
Shock Threshold	6
Penetration Chart	2 / 4 \ 2 1 / 1 \ 1



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

Acceleration	4
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	6
ECVs	Base: 218 Stand LO: 0 Crew: 463 Cargo: 0
Total:	681

Speed	T+	2	Kriegs	Pos.
0	0	1		A
1	1	1		B
2	1	1		C
3	2	1		D
4	2	1		
5	3	1		
6	4	0		
7	4	0		E
8	5	0		F
9	5	0		G
10	6	0		H
				I
				J
				K
				L
				M
				N
				O
				P
				Q
				R
				S
				T
				U
				V
				W
				X
				Y
				Z

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

**EQUIPMENT:**  
 ICE Engine: [5] Hits  
 7.44 Hour Fuel Tank for Engine  
 Amphibious Propulsion (F on wtr. Spd. x2)  
 Amphibious Bulkheads  
 Halon System  
 IR Sensor  
 Left Wheels  
 Right Wheels

**WEAPONS:**  
 Body:  
 50mm Grenade Launcher  
 50mm Grenade Launcher  
 50mm Grenade Launcher  
 50mm Grenade Launcher  
 50mm Grenade Launcher (Smoke)  
 50mm Grenade Launcher (Smoke)

Full Turret #1 (+10, -5):  
 14mm Chain Gun  
 15 rounds of ammunition  
 7.62 Machine gun (co-axial)  
 18 rounds of ammunition

INFANTRY (Rapid Deployment w/  
 Fighting Stations)  
 7 Heavy Infantry

Locomotion Damage Chart						9 = A	0 = D
5	1	2	3	4	5	6	
1	X	N/A	N/A	N/A	1	2	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.	0.22	0.22	0.12					P
	3	2	1	0	n	y	12/.5rr	C
	3	2	1	0	n	y	12/.5rr	C
	3	2	1	0	n	y	12/.5rr	C
	3	2	1	0	n	y	12/.5rr	C
B	2	2	1	0	y	n	1m	G
SA	1	1	0	0	y	n	1m	