

Vehicle Data Card Key

Unit Identifier
National symbol, card number and name. Also include special notations. Bu=Special Brew Up

General Information
M: cross-country speed and mode of traction, T=tracked, W= wheel, followed by path and road movement factors.
B=bog modifier; R=dual-controls (FRG); A=amphibious
TR: transport – towed-leg
WT: weight in metric tons

☐ Open-topped tracked vehicle
2 TR: Under cover transport
2 TR: Under Armor Transport
2 TR: Under Armor Transport & Combat

Point Information
Notes: included in Notes Section

Formation symbol

Vehicle Image

SM-1B: T-80BV Bu xx

M: 8T 10-16 B: +5 TR: 0-0 WT: 42.5

125MM L/48 TT: 2 SB: 2 ST: LO[IR] RoF: N A: AG9D5

SONGSTER (KOBRA) ATGM TT: 2 SB: 0 ST: O[IR] RoF: N A: 4

AMMO TYPE		GUNNERY RANGE					AP DAMAGE			
		P	S	M	L	E	ND	DM	KO	BU
APFSDS(A) (125mm-KE)	R	6	12	21	30	36	1	2	3-6	7-10
	P	108	96	87	77	64				
SONGSTER (125mm-CE)	R	40	4	2	---	1	1	2	3-5	6-10
	S	P: 144 GP: 11 CL: 1 SP: 27								
GP(G) (125mm)	R	7	13	23	33	40	GP EFFECTIVENESS			
	F	8	7	6	4	3	GP Defense = 1-5			
AA (HMG)	R	2	3	6	8	10	Open (-10)			
	F	1	1	1	1	1	N/A vs. High Altitude			

SIZE:		FRONT OR REAR				FRONT/SIDE OR REAR/SIDE				FALL		
		TF	TR	HF	HR	TF	TS	TR	HF	HS	HR	Dk
GPD:	8A											
KE	LEVEL	95	40	85	20	11	47	47	100	41	23	---
CE	RISE	119	46	119	20	140	54	54	140	41	24	---
L-ERA	FALL	83	36	65	20	97	42	42	77	41	24	50

NOTES: Long gun. One tank per company may have a mine plow. Command 'K' tank deletes AA HMG; 125mm L/48 A: AG8D5. Armor 90/34. SM-1A T-80U

Vehicle Target Size
From: +2 to -2

GP Defense
Factor & defense type:
A=armored
P=protected
S=soft
C=close assault modifier

Weapon Data
Main Weapon Description
TT= Turret turn factor in hexsides or FoF: 60/120/180; SB=Stabilization Rating: 0/1/2/3; ST= Weapon Sight: O=Optical, M=RMG (BAOR), S=Stereo, L=Laser, D=Laser Designator, GR=Ground Based Radar; [Night Fighting]: T=Thermal Imager, II=Image Intensifier, IR=Infrared Searchlight, P=Passive; ROF: N=Normal, Q= Quick, R=Rapid, F=Fast;
A: ammunition limits and special ammo depletions; A=AP Special; H=HEAT, HESH; G=GP; s=Smoke; I=Illumination, D=smoke dischargers; and ability to fire Smk=Smoke or IL=Illumination

LO Vehicle Commander Independent Sight (FRG)

Armor Data
Hit locations at Front, Front/Side, Rear/Side or Rear angles at Level, Rising or Falling elevations.
TF=Turret Front, TS=Turret Side, TR=Turret Rear, HF=Hull Front, HS=Hull Side, HR=Hull Rear, Dk=Deck

CEx1.5 CE armor multiplier
ERA Explosive Reactive Armor: L=Light, H=Heavy

GP/AA Gunnery Sections
DF=Direct Fire information (default), IF=Indirect Fire Information.
AA=Anti-Aircraft Fire Information
Underscored indicates limited front field-of-fire.
Overscored indicates limited rear field-of-fire.
Min indicates the unit's minimum range in hexes.
R=Range, F=GP factor
P=Pointblank, S=Short, M=Medium, L=Long, E=Extreme

GP Dual Fire Weapon
GP Effectiveness vs. A-Type and P-Type vehicles

8 Boxed point blank GP factor indicates coaxial MG.

AP Gunnery Section
Shell type: AP=Armor Piercing, APFSDS=Armor Piercing Fin Stabilized Discarding Sabot, APDS=Armor Piercing Discarding Sabot, HEAT=High Explosive Anti-Tank, HEAT-MP=High Explosive Anti-Tank Multi-Purpose, HESH=High Explosive Squash Head (BAOR), Songster=ATGM:
P=Penetration, GP: Fixed GP Factor, CL: Class 1/2/3/4, SP: Speed, KE=Kinetic Energy; CE=Chemical Energy
Underscore indicates limited front field-of-fire.
Overscore indicates limited rear field-of-fire.
R=Range, P=Penetration; P=Pointblank, S=Short, M=Medium, L=Long, E=Extreme
AP Damage=d10 results

AP Dual Fire Weapon

Notes
Includes other information, alternate types, notations and the vehicle's **Basic Game Armor Values**: Front/Rear