

BMP-3

Ratings

Front Armor: 6

Flank Armor: 3

Speed: 5

Mobility: Tracked Amphibious (TA)

Special Abilities: Shtora (-2); Smoke; Amphibious;
Transport; Laser Ranging/Designating
Stabilizer

OPTICS: Infra-red Spotlight

2A70 100mm Gun/Launcher
2A72 30mm Autocannon
Ammunition: 40 rounds (13) 100m
500 rounds (8) 30mm
6 AT10M3 (2)

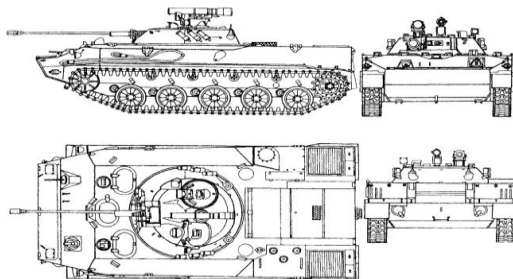
SA (7.62mm)

Armor: Aluminium-Steel Spaced Armor (+2/+3)
Kaktus ERA (+3)



Unit	Ammo	ROF	Range Effectiveness															Ammo Supply	ERA Mod.
			Range in hexes																
			0	1	2	3	4	6	8	10	12	14	16	18	20	22			
BMP-3	HEAT	2	7:12	8:12	6:12	5:12	4:12	3:12	2:12	1:12	—	—	—	—	—	—	5	—	
	HE	2	4	8	8	8	8	6	6	5	4	2	1	—	—	—	8	—	
	SCAP*	3	8:8	9:8	8:8	7:7	6:6	5:5	4:4	2:3	—	—	—	—	—	—	3	—	
	SCHE*	3	3	6	6	6	6	5	4	3	2	1	—	—	—	—	5	—	
	SA	2	3	7	7	5	3	—	—	—	—	—	—	—	—	—	24	—	
	AT10M3	2	—	8:19	8:19	8:19	8:19	8:19	8:19	8:19	8:19	8:19	8:19	8:19	8:19	8:19	2	-2	

All weapons may be fired on the move



BMD-3

Ratings

Front Armor: 6

Flank Armor: 3

Speed: 5

Mobility: Tracked Amphibious (TA)

Special Abilities: Shtora (-2); Smoke; Amphibious;
Transport; Laser Ranging/Designating
Stabilizer; Air Dropable/Transportable

OPTICS: Thermal Imaging

2A42 30mm Autocannon
AGS17 30mm Grenade Launcher
Ammunition: 860 rounds (14) 30mm
560 rounds (9) 30mm Grenade
5 AT5B (2)
SA (7.62mm/5.45mm)
Armor: Aluminium Armor (+3/+3)



Unit	Ammo	ROF	Range Effectiveness														Ammo Supply	ERA Mod.
			Range in hexes															
			0	1	2	3	4	6	8	10	12	14	16	18	20	22		
BMD-3	HE	2	3	4	4	4	4	2	—	—	—	—	—	—	—	—	9	—
	SCAP*	3	8:8	9:8	8:8	7:7	6:6	5:5	4:4	2:3	—	—	—	—	—	—	6	—
	SCHE*	3	3	6	6	6	6	5	4	3	2	1	—	—	—	—	8	—
	SA	2	3	5	5	3	1	—	—	—	—	—	—	—	—	—	16	—
	AT-5B	1	—	8:20	8:20	8:20	8:20	8:20	8:20	8:20	8:20	8:20	8:20	8:20	8:20	8:20	2	-3

BMD-3 may be Air Dropped or Air Transported while carrying passengers