

PHOENIX COMMAND™

MECHANIZED KING TIGER

World War II Heavy Tanks



An early model German PzVI Tiger burning in Tunisia



LEADING EDGE

G A M E S

INTRODUCTION

This Supplement to the **Phoenix Command Mechanized Combat System** features the primary Heavy Tanks of World War II. Full data for each Vehicle is presented using the same format as PC Mechanized, and a few special rules have been included that apply specifically to World War II era tanks.

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KING TIGER: WORLD WAR II HEAVY TANKS

This supplement covers the most prominent Heavy Tanks of World War II. Each of the Vehicles is described in Section 1.3 and additional information covering the Vehicle Status Sheets is found in Section 1.1. The Vehicle Data Tables which follow are identical to those of the **Phoenix Command Mechanized Combat System**. Description of all values and their uses are included in the Mechanized System rule book. Special rules and information specific to this Supplement are found in Section 1.2.

KING TIGER covers the primary heavy tanks of World War II from the period 1941 to 1945. Early war tanks, Medium Tanks, Tank Destroyers, and Assault Guns will be covered in other supplements, as will Infantry, Artillery, and Anti-Tank Guns.

1.1

VEHICLE STATUS SHEETS

The Vehicle Status Sheets for World War II tanks are virtually the same as those in the Mechanized System. There are a few minor differences and each is discussed below. The general layout of **Status Sheet 1** has not been changed, although players should note that most of the Vehicles in this supplement have five man Crews. The fifth Crew Member, the **Hull Machine Gunner - Radio Operator**, is located in the front of the Hull next to the Driver. The **Weapon Data Tables** have not been changed, but please note that **Armor Piercing Composite Rigid (APCR)** ammunition was not generally available. APCR ammunition is described in the Mechanized System (Section 1.3) and was developed during WWII to improve performance. It was available only in limited quantity and was carefully rationed. As a guide, German and Soviet tanks each have a 5% chance of having 4 rounds. The only USA tank in this supplement, the M4A3-E2 Sherman "Jumbo", did not have APCR ammunition available.

The Hit Location and Damage Table of **Status Sheet 2** is the same as defined in the Mechanized System. Entries unique to some of the World War II tanks are detailed in Section 1.2.

Advanced Status Sheet 3 is the same as defined in the Mechanized System. Note that some of the Vehicles' Advanced Weapon Data gives the Aim Time in **Action Counts** (Shaded Entries). This is consistent with the **Phoenix Command Small Arms Combat System**. For those not using that system, there are 4 AC per Phase, so the Aim Time in 1, 2, or 3 Phases can be found by using the 4AC, 8AC, and 12AC entries.

1.2

SPECIAL RULES FOR WW II TANKS

The following are special rules and a description of some of the unique features found in the tanks featured in this supplement.

APHE Ammunition Modifier for Ammunition and Fuel Hits

The normal Ammunition Modifier found on **Table 3B** for AP with Explosive ammunition is + 10. This value is based on modern APC-HE ammunitions which have small, grenade-sized explosive charges. These ammunitions have just enough explosive power to incapacitate or kill the Crew without penalizing the shell's integrity and penetrating ability. Many World War II APHE shells were based on Naval shells, however, which had a large explosive cavity and a base detonating fuse. This type of shell is now obsolete, but the larger explosive charge made it much more effective against infantry and in explosive effect if a Vehicle was penetrated. To adjust the basic Ammunition Modifier of **Table 3B** for this type of shell, the Ammunition Modifier is found on the following table opposite the shell's BC0 value.

APHE AMMUNITION MODIFIER

BC0	Mod	BC0	Mod	BC0	Mod	BC0	Mod
200	10	600	14	1500	18	3300	22
300	11	800	15	1900	19	3900	23
400	12	1000	16	2300	20	4600	24
500	13	1200	17	2700	21	5500+	25

Note that the **Explosive Shell** rules of **Section 4.10** of the **Mechanized System** should be used to determine Crew damage. In the basic system, an APHE shell which penetrates the Vehicle automatically incapacitates the Crew in the compartment penetrated. If the shell's BC0 value is greater than 10H, it incapacitates all other Crew members in the Vehicle, even those separated by interior partitions. This also applies to hits penetrating the Engine or front Drive Assembly.

For advanced play, when an explosive round with a BC0 of 30 to 300 penetrate a Vehicle, it has a 10% chance of incapacitating Crew members not in the penetrated compartment. A BC0 from 301-600 has a 25% chance; from 601-900 a 75% chance; 900-12H a 97%; and over 12H automatically incapacitates.

Reverse Slope Armor

Many World War II tanks had the back section of their Turrets sloped inward, so that area of the Turrets' Side could not be hit from the front. To represent this, the optional Glancing Modifiers of Status Sheet 2 have a **Re-Roll (RR)** entry, which indicates that this Hit Location cannot be hit from the angle given under that Glancing Column. The shooter re-rolls until a suitable hit location is found.

Example: A German Pz VI Tiger is hit on the Turret Side using the Advanced Hit Area and Glancing Modifier Rules of Section 4.8. The target's Facing with respect to the shooter is 30° and a 65 is rolled for the Hit Location on the Turret Side section of Status Sheet 2. This gives a Hit Location of Turret Rear Side and the Glancing Modifier for a hit from a 30° Facing is RR. This indicates that the Turret Rear Side cannot be hit from that shot facing and the Hit Location should be re-rolled. A 45 is rolled, and the shot hits the Turret Side and has a Glancing Modifier of +33.

Vehicle Hit Locations

The following is a list of some of the Hit Locations present on WWII tanks which were not described in the Mechanized rule book.

Hull Machine Gun: Most tanks carried a Hull Machine Gun in the front of the Hull. It was normally operated by a fifth Crew Member and housed in a ball mount socket. Disabling this Machine Gun follows normal rules for hits to a Coaxial Machine Gun.

Power Train-Engine: This entry indicates a hit to the Vehicle's Power Train, Transmission, and Front Drive Assembly. Many WWII tanks used Front Drive Sprockets with the Idler Wheel in the rear. A power shaft transferred power from the Engine in the rear of the Hull up to the Front Drive Assembly and Drive Sprockets. A hit to this location is treated as a hit to the Vehicle's Engine. Disabling the Power Train is handled as a disabled Engine for movement. The Vehicle's Engine would still be operational, however, and available for Turret traverse and power.

Second Shot after a Hit on Target

When a tank or conventional anti-tank gun fires, the weapon's recoil system returns the gun close to its pre-fire orientation. Because of this, a second shot fired with no change to the Aim Point will fall close to the preceding one. This means that whenever a stationary tank or anti-tank gun hits a stationary target, the second shot's EAL at the same stationary target is equal to the ammunition's **Ballistic Accuracy (BA)** minus 5 plus the Target Size Modifier. This is independent of Aim Time and such shots can be fired as fast as the gun can be reloaded. This models the gun's recoil system returning the gun close to its pre-fire orientation from which a second shot's accuracy depends primarily on the ammunition, the gun's accuracy, and the target size.

This is particularly important for stationary anti-tank guns and is why an immobilized tank is usually quickly dispatched. Once a gun is correctly aimed at a stationary target, subsequent shots can be fired as fast as the gun can be reloaded and retain excellent accuracy. This is similar to artillery firing for effect once the fire mission is on target.

Example: A stationary Pz VI Tiger tank fires at a stationary target at 50 Mech Hex range with 5 Phases of aim. The Odds of Hitting are 33. A 23 is rolled, so the shot hits. A second shot is loaded in 4 Phases and fired. The EAL of this shot is 16 (Ballistic Accuracy from Status Sheet 3 at 50 MH) - 5 + 18 (Target Size) = 29. The second shot hits automatically. Note that the Odds of Hitting are now actually higher than the first shot, which had a longer Aim Time. The Gunner was lucky enough to hit with the first round. Proper aim established, the accuracy of the second shot is a function of the ammunition, the gun's accuracy, and target size rather than Aim Time.

"That is the whole secret of successful fighting. Get your enemy at a disadvantage; and never, on any account, fight him on equal terms."

George Bernard Shaw
(1856 - 1950)

VEHICLE DESCRIPTIONS

**"Rule 1, on page 1
of the book of war, is:
"Do not march on
Moscow'. Various
people have tried it,
Napoleon and Hitler,
and it is no good.
That is the first rule."**

Field-Marshal Montgomery
(1887 - 1976)

The following are brief descriptions of each of the Vehicles contained in this Supplement. Included are useful data on Crew positions within the Vehicle, means of entry and exit, details of the armament, and notes concerning mobility. Each Vehicle is listed in the order its Status Sheets are found at the back of this supplement. They have been arranged in alphabetical order by Nationality. Within each Nationality, Vehicles have been arranged in general order of increasing size.

German Pz VI Tiger Ausf E

The Panzerkampfwagen VI Tiger Ausf E was introduced in 1942 and was armed with a 56 caliber 88mm gun. It follows conventional Crew layout for a WWII tank, with the Driver in the front left of the Hull and the Hull Machine Gunner to his right. The Vehicle has front drive sprockets and the drive assembly is located between the Driver and Hull Gunner in the front lower portion of the Hull. The Turret and main fighting compartment are located in the center of the Vehicle, and the Engine is in the Rear Hull.

Both the Driver and the Hull Gunner have their own Hatches in the Front Hull. The Commander sits in the left rear of the Turret and has his own Cupola and Hatch. The Loader is on the right side of the Turret and has his own hatch in the top of the Turret. The Turret has both electric and manual traverse and many had an MG42 Anti-Aircraft Machine Gun fixed to the Commander's Cupola.

The Tiger was one of the most famous tanks of the war. For its time, it was one of the best armored and armed tanks in the world, but because the Tiger was designed before sloped armor was incorporated into German designs, it lacks the potential protection it could have had and in many respects it is not as well armored as the lighter Pz V Panther medium tank. In 1942, however, the Tiger was more than a match for its opponents, and against the lighter and less powerfully armed US and British forces it was a deadly opponent right up to the end of the war.

Many Tigers were equipped with five S-mine dischargers located around the Hull Deck. Each mine discharger could be detonated by command from within the tank and launched an S-mine about 4 feet into the air, where it exploded. Each of these mines has a Fire Power value of 37 against infantry in the tank's Mech Hex and a value of 20 against infantry in adjacent Mech Hexes. The mines could be fired individually or at the same time. The external mine dischargers were deleted from the Tiger in the fall of 1943 when a close-in defense weapon was mounted to the Turret. This weapon was a traversable roof mounted mortar which could be fired and reloaded from within the tank. It could fire smoke and anti-personnel bombs whose effects were the same as an S-mine.

German Pz VI Tiger II Ausf B

The Pz VI Tiger II replaced the Tiger Ausf E in 1944 and was armed with a more powerful 88mm gun of 71 caliber. The Tiger II made use of sloped armor and was one of the heaviest fighting vehicles of World War II. Well protected and with what was considered the best all around tank gun of World War II, the Tiger II was only limited by its great weight and limited mobility. It excelled as a heavy tank providing long range fire support. Its frontal armor made it virtually immune to enemy fire from the front quarter and its high velocity gun was capable of destroying all but the heaviest adversary.

The crew layout of the Tiger II is essentially identical to the Tiger Ausf E. The large turret had a rear turret bustle which contained 22 ready rounds, a feature similar to many modern NATO tanks.

Soviet KV1A

The KV1A was the first major production variation of the basic KV1 tank and was introduced in 1941. It is a KV1 tank with long 41.2 caliber 76.2mm gun and applique armor added to the Turret face, Hull front, and Hull sides around the Turret ring. The KV1 was designed as a heavy breakthrough tank, and early in the war was one of the most heavily armored tanks in the world. It was virtually immune to German Anti-Tank fire, but in 1941 only 508 were available on the Russian front. These were dispersed and used only in the support of lighter tanks and were overcome by superior tactics.

The KV1A had a five man Crew. The Driver sat on the right with the Hull Machine Gunner to his left. The centrally-positioned Turret held three men; Gunner, Commander/Loader, and Rear Turret Machine Gunner. The Crew layout was one of the worst features of this tank. The Commander had poor visibility and was responsible for loading the Main Gun and Coaxial Machine Gun, as well as directing the action of the Vehicle. The Rear Turret Machine Gunner had limited visibility out the rear of the Turret and was only responsible for keeping infantry off the back of the tank. Many Crews dispensed with that Crew position, preferring more room in the Turret. Apart from this drawback, the KV1A was a well protected tank with a gun that was more than a match for its opposition. It was unpopular with its Crew because of its size, low mobility, and poor Turret layout, but over 10,000 KV1's of all types were produced, making this the most numerous heavy tank of the war.

Soviet KV1C

The KV1C was produced in 1942 and was an up-armored version of the KV1A. It has the same gun as the KV1A, but has a heavier cast Turret and up-armored Hull. The new Turret has an improved Commander's Cupola which provided improved visibility, but retained an overall poor Crew layout. The extra armor reduced the Vehicle's maximum speed to only 18.5 miles per hour which was its greatest disadvantage.

Soviet KV1s

The KV1s, ("s" for skorostnyi, or fast) version was produced from 1942 to 1943 and was a KV1 tank with lighter Hull and early cast Turret. The lighter armor lowered its overall weight and increased the maximum speed to 25 miles per hour so that it could better keep pace with the T34 Medium Tanks. By the end of 1943 the need for a heavy tank with more armor rather than higher speed lead to the discontinuation of this model.

Soviet KV85

The KV85 was introduced in 1943 as an interim heavy tank when KV series production ended and before the production of the Joseph Stalin heavy tanks began. Less than 200 were produced. The KV85 mated a JS - I turret, taken from the new JS - I heavy tank, and a KV1s hull. The KV series was replaced by the JS - II heavy tank.

Soviet JS - II

The Joseph Stalin JS - II heavy tank (technically the IS - II) was designed to give the Soviet Union a clear edge and was in action in the spring of 1944. It was based on the KV series but the Hull was redesigned and lowered, the Turret ring increased to accept larger armament, and the Crew reduced to four by the elimination of the Hull Machine Gunner. The JS - II was light for a heavy tank but its low Hull and excellent ballistic shape give it the protection of much heavier German tanks. The new large Turret was fitted with a 122mm gun which was a simple conversion from an artillery piece, whose screw type breech gave it a low Rate of Fire. The ammunition was of the separate loading type (Shell and propellant loaded separately). Even after eliminating the Hull Machine Gunner to make room for more ammunition, only 28 rounds could be carried.

The JS - II tank's layout is similar to the KV series and it also has a Rear Turret Machine Gun. JS - II tanks were issued to heavy tank regiments and were kept for independent use in the assault role. They normally followed 500 meters behind the initial wave of T34 tanks providing fire support. The T34 tanks normally bypassed strong targets such as German Heavy Tanks leaving them for the JS - II tanks which followed.

Soviet JS - IIm

The JS - IIm is a modified version of the JS - II with a new front Hull casting with improved ballistic shape. It is armed with a 122mm tank gun with sliding breech block for an improved rate of fire. The JS-IIm was introduced in 1944.

USA M4A3 - E2 Sherman "Jumbo" Assault Tank

The M4A3 - E2 was produced in 1944 as an Assault Tank for the infantry support role. The Late Production M4A3 hull with enlarged Front Hull Hatches was used. The original dry ammunition storage was retained. Because of its role as an infantry support tank, the 75mm gun was retained since the newer 76mm high velocity gun offered no better HE performance. Only 254 were produced, but they were popular for leading armored columns since they could withstand German Anti-Tank fire which would destroy a normal Sherman .

The M4A3 - E2 has additional armor welded to the Hull front and sides as well as a new Turret. The Turret is a very thick casting which has a 7" thick gun mantlet. To help compensate for the increased weight, all M4A3 - E2 Shermans had Extended Track End Connectors.

Vehicle layout is similar to the Pz VI Tiger. Each Hull Crew Member has his own Hatch. The Commander and Gunner share a Turret Hatch, and the Loader has his own Hatch. There is an Escape Hatch in the bottom of the Front Hull between the Driver and Hull Gunner. The Turret may be rotated to bring an internal Hatch in line with the floor hatch so that the Turret Crew can also use the Escape Hatch.

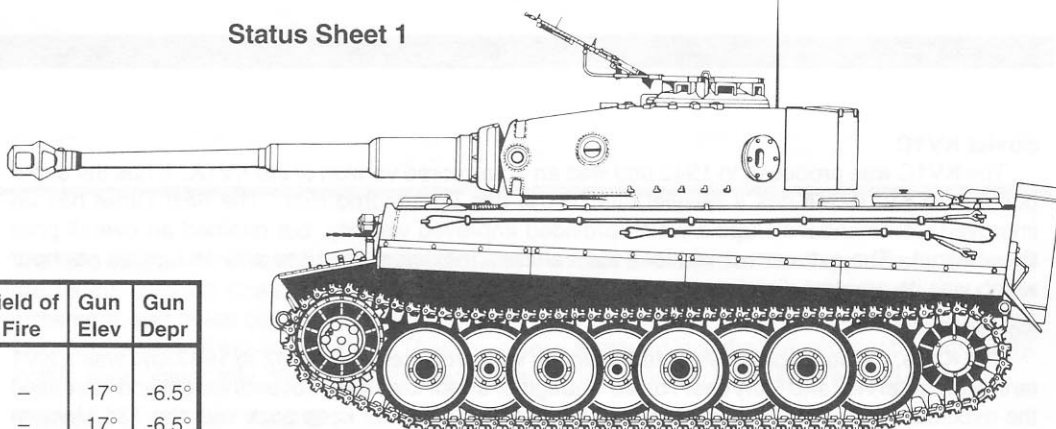
**"Victory at all costs,
victory in spite of
all terror, victory
however long and
hard the road may be;
for without victory
there is no survival."**

Sir Winston Churchill
(1874 - 1965)

CREW AND ARMAMENT

Crew and Armament		Field of View			
Crew Members					
Commander		1 to 6			
Gunner		1			
Driver		1, 6			
Loader		—			
Hull Gunner		1, 2			
Armament			Field of Fire	Gun Elev	Gun Depr
Main Gun	88mm L56	1 to 6	—	17°	-6.5°
Coax MG	7.92x57mm	1 to 6	—	17°	-6.5°
Hull MG	7.92x57mm	1	1	30°	-30°
AA MG	7.92x57mm	1 to 6	60°	60°	-45°

Status Sheet 1



Germany Pz VI - E Tiger

Pz VI - E (1943) 88mm L56 Gun

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 37	—	38 - 99	—
Front	Obliq	00 - 23	24 - 48	49 - 99	—
Front	Side	—	00 - 45	46 - 99	—
Obliq	Front	00 - 24	—	25 - 50	51 - 99
Obliq	Obliq	00 - 16	17 - 34	35 - 56	57 - 99
Obliq	Side	—	00 - 31	32 - 54	55 - 99
Side	Front	00 - 25	—	—	26 - 99
Side	Obliq	00 - 17	18 - 34	—	35 - 99
Side	Side	—	00 - 32	—	33 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data	Phase	Turn
Smoke Launchers	Yes	Hull Turning Rate (°)	28°	112°
Deep Fording Equip	No	Turret Traverse Rate (°)	36°	144°
Fire Extinguishing Sys	No	Acceleration VC (MH)		1.6
Infra-Red Imaging	No	Deceleration VC (MH)		1.3
Image Intensifying	No	Max Road Range (miles)		73
Thermal Imaging	No	Side Slope		25°
Fuel Hit Modifier	5	Ground Pressure (psi)		14.0
Ammunition Hit Modifier	5	Moving Target Accuracy Mod		0
Spotting Modifier	+ 2	Moving Shooter Accuracy Mod		0

MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	4.4 —	3.5 00	2.7 02	1.8 03	.9 06	.5 54
10°	3.4 —	2.5 00	1.6 02	.7 04	07	60
20°	2.4 —	1.4 01	.5 03	06	11	85
30°	1.4 —	.4 02	07	12	21	99
40°	.6 00	07	22	37	62	99
50°	.1 06	48	99	99	99	99

WEAPON DATA TABLE

Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APHE	92	4P	753	24	56	728	—	1	4
HE			274	44	—	28H	—	2	7
APCR			847	8	44	—	—	3	9
Coax MG	85	*7	9	26	—	—	20	4	10
Hull MG	85	*7	9	26	—	—	20	5	11
AA MG	15	*10	9	14	—	—	27	7	12

PLATOON ROSTER AND STATUS TABLE

Status	1					2					3					4					5				
Crew	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Gunner	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Driver	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Loader	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Hull Gunner	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Ammunition																									
Main Gun	_____					_____					_____					_____					_____				
Coax MG	_____					_____					_____					_____					_____				
Hull MG	_____					_____					_____					_____					_____				
AA MG	_____					_____					_____					_____					_____				
Equipment																									
Main Gun	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Coax MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Hull MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
AA MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Left Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Right Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Engine	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Power Train	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Turret Ring	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Condition	Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐				
Notes	_____					_____					_____					_____					_____				

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE						GERMANY		Pz VI - E TIGER					
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier				
											5°	15°	30°	45°	60° 75°
Turret Front	00 - 05	Graze													
Cupola	06 - 07	Turret Crew	149	147							1	5	17	33	59
Cupola	08 - 10	Turret Crew	394	388							1	5	17	33	59
Upper Face	11 - 28	Turret Crew	16H	751							1	5	11	22	43
Mantlet	29 - 66	Main Gun	774	559	Turret Crew	903	651				1	5	17	33	59
Mantlet	67 - 67	Coax Machine Gun	282	211	Turret Crew	829	597				1	5	17	33	59
Tur Frt Sd	68 - 89	Turret Crew	36H	18H							-24	-40	-50	-54	-55
Turret Ring	90 - 99	Turret Ring	172	170	Turret Crew	494	341				1	5	17	33	59
Turret Side	00 - 11	Graze													
Cupola	12 - 12	Turret Crew	149	147							0	1	5	17	33 59
Cupola	13 - 14	Turret Crew	394	388							0	1	5	17	33 59
Tur Frt Sd	15 - 34	Turret Crew	348	344	Main Gun	601	595				36	29	13	3	-1 -2
Turret Side	35 - 53	Turret Crew	323	323	Main Gun	558	557				73	59	33	17	5 1
Tur Rear Sd	54 - 73	Turret Crew	683	525							RR	RR	RR	RR	42 17
Turret Ring	74 - 76	Turret Ring	172	170	Turret Crew	494	341				73	59	33	17	5 1
Gun Mount	77 - 83	Main Gun	753	753							73	59	33	17	5 1
Gun Barrel	84 - 99	Main Gun	79	79							73	59	33	17	5 1
Turret Rear	00 - 05	Graze													
Cupola	06 - 07	Turret Crew	149	147							1	5	17	33	59
Cupola	08 - 10	Turret Crew	394	388							1	5	17	33	59
Tur Rear Sd	11 - 28	Turret Crew	683	525							-11	-16	-17	-16	-11
Turret Rear	29 - 83	Turret Crew	341	559	Main Gun	578	12H				1	5	17	33	59
Ldr's Hatch	84 - 95	Turret Crew	441	339							-11	-16	-17	-16	-11
Turret Ring	96 - 99	Turret Ring	172	170	Turret Crew	494	341				1	5	17	33	59
Turret Top	00 - 99	Turret Crew	65	65	Ammunition	92	112								
Hull Front	00 - 06	Graze													
Driver Port	07 - 10	Driver - Hull Gunner	212	212	Turret Crew	288	290	Fuel	376	NP	1	5	17	33	59
Upr Front	11 - 12	Driver - Hull Gunner	433	433	Turret Crew	538	506	Fuel	658	27K	1	5	17	33	59
Upr Front	13 - 15	Hull Gunner - Driver	433	433	Turret Crew	538	506	Fuel	658	27K	1	5	17	33	59
MG Mount	16 - 17	Hull Machine Gun	21	21	Driver-HGnr	212	212	Turret Crew	288	284	1	5	17	33	59
Upr Front	18 - 21	Power Train - Engine	433	433	Driver-HGnr	662	619	Turret Crew	792	694	1	5	17	33	59
Upr Front	22 - 32	Driver - Hull Gunner	433	433	Ammunition	538	507	Fuel	658	14T	1	5	17	33	59
Upr Glacis	33 - 37	Driver - Hull Gunner	650	520	Ammo-TCw	779	639	Fuel	921	NP	1	5	17	33	59
Lwr Glacis	38 - 48	Power Train - Engine	494	485	Driver-HGnr	966	12H	Ammunition	11H	NP	1	5	16	33	59
Lwr Glacis	49 - 64	Driver - Hull Gunner	494	485	Ammunition	564	538	Engine	684	NP	1	5	16	33	59
Track / Drive	65 - 99	Track / Drive Sprocket	37	37											
Hull Side	00 - 03	Graze													
Hull Side	04 - 07	Drive Sprocket*	135	135	Driver-HGnr	481	877	Pwr Trn-Eng	550	911	73	59	33	17	5 1
Drive Sprkt	08 - 09	Drive Sprocket*	135	135	Drv Sprkt	11H	13K				73	59	33	17	5 1
Hull Upr Sd	10 - 16	Driver - Hull Gunner	312	312	Pwr Trn-Eng	366	345				73	59	33	17	5 1
Hull Side	17 - 21	Driver - Hull Gunner	209	209	Pwr Trn-Eng	253	226				73	59	33	17	5 1
Hull Side	22 - 27	Road Wheel/Susp*	64	64	Drv-HGnr	357	796	Pwr Trn-Eng	417	830	73	59	33	17	5 1
Hull Upr Sd	28 - 41	Ammunition	312	312	Turret Crew	346	317	Ammunition	383	369	73	59	33	17	5 1
Hull Side	42 - 47	Ammunition	209	209	Turret Crew	236	211				73	59	33	17	5 1
Hull Side	48 - 59	Road Wheel/Susp*	64	64	Ammunition	357	796	Wheel/Susp	891	11K	73	59	33	17	5 1
Hull Upr Sd	60 - 65	Fuel	312	312	Engine	366	326	Fuel	617	928	73	59	33	17	5 1
Hull Upr Sd	66 - 70	Engine	312	312							73	59	33	17	5 1
Hull Side	71 - 73	Engine	209	209							73	59	33	17	5 1
Hull Side	74 - 79	Road Wheel/Susp*	64	64	Engine	357	796	Wheel/Susp	15H	25K	73	59	33	17	5 1
Hull Side	80 - 83	Idler Wheel*	135	135	Engine	481	877	Idler Wheel	18H	28K	73	59	33	17	5 1
Road Wheel	84 - 99	Road Wheel / Susp	64	64	Wheel/Susp	184	23H								
Hull Rear	00 - 06	Graze													
Hull Rear	07 - 14	Fuel	353	323	Ammo-TCw	450	434				1	5	17	33	59
Hull Rear	15 - 49	Engine	337	525	Turret Crew	724	22H	Driver-HGnr	857	NP	1	5	17	33	59
Hull Rear	50 - 57	Engine	319	319	Ammunition	815	17H	Driver-HGnr	963	NP	1	5	17	33	59
Hull Rear	58 - 73	Engine	319	319	Driver-HGnr	777	28H				1	5	17	33	59
Track / Idler	74 - 99	Track / Idler	37	37											
Hull Top	00 - 21	Fuel	65	65	Engine	92	84								
Engine Deck	22 - 62	Engine	65	65											
Hatch	63 - 99	Driver - Hull Gunner	65	65											

ADVANCED RULES STATUS SHEET 3

WEAPON DATA TABLE

GERMANY Pz VI - E TIGER

Weapon Characteristics	Aim Mods Ph Md	Direct Fire Data		Target Range in 20 Yard Mech Hexes																
				4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200
88mm L56 RT (12) 4P RT (12) 5P RT (60) 6P Ammo Cap 92 White Phosphorus DFS 4 Smk 7 Dur 3	1 -6 2 -3 3 -1 4 0 5 1 6 1 7 2	APHE	PEN	833	814	798	783	753	724	697	670	645	620	596	574	531	491	454	420	389
			AOI																	
			NID	62	60	59	58	56	54	52	51	49	47	46	44	41	38	36	33	31
			DFE	294	116	76	56	36	27	21	17	14	12	10	9	7	6	5	4	3
			BC0 728	BA	38	31	27	25	21	18	15	13	12	10	9	7	5	3	2	0
			MCD 7	TOF	1	2	3	5	7	9	12	14	17	19	22	24	30	35	41	47
			HE	PEN	304	297	291	285	274	263	252	242	232	223	214	206	190	175	161	149
			PENF	189	184	180	177	169	162	156	149	143	137	132	126	116	107	98	90	83
			AOI																	
			DFE	308	121	79	59	38	28	21	17	14	12	11	9	7	6	5	4	3
			BC0 28H	BA	38	31	27	24	20	17	15	12	11	9	8	6	4	2	0	-1
			DFS 6	TOF	1	2	3	4	7	9	11	14	16	19	21	24	29	35	41	46
			APCR	PEN	11H	10H	972	929	847	769	694	624	557	493	433	376	273	246	221	199
			AOI																	

ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE

Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	16	16	16	16	16	16	Turret Face	00 - 33	00 - 28	00 - 24	00 - 22	00 - 21	00 - 22
	Hull	18	18	19	20	20	20	Turret Side	34 - 37	29 - 31	25 - 27	23 - 24	22 - 23	23 - 25
	All	19	20	20	21	21	21	Hull Face	38 - 90	32 - 76	28 - 61	25 - 50	24 - 41	26 - 28
	Air-Grd	22	22	23	23	23	23	Hull Side	91 - 99	77 - 99	62 - 99	51 - 99	42 - 99	29 - 99
15°	Turret	16	16	16	16	16	16	Turret Face	00 - 31	00 - 27	00 - 23	00 - 21	00 - 20	00 - 21
	Hull	18	18	19	20	20	20	Turret Side	32 - 41	28 - 35	24 - 30	22 - 28	21 - 27	22 - 28
	All	20	20	21	21	21	21	Hull Face	42 - 91	36 - 77	31 - 63	29 - 52	28 - 43	29 - 31
	Air-Grd	22	23	23	23	23	23	Hull Side	92 - 99	78 - 99	64 - 99	53 - 99	44 - 99	32 - 99
30°	Turret	17	17	17	17	17	17	Turret Face	00 - 27	00 - 24	00 - 21	00 - 19	00 - 18	00 - 19
	Hull	18	18	19	20	20	20	Turret Side	28 - 45	25 - 40	22 - 34	20 - 32	19 - 31	20 - 32
	All	20	20	21	21	21	21	Hull Face	46 - 91	41 - 79	35 - 65	33 - 55	32 - 46	33 - 35
	Air-Grd	22	23	23	23	23	23	Hull Side	92 - 99	80 - 99	66 - 99	56 - 99	47 - 99	36 - 99
45°	Turret	17	17	17	17	17	17	Turret Face	00 - 23	00 - 20	00 - 18	00 - 16	00 - 16	00 - 17
	Hull	18	18	19	20	20	20	Turret Side	24 - 48	21 - 42	19 - 36	17 - 34	17 - 33	18 - 34
	All	20	20	21	21	21	21	Hull Face	49 - 92	43 - 79	37 - 66	35 - 56	34 - 48	35 - 37
	Air-Grd	23	23	23	23	23	23	Hull Side	93 - 99	80 - 99	67 - 99	57 - 99	49 - 99	38 - 99
60°	Turret	17	17	17	17	17	17	Turret Face	00 - 18	00 - 16	00 - 14	00 - 13	00 - 13	00 - 13
	Hull	18	18	19	20	20	20	Turret Side	19 - 48	17 - 42	15 - 37	14 - 34	14 - 33	14 - 35
	All	20	20	21	21	21	21	Hull Face	49 - 92	43 - 80	38 - 66	35 - 56	34 - 48	36 - 37
	Air-Grd	23	23	23	23	23	23	Hull Side	93 - 99	81 - 99	67 - 99	57 - 99	49 - 99	38 - 99
> 60°	Turret	17	17	17	17	17	17	Turret Face	00 - 09	00 - 08	00 - 06	00 - 06	00 - 06	00 - 06
	Hull	18	18	19	20	20	20	Turret Side	10 - 45	09 - 39	07 - 34	07 - 31	07 - 30	07 - 32
	All	20	20	21	21	21	21	Hull Face	46 - 91	40 - 79	35 - 65	32 - 54	31 - 46	33 - 35
	Air-Grd	22	23	23	23	23	23	Hull Side	92 - 99	80 - 99	66 - 99	55 - 99	47 - 99	36 - 99

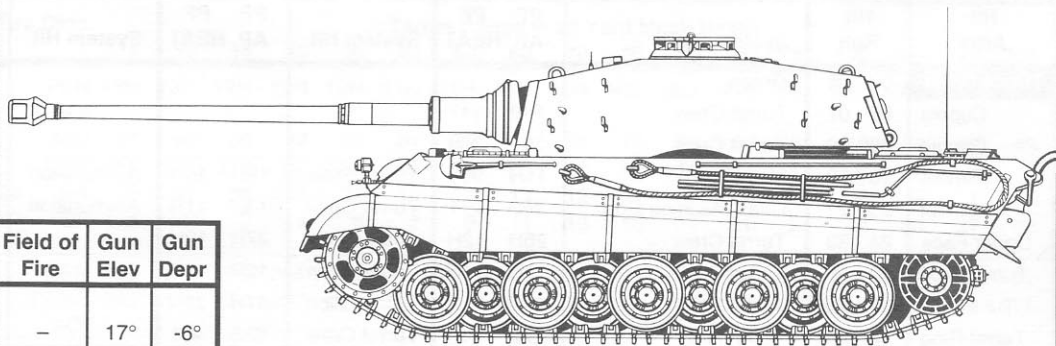
ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE

Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear From the Side	00 - 16	00 - 29	00 - 39	00 - 49	00 - 57	00 - 66	Front or Rear From the Side	00 - 27	00 - 44	00 - 55	00 - 64	00 - 71	00 - 78
	00 - 11	00 - 21	00 - 30	00 - 39	00 - 47	00 - 57		00 - 16	00 - 28	00 - 39	00 - 48	00 - 57	00 - 65

Status Sheet 1

CREW AND ARMAMENT

Crew and Armament		Field of View			
Crew Members					
Commander		1 to 6			
Gunner		1			
Driver		1-3 4-6			
Loader		—			
Hull Gunner		1, 2			
Armament			Field of Fire	Gun Elev	Gun Depr
Main Gun	88mm L71	1 to 6	—	17°	-6°
Coax MG	7.92x57mm	1 to 6	—	17°	-6°
Hull MG	7.92x57mm	1	1	30°	-30°
AA MG	7.92x57mm	1 to 6	60°	60°	-45°



Germany Tiger II - B

Pz VI - Tiger II - B (1944) 88mm L71 Gun

Pz VI - TIGER II

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 28	—	29 - 99	—
Front	Obliq	00 - 18	19 - 41	42 - 99	—
Front	Side	—	00 - 40	41 - 99	—
Obliq	Front	00 - 17	—	18 - 42	43 - 99
Obliq	Obliq	00 - 11	12 - 27	28 - 49	50 - 99
Obliq	Side	—	00 - 26	27 - 49	50 - 99
Side	Front	00 - 17	—	—	18 - 99
Side	Obliq	00 - 11	12 - 26	—	27 - 99
Side	Side	—	00 - 26	—	27 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data		Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	15°	60°	
Deep Fording Equip	No	Turret Traverse Rate (°)	30°	120°	
Fire Extinguishing Sys	No	Acceleration VC (MH)		.9	
Infra-Red Imaging	No	Deceleration VC (MH)		1.1	
Image Intensifying	No	Max Road Range (miles)		106	
Thermal Imaging	No	Side Slope		25°	
Fuel Hit Modifier	5	Ground Pressure (psi)		14.6	
Ammunition Hit Modifier	5	Moving Target Accuracy Mod		0	
Spotting Modifier	+ 2	Moving Shooter Accuracy Mod		0	

MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	4.6 —	3.6 00	2.6 03	1.6 05	.7 09	.2 73
10°	2.9 —	1.9 01	.9 03	.1 06	10	81
20°	1.4 —	.4 01	05	09	15	99
30°	.1 —	03	10	18	30	99
40°	01	12	33	55	92	99
50°	10	77	99	99	99	99

WEAPON DATA TABLE

Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APHE	80	4P	12H	24	84	728	—	1	4
HE			350	44	—	28H	—	2	7
APCR			17H	10	65	—	—	3	9
Coax MG	93	*7	9	26	—	—	20	4	10
Hull MG	93	*7	9	26	—	—	20	5	11
AA MG	15	*10	9	14	—	—	27	7	12

PLATOON ROSTER AND STATUS TABLE

Status	1					2					3					4					5				
Crew	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Gunner	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Driver	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Loader	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Hull Gunner	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Ammunition																									
Main Gun	_____					_____					_____					_____					_____				
Coax MG	_____					_____					_____					_____					_____				
Hull MG	_____					_____					_____					_____					_____				
AA MG	_____					_____					_____					_____					_____				
Equipment																									
Main Gun	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Coax MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Hull MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
AA MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Left Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Right Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Engine	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Power Train	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Turret Ring	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Condition	Abandoned ☐ Burning ☐ Exploded ☐					Abandoned ☐ Burning ☐ Exploded ☐					Abandoned ☐ Burning ☐ Exploded ☐					Abandoned ☐ Burning ☐ Exploded ☐					Abandoned ☐ Burning ☐ Exploded ☐				
Notes	_____					_____					_____					_____					_____				

GERMANY TIGER II - B

Pz VI - TIGER II

ADVANCED RULES STATUS SHEET 3										WEAPON DATA TABLE										GERMANY TIGER II - B									
Weapon Characteristics		Aim Mods Ph Md		Direct Fire Data		Target Range in 20 Yard Mech Hexes																							
						4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200							
88mm L71				APHE	PEN	13H	13H	12H	12H	11H	11H	11H	10H	986	952	918	856	797	742	691	644								
RT (22)	4P	1	-6		AOI																								
RT (10)	5P	2	-3		NID	91	90	88	87	84	81	79	76	74	72	69	67	63	59	56	52	49							
RT (48)	6P	3	-1		DFE	456	179	118	87	57	41	32	26	22	19	16	14	11	9	8	6	5							
Ammo Cap	80	4	0	BC0 728	BA	38	31	28	25	21	18	16	14	12	11	9	8	6	4	2	1	-1							
		5	1	MCD 7	TOF	1	2	3	4	6	7	9	11	13	15	17	20	24	28	33	37	42							
White Phosphorus DFS 4 Smk 7 Dur 3		6	1																										
		7	2	HE	PEN	388	379	371	364	350	337	324	312	300	288	277	267	247	229	212	196	181							
				PENF	242	236	231	227	218	209	201	193	186	179	172	165	152	141	130	120	111								
				AOI																									
				DFE	395	155	102	75	49	35	28	22	19	16	14	12	9	8	6	5	4								
				BC0 28H	BA	38	31	27	24	20	17	15	13	11	9	8	7	4	2	1	-1	-2							
				DFS 6	TOF	1	2	3	4	6	8	10	12	14	17	19	21	26	31	36	41	46							
				APCR	PEN	18H	18H	17H	17H	17H	16H	15H	14H	13H	12H	11H	10H	866	724	596	478	372							
					AOI																								
					NID	73	71	69	68	65	62	59	57	55	52	50	48	44	40	37	34	31							
					DFE	500	217	142	105	67	49	38	30	25	21	18	16	12	10	8	7	6							
			BA	36	28	24	21	17	14	11	9	7	5	4	2	0	-2	-4	-6	-7									
			MCD 7A	TOF	1	2	2	3	5	7	9	10	12	14	16	18	22	26	31	35	40								
7.92mm Coax / Hull		AC		FMJ-T	PEN	19	16	14	12	9.4	7.2	5.5	4.2	3.2	2.5	1.9	1.5	.9	.5	.3	.2	.1							
Reload Time	21	1	-30		DC	8	7	7	7	7	6	4	3	2	2	1	1	1	1	1	1	1							
Rate of Fire	*7	3	-14																										
Cap 250 (2625)		4	-8		MA	.3	.7	1	1	2	3	3	4	5	5	6	7	8	9	11	12	13							
Ammo Wt	16	6	-3		PALM	5	12	15	17	20	22	23	25	26	27	27	28	29	31	32	32	33							
Knock Down	12	8	0		BA	47	36	30	26	21	17	14	11	9	7	6	5	2	1	-1	-2	-3							
SAB	0	11	4		TOF	1	3	4	5	9	12	16	20	24	29	33	38	48	59	69	80	90							
7.92mm AA		1 -30		FMJ-T	PEN	19	16	14	12	9.4	7.2	5.5	4.2	3.2	2.5	1.9	1.5	.9	.5	.3	.2	.1							
Reload Time	28	2	-20		DC	8	7	7	7	7	6	4	3	2	2	1	1	1	1	1	1	1							
Rate of Fire	*10	3	-14																										
Cap 75 (600)		4	-8		MA	.8	2	3	4	6	8	10	12	14	16	18	20	24	28	32	36	40							
Ammo Wt	5.5	6	-3		PALM	13	20	22	25	27	29	31	32	33	34	35	36	37	38	39	40	41							
Knock Down	12	8	0		BA	47	36	30	26	21	17	14	11	9	7	6	5	2	1	-1	-2	-3							
SAB	0	11	4		TOF	1	3	4	5	9	12	16	20	24	29	33	38	48	59	69	80	90							

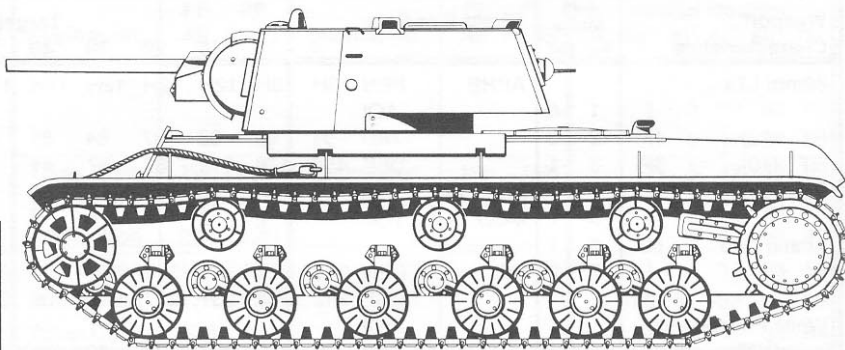
Pz VI - TIGER II

ADVANCED RULES STATUS SHEET 3								TARGET SIZE AND HIT AREA TABLE							
Turret Facing	Target	Hull Facing						Hit Area	Hull Facing						
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°	
< 5°	Turret	14	14	14	14	14	14	Turret Face	00 - 25	00 - 20	00 - 16	00 - 15	00 - 14	00 - 14	
	Hull	17	18	19	20	20	20	Turret Side	26 - 28	21 - 23	17 - 19	16 - 17	15 - 16	15 - 17	
	All	19	19	20	20	21	20	Hull Face	29 - 88	24 - 71	20 - 54	18 - 42	17 - 33	18 - 20	
	Air-Grd	22	22	22	23	23	23	Hull Side	89 - 99	72 - 99	55 - 99	43 - 99	34 - 99	21 - 99	
15°	Turret	15	15	15	15	15	15	Turret Face	00 - 23	00 - 19	00 - 16	00 - 14	00 - 14	00 - 14	
	Hull	17	18	19	20	20	20	Turret Side	24 - 33	20 - 27	17 - 23	15 - 20	15 - 19	15 - 20	
	All	19	20	20	21	21	21	Hull Face	34 - 88	28 - 72	24 - 56	21 - 45	20 - 36	21 - 23	
	Air-Grd	22	22	23	23	23	23	Hull Side	89 - 99	73 - 99	57 - 99	46 - 99	37 - 99	24 - 99	
30°	Turret	16	16	16	16	16	16	Turret Face	00 - 21	00 - 18	00 - 15	00 - 13	00 - 13	00 - 13	
	Hull	17	18	19	20	20	20	Turret Side	22 - 38	19 - 32	16 - 27	14 - 24	14 - 23	14 - 24	
	All	19	20	20	21	21	21	Hull Face	39 - 89	33 - 74	28 - 59	25 - 48	24 - 39	25 - 27	
	Air-Grd	22	22	23	23	23	23	Hull Side	90 - 99	75 - 99	60 - 99	49 - 99	40 - 99	28 - 99	
45°	Turret	16	16	16	16	16	16	Turret Face	00 - 18	00 - 15	00 - 13	00 - 11	00 - 11	00 - 11	
	Hull	17	18	19	20	20	20	Turret Side	19 - 41	16 - 35	14 - 29	12 - 27	12 - 25	12 - 26	
	All	19	20	21	21	21	21	Hull Face	42 - 90	36 - 75	30 - 60	28 - 49	26 - 41	27 - 29	
	Air-Grd	22	22	23	23	23	23	Hull Side	91 - 99	76 - 99	61 - 99	50 - 99	42 - 99	30 - 99	
60°	Turret	16	16	16	16	16	16	Turret Face	00 - 14	00 - 12	00 - 10	00 - 09	00 - 09	00 - 09	
	Hull	17	18	19	20	20	20	Turret Side	15 - 42	13 - 36	11 - 30	10 - 27	10 - 26	10 - 27	
	All	19	20	21	21	21	21	Hull Face	43 - 90	37 - 76	31 - 61	28 - 50	27 - 41	28 - 30	
	Air-Grd	22	22	23	23	23	23	Hull Side	91 - 99	77 - 99	62 - 99	51 - 99	42 - 99	31 - 99	
> 60°	Turret	16	16	16	16	16	16	Turret Face	00 - 07	00 - 06	00 - 05	00 - 04	00 - 04	00 - 04	
	Hull	17	18	19	20	20	20	Turret Side	08 - 40	07 - 34	06 - 29	05 - 26	05 - 25	05 - 26	
	All	19	20	20	21	21	21	Hull Face	41 - 89	35 - 75	30 - 60	27 - 49	26 - 40	27 - 29	
	Air-Grd	22	22	23	23	23	23	Hull Side	90 - 99	76 - 99	61 - 99	50 - 99	41 - 99	30 - 99	

CREW AND ARMAMENT

Crew and Armament	Field of View	Field of Fire	Gun Elev	Gun Depr
Crew Members				
Commander / Loader	1-3 5-6			
Gunner	1			
Rear Turret MG Gunner	4			
Driver	1			
Hull Gunner	1			
Armament				
Main Gun 76.2mm L41.6	1 to 6	—	20°	-4°
Coax MG 7.62x54mm	1 to 6	—	20°	-4°
Hull MG 7.62x54mm	1	1	30°	-30°
Rear Tur MG 7.62x54mm	1 to 6	4	30°	-30°

Status Sheet 1



USSR KV1A Heavy Tank

KV1A (1941) 76.2mm L41.2 Gun Welded Turret and Applique Armor

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 22	—	23 - 99	—
Front	Obliq	00 - 13	14 - 33	34 - 99	—
Front	Side	—	00 - 32	33 - 99	—
Obliq	Front	00 - 12	—	13 - 38	39 - 99
Obliq	Obliq	00 - 08	09 - 20	21 - 44	45 - 99
Obliq	Side	—	00 - 19	20 - 43	44 - 99
Side	Front	00 - 12	—	—	13 - 99
Side	Obliq	00 - 07	08 - 19	—	20 - 99
Side	Side	—	00 - 19	—	20 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables	Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	31° 124°
Deep Fording Equip	No	Turret Traverse Rate (°)	13° 52°
Fire Extinguishing Sys	No	Acceleration VC (MH)	1.6
Infra-Red Imaging	No	Deceleration VC (MH)	1.4
Image Intensifying	No	Max Road Range (miles)	140
Thermal Imaging	No	Side Slope	25°
Fuel Hit Modifier	0	Ground Pressure (psi)	11.3
Ammunition Hit Modifier	5	Moving Target Accuracy Mod	0
Spotting Modifier	+ 4	Moving Shooter Accuracy Mod	0

MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	4.2 —	3.7 —	3.3 —	2.8 00	2.4 01	2.2 13
10°	3.2 —	2.8 —	2.3 —	1.9 00	1.4 01	1.2 14
20°	2.3 —	1.8 —	1.3 —	.8 01	.4 02	.2 19
30°	1.5 —	.9 —	.4 01	.02	.04	.32
40°	.7 —	.1 00	.03	.05	.10	.77
50°	.2 —	.05	.15	.25	.42	.99

WEAPON DATA TABLE

Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APHE	110	3P	318	22	21	641	—	1	4
HE			147	39	—	22H	—	2	6
APCR			362	7	14	—	—	3	7
Coax MG	53	*5	12	17	—	—	21	4	8
Hull MG	53	*5	12	17	—	—	21	5	9
Rear MG	44	*5	12	17	—	—	21	7	10

PLATOON ROSTER AND STATUS TABLE

Status	1					2					3					4					5				
Crew	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Gunner	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Rear Gunner	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Driver	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Hull Gunner	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Ammunition																									
Main Gun	_____					_____					_____					_____					_____				
Coax MG	_____					_____					_____					_____					_____				
Hull MG	_____					_____					_____					_____					_____				
Rear MG																									
Equipment																									
Main Gun	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Coax MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Hull MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Rear MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Left Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Right Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Engine	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Power Train	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Turret Ring	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Condition	Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐				
Notes	_____					_____					_____					_____					_____				

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE				USSR KV1A WELDED TURRET / APPLIQUE										
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
Turret Front	00 - 07	Graze														
Mantlet	08 - 48	Main Gun	406	300	Turret Crew	616	566				1	5	17	33	59	
Mantlet	49 - 49	Coax Machine Gun	282	211	Turret Crew	616	566				1	5	17	33	59	
Turret Face	50 - 75	Turret Crew	513	390	Ammunition	557	402				1	5	17	33	59	
Tur Frt Sd	76 - 93	Turret Crew	74H	34H	Ammunition	82H	35H				-33	-51	-65	-71	-73	
Turret Ring	94 - 99	Turret Ring	318	455	Turret Crew	638	839				1	5	17	33	59	
Turret Side	00 - 02	Graze														
Turret Side	03 - 27	Turret Crew	296	296	Main Gun	485	401				48	40	21	8	2	
Turret Side	28 - 42	Turret Crew	289	289							0	1	5	17	33	
Tur Rear Sd	43 - 70	Ammunition	288	288	Turret Crew	319	290				73	73	40	22	8	
Lower Ring	71 - 74	Turret Crew	252	250							0	1	5	17	33	
Turret Ring	75 - 79	Turret Ring	318	231	Turret Crew	638	370				73	59	33	17	5	
Gun Mount	80 - 91	Main Gun	174	174							73	59	33	17	5	
Gun Barrel	92 - 99	Main Gun	58	58							73	59	33	17	5	
Turret Rear	00 - 07	Graze														
Tur Rear Sd	08 - 15	Ammunition	73H	33H	Turret Crew	81H	34H				-24	-46	-61	-70	-73	
Turret Rear	16 - 28	Ammunition	310	306	Turret Crew	344	309				1	5	17	33	59	
Turret Rear	29 - 72	Turret Crew	310	306	Main Gun	539	735				1	5	17	33	59	
	73 - 76	Rear Machine Gun	21	21	Turret Crew	206	203				1	5	17	33	59	
Lower Ring	77 - 92	Turret Crew	252	250							1	5	17	33	59	
Turret Ring	93 - 99	Turret Ring	318	231	Turret Crew	638	370				1	5	17	33	59	
Turret Top	00 - 99	Turret Crew	98	98	Ammunition	117	113									
Hull Front	00 - 02	Graze														
Driver Port	03 - 04	Driver - Hull Gunner	128	125	Turret Crew	165	147	Engine	220	639	1	5	16	33	58	
Upr Front	05 - 18	Driver - Hull Gunner	611	453	Turret Crew	685	477	Engine	792	11H	1	5	16	33	58	
Upr Front	19 - 21	Fuel	611	453	Engine	715	952				1	5	16	33	58	
MG Mount	22 - 22	Hull Machine Gun	21	21	Driver-HGnr	229	223	Turret Crew	277	244	1	5	16	33	58	
Upr Glacis	23 - 38	Driver - Hull Gunner	17H	953	Turret Crew	18H	984	Engine	20H	NP	1	5	11	22	46	
Upr Glacis	39 - 40	Driver - Hull Gunner	17H	953	Fuel	18H	970	Engine	20H	NP	1	5	11	22	46	
Lwr Glacis	41 - 58	Driver - Hull Gunner	512	399	Ammunition	580	441	Engine	678	NP	1	5	16	33	59	
Lwr Glacis	59 - 61	Driver - Hull Gunner	512	399	Fuel	580	420	Engine	656	NP	1	5	16	33	59	
Track / Drive	62 - 99	Track / Idler Wheel	33	33												
Hull Side	00 - 01	Graze														
Hull Side	02 - 03	Idler Wheel*	120	120	Driver-HGnr	547	760	Idler Wheel	13H	79H	73	59	33	17	5	
Idler Wheel	04 - 05	Idler Wheel*	120	120	Idler Wheel	346	13H				73	59	33	17	5	
Hull Upr Sd	06 - 08	Driver - Hull Gunner	285	285	Fuel	338	333				73	59	33	17	5	
Hull Side	09 - 17	Driver - Hull Gunner	285	285	Fuel	338	333				73	59	33	17	5	
Hull Side	18 - 19	Road Wheel/Susp*	67	67	Drv-HGnr	454	680	Fuel	520	754	73	59	33	17	5	
Hull Upr Sd	20 - 20	Turret Crew	506	385							73	59	33	17	5	
Hull Upr Sd	21 - 22	Turret Crew	285	285							73	59	33	17	5	
Hull Upr Sd	23 - 24	Fuel	506	385	Turret Crew	574	392	Fuel	649	448	73	59	33	17	5	
Hull Upr Sd	25 - 28	Fuel	285	285	Turret Crew	338	292	Fuel	395	346	73	59	33	17	5	
Hull Side	29 - 38	Fuel	285	285	Turret Crew	338	292	Fuel	395	346	73	59	33	17	5	
Hull Side	39 - 47	Fuel	285	285	Ammunition	338	292	Fuel	452	488	73	59	33	17	5	
Hull Side	48 - 51	Road Wheel/Susp*	67	67	Fuel	454	680	Ammunition	520	695	73	59	33	17	5	
Huli Upr Sd	52 - 55	Fuel	291	291	Engine	344	297				73	59	33	17	5	
Hull Upr Sd	56 - 61	Engine	294	392							73	59	33	17	5	
Hull Side	62 - 69	Fuel	291	291	Engine	344	297				73	59	33	17	5	
Hull Side	70 - 78	Engine	291	291							73	59	33	17	5	
Hull Side	79 - 81	Road Wheel/Susp*	67	67	Engine	454	680	Wheel/Susp	18H	12K	73	59	33	17	5	
Hull Side	82 - 86	Drive Sprocket*	120	120	Engine	547	760	Drv Sprkt	20H	14K	73	59	33	17	5	
Road Wheel	87 - 99	Road Wheel / Susp	67	67	Wheel/Susp	192	12H									
Hull Rear	00 - 02	Graze														
Hull Rear	03 - 31	Engine	364	349	Turret Crew	596	15H	Driver-HGnr	674	NP	1	5	16	33	58	
Hull Rear	32 - 39	Engine	263	259	Fuel	540	10H	Driver-HGnr	612	NP	1	5	17	33	59	
Hull Rear	40 - 60	Engine	263	259	Ammunition	636	28H	Driver-HGnr	713	NP	1	5	17	33	59	
Track / Drive	61 - 99	Track / Drive	33	33												
Hull Top	00 - 04	Fuel	61	61												
Engine Deck	05 - 82	Engine	61	61												
Hatch	83 - 99	Driver - Hull Gunner	61	61												

KV1A

ADVANCED RULES STATUS SHEET 3				WEAPON DATA TABLE										USSR KV1A - 76.2mm GUN										
Weapon Characteristics		Aim Mods		Direct Fire Data				Target Range in 20 Yard Mech Hexes																
		Ph	Md					4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200
76.2mm L41.2		1 -6 2 -4 3 -3 4 -2 5 -1 6 -1 7 0 DFS 3 Smk 4 Dur 3	APHE	PEN	362	351	343	334	318	302	287	273	260	247	235	223	202	183	165	149	135			
RT (10)	3P			AOI																				
RT (100)	6P			NID	24	23	23	22	21	20	19	19	18	17	16	15	14	13	12	11	10			
Ammo Cap	110			DFE	187	73	48	35	23	16	13	10	8	7	6	5	4	3	3	2	2			
				BC0 641	BA	36	28	25	22	18	15	13	11	9	8	6	5	3	1	-1	-2	-3		
				MCD 3	TOF	1	3	4	6	9	12	15	18	21	25	28	31	39	46	54	61	70		
				White Phosphorus		HE	PEN	167	162	158	154	147	139	133	126	120	114	109	104	94	85	77	70	64
							PENF	102	99	97	94	89	85	81	76	73	69	65	62	56	50	45	41	37
AOI																								
DFE	201						79	51	38	24	18	13	11	9	8	6	6	4	3	3	2	2		
BC0 22H	BA						35	28	25	22	18	15	13	10	9	7	6	5	2	0	-1	-3	-4	
				APCR	PEN	513	475	445	416	362	314	269	229	192	159	128	112	93	77	64	53	44		
					AOI																			
					NID	18	17	16	16	14	13	12	11	10	9	9	8	7	6	5	4	3		
					DFE	388	149	96	69	43	30	23	18	14	12	10	8	6	4	3	3	2		
					BA	31	21	15	12	6	2	-1	-3	-5	-7	-9	-10	-13	-15	-17	-18	-20		
				MCD 3A	TOF	1	2	3	4	6	8	11	13	16	18	21	24	29	36	42	49	55		
7.62mm Coax / Hull				AC	FMJ-T	PEN	23	20	18	15	12	9.3	7.2	5.6	4.4	3.4	2.6	2.1	1.2	.7	.5	.3	.2	
Reload Time	21			DC		8	8	7	7	7	6	6	4	3	2	2	1	1	1	1	1	1		
Rate of Fire	*5																							
Cap	63 (1071)			MA		.3	.8	1	2	2	3	4	5	6	6	7	8	10	11	13	14	16		
Ammo Wt	3.3	PALM	6	13		16	18	21	23	25	26	27	28	29	29	31	32	33	34	34				
Knock Down	12	BA	48	37		31	27	22	18	15	12	10	8	7	6	3	2	0	-1	-2				
SAB	0	TOF	1	2		4	5	8	11	14	18	22	26	30	34	43	52	62	71	81				
7.62mm Rear Turret		1 -28	FMJ-T	PEN	23	20	18	15	12	9.3	7.2	5.6	4.4	3.4	2.6	2.1	1.2	.7	.5	.3	.2			
Reload Time	21	DC		8	8	7	7	7	6	6	4	3	2	2	1	1	1	1	1	1				
Rate of Fire	*5																							
Cap	63 (882)	MA		.3	.8	1	2	2	3	4	5	6	6	7	8	10	11	13	14	16				
Ammo Wt	3.3	PALM		6	13	16	18	21	23	25	26	27	28	29	29	31	32	33	34	34				
Knock Down	12	BA		48	37	31	27	22	18	15	12	10	8	7	6	3	2	0	-1	-2				
SAB	0	TOF		1	2	4	5	8	11	14	18	22	26	30	34	43	52	62	71	81				

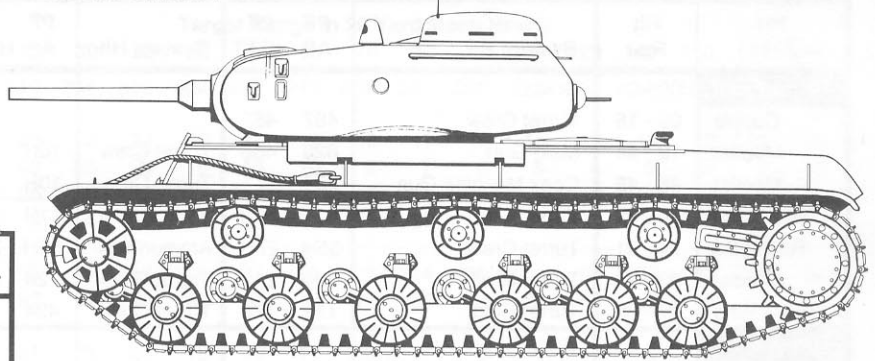
ADVANCED RULES STATUS SHEET 3								TARGET SIZE AND HIT AREA TABLE						
Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	13	13	13	13	13	13	Turret Face	00 - 19	00 - 15	00 - 12	00 - 11	00 - 10	00 - 10
	Hull	17	18	19	19	20	20	Turret Side	20 - 22	16 - 17	13 - 14	12 - 12	11 - 11	11 - 12
	All	18	19	19	20	20	20	Hull Face	23 - 86	18 - 68	15 - 50	13 - 38	12 - 29	13 - 15
	Air-Grd	22	22	22	22	22	22	Hull Side	87 - 99	69 - 99	51 - 99	39 - 99	30 - 99	16 - 99
15°	Turret	13	13	13	13	13	13	Turret Face	00 - 18	00 - 14	00 - 12	00 - 10	00 - 10	00 - 10
	Hull	17	18	19	19	20	20	Turret Side	19 - 26	15 - 21	13 - 17	11 - 15	11 - 14	11 - 15
	All	18	19	20	20	20	20	Hull Face	27 - 87	22 - 69	18 - 52	16 - 40	15 - 31	16 - 18
	Air-Grd	22	22	22	22	22	22	Hull Side	88 - 99	70 - 99	53 - 99	41 - 99	32 - 99	19 - 99
30°	Turret	14	14	14	14	14	14	Turret Face	00 - 16	00 - 13	00 - 10	00 - 09	00 - 09	00 - 09
	Hull	17	18	19	19	20	20	Turret Side	17 - 30	14 - 25	11 - 20	10 - 18	10 - 17	10 - 18
	All	18	19	20	20	20	20	Hull Face	31 - 87	26 - 71	21 - 54	19 - 42	18 - 33	19 - 21
	Air-Grd	22	22	22	22	22	22	Hull Side	88 - 99	72 - 99	55 - 99	43 - 99	34 - 99	22 - 99
45°	Turret	15	15	15	15	15	15	Turret Face	00 - 13	00 - 11	00 - 09	00 - 08	00 - 07	00 - 07
	Hull	17	18	19	19	20	20	Turret Side	14 - 33	12 - 27	10 - 22	09 - 20	08 - 19	08 - 19
	All	19	19	20	20	20	20	Hull Face	34 - 88	28 - 72	23 - 55	21 - 44	20 - 35	20 - 22
	Air-Grd	22	22	22	22	23	22	Hull Side	89 - 99	73 - 99	56 - 99	45 - 99	36 - 99	23 - 99
60°	Turret	15	15	15	15	15	15	Turret Face	00 - 10	00 - 08	00 - 06	00 - 06	00 - 05	00 - 06
	Hull	17	18	19	19	20	20	Turret Side	11 - 34	09 - 28	07 - 23	07 - 20	06 - 19	07 - 20
	All	19	19	20	20	20	20	Hull Face	35 - 88	29 - 72	24 - 56	21 - 44	20 - 35	21 - 23
	Air-Grd	22	22	22	22	23	22	Hull Side	89 - 99	73 - 99	57 - 99	45 - 99	36 - 99	24 - 99
> 60°	Turret	14	14	14	14	14	14	Turret Face	00 - 03	00 - 03	00 - 02	00 - 02	00 - 02	00 - 02
	Hull	17	18	19	19	20	20	Turret Side	04 - 32	04 - 26	03 - 21	03 - 19	03 - 18	03 - 19
	All	18	19	20	20	20	20	Hull Face	33 - 88	27 - 71	22 - 55	20 - 43	19 - 34	20 - 22
	Air-Grd	22	22	22	22	23	22	Hull Side	89 - 99	72 - 99	56 - 99	44 - 99	35 - 99	23 - 99

ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE													
Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear From the Side	00 - 25	00 - 41	00 - 52	00 - 61	00 - 69	00 - 76	Front or Rear From the Side	00 - 19	00 - 32	00 - 43	00 - 53	00 - 61	00 - 70
	00 - 15	00 - 27	00 - 37	00 - 46	00 - 55	00 - 64		00 - 09	00 - 17	00 - 25	00 - 32	00 - 41	00 - 50

CREW AND ARMAMENT

Crew and Armament	Field of View	Field of Fire	Gun Elev	Gun Depr
Crew Members				
Commander / Loader	1 to 6			
Gunner	1			
Rear Turret MG Gunner	4			
Driver	1			
Hull Gunner	1			
Armament				
Main Gun 76.2mm L41.2	1 to 6	—	20°	-4°
Coax MG 7.62x54mm	1 to 6	—	20°	-4°
Hull MG 7.62x54mm	1	1	30°	-30°
Rear Tur MG 7.62x54mm	1 to 6	4	30°	-30°

Status Sheet 1



USSR KV1C Heavy Tank

KV1C (1942) 76.2mm L41.2 Gun, Cast Turret, Heavy Hull with Applique Armor

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 27	—	28 - 99	—
Front	Obliq	00 - 16	17 - 37	38 - 99	—
Front	Side	—	00 - 35	36 - 99	—
Obliq	Front	00 - 15	—	16 - 41	42 - 99
Obliq	Obliq	00 - 09	10 - 23	24 - 46	47 - 99
Obliq	Side	—	00 - 21	22 - 45	46 - 99
Side	Front	00 - 15	—	—	16 - 99
Side	Obliq	00 - 09	10 - 23	—	24 - 99
Side	Side	—	00 - 21	—	22 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables	Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	26° 104°
Deep Fording Equip	No	Turret Traverse Rate (°)	10° 40°
Fire Extinguishing Sys	No	Acceleration VC (MH)	1.3
Infra-Red Imaging	No	Deceleration VC (MH)	1.2
Image Intensifying	No	Max Road Range (miles)	110
Thermal Imaging	No	Side Slope	25°
Fuel Hit Modifier	0	Ground Pressure (psi)	13.3
Ammunition Hit Modifier	5	Moving Target Accuracy Mod	0
Spotting Modifier	+ 2	Moving Shooter Accuracy Mod	0

MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	3.6 —	3.1 —	2.5 01	2.0 02	1.4 04	1.2 37
10°	2.8 —	2.2 —	1.7 01	1.1 02	.6 05	.3 42
20°	2.0 —	1.4 00	.8 02	.2 04	07	58
30°	1.2 —	.5 01	04	08	14	99
40°	.6 —	04	14	23	39	99
50°	.1 03	27	76	99	99	99

WEAPON DATA TABLE

Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APHE	110	3P	318	22	21	641	—	1	4
HE			147	39	—	22H	—	2	6
APCR			362	7	14	—	—	3	7
Coax MG	60	*5	12	17	—	—	21	4	8
Hull MG	60	*5	12	17	—	—	21	5	9
Rear MG	44	*5	12	17	—	—	21	7	10

PLATOON ROSTER AND STATUS TABLE

Status	1					2					3					4					5				
Crew	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Gunner	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Rear Gunner	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Driver	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Hull Gunner	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Ammunition																									
Main Gun	_____					_____					_____					_____					_____				
Coax MG	_____					_____					_____					_____					_____				
Hull MG	_____					_____					_____					_____					_____				
Rear MG	_____					_____					_____					_____					_____				
Equipment																									
Main Gun	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Coax MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Hull MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Rear MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Left Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Right Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Engine	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Power Train	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Turret Ring	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Condition	Abandoned	Burning			Exploded	Abandoned	Burning			Exploded	Abandoned	Burning			Exploded	Abandoned	Burning			Exploded	Abandoned	Burning			Exploded
	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			
Notes	_____					_____					_____					_____					_____				

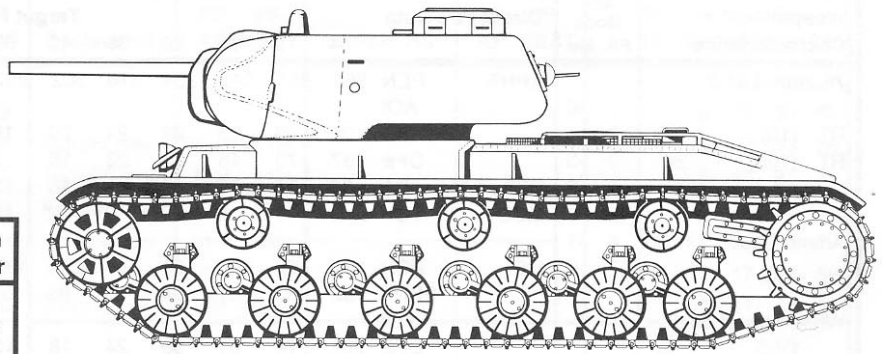
KV1C

STATUS SHEET 2				HIT LOCATION AND DAMAGE TABLE				USSR KV1C CAST TURRET / APPLIQUE							
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier				
											5°	15°	30°	45°	60° 75°
Turret Front	00 - 08	Graze													
Cupola	09 - 18	Turret Crew	487	482							1	5	17	33	59
Mantlet	19 - 44	Main Gun	628	486	Turret Crew	10H	11H				1	5	17	33	59
Mantlet	45 - 45	Coax Machine Gun	282	211	Turret Crew	10H	11H				1	5	17	33	59
Turret Face	46 - 73	Turret Crew	10H	10H	Ammunition	11H	10H				1	5	17	33	59
Tur Frt Sd	74 - 91	Turret Crew	55H	27H	Ammunition	61H	28H				-26	-42	-54	-58	-59
Mantlet	92 - 96	Turret Ring	330	242	Turret Crew	728	417				1	5	17	33	59
Turret Ring	97 - 99	Turret Ring	172	170	Turret Crew	494	341				1	5	17	33	59
Turret Side	00 - 02	Graze													
Cupola	03 - 09	Turret Crew	487	482							0	1	5	17	33 59
Tur Frt Sd	10 - 36	Turret Crew	431	427	Main Gun	656	585				39	32	16	4	0 -1
Turret Side	37 - 50	Turret Crew	407	407							0	1	5	17	33 59
Tur Rear Sd	51 - 84	Ammunition	377	373	Turret Crew	414	376				RR	RR	58	32	16 4
Turret Ring	85 - 86	Turret Ring	409	301	Turret Crew	836	495				73	59	33	17	5 1
Gun Mount	87 - 93	Main Gun	11H	11H							73	59	33	17	5 1
Gun Barrel	94 - 99	Main Gun	58	58							73	59	33	17	5 1
Turret Rear	00 - 06	Graze													
Cupola	07 - 17	Turret Crew	487	482							1	5	17	33	59
Tur Rear Sd	18 - 37	Ammunition	49H	24H	Turret Crew	53H	24H				-26	-42	-54	-58	-59
Turret Rear	38 - 50	Ammunition	394	388	Turret Crew	431	391				1	5	17	33	59
Turret Rear	51 - 89	Turret Crew	394	388	Main Gun	647	938				1	5	17	33	59
	90 - 92	Rear Machine Gun	21	21	Turret Crew	263	259				1	5	17	33	59
Turret Ring	93 - 99	Turret Ring	172	170	Turret Crew	494	341				1	5	17	33	59
Turret Top	00 - 99	Turret Crew	79	79	Ammunition	96	94								
Hull Front	00 - 02	Graze													
Driver Port	03 - 04	Driver - Hull Gunner	169	164	Turret Crew	209	187	Engine	270	691	1	5	16	33	58
Upr Front	05 - 18	Driver - Hull Gunner	770	575	Turret Crew	853	600	Engine	976	13H	1	5	16	33	58
Upr Front	19 - 21	Fuel	770	575	Engine	881	11H				1	5	16	33	58
MG Mount	22 - 22	Hull Machine Gun	21	21	Driver-HGnr	294	286	Turret Crew	348	308	1	5	16	33	58
Upr Glacis	23 - 38	Driver - Hull Gunner	22H	12H	Turret Crew	23H	13H	Engine	25H	NP	1	5	11	22	46
Upr Glacis	39 - 40	Driver - Hull Gunner	22H	12H	Fuel	23H	12H	Engine	25H	NP	1	5	11	22	46
Lwr Glacis	41 - 58	Driver - Hull Gunner	747	561	Ammunition	828	602	Engine	947	NP	1	5	16	33	59
Lwr Glacis	59 - 61	Driver - Hull Gunner	747	561	Fuel	828	583	Engine	917	NP	1	5	16	33	59
Track / Drive	62 - 99	Track / Idler Wheel	33	33											
Hull Side	00 - 01	Graze													
Hull Side	02 - 03	Idler Wheel*	120	120	Driver-HGnr	640	946	Idler Wheel	15H	97H	73	59	33	17	5 1
Idler Wheel	04 - 05	Idler Wheel*	120	120	Idler Wheel	346	13H				73	59	33	17	5 1
Hull Side	06 - 17	Driver - Hull Gunner	368	368	Fuel	427	416				73	59	33	17	5 1
Hull Side	18 - 19	Road Wheel/Susp*	67	67	Drv-HGnr	540	843	Fuel	611	918	73	59	33	17	5 1
Hull Upr Sd	20 - 20	Turret Crew	638	489							73	59	33	17	5 1
Hull Upr Sd	21 - 22	Turret Crew	368	368							73	59	33	17	5 1
Hull Upr Sd	23 - 24	Fuel	638	489	Turret Crew	714	496	Fuel	799	553	73	59	33	17	5 1
Hull Upr Sd	25 - 28	Fuel	368	368	Turret Crew	427	375	Fuel	488	430	73	59	33	17	5 1
Hull Side	29 - 38	Fuel	368	368	Turret Crew	427	375	Fuel	488	430	73	59	33	17	5 1
Hull Side	39 - 47	Fuel	368	368	Ammunition	427	375	Fuel	550	573	73	59	33	17	5 1
Hull Side	48 - 51	Road Wheel/Susp*	67	67	Fuel	540	843	Ammunition	611	859	73	59	33	17	5 1
Hull Upr Sd	52 - 55	Fuel	368	368	Engine	427	375				73	59	33	17	5 1
Hull Side	56 - 63	Fuel	368	368	Engine	427	375				73	59	33	17	5 1
Hull Side	64 - 78	Engine	368	368							73	59	33	17	5 1
Hull Side	79 - 81	Road Wheel/Susp*	67	67	Engine	540	843	Wheel/Susp	21H	14K	73	59	33	17	5 1
Hull Side	82 - 86	Drive Sprocket*	120	120	Engine	640	946	Drv Sprkt	24H	16K	73	59	33	17	5 1
Road Wheel	87 - 99	Road Wheel / Susp	67	67	Wheel/Susp	192	12H								
Hull Rear	00 - 02	Graze													
Hull Rear	03 - 31	Engine	470	451	Turret Crew	721	17H	Driver-HGnr	807	NP	1	5	16	33	58
Hull Rear	32 - 39	Engine	340	335	Fuel	637	11H	Driver-HGnr	714	NP	1	5	17	33	59
Hull Rear	40 - 60	Engine	340	335	Ammunition	734	29H	Driver-HGnr	822	NP	1	5	17	33	59
Track / Drive	61 - 99	Track / Drive	33	33											
Hull Top	00 - 04	Fuel	61	61											
Engine Deck	05 - 82	Engine	61	61											
Hatch	83 - 99	Driver - Hull Gunner	61	61											

ADVANCED RULES STATUS SHEET 3				WEAPON DATA TABLE										USSR KV1C 76.2mm L41.2 GUN									
Weapon Characteristics		Aim Mods		Direct Fire Data										Target Range in 20 Yard Mech Hexes									
		Ph	Md		4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200		
76.2mm L41.2				APHE	PEN	362	351	343	334	318	302	287	273	260	247	235	223	202	183	165	149	135	
		1	-6		AOI																		
RT (10)	3P	2	-4		NID	24	23	23	22	21	20	19	19	18	17	16	15	14	13	12	11	10	
RT (100)	6P	3	-3		DFE	187	73	48	35	23	16	13	10	8	7	6	5	4	3	3	2	2	
		4	-2	BC0 641	BA	36	28	25	22	18	15	13	11	9	8	6	5	3	1	-1	-2	-3	
		5	-1	MCD 3	TOF	1	3	4	6	9	12	15	18	21	25	28	31	39	46	54	61	70	
Ammo Cap	110	6	-1																				
		7	0																				
				HE	PEN	167	162	158	154	147	139	133	126	120	114	109	104	94	85	77	70	64	
					PENF	102	99	97	94	89	85	81	76	73	69	65	62	56	50	45	41	37	
					AOI																		
					DFE	201	79	51	38	24	18	13	11	9	8	6	6	4	3	3	2	2	
White Phosphorus																							
DFS	3			BC0 22H	BA	35	28	25	22	18	15	13	10	9	7	6	5	2	0	-1	-3	-4	
Smk	4																						
Dur	3			DFS 4	TOF	1	3	4	6	8	11	14	17	21	24	27	30	37	44	52	60	67	
				APCR	PEN	513	475	445	416	362	314	269	229	192	159	128	112	93	77	64	53	44	
					AOI																		
					NID	18	17	16	16	14	13	12	11	10	9	9	8	7	6	5	4	3	
					DFE	388	149	96	69	43	30	23	18	14	12	10	8	6	4	3	3	2	
					BA	31	21	15	12	6	2	-1	-3	-5	-7	-9	-10	-13	-15	-17	-18	-20	
				MCD 3A	TOF	1	2	3	4	6	8	11	13	16	18	21	24	29	36	42	49	55	
7.62mm Coax / Hull		AC																					
		1	-28	FMJ-T	PEN	23	20	18	15	12	9.3	7.2	5.6	4.4	3.4	2.6	2.1	1.2	.7	.5	.3	.2	
Reload Time	21	2	-18		DC	8	8	7	7	7	6	6	4	3	2	2	1	1	1	1	1	1	
Rate of Fire	*5	3	-10																				
Cap	63 (1197)	4	-7		MA	.3	.8	1	2	2	3	4	5	6	6	7	8	10	11	13	14	16	
Ammo Wt	3.3	6	-2		PALM	6	13	16	18	21	23	25	26	27	28	29	29	31	32	33	34	34	
Knock Down	12	8	1		BA	48	37	31	27	22	18	15	12	10	8	7	6	3	2	0	-1	-2	
SAB	0	11	4		TOF	1	2	4	5	8	11	14	18	22	26	30	34	43	52	62	71	81	
7.62mm Rear Turret		1 -28																					
		2	-18	FMJ-T	PEN	23	20	18	15	12	9.3	7.2	5.6	4.4	3.4	2.6	2.1	1.2	.7	.5	.3	.2	
Reload Time	21				DC	8	8	7	7	7	6	6	4	3	2	2	1	1	1	1	1	1	
Rate of Fire	*5	3	-10																				
Cap	63 (882)	4	-7		MA	.3	.8	1	2	2	3	4	5	6	6	7	8	10	11	13	14	16	
Ammo Wt	3.3	6	-2		PALM	6	13	16	18	21	23	25	26	27	28	29	29	31	32	33	34	34	
Knock Down	12	8	1		BA	48	37	31	27	22	18	15	12	10	8	7	6	3	2	0	-1	-2	
SAB	0	11	4		TOF	1	2	4	5	8	11	14	18	22	26	30	34	43	52	62	71	81	

ADVANCED RULES STATUS SHEET 3							TARGET SIZE AND HIT AREA TABLE							
Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	14	14	14	14	14	14	Turret Face	00 - 24	00 - 19	00 - 15	00 - 14	00 - 13	00 - 13
	Hull	17	18	19	19	20	20	Turret Side	25 - 27	20 - 22	16 - 18	15 - 15	14 - 15	14 - 15
	All	18	19	20	20	20	20	Hull Face	28 - 87	23 - 69	19 - 52	16 - 41	16 - 31	16 - 18
	Air-Grd	22	22	22	22	22	22	Hull Side	88 - 99	70 - 99	53 - 99	42 - 99	32 - 99	19 - 99
15°	Turret	14	14	14	14	14	14	Turret Face	00 - 22	00 - 18	00 - 15	00 - 13	00 - 12	00 - 13
	Hull	17	18	19	19	20	20	Turret Side	23 - 31	19 - 25	16 - 21	14 - 18	13 - 17	14 - 18
	All	18	19	20	20	20	20	Hull Face	32 - 88	26 - 71	22 - 54	19 - 43	18 - 34	19 - 21
	Air-Grd	22	22	22	22	22	22	Hull Side	89 - 99	72 - 99	55 - 99	44 - 99	35 - 99	22 - 99
30°	Turret	15	15	15	15	15	15	Turret Face	00 - 19	00 - 16	00 - 13	00 - 12	00 - 11	00 - 11
	Hull	17	18	19	19	20	20	Turret Side	20 - 35	17 - 29	14 - 24	13 - 21	12 - 20	12 - 21
	All	19	19	20	20	21	20	Hull Face	36 - 88	30 - 72	25 - 56	22 - 45	21 - 36	22 - 24
	Air-Grd	22	22	22	22	23	22	Hull Side	89 - 99	73 - 99	57 - 99	46 - 99	37 - 99	25 - 99
45°	Turret	15	15	15	15	15	15	Turret Face	00 - 16	00 - 13	00 - 11	00 - 09	00 - 09	00 - 09
	Hull	17	18	19	19	20	20	Turret Side	17 - 37	14 - 31	12 - 26	10 - 23	10 - 22	10 - 23
	All	19	19	20	20	21	20	Hull Face	38 - 89	32 - 73	27 - 57	24 - 46	23 - 37	24 - 25
	Air-Grd	22	22	22	23	23	23	Hull Side	90 - 99	74 - 99	58 - 99	47 - 99	38 - 99	26 - 99
60°	Turret	15	15	15	15	15	15	Turret Face	00 - 12	00 - 10	00 - 08	00 - 07	00 - 07	00 - 07
	Hull	17	18	19	19	20	20	Turret Side	13 - 38	11 - 32	09 - 26	08 - 24	08 - 22	08 - 23
	All	19	19	20	20	21	20	Hull Face	39 - 89	33 - 73	27 - 57	25 - 46	23 - 38	24 - 26
	Air-Grd	22	22	22	23	23	23	Hull Side	90 - 99	74 - 99	58 - 99	47 - 99	39 - 99	27 - 99
> 60°	Turret	15	15	15	15	15	15	Turret Face	00 - 04	00 - 03	00 - 02	00 - 02	00 - 02	00 - 02
	Hull	17	18	19	19	20	20	Turret Side	05 - 35	04 - 29	03 - 24	03 - 21	03 - 20	03 - 21
	All	19	19	20	20	21	20	Hull Face	36 - 88	30 - 72	25 - 56	22 - 45	21 - 36	22 - 24
	Air-Grd	22	22	22	22	23	23	Hull Side	89 - 99	73 - 99	57 - 99	46 - 99	37 - 99	25 - 99

ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE													
Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear From the Side	00 - 23	00 - 39	00 - 50	00 - 60	00 - 68	00 - 75	Front or Rear From the Side	00 - 18	00 - 31	00 - 42	00 - 51	00 - 60	00 - 68
	00 - 16	00 - 29	00 - 39	00 - 48	00 - 57	00 - 66		00 - 08	00 - 16	00 - 23	00 - 31	00 - 39	00 - 48



USSR KV1s Heavy Tank

KV1s (skorostnyi - fast) (1942) 76.2mm L41.2 Gun, Light Cast Turret, Light Hull

CREW AND ARMAMENT

Crew and Armament	Field of View			
Crew Members				
Commander / Loader	1 to 6			
Gunner	1			
Rear Turret MG Gunner	4			
Driver	1			
Hull Gunner	1			
Armament		Field of Fire	Gun Elev	Gun Depr
Main Gun 76.2mm L41.2	1 to 6	—	20°	-4°
Coax MG 7.62x54mm	1 to 6	—	20°	-4°
Hull MG 7.62x54mm	1	1	30°	-30°
Rear Tur MG 7.62x54mm	1 to 6	4	30°	-30°

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 27	—	28 - 99	—
Front	Obliq	00 - 16	17 - 37	38 - 99	—
Front	Side	—	00 - 35	36 - 99	—
Obliq	Front	00 - 16	—	17 - 41	42 - 99
Obliq	Obliq	00 - 09	10 - 22	23 - 38	39 - 99
Obliq	Side	—	00 - 21	22 - 37	38 - 99
Side	Front	00 - 16	—	—	17 - 99
Side	Obliq	00 - 10	11 - 23	—	24 - 99
Side	Side	—	00 - 22	—	23 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables	Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	33° 132°
Deep Fording Equip	No	Turret Traverse Rate (°)	13° 52°
Fire Extinguishing Sys	No	Acceleration VC (MH)	1.7
Infra-Red Imaging	No	Deceleration VC (MH)	1.5
Image Intensifying	No	Max Road Range (miles)	150
Thermal Imaging	No	Side Slope	25°
Fuel Hit Modifier	0	Ground Pressure (psi)	10.4
Ammunition Hit Modifier	5	Moving Target Accuracy Mod	0
Spotting Modifier	+ 2	Moving Shooter Accuracy Mod	0

MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	4.7 —	4.3 —	3.8 —	3.4 —	3.0 00	2.7 08
10°	3.6 —	3.1 —	2.7 —	2.3 —	1.8 00	1.6 09
20°	2.5 —	2.0 —	1.6 —	1.1 00	.6 01	.4 12
30°	1.5 —	1.0 —	.5 00	01	02	20
40°	.7 —	.1 —	01	03	05	44
50°	.1 —	02	07	13	22	99

WEAPON DATA TABLE

Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APHE	110	3P	318	22	21	641	—	1	4
HE			147	39	—	22H	—	2	6
APCR			362	7	14	—	—	3	7
Coax MG	60	*5	12	17	—	—	21	4	8
Hull MG	60	*5	12	17	—	—	21	5	9
Rear MG	44	*5	12	17	—	—	21	7	10

PLATOON ROSTER AND STATUS TABLE

Status	1					2					3					4					5				
Crew	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Gunner	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Rear Gunner	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Driver	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Hull Gunner	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Ammunition																									
Main Gun	_____					_____					_____					_____					_____				
Coax MG	_____					_____					_____					_____					_____				
Hull MG	_____					_____					_____					_____					_____				
Rear MG	_____					_____					_____					_____					_____				
Equipment																									
Main Gun	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Coax MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Hull MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Rear MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Left Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Right Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Engine	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Power Train	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Turret Ring	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Condition	Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐				
Notes	_____					_____					_____					_____					_____				

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE				USSR KV1s LIGHT CAST TURRET AND HULL										
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
Turret Front	00 - 07	Graze														
Mantlet	08 - 48	Main Gun	406	300	Turret Crew	616	566				1	5	17	33	59	
Mantlet	49 - 49	Coax Machine Gun	282	211	Turret Crew	616	566				1	5	17	33	59	
Turret Face	50 - 75	Turret Crew	570	570	Ammunition	618	582				1	5	17	33	59	
Tur Frt Sd	76 - 93	Turret Crew	69H	32H	Ammunition	78H	33H				-33	-51	-65	-71	-73	
Turret Ring	94 - 99	Turret Ring	126	124	Turret Crew	362	249				1	5	17	33	59	
Turret Side	00 - 02	Graze														
Turret Side	03 - 27	Turret Crew	279	279	Main Gun	462	386				48	40	21	8	2 -0	
Turret Side	28 - 42	Turret Crew	273	273							0	1	5	17	33 59	
Tur Rear Sd	43 - 70	Ammunition	272	272	Turret Crew	304	274				73	73	40	22	8 2	
Lower Ring	71 - 74	Turret Crew	286	283							0	1	5	17	33 59	
Turret Ring	75 - 79	Turret Ring	318	231	Turret Crew	638	370				73	59	33	17	5 1	
Gun Mount	80 - 91	Main Gun	459	459							73	59	33	17	5 1	
Gun Barrel	92 - 99	Main Gun	58	58							73	59	33	17	5 1	
Turret Rear	00 - 07	Graze														
Tur Rear Sd	08 - 15	Ammunition	69H	31H	Turret Crew	77H	32H				-24	-46	-61	-70	-73	
Turret Rear	16 - 28	Ammunition	293	289	Turret Crew	324	292				1	5	17	33	59	
Turret Rear	29 - 72	Turret Crew	293	289	Main Gun	518	721				1	5	17	33	59	
	73 - 76	Rear Machine Gun	21	21	Turret Crew	198	195				1	5	17	33	59	
Lower Ring	77 - 92	Turret Crew	286	283							1	5	17	33	59	
Turret Ring	93 - 99	Turret Ring	126	124	Turret Crew	362	249				1	5	17	33	59	
Turret Top	00 - 99	Turret Crew	66	66	Ammunition	82	80									
Hull Front	00 - 02	Graze														
Driver Port	03 - 04	Driver - Hull Gunner	128	125	Turret Crew	165	147	Engine	220	639	1	5	16	33	58	
Upr Front	05 - 18	Driver - Hull Gunner	313	305	Turret Crew	366	328	Engine	448	878	1	5	16	33	58	
Upr Front	19 - 21	Fuel	313	305	Engine	388	745				1	5	16	33	58	
MG Mount	22 - 22	Hull Machine Gun	21	21	Driver-HGnr	212	206	Turret Crew	257	228	1	5	16	33	58	
Upr Glacis	23 - 38	Driver - Hull Gunner	13H	697	Turret Crew	14H	728	Engine	15H	39K	1	5	11	22	46	
Upr Glacis	39 - 40	Driver - Hull Gunner	13H	697	Fuel	14H	713	Engine	15H	39K	1	5	11	22	46	
Lwr Glacis	41 - 58	Driver - Hull Gunner	304	297	Ammunition	359	337	Engine	439	NP	1	5	16	33	59	
Lwr Glacis	59 - 61	Driver - Hull Gunner	304	297	Fuel	359	318	Engine	419	NP	1	5	16	33	59	
Track / Drive	62 - 99	Track / Idler Wheel	33	33												
Hull Side	00 - 01	Graze														
Hull Side	02 - 03	Idler Wheel*	120	120	Driver-HGnr	457	588	Idler Wheel	11H	63H	73	59	33	17	5 1	
Idler Wheel	04 - 05	Idler Wheel*	120	120	Idler Wheel	346	13H				73	59	33	17	5 1	
Hull Upr Sd	06 - 08	Driver - Hull Gunner	209	209	Fuel	253	256				73	59	33	17	5 1	
Hull Side	09 - 17	Driver - Hull Gunner	209	209	Fuel	253	256				73	59	33	17	5 1	
Hull Side	18 - 20	Road Wheel/Susp*	67	67	Drv-HGnr	361	507	Fuel	422	581	73	59	33	17	5 1	
Hull Upr Sd	21 - 21	Turret Crew	418	308							73	59	33	17	5 1	
Hull Upr Sd	22 - 23	Turret Crew	209	209							73	59	33	17	5 1	
Hull Upr Sd	24 - 25	Fuel	418	308	Turret Crew	483	315	Fuel	552	370	73	59	33	17	5 1	
Hull Upr Sd	26 - 29	Fuel	209	209	Turret Crew	253	215	Fuel	303	269	73	59	33	17	5 1	
Hull Side	30 - 39	Fuel	209	209	Turret Crew	253	215	Fuel	303	269	73	59	33	17	5 1	
Hull Side	40 - 48	Fuel	209	209	Ammunition	253	215	Fuel	353	408	73	59	33	17	5 1	
Hull Side	49 - 53	Road Wheel/Susp*	67	67	Fuel	361	507	Ammunition	422	523	73	59	33	17	5 1	
Hull Upr Sd	54 - 57	Fuel	209	209	Engine	253	215				73	59	33	17	5 1	
Hull Upr Sd	58 - 60	Engine	209	209							73	59	33	17	5 1	
Hull Side	61 - 68	Fuel	209	209	Engine	253	215				73	59	33	17	5 1	
Hull Side	69 - 77	Engine	209	209							73	59	33	17	5 1	
Hull Side	78 - 81	Road Wheel/Susp*	67	67	Engine	361	507	Wheel/Susp	15H	10K	73	59	33	17	5 1	
Hull Side	82 - 86	Drive Sprocket*	120	120	Engine	457	588	Drv Sprkt	17H	11K	73	59	33	17	5 1	
Road Wheel	87 - 99	Road Wheel / Susp	67	67	Wheel/Susp	192	12H									
Hull Rear	00 - 02	Graze														
Hull Rear	03 - 31	Engine	837	407	Turret Crew	11H	947	Driver-HGnr	13H	NP	1	5	11	22	43	
Hull Rear	32 - 39	Engine	193	190	Fuel	452	946	Driver-HGnr	517	NP	1	5	17	33	59	
Hull Rear	40 - 60	Engine	193	190	Ammunition	544	27H	Driver-HGnr	615	NP	1	5	17	33	59	
Track / Drive	61 - 99	Track / Drive	33	33												
Hull Top	00 - 04	Fuel	61	61												
Engine Deck	05 - 82	Engine	61	61												
Hatch	83 - 99	Driver - Hull Gunner	61	61												

ADVANCED RULES STATUS SHEET 3

WEAPON DATA TABLE

USSR KV1s 76.2mm L41.2 GUN

Weapon Characteristics		Aim Mods		Direct Fire Data																		
		Ph	Md	Target Range in 20 Yard Mech Hexes																		
				4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200		
76.2mm L41.2				APHE	PEN	362	351	343	334	318	302	287	273	260	247	235	223	202	183	165	149	135
RT (10)	3P	1	-6		AOI																	
		2	-4		NID	24	23	23	22	21	20	19	19	18	17	16	15	14	13	12	11	10
RT (100)	6P	3	-3		DFE	187	73	48	35	23	16	13	10	8	7	6	5	4	3	3	2	2
Ammo Cap	110	4	-2	BC0 641	BA	36	28	25	22	18	15	13	11	9	8	6	5	3	1	-1	-2	-3
		5	-1	MCD 3	TOF	1	3	4	6	9	12	15	18	21	25	28	31	39	46	54	61	70
		6	-1																			
White Phosphorus		7	0	HE	PEN	167	162	158	154	147	139	133	126	120	114	109	104	94	85	77	70	64
			PENF	102	99	97	94	89	85	81	76	73	69	65	62	56	50	45	41	37		
			AOI																			
			DFE	201	79	51	38	24	18	13	11	9	8	6	6	4	3	3	2	2		
		BC0 22H	BA	35	28	25	22	18	15	13	10	9	7	6	5	2	0	-1	-3	-4		
		DFS 4	TOF	1	3	4	6	8	11	14	17	21	24	27	30	37	44	52	60	67		
		APCR	PEN	513	475	445	416	362	314	269	229	192	159	128	112	93	77	64	53	44		
			AOI																			
			NID	18	17	16	16	14	13	12	11	10	9	9	8	7	6	5	4	3		
			DFE	388	149	96	69	43	30	23	18	14	12	10	8	6	4	3	3	2		
DFS	3																					
Smk	4																					
Dur	3																					
				BC0 22H	BA	35	28	25	22	18	15	13	10	9	7	6	5	2	0	-1	-3	-4
				DFS 4	TOF	1	3	4	6	8	11	14	17	21	24	27	30	37	44	52	60	67
				APCR	PEN	513	475	445	416	362	314	269	229	192	159	128	112	93	77	64	53	44
					AOI																	
					NID	18	17	16	16	14	13	12	11	10	9	9	8	7	6	5	4	3
					DFE	388	149	96	69	43	30	23	18	14	12	10	8	6	4	3	3	2
					BA	31	21	15	12	6	2	-1	-3	-5	-7	-9	-10	-13	-15	-17	-18	-20
				MCD 3A	TOF	1	2	3	4	6	8	11	13	16	18	21	24	29	36	42	49	55
7.62mm Coax / Hull		1	-28	FMJ-T	PEN	23	20	18	15	12	9.3	7.2	5.6	4.4	3.4	2.6	2.1	1.2	.7	.5	.3	.2
Reload Time	21	2	-18		DC	8	8	7	7	7	6	6	4	3	2	2	1	1	1	1	1	1
Rate of Fire	*5	3	-10																			
Cap	63 (1197)	4	-7		MA	.3	.8	1	2	2	3	4	5	6	6	7	8	10	11	13	14	16
Ammo Wt	3.3	6	-2		PALM	6	13	16	18	21	23	25	26	27	28	29	29	31	32	33	34	34
Knock Down	12	8	1		BA	48	37	31	27	22	18	15	12	10	8	7	6	3	2	0	-1	-2
SAB	0	11	4		TOF	1	2	4	5	8	11	14	18	22	26	30	34	43	52	62	71	81
7.62mm Rear Turret		1	-28	FMJ-T	PEN	23	20	18	15	12	9.3	7.2	5.6	4.4	3.4	2.6	2.1	1.2	.7	.5	.3	.2
Reload Time	21	2	-18		DC	8	8	7	7	7	6	6	4	3	2	2	1	1	1	1	1	1
Rate of Fire	*5	3	-10																			
Cap	63 (882)	4	-7		MA	.3	.8	1	2	2	3	4	5	6	6	7	8	10	11	13	14	16
Ammo Wt	3.3	6	-2		PALM	6	13	16	18	21	23	25	26	27	28	29	29	31	32	33	34	34
Knock Down	12	8	1		BA	48	37	31	27	22	18	15	12	10	8	7	6	3	2	0	-1	-2
SAB	0	11	4		TOF	1	2	4	5	8	11	14	18	22	26	30	34	43	52	62	71	81

ADVANCED RULES STATUS SHEET 3

TARGET SIZE AND HIT AREA TABLE

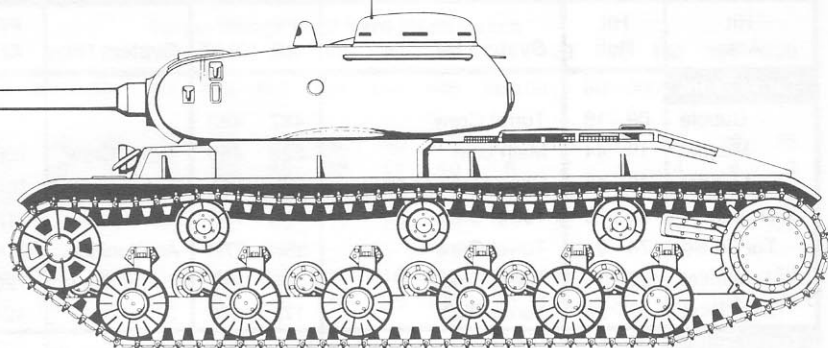
Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	14	14	14	14	14	14	Turret Face	00 - 24	00 - 19	00 - 16	00 - 14	00 - 13	00 - 14
	Hull	17	18	19	19	20	19	Turret Side	25 - 27	20 - 22	17 - 18	15 - 16	14 - 15	15 - 16
	All	18	19	20	20	20	20	Hull Face	28 - 87	23 - 70	19 - 53	17 - 41	16 - 32	17 - 19
	Air-Grd	22	22	22	22	22	22	Hull Side	88 - 99	71 - 99	54 - 99	42 - 99	33 - 99	20 - 99
15°	Turret	14	14	14	14	14	14	Turret Face	00 - 22	00 - 18	00 - 15	00 - 13	00 - 12	00 - 13
	Hull	17	18	19	19	20	19	Turret Side	23 - 31	19 - 26	16 - 21	14 - 19	13 - 18	14 - 18
	All	18	19	20	20	20	20	Hull Face	32 - 88	27 - 71	22 - 55	20 - 43	19 - 34	19 - 21
	Air-Grd	22	22	22	22	22	22	Hull Side	89 - 99	72 - 99	56 - 99	44 - 99	35 - 99	22 - 99
30°	Turret	15	15	15	15	15	15	Turret Face	00 - 19	00 - 16	00 - 13	00 - 12	00 - 11	00 - 12
	Hull	17	18	19	19	20	19	Turret Side	20 - 35	17 - 29	14 - 24	13 - 22	12 - 21	13 - 21
	All	19	19	20	20	20	20	Hull Face	36 - 89	30 - 73	25 - 57	23 - 45	22 - 37	22 - 24
	Air-Grd	22	22	22	22	23	22	Hull Side	90 - 99	74 - 99	58 - 99	46 - 99	38 - 99	25 - 99
45°	Turret	15	15	15	15	15	15	Turret Face	00 - 16	00 - 13	00 - 11	00 - 10	00 - 09	00 - 10
	Hull	17	18	19	19	20	19	Turret Side	17 - 37	14 - 31	12 - 26	11 - 23	10 - 22	11 - 23
	All	19	19	20	20	21	20	Hull Face	38 - 89	32 - 74	27 - 58	24 - 47	23 - 38	24 - 26
	Air-Grd	22	22	22	22	23	23	Hull Side	90 - 99	75 - 99	59 - 99	48 - 99	39 - 99	27 - 99
60°	Turret	15	15	15	15	15	15	Turret Face	00 - 12	00 - 10	00 - 08	00 - 07	00 - 07	00 - 07
	Hull	17	18	19	19	20	19	Turret Side	13 - 38	11 - 32	09 - 27	08 - 24	08 - 23	08 - 24
	All	19	19	20	20	21	20	Hull Face	39 - 89	33 - 74	28 - 58	25 - 47	24 - 38	25 - 26
	Air-Grd	22	22	22	22	23	23	Hull Side	90 - 99	75 - 99	59 - 99	48 - 99	39 - 99	27 - 99
> 60°	Turret	15	15	15	15	15	15	Turret Face	00 - 04	00 - 03	00 - 02	00 - 02	00 - 02	00 - 02
	Hull	17	18	19	19	20	19	Turret Side	05 - 35	04 - 29	03 - 24	03 - 22	03 - 21	03 - 22
	All	19	19	20	20	20	20	Hull Face	36 - 89	30 - 73	25 - 57	23 - 46	22 - 37	23 - 24
	Air-Grd	22	22	22	22	23	22	Hull Side	90 - 99	74 - 99	58 - 99	47 - 99	38 - 99	25 - 99

ADVANCED RULES STATUS SHEET 3

TOP OF VEHICLE HIT CHANCE TABLE

Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear From the Side	00 - 23	00 - 39	00 - 50	00 - 60	00 - 68	00 - 75	Front or Rear From the Side	00 - 18	00 - 31	00 - 42	00 - 51	00 - 60	00 - 68
	00 - 16	00 - 29	00 - 39	00 - 48	00 - 57	00 - 66		00 - 08	00 - 16	00 - 24	00 - 32	00 - 40	00 - 49

Status Sheet 1



USSR KV85 Heavy Tank

KV85 (1943) 85mm L51.5 Gun, Cast Turret, and Light Hull

CREW AND ARMAMENT

Crew and Armament	Field of View	Field of Fire	Gun Elev	Gun Depr
Crew Members				
Commander / Loader	1 to 6			
Gunner	1			
Rear Turret MG Gunner	4			
Driver	1			
Hull Gunner	1			
Armament				
Main Gun 85mm L51.5	1 to 6	—	20°	-4°
Coax MG 7.62x54mm	1 to 6	—	20°	-4°
Hull MG 7.62x54mm	1	1	30°	-30°
Rear Tur MG 7.62x54mm	1 to 6	4	30°	-30°

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 27	—	28 - 99	—
Front	Obliq	00 - 16	17 - 37	38 - 99	—
Front	Side	—	00 - 35	36 - 99	—
Obliq	Front	00 - 16	—	17 - 41	42 - 99
Obliq	Obliq	00 - 10	11 - 23	24 - 47	48 - 99
Obliq	Side	—	00 - 22	23 - 46	47 - 99
Side	Front	00 - 16	—	—	17 - 99
Side	Obliq	00 - 10	11 - 23	—	24 - 99
Side	Side	—	00 - 22	—	23 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables	Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	32° 128°
Deep Fording Equip	No	Turret Traverse Rate (°)	10° 40°
Fire Extinguishing Sys	No	Acceleration VC (MH)	1.8
Infra-Red Imaging	No	Deceleration VC (MH)	1.6
Image Intensifying	No	Max Road Range (miles)	130
Thermal Imaging	No	Side Slope	25°
Fuel Hit Modifier	0	Ground Pressure (psi)	11.8
Ammunition Hit Modifier	5	Moving Target Accuracy Mod	0
Spotting Modifier	+ 2	Moving Shooter Accuracy Mod	0

MOVEMENT SPEEDS / STALL CHANCE

Grd Slip	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	4.9 -	4.3 -	3.8 -	3.2 00	2.6 01	2.3 17
10°	3.7 -	3.1 -	2.5 -	1.9 01	1.3 02	1.0 19
20°	2.4 -	1.8 -	1.2 00	.6 01	.1 03	26
30°	1.3 -	.6 -	01	03	05	45
40°	.4 -	01	05	08	14	99
50°	00	08	23	39	65	99

WEAPON DATA TABLE

Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APHE	70	4P	591	34	48	16H	—	1	4
HE			264	40	—	23H	—	2	6
APCR			612	8	34	—	—	3	7
Coax MG	60	*5	12	17	—	—	21	4	8
Hull MG	60	*5	12	17	—	—	21	5	9
Rear MG	44	*5	12	17	—	—	21	7	10

PLATOON ROSTER AND STATUS TABLE

Status	1					2					3					4					5				
Crew	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Gunner	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Rear Gunner	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Driver	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Hull Gunner	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Ammunition																									
Main Gun	_____					_____					_____					_____					_____				
Coax MG	_____					_____					_____					_____					_____				
Hull MG	_____					_____					_____					_____					_____				
Rear MG	_____					_____					_____					_____					_____				
Equipment																									
Main Gun	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Coax MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Hull MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Rear MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Left Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Right Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Engine	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Power Train	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Turret Ring	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Condition	Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐				
Notes																									

KV85

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE				USSR KV85 CAST TURRET / LIGHT HULL										
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
Turret Front	00 - 08	Graze														
Cupola	09 - 18	Turret Crew	487	482							1	5	17	33	59	
Mantlet	19 - 44	Main Gun	628	486	Turret Crew	10H	11H				1	5	17	33	59	
Mantlet	45 - 45	Coax Machine Gun	282	211	Turret Crew	10H	11H				1	5	17	33	59	
Turret Face	46 - 73	Turret Crew	10H	10H	Ammunition	11H	10H				1	5	17	33	59	
Tur Frt Sd	74 - 91	Turret Crew	55H	27H	Ammunition	61H	28H				-26	-42	-54	-58	-59	
Mantlet	92 - 96	Turret Ring	330	242	Turret Crew	728	417				1	5	17	33	59	
Turret Ring	97 - 99	Turret Ring	172	170	Turret Crew	494	341				1	5	17	33	59	
Turret Side	00 - 01	Graze														
Cupola	02 - 09	Turret Crew	487	482							0	1	5	17	33	
Tur Frt Sd	10 - 33	Turret Crew	431	427	Main Gun	656	585				39	32	16	4	0	
Turret Side	34 - 46	Turret Crew	407	407							0	1	5	17	33	
Tur Rear Sd	47 - 76	Ammunition	377	373	Turret Crew	414	376				RR	RR	58	32	16	
Turret Ring	77 - 79	Turret Ring	409	301	Turret Crew	836	495				73	59	33	17	5	
Gun Mount	80 - 85	Main Gun	11H	11H							73	59	33	17	5	
Gun Barrel	86 - 99	Main Gun	79	79							73	59	33	17	5	
Turret Rear	00 - 06	Graze														
Cupola	07 - 17	Turret Crew	487	482							1	5	17	33	59	
Tur Rear Sd	18 - 37	Ammunition	49H	24H	Turret Crew	53H	24H				-26	-42	-54	-58	-59	
Turret Rear	38 - 50	Ammunition	394	388	Turret Crew	431	391				1	5	17	33	59	
Turret Rear	51 - 89	Turret Crew	394	388	Main Gun	647	938				1	5	17	33	59	
	90 - 92	Rear Machine Gun	21	21	Turret Crew	263	259				1	5	17	33	59	
Turret Ring	93 - 99	Turret Ring	172	170	Turret Crew	494	341				1	5	17	33	59	
Turret Top	00 - 99	Turret Crew	79	79	Ammunition	96	94									
Hull Front	00 - 02	Graze														
Driver Port	03 - 04	Driver - Hull Gunner	128	125	Turret Crew	165	147	Engine	220	639	1	5	16	33	58	
Upr Front	05 - 18	Driver - Hull Gunner	313	305	Turret Crew	366	328	Engine	448	878	1	5	16	33	58	
Upr Front	19 - 21	Fuel	313	305	Engine	388	745				1	5	16	33	58	
MG Mount	22 - 22	Hull Machine Gun	21	21	Driver-HGnr	212	206	Turret Crew	257	228	1	5	16	33	58	
Upr Glacis	23 - 38	Driver - Hull Gunner	13H	697	Turret Crew	14H	728	Engine	15H	39K	1	5	11	22	46	
Upr Glacis	39 - 40	Driver - Hull Gunner	13H	697	Fuel	14H	713	Engine	15H	39K	1	5	11	22	46	
Lwr Glacis	41 - 58	Driver - Hull Gunner	304	297	Ammunition	359	337	Engine	439	NP	1	5	16	33	59	
Lwr Glacis	59 - 61	Driver - Hull Gunner	304	297	Fuel	359	318	Engine	419	NP	1	5	16	33	59	
Track / Drive	62 - 99	Track / Idler Wheel	33	33												
Hull Side	00 - 01	Graze														
Hull Side	02 - 03	Idler Wheel*	120	120	Driver-HGnr	457	588	Idler Wheel	11H	63H	73	59	33	17	5	
Idler Wheel	04 - 05	Idler Wheel*	120	120	Idler Wheel	346	13H				73	59	33	17	5	
Hull Side	06 - 16	Driver - Hull Gunner	209	209	Fuel	253	256				73	59	33	17	5	
Hull Side	17 - 19	Road Wheel/Susp*	67	67	Drv-HGnr	361	507	Fuel	422	581	73	59	33	17	5	
Hull Upr Sd	20 - 23	Turret Crew	455	328							73	59	33	17	5	
Hull Upr Sd	24 - 26	Fuel	455	328	Turret Crew	520	335	Fuel	589	391	73	59	33	17	5	
Hull Upr Sd	27 - 29	Fuel	209	209	Turret Crew	253	215	Fuel	303	269	73	59	33	17	5	
Hull Side	30 - 39	Fuel	209	209	Turret Crew	253	215	Fuel	303	269	73	59	33	17	5	
Hull Side	40 - 49	Fuel	209	209	Ammunition	253	215	Fuel	353	408	73	59	33	17	5	
Hull Side	50 - 53	Road Wheel/Susp*	67	67	Fuel	361	507	Ammunition	422	523	73	59	33	17	5	
Hull Upr Sd	54 - 57	Fuel	209	209	Engine	253	215				73	59	33	17	5	
Hull Upr Sd	58 - 60	Engine	209	209							73	59	33	17	5	
Hull Side	61 - 69	Fuel	209	209	Engine	253	215				73	59	33	17	5	
Hull Side	70 - 77	Engine	209	209							73	59	33	17	5	
Hull Side	78 - 81	Road Wheel/Susp*	67	67	Engine	361	507	Wheel/Susp	15H	10K	73	59	33	17	5	
Hull Side	82 - 86	Drive Sprocket*	120	120	Engine	457	588	Drv Sprkt	17H	11K	73	59	33	17	5	
Road Wheel	87 - 99	Road Wheel / Susp	67	67	Wheel/Susp	192	12H									
Hull Rear	00 - 02	Graze														
Hull Rear	03 - 31	Engine	837	407	Turret Crew	11H	947	Driver-HGnr	13H	NP	1	5	11	22	43	
Hull Rear	32 - 39	Engine	193	190	Fuel	452	946	Driver-HGnr	517	NP	1	5	17	33	59	
Hull Rear	40 - 60	Engine	193	190	Ammunition	544	27H	Driver-HGnr	615	NP	1	5	17	33	59	
Track / Drive	61 - 99	Track / Drive	33	33												
Hull Top	00 - 04	Fuel	61	61												
Engine Deck	05 - 82	Engine	61	61												
Hatch	83 - 99	Driver - Hull Gunner	61	61												

ADVANCED RULES STATUS SHEET 3 WEAPON DATA TABLE USSR KV85 - 85mm L51.5 GUN

Weapon Characteristics		Aim Mods Ph Md		Direct Fire Data		Target Range in 20 Yard Mech Hexes																
						4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200
85mm L51.5	RT (10) RT (60) Ammo Cap 70 White Phosphorus DFS 4 Smk 7 Dur 3	1 -6 2 -4 3 -3 4 -2 5 -1 6 -1 7 0	APHE	PEN	656	641	628	615	591	568	546	525	504	484	465	447	413	381	352	325	300	
				AOI																		
				NID	53	52	51	50	48	47	45	43	42	40	39	38	35	33	30	28	26	
				DFE	280	110	72	53	35	25	20	16	13	11	10	8	7	5	4	4	3	
				BC0 16H	BA	36	29	25	23	19	16	14	12	10	9	8	7	4	3	1	0	-2
			MCD 7	TOF	1	2	3	5	7	10	12	15	17	20	22	25	31	36	42	48	55	
			HE	PEN	292	285	280	275	264	254	245	236	227	218	210	202	188	174	161	149	139	
				PENF	181	177	174	170	164	158	151	146	140	135	130	125	115	106	98	91	84	
				AOI																		
				DFE	274	108	71	52	34	25	19	16	13	11	10	8	7	5	4	4	3	
				BC0 23H	BA	36	29	25	23	19	16	14	12	11	9	8	7	5	3	1	0	-1
			DFS 6	TOF	1	2	4	5	7	10	12	15	17	20	23	25	31	37	43	49	55	
			APCR	PEN	820	769	728	688	612	542	475	414	356	302	265	248	217	190	166	145	127	
				AOI																		
				NID	40	38	37	36	34	32	30	28	27	25	24	22	20	18	16	14	12	
				DFE	460	179	116	85	54	39	29	23	19	16	13	12	9	7	5	4	4	
				BA	34	25	20	17	12	8	5	3	1	-1	-2	-4	-6	-8	-10	-12	-13	
			MCD 6	TOF	1	2	3	4	6	8	10	12	14	16	18	21	26	31	36	41	47	
7.62mm Coax / Hull	1 -28 2 -18 3 -10 4 -7 6 -2 8 1 11 4	AC	FMJ-T	PEN	23	20	18	15	12	9.3	7.2	5.6	4.4	3.4	2.6	2.1	1.2	.7	.5	.3	.2	
				DC	8	8	7	7	7	6	6	4	3	2	2	1	1	1	1	1	1	
				MA	.3	.8	1	2	2	3	4	5	6	6	7	8	10	11	13	14	16	
				PALM	6	13	16	18	21	23	25	26	27	28	29	29	31	32	33	34	34	
				BA	48	37	31	27	22	18	15	12	10	8	7	6	3	2	0	-1	-2	
				TOF	1	2	4	5	8	11	14	18	22	26	30	34	43	52	62	71	81	
7.62mm Rear Turret	1 -28 2 -18 3 -10 4 -7 6 -2 8 1 11 4	FMJ-T	PEN	23	20	18	15	12	9.3	7.2	5.6	4.4	3.4	2.6	2.1	1.2	.7	.5	.3	.2		
			DC	8	8	7	7	7	6	6	4	3	2	2	1	1	1	1	1	1		
			MA	.3	.8	1	2	2	3	4	5	6	6	7	8	10	11	13	14	16		
			PALM	6	13	16	18	21	23	25	26	27	28	29	29	31	32	33	34	34		
			BA	48	37	31	27	22	18	15	12	10	8	7	6	3	2	0	-1	-2		
			TOF	1	2	4	5	8	11	14	18	22	26	30	34	43	52	62	71	81		

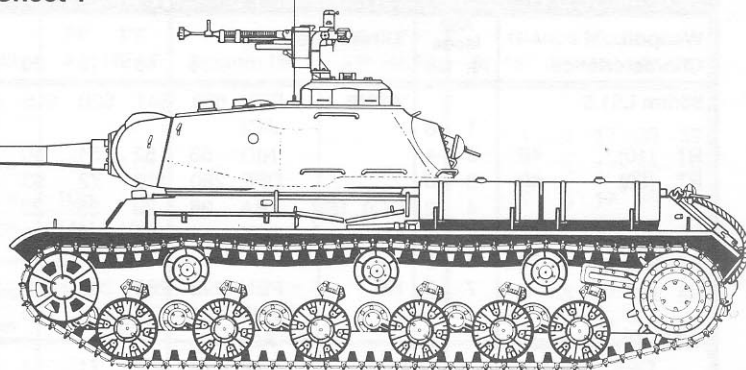
ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE

Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	14	14	14	14	14	14	Turret Face	00 - 24	00 - 19	00 - 16	00 - 14	00 - 13	00 - 14
	Hull	17	18	19	19	20	19	Turret Side	25 - 27	20 - 22	17 - 18	15 - 16	14 - 15	15 - 16
	All	18	19	20	20	20	20	Hull Face	28 - 87	23 - 70	19 - 53	17 - 41	16 - 32	17 - 19
	Air-Grd	22	22	22	22	22	22	Hull Side	88 - 99	71 - 99	54 - 99	42 - 99	33 - 99	20 - 99
15°	Turret	14	14	14	14	14	14	Turret Face	00 - 22	00 - 18	00 - 15	00 - 13	00 - 13	00 - 13
	Hull	17	18	19	19	20	19	Turret Side	23 - 31	19 - 26	16 - 21	14 - 19	14 - 18	14 - 18
	All	18	19	20	20	20	20	Hull Face	32 - 88	27 - 71	22 - 55	20 - 43	19 - 34	19 - 21
	Air-Grd	22	22	22	22	22	22	Hull Side	89 - 99	72 - 99	56 - 99	44 - 99	35 - 99	22 - 99
30°	Turret	15	15	15	15	15	15	Turret Face	00 - 19	00 - 16	00 - 13	00 - 12	00 - 11	00 - 12
	Hull	17	18	19	19	20	19	Turret Side	20 - 35	17 - 29	14 - 24	13 - 22	12 - 21	13 - 22
	All	19	19	20	20	20	20	Hull Face	36 - 89	30 - 73	25 - 57	23 - 46	22 - 37	23 - 24
	Air-Grd	22	22	22	22	23	22	Hull Side	90 - 99	74 - 99	58 - 99	47 - 99	38 - 99	25 - 99
45°	Turret	15	15	15	15	15	15	Turret Face	00 - 16	00 - 13	00 - 11	00 - 10	00 - 09	00 - 10
	Hull	17	18	19	19	20	19	Turret Side	17 - 37	14 - 31	12 - 26	11 - 23	10 - 22	11 - 23
	All	19	19	20	20	21	20	Hull Face	38 - 89	32 - 74	27 - 58	24 - 47	23 - 38	24 - 26
	Air-Grd	22	22	22	22	23	23	Hull Side	90 - 99	75 - 99	59 - 99	48 - 99	39 - 99	27 - 99
60°	Turret	15	15	15	15	15	15	Turret Face	00 - 12	00 - 10	00 - 08	00 - 07	00 - 07	00 - 07
	Hull	17	18	19	19	20	19	Turret Side	13 - 38	11 - 32	09 - 27	08 - 24	08 - 23	08 - 24
	All	19	19	20	20	21	20	Hull Face	39 - 89	33 - 74	28 - 58	25 - 47	24 - 38	25 - 27
	Air-Grd	22	22	22	22	23	23	Hull Side	90 - 99	75 - 99	59 - 99	48 - 99	39 - 99	28 - 99
> 60°	Turret	15	15	15	15	15	15	Turret Face	00 - 04	00 - 03	00 - 02	00 - 02	00 - 02	00 - 02
	Hull	17	18	19	19	20	19	Turret Side	05 - 35	04 - 30	03 - 24	03 - 22	03 - 21	03 - 22
	All	19	19	20	20	20	20	Hull Face	36 - 89	31 - 73	25 - 57	23 - 46	22 - 37	23 - 25
	Air-Grd	22	22	22	22	23	22	Hull Side	90 - 99	74 - 99	58 - 99	47 - 99	38 - 99	26 - 99

ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE

Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear	00 - 23	00 - 39	00 - 50	00 - 60	00 - 68	00 - 75	Front or Rear	00 - 18	00 - 31	00 - 42	00 - 51	00 - 60	00 - 68
From the Side	00 - 16	00 - 29	00 - 39	00 - 48	00 - 57	00 - 66	From the Side	00 - 08	00 - 16	00 - 24	00 - 32	00 - 40	00 - 49

Status Sheet 1



USSR JS-II Heavy Tank

JS-II (1944) 122mm L43 Gun

CREW AND ARMAMENT					
Crew and Armament		Field of View			
Crew Members					
Commander / Loader		1 to 6			
Gunner		1			
Rear Turret MG Gunner		4			
Driver		1			
Armament			Field of Fire	Gun Elev	Gun Depr
Main Gun	122mm L43	1 to 6	—	20°	-4°
Coax MG	7.62x54mm	1 to 6	—	20°	-4°
Rear Tur MG	7.62x54mm	4	4	30°	-30°
AA MG	12.7x107mm	1 to 6	60°	40°	-30°

BASIC HIT LOCATION					
Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 32	—	33 - 99	—
Front	Obliq	00 - 23	24 - 45	46 - 99	—
Front	Side	—	00 - 44	45 - 99	—
Obliq	Front	00 - 19	—	20 - 43	44 - 99
Obliq	Obliq	00 - 15	16 - 29	30 - 50	51 - 99
Obliq	Side	—	00 - 21	22 - 45	46 - 99
Side	Front	00 - 18	—	—	19 - 99
Side	Obliq	00 - 14	15 - 28	—	29 - 99
Side	Side	—	00 - 28	—	29 - 99

EQUIPMENT AND VEHICLE DATA				
Equipment & Game Variables		Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	29°	116°
Deep Fording Equip	No	Turret Traverse Rate (°)	10°	40°
Fire Extinguishing Sys	No	Acceleration VC (MH)		1.4
Infra-Red Imaging	No	Deceleration VC (MH)		1.2
Image Intensifying	No	Max Road Range (miles)	150	
Thermal Imaging	No	Side Slope	29°	
Fuel Hit Modifier	0	Ground Pressure (psi)	12.0	
Ammunition Hit Modifier	5	Moving Target Accuracy Mod	0	
Spotting Modifier	+ 2	Moving Shooter Accuracy Mod	0	

MOVEMENT SPEEDS / STALL CHANCE						
Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	4.4 -	3.9 -	3.4 00	2.8 01	2.3 02	2.0 19
10°	3.2 -	2.7 -	2.1 00	1.6 01	1.0 02	.8 21
20°	2.0 -	1.4 -	.9 00	.3 01	03	29
30°	1.0 -	.3 -	02	03	06	50
40°	.1 -	01	05	09	16	99
50°	00	09	27	46	76	99

WEAPON DATA TABLE									
Weapon	Cap	RT	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APHE	28	10P	13H	52	173	42H	—	1	4
HE			434	65	—	65H	—	2	6
								3	7
Coax MG	117	*5	12	17	—	—	21	4	8
Rear MG	117	*5	12	17	—	—	21	5	9
AA MG	78	*5	35	8	—	—	25	7	10

PLATOON ROSTER AND STATUS TABLE

Status	1					2					3					4					5				
Crew	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	☐	☐	☐	_____	__	☐	☐	☐	_____	__	☐	☐	☐	_____	__	☐	☐	☐	_____	__	☐	☐	☐	_____	__
Gunner	☐	☐	☐	_____	__	☐	☐	☐	_____	__	☐	☐	☐	_____	__	☐	☐	☐	_____	__	☐	☐	☐	_____	__
Rear Gunner	☐	☐	☐	_____	__	☐	☐	☐	_____	__	☐	☐	☐	_____	__	☐	☐	☐	_____	__	☐	☐	☐	_____	__
Driver	☐	☐	☐	_____	__	☐	☐	☐	_____	__	☐	☐	☐	_____	__	☐	☐	☐	_____	__	☐	☐	☐	_____	__
Ammunition																									
Main Gun	_____					_____					_____					_____					_____				
Coax MG	_____					_____					_____					_____					_____				
AA MG	_____					_____					_____					_____					_____				
Rear MG	_____					_____					_____					_____					_____				
Equipment																									
Main Gun	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Coax MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
AA MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Rear MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Left Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Right Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Engine	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Power Train	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Turret Ring	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Condition	Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded		
	☐	☐	☐	_____		☐	☐	☐	_____		☐	☐	☐	_____		☐	☐	☐	_____		☐	☐	☐	_____	
Notes	_____					_____					_____					_____					_____				

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE				USSR JS-II HEAVY TANK EARLY HULL										
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
Turret Front	00 - 08	Graze														
Cupola	09 - 18	Turret Crew	487	482								1	5	17	33	59
Mantlet	19 - 41	Main Gun	12H	10H	Turret Crew	17H	17H					1	5	17	33	59
Mantlet	42 - 42	Coax Machine Gun	282	211	Turret Crew	17H	17H					1	5	17	33	59
Turret Face	43 - 64	Turret Crew	12H	12H	Ammunition	13H	12H					1	5	17	33	59
Tur Frt Sd	65 - 89	Turret Crew	39H	20H	Ammunition	42H	20H					-23	-39	-48	-52	-52
Mantlet	90 - 93	Turret Ring	330	242	Turret Crew	728	417					1	5	17	33	59
Turret Ring	94 - 99	Turret Ring	172	170	Turret Crew	494	341					1	5	17	33	59
Turret Side	00 - 01	Graze														
Cupola	02 - 09	Turret Crew	487	482								0	1	5	17	33
Tur Frt Sd	10 - 35	Turret Crew	412	406	Main Gun	680	586					34	28	12	2	-1
Tur Rear Sd	36 - 67	Turret Crew	380	376	Ammunition	417	386					73	73	42	23	8
MG Mount	68 - 71	Tur Crew-Rear MG	288	284								0	1	5	17	33
Turret Ring	72 - 74	Turret Ring	172	176	Turret Crew	494	361					73	59	33	17	5
Gun Mount	75 - 84	Main Gun	729	721								73	59	33	17	5
Gun Barrel	85 - 99	Main Gun	93	92								73	59	33	17	5
Turret Rear	00 - 06	Graze														
Cupola	07 - 18	Turret Crew	487	482								1	5	17	33	59
Tur Rear Sd	19 - 29	Ammunition	95H	43H	Turret Crew	10K	44H					-26	-47	-62	-70	-73
Turret Rear	30 - 53	Ammunition	454	435	Turret Crew	492	438					1	5	16	33	58
Turret Rear	54 - 87	Turret Crew	454	435	Main Gun	719	838					1	5	16	33	58
	88 - 90	Rear Machine Gun	21	21	Turret Crew	263	259					1	5	17	33	59
Turret Ring	91 - 99	Turret Ring	172	170	Turret Crew	494	341					1	5	17	33	59
Turret Top	00 - 99	Turret Crew	79	79	Ammunition	96	94									
Hull Front	00 - 02	Graze														
Driver Port	03 - 05	Driver	148	142	Turret Crew	186	159	Engine	246	543		1	5	16	33	58
Upr Front	06 - 15	Driver	391	375	Turret Crew	453	393	Engine	542	833		1	5	16	33	58
Upr Front	16 - 18	Driver	391	375	Turret Crew	453	393	Fuel	542	833		1	5	16	33	58
Upr Front	19 - 28	Turret Crew	391	375	Fuel	474	815					1	5	16	33	58
Upr Glacis	29 - 37	Driver	27H	14H	Turret Crew	28H	14H	Engine	30H	56H		1	5	11	22	44
Upr Glacis	38 - 39	Driver	27H	14H	Turret Crew	28H	14H	Fuel	30H	56H		1	5	11	22	44
Lwr Glacis	40 - 59	Driver	699	590	Ammunition	782	604	Engine	948	28K		1	5	13	30	55
Lwr Glacis	60 - 64	Driver	699	590	Turret Crew	782	619	Fuel	895	NP		1	5	13	30	55
Track / Drive	65 - 99	Track / Idler Wheel	33	33												
Hull Side	00 - 01	Graze														
Hull Side	02 - 03	Idler Wheel*	120	120	Driver	640	946	Idler Wheel	15H	80H		73	59	33	17	5
Idler Wheel	04 - 05	Idler Wheel*	120	120	Idler Wheel	346	17H					73	59	33	17	5
Hull Upr Sd	06 - 09	Driver	17H	991								-31	-31	-33	-31	-28
Hull Side	10 - 14	Ammunition	368	368	Driver	427	382					73	59	33	17	5
Hull Side	15 - 15	Road Wheel/Susp*	67	67	Ammunition	540	843	Driver	611	869		73	59	33	17	5
Hull Upr Sd	16 - 19	Turret Crew	442	406								71	57	32	15	5
Hull Upr Sd	20 - 25	Turret Crew	391	375								72	58	33	16	5
Hull Side	26 - 34	Turret Crew	368	368								73	59	33	17	5
Hull Side	35 - 41	Ammunition	368	368								73	59	33	17	5
Hull Side	42 - 46	Road Wheel/Susp*	67	67	Ammunition	540	843					73	59	33	17	5
Hull Upr Sd	47 - 58	Fuel	574	551	Engine	649	558	Fuel	911	963		72	58	33	16	5
Hull Side	59 - 75	Fuel	368	368	Engine	427	375	Fuel	831	13H		73	59	33	17	5
Hull Side	76 - 80	Road Wheel/Susp*	67	67	Fuel	540	843	Engine	611	860		73	59	33	17	5
Hull Side	81 - 85	Drive Sprocket*	120	120	Engine	640	946	Drv Sprkt	23H	16K		73	59	33	17	5
Road Wheel	86 - 99	Road Wheel / Susp	67	67	Wheel/Susp	192	12H									
Hull Rear	00 - 02	Graze														
Upr Rear	03 - 11	Fuel	12H	836	Turret Crew	13H	12H					1	5	11	26	51
Upr Rear	12 - 32	Engine	971	684	Turret Crew	13H	23H	Driver	14H	NP		1	5	11	26	51
Upr Rear	33 - 36	Fuel	11H	708	Turret Crew	12H	10H	Driver	13H	NP		1	5	11	26	52
Lwr Rear	37 - 41	Engine	778	598	Fuel	11H	879	Turret Crew	12H	11H		1	5	11	28	53
Lwr Rear	42 - 62	Engine	778	598	Ammunition	13H	44H	Driver	14H	NP		1	5	11	28	53
Track / Drive	63 - 99	Track / Drive	33	33												
Hull Top	00 - 19	Fuel	79	79												
Engine Deck	20 - 90	Engine	79	79												
Hatch	91 - 99	Driver - Ammunition	79	79												

ADVANCED RULES STATUS SHEET 3 WEAPON DATA TABLE USSR JS-II 122mm L43 GUN

Weapon Characteristics		Aim Mods Ph Md		Direct Fire Data										Target Range in 20 Yard Mech Hexes									
				4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200			
122mm L43 RT (6) 10P RT (22) 16P Ammo Cap 28 White Phosphorus DFS 8 Smk 12 Dur 4	1 -6 2 -4 3 -3 4 -2 5 -1 6 -1 7 0	APHE	PEN	14H	13H	13H	13H	12H	12H	12H	11H	11H	11H	10H	966	910	856	806	758				
			AOI																				
			NID	185	182	180	177	173	168	163	159	155	151	147	143	135	128	121	115	109			
			DFE	302	119	79	58	38	28	22	18	15	13	11	10	8	6	5	5	4			
			BC0 42H	BA	36	29	25	23	19	16	14	12	11	9	8	7	5	3	1	0			
			MCD 18	TOF	1	2	3	4	7	9	11	14	16	19	21	24	29	34	40	45	51		
		HE	PEN	469	461	454	447	434	422	409	397	386	374	363	353	333	313	295	279	263			
			PENF	292	287	282	278	270	262	254	246	239	232	225	218	205	193	182	171	161			
			AOI																				
			DFE	302	119	79	58	38	28	22	18	15	13	11	10	8	6	5	5	4			
			BC0 65H	BA	36	29	25	23	19	16	14	12	11	9	8	7	5	3	1	0			
			DFS 15	TOF	1	2	3	4	7	9	11	14	16	19	21	24	29	34	40	45	51		

ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE

Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	14	14	14	14	14	14	Turret Face	00 - 28	00 - 23	00 - 19	00 - 17	00 - 16	00 - 16
	Hull	17	17	18	19	19	19	Turret Side	29 - 32	24 - 26	20 - 21	18 - 19	17 - 18	17 - 18
	All	18	19	19	20	20	20	Hull Face	33 - 88	27 - 71	22 - 54	20 - 43	19 - 34	19 - 21
	Air-Grd	21	22	22	22	22	22	Hull Side	89 - 99	72 - 99	55 - 99	44 - 99	35 - 99	22 - 99
15°	Turret	15	15	15	15	15	15	Turret Face	00 - 27	00 - 23	00 - 19	00 - 17	00 - 16	00 - 16
	Hull	17	17	18	19	19	19	Turret Side	28 - 37	24 - 30	20 - 25	18 - 22	17 - 21	17 - 22
	All	18	19	20	20	20	20	Hull Face	38 - 88	31 - 73	26 - 57	23 - 45	22 - 37	23 - 25
	Air-Grd	22	22	22	22	22	22	Hull Side	89 - 99	74 - 99	58 - 99	46 - 99	38 - 99	26 - 99
30°	Turret	15	15	15	15	15	15	Turret Face	00 - 26	00 - 22	00 - 18	00 - 16	00 - 15	00 - 16
	Hull	17	17	18	19	19	19	Turret Side	27 - 42	23 - 35	19 - 30	17 - 26	16 - 25	17 - 26
	All	19	19	20	20	20	20	Hull Face	43 - 89	36 - 74	31 - 59	27 - 48	26 - 40	27 - 29
	Air-Grd	22	22	22	22	22	22	Hull Side	90 - 99	75 - 99	60 - 99	49 - 99	41 - 99	30 - 99
45°	Turret	16	16	16	16	16	16	Turret Face	00 - 23	00 - 20	00 - 16	00 - 15	00 - 14	00 - 14
	Hull	17	17	18	19	19	19	Turret Side	24 - 45	21 - 38	17 - 32	16 - 29	15 - 27	15 - 28
	All	19	19	20	20	20	20	Hull Face	46 - 90	39 - 76	33 - 61	30 - 50	28 - 42	29 - 31
	Air-Grd	22	22	22	22	22	22	Hull Side	91 - 99	77 - 99	62 - 99	51 - 99	43 - 99	32 - 99
60°	Turret	16	16	16	16	16	16	Turret Face	00 - 20	00 - 17	00 - 14	00 - 13	00 - 12	00 - 12
	Hull	17	17	18	19	19	19	Turret Side	21 - 46	18 - 39	15 - 33	14 - 30	13 - 28	13 - 29
	All	19	19	20	20	20	20	Hull Face	47 - 90	40 - 76	34 - 61	31 - 51	29 - 42	30 - 32
	Air-Grd	22	22	22	22	22	22	Hull Side	91 - 99	77 - 99	62 - 99	52 - 99	43 - 99	33 - 99
> 60°	Turret	16	16	16	16	16	16	Turret Face	00 - 12	00 - 11	00 - 09	00 - 08	00 - 07	00 - 08
	Hull	17	17	18	19	19	19	Turret Side	13 - 44	12 - 37	10 - 31	09 - 28	08 - 27	09 - 28
	All	19	19	20	20	20	20	Hull Face	45 - 90	38 - 75	32 - 60	29 - 49	28 - 41	29 - 30
	Air-Grd	22	22	22	22	22	22	Hull Side	91 - 99	76 - 99	61 - 99	50 - 99	42 - 99	31 - 99

ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE

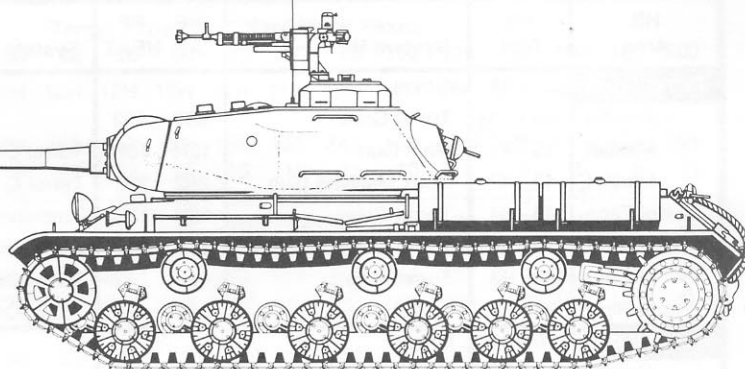
Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear From the Side	00 - 21	00 - 36	00 - 47	00 - 56	00 - 65	00 - 72	Front or Rear From the Side	00 - 18	00 - 32	00 - 43	00 - 52	00 - 61	00 - 69
	00 - 12	00 - 23	00 - 32	00 - 41	00 - 50	00 - 59		00 - 08	00 - 16	00 - 24	00 - 32	00 - 40	00 - 49

Status Sheet 1

CREW AND ARMAMENT

Crew and Armament	Field of View
Crew Members	
Commander / Loader	1 to 6
Gunner	1
Rear Turret MG Gunner	4
Driver	1

Armament		Field of Fire	Gun Elev	Gun Depr
Main Gun 122mm L43	1 to 6	—	20°	-4°
Coax MG 7.62x54mm	1 to 6	—	20°	-4°
Rear Tur MG 7.62x54mm	4	4	30°	-30°
AA MG 12.7x107mm	1 to 6	60°	40°	-30°



USSR JS-Ilm Heavy Tank

JS-Ilm (1944) 122mm L43 Gun with Drop-Breech and Improved Front Hull

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 32	—	33 - 99	—
Front	Obliq	00 - 23	24 - 45	46 - 99	—
Front	Side	—	00 - 44	45 - 99	—
Obliq	Front	00 - 19	—	20 - 43	44 - 99
Obliq	Obliq	00 - 15	16 - 29	30 - 50	51 - 99
Obliq	Side	—	00 - 21	22 - 45	46 - 99
Side	Front	00 - 18	—	—	19 - 99
Side	Obliq	00 - 14	15 - 28	—	29 - 99
Side	Side	—	00 - 28	—	29 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables	Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	30° 120°
Deep Fording Equip	No	Turret Traverse Rate (°)	10° 40°
Fire Extinguishing Sys	No	Acceleration VC (MH)	1.6
Infra-Red Imaging	No	Deceleration VC (MH)	1.4
Image Intensifying	No	Max Road Range (miles)	150
Thermal Imaging	No	Side Slope	29°
Fuel Hit Modifier	0	Ground Pressure (psi)	11.8
Ammunition Hit Modifier	5	Moving Target Accuracy Mod	0
Spotting Modifier	+ 2	Moving Shooter Accuracy Mod	0

MOVEMENT SPEEDS / STALL CHANCE

Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	4.4 —	3.9 —	3.4 —	2.9 00	2.3 01	2.1 17
10°	3.2 —	2.7 —	2.2 —	1.6 01	1.1 02	.9 19
20°	2.1 —	1.5 —	.9 00	.4 01	03	26
30°	1.0 —	.4 —	01	03	05	45
40°	.2 —	01	05	08	14	99
50°	00	08	23	39	65	99

WEAPON DATA TABLE

Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APHE	28	5P	13H	52	173	42H	—	1	4
HE			434	65	—	65H	—	2	6
								3	7
Coax MG	117	*5	12	17	—	—	21	4	8
Rear MG	117	*5	12	17	—	—	21	5	9
AA MG	78	*5	35	8	—	—	25	7	10

PLATOON ROSTER AND STATUS TABLE

Status	1					2					3					4					5				
Crew	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Gunner	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Rear Gunner	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Driver	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____	☐	☐	☐	_____	____
Ammunition																									
Main Gun	_____					_____					_____					_____					_____				
Coax MG	_____					_____					_____					_____					_____				
AA MG	_____					_____					_____					_____					_____				
Rear MG	_____					_____					_____					_____					_____				
Equipment																									
Main Gun	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Coax MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
AA MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Rear MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Left Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Right Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Engine	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Power Train	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Turret Ring	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Condition	Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded		
	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Notes	_____					_____					_____					_____					_____				

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE				USSR		JS-IIIm HEAVY TANK		IMPROVED HULL						
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
Turret Front	00 - 08	Graze														
Cupola	09 - 18	Turret Crew	487	482							1	5	17	33	59	
Mantlet	19 - 41	Main Gun	12H	10H	Turret Crew	17H	17H				1	5	17	33	59	
Mantlet	42 - 42	Coax Machine Gun	282	211	Turret Crew	17H	17H				1	5	17	33	59	
Turret Face	43 - 64	Turret Crew	12H	12H	Ammunition	13H	12H				1	5	17	33	59	
Tur Frt Sd	65 - 89	Turret Crew	39H	20H	Ammunition	42H	20H				-23	-39	-48	-52	-52	
Mantlet	90 - 93	Turret Ring	330	242	Turret Crew	728	417				1	5	17	33	59	
Turret Ring	94 - 99	Turret Ring	172	170	Turret Crew	494	341				1	5	17	33	59	
Turret Side	00 - 01	Graze														
Cupola	02 - 09	Turret Crew	487	482							0	1	5	17	33	59
Tur Frt Sd	10 - 35	Turret Crew	412	406	Main Gun	680	586				34	28	12	2	-1	-2
Tur Rear Sd	36 - 67	Turret Crew	380	376	Ammunition	417	386				73	73	42	23	8	2
MG Mount	68 - 71	Tur Crew-Rear MG	288	284							0	1	5	17	33	59
Turret Ring	72 - 74	Turret Ring	172	176	Turret Crew	494	361				73	59	33	17	5	1
Gun Mount	75 - 84	Main Gun	729	721							73	59	33	17	5	1
Gun Barrel	85 - 99	Main Gun	93	92							73	59	33	17	5	1
Turret Rear	00 - 06	Graze														
Cupola	07 - 18	Turret Crew	487	482							1	5	17	33	59	
Tur Rear Sd	19 - 29	Ammunition	95H	43H	Turret Crew	10K	44H				-26	-47	-62	-70	-73	
Turret Rear	30 - 53	Ammunition	454	435	Turret Crew	492	438				1	5	16	33	58	
Turret Rear	54 - 87	Turret Crew	454	435	Main Gun	719	838				1	5	16	33	58	
	88 - 90	Rear Machine Gun	21	21	Turret Crew	263	259				1	5	17	33	59	
Turret Ring	91 - 99	Turret Ring	172	170	Turret Crew	494	341				1	5	17	33	59	
Turret Top	00 - 99	Turret Crew	79	79	Ammunition	96	94									
Hull Front	00 - 02	Graze														
Upr Deck	03 - 05	Turret Ring	330	242	Turret Crew	728	417	Engine	841	556	1	5	17	33	59	
Driver Port	06 - 08	Driver	512	307	Turret Crew	579	328	Engine	678	950	1	5	11	22	48	
Upr Glacis	09 - 20	Driver	13H	810	Turret Crew	15H	834	Engine	16H	17H	1	5	11	22	48	
Upr Frt Sd	21 - 24	Driver	15H	11H	Turret Crew	17H	11H	Fuel	20H	18H	-8	-12	-14	-14	-11	
Upr Frt Sd	25 - 30	Driver	20H	12H	Turret Crew	22H	12H	Fuel	27H	19H	-17	-25	-29	-30	-29	
Upr Frt Sd	31 - 37	Turret Crew	20H	12H	Fuel	23H	15H				-17	-25	-29	-30	-29	
Lwr Glacis	38 - 58	Driver	699	590	Ammunition	782	604	Engine	948	28K	1	5	13	30	55	
Lwr Glacis	59 - 62	Driver	699	590	Turret Crew	782	619	Fuel	895	NP	1	5	13	30	55	
Track / Drive	63 - 99	Track / Idler Wheel	33	33												
Hull Side	00 - 01	Graze														
Hull Side	02 - 03	Idler Wheel*	120	120	Driver	640	946	Idler Wheel	15H	80H	73	59	33	17	5	1
Idler Wheel	04 - 05	Idler Wheel*	120	120	Idler Wheel	346	17H				73	59	33	17	5	1
Hull Upr Sd	06 - 09	Driver	13H	810							62	48	22	11	5	1
Hull Side	10 - 14	Ammunition	368	368	Driver	427	382				73	59	33	17	5	1
Hull Side	15 - 15	Road Wheel/Susp*	67	67	Ammunition	540	843	Driver	611	869	73	59	33	17	5	1
Hull Upr Sd	16 - 19	Turret Crew	646	545							14	9	0	-3	-5	-3
Hull Upr Sd	20 - 25	Turret Crew	391	375							72	58	33	16	5	1
Hull Side	26 - 34	Turret Crew	368	368							73	59	33	17	5	1
Hull Side	35 - 41	Ammunition	368	368							73	59	33	17	5	1
Hull Side	42 - 46	Road Wheel/Susp*	67	67	Ammunition	540	843				73	59	33	17	5	1
Hull Upr Sd	47 - 58	Fuel	574	551	Engine	649	558	Fuel	911	963	72	58	33	16	5	1
Hull Side	59 - 75	Fuel	368	368	Engine	427	375	Fuel	831	13H	73	59	33	17	5	1
Hull Side	76 - 80	Road Wheel/Susp*	67	67	Fuel	540	843	Engine	611	860	73	59	33	17	5	1
Hull Side	81 - 85	Drive Sprocket*	120	120	Engine	640	946	Drv Sprkt	23H	16K	73	59	33	17	5	1
Road Wheel	86 - 99	Road Wheel / Susp	67	67	Wheel/Susp	192	12H									
Hull Rear	00 - 02	Graze														
Upr Rear	03 - 11	Fuel	12H	836	Turret Crew	13H	12H				1	5	11	26	51	
Upr Rear	12 - 32	Engine	971	684	Turret Crew	13H	23H	Driver	14H	NP	1	5	11	26	51	
Upr Rear	33 - 36	Fuel	11H	708	Turret Crew	12H	10H	Driver	13H	NP	1	5	11	26	52	
Lwr Rear	37 - 41	Engine	778	598	Fuel	11H	879	Turret Crew	12H	11H	1	5	11	28	53	
Lwr Rear	42 - 62	Engine	778	598	Ammunition	13H	44H	Driver	14H	NP	1	5	11	28	53	
Track / Drive	63 - 99	Track / Drive	33	33												
Hull Top	00 - 19	Fuel	79	79												
Engine Deck	20 - 90	Engine	79	79												
Hatch	91 - 99	Driver - Ammunition	79	79												

ADVANCED RULES STATUS SHEET 3										WEAPON DATA TABLE										USSR JS-IIIm 122mm L43 GUN									
Weapon Characteristics		Aim Mods Ph Md		Direct Fire Data				Target Range in 20 Yard Mech Hexes																					
				4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200									
122mm L43		1 -6 2 -4 3 -3 4 -2 5 -1 6 -1 7 0	APHE	PEN	14H	13H	13H	13H	13H	12H	12H	12H	11H	11H	11H	10H	966	910	856	806	758								
RT (6)	5P			AOI																									
			NID	185	182	180	177	173	168	163	159	155	151	147	143	135	128	121	115	109									
RT (22)	11P		BC0 42H	DFE	302	119	79	58	38	28	22	18	15	13	11	10	8	6	5	5	4								
				BA	36	29	25	23	19	16	14	12	11	9	8	7	5	3	1	0	-1								
Ammo Cap	28		MCD 18	TOF	1	2	3	4	7	9	11	14	16	19	21	24	29	34	40	45	51								
White Phosphorus				HE	PEN	469	461	454	447	434	422	409	397	386	374	363	353	333	313	295	279	263							
					PENF	292	287	282	278	270	262	254	246	239	232	225	218	205	193	182	171	161							
DFS	8			AOI																									
Smk	12			BC0 65H	DFE	302	119	79	58	38	28	22	18	15	13	11	10	8	6	5	5	4							
Dur	4			DFS 15	BA	36	29	25	23	19	16	14	12	11	9	8	7	5	3	1	0	-1							
					TOF	1	2	3	4	7	9	11	14	16	19	21	24	29	34	40	45	51							

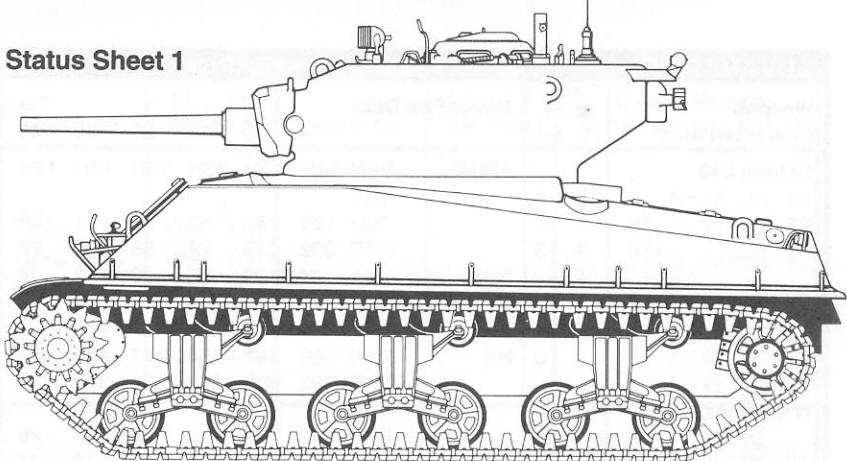
ADVANCED RULES STATUS SHEET 3							TARGET SIZE AND HIT AREA TABLE							
Turret Facing	Target	<5°	15°	Hull Facing			Hit Area	<5°	15°	Hull Facing				
				30°	45°	60°	>60°			30°	45°	60°	>60°	
< 5°	Turret	14	14	14	14	14	14	Turret Face	00 - 28	00 - 23	00 - 19	00 - 17	00 - 16	00 - 16
	Hull	17	17	18	19	19	19	Turret Side	29 - 32	24 - 26	20 - 21	18 - 19	17 - 18	17 - 18
	All	18	19	19	20	20	20	Hull Face	33 - 88	27 - 71	22 - 54	20 - 43	19 - 34	19 - 21
	Air-Grd	21	22	22	22	22	22	Hull Side	89 - 99	72 - 99	55 - 99	44 - 99	35 - 99	22 - 99
15°	Turret	15	15	15	15	15	15	Turret Face	00 - 27	00 - 23	00 - 19	00 - 17	00 - 16	00 - 16
	Hull	17	17	18	19	19	19	Turret Side	28 - 37	24 - 30	20 - 25	18 - 22	17 - 21	17 - 22
	All	18	19	20	20	20	20	Hull Face	38 - 88	31 - 73	26 - 57	23 - 45	22 - 37	23 - 25
	Air-Grd	22	22	22	22	22	22	Hull Side	89 - 99	74 - 99	58 - 99	46 - 99	38 - 99	26 - 99
30°	Turret	15	15	15	15	15	15	Turret Face	00 - 26	00 - 22	00 - 18	00 - 16	00 - 15	00 - 16
	Hull	17	17	18	19	19	19	Turret Side	27 - 42	23 - 35	19 - 30	17 - 26	16 - 25	17 - 26
	All	19	19	20	20	20	20	Hull Face	43 - 89	36 - 74	31 - 59	27 - 48	26 - 40	27 - 29
	Air-Grd	22	22	22	22	22	22	Hull Side	90 - 99	75 - 99	60 - 99	49 - 99	41 - 99	30 - 99
45°	Turret	16	16	16	16	16	16	Turret Face	00 - 23	00 - 20	00 - 16	00 - 15	00 - 14	00 - 14
	Hull	17	17	18	19	19	19	Turret Side	24 - 45	21 - 38	17 - 32	16 - 29	15 - 27	15 - 28
	All	19	19	20	20	20	20	Hull Face	46 - 90	39 - 76	33 - 61	30 - 50	28 - 42	29 - 31
	Air-Grd	22	22	22	22	22	22	Hull Side	91 - 99	77 - 99	62 - 99	51 - 99	43 - 99	32 - 99
60°	Turret	16	16	16	16	16	16	Turret Face	00 - 20	00 - 17	00 - 14	00 - 13	00 - 12	00 - 12
	Hull	17	17	18	19	19	19	Turret Side	21 - 46	18 - 39	15 - 33	14 - 30	13 - 28	13 - 29
	All	19	19	20	20	20	20	Hull Face	47 - 90	40 - 76	34 - 61	31 - 51	29 - 42	30 - 32
	Air-Grd	22	22	22	22	22	22	Hull Side	91 - 99	77 - 99	62 - 99	52 - 99	43 - 99	33 - 99
> 60°	Turret	16	16	16	16	16	16	Turret Face	00 - 12	00 - 11	00 - 09	00 - 08	00 - 07	00 - 08
	Hull	17	17	18	19	19	19	Turret Side	13 - 44	12 - 37	10 - 31	09 - 28	08 - 27	09 - 28
	All	19	19	20	20	20	20	Hull Face	45 - 90	38 - 75	32 - 60	29 - 49	28 - 41	29 - 30
	Air-Grd	22	22	22	22	22	22	Hull Side	91 - 99	76 - 99	61 - 99	50 - 99	42 - 99	31 - 99

ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE													
Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear From the Side	00 - 21	00 - 36	00 - 47	00 - 56	00 - 65	00 - 72	Front or Rear From the Side	00 - 18	00 - 32	00 - 43	00 - 52	00 - 61	00 - 69
	00 - 12	00 - 23	00 - 32	00 - 41	00 - 50	00 - 59		00 - 08	00 - 16	00 - 24	00 - 32	00 - 40	00 - 49

CREW AND ARMAMENT

Crew and Armament		Field of View			
Crew Members					
Commander / Loader		1 to 6			
Gunner		1			
Loader		1, 2, 4-6			
Driver		1, 2, 6			
Hull Gunner		1, 2, 6			
Armament			Field of Fire	Gun Elev	Gun Depr
Main Gun	75mm L40	1 to 6	—	25°	-10°
Coax MG	7.62x63mm	1 to 6	—	25°	-10°
Hull MG	7.62x63mm	1	60°	30°	-30°
AA MG	12.7x99mm	1 to 6	60°	45°	-45°

Status Sheet 1



USA M4A3-E2 Assault Tank

M4A3E2 (1944) 75mm L40 Gun, Heavy Cast Turret, and Applique Hull

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 31	—	32 - 99	—
Front	Obliq	00 - 18	19 - 39	40 - 99	—
Front	Side	—	00 - 35	36 - 99	—
Obliq	Front	00 - 18	—	19 - 45	46 - 99
Obliq	Obliq	00 - 14	15 - 25	26 - 49	50 - 99
Obliq	Side	—	00 - 22	23 - 47	48 - 99
Side	Front	00 - 19	—	—	20 - 99
Side	Obliq	00 - 12	13 - 25	—	26 - 99
Side	Side	—	00 - 22	—	23 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	37°	148°
Deep Fording Equip	No	Turret Traverse Rate (°)	24°	96°
Fire Extinguishing Sys	No	Acceleration VC (MH)		1.6
Infra-Red Imaging	No	Deceleration VC (MH)		1.5
Image Intensifying	No	Max Road Range (miles)		100
Thermal Imaging	No	Side Slope		25°
Fuel Hit Modifier	5	Ground Pressure (psi)		14.8
Ammunition Hit Modifier	5	Moving Target Accuracy Mod		2
Spotting Modifier	+ 2	Moving Shooter Accuracy Mod		2

MOVEMENT SPEEDS / STALL CHANCE

Grd Slip	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	4.2 —	3.6 01	3.0 03	2.4 06	1.8 10	1.5 82
10°	3.3 —	2.6 01	2.0 04	1.4 07	.8 12	.5 92
20°	2.4 —	1.7 01	1.0 06	.4 10	17	99
30°	1.6 —	.8 04	.1 12	20	34	99
40°	.8 01	14	39	64	99	99
50°	.3 12	92	99	99	99	99

WEAPON DATA TABLE

Weapon	Cap	ROF	RT PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APHE	97	3P	302	4	20	—	—	1	4
HE			126	38	—	21H	—	2	8
								3	9
Coax MG	200	*4	8	18	—	—	20	4	10
Hull MG	200	*4	8	18	—	—	20	5	11
AA MG	17	*4	33	8	—	—	23	6	12

PLATOON ROSTER AND STATUS TABLE

Status	1					2					3					4					5				
Crew	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Gunner	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Loader	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Driver	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Hull Gunner	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___	☐	☐	☐	_____	___
Ammunition																									
Main Gun	_____					_____					_____					_____					_____				
Coax MG	_____					_____					_____					_____					_____				
Hull MG	_____					_____					_____					_____					_____				
AA MG	_____					_____					_____					_____					_____				
Equipment																									
Main Gun	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Coax MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Hull MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
AA MG	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Left Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Right Track	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Engine	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Power Train	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Turret Ring	☐	_____				☐	_____				☐	_____				☐	_____				☐	_____			
Condition	Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded		
	☐	☐	☐	_____		☐	☐	☐	_____		☐	☐	☐	_____		☐	☐	☐	_____		☐	☐	☐	_____	
Notes	_____					_____					_____					_____					_____				

M4A3 - E2

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE				USA M4A3 - E2 "JUMBO" ASSAULT TANK										
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
Turret Front	00 - 07	Graze														
Cmdr Hatch	08 - 18	Turret Crew	57	56							1	5	17	33	59	
Upper Face	19 - 28	Turret Crew	395	220							1	5	11	22	46	
Mantlet	29 - 75	Main Gun	10H	843	Turret Crew	13H	968				1	5	17	33	59	
Mantlet	76 - 80	Coax Machine Gun	410	324	Turret Crew	13H	968				1	5	17	33	59	
Tur Frt Sd	81 - 94	Turret Crew	768	753							-3	-3	-1	5	18	
Turret Ring	95 - 99	Turret Ring	64	63	Turret Crew	183	126				1	5	17	33	59	
Turret Side	00 - 04	Graze														
Cmdr Hatch	05 - 11	Turret Crew	57	56							73	59	33	17	5 1	
Tur Frt Sd	12 - 20	Turret Crew	39H	22H	Main Gun	55H	29H				-39	-40	-40	-38	-32 -19	
Turret Side	21 - 41	Turret Crew	656	656							73	59	33	17	5 1	
Tur Rear Sd	42 - 81	Turret Crew	11H	932							RR	RR	RR	61	37 15	
Turret Ring	82 - 84	Turret Ring	149	106	Turret Crew	306	169				73	59	34	17	6 1	
Gun Mount	85 - 87	Main Gun	299	206							73	59	33	17	5 1	
Gun Barrel	88 - 99	Main Gun	58	58							73	59	33	17	5 1	
Turret Rear	00 - 06	Graze														
Cmdr Hatch	07 - 14	Turret Crew	57	56							1	5	17	33	59	
Tur Rear Sd	15 - 38	Turret Crew	17H	12H							-14	-20	-22	-21	-18	
Turret Rear	39 - 63	Turret Crew	188	188							1	5	17	33	59	
Turret Rear	64 - 95	Turret Crew	188	188	Main Gun	345	437				1	5	17	33	59	
Turret Ring	96 - 99	Turret Ring	64	63	Turret Crew	183	126				1	5	17	33	59	
Turret Top	00 - 99	Turret Crew	63	63	Ammunition	89	92									
Hull Front	00 - 04	Graze														
Periscopes	05 - 05	Driver - Hull Gunner	51	51	Turret Crew	76	73	Fuel-Engine	115	292	1	5	17	33	59	
MG Mount	06 - 08	Hull Machine Gun	21	21	Driver-HGnr	102	100	Turret Crew	134	127	1	5	17	33	59	
Upr Glacis	09 - 24	Driver - Hull Gunner	10H	554	Ammunition	11H	560	Fuel-Engine	12H	786	1	5	11	27	52	
Upr Glacis	25 - 39	Driver - Hull Gunner	10H	554	Ammo-TCw	11H	583	Fuel-Engine	13H	12H	1	5	11	27	52	
Lwr Frt-Seam	40 - 42	Power Train - Engine	371	314	Driver-HGnr	512	394	Ammo-Fuel	555	421	1	5	13	30	55	
Lwr Frt-Upr	43 - 58	Power Train - Engine	980	828	Driver-HGnr	14H	13H	Ammo-Fuel	15H	NP	1	5	13	30	55	
Lwr Frt-Nose	59 - 64	Power Train - Engine	570	570	Driver-HGnr	893	975	Ammo-Fuel	10H	NP	1	5	17	33	59	
Lwr Frt-Lwr	65 - 73	Power Train - Engine	630	622	Driver-HGnr	965	10H	Ammo-Fuel	11H	NP	1	5	17	33	59	
Track / Drive	74 - 99	Track / Drive Sprocket	27	27												
Hull Side	00 - 01	Graze														
Drive Sprkt	02 - 04	Drive Sprocket*	92	92	Drive Sprkt	420	14H				73	59	33	17	5 1	
Hull Upr Sd	05 - 07	Driver - Hull Gunner	318	221							73	59	33	17	5 1	
Hull Upr Sd	08 - 10	Driver - Hull Gunner	318	221	Ammunition	352	243				73	59	33	17	5 1	
Hull Upr Sd	11 - 13	Ammunition	318	221	Driver-HGnr	352	243	Ammunition	386	NP	73	59	33	17	5 1	
Hull Side	14 - 15	Driver - Hull Gunner	110	110	Pwr Trn-Eng	144	123				73	59	33	17	5 1	
Hull Side	16 - 18	Suspension*	61	61	Driver-HGnr	236	231	Pwr Trn-Eng	285	254	73	59	33	17	5 1	
Hull Side	19 - 25	Driver - Hull Gunner	110	110							73	59	33	17	5 1	
Turret Deck	26 - 33	Turret Crew	687	687							73	59	33	17	5 1	
Hull Upr Sd	34 - 36	Ammunition	318	221	Turret Crew	372	229				73	59	33	17	5 1	
Hull Upr Sd	37 - 41	Turret Crew	318	221							73	59	33	17	5 1	
Hull Side	42 - 45	Suspension*	61	61	Ammunition	212	259				73	59	33	17	5 1	
Hull Side	46 - 54	Ammunition	110	110							73	59	33	17	5 1	
Hull Upr Sd	55 - 62	Turret Crew	318	221	Ammunition	352	233				73	59	33	17	5 1	
Upper Deck	63 - 65	Fuel	542	282	Engine	613	295	Fuel	827	755	58	44	22	11	5 1	
Hull Side	66 - 69	Suspension*	61	61	Fuel	236	231	Engine	285	250	73	59	33	17	5 1	
Hull Upr Sd	70 - 76	Fuel	318	221	Engine	372	235	Fuel	550	696	73	59	33	17	5 1	
Hull Side	77 - 80	Engine	110	110							73	59	33	17	5 1	
Idler	81 - 84	Idler Wheel*	92	92	Idler Wheel	420	14H				73	59	33	17	5 1	
Road Wheel	85 - 99	Road Wheel / Susp	61	61	Wheel/Susp	175	708									
Hull Rear	00 - 04	Graze														
Upper Deck	05 - 13	Engine	624	285	Fuel	871	480	Turret Crew	964	508	1	5	11	22	43	
Upper Deck	14 - 19	Fuel	16H	727	Ammo-TCw	17H	750	Driver-HGnr	18H	811	1	5	11	22	43	
Hull Rear	20 - 35	Fuel	122	120	Ammo-TCw	157	168	Ammunition	181	NP	1	5	17	33	59	
Hull Rear	36 - 74	Engine	122	120	Fuel	368	550	Ammo-TCw	426	580	1	5	17	33	59	
Hull Top	75 - 99	Track / Idler	27	27												
	00 - 47	Fuel	63	63	Track	158	191									
Engine Deck	48 - 99	Engine	39	39												

ADVANCED RULES STATUS SHEET 3 WEAPON DATA TABLE USA M4A3 - E2 75mm L40 GUN

Weapon Characteristics		Aim Mods Ph Md	Direct Fire Data		Target Range in 20 Yard Mech Hexes																
					4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200
75mm L40			AP	PEN	342	333	325	317	302	288	274	261	249	237	226	215	195	177	161	146	132
		1 -6		AOI																	1
RT (3)	2P	2 -2		NID	22	22	21	21	20	19	18	18	17	16	15	15	13	12	11	10	10
RT (5)	3P	3 -1		DFE	167	65	43	32	20	15	11	9	8	6	5	5	4	3	2	2	2
RT (89)	5P	4 0		BA	37	30	26	23	20	17	14	12	11	9	8	6	4	2	1	-1	-2
		5 1	MCD	3 TOF	1	3	5	6	9	12	16	19	22	26	29	33	41	48	56	65	73
Ammo Cap	97	6 2																			
			HE	PEN	144	140	136	133	126	120	114	109	104	99	94	89	81	74	67	61	55
				PENF	88	85	83	81	77	73	69	66	62	59	56	53	48	43	39	35	32
				AOI																	1
				DFE	167	65	43	31	20	15	11	9	7	6	5	5	4	3	2	2	2
White Phosphorus			BC0 21H	BA	37	29	26	23	19	16	14	12	10	8	7	5	3	1	0	-2	-3
DFS	3			TOF	1	3	5	6	9	12	16	19	23	26	30	33	41	49	57	65	74
Smk	4																				
Dur	3																				
7.62mm Coax / Hull		AC	FMJ-T	PEN	18	15	13	11	8.3	6.1	4.4	3.3	2.4	1.8	1.3	.9	.5	.3	.1	.1	
Reload Time	21	2 -20		DC	8	7	7	7	6	5	3	2	2	1	1	1	1	1	1	1	
Rate of Fire	*4	3 -15																			
Cap	250 (3000)	4 -8		MA	.3	.7	1	1	2	3	3	4	5	5	6	7	8	9	11	12	
Ammo Wt	15.5	6 -3		PALM	5	12	15	17	20	22	23	25	26	27	27	28	29	31	32	32	
Knock Down	10	8 1		BA	45	33	27	23	18	14	11	8	6	5	3	2	0	-2	-3	-4	
SAB	0	10 4		TOF	1	2	4	5	8	11	15	19	23	27	32	36	45	55	65	74	
7.62mm Rear Turret		FMJ-T	PEN	53	47	43	39	33	27	23	19	16	13	11	9.0	6.3	4.3	3.0	2.1	1.4	
Reload Time	28	2 -27		DC	10	10	10	10	10	10	10	9	9	9	9	8	4	1	1	1	
Rate of Fire	*4	3 -21																			
Cap	100 (300)	4 -17		MA	.4	1	2	2	3	4	5	6	7	8	9	10	12	14	16	18	20
Ammo Wt	26.2	6 -8		PALM	8	15	17	20	22	25	26	27	29	29	30	31	32	33	34	35	36
Knock Down	45	8 -3		BA	48	36	31	27	21	17	14	12	10	8	6	5	3	1	-1	-2	-4
SAB	1	14 4		TOF	1	2	4	5	8	11	14	17	21	24	28	32	41	50	59	68	78

ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE

Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	14	14	14	14	14	14	Turret Face	00 - 27	00 - 23	00 - 19	00 - 17	00 - 16	00 - 17
	Hull	17	18	19	19	19	19	Turret Side	28 - 30	24 - 25	20 - 21	18 - 18	17 - 18	18 - 19
	All	18	19	19	20	20	20	Hull Face	31 - 88	26 - 72	22 - 56	19 - 45	19 - 35	20 - 22
	Air-Grd	21	21	21	22	22	22	Hull Side	89 - 99	73 - 99	57 - 99	46 - 99	36 - 99	23 - 99
15°	Turret	15	15	15	15	15	15	Turret Face	00 - 25	00 - 21	00 - 18	00 - 16	00 - 15	00 - 16
	Hull	17	18	19	19	19	19	Turret Side	26 - 33	22 - 28	19 - 23	17 - 21	16 - 20	17 - 21
	All	18	19	20	20	20	20	Hull Face	34 - 89	29 - 74	24 - 58	22 - 46	21 - 37	22 - 24
	Air-Grd	21	21	21	22	22	22	Hull Side	90 - 99	75 - 99	59 - 99	47 - 99	38 - 99	25 - 99
30°	Turret	15	15	15	15	15	15	Turret Face	00 - 22	00 - 19	00 - 16	00 - 14	00 - 14	00 - 14
	Hull	17	18	19	19	19	19	Turret Side	23 - 37	20 - 31	17 - 26	15 - 24	15 - 23	15 - 24
	All	19	19	20	20	20	20	Hull Face	38 - 89	32 - 75	27 - 59	25 - 48	24 - 39	25 - 27
	Air-Grd	21	21	22	22	22	22	Hull Side	90 - 99	76 - 99	60 - 99	49 - 99	40 - 99	28 - 99
45°	Turret	15	15	15	15	15	15	Turret Face	00 - 18	00 - 16	00 - 13	00 - 12	00 - 11	00 - 12
	Hull	17	18	19	19	19	19	Turret Side	19 - 39	17 - 33	14 - 28	13 - 25	12 - 24	13 - 25
	All	19	19	20	20	20	20	Hull Face	40 - 90	34 - 75	29 - 60	26 - 49	25 - 40	26 - 28
	Air-Grd	21	21	22	22	22	22	Hull Side	91 - 99	76 - 99	61 - 99	50 - 99	41 - 99	29 - 99
60°	Turret	15	15	15	15	15	15	Turret Face	00 - 14	00 - 12	00 - 10	00 - 09	00 - 08	00 - 09
	Hull	17	18	19	19	19	19	Turret Side	15 - 39	13 - 33	11 - 28	10 - 25	09 - 24	10 - 25
	All	19	19	20	20	20	20	Hull Face	40 - 90	34 - 75	29 - 60	26 - 49	25 - 40	26 - 28
	Air-Grd	21	21	22	22	22	22	Hull Side	91 - 99	76 - 99	61 - 99	50 - 99	41 - 99	29 - 99
> 60°	Turret	15	15	15	15	15	15	Turret Face	00 - 05	00 - 04	00 - 03	00 - 03	00 - 02	00 - 03
	Hull	17	18	19	19	19	19	Turret Side	06 - 35	05 - 29	04 - 25	04 - 22	03 - 21	04 - 22
	All	18	19	20	20	20	20	Hull Face	36 - 89	30 - 74	26 - 58	23 - 47	22 - 38	23 - 25
	Air-Grd	21	21	21	22	22	22	Hull Side	90 - 99	75 - 99	59 - 99	48 - 99	39 - 99	26 - 99

ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE

Turret Top Hit Chance	Angle of Incidence (AOI)						Hull Top Hit Chance	Angle of Incidence (AOI)					
	1	2	3	4	5	6		1	2	3	4	5	6
Front or Rear	00 - 15	00 - 28	00 - 38	00 - 47	00 - 56	00 - 65	Front or Rear	00 - 15	00 - 27	00 - 38	00 - 47	00 - 55	00 - 64
From the Side	00 - 12	00 - 23	00 - 32	00 - 41	00 - 49	00 - 58	From the Side	00 - 07	00 - 15	00 - 22	00 - 29	00 - 37	00 - 47



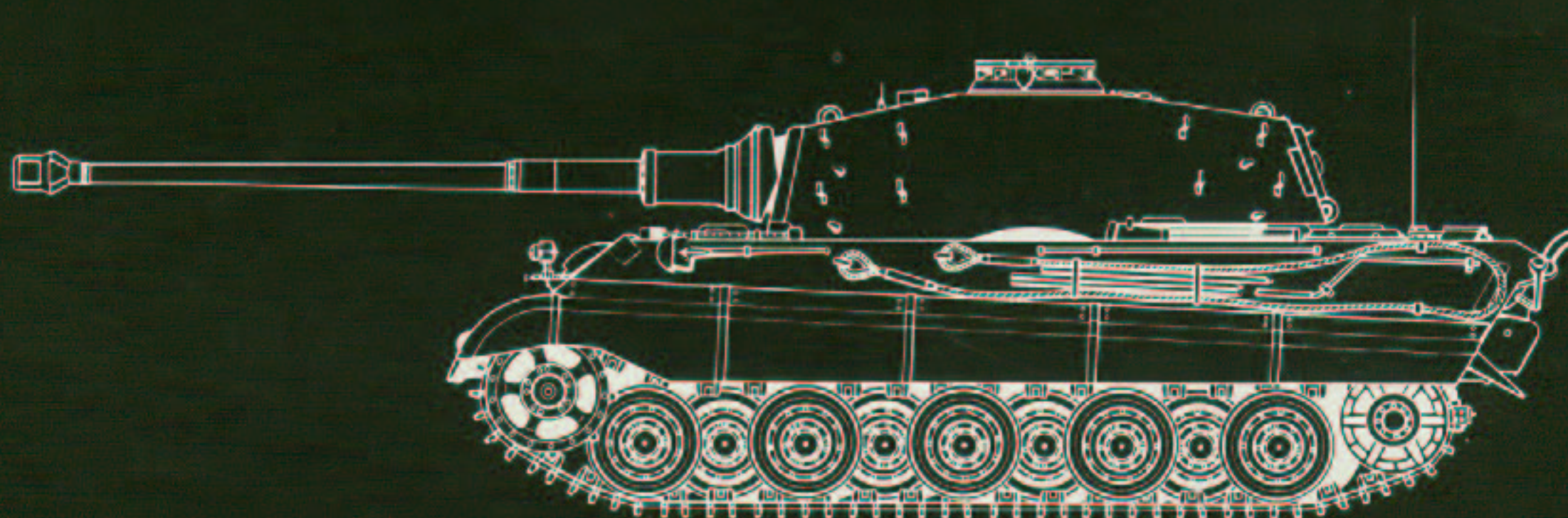
PHOENIX COMMAND™

MECHANIZED KING TIGER

World War II Heavy Tanks

This supplement to the **Phoenix Command Mechanized Combat System** provides the Status Sheets for the primary Heavy Tanks of World War II. Included are the **German Pz VI Tiger**, the **Pz VI King Tiger**, the **Soviet KV1** with 76mm gun, the "Speedy" **KV1S**, the **KV-85** with 85mm gun, the **Joseph Stalin IS2** and **IS2m** Heavy Tanks with 122mm guns, and the **US M4A3E2 "Jumbo" Assault Sherman**.

In addition, special rules for Vehicle Systems specific to World War II Tanks and Second Shot Accuracy are presented, along with full Vehicle Descriptions.



The Revolution in Game Design Continues!



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