
INTRODUCTION

This Supplement to the **Phoenix Command Mechanized Combat System** features the primary Medium 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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PANZER: WORLD WAR II MEDIUM TANKS

This supplement covers the most prominent Medium Tanks of World War II. Each Vehicle 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.

PANZER covers the primary medium tanks of World War II from the period 1942 to 1945. Early war tanks, Heavy Tanks, and Tank Destroyers will be covered in other supplements.

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 layout of **Status Sheet 1** has not been changed. 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 Hull next to the Driver. The **Weapon Data Tables** have not changed, but it should be noted 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 have a 5% chance of having 4 rounds. For US forces, APCR ammunition was officially issued only to US Tank Destroyers and not to Sherman crews. Players who wish to consider Sherman Crews talking supply sergeants into giving them a few rounds of the "hot" ammunition for their 76mm guns may use the same odds as German and Soviet Crews.

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.

The Vehicle Status Sheets are found at the back of this supplement. Status Sheets 1 and 2 are found first, followed by Status Sheet 3. In the case of the **German Pz IV - F2**, only Status Sheets 1 and 3 are included. The same Status Sheet 2 is used for both the **Pz IV - F1** and **F2** models. As in the basic Mechanized System, some of the tanks have multiple Status Sheet 2's. Each represents a different modification of the same basic Vehicle and they use the same Status Sheets 1 and 3.

1.2

SPECIAL RULES FOR WW II TANKS

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

APHE Ammunition Modifier for Ammunition and Fuel Hits

The normal Ammunition Modifier found on **Table 3B** for AP with Explosive ammunition (+ 10), is based on modern APC-HE ammunitions which have small grenade-sized explosive charges. These ammunitions have just enough explosive 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 was 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

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 arc. To represent this, the optional Glancing Modifiers of Status Sheet 2 have a **Re-Roll (RR)** entry. The RR entry indicates that this side Hit Location cannot be hit from the angle given under that Glancing Column. The shooter should re-roll until an acceptable hit location is found.

Example: A German Pz V Panther 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 +27.

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 will retain excellent accuracy. This is similar to artillery firing for effect once the fire mission is on target.

Example: A stationary T34-76B 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 2 Phases and fired. The EAL of this shot is 13 (Ballistic Accuracy from Status Sheet 3 at 50 MH) - 5 + 18 (Target Size) = 26. The Odds of Hitting for the second shot are 96. 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.

"All his usual formalities of perfidy were observed with scrupulous technique."

Sir Winston Churchill
(1874 - 1965)
Speaking of Hitler's invasion
of the Soviet Union

VEHICLE DESCRIPTIONS

"You can't say that
civilization don't
advance, for in
every war they kill
you a new way."

Will Rogers
(1879 - 1935)

The following are brief descriptions of each of the Vehicles contained in this Supplement. Included is 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 IV-F1

The Panzerkampfwagen IV-F1 was introduced in 1941 and was the last Pz IV armed with the short 24 caliber 75mm gun. It follows conventional 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 is located in the center of the Vehicle, and the Engine is in the Rear Hull.

The Pz IV-F1 is only lightly protected and is not suited for armored engagements with any of the tanks in this supplement. Primarily designed as an infantry support Vehicle, it does not have the armor or firepower for tank battles in the later years of the war.

Both the Driver and the Hull Gunner have their own Hatches in the Front Hull. The Commander sits in the center rear of the Turret and has his own Cupola and Hatch. The Loader and Gunner are also located in the Turret and can exit or enter through Hatches located in the Turret sides. The Turret has both electric and manual traverse and most did not include an Anti-Aircraft Machine Gun.

The second Status Sheet 2 is for the Pz IV-F1 and F2 with Armored Skirts around the Turret and Hull Sides. These Skirts provided increased protection from shaped charge warheads and were fitted to most Vehicles. Note that these Skirts limited the Fields of View of the Driver, Hull Machine Gunner, Loader, and Gunner to the forward Zone (1) only.

German Pz IV-F2

The Pz IV-F2 is an F1 armed with a more powerful 75mm gun of 43 caliber. The same Status Sheet 2 is used for both the F1 and F2.

German Pz IV-H

Of all the Pz IV models, the Pz IV-H was produced in the greatest numbers. It was the most prominent model and is essentially an F2 with the addition of applique armor to the Front Upper Hull and Lower Glacis, the addition of a 75mm gun of 48 caliber, and slightly modified Turret which eliminated the side View Ports. Most Pz IV-H's were equipped with Armored Skirts.

German Pz V Panther

The Panther's design was based on the Soviet T34 and is considered by many to be the best tank of World War II. It combined mobility, protection, and firepower and many of its traits are still found on modern tanks. The Panther is of conventional WW II layout similar to the Pz IV. Both Driver and Hull Gunner have Hatches in the Front Hull but only the Commander has a Hatch in the Turret. The Loader and Gunner use a small ammunition loading Hatch in the Turret Rear Side in an emergency.

The sloped front armor of the Panther gives it excellent protection while the high velocity 75mm gun has enough firepower to deal with all but the heaviest opponents. From the front, the Panther is in many respects better protected than the heavier Tiger tank. Its thick sloped armor makes it invulnerable to most of its opponents and its only weakness was the relatively thin side armor. This weakness is compensated by the Panther's moderate weight and good mobility. The ground pressure and weight of the Panther are very close to that of modern Soviet Main Battle Tanks. Its combination of mobility and protection is still considered near optimum.

The Pz V-A was the first model produced in large numbers and is similar to the model G in most respects. The G model has a different slope on the Hull Side and its Turret Mantlet was modified to eliminate a shot trap off the earlier rounded Gun Mantlet. The Driver's direct Vision Port, a weak point in the front Glacis, was also eliminated in the G model.

Soviet T34-76B

The T34-76B was without doubt the best tank in the world during the early stages of the war. Equipped with sloped armor, a high velocity 75mm gun, wide tracks, and a powerful engine, its mobility, protection, and firepower made it the most potent weapon on the front in the early 40's. The T34-76B has a conventional layout with Driver and Hull Gunner in the Front Hull, a two man Turret in the center, and Engine compartment in the Rear. The Turret of the T34-76B was quite small and the Gunner also served as Commander. There were two Hatches in the front of the hull and a single Hatch in the Turret. Most T34's did not carry an Anti-Aircraft Machine Gun.

In the early stages of the war, the T34 was almost immune to German Anti-Tank fire. Deployed in small numbers to support the infantry, the few T34's in the field were isolated and destroyed. As the war progressed, the Germans desperately moved to upgun their own tanks and anti-tank forces to counter the increasing numbers of T34's being used in mass formations.

The T34-76B covered in this Supplement was introduced in 1942 and is essentially the same as its predecessor, the T34-76A, which was introduced in 1940. The major change is the longer 41.2 caliber gun compared to the original 30.5 caliber on the T34-76A. Large numbers of T34-76B were produced in 1942 and 1943 and they served throughout the war.

Soviet T34 / 85

The T34 / 85 has the same Hull as the T34-76B, but has a larger three-man Turret and a more powerful 85mm gun. It was introduced in 1943 to counter the new German tanks such as the Panther and Tiger. Lacking the firepower and protection of the Tiger or Panther, the T34 / 85 had superior mobility and reliability and was available in far superior numbers. The T34 / 85 found widespread use after the war and some are still in service today.

M4A3-75mm Sherman

The M4A3-75mm Sherman included in this Supplement is a Mid Production M4A3 with welded Hull, applique armor, and Dry Ammunition Storage. This model was available in 1942 and is one of the best of the M4 75mm series.

The M4 Sherman was designed as an infantry support tank and in this role served well. US tank doctrine did not place an emphasis on its anti-tank role, as that was the task of the Tank Destroyers. As a result, when Shermans were forced to engage late model German tanks such as the Tiger and Panther, they found themselves outgunned and underarmored. The Allies' air power and numerical superiority minimized the effects of these weaknesses, and the Sherman was one of the most successful tanks of the war.

USA M4A3-76mm (W) Sherman

The M4A3-76mm (W) was produced in large numbers starting in 1944. The (W) indicates it has **Wet Ammunition Storage**, in which all ammunition was stored in water-protected ammunition racks. The water was mixed with ethylene glycol, to prevent freezing, and a corrosion inhibitor. This reduced the chance of ammunition fires, which were the greatest risk to the Crew and Vehicle. Ammunition was stored beneath the Turret basket with only four ready rounds in the Turret. This lowered the Vehicle's sustained rate of fire and many Crews carried extra ammunition onboard in the old locations above the Turret floor. This practice gave them easier access to ammunition, but completely defeated the Wet Storage arrangement. Players who wish to carry extra ammunition above the Turret floor can use a Rate of Fire of 5 Phases for the 5th through 27th round, but should consider any hit to the Upper Glacis or Hull Upper Side as a hit into the Extra Ammunition in addition to the normal Hit Locations in the third column of Status Sheet 2. An Ammunition Hit Modifier of +5 should be used for these Ammunition Hits rather than the - 2, which would only apply to the normal Ammunition hits on Status Sheet 2.

The M4A3 in this supplement has the Late Production welded Hull with enlarged Front Hull Hatches. It has Extended Track End Connectors to reduce its ground pressure and increase mobility as well as the US high velocity 76mm gun. It should be noted that although high performance APCR ammunition became available in 1944, this ammunition was officially withheld from the Shermans and issued only to US Tank Destroyers.

Vehicle layout is similar to the Pz IV. 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 a door in the Hull so that the Turret Crew can also use the Escape Hatch. To enlarge the Driver and Hull Gunner's Hatches, the top of the Hull was extended and the slope of the Upper Glacis plate reduced. This decreased the protection of the front Glacis below that of the Mid Production model, but made Crew entrance and exit easier.

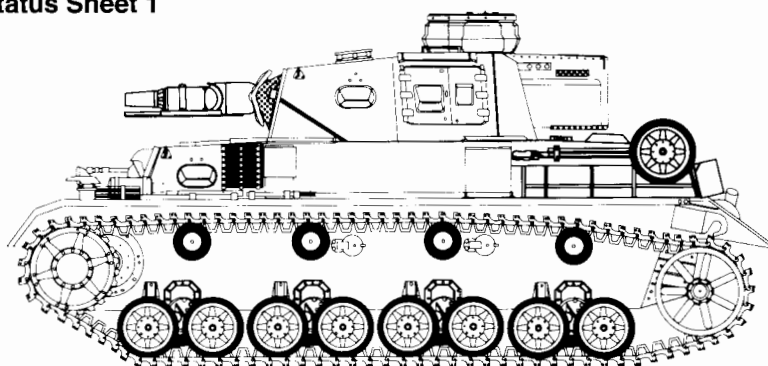
"You must not fight too often with one enemy, or you will teach him all your art of war."

Napoleon Bonaparte
(1769 - 1821)

CREW AND ARMAMENT

Crew and Armament		Field of View			
Crew Members					
Commander		1 to 6			
Gunner		1, 5, 6			
Driver		1, 6			
Loader		1, 2, 3			
Hull Gunner		1, 2	Field of Fire	Gun Elev	Gun Depr
Armament					
Main Gun	75mm L24	1 to 6	-	20°	-10°
Coax MG	7.92x57mm	1 to 6	-	20°	-10°
Hull MG	7.92x57mm	1	60°	30°	-30°
AA MG	7.92x57mm	1 to 6	60°	45°	-45°

Status Sheet 1



Germany PZ IV - F1

PZ IV - F1 (1941) Short 75mm L24 Gun

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 23	—	24 - 99	—
Front	Obliq	00 - 15	16 - 33	34 - 99	—
Front	Side	—	00 - 31	32 - 99	—
Obliq	Front	00 - 13	—	14 - 40	41 - 99
Obliq	Obliq	00 - 09	10 - 20	21 - 45	46 - 99
Obliq	Side	—	00 - 19	20 - 44	45 - 99
Side	Front	00 - 13	—	—	14 - 99
Side	Obliq	00 - 09	10 - 20	—	21 - 99
Side	Side	—	00 - 19	—	20 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data		Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	35°	140°	
Deep Fording Equip	No	Turret Traverse Rate (°)	45°	180°	
Fire Extinguishing Sys	No	Acceleration VC (MH)		1.4	
Infra-Red Imaging	No	Deceleration VC (MH)		1.5	
Image Intensifying	No	Max Road Range (miles)		90	
Thermal Imaging	No	Side Slope		32°	
Fuel Hit Modifier	5	Ground Pressure (psi)		11.5	
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°	4.8 -	4.5 -	4.1 -	3.7 00	3.4 01	3.2 15
10°	3.4 -	3.1 -	2.7 -	2.3 00	1.9 01	1.8 16
20°	2.1 -	1.7 -	1.3 00	.9 01	.5 02	.4 22
30°	.9 -	.4 -	.1 01			
40°						
50°						

WEAPON DATA TABLE

Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases SA	
APHE	80	3P	115	22	8	612	-	1	4
HE			57	38	-	21H	-	2	6
								3	7
Coax MG	44	*7	9	26	-	-	20	4	8
Hull MG	44	*7	9	26	-	-	20	5	9
AA MG	11	*7	9	12	-	-	27	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	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Driver	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Loader	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Hull Gunner	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Ammunition																									
Main Gun																									
Coax MG																									
AA MG																									
Hull MG																									
Equipment																									
Main Gun	☐					☐					☐					☐					☐				
Coax MG	☐					☐					☐					☐					☐				
AA MG	☐					☐					☐					☐					☐				
Hull MG	☐					☐					☐					☐					☐				
Left Track	☐					☐					☐					☐					☐				
Right Track	☐					☐					☐					☐					☐				
Engine	☐					☐					☐					☐					☐				
Turret Ring	☐					☐					☐					☐					☐				
Condition	Abandoned Burning Exploded					Abandoned Burning Exploded					Abandoned Burning Exploded					Abandoned Burning Exploded					Abandoned Burning Exploded				
	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Notes																									

PZ IV - F1 and F2

p7 IV - E1 / E2

ADVANCED RULES STATUS SHEET 3				WEAPON DATA TABLE										GERMANY PZ IV - F1 Short 75mm L24										
PZ IV - F1	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 Short L24		1	-6	APHE	PEN	134	129	126	122	115	109	102	97	91	86	81	76	68	61	54	48	43	
RT (3)	2P	2	-4		AOI												1	1	1	1	1	2		
RT (3)	3P	3	-3		NID	10	9	9	9	8	8	8	7	7	6	6	6	5	5	4	4	3		
RT (74)	5P	4	-2	BC0 612	DFE	64	25	16	12	8	6	4	3	3	2	2	2	1	1	1	1	1		
		5	-1		BA	37	29	26	23	19	16	14	12	10	8	7	6	4	2	0	-2	-3		
Ammo Cap	80	6	-1	MCD 3	TOF	2	5	7	10	15	20	25	31	37	42	48	54	67	80	93	107	122		
Ammo Wt	24	7	0		HE	PEN	66	64	62	60	57	54	51	48	45	43	41	38	34	31	28	25	23	
					PENF	39	37	36	35	33	31	29	27	25	24	22	21	18	16	14	13	11		
White Phosphorus					AOI													1	1	1	1	1		
DFS	3				DFE	77	30	19	14	9	6	5	4	3	3	2	2	1	1	1	1	1		
Smk	4				BA	37	29	25	22	18	15	12	10	8	7	5	4	2	0	-2	-4	-5		
Dur	3				BC0 21H	DFS 4	TOF	2	4	7	9	14	19	24	29	34	39	45	50	62	74	87	100	114

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	12	12	12	12	12	12	Turret Face	00 - 21	00 - 17	00 - 13	00 - 12	00 - 11	00 - 12
	Hull	17	17	18	19	19	19	Turret Side	22 - 23	18 - 19	14 - 15	13 - 13	12 - 13	13 - 13
	All	18	18	19	19	20	19	Hull Face	24 - 87	20 - 69	16 - 52	14 - 40	14 - 30	14 - 16
	Air-Grd	21	21	21	21	21	21	Hull Side	88 - 99	70 - 99	53 - 99	41 - 99	31 - 99	17 - 99
15°	Turret	13	13	13	13	13	13	Turret Face	00 - 20	00 - 16	00 - 13	00 - 11	00 - 11	00 - 11
	Hull	17	17	18	19	19	19	Turret Side	21 - 27	17 - 22	14 - 18	12 - 16	12 - 15	12 - 16
	All	18	18	19	20	20	20	Hull Face	28 - 87	23 - 70	19 - 53	17 - 42	16 - 32	17 - 19
	Air-Grd	21	21	21	21	22	21	Hull Side	88 - 99	71 - 99	54 - 99	43 - 99	33 - 99	20 - 99
30°	Turret	14	14	14	14	14	14	Turret Face	00 - 18	00 - 14	00 - 12	00 - 10	00 - 10	00 - 10
	Hull	17	17	18	19	19	19	Turret Side	19 - 31	15 - 26	13 - 21	11 - 19	11 - 18	11 - 19
	All	18	19	19	20	20	20	Hull Face	32 - 88	27 - 72	22 - 55	20 - 44	19 - 34	20 - 22
	Air-Grd	21	21	21	22	22	22	Hull Side	89 - 99	73 - 99	56 - 99	45 - 99	35 - 99	23 - 99
45°	Turret	14	14	14	14	14	14	Turret Face	00 - 15	00 - 12	00 - 10	00 - 09	00 - 08	00 - 09
	Hull	17	17	18	19	19	19	Turret Side	16 - 33	13 - 28	11 - 23	10 - 20	09 - 19	10 - 20
	All	18	19	19	20	20	20	Hull Face	34 - 88	29 - 72	24 - 56	21 - 45	20 - 36	21 - 23
	Air-Grd	21	21	21	22	22	22	Hull Side	89 - 99	73 - 99	57 - 99	46 - 99	37 - 99	24 - 99
60°	Turret	14	14	14	14	14	14	Turret Face	00 - 11	00 - 09	00 - 08	00 - 07	00 - 06	00 - 07
	Hull	17	17	18	19	19	19	Turret Side	12 - 34	10 - 28	09 - 23	08 - 21	07 - 20	08 - 21
	All	18	19	19	20	20	20	Hull Face	35 - 88	29 - 72	24 - 56	22 - 45	21 - 36	22 - 24
	Air-Grd	21	21	21	22	22	22	Hull Side	89 - 99	73 - 99	57 - 99	46 - 99	37 - 99	25 - 99
> 60°	Turret	14	14	14	14	14	14	Turret Face	00 - 04	00 - 03	00 - 03	00 - 02	00 - 02	00 - 02
	Hull	17	17	18	19	19	19	Turret Side	05 - 31	04 - 26	04 - 21	03 - 19	03 - 18	03 - 19
	All	18	19	19	20	20	20	Hull Face	32 - 88	27 - 72	22 - 55	20 - 44	19 - 35	20 - 22
	Air-Grd	21	21	21	22	22	22	Hull Side	89 - 99	73 - 99	56 - 99	45 - 99	36 - 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 - 32	00 - 49	00 - 60	00 - 69	00 - 76	00 - 82	Front or Rear From the Side	00 - 19	00 - 33	00 - 44	00 - 54	00 - 62	00 - 70
	00 - 22	00 - 38	00 - 49	00 - 58	00 - 66	00 - 74		00 - 09	00 - 18	00 - 26	00 - 34	00 - 42	00 - 52

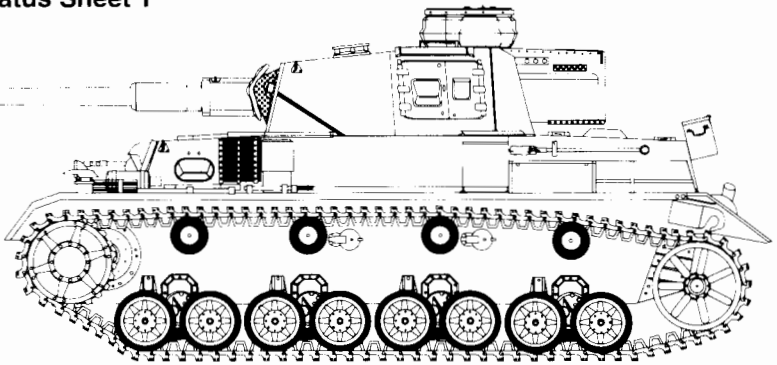
STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE				GERMANY PZ IV - F1 / F2 with Side Skirts										
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
Turret Front	00 - 01	Graze														
Cupola	02 - 17	Turret Crew	149	147							1 5 17 33 59					
Upper Face	18 - 29	Turret Crew	432	197							1 5 11 22 43					
Mantlet	30 - 38	Main Gun	45	45	Turret Crew	286	272				1 5 17 33 59					
Mantlet	39 - 56	Main Gun	180	125	Turret Crew	228	160				1 5 17 33 59					
Mantlet	57 - 58	Coax Machine Gun	74	51	Turret Crew	228	160				1 5 17 33 59					
Turret Face	59 - 84	Turret Crew	167	166							1 5 17 33 59					
Lwr Frt Sd	85 - 93	Turret Crew	894	625							-20 -34 -40 -43 -42					
Turret Ring	94 - 99	Turret Ring	51	50	Turret Crew	147	101				1 5 17 33 59					
Turret Side	00 - 13	Graze														
Cupola	14 - 23	Turret Crew	149	147							73 59 33 17 5 1					
Lwr Frt Sd	24 - 27	Turret Crew	152	151							26 21 6 -0 -2 -2					
Turret Side	28 - 50	Turret Crew	84	94	Main Gun	201	313				73 59 33 16 5 1					
Turret Side	51 - 74	Turret Crew	87	111							RR 72 53 30 14 3					
Tur Rear Sd	75 - 83	Turret Crew	662	547							RR RR RR RR RR 24					
Turret Ring	84 - 87	Turret Ring	68	130	Turret Crew	173	260				73 59 33 17 5 1					
Gun Mount	88 - 90	Main Gun	118	82							73 59 34 17 6 1					
Gun Barrel	91 - 99	Main Gun	37	37							73 59 33 17 5 1					
Turret Rear	00 - 01	Graze														
Cupola	02 - 15	Turret Crew	149	147							1 5 17 33 59					
Turret Bin	16 - 49	Turret Crew	86	118	Main Gun	204	497				1 5 17 33 59					
Turret Rear	50 - 79	Turret Crew	85	142							-2 -2 1 10 25					
Tur Rear Sd	80 - 94	Turret Crew	14H	18H							-28 -45 -58 -62 -64					
Turret Ring	95 - 99	Turret Ring	51	50	Turret Crew	147	101				1 5 17 33 59					
Turret Top	00 - 99	Turret Crew	17	17												
Hull Front	00 - 04	Graze														
Driver Port	05 - 07	Driver - Hull Gunner	63	63	Turret Crew	89	90	Engine	132	595	1 5 17 33 59					
Upper Hull	08 - 13	Driver - Hull Gunner	165	165	Turret Crew	205	193	Fuel	267	739	1 5 17 33 59					
Upper Hull	14 - 26	Driver - Hull Gunner	165	165	Turret Crew	205	193	Engine	267	739	1 5 17 33 59					
MG Mount	27 - 28	Hull Machine Gun	21	21	Driver-HGnr	113	113	Ammo-TCw	147	140	1 5 17 33 59					
Upr Frt Sd	29 - 34	Driver - Hull Gunner	13H	639	Ammunition	16H	687				-28 -45 -58 -62 -64					
Upr Glacis	35 - 45	Driver - Hull Gunner	684	355	Turret Crew	765	400	Engine	876	NP	1 5 11 22 44					
Lwr Glacis	46 - 61	Power Train - Engine	217	187	Driver-HGnr	312	288	Ammunition	366	371	1 5 17 33 59					
Lwr Glacis	62 - 74	Power Train - Engine	217	187	Driver-HGnr	405	454	Engine	468	NP	1 5 17 33 59					
Track / Drive	75 - 99	Track / Drive Sprocket	18	18												
Hull Side	00 - 01	Graze														
Hull Side	02 - 07	Drive Sprocket*	71	71	Driver-HGnr	214	205	Pwr Trn-Eng	260	233	73 59 33 17 5 1					
Hull Upr Sd	08 - 13	Driver - Hull Gunner	102	180							42 35 18 5 1 -1					
Hull Side	14 - 23	Driver - Hull Gunner	98	221	Pwr Trn-Eng	129	255				73 59 33 17 5 1					
Hull Side	24 - 26	Driver - Hull Gunner	98	221	Ammunition	117	229	Pwr Trn-Eng	152	262	73 59 33 17 5 1					
Hull Upr Sd	27 - 31	Ammunition	98	114	Turret Crew	117	120	Ammunition	138	144	73 59 33 17 5 1					
Hull Upr Sd	32 - 33	Turret Crew	98	114							73 59 33 17 5 1					
Hull Upr Sd	34 - 36	Ammunition	98	114	Turret Crew	117	120				73 59 33 17 5 1					
Hull Side	37 - 43	Turret Crew	98	221							73 59 33 17 5 1					
Hull Side	44 - 47	Turret Crew	98	242	Ammunition	129	313				73 59 33 17 5 1					
Hull Side	48 - 56		117	269	Ammunition	152	336				73 59 33 17 5 1					
Hull Upr Sd	57 - 62	Fuel	98	136	Engine	129	165				73 59 33 17 5 1					
Hull Upr Sd	63 - 64	Engine	101	137							73 59 33 17 5 1					
Hull Side	65 - 75	Engine	98	221							73 59 33 17 5 1					
Hull Side	76 - 76	Idler Wheel*	89	92	Engine	242	306	Idler Wheel	857	59H	73 59 34 17 5 1					
Idler	77 - 81	Idler Wheel*	71	71	Idler Wheel	204	654				73 59 33 17 5 1					
Road Wheel	82 - 99	Road Wheel / Susp	38	38	Wheel/Susp	109	567									
Hull Rear	00 - 04	Graze														
Hull Rear	05 - 10	Ammunition	70	80	Ammunition	98	169	Driver-HGnr	117	356	1 5 17 33 59					
Hull Rear	11 - 17	Fuel	47	46	Turret Crew	70	80	Driver-HGnr	98	13H	1 5 17 33 59					
Hull Rear	18 - 73	Engine	47	46	Turret Crew	205	374	Driver-HGnr	251	584	1 5 17 33 59					
Track / Idler	74 - 99	Track / Idler	18	18												
Hull Top	00 - 23	Fuel	19	19	Engine	36	28									
Engine Deck	24 - 62	Engine	19	19												
Hatch	63 - 99	Driver - Hull Gunner	19	19												

PZ IV - F2

Status Sheet 1

CREW AND ARMAMENT

Crew and Armament		Field of View			
Crew Members					
Commander		1 to 6			
Gunner		1, 5, 6			
Driver		1, 6			
Loader		1, 2, 3			
Hull Gunner		1, 2			
Armament			Field of Fire	Gun Elev	Gun Depr
Main Gun	75mm L43	1 to 6	-	20°	-10°
Coax MG	7.92x57mm	1 to 6	-	20°	-10°
Hull MG	7.92x57mm	1	60°	30°	-30°
AA MG	7.92x57mm	1 to 6	60°	45°	-45°



Germany PZ IV - F2

PZ IV - F2 (1942) Long 75mm L43Gun

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 24	—	25 - 99	—
Front	Obliq	00 - 16	17 - 34	35 - 99	—
Front	Side	—	00 - 33	34 - 99	—
Obliq	Front	00 - 14	—	15 - 40	41 - 99
Obliq	Obliq	00 - 10	11 - 21	22 - 45	46 - 99
Obliq	Side	—	00 - 20	21 - 44	45 - 99
Side	Front	00 - 13	—	—	14 - 99
Side	Obliq	00 - 10	11 - 21	—	22 - 99
Side	Side	—	00 - 20	—	21 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	38°	152°
Deep Fording Equip	No	Turret Traverse Rate (°)	45°	180°
Fire Extinguishing Sys	No	Acceleration VC (MH)		1.5
Infra-Red Imaging	No	Deceleration VC (MH)		1.6
Image Intensifying	No	Max Road Range (miles)		90
Thermal Imaging	No	Side Slope		32°
Fuel Hit Modifier	5	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°	4.8 -	4.4 -	4.1 -	3.7 00	3.3 01	3.1 17
10°	3.6 -	3.2 -	2.8 -	2.4 01	2.0 02	1.8 19
20°	2.3 -	1.9 -	1.5 00	1.1 01	.7 03	.5 26
30°	1.2 -	.7 -	.3 01			
40°	.3 -					
50°						

WEAPON DATA TABLE

Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APHE	87	3P	452	20	29	520	-	1	4
HE			184	36	-	19H	-	2	7
APCR			410	7	22	-	-	3	9
Coax MG	44	*7	9	26	-	-	20	4	10
Hull MG	44	*7	9	26	-	-	20	5	11
AA MG	11	*7	9	12	-	-	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																									
AA MG																									
Hull MG																									
Equipment																									
Main Gun	☐					☐					☐					☐					☐				
Coax MG	☐					☐					☐					☐					☐				
AA MG	☐					☐					☐					☐					☐				
Hull MG	☐					☐					☐					☐					☐				
Left Track	☐					☐					☐					☐					☐				
Right Track	☐					☐					☐					☐					☐				
Engine	☐					☐					☐					☐					☐				
Turret Ring	☐					☐					☐					☐					☐				
Condition	Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded		
	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Notes																									

ADVANCED RULES STATUS SHEET 3				WEAPON DATA TABLE										GERMANY PZ IV - F2 75mm L43														
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 L43				APHE	PEN 507	494	483	472	452	432	414	396	379	363	347	332	304	278	255	233	214							
		1 -6		AOI																								
RT (3)	2P	2 -3		NID	32	31	31	30	29	28	27	26	25	24	23	22	20	19	17	16	15							
RT (3)	3P	3 -1		DFE	244	96	63	46	30	22	17	14	11	10	8	7	6	4	4	3	3							
RT (81)	5P	4 0	BC0 520	BA	37	30	26	24	20	17	15	13	11	10	8	7	5	3	1	0	-1							
		5 1	MCD 3	TOF	1	2	4	5	8	10	13	16	18	21	24	27	33	40	46	53	60							
Ammo Cap	87	6 1																										
Ammo Wt	34	7 2	HE	PEN 208	202	198	193	184	175	167	159	152	145	138	131	120	109	99	90	82								
				PENF 129	125	122	119	113	108	102	97	93	88	84	80	72	66	59	54	49								
				AOI																								
				DFE	255	100	65	48	31	22	17	14	11	10	8	7	6	4	4	3	3							
White Phosphorus			BC0 19H	BA	37	29	26	23	19	16	13	11	10	8	7	5	3	1	-1	-2	-3							
DFS	3		DFS 4	TOF	1	2	4	5	7	10	13	15	18	21	24	27	33	39	46	52	59							
Smk	4																											
Dur	3		APCR	PEN 592	547	511	476	410	348	291	261	244	228	213	200	175	153	134	117	102								
				AOI																								
				NID	26	25	24	23	22	21	19	18	17	16	15	14	13	11	10	9	8							
				DFE	375	146	95	69	44	31	24	19	15	13	11	9	7	6	4	4	3							
				BA	35	27	22	19	14	11	8	6	4	2	0	-1	-4	-6	-7	-9	-10							
			MCD 3A	TOF	1	2	3	4	6	8	11	13	15	18	20	23	28	34	40	46	52							
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	2 -20			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 (2500)		4 -8			MA .3	.7	1	1	2	3	3	4	5	5	6	7	8	9	11	12	13							
Ammo Wt 16.0		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 MG		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	*7	3 -14																										
Cap 75 (300)		4 -8			MA .7	2	3	4	5	7	9	11	13	15	16	18	22	25	29	33	36							
Ammo Wt 5.8		6 -3			PALM 12	19	22	24	27	29	30	32	33	34	35	35	37	38	39	40	40							
Knock Down 12		8 0			BA 47	36	30	26	21	17	14	11	9	7	6	5	2	1	-1	-2	-3							
SAB 1		11 4			TOF 1	3	4	5	9	12	16	20	24	29	33	38	48	59	69	80	90							

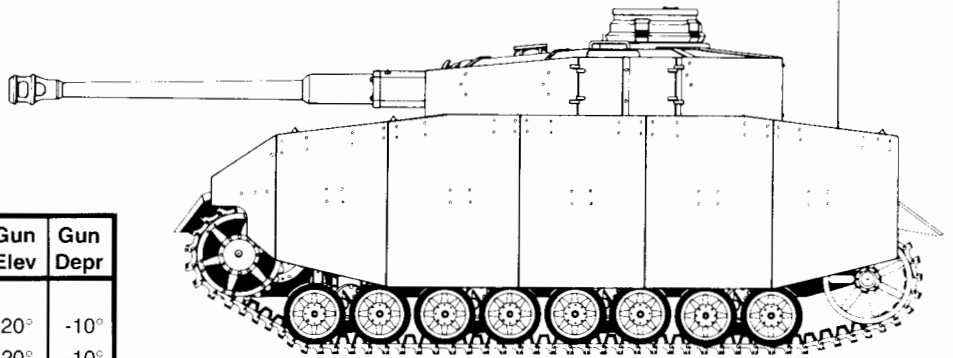
ADVANCED RULES STATUS SHEET 3							TARGET SIZE AND HIT AREA TABLE							
Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	13	13	13	13	13	13	Turret Face	00 - 21	00 - 17	00 - 14	00 - 12	00 - 11	00 - 12
	Hull	17	17	18	19	19	19	Turret Side	22 - 24	18 - 19	15 - 15	13 - 14	12 - 13	13 - 13
	All	18	18	19	19	20	19	Hull Face	25 - 87	20 - 69	16 - 52	15 - 40	14 - 30	14 - 17
	Air-Grd	21	21	21	21	22	21	Hull Side	88 - 99	70 - 99	53 - 99	41 - 99	31 - 99	18 - 99
15°	Turret	13	13	13	13	13	13	Turret Face	00 - 20	00 - 17	00 - 13	00 - 12	00 - 11	00 - 12
	Hull	17	17	18	19	19	19	Turret Side	21 - 28	18 - 23	14 - 18	13 - 16	12 - 15	13 - 16
	All	18	18	19	20	20	20	Hull Face	29 - 87	24 - 70	19 - 54	17 - 42	16 - 33	17 - 19
	Air-Grd	21	21	21	21	22	21	Hull Side	88 - 99	71 - 99	55 - 99	43 - 99	34 - 99	20 - 99
30°	Turret	14	14	14	14	14	14	Turret Face	00 - 19	00 - 15	00 - 13	00 - 11	00 - 11	00 - 11
	Hull	17	17	18	19	19	19	Turret Side	20 - 32	16 - 27	14 - 22	12 - 19	12 - 18	12 - 19
	All	18	19	19	20	20	20	Hull Face	33 - 88	28 - 72	23 - 55	20 - 44	19 - 35	20 - 22
	Air-Grd	21	21	21	22	22	22	Hull Side	89 - 99	73 - 99	56 - 99	45 - 99	36 - 99	23 - 99
45°	Turret	14	14	14	14	14	14	Turret Face	00 - 16	00 - 13	00 - 11	00 - 10	00 - 09	00 - 10
	Hull	17	17	18	19	19	19	Turret Side	17 - 34	14 - 29	12 - 24	11 - 21	10 - 20	11 - 21
	All	18	19	19	20	20	20	Hull Face	35 - 88	30 - 73	25 - 57	22 - 45	21 - 36	22 - 24
	Air-Grd	21	21	21	22	22	22	Hull Side	89 - 99	74 - 99	58 - 99	46 - 99	37 - 99	25 - 99
60°	Turret	15	15	15	15	15	15	Turret Face	00 - 13	00 - 11	00 - 09	00 - 08	00 - 07	00 - 08
	Hull	17	17	18	19	19	19	Turret Side	14 - 35	12 - 30	10 - 24	09 - 22	08 - 21	09 - 22
	All	18	19	19	20	20	20	Hull Face	36 - 89	31 - 73	25 - 57	23 - 46	22 - 37	23 - 25
	Air-Grd	21	21	21	22	22	22	Hull Side	90 - 99	74 - 99	58 - 99	47 - 99	38 - 99	26 - 99
> 60°	Turret	14	14	14	14	14	14	Turret Face	00 - 07	00 - 05	00 - 04	00 - 04	00 - 04	00 - 04
	Hull	17	17	18	19	19	19	Turret Side	08 - 33	06 - 27	05 - 23	05 - 20	05 - 19	05 - 20
	All	18	19	19	20	20	20	Hull Face	34 - 88	28 - 72	24 - 56	21 - 44	20 - 35	21 - 23
	Air-Grd	21	21	21	22	22	22	Hull Side	89 - 99	73 - 99	57 - 99	45 - 99	36 - 99	24 - 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 - 32	00 - 49	00 - 60	00 - 69	00 - 76	00 - 82	Front or Rear From the Side	00 - 19	00 - 33	00 - 44	00 - 54	00 - 62	00 - 70
	00 - 21	00 - 36	00 - 47	00 - 56	00 - 64	00 - 72		00 - 09	00 - 18	00 - 26	00 - 34	00 - 42	00 - 52

Status Sheet 1

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	75mm L48	1 to 6	-	20°	-10°
Coax MG	7.92x57mm	1 to 6	-	20°	-10°
Hull MG	7.92x57mm	1	60°	30°	-30°
AA MG	7.92x57mm	1 to 6	60°	60°	-45°



Germany PZ IV - H

PZ IV - H (1943) Long 75mm L48 Gun

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 24	—	25 - 99	—
Front	Obliq	00 - 16	17 - 35	36 - 99	—
Front	Side	—	00 - 33	34 - 99	—
Obliq	Front	00 - 14	—	15 - 40	41 - 99
Obliq	Obliq	00 - 10	11 - 21	22 - 45	46 - 99
Obliq	Side	—	00 - 20	21 - 45	46 - 99
Side	Front	00 - 13	—	—	14 - 99
Side	Obliq	00 - 10	11 - 21	—	22 - 99
Side	Side	—	00 - 20	—	21 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables		Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	36°	144°
Deep Fording Equip	No	Turret Traverse Rate (°)	45°	180°
Fire Extinguishing Sys	No	Acceleration VC (MH)		1.5
Infra-Red Imaging	No	Deceleration VC (MH)		1.5
Image Intensifying	No	Max Road Range (miles)		85
Thermal Imaging	No	Side Slope		32°
Fuel Hit Modifier	5	Ground Pressure (psi)		12.6
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 —	4.2 —	3.8 00	3.4 01	3.0 03	2.8 26
10°	3.4 —	3.0 —	2.5 00	2.1 01	1.7 03	1.5 29
20°	2.2 —	1.7 —	1.3 01	.8 02	.4 04	.2 39
30°	1.1 —	.6 00	.1 03			
40°	.2 —					
50°						

WEAPON DATA TABLE

Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APHE	87	3P	465	20	30	520	-	1	4
HE			188	36	—	19H	-	2	7
APCR			434	7	22	—	—	3	9
Coax MG	48	*7	9	26	—	—	20	4	10
Hull MG	48	*7	9	26	—	—	20	5	11
AA MG	11	*7	9	12	—	—	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																									
AA MG																									
Hull MG																									
Equipment																									
Main Gun	☐					☐					☐					☐					☐				
Coax MG	☐					☐					☐					☐					☐				
AA MG	☐					☐					☐					☐					☐				
Hull MG	☐					☐					☐					☐					☐				
Left Track	☐					☐					☐					☐					☐				
Right Track	☐					☐					☐					☐					☐				
Engine	☐					☐					☐					☐					☐				
Turret Ring	☐					☐					☐					☐					☐				
Condition	Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐				
Notes																									

GERMANY PZ IV - H

Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	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 - 01	Graze																		
Cupola	02 - 17	Turret Crew	149	147										1	5	17	33	59		
Upper Face	18 - 29	Turret Crew	432	197										1	5	11	22	43		
Mantlet	30 - 38	Main Gun	45	45	Turret Crew	286	272							1	5	17	33	59		
Mantlet	39 - 56	Main Gun	180	125	Turret Crew	228	160							1	5	17	33	59		
Mantlet	57 - 58	Coax Machine Gun	74	51	Turret Crew	228	160							1	5	17	33	59		
Turret Face	59 - 84	Turret Crew	167	166										1	5	17	33	59		
Lwr Frt Sd	85 - 93	Turret Crew	666	361										-20	-34	-40	-42	-42		
Turret Ring	94 - 99	Turret Ring	51	50	Turret Crew	147	101							1	5	17	33	59		
Turret Side	00 - 13	Graze																		
Cupola	14 - 23	Turret Crew	149	147										73	59	33	17	5 1		
Lwr Frt Sd	24 - 27	Turret Crew	113	109										26	20	6	-0	-2 -2		
Turret Side	28 - 50	Turret Crew	53	52	Main Gun	155	166							73	59	33	16	5 1		
Turret Side	51 - 74	Turret Crew	55	54										RR	72	53	30	14 3		
Tur Rear Sd	75 - 83	Turret Crew	410	213										RR	RR	RR	RR	RR 24		
Turret Ring	84 - 87	Turret Ring	51	50	Turret Crew	147	101							73	59	33	17	5 1		
Gun Mount	88 - 90	Main Gun	118	82										73	59	34	17	6 1		
Gun Barrel	91 - 99	Main Gun	39	38										73	59	33	17	5 1		
Turret Rear	00 - 01	Graze																		
Cupola	02 - 15	Turret Crew	149	147										1	5	17	33	59		
Turret Bin	16 - 49	Turret Crew	55	87	Main Gun	158	418							1	5	16	33	59		
Turret Rear	50 - 79	Turret Crew	52	52										-2	-2	1	10	25		
Tur Rear Sd	80 - 94	Turret Crew	888	421										-28	-45	-58	-62	-64		
Turret Ring	95 - 99	Turret Ring	51	50	Turret Crew	147	101							1	5	17	33	59		
Turret Top	00 - 99	Turret Crew	17	17																
Hull Front	00 - 04	Graze																		
Driver Port	05 - 07	Driver - Hull Gunner	63	63	Turret Crew	89	90	Engine	132	595				1	5	17	33	59		
Upper Hull	08 - 13	Driver - Hull Gunner	335	246	Turret Crew	392	275	Fuel	474	933				1	5	17	33	59		
Upper Hull	14 - 26	Driver - Hull Gunner	364	264	Turret Crew	422	292	Engine	505	951				1	5	17	33	59		
MG Mount	27 - 28	Hull Machine Gun	21	21	Driver-HGnr	113	113	Ammo-TCw	147	140				1	5	17	33	59		
Upr Frt Sd	29 - 34	Driver - Hull Gunner	13H	639	Ammunition	16H	687							-28	-45	-58	-62	-64		
Upr Glacis	35 - 45	Driver - Hull Gunner	684	355	Turret Crew	765	400	Engine	876	NP				1	5	11	22	44		
Lwr Glacis	46 - 61	Power Train - Engine	398	286	Driver-HGnr	518	391	Ammunition	587	476				1	5	17	33	59		
Lwr Glacis	62 - 74	Power Train - Engine	398	286	Driver-HGnr	621	563	Engine	696	NP				1	5	17	33	59		
Track / Drive	75 - 99	Track / Drive Sprocket	18	18																
Hull Side	00 - 01	Graze																		
Hull Side	02 - 07	Drive Sprocket*	71	71	Driver-HGnr	214	205	Pwr Trn-Eng	260	233				73	59	33	17	5 1		
Hull Upr Sd	08 - 13	Driver - Hull Gunner	83	82										43	35	18	5	1 -1		
Hull Side	14 - 23	Driver - Hull Gunner	79	79	Pwr Trn-Eng	108	99							73	59	33	17	5 1		
Hull Side	24 - 26	Driver - Hull Gunner	79	79	Ammunition	96	81	Pwr Trn-Eng	128	101				73	59	33	17	5 1		
Hull Upr Sd	27 - 31	Ammunition	79	79	Turret Crew	96	82	Ammunition	115	100				73	59	33	17	5 1		
Hull Upr Sd	32 - 33	Turret Crew	79	79										73	59	33	17	5 1		
Hull Upr Sd	34 - 36	Ammunition	79	79	Turret Crew	96	82							73	59	33	17	5 1		
Hull Side	37 - 43	Turret Crew	79	79										73	59	33	17	5 1		
Hull Side	44 - 47	Turret Crew	79	79	Ammunition	108	117							73	59	33	17	5 1		
Hull Side	48 - 56	Ammunition	108	117										73	59	33	17	5 1		
Hull Upr Sd	57 - 62	Fuel	79	79	Engine	108	101							73	59	33	17	5 1		
Hull Upr Sd	63 - 64	Engine	79	79										73	59	33	17	5 1		
Hull Side	65 - 75	Engine	79	79										73	59	33	17	5 1		
Hull Side	76 - 76	Idler Wheel*	71	71	Engine	214	205	Idler Wheel	811	44H				73	59	33	17	5 1		
Idler	77 - 81	Idler Wheel*	71	71	Idler Wheel	204	654							73	59	33	17	5 1		
Road Wheel	82 - 99	Road Wheel / Susp	38	38	Wheel/Susp	109	567													
Hull Rear	00 - 04	Graze																		
Hull Rear	05 - 10	Ammunition	70	80	Ammunition	98	169	Driver-HGnr	117	356				1	5	17	33	59		
Hull Rear	11 - 17	Fuel	47	46	Turret Crew	70	80	Driver-HGnr	98	13H				1	5	17	33	59		
Hull Rear	18 - 73	Engine	47	46	Turret Crew	205	374	Driver-HGnr	251	584				1	5	17	33	59		
Track / Idler	74 - 99	Track / Idler	18	18																
Hull Top	00 - 23	Fuel	19	19	Engine	36	28													
Engine Deck	24 - 62	Engine	19	19																
Hatch	63 - 99	Driver - Hull Gunner	19	19																

ADVANCED RULES STATUS SHEET 3 WEAPON DATA TABLE GERMANY PZ IV - H 75mm L48

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 L48 RT (3) 2P RT (3) 3P RT (81) 5P Ammo Cap 87 Ammo Wt 34 White Phosphorus DFS 3 Smk 4 Dur 3				APHE	PEN	521	507	496	485	464	445	425	407	390	373	357	342	313	287	263	241	220	
			1 -6		AOI																		
	RT (3) 2P		2 -3		NID	33	32	31	31	30	28	27	26	25	24	23	22	21	19	18	16	15	
	RT (3) 3P		3 -1		DFE	250	98	64	48	31	22	17	14	12	10	8	7	6	5	4	3	3	
	RT (81) 5P		4 0	BC0 520	BA	37	30	26	24	20	17	15	13	11	10	8	7	5	3	1	0	-1	
			5 1	MCD 3	TOF	1	2	4	5	7	10	13	15	18	21	24	27	33	39	45	52	59	
	Ammo Cap 87		6 1																				
	Ammo Wt 34		7 2		HE	PEN	213	207	202	197	188	179	171	163	155	148	141	135	123	112	102	93	84
					PENF	132	128	125	122	116	110	105	100	95	91	86	82	74	67	61	55	50	
					AOI																		
	DFS 3				DFE	261	102	67	49	32	23	18	14	12	10	9	7	6	5	4	3	3	
	Smk 4			BC0 19H	BA	37	29	26	23	19	16	13	11	10	8	7	5	3	1	-1	-2	-3	
	Dur 3			DFS 4	TOF	1	2	4	5	7	10	13	15	18	21	24	27	33	39	45	52	59	
					APCR	PEN	619	573	537	501	434	371	312	268	250	234	219	205	179	157	138	120	105
					AOI																		
					NID	26	25	25	24	22	21	20	19	18	17	16	15	13	12	10	9	8	
					DFE	384	149	97	71	45	32	25	19	16	13	11	10	7	6	5	4	3	
				BA	35	27	22	19	14	11	8	6	4	2	0	-1	-4	-6	-7	-9	-10		
			MCD 3A	TOF	1	2	3	4	6	8	11	13	15	18	20	23	28	33	39	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	13	13	13	13	13	13	Turret Face	00 - 21	00 - 17	00 - 14	00 - 12	00 - 11	00 - 12
	Hull	17	17	18	19	19	19	Turret Side	22 - 24	18 - 19	15 - 15	13 - 14	12 - 13	13 - 13
	All	18	18	19	19	20	19	Hull Face	25 - 87	20 - 69	16 - 52	15 - 40	14 - 30	14 - 17
	Air-Grd	21	21	21	21	22	21	Hull Side	88 - 99	70 - 99	53 - 99	41 - 99	31 - 99	18 - 99
15°	Turret	13	13	13	13	13	13	Turret Face	00 - 20	00 - 17	00 - 13	00 - 12	00 - 11	00 - 12
	Hull	17	17	18	19	19	19	Turret Side	21 - 28	18 - 23	14 - 19	13 - 16	12 - 15	13 - 16
	All	18	18	19	20	20	20	Hull Face	29 - 87	24 - 70	20 - 54	17 - 42	16 - 33	17 - 19
	Air-Grd	21	21	21	21	22	21	Hull Side	88 - 99	71 - 99	55 - 99	43 - 99	34 - 99	20 - 99
30°	Turret	14	14	14	14	14	14	Turret Face	00 - 19	00 - 15	00 - 13	00 - 11	00 - 11	00 - 11
	Hull	17	17	18	19	19	19	Turret Side	20 - 32	16 - 27	14 - 22	12 - 20	12 - 18	12 - 19
	All	18	19	19	20	20	20	Hull Face	33 - 88	28 - 72	23 - 56	21 - 44	19 - 35	20 - 22
	Air-Grd	21	21	21	22	22	22	Hull Side	89 - 99	73 - 99	57 - 99	45 - 99	36 - 99	23 - 99
45°	Turret	14	14	14	14	14	14	Turret Face	00 - 16	00 - 14	00 - 11	00 - 10	00 - 09	00 - 10
	Hull	17	17	18	19	19	19	Turret Side	17 - 35	15 - 29	12 - 24	11 - 21	10 - 20	11 - 21
	All	18	19	19	20	20	20	Hull Face	36 - 88	30 - 73	25 - 57	22 - 45	21 - 36	22 - 24
	Air-Grd	21	21	21	22	22	22	Hull Side	89 - 99	74 - 99	58 - 99	46 - 99	37 - 99	25 - 99
60°	Turret	15	15	15	15	15	15	Turret Face	00 - 13	00 - 11	00 - 09	00 - 08	00 - 08	00 - 08
	Hull	17	17	18	19	19	19	Turret Side	14 - 35	12 - 30	10 - 25	09 - 22	09 - 21	09 - 22
	All	18	19	19	20	20	20	Hull Face	36 - 89	31 - 73	26 - 57	23 - 46	22 - 37	23 - 25
	Air-Grd	21	21	21	22	22	22	Hull Side	90 - 99	74 - 99	58 - 99	47 - 99	38 - 99	26 - 99
> 60°	Turret	14	14	14	14	14	14	Turret Face	00 - 07	00 - 06	00 - 05	00 - 04	00 - 04	00 - 04
	Hull	17	17	18	19	19	19	Turret Side	08 - 33	07 - 28	06 - 23	05 - 20	05 - 19	05 - 20
	All	18	19	19	20	20	20	Hull Face	34 - 88	29 - 72	24 - 56	21 - 45	20 - 36	21 - 23
	Air-Grd	21	21	21	22	22	22	Hull Side	89 - 99	73 - 99	57 - 99	46 - 99	37 - 99	24 - 99

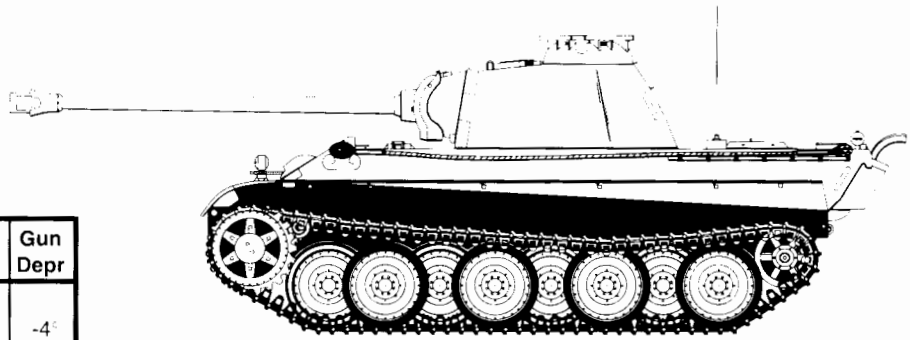
ADVANCED RULES STATUS SHEET 3 TOP OF VEHICLE HIT CHANCE TABLE

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 - 32	00 - 49	00 - 60	00 - 69	00 - 76	00 - 82	Front or Rear	00 - 19	00 - 33	00 - 44	00 - 54	00 - 62	00 - 70
From the Side	00 - 21	00 - 35	00 - 47	00 - 56	00 - 64	00 - 72	From the Side	00 - 09	00 - 18	00 - 26	00 - 34	00 - 42	00 - 52

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE				GERMANY PZ IV - H with Side Skirts										
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 - 01	Graze														
Cupola	02 - 17	Turret Crew	149	147								1	5	17	33	59
Upper Face	18 - 29	Turret Crew	432	197								1	5	11	22	43
Mantlet	30 - 38	Main Gun	45	45	Turret Crew	286	272					1	5	17	33	59
Mantlet	39 - 56	Main Gun	180	125	Turret Crew	228	160					1	5	17	33	59
Mantlet	57 - 58	Coax Machine Gun	74	51	Turret Crew	228	160					1	5	17	33	59
Turret Face	59 - 84	Turret Crew	167	166								1	5	17	33	59
Lwr Frt Sd	85 - 93	Turret Crew	894	625								-20	-34	-40	-43	-42
Turret Ring	94 - 99	Turret Ring	51	50	Turret Crew	147	101					1	5	17	33	59
Turret Side	00 - 13	Graze														
Cupola	14 - 23	Turret Crew	149	147								73	59	33	17	5 1
Lwr Frt Sd	24 - 27	Turret Crew	152	151								26	21	6	-0	-2 -2
Turret Side	28 - 50	Turret Crew	84	94	Main Gun	201	313					73	59	33	16	5 1
Turret Side	51 - 74	Turret Crew	87	111								RR	72	53	30	14 3
Tur Rear Sd	75 - 83	Turret Crew	662	547								RR	RR	RR	RR	RR 24
Turret Ring	84 - 87	Turret Ring	68	130	Turret Crew	173	260					73	59	33	17	5 1
Gun Mount	88 - 90	Main Gun	118	82								73	59	34	17	6 1
Gun Barrel	91 - 99	Main Gun	39	38								73	59	33	17	5 1
Turret Rear	00 - 01	Graze														
Cupola	02 - 15	Turret Crew	149	147								1	5	17	33	59
Turret Bin	16 - 49	Turret Crew	86	118	Main Gun	204	497					1	5	17	33	59
Turret Rear	50 - 79	Turret Crew	85	142								-2	-2	1	10	25
Tur Rear Sd	80 - 94	Turret Crew	14H	18H								-28	-45	-58	-62	-64
Turret Ring	95 - 99	Turret Ring	51	50	Turret Crew	147	101					1	5	17	33	59
Turret Top	00 - 99	Turret Crew	17	17												
Hull Front	00 - 04	Graze														
Driver Port	05 - 07	Driver - Hull Gunner	63	63	Turret Crew	89	90	Engine	132	595		1	5	17	33	59
Upper Hull	08 - 13	Driver - Hull Gunner	335	246	Turret Crew	392	275	Fuel	474	933		1	5	17	33	59
Upper Hull	14 - 26	Driver - Hull Gunner	364	264	Turret Crew	422	292	Engine	505	951		1	5	17	33	59
MG Mount	27 - 28	Hull Machine Gun	21	21	Driver-HGnr	113	113	Ammo-TCw	147	140		1	5	17	33	59
Upr Frt Sd	29 - 34	Driver - Hull Gunner	13H	639	Ammunition	16H	687					-28	-45	-58	-62	-64
Upr Glacis	35 - 45	Driver - Hull Gunner	684	355	Turret Crew	765	400	Engine	876	NP		1	5	11	22	44
Lwr Glacis	46 - 61	Power Train - Engine	398	286	Driver-HGnr	518	391	Ammunition	587	476		1	5	17	33	59
Lwr Glacis	62 - 74	Power Train - Engine	398	286	Driver-HGnr	621	563	Engine	696	NP		1	5	17	33	59
Track / Drive	75 - 99	Track / Drive Sprocket	18	18												
Hull Side	00 - 01	Graze														
Hull Side	02 - 07	Drive Sprocket*	71	71	Driver-HGnr	214	205	Pwr Trn-Eng	260	233		73	59	33	17	5 1
Hull Upr Sd	08 - 13	Driver - Hull Gunner	102	180								42	35	18	5	1 -1
Hull Side	14 - 23	Driver - Hull Gunner	98	221	Pwr Trn-Eng	129	255					73	59	33	17	5 1
Hull Side	24 - 26	Driver - Hull Gunner	98	221	Ammunition	117	229	Pwr Trn-Eng	152	262		73	59	33	17	5 1
Hull Upr Sd	27 - 31	Ammunition	98	114	Turret Crew	117	120	Ammunition	138	144		73	59	33	17	5 1
Hull Upr Sd	32 - 33	Turret Crew	98	114								73	59	33	17	5 1
Hull Upr Sd	34 - 36	Ammunition	98	114	Turret Crew	117	120					73	59	33	17	5 1
Hull Side	37 - 43	Turret Crew	98	221								73	59	33	17	5 1
Hull Side	44 - 47	Turret Crew	98	242	Ammunition	129	313					73	59	33	17	5 1
Hull Side	48 - 56		117	269	Ammunition	152	336					73	59	33	17	5 1
Hull Upr Sd	57 - 62	Fuel	98	136	Engine	129	165					73	59	33	17	5 1
Hull Upr Sd	63 - 64	Engine	101	137								73	59	33	17	5 1
Hull Side	65 - 75	Engine	98	221								73	59	33	17	5 1
Hull Side	76 - 76	Idler Wheel*	89	92	Engine	242	306	Idler Wheel	857	59H		73	59	34	17	5 1
Idler	77 - 81	Idler Wheel*	71	71	Idler Wheel	204	654					73	59	33	17	5 1
Road Wheel	82 - 99	Road Wheel / Susp	38	38	Wheel/Susp	109	567									
Hull Rear	00 - 04	Graze														
Hull Rear	05 - 10	Ammunition	70	80	Ammunition	98	169	Driver-HGnr	117	356		1	5	17	33	59
Hull Rear	11 - 17	Fuel	47	46	Turret Crew	70	80	Driver-HGnr	98	13H		1	5	17	33	59
Hull Rear	18 - 73	Engine	47	46	Turret Crew	205	374	Driver-HGnr	251	584		1	5	17	33	59
Track / Idler	74 - 99	Track / Idler	18	18												
Hull Top	00 - 23	Fuel	19	19	Engine	36	28									
Engine Deck	24 - 62	Engine	19	19												
Hatch	63 - 99	Driver - Hull Gunner	19	19												

Status Sheet 1

CREW AND ARMAMENT				
Crew and Armament		Field of View		
Crew Members				
Commander		1 to 6		
Gunner		1		
Driver		1, 6		
Loader		1, 2		
Hull Gunner		1, 2		
Armament			Field of Fire	Gun Elev
Main Gun	75mm L70	1 to 6	-	20°
Coax MG	7.92x57mm	1 to 6	-	20°
Hull MG	7.92x57mm	1	60°	30°
AA MG	7.92x57mm	1 to 6	60°	45°



Germany PZ V Panther

PZ V-A (1943) 75mm L70 Gun

PZ V-G (1944) New Mantlet & Side Slope

BASIC HIT LOCATION					
Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 26	—	25 - 99	—
Front	Obliq	00 - 19	20 - 35	36 - 99	—
Front	Side	—	00 - 32	33 - 99	—
Obliq	Front	00 - 15	—	16 - 42	43 - 99
Obliq	Obliq	00 - 12	13 - 22	23 - 46	47 - 99
Obliq	Side	—	00 - 20	21 - 45	46 - 99
Side	Front	00 - 15	—	—	16 - 99
Side	Obliq	00 - 12	13 - 22	—	23 - 99
Side	Side	—	00 - 20	—	21 - 99

EQUIPMENT AND VEHICLE DATA				
Equipment & Game Variables		Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	38°	152°
Deep Fording Equip	No	Turret Traverse Rate (°)	45°	180°
Fire Extinguishing Sys	No	Acceleration VC (MH)		2.0
Infra-Red Imaging	No	Deceleration VC (MH)		1.7
Image Intensifying	No	Max Road Range (miles)		124
Thermal Imaging	No	Side Slope		33°
Fuel Hit Modifier	5	Ground Pressure (psi)		12.5
Ammunition Hit Modifier	2	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°	5.4 -	4.6 -	3.8 00	3.1 01	2.3 02	1.9 24
10°	4.2 -	3.4 -	2.6 00	1.8 01	1.0 03	.6 27
20°	3.0 -	2.1 -	1.3 01	.5 02		
30°	1.9 -	.9 00	.1 02			
40°	.9 -					
50°	.2 01					

WEAPON DATA TABLE									
Weapon	Cap	RT	PEN	FP	NID	BC0	PALM	Aim Time	SA
APHE	82	4P	758	20	44	520	-	1	4
HE			289	36	-	19H	-	2	7
APCR			968	8	33	-	-	3	9
Coax MG	66	*7	9	26	-	-	20	4	10
Hull MG	66	*7	9	26	-	-	20	5	11
AA MG	16	*7	9	12	-	-	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																									
AA MG																									
Hull MG																									
Equipment																									
Main Gun	☐					☐					☐					☐					☐				
Coax MG	☐					☐					☐					☐					☐				
AA MG	☐					☐					☐					☐					☐				
Hull MG	☐					☐					☐					☐					☐				
Left Track	☐					☐					☐					☐					☐				
Right Track	☐					☐					☐					☐					☐				
Engine	☐					☐					☐					☐					☐				
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 V PANTHER - Ausf A										
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 - 04	Graze														
Cupola	05 - 08	Turret Crew	149	147								1	5	17	33	59
Cupola	09 - 14	Turret Crew	394	388								1	5	17	33	59
Mantlet	15 - 62	Main Gun	698	544	Turret Crew	11H	802					1	5	17	33	59
Mantlet	63 - 64	Coax Machine Gun	282	211	Turret Crew	11H	802					1	5	17	33	59
Turret Face	65 - 87	Turret Crew	319	319								1	5	17	33	59
Mantlet	88 - 94	Turret Crew	276	286	Turret Crew	578	519					1	5	17	33	59
Turret Ring	95 - 99	Turret Ring	126	124	Turret Crew	362	249					1	5	17	33	59
Turret Side	00 - 03	Graze														
Cupola	04 - 06	Turret Crew	149	147								73	59	33	17	5 1
Cupola	07 - 10	Turret Crew	394	388								73	59	33	17	5 1
Turret Side	11 - 39	Turret Crew	164	161	Main Gun	345	326					58	48	27	12	3 0
Turret Side	40 - 59	Turret Crew	164	161								58	48	27	12	3 0
Tur Rear Sd	60 - 74	Turret Crew	219	205								RR	RR	RR	60	31 13
Turret Ring	75 - 77	Turret Ring	126	124	Turret Crew	362	249					73	59	33	17	5 1
Gun Mount	78 - 86	Main Gun	209	209								73	59	33	17	5 1
Gun Barrel	87 - 99	Main Gun	58	58								73	59	33	17	5 1
Turret Rear	00 - 03	Graze														
Cupola	04 - 06	Turret Crew	149	147								1	5	17	33	59
Cupola	07 - 12	Turret Crew	394	388								1	5	17	33	59
Tur Rear Sd	13 - 37	Turret Crew	597	375								-16	-25	-29	-29	-28
Turret Rear	38 - 83	Turret Crew	171	166	Main Gun	355	503					1	5	16	33	58
Ldr's Hatch	84 - 95	Turret Crew	97	94	Main Gun	250	428					1	5	16	33	58
Turret Ring	96 - 99	Turret Ring	126	124	Turret Crew	362	249					1	5	17	33	59
Turret Top	00 - 99	Turret Crew	22	22												
Hull Front	00 - 04	Graze														
Driver Port	05 - 06	Driver - Hull Gunner	397	258	Turret Crew	459	295	Fuel	549	NP		1	5	11	24	49
Upr Glacis	07 - 10	Driver - HGnr - Ammo	10H	680	Ammo-TCw	11H	725	Fuel	13H	NP		1	5	11	24	49
Upr Glacis	11 - 15	Driver - Hull Gunner	10H	680	Ammo-TCw	11H	725	Fuel	13H	NP		1	5	11	24	49
Upr Glacis	16 - 40	Driver - Hull Gunner	10H	680	Turret Crew	11H	723	Engine	13H	NP		1	5	11	24	49
MG Mount	41 - 41	Hull Machine Gun	21	21	Driver-HGnr	701	455	Ammo-TCw	784	489		1	5	17	33	59
Upr Glacis	42 - 47	Power Train - Engine	10H	680	Driver-HGnr	15H	15H	Turret Crew	17H	16H		1	5	11	24	49
Lwr Glacis	48 - 52	Power Train - Engine	450	413	Driver-HGnr	642	592	Ammunition	719	667		1	5	15	32	57
Lwr Glacis	53 - 61	Power Train - Engine	450	413	Driver-HGnr	821	13H	Engine	939	NP		1	5	15	32	57
Track Guard	62 - 75	Track / Drive Sprocket	50	41								2	6	17	33	59
Track / Drive	76 - 99	Track / Drive Sprocket	33	33												
Hull Side	00 - 01	Graze														
Hull Side	02 - 06	Drive Sprocket*	120	120	Driver-HGnr	343	460	Pwr Trn-Eng	401	488		73	59	33	17	5 1
Drive Sprkt	07 - 08	Drive Sprocket*	120	120	Drv Sprkt	744	52H					73	59	33	17	5 1
Hull Upr Sd	09 - 13	Driver - Hull Gunner	203	172	Ammunition	230	174					69	55	30	13	5 1
Side Skirt	14 - 22	Driver - Hull Gunner	139	422	Pwr Trn-Eng	176	458					73	59	33	17	5 1
Hull Side	23 - 27	Road Wheel/Susp*	67	67	Drv-HGnr	257	316	Pwr Trn-Eng	308	342		73	59	33	17	5 1
Hull Upr Sd	28 - 35	Ammunition	203	172	Turret Crew	230	176	Ammunition	258	205		69	55	30	13	5 1
Side Skirt	36 - 46	Turret Crew	139	422	Ammunition	160	484					73	59	33	17	5 1
Hull Side	47 - 49	Road Wheel/Susp*	67	67	Drv-HGnr	257	316					73	59	33	17	5 1
Hull Side	50 - 53	Road Wheel/Susp*	67	67	Ammunition	227	364					73	59	33	17	5 1
Hull Upr Sd	54 - 61	Fuel	203	172	Engine	249	186	Fuel	439	677		69	55	30	13	5 1
Side Skirt	62 - 71	Engine	139	422								73	59	33	17	5 1
Hull Side	72 - 75	Road Wheel/Susp*	67	67	Engine	257	316	Wheel/Susp	12H	16K		73	59	33	17	5 1
Hull Side	76 - 78	Idler Wheel*	120	120	Engine	343	460	Idler Wheel	14H	11K		73	59	33	17	5 1
Idler	79 - 79	Idler Wheel*	120	120	Idler Wheel	346	23H					73	59	33	17	5 1
Road Wheel	80 - 99	Road Wheel / Susp	67	67	Wheel/Susp	192	13H									
Hull Rear	00 - 04	Graze														
Hull Rear	05 - 12	Engine	151	145	Turret Crew	327	800	Driver-HGnr	383	NP		1	5	16	33	58
Hull Rear	13 - 35	Fuel	177	213	Ammo-TCw	233	366	Driver-HGnr	282	NP		1	5	16	33	58
Hull Rear	36 - 66	Engine	151	145	Turret Crew	484	16H	Driver-HGnr	553	NP		1	5	16	33	58
Track / Idler	67 - 99	Track / Idler	33	33												
Hull Top	00 - 39	Fuel	22	22	Engine	40	31									
Engine Deck	40 - 63	Engine	30	30												
Hatch	64 - 99	Driver - Hull Gunner	30	30												

ADVANCED RULES STATUS SHEET 3 WEAPON DATA TABLE GERMANY PZ V PANTHER 75mm L70

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 L70				APHE	PEN	841	821	805	789	758	728	699	672	645	620	596	572	528	487	450	415	383	
		1 -6		AOI																			
RT (2)	3P	2 -3		NID	48	47	46	45	44	42	41	39	38	37	35	34	32	29	27	25	24		
RT (3)	4P	3 -1		DFE	383	151	99	73	47	34	27	22	18	15	13	12	9	7	6	5	4		
RT (77)	5P	4 0	BC0 520	BA	38	31	28	25	21	18	16	14	12	11	9	8	6	4	2	1	-1		
		5 1	MCD 3	TOF	1	2	3	4	6	8	10	12	15	17	19	21	26	31	36	41	47		
Ammo Cap	82	6 1																					
Ammo Wt	40	7 2	HE	PEN	324	316	309	302	289	277	265	253	242	232	222	212	195	178	163	150	137		
					PENF	202	197	192	188	180	172	164	157	150	144	137	131	120	110	100	91	84	
					AOI																		
White Phosphorus					DFE	401	157	103	76	49	36	27	22	18	16	13	12	9	7	6	5	4	
DFS	3				BC0 19H	BA	38	31	27	24	20	17	14	12	11	9	8	6	4	2	0	-1	
Smk	4				DFS 4	TOF	1	2	3	4	6	8	10	12	14	17	19	21	26	31	36	41	
Dur	3																						
					APCR	PEN	12H	12H	11H	11H	968	879	795	715	641	571	505	443	329	258	229	202	179
					AOI																		
					NID	38	37	36	35	33	31	30	28	27	25	24	23	20	18	16	15	13	
					DFE	500	228	148	109	69	50	38	30	25	21	18	15	12	9	7	6	5	
					BA	36	27	23	20	15	11	8	6	4	2	1	-1	-3	-5	-7	-8	-10	
					MCD 3A	TOF	1	2	2	3	5	7	8	10	12	14	16	18	22	27	31	36	41
7.92mm Coax / Hull		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	21	2 -20			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 (3750)		4 -8			MA	.3	.7	1	1	2	3	3	4	5	5	6	7	8	9	11	12	13	
Ammo Wt	16.0	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 MG		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	*7	3 -14																					
Cap 75 (450)		4 -8			MA	.7	2	3	4	5	7	9	11	13	15	16	18	22	25	29	33	36	
Ammo Wt	5.8	6 -3			PALM	12	19	22	24	27	29	30	32	33	34	35	35	37	38	39	40	40	
Knock Down	12	8 0			BA	47	36	30	26	21	17	14	11	9	7	6	5	2	1	-1	-2	-3	
SAB	1	11 4			TOF	1	3	4	5	9	12	16	20	24	29	33	38	48	59	69	80	90	

ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE

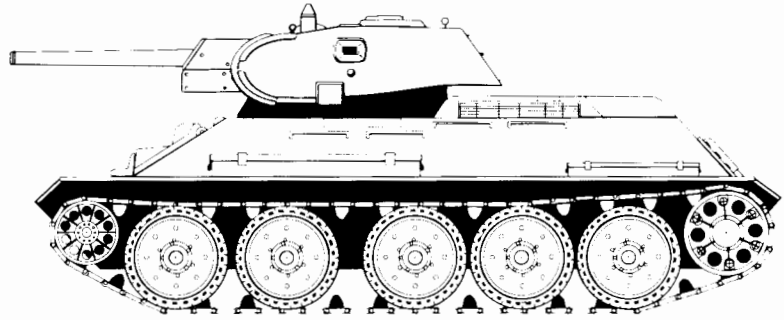
Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	14	14	14	14	14	14	Turret Face	00 - 24	00 - 19	00 - 16	00 - 14	00 - 13	00 - 14
	Hull	17	18	19	20	20	20	Turret Side	25 - 26	20 - 21	17 - 17	15 - 15	14 - 15	15 - 15
	All	19	19	20	20	21	20	Hull Face	27 - 87	22 - 71	18 - 54	16 - 42	16 - 33	16 - 19
	Air-Grd	22	22	22	23	23	23	Hull Side	88 - 99	72 - 99	55 - 99	43 - 99	34 - 99	20 - 99
15°	Turret	15	15	15	15	15	15	Turret Face	00 - 23	00 - 19	00 - 16	00 - 14	00 - 13	00 - 14
	Hull	17	18	19	20	20	20	Turret Side	24 - 29	20 - 24	17 - 20	15 - 18	14 - 17	15 - 18
	All	19	19	20	20	21	20	Hull Face	30 - 88	25 - 72	21 - 55	19 - 44	18 - 34	19 - 21
	Air-Grd	22	22	22	23	23	23	Hull Side	89 - 99	73 - 99	56 - 99	45 - 99	35 - 99	22 - 99
30°	Turret	15	15	15	15	15	15	Turret Face	00 - 21	00 - 18	00 - 15	00 - 13	00 - 12	00 - 13
	Hull	17	18	19	20	20	20	Turret Side	22 - 33	19 - 28	16 - 23	14 - 21	13 - 20	14 - 21
	All	19	20	20	21	21	21	Hull Face	34 - 89	29 - 73	24 - 57	22 - 45	21 - 36	22 - 24
	Air-Grd	22	22	22	23	23	23	Hull Side	90 - 99	74 - 99	58 - 99	46 - 99	37 - 99	25 - 99
45°	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	20	20	20	Turret Side	20 - 35	17 - 29	14 - 24	13 - 22	12 - 21	13 - 22
	All	19	20	20	21	21	21	Hull Face	36 - 89	30 - 74	25 - 58	23 - 46	22 - 37	23 - 25
	Air-Grd	22	22	22	23	23	23	Hull Side	90 - 99	75 - 99	59 - 99	47 - 99	38 - 99	26 - 99
60°	Turret	15	15	15	15	15	15	Turret Face	00 - 15	00 - 13	00 - 11	00 - 09	00 - 09	00 - 09
	Hull	17	18	19	20	20	20	Turret Side	16 - 35	14 - 29	12 - 25	10 - 22	10 - 21	10 - 22
	All	19	20	20	21	21	21	Hull Face	36 - 89	30 - 74	26 - 58	23 - 47	22 - 38	23 - 25
	Air-Grd	22	22	23	23	23	23	Hull Side	90 - 99	75 - 99	59 - 99	48 - 99	39 - 99	26 - 99
> 60°	Turret	15	15	15	15	15	15	Turret Face	00 - 08	00 - 06	00 - 05	00 - 05	00 - 04	00 - 05
	Hull	17	18	19	20	20	20	Turret Side	09 - 32	07 - 26	06 - 22	06 - 20	05 - 19	06 - 20
	All	19	20	20	21	21	21	Hull Face	33 - 88	27 - 73	23 - 56	21 - 45	20 - 36	21 - 23
	Air-Grd	22	22	22	23	23	23	Hull Side	89 - 99	74 - 99	57 - 99	46 - 99	37 - 99	24 - 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 - 16	00 - 29	00 - 40	00 - 49	00 - 58	00 - 66	Front or Rear	00 - 21	00 - 36	00 - 47	00 - 56	00 - 65	00 - 72
From the Side	00 - 12	00 - 23	00 - 32	00 - 41	00 - 50	00 - 59	From the Side	00 - 11	00 - 20	00 - 29	00 - 37	00 - 46	00 - 55

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE				GERMANY PZ V PANTHER - Ausf G										
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 - 04	Graze														
Cupola	05 - 08	Turret Crew	149	147							1	5	17	33	59	
Cupola	09 - 14	Turret Crew	394	388							1	5	17	33	59	
Mantlet	15 - 62	Main Gun	698	544	Turret Crew	11H	802				1	5	17	33	59	
Mantlet	63 - 64	Coax Machine Gun	282	211	Turret Crew	11H	802				1	5	17	33	59	
Lwr Mantlet	65 - 71	Turret Crew	14H	10H							1	5	17	33	59	
Turret Face	72 - 94	Turret Crew	319	319							1	5	17	33	59	
Turret Ring	95 - 99	Turret Ring	126	124	Turret Crew	362	249				1	5	17	33	59	
Turret Side	00 - 03	Graze														
Cupola	04 - 06	Turret Crew	149	147							73	59	33	17	5	1
Cupola	07 - 10	Turret Crew	394	388							73	59	33	17	5	1
Turret Side	11 - 39	Turret Crew	164	161	Main Gun	345	326				58	48	27	12	3	0
Turret Side	40 - 59	Turret Crew	164	161							58	48	27	12	3	0
Tur Rear Sd	60 - 74	Turret Crew	219	205							RR	RR	RR	60	31	13
Turret Ring	75 - 77	Turret Ring	126	124	Turret Crew	362	249				73	59	33	17	5	1
Gun Mount	78 - 86	Main Gun	209	209							73	59	33	17	5	1
Gun Barrel	87 - 99	Main Gun	58	58							73	59	33	17	5	1
Turret Rear	00 - 03	Graze														
Cupola	04 - 06	Turret Crew	149	147							1	5	17	33	59	
Cupola	07 - 12	Turret Crew	394	388							1	5	17	33	59	
Tur Rear Sd	13 - 37	Turret Crew	597	375							-16	-25	-29	-29	-28	
Turret Rear	38 - 83	Turret Crew	171	166	Main Gun	355	503				1	5	16	33	58	
Ldr's Hatch	84 - 95	Turret Crew	97	94	Main Gun	250	428				1	5	16	33	58	
Turret Ring	96 - 99	Turret Ring	126	124	Turret Crew	362	249				1	5	17	33	59	
Turret Top	00 - 99	Turret Crew	22	22												
Hull Front	00 - 04	Graze														
Periscopes	05 - 05	Driver - Hull Gunner	397	258	Turret Crew	459	295	Fuel	549	NP	1	5	11	24	49	
Upr Glacis	06 - 09	Driver - HGnr - Ammo	10H	680	Ammo-TCw	11H	725	Fuel	13H	NP	1	5	11	24	49	
Upr Glacis	10 - 13	Driver - Hull Gunner	10H	680	Ammo-TCw	11H	725	Fuel	13H	NP	1	5	11	24	49	
Upr Glacis	14 - 40	Driver - Hull Gunner	10H	680	Turret Crew	11H	723	Engine	13H	NP	1	5	11	24	49	
MG Mount	41 - 41	Hull Machine Gun	21	21	Driver-HGnr	701	455	Ammo-TCw	784	489	1	5	17	33	59	
Upr Glacis	42 - 47	Power Train - Engine	10H	680	Driver-HGnr	15H	15H	Turret Crew	17H	16H	1	5	11	24	49	
Lwr Glacis	48 - 52	Power Train - Engine	450	413	Driver-HGnr	642	592	Ammunition	719	667	1	5	15	32	57	
Lwr Glacis	53 - 61	Power Train - Engine	450	413	Driver-HGnr	821	13H	Engine	939	NP	1	5	15	32	57	
Track Guard	62 - 75	Track / Drive Sprocket	50	41							2	6	17	33	59	
Track / Drive	76 - 99	Track / Drive Sprocket	33	33												
Hull Side	00 - 01	Graze														
Hull Side	02 - 06	Drive Sprocket*	120	120	Driver-HGnr	343	460	Pwr Trn-Eng	401	488	73	59	33	17	5	1
Drive Sprkt	07 - 08	Drive Sprocket*	120	120	Drv Sprkt	744	52H				73	59	33	17	5	1
Hull Upr Sd	09 - 13	Driver - Hull Gunner	206	198	Ammunition	233	200				72	58	33	16	5	1
Side Skirt	14 - 22	Driver - Hull Gunner	139	422	Pwr Trn-Eng	176	458				73	59	33	17	5	1
Hull Side	23 - 27	Road Wheel/Susp*	67	67	Drv-HGnr	257	316	Pwr Trn-Eng	308	342	73	59	33	17	5	1
Hull Upr Sd	28 - 35	Ammunition	206	198	Turret Crew	233	202	Ammunition	262	231	72	58	33	16	5	1
Side Skirt	36 - 46	Turret Crew	139	422	Ammunition	160	484				73	59	33	17	5	1
Hull Side	47 - 49	Road Wheel/Susp*	67	67	Drv-HGnr	257	316				73	59	33	17	5	1
Hull Side	50 - 53	Road Wheel/Susp*	67	67	Ammunition	227	364				73	59	33	17	5	1
Hull Upr Sd	54 - 61	Fuel	206	198	Engine	252	212	Fuel	443	706	72	58	33	16	5	1
Side Skirt	62 - 71	Engine	139	422							73	59	33	17	5	1
Hull Side	72 - 75	Road Wheel/Susp*	67	67	Engine	257	316	Wheel/Susp	12H	16K	73	59	33	17	5	1
Hull Side	76 - 78	Idler Wheel*	120	120	Engine	343	460	Idler Wheel	14H	11K	73	59	33	17	5	1
Idler	79 - 79	Idler Wheel*	120	120	Idler Wheel	346	23H				73	59	33	17	5	1
Road Wheel	80 - 99	Road Wheel / Susp	67	67	Wheel/Susp	192	13H									
Hull Rear	00 - 04	Graze														
Hull Rear	05 - 12	Engine	151	145	Turret Crew	327	800	Driver-HGnr	383	NP	1	5	16	33	58	
Hull Rear	13 - 35	Fuel	177	213	Ammo-TCw	233	366	Driver-HGnr	282	NP	1	5	16	33	58	
Hull Rear	36 - 66	Engine	151	145	Turret Crew	484	16H	Driver-HGnr	553	NP	1	5	16	33	58	
Track/Idler	67 - 99	Track / Idler	33	33												
Hull Top	00 - 39	Fuel	22	22	Engine	40	31									
Engine Deck	40 - 63	Engine	30	30												
Hatch	64 - 99	Driver - Hull Gunner	30	30												

Status Sheet 1



USSR T34 - 76B

T34-76B (1942) 76.2mm L41.2 Gun

CREW AND ARMAMENT

Crew and Armament	Field of View	Field of Fire	Gun Elev	Gun Depr
Crew Members				
Gunner	1, 4 - 6			
Driver	1, 2, 6			
Loader	1, 2			
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	60°	30°	-30°

BASIC HIT LOCATION

Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 20	—	21 - 99	—
Front	Obliq	00 - 13	14 - 28	29 - 99	—
Front	Side	—	00 - 26	27 - 99	—
Obliq	Front	00 - 11	—	12 - 37	38 - 99
Obliq	Obliq	00 - 08	09 - 16	17 - 41	42 - 99
Obliq	Side	—	00 - 15	16 - 40	41 - 99
Side	Front	00 - 10	—	—	11 - 99
Side	Obliq	00 - 07	08 - 16	—	17 - 99
Side	Side	—	00 - 14	—	15 - 99

EQUIPMENT AND VEHICLE DATA

Equipment & Game Variables	Vehicle Data	Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	48° 192°
Deep Fording Equip	No	Turret Traverse Rate (°)	45° 180°
Fire Extinguishing Sys	No	Acceleration VC (MH)	2.2
Infra-Red Imaging	No	Deceleration VC (MH)	2.0
Image Intensifying	No	Max Road Range (miles)	200
Thermal Imaging	No	Side Slope	34°
Fuel Hit Modifier	0	Ground Pressure (psi)	10.9
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°	7.1 —	6.5 —	6.0 —	5.4 —	4.8 01	4.5 11
10°	5.2 —	4.6 —	4.0 —	3.4 00	2.8 01	2.5 12
20°	3.3 —	2.7 —	2.1 —	1.5 00	.9 01	.6 15
30°	1.6 —	.9 —	.3 00			
40°	.3 —					
50°						

WEAPON DATA TABLE

Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APHE	56	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
								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
Gunner	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Loader	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Driver	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Hull Gunner	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Ammunition																									
Main Gun																									
Coax MG																									
Hull MG																									
Equipment																									
Main Gun	☐					☐					☐					☐					☐				
Coax MG	☐					☐					☐					☐					☐				
Hull MG	☐					☐					☐					☐					☐				
Left Track	☐					☐					☐					☐					☐				
Right Track	☐					☐					☐					☐					☐				
Engine	☐					☐					☐					☐					☐				
Turret Ring	☐					☐					☐					☐					☐				
Condition	Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded		
Notes																									

T34 - 76B

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE								USSR T34 - 76B						
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														
Upper Face	08 - 22	Turret Crew	216	112							1	5	11	22	44	
Mantlet	23 - 36	Main Gun	135	135	Turret Crew	388	333				1	5	17	33	59	
Mantlet	37 - 44	Main Gun	129	127	Turret Crew	282	197				1	5	17	33	59	
Mantlet	45 - 46	Coax Machine Gun	98	67	Turret Crew	282	238				1	5	17	33	59	
Turret Face	47 - 56	Turret Crew	260	260							1	5	17	33	59	
Tur Frt Sd	57 - 80	Turret Crew	14H	807							-19	-32	-37	-39	-39	
Lower Face	81 - 94	Turret Crew	459	459							1	5	17	33	59	
Turret Ring	95 - 99	Turret Ring	108	107	Turret Crew	312	215				1	5	17	33	59	
Turret Side	00 - 03	Graze														
Tur Frt Sd	04 - 31	Turret Crew	291	277	Main Gun	538	412				23	18	4	-1	-3	-3
View Port	32 - 32	Turret Crew	98	94							72	58	32	16	5	1
Turret Side	33 - 42	Turret Crew	253	242							72	58	32	16	5	1
Tur Rear Sd	43 - 70	Turret Crew	259	247							RR	72	47	26	11	3
Lower Face	71 - 80	Turret Crew	356	356							73	59	33	17	5	1
Turret Ring	81 - 83	Turret Ring	108	107	Turret Crew	312	215				73	59	33	17	5	1
Gun Mount	84 - 91	Main Gun	99	99							73	59	33	17	5	1
Gun Barrel	92 - 99	Main Gun	66	66							73	59	33	17	5	1
Turret Rear	00 - 08	Graze														
Turret Rear	09 - 18	Turret Crew	161	153							1	5	16	32	58	
Turret Rear	19 - 53	Turret Crew	178	178	Main Gun	364	517				1	5	17	33	59	
Tur Rear Sd	54 - 94	Turret Crew	61H	28H							-33	-51	-65	-70	-72	
Lower Face	95 - 99	Turret Crew	356	356							1	5	17	33	59	
Turret Top	00 - 99	Turret Crew	25	25												
Hull Front	00 - 03	Graze														
Driver Port	04 - 04	Driver - Hull Gunner	270	162	Turret Crew	322	172	Engine	399	277	1	5	11	22	48	
Driver Hatch	05 - 09	Driver - Hull Gunner	348	209	Turret Crew	407	223	Engine	492	351	1	5	11	22	48	
Upr Glacis	10 - 17	Driver - Hull Gunner	652	392	Ammo-TCw	731	404	Fuel	844	523	1	5	11	22	48	
MG Mount	18 - 20	Hull Machine Gun	21	21	Driver-HGnr	432	259	Turret Crew	494	280	1	5	17	33	59	
Upr Glacis	21 - 45	Driver - Hull Gunner	652	392	Turret Crew	731	411	Engine	844	572	1	5	11	22	48	
Lwr Glacis	46 - 71	Driver - Hull Gunner	614	368	Engine	718	700				1	5	11	22	48	
Track / Idler	72 - 99	Track / Idler Wheel	27	27												
Hull Side	00 - 01	Graze														
Idler	02 - 02	Idler Wheel*	97	97	Idler	279	16H				73	59	33	17	5	1
Idler	03 - 04	Idler Wheel*	97	97	Driver-HGnr	343	443	Idler	812	42H	73	59	33	17	5	1
Hull Upr Sd	05 - 08	Driver - Hull Gunner	240	203							69	55	30	13	5	1
MG Mount	09 - 09	Hull Machine Gun	73	72	Driver-HGnr	149	147				73	59	33	17	5	1
Hull Side	10 - 14	Driver - Hull Gunner	148	148							73	59	33	17	5	1
Hull Side	15 - 20	Road Wheel / Susp*	73	73	Driver-HGnr	303	329	Wheel/Susp	714	31H	73	59	33	17	5	1
Hull Upr Sd	21 - 29	Ammunition	240	203	Turret Crew	269	206	Ammunition	301	223	69	55	30	13	5	1
Hull Side	30 - 33	Turret Crew	148	148							73	59	33	17	5	1
Hull Side	34 - 36	Driver - Hull Gunner	148	148							73	59	33	17	5	1
Hull Side	37 - 43	Road Wheel / Susp*	73	73	Driver-HGnr	303	329	Wheel/Susp	714	31H	73	59	33	17	5	1
Upper Deck	44 - 48	Engine	45	45							73	59	33	17	5	1
Hull Upr Sd	49 - 61	Fuel	240	203	Engine	288	211	Fuel	597	12H	69	55	30	13	5	1
Hull Side	62 - 71	Engine	148	148							73	59	33	17	5	1
Hull Side	72 - 83	Road Wheel / Susp*	73	73	Engine	303	329	Wheel/Susp	14H	81H	73	59	33	17	5	1
Hull Side	84 - 86	Drive Sprocket*	97	97	Engine	343	409	Drv Sprkt	15H	94H	73	59	33	17	5	1
Drive Sprkt	87 - 88	Drive Sprocket*	97	97	Drv Sprkt	279	16H				73	59	33	17	5	1
Road Wheel	89 - 99	Road Wheel / Susp	73	73	Wheel/Susp	211	12H									
Hull Rear	00 - 03	Graze														
Upper Deck	04 - 07	Engine	340	167	Turret Crew	12H	45H				1	5	11	26	51	
Upper Deck	08 - 10	Engine	340	167	Turret Crew	13H	51H				1	5	11	26	51	
Upper Deck	11 - 11	Engine	340	167	Turret Ring	696	15H	Turret Crew	11H	25H	1	5	11	26	51	
Upper Rear	12 - 19	Fuel	391	275	Ammo-TCw	473	386	Driver-HGnr	541	NP	1	5	11	26	51	
Upper Rear	20 - 46	Engine	391	275	Turret Crew	11H	36H	Driver-HGnr	12H	NP	1	5	11	26	51	
Lower Rear	47 - 71	Engine	391	275	Turret Crew	11H	41H	Driver-HGnr	12H	NP	1	5	11	26	51	
Track / Drive	72 - 99	Track / Drive Sprocket	27	27												
Hull Top	00 - 44	Engine	19	19												
Engine Deck	45 - 99	Engine	51	51												

ADVANCED RULES STATUS SHEET 3 WEAPON DATA TABLE USSR T34-76B 76.2mm L41.2

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 (3)	2P	-4		NID	24	23	23	22	21	20	19	19	18	17	16	15	14	13	12	11	10																	
RT (3)	3P	-3		DFE	187	73	48	35	23	16	13	10	8	7	6	5	4	3	3	2	2																	
RT (50)	5P	-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	56	-1																																				
Ammo Wt	22	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																																		
White Phosphorus				DFE	201	79	51	38	24	18	13	11	9	8	6	6	4	3	3	2	2																	
DFS	3			BC0 22H	BA	35	28	25	22	18	15	13	10	9	7	6	5	2	0	-1	-3																	
Smk	4			DFS 4	TOF	1	3	4	6	8	11	14	17	21	24	27	30	37	44	52	60																	
Dur	3																																					
			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	16	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 (2394)		4 -7		MA	.3	.8	1	2	2	3	4	5	6	6	7	8	10	11	13	14	16																	
Ammo Wt	4.5	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																	

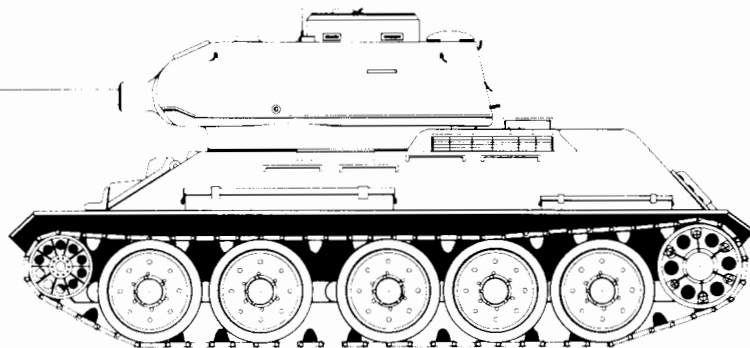
ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE

Turret Facing	Target	Hull Facing						Hit Area	Hull Facing					
		<5°	15°	30°	45°	60°	>60°		<5°	15°	30°	45°	60°	>60°
< 5°	Turret	12	12	12	12	12	12	Turret Face	00 - 18	00 - 14	00 - 11	00 - 10	00 - 09	00 - 09
	Hull	16	17	18	19	19	19	Turret Side	19 - 20	15 - 16	12 - 12	11 - 11	10 - 10	10 - 10
	All	17	18	19	19	20	19	Hull Face	21 - 85	17 - 67	13 - 49	12 - 37	11 - 27	11 - 14
	Air-Grd	21	21	21	22	22	22	Hull Side	86 - 99	68 - 99	50 - 99	38 - 99	28 - 99	15 - 99
15°	Turret	12	12	12	12	12	12	Turret Face	00 - 17	00 - 14	00 - 11	00 - 09	00 - 09	00 - 09
	Hull	16	17	18	19	19	19	Turret Side	18 - 23	15 - 18	12 - 15	10 - 13	10 - 12	10 - 12
	All	17	18	19	19	20	20	Hull Face	24 - 86	19 - 68	16 - 50	14 - 38	13 - 29	13 - 16
	Air-Grd	21	21	21	22	22	22	Hull Side	87 - 99	69 - 99	51 - 99	39 - 99	30 - 99	17 - 99
30°	Turret	13	13	13	13	13	13	Turret Face	00 - 16	00 - 13	00 - 10	00 - 09	00 - 08	00 - 09
	Hull	16	17	18	19	19	19	Turret Side	17 - 26	14 - 21	11 - 17	10 - 15	09 - 14	10 - 15
	All	18	18	19	20	20	20	Hull Face	27 - 86	22 - 69	18 - 52	16 - 40	15 - 31	16 - 18
	Air-Grd	21	21	22	22	22	22	Hull Side	87 - 99	70 - 99	53 - 99	41 - 99	32 - 99	19 - 99
45°	Turret	13	13	13	13	13	13	Turret Face	00 - 13	00 - 11	00 - 09	00 - 08	00 - 07	00 - 07
	Hull	16	17	18	19	19	19	Turret Side	14 - 28	12 - 23	10 - 18	09 - 16	08 - 15	08 - 16
	All	18	18	19	20	20	20	Hull Face	29 - 87	24 - 69	19 - 52	17 - 41	16 - 32	17 - 19
	Air-Grd	21	21	22	22	22	22	Hull Side	88 - 99	70 - 99	53 - 99	42 - 99	33 - 99	20 - 99
60°	Turret	13	13	13	13	13	13	Turret Face	00 - 11	00 - 08	00 - 07	00 - 06	00 - 05	00 - 06
	Hull	16	17	18	19	19	19	Turret Side	12 - 29	09 - 23	08 - 19	07 - 16	06 - 15	07 - 16
	All	18	18	19	20	20	20	Hull Face	30 - 87	24 - 69	20 - 52	17 - 41	16 - 32	17 - 19
	Air-Grd	21	21	22	22	22	22	Hull Side	88 - 99	70 - 99	53 - 99	42 - 99	33 - 99	20 - 99
> 60°	Turret	13	13	13	13	13	13	Turret Face	00 - 04	00 - 03	00 - 03	00 - 02	00 - 02	00 - 02
	Hull	16	17	18	19	19	19	Turret Side	05 - 26	04 - 21	04 - 17	03 - 15	03 - 14	03 - 14
	All	18	18	19	19	20	20	Hull Face	27 - 86	22 - 69	18 - 51	16 - 40	15 - 30	15 - 17
	Air-Grd	21	21	22	22	22	22	Hull Side	87 - 99	70 - 99	52 - 99	41 - 99	31 - 99	18 - 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 - 29	00 - 46	00 - 57	00 - 66	00 - 73	00 - 80	Front or Rear From the Side	00 - 12	00 - 23	00 - 32	00 - 40	00 - 49	00 - 58
	00 - 21	00 - 36	00 - 48	00 - 57	00 - 65	00 - 73		00 - 05	00 - 10	00 - 16	00 - 22	00 - 29	00 - 37

Status Sheet 1



USSR T34 / 85

T34/85 (1943) 85mm Gun

CREW AND ARMAMENT					
Crew and Armament			Field of View		
Crew Members					
Commander			1 to 6		
Gunner			1		
Driver			1, 2, 6		
Loader			1 - 4		
Hull Gunner			1		
Armament			Field of Fire	Gun Elev	Gun Depr
Main Gun	85mm Gun	1 to 6	-	20°	-4°
Coax MG	7.62x54mm	1 to 6	-	20°	-4°
Hull MG	7.62x54mm	1	60°	30°	-30°

BASIC HIT LOCATION					
Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 30	—	31 - 99	—
Front	Obliq	00 - 19	20 - 42	43 - 99	—
Front	Side	—	00 - 40	41 - 99	—
Obliq	Front	00 - 18	—	19 - 42	43 - 99
Obliq	Obliq	00 - 12	13 - 26	27 - 48	49 - 99
Obliq	Side	—	00 - 25	26 - 47	48 - 99
Side	Front	00 - 17	—	—	18 - 99
Side	Obliq	00 - 12	13 - 26	—	27 - 99
Side	Side	—	00 - 24	—	25 - 99

MOVEMENT SPEEDS / STALL CHANCE						
Grd Slip	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	6.6 —	5.9 —	5.3 00	4.6 01	3.9 02	3.5 22
10°	4.7 —	4.0 —	3.3 00	2.6 01	2.0 02	1.6 25
20°	2.9 —	2.2 —	1.4 01	.7 02	.1 04	
30°	1.3 —	.5 00				
40°						
50°						

EQUIPMENT AND VEHICLE DATA									
Equipment & Game Variables				Vehicle Data		Phase	Turn		
Smoke Launchers	No			Hull Turning Rate (°)	42°	168°			
Deep Fording Equip	No			Turret Traverse Rate (°)	45°	180°			
Fire Extinguishing Sys	No			Acceleration VC (MH)		1.9			
Infra-Red Imaging	No			Deceleration VC (MH)		1.8			
Image Intensifying	No			Max Road Range (miles)		186			
Thermal Imaging	No			Side Slope		28°			
Fuel Hit Modifier	0			Ground Pressure (psi)		12.3			
Ammunition Hit Modifier	5			Moving Target Accuracy Mod		0			
Spotting Modifier	+ 2			Moving Shooter Accuracy Mod		0			

WEAPON DATA TABLE																
Weapon	Cap	RT	ROF	PEN	FP	NID	BC0	PALM	Aim Time	Phases	SA					
APHE	56	3P		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						
									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	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Driver	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Loader	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Hull Gunner	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Ammunition																									
Main Gun																									
Coax MG																									
Hull MG																									
Equipment																									
Main Gun	☐					☐					☐					☐					☐				
Coax MG	☐					☐					☐					☐					☐				
Hull MG	☐					☐					☐					☐					☐				
Left Track	☐					☐					☐					☐					☐				
Right Track	☐					☐					☐					☐					☐				
Engine	☐					☐					☐					☐					☐				
Turret Ring	☐					☐					☐					☐					☐				
Condition	Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded			Abandoned	Burning	Exploded		
Notes																									

T34 / 85

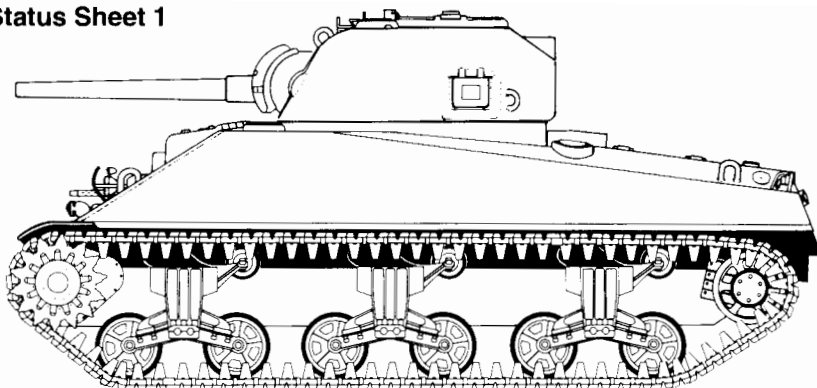
STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE								USSR T34 / 85						
Hit Area	Hit Roll	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	System Hit	PF AP	PF HEAT	Glance Modifier 5° 15° 30° 45° 60° 75°					
Turret Front	00 - 06	Graze														
Cupola	07 - 17	Turret Crew	263	259							1	5	17	33	59	
Upper Face	18 - 32	Turret Crew	290	174							1	5	11	22	48	
Mantlet	33 - 54	Main Gun	340	335	Turret Crew	560	458	Ammunition	607	483	1	5	17	33	59	
Mantlet	55 - 55	Coax Machine Gun	203	148	Turret Crew	560	458	Ammunition	607	483	1	5	17	33	59	
Turret Face	56 - 73	Turret Crew	628	628	Ammunition	674	655				1	5	17	33	59	
Tur Frt Sd	74 - 82	Turret Crew	30H	15H							-25	-41	-52	-56	-57	
Lower Face	83 - 96	Turret Crew	459	459							1	5	17	33	59	
Turret Ring	97 - 99	Turret Ring	108	107	Turret Crew	312	215				1	5	17	33	59	
Turret Side	00 - 04	Graze														
Cupola	05 - 12	Turret Crew	263	259							73	59	33	17	5 1	
Tur Frt Sd	13 - 39	Turret Crew	260	257	Main Gun	483	380				37	31	14	4	-0 -2	
Turret Side	40 - 65	Turret Crew	256	253							RR	72	56	31	15 4	
Turret Side	66 - 77	Turret Crew	256	253	Ammunition	287	256				RR	72	56	31	15 4	
Lower Face	78 - 88	Turret Crew	356	356							73	59	33	17	5 1	
Turret Ring	89 - 91	Turret Ring	108	107	Turret Crew	312	215				73	59	33	17	5 1	
Gun Mount	92 - 93	Main Gun	570	570							73	59	33	17	5 1	
Gun Barrel	94 - 99	Main Gun	79	79							73	59	33	17	5 1	
Turret Rear	00 - 07	Graze														
Cupola	08 - 20	Turret Crew	263	259							1	5	17	33	59	
Turret Rear	21 - 33	Turret Crew	178	178							1	5	17	33	59	
Turret Rear	34 - 65	Ammunition	178	178	Turret Crew	203	182	Main Gun	398	643	1	5	17	33	59	
Tur Rear Sd	66 - 99	Turret Crew	37H	18H							-27	-44	-56	-60	-62	
Turret Top	00 - 99	Turret Crew	37	37												
Hull Front	00 - 03	Graze														
Driver Port	04 - 04	Driver - Hull Gunner	270	162	Turret Crew	322	172	Engine	399	277	1	5	11	22	48	
Driver Hatch	05 - 09	Driver - Hull Gunner	348	209	Turret Crew	407	223	Engine	492	351	1	5	11	22	48	
Upr Glacis	10 - 17	Driver - Hull Gunner	652	392	Ammo-TCw	731	404	Fuel	844	523	1	5	11	22	48	
MG Mount	18 - 20	Hull Machine Gun	21	21	Driver-HGnr	432	259	Turret Crew	494	280	1	5	17	33	59	
Upr Glacis	21 - 45	Driver - Hull Gunner	652	392	Turret Crew	731	411	Engine	844	572	1	5	11	22	48	
Lwr Glacis	46 - 71	Driver - Hull Gunner	614	368	Engine	718	700				1	5	11	22	48	
Track / Idler	72 - 99	Track / Idler Wheel	27	27												
Hull Side	00 - 01	Graze														
Idler	02 - 02	Idler Wheel*	97	97	Idler	279	16H				73	59	33	17	5 1	
Idler	03 - 04	Idler Wheel*	97	97	Driver-HGnr	343	443	Idler	812	42H	73	59	33	17	5 1	
Hull Upr Sd	05 - 08	Driver - Hull Gunner	240	203							69	55	30	13	5 1	
MG Mount	09 - 09	Hull Machine Gun	73	72	Driver-HGnr	149	147				73	59	33	17	5 1	
Hull Side	10 - 14	Driver - Hull Gunner	148	148							73	59	33	17	5 1	
Hull Side	15 - 20	Road Wheel / Susp*	73	73	Driver-HGnr	303	329	Wheel/Susp	714	31H	73	59	33	17	5 1	
Hull Upr Sd	21 - 29	Ammunition	240	203	Turret Crew	269	206	Ammunition	301	223	69	55	30	13	5 1	
Hull Side	30 - 33	Turret Crew	148	148							73	59	33	17	5 1	
Hull Side	34 - 36	Driver - Hull Gunner	148	148							73	59	33	17	5 1	
Hull Side	37 - 43	Road Wheel / Susp*	73	73	Driver-HGnr	303	329	Wheel/Susp	714	31H	73	59	33	17	5 1	
Upper Deck	44 - 48	Engine	45	45							73	59	33	17	5 1	
Hull Upr Sd	49 - 61	Fuel	240	203	Engine	288	211	Fuel	597	12H	69	55	30	13	5 1	
Hull Side	62 - 71	Engine	148	148							73	59	33	17	5 1	
Hull Side	72 - 83	Road Wheel / Susp*	73	73	Engine	303	329	Wheel/Susp	14H	81H	73	59	33	17	5 1	
Hull Side	84 - 86	Drive Sprocket*	97	97	Engine	343	409	Drv Sprkt	15H	94H	73	59	33	17	5 1	
Drive Sprkt	87 - 88	Drive Sprocket*	97	97	Drv Sprkt	279	16H				73	59	33	17	5 1	
Road Wheel	89 - 99	Road Wheel / Susp	73	73	Wheel/Susp	211	12H									
Hull Rear	00 - 03	Graze														
Upper Deck	04 - 07	Engine	340	167	Turret Crew	12H	45H				1	5	11	26	51	
Upper Deck	08 - 10	Engine	340	167	Turret Crew	13H	51H				1	5	11	26	51	
Upper Deck	11 - 11	Engine	340	167	Turret Ring	696	15H	Turret Crew	11H	25H	1	5	11	26	51	
Upper Rear	12 - 19	Fuel	391	275	Ammo-TCw	473	386	Driver-HGnr	541	NP	1	5	11	26	51	
Upper Rear	20 - 46	Engine	391	275	Turret Crew	11H	36H	Driver-HGnr	12H	NP	1	5	11	26	51	
Lower Rear	47 - 71	Engine	391	275	Turret Crew	11H	41H	Driver-HGnr	12H	NP	1	5	11	26	51	
Track / Drive	72 - 99	Track / Drive Sprocket	27	27												
Hull Top	00 - 44	Engine	19	19												
Engine Deck	45 - 99	Engine	51	51												

ADVANCED RULES STATUS SHEET 3			WEAPON DATA TABLE										USSR T34 / 85 85mm L54.6									
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 L54.6			APHE	PEN	656	641	628	615	591	568	546	525	504	484	465	447	413	381	352	325	300	
		1 -6		AOI																		
RT (3)	2P	2 -4		NID	53	52	51	50	48	47	45	43	42	40	39	38	35	33	30	28	26	
RT (3)	3P	3 -3		DFE	280	110	72	53	35	25	20	16	13	11	10	8	7	5	4	4	3	
RT (50)	5P	4 -2	BC0 16H	BA	36	29	25	23	19	16	14	12	10	9	8	7	4	3	1	0	-2	
		5 -1	MCD 7	TOF	1	2	3	5	7	10	12	15	17	20	22	25	31	36	42	48	55	
Ammo Cap	56	6 -1																				
Ammo Wt	35	7 0	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																		
White Phosphorus				DFE	274	108	71	52	34	25	19	16	13	11	10	8	7	5	4	4	3	
DFS	4		BC0 23H	BA	36	29	25	23	19	16	14	12	11	9	8	7	5	3	1	0	-1	
Smk	7		DFS 6	TOF	1	2	4	5	7	10	12	15	17	20	23	25	31	37	43	49	55	
Dur	3																					
			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		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	16	1 -28		DC	8	8	7	7	7	6	6	4	3	2	2	1	1	1	1	1	1	
Rate of Fire	*5	2 -18																				
Cap	63 (2394)	3 -10		MA	.3	.8	1	2	2	3	4	5	6	6	7	8	10	11	13	14	16	
Ammo Wt	4.5	4 -7		PALM	6	13	16	18	21	23	25	26	27	28	29	29	31	32	33	34	34	
Knock Down	12	6 -2		BA	48	37	31	27	22	18	15	12	10	8	7	6	3	2	0	-1	-2	
SAB	0	8 1		TOF	1	2	4	5	8	11	14	18	22	26	30	34	43	52	62	71	81	
		11 4																				

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 - 22	00 - 18	00 - 16	00 - 15	00 - 15	
	Hull	16	17	18	19	19	19	Turret Side	28 - 30	23 - 25	19 - 20	17 - 18	16 - 17	16 - 17	
	All	18	18	19	20	20	20	Hull Face	31 - 87	26 - 70	21 - 53	19 - 42	18 - 33	18 - 20	
	Air-Grd	21	21	22	22	22	22	Hull Side	88 - 99	71 - 99	54 - 99	43 - 99	34 - 99	21 - 99	
15°	Turret	14	14	14	14	14	14	Turret Face	00 - 26	00 - 21	00 - 17	00 - 15	00 - 14	00 - 15	
	Hull	16	17	18	19	19	19	Turret Side	27 - 35	22 - 29	18 - 24	16 - 21	15 - 20	16 - 20	
	All	18	19	19	20	20	20	Hull Face	36 - 88	30 - 72	25 - 55	22 - 44	21 - 35	21 - 23	
	Air-Grd	21	21	22	22	22	22	Hull Side	89 - 99	73 - 99	56 - 99	45 - 99	36 - 99	24 - 99	
30°	Turret	15	15	15	15	15	15	Turret Face	00 - 23	00 - 19	00 - 16	00 - 14	00 - 13	00 - 14	
	Hull	16	17	18	19	19	19	Turret Side	24 - 39	20 - 33	17 - 27	15 - 24	14 - 23	15 - 24	
	All	18	19	20	20	20	20	Hull Face	40 - 89	34 - 73	28 - 58	25 - 46	24 - 38	25 - 27	
	Air-Grd	21	21	22	22	22	22	Hull Side	90 - 99	74 - 99	59 - 99	47 - 99	39 - 99	28 - 99	
45°	Turret	15	15	15	15	15	15	Turret Face	00 - 19	00 - 16	00 - 14	00 - 12	00 - 11	00 - 12	
	Hull	16	17	18	19	19	19	Turret Side	20 - 42	17 - 35	15 - 30	13 - 26	12 - 25	13 - 26	
	All	18	19	20	20	20	20	Hull Face	43 - 89	36 - 74	31 - 59	27 - 48	26 - 39	27 - 28	
	Air-Grd	21	22	22	22	22	22	Hull Side	90 - 99	75 - 99	60 - 99	49 - 99	40 - 99	29 - 99	
60°	Turret	16	16	16	16	16	16	Turret Face	00 - 15	00 - 13	00 - 11	00 - 10	00 - 09	00 - 09	
	Hull	16	17	18	19	19	19	Turret Side	16 - 43	14 - 36	12 - 30	11 - 27	10 - 26	10 - 26	
	All	18	19	20	20	20	20	Hull Face	44 - 89	37 - 74	31 - 59	28 - 48	27 - 40	27 - 29	
	Air-Grd	21	22	22	22	22	22	Hull Side	90 - 99	75 - 99	60 - 99	49 - 99	41 - 99	30 - 99	
> 60°	Turret	15	15	15	15	15	15	Turret Face	00 - 07	00 - 06	00 - 05	00 - 04	00 - 04	00 - 04	
	Hull	16	17	18	19	19	19	Turret Side	08 - 40	07 - 34	06 - 28	05 - 25	05 - 24	05 - 24	
	All	18	19	20	20	20	20	Hull Face	41 - 89	35 - 73	29 - 58	26 - 47	25 - 38	25 - 27	
	Air-Grd	21	21	22	22	22	22	Hull Side	90 - 99	74 - 99	59 - 99	48 - 99	39 - 99	28 - 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 - 19	00 - 33	00 - 44	00 - 54	00 - 62	00 - 70	Front or Rear From the Side	00 - 12	00 - 23	00 - 32	00 - 40	00 - 49	00 - 58												
	00 - 12	00 - 23	00 - 32	00 - 41	00 - 50	00 - 59		00 - 05	00 - 10	00 - 16	00 - 22	00 - 29	00 - 37												

Status Sheet 1



USA M4A3-75mm Sherman

M4A3 (1942) Mid Production - 75mm Gun, Applique Armor, Dry Ammo Storage

CREW AND ARMAMENT					
Crew and Armament		Field of View			
Crew Members					
Commander		1 to 6			
Gunner		1			
Driver		1, 2, 6			
Loader		1 to 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	12.7x99 mm	1 to 6	60°	45°	-45°

BASIC HIT LOCATION					
Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 23	—	24 - 99	—
Front	Obliq	00 - 16	17 - 30	31 - 99	—
Front	Side	—	00 - 26	27 - 99	—
Obliq	Front	00 - 13	—	14 - 41	42 - 99
Obliq	Obliq	00 - 09	10 - 18	19 - 44	45 - 99
Obliq	Side	—	00 - 15	16 - 42	43 - 99
Side	Front	00 - 13	—	—	14 - 99
Side	Obliq	00 - 09	10 - 18	—	19 - 99
Side	Side	—	00 - 15	—	16 - 99

EQUIPMENT AND VEHICLE DATA				
Equipment & Game Variables		Vehicle Data		Phase Turn
Smoke Launchers	No	Hull Turning Rate (°)	48°	193°
Deep Fording Equip	No	Turret Traverse Rate (°)	48°	193°
Fire Extinguishing Sys	No	Acceleration VC (MH)		2.1
Infra-Red Imaging	No	Deceleration VC (MH)		1.9
Image Intensifying	No	Max Road Range (miles)		130
Thermal Imaging	No	Side Slope		29°
Fuel Hit Modifier	5	Ground Pressure (psi)		13.7
Ammo Hit Mod	5	Moving Target Accuracy Mod		2
Spotting Modifier	+ 2	Moving Shooter Accuracy Mod		2

MOVEMENT SPEEDS / STALL CHANCE						
Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	5.0 —	4.5 00	3.9 01	3.3 03	2.8 05	2.5 46
10°	4.0 —	3.4 00	2.9 02	2.3 03	1.7 06	1.5 51
20°	3.1 —	2.4 00	1.8 03	1.2 05	.6 09	.4 72
30°	2.2 —	1.4 01	.7 06	.1 10	17	99
40°	1.4 00	.5 06	18	30	51	99
50°	.7 04	38	99	99	99	99

WEAPON DATA TABLE									
Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
AP	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

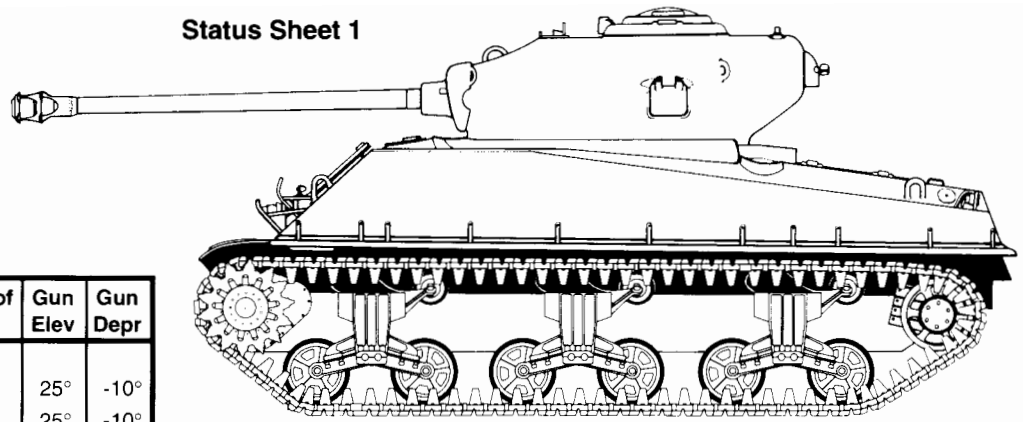
Status	1					2					3					4					5				
Crew	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Gunner	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Driver	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐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

M4A3 - 75mm

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE				USA M4A3 Mid Production - 75mm Gun														
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																		
Cmdr Hatch	06 - 13	Turret Crew	41	41											1	5	17	33	59	
Mantlet	14 - 29	Main Gun	261	187	Turret Crew	414	294								1	5	17	33	59	
Mantlet	30 - 53	Main Gun	199	139	Turret Crew	339	246								1	5	17	33	59	
Mantlet	54 - 60	Coax Machine Gun	86	59	Turret Crew	339	246								1	5	17	33	59	
Tur Frt Sd	61 - 76	Turret Crew	798	489											-11	-16	-17	-16	-11	
Tur Frt Sd	77 - 92	Turret Crew	523	402											-11	-16	-17	-16	-11	
Turret Ring	93 - 99	Turret Ring	64	63	Turret Crew	183	126								1	5	17	33	59	
Turret Side	00 - 03	Graze																		
Cmdr Hatch	04 - 09	Turret Crew	41	41											73	59	33	17	5	1
Tur Frt Sd	10 - 27	Turret Crew	268	264	Main Gun	449	392								73	59	33	17	5	1
Turret Side	28 - 46	Turret Crew	139	139											73	59	33	17	5	1
Turret Side	47 - 73	Turret Crew	84	81											RR	RR	RR	54	28	11
Turret Ring	74 - 78	Turret Ring	64	63	Turret Crew	183	126								73	59	33	17	5	1
Gun Mount	79 - 82	Main Gun	73	72											73	59	33	17	5	1
Gun Barrel	83 - 99	Main Gun	39	38											73	59	33	17	5	1
Turret Rear	00 - 03	Graze																		
Cmdr Hatch	04 - 09	Turret Crew	41	41											1	5	17	33	59	
Upper Face	10 - 22	Turret Crew	57	56											1	5	17	33	59	
Tur Rear Sd	23 - 56	Turret Crew	230	138											-17	-28	-32	-33	-32	
Turret Rear	57 - 94	Turret Crew	52	52	Main Gun	153	295								1	5	17	33	59	
Turret Ring	95 - 99	Turret Ring	64	63	Turret Crew	183	126								1	5	17	33	59	
Turret Top	00 - 99	Turret Crew	35	35	Ammunition	56	64													
Hull Front	00 - 04	Graze																		
Periscopes	05 - 06	Driver - Hull Gunner	51	51	Ammo-TCw	76	73	Fuel-Engine	115	292					1	5	17	33	59	
Hull Hatch	07 - 12	Driver - Hull Gunner	383	248	Ammo-TCw	444	273	Fuel-Engine	531	569					1	5	14	30	56	
MG Mount	13 - 13	Hull Machine Gun	21	21	Driver-HGnr	102	100	Turret Crew	134	127					1	5	17	33	59	
Upr Glacis	14 - 29	Driver - Hull Gunner	731	439	Ammunition	785	445	Fuel-Engine	898	655					1	5	11	22	48	
Upr Glacis	30 - 43	Driver - Hull Gunner	731	439	Ammo-TCw	818	468	Fuel-Engine	936	10H					1	5	11	22	48	
Lwr Frt-Seam	44 - 46	Power Train - Engine	290	174	Driver-HGnr	421	250	Ammo-Fuel	461	276					1	5	11	22	48	
Lwr Frt-Upr	47 - 62	Power Train - Engine	765	459	Driver-HGnr	11H	856	Ammo-Fuel	13H	NP					1	5	11	22	48	
Lwr Frt-Nose	63 - 67	Power Train - Engine	174	174	Driver-HGnr	408	544	Ammo-Fuel	493	NP					1	5	17	33	59	
Lwr Frt-Lwr	68 - 76	Power Train - Engine	193	190	Driver-HGnr	434	562	Ammo-Fuel	520	NP					1	5	17	33	59	
Track / Drive	77 - 99	Track / Drive Sprocket	27	27																
Hull Side	00 - 01	Graze																		
Drive Sprkt	02 - 05	Drive Sprocket*	92	92	Drive Sprkt	420	14H								73	59	33	17	5	1
Hull Hatch	06 - 06	Driver - Hull Gunner	149	147											73	59	33	17	5	1
Hull Upr Sd	07 - 08	Driver - Hull Gunner	110	110											73	59	33	17	5	1
Hull Upr Sd	09 - 11	Driver - Hull Gunner	110	110	Ammunition	130	131								73	59	33	17	5	1
Hull Upr Sd	12 - 13	Ammunition	240	173	Driver-HGnr	269	177	Ammunition	301	199					73	59	33	17	5	1
Hull Side	14 - 16	Driver - Hull Gunner	110	110	Pwr Trn-Eng	144	123								73	59	33	17	5	1
Hull Side	17 - 20	Suspension*	61	61	Driver-HGnr	236	231	Pwr Trn-Eng	285	254					73	59	33	17	5	1
Hull Side	21 - 27	Driver - Hull Gunner	110	110											73	59	33	17	5	1
Hull Upr Sd	28 - 31	Ammunition	240	173	Turret Crew	288	181								73	59	33	17	5	1
Hull Upr Sd	32 - 37	Turret Crew	110	110											73	59	33	17	5	1
Hull Side	38 - 40	Suspension*	61	61	Ammunition	212	259								73	59	33	17	5	1
Hull Side	41 - 51	Ammunition	144	130											73	59	33	17	5	1
Hull Upr Sd	52 - 59	Turret Crew	110	110	Ammunition	130	122								73	59	33	17	5	1
Upper Deck	60 - 62	Fuel	542	282	Engine	613	295	Fuel	827	755					58	44	22	11	5	1
Hull Side	63 - 66	Suspension*	61	61	Fuel	236	231	Engine	285	250					73	59	33	17	5	1
Hull Upr Sd	67 - 74	Fuel	110	110	Engine	144	123	Fuel	273	568					73	59	33	17	5	1
Hull Side	75 - 79	Engine	110	110											73	59	33	17	5	1
Idler	80 - 82	Idler Wheel*	92	92	Idler Wheel	420	14H								73	59	33	17	5	1
Road Wheel	83 - 99	Road Wheel / Susp	61	61	Wheel/Susp	175	708													
Hull Rear	00 - 05	Graze																		
Hull Rear	06 - 22	Fuel	122	120	Ammo-TCw	157	168	Ammunition	181	330					1	5	17	33	59	
Hull Rear	23 - 75	Engine	122	120	Fuel	368	550	Ammo-TCw	426	580					1	5	17	33	59	
Track / Idler	76 - 99	Track / Idler	27	27																
Hull Top	00 - 47	Fuel	63	63	Track	158	191													
Engine Deck	48 - 99	Engine	63	63																

M4A3 - 75mm

Status Sheet 1



USA M4A3-76mm Sherman

M4A3 (1944) Late Production - Track End Connectors, Wet Ammo Storage

CREW AND ARMAMENT					
Crew and Armament		Field of View			
Crew Members					
Commander		1 to 6			
Gunner		1			
Driver		1, 2, 6			
Loader		1 to 6			
Hull Gunner		1, 2, 6			
Armament			Field of Fire	Gun Elev	Gun Depr
Main Gun	76.2mm Gun	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°

BASIC HIT LOCATION					
Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 29	—	30 - 99	—
Front	Obliq	00 - 20	21 - 38	39 - 99	—
Front	Side	—	00 - 34	35 - 99	—
Obliq	Front	00 - 17	—	18 - 43	44 - 99
Obliq	Obliq	00 - 12	13 - 24	25 - 48	49 - 99
Obliq	Side	—	00 - 22	23 - 46	47 - 99
Side	Front	00 - 17	—	—	18 - 99
Side	Obliq	00 - 12	13 - 24	—	25 - 99
Side	Side	—	00 - 22	—	23 - 99

EQUIPMENT AND VEHICLE DATA				
Equipment & Game Variables		Vehicle Data		Phase Turn
Smoke Launchers	No	Hull Turning Rate (°)	47°	187°
Deep Fording Equip	No	Turret Traverse Rate (°)	48°	193°
Fire Extinguishing Sys	No	Acceleration VC (MH)		2.1
Infra-Red Imaging	No	Deceleration VC (MH)		1.9
Image Intensifying	No	Max Road Range (miles)		125
Thermal Imaging	No	Side Slope		27°
Fuel Hit Modifier	5	Ground Pressure (psi)		12.8
Ammo Hit Mod	- 2	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°	4.9 -	4.4 00	3.9 00	3.3 01	2.8 03	2.5 29
10°	3.9 -	3.4 00	2.8 01	2.3 02	1.8 03	1.5 32
20°	3.0 -	2.4 00	1.8 01	1.2 03	.7 05	.4 44
30°	2.1 -	1.4 00	.7 03	.2 06	10	80
40°	1.3 00	.5 03	10	16	28	99
50°	.6 02	18	51	85	99	99

WEAPON DATA TABLE									
Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
AP	71	3P	527	6	34	—	—	1	4
HE			205	37	—	20H	—	2	8
APCR			600	8	28	—	—	3	9
Coax MG	208	*4	8	18	—	—	20	4	10
Hull MG	208	*4	8	18	—	—	20	5	11
AA MG	34	*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	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Driver	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Loader	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Hull Gunner	☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐			☐	☐	☐		
Ammunition																									
Main Gun																									
Coax MG																									
AA MG																									
Hull MG																									
Equipment																									
Main Gun	☐					☐					☐					☐					☐				
Coax MG	☐					☐					☐					☐					☐				
AA MG	☐					☐					☐					☐					☐				
Hull MG	☐					☐					☐					☐					☐				
Left Track	☐					☐					☐					☐					☐				
Right Track	☐					☐					☐					☐					☐				
Engine	☐					☐					☐					☐					☐				
Turret Ring	☐					☐					☐					☐					☐				
Condition	Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐					Abandoned Burning Exploded ☐ ☐ ☐				
Notes																									

M4A3 - 76W

STATUS SHEET 2		HIT LOCATION AND DAMAGE TABLE				USA	M4A3 - Wet	Late Production - 76mm Gun			
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 - 03	Graze									
Cmdr Hatch	04 - 14	Turret Crew	57	56							1 5 17 33 59
Ldr's Hatch	15 - 20	Turret Crew	109	108							1 5 17 33 59
Upper Face	21 - 30	Turret Crew	395	220							1 5 11 22 46
Mantlet	31 - 76	Main Gun	382	284	Turret Crew	554	394				1 5 17 33 59
Mantlet	77 - 80	Coax Machine Gun	156	113	Turret Crew	554	394				1 5 17 33 59
Tur Frt Sd	81 - 94	Turret Crew	525	404							-11 -16 -17 -16 -11
Turret Ring	95 - 99	Turret Ring	64	63	Turret Crew	183	126				1 5 17 33 59
Turret Side	00 - 02	Graze									
Ldr's Hatch	03 - 09	Turret Crew	109	108							73 59 33 17 5 1
Tur Frt Sd	10 - 18	Turret Crew	248	248	Main Gun	420	375				73 59 33 17 5 1
Turret Side	19 - 40	Turret Crew	180	180							73 59 33 17 5 1
Tur Rear Sd	41 - 81	Turret Crew	195	192							RR RR 71 38 20 6
Turret Ring	82 - 84	Turret Ring	64	63	Turret Crew	183	126				73 59 33 17 5 1
Gun Mount	85 - 86	Main Gun	190	130							73 59 33 17 5 1
Gun Barrel	87 - 99	Main Gun	58	58							73 59 33 17 5 1
Turret Rear	00 - 02	Graze									
Cmdr Hatch	03 - 10	Turret Crew	57	56							1 5 17 33 59
Ldr's Hatch	11 - 15	Turret Crew	109	108							1 5 17 33 59
Tur Rear Sd	16 - 38	Turret Crew	451	235							-21 -37 -45 -48 -49
Tur Upr Rr	39 - 72	Turret Crew	52	52	Main Gun	153	295				1 5 17 33 59
Tur Lwr Rr	73 - 95	Turret Crew	110	85	Main Gun	239	329				1 5 11 28 53
Turret Ring	96 - 99	Turret Ring	64	63	Turret Crew	183	126				1 5 17 33 59
Turret Top	00 - 99	Turret Crew	52	52	Ammunition	77	81				
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 - 10	Driver - Hull Gunner	486	361	Ammo-TCw	528	366	Fuel-Engine	624	573	1 5 11 27 52
Upr Glacis	11 - 39	Driver - Hull Gunner	486	361	Turret Crew	556	390	Fuel-Engine	651	914	1 5 11 27 52
Lwr Frt-Seam	40 - 42	Power Train - Engine	290	174	Driver-HGnr	421	250	Ammo-Fuel	461	276	1 5 11 22 48
Lwr Frt-Upr	43 - 58	Power Train - Engine	765	459	Driver-HGnr	11H	856	Ammo-Fuel	13H	NP	1 5 11 22 48
Lwr Frt-Nose	59 - 64	Power Train - Engine	174	174	Driver-HGnr	408	544	Ammo-Fuel	493	NP	1 5 17 33 59
Lwr Frt-Lwr	65 - 73	Power Train - Engine	193	190	Driver-HGnr	434	562	Ammo-Fuel	520	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 - 12	Driver - Hull Gunner	110	110							73 59 33 17 5 1
Hull Side	13 - 14	Driver - Hull Gunner	110	110	Pwr Trn-Eng	144	123				73 59 33 17 5 1
Hull Side	15 - 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 - 32	Turret Crew	687	687							73 59 33 17 5 1
Upper Deck	33 - 33	Turret Crew	542	282							58 44 22 11 5 1
Hull Upr Sd	34 - 47	Turret Crew	110	110							73 59 33 17 5 1
Hull Side	48 - 51	Suspension*	61	61	Ammunition	212	259				73 59 33 17 5 1
Hull Side	52 - 61	Ammunition	110	110							73 59 33 17 5 1
Upper Deck	62 - 64	Fuel	542	282	Engine	613	295	Fuel	827	755	58 44 22 11 5 1
Hull Side	65 - 68	Suspension*	61	61	Fuel	236	231	Engine	285	250	73 59 33 17 5 1
Hull Upr Sd	69 - 75	Fuel	110	110	Engine	144	123	Fuel	273	568	73 59 33 17 5 1
Hull Side	76 - 80	Engine	110	110							73 59 33 17 5 1
Idler	81 - 83	Idler Wheel*	92	92	Idler Wheel	420	14H				73 59 33 17 5 1
Road Wheel	84 - 99	Road Wheel / Susp	61	61	Wheel/Susp	175	708				
Hull Rear	00 - 04	Graze									
Upper Deck	05 - 12	Engine	624	285	Fuel	871	480	Turret Crew	964	508	1 5 11 22 43
Upper Deck	13 - 18	Fuel	16H	727	Turret Crew	17H	750	Driver-HGnr	18H	811	1 5 11 22 43
Hull Rear	19 - 34	Fuel	122	120	Turret Crew	157	168	Driver-HGnr	181	NP	1 5 17 33 59
Upper Rear	35 - 48	Engine	122	120	Fuel	368	634	Turret Crew	426	674	1 5 17 33 59
Lower Rear	49 - 75	Engine	122	120	Fuel	368	550	Ammunition	426	580	1 5 17 33 59
Track / Idler	76 - 99	Track / Idler	27	27							
Hull Top	00 - 47	Fuel	63	63	Track	158	191				
Engine Deck	48 - 99	Engine	39	39							

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