


Unit: AH-64A Apache Wgt: 8				2							Internal Location Chart																																																									
Defense Values		F/R	F/R	Sds	Sds						1 Armor 1		20	A R	20																																																					
Ballistic		19			15						1		19	B	19																																																					
Energy		12			9						Shock: 0		18	C	18																																																					
Missile		14			11						0		17	D	17																																																					
Indirect		24			19						0 /Pen\ 0		16	E	16																																																					
Small Arms		11			9	0 _ / 0		15	E	15																																																										
Physical					22	0		14	E	14																																																										
Internal Amount	1 line	2 lines	3 lines	4 lines	5 lines	6 lines	7 lines	8 lines	9 lines	RIP	13	F	13																																																							
	-	-	-	1	-	-	-	2	-	3+	12	F	12																																																							
Accel.	Speed	Turn	Kreigs	Hit	MSRP: 2	Crew	+P	+G	Pos	<table border="1"> <tr> <td>Q</td> <td>Infra-Red</td> <td>11</td> <td>G</td> <td>11</td> </tr> <tr> <td>R</td> <td>Laser Sight</td> <td>10</td> <td>H</td> <td>10</td> </tr> <tr> <td></td> <td></td> <td>9</td> <td>I</td> <td>9</td> </tr> <tr> <td></td> <td></td> <td>8</td> <td>J</td> <td>8</td> </tr> <tr> <td></td> <td></td> <td>7</td> <td>K</td> <td>7</td> </tr> <tr> <td></td> <td></td> <td>6</td> <td>L</td> <td>6</td> </tr> <tr> <td></td> <td></td> <td>5</td> <td>M</td> <td>5</td> </tr> <tr> <td></td> <td></td> <td>4</td> <td>N</td> <td>4</td> </tr> <tr> <td></td> <td></td> <td>3</td> <td>O</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>2</td> <td>P</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>1</td> <td>Q</td> <td>1</td> </tr> </table>				Q	Infra-Red	11	G	11	R	Laser Sight	10	H	10			9	I	9			8	J	8			7	K	7			6	L	6			5	M	5			4	N	4			3	O	3			2	P	2			1	Q	1
Q	Infra-Red	11	G	11																																																																
R	Laser Sight	10	H	10																																																																
		9	I	9																																																																
		8	J	8																																																																
		7	K	7																																																																
		6	L	6																																																																
		5	M	5																																																																
		4	N	4																																																																
		3	O	3																																																																
		2	P	2																																																																
		1	Q	1																																																																
B Y: 15	0	0	3	Dice																																																																
Decel.	1	0	3	d10																																																																
B Y: 16	2	1	3	d8																																																																
Movement	4	2	2	Pos	Pilot/G	+1	+2																																																													
1	5	2	2	A	Gunner		+2																																																													
2 / \ 2	6	3	2	B	Turbine Eng: [2] Hits																																																															
3 \ / 3	7	3	2	C	Turbine Eng: [2] Hits																																																															
2	8	3	2	D	2 Hour Fuel Tank																																																															
Free 2	9	4	2	E	Main Rotor																																																															
Open 0	10	4	2	F	Tail Rotor																																																															
Rough 0	11	5	2	G	Targeting Com: G																																																															
Trees 0	12	5	2	H	Targeting Com: P																																																															
Level 1 0	13	6	2	I	Night Vision																																																															
Level 2 0	14	6	2	J	Body:																																																															
Water 0	15	6	2	K	20 Slot Ext Hardpoint																																																															
www.shellshock.com Copyright 2002 by Glenn V. Domingo & Justin W. Gramm	16	7	2	L	Hellfire AGM-1143	M	13/26/0	10/20/0	8/16/0	0	N	N																																																								
	17	7	1	M	20 Slot Ext Hardpoint																																																															
	18	8	1	N	Hellfire AGM-1143	M	13/26/0	10/20/0	8/16/0	0	N	N																																																								
	19	8	1	O	20 Slot Ext Hardpoint																																																															
	20	9	1	P	2 -Type V Rockets	B	6/0/0	5/0/0	4/0/0	0	Y	N																																																								
	21	9	1		20 Slot Ext Hardpoint																																																															
	22	9	1		2 -Type V Rockets	B	6/0/0	5/0/0	4/0/0	0	Y	N																																																								
	23	10	1		Half Turret (+5, -10):																																																															
	24	10	1		30mm Chain Gun	SA	4/3/3	3/2/2	2/1/1	0	Y	N																																																								
	25	11	1		10 rnd Ammo Bin																																																															
ECV's:	31	13	0																																																																	
Base	32	14	0																																																																	
234	33	14	0																																																																	
Stand LO	34	15	0																																																																	
480	35	15	0																																																																	
Crew																																																																				
789																																																																				
Cargo																																																																				
0																																																																				
Total																																																																				
1,503																																																																				

Up to 6 MORE Hellfires can be added at a cost of 150 ECV a piece.