

Unit Name: **Sherman Firefly** (Tank (Treaded)) Call Sign:

Duty/History/Innovations: The British Modified the Sherman by losing the .50 cal pintle mount machine gun for the Commander and installing the 76VC gun which was the British 17 pounder gun. Said by many to be the best variant of the Sherman. This Sherman actually could, on a good shot, penetrate the front armor of the Tigers. ALLIES/AMERICA

Internal Damage Chart	
00	A
99	B
98	C
97	D
96	E
95	F
94	F
93	F
92	G
91	G
90	G
89	G
88	G
87	G
86	G
85	G
84	G
83	G
82	H
81	H
80	H
79	H
78	H
77	I
76	I
75	I
74	I
73	I
72	J
71	J
70	J
69	J
68	J
67	K
66	K
65	K
64	K
63	K
62	K
61	K
60	L
59	L
58	L
57	L
56	L
55	L
54	L
53	L
52	M
51	M
50	M
49	M
48	N
47	N
46	N
45	O
44	O
43	O
42	O
41	O
40	O
39	O
38	O
37	O
36	O
35	O
34	O
33	O
32	O
31	O
30	O
29	O
28	O
27	O
26	O
25	O
24	O
23	O
22	O
21	O
20	O
19	O
18	O
17	O
16	O
15	O
14	O
13	O
12	O
11	O
10	O
9	O
8	O
7	O
6	O
5	O
4	O
3	O
2	O
1	O

Defense Values	F/R	F/R	Sds	Sds	Armor Chart	Specifics:
Ballistic	10			8		
Energy	6			5	Length: 19	
Missile	7			6	Width: 8.8	
Indirect	12			10	Shock Threshold	Height: 9.74
Small Arms	12			11	Penetration Chart	Clearance: 1.4
Physical				7		GPV: 3.8
Radar Signature (F/S/T):	86	/	185	/		167
Heat Signature (Main):	10					
Sound Signature:	4					
Nuclear Emission:	0					
Silhouette (F/S/T):	86	/	185	/	167	
Laser/UV Reflection:	1					
Electro Emission:	9					
Gale (F/S):	10	/	9			



5% 1 hit	10% 1 hit	15% 2 hits	20% 2 hits	25% 3 hits	30% 3 hits	35% 3 hits	40% 4 hits	45% 4 hits	26 +
3 - 4	5 - 7	8 - 9	10 - 12	13 - 14	15 - 17	18 - 19	20 - 22	23 - 25	

Acceleration	Speed	T+	2	Kriegs	Pos.
2	0	0	2		A
	1	1	1		B
8	2	1	1		C
	3	2	1		D
Deceleration	4	3	0		E
	5	4	0		F
Movement Costs:	6	4	0		G
	7	5	0		H
Free Hex Facing	8	6	0		I
	0				J
Open Ground	0				K
	1				L
Rough Ground	2				M
	4				N
Thick Growth	2				O
	4				
Sand or Snow	2				
	0				
Swamp or Mud	0				
	2				
1 Level	2				
	3				
2 Levels	3				
	4				
3 Levels	4				
	5				
4+ Levels	5				
	0				
Vertical Grade	0				
	0				
Floating on Water	0				
	3				
Shallow Water	3				
	0				
Under Water	0				
	13				
Muck Factor	13				
	0				
ECVs	215				
	0				
Base:	0				
	626				
Stand LO:	0				
	0				
Crew:	0				
	0				
Cargo:	0				
	0				
Total:	841				

Unit Manifest

CREW & Crew Accessories:

- Pilot - P:+1
- Gunner - G:+1
- Commander - G:+1
- Loader
- Crewman

=EQUIPMENT:

- ICE Engine: [5] Hits
- 6 Hour Fuel Tank for Engine
- Sighting Periscope
- Left Tread
- Right Tread

Body:

- 1 Hit Full Turret #1 (+15, -0):
- 75mm Rifled Cannon
- 77 rnd. Ammo. Bin: Military Ball 75mm
- 7.92mm Coaxial Machine Gun
- 25 rnd. Ammo. Bin: Military Ball 7.92mm

Locomotion Damage Chart						9 = A	0 = D
3	1	2	3	4	5	6	
1	X	N/A	N/A	N/A	1	1	SLIP
2	N/A	X	N/A	1	1	1	
3	N/A	N/A	X	1	1	1	
4	N/A	1	1	X	1	2	
5	1	1	1	1	X	2	
6	1	1	1	2	2	X	
7	1	1	2	2	2	2	
8	1	1	2	2	2	3	
9	0	0	1	1	1	1	
0	TURN	1	1	3	3	MSRP	

dVT	Dam	Sh	Pen	Krg	Spr?	Ind?	Rng	Operators
Phys	0.5	0.5	0.27					
B	4	3	3	0	n	n	2.5m	G
SA	1	1	0	0	n	n	0.5m	