


Unit: Sherman Firefly Wgt: 33				5							Internal Location Chart																																																																																																					
Defense Values	F/R	F/R	Sds	Sds	3						Armor	3	20	A	20																																																																																																	
Ballistic	10			8	1						19	B	19																																																																																																			
Energy	6			5	Shock: 3						18	C	18																																																																																																			
Missile	7			6	1						17	C	17																																																																																																			
Indirect	12			10	0 /Pen\ 0						16	D	16																																																																																																			
Small Arms	12			11	0 _/_/ 0			15	E	15																																																																																																						
Physical				7	0			14	F	14																																																																																																						
Internal Amount	1 line	2 lines	3 lines	4 lines	5 lines	6 lines	7 lines	8 lines	9 lines	RIP	13	G	13																																																																																																			
	-	1	2	3	-	4	5	-	6	7+	12	H	12																																																																																																			
Accel.	Speed	Turn	Kreigs	Hit	MSRP: 1	Crew	+P	+G	<table border="1"> <tr> <td>B</td> <td>2</td> <td>0</td> <td>0</td> <td>2</td> <td>Dice</td> <td>Pilot</td> <td>+1</td> <td></td> </tr> <tr> <td>Y:</td> <td>0</td> <td>0</td> <td>2</td> <td>d10</td> <td>Gunner</td> <td></td> <td>+1</td> <td></td> </tr> <tr> <td>Decel.</td> <td>1</td> <td>1</td> <td>1</td> <td>d6</td> <td>Commander</td> <td></td> <td>+1</td> <td></td> </tr> <tr> <td>B</td> <td>2</td> <td>1</td> <td>1</td> <td>Pos</td> <td>Loader</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Y:</td> <td>3</td> <td>2</td> <td>1</td> <td>A</td> <td>Crewman</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Movement</td> <td>4</td> <td>3</td> <td>0</td> <td>B</td> <td>ICE Engine: [5] Hits</td> <td></td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>5</td> <td>4</td> <td>0</td> <td>C</td> <td>6.44 Hour Fuel Tank</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0 / \ 0</td> <td colspan="3">Road Speed</td> <td>D</td> <td>Sighting Periscope</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0 \ / 0</td> <td>6</td> <td>4</td> <td>0</td> <td>E</td> <td>Left Tread</td> <td></td> <td></td> <td></td> </tr> <tr> <td>2</td> <td>7</td> <td>5</td> <td>0</td> <td>F</td> <td>Right Tread</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Free 0</td> <td>8</td> <td>6</td> <td>0</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>					B	2	0	0	2	Dice	Pilot	+1		Y:	0	0	2	d10	Gunner		+1		Decel.	1	1	1	d6	Commander		+1		B	2	1	1	Pos	Loader				Y:	3	2	1	A	Crewman				Movement	4	3	0	B	ICE Engine: [5] Hits				1	5	4	0	C	6.44 Hour Fuel Tank				0 / \ 0	Road Speed			D	Sighting Periscope				0 \ / 0	6	4	0	E	Left Tread				2	7	5	0	F	Right Tread				Free 0	8	6	0					
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