

Unit Name: **Jagdpanther** ( Tank (Treaded) ) Call Sign:

Duty/History/Innovations: Germany's "Tank Killer" was indeed a monster. Using the 88mm Cannon the Jagdpanther could easily destroy Allied tanks at a range where Allied tanks could not effectively respond. A full 28% of the Sherman's destroyed at Normandy were the victims of these tank assassins. While powerful, the Jagdpanther's limited traverse did not serve it well in a mobile battle. AXIS/GERMANY

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

Defense Values	F/R	F/R	Sds	Sds
Ballistic	10			6
Energy	6			4
Missile	8			5
Indirect	13			8
Small Arms	18			16
Physical			8	

Armor Chart	Shock Threshold	Penetration Chart
28 14 [ ] 14 6	23	3 [ 7 ] 3 1 [ ] 1



Hit %	1 hit	2 hits	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits
5%	1 hit	2 hits	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits
10%	1 hit	2 hits	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits
15%	2 hits	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits	10+
20%	2 hits	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits	10+
25%	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits	10+	10+
30%	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits	10+	10+
35%	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits	10+	10+
40%	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits	10+	10+	10+
45%	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits	10+	10+	10+
50%	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits	10+	10+	10+

Acceleration	Deceleration	Movement Costs:	Free Hex Facing	Open Ground	Rough Ground	Thick Growth	Sand or Snow	Swamp or Mud	1 Level	2 Levels	3 Levels	4+ Levels	Vertical Grade	Floating on Water	Shallow Water	Under Water	Muck Factor	ECV's
4	8	0 / 1 / 0 0 / 1 / 0 2	0	1	2	4	2	0	2	3	4	5	0	0	3	0	19	457

**Unit Manifest**  
 CREW & Crew Accessories:  
 Pilot - P:+1  
 Gunner - G:+2  
 Commander  
 Loader  
 Crewman  
 EQUIPMENT:  
 ICE Engine: [5] Hits  
 4.2 Hour Fuel Tank for Engine  
 Sighting Periscope  
 Left Tread  
 Right Tread  
 WEAPONS:  
 Body:  
 88mm High Pressure Rifled Cannon  
 50 rd. Ammo. Bin: Military Ball

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	2	2	
0	TURN	1	1	3	3	MSRP	

dVT	Dam	Sh	Pen	Krg	Spr?	Ind?	Rng	Operators
Phys	0.76	0.76	0.41					
B	7	5	5	0	n	n	2m	G