


Defense Values		F/B	Sds	<h1>Jagdpanther</h1> 																
Ballistic	8	4																		
Indirect	10	5																		
Anti-Personnel	17	13																		
Physical	4																			
8 4 A 4 2		Shock T: 7																		
		2 1 ^ 1 0 v 0 0																		
Internal Amount	1 line	2 lines	3 lines	4 lines	5 lines	6 lines	7 lines	8 lines	9 lines	Dead										
	1	2	3	4-5	6	7	8	9	10	11+										
<i>Treads</i>	11 Speed	10	Water	4	Trees/RG	2			<i>Gunnery Skill</i>	2d6 +2										
	Road S.	14	1 Level	2	2 Levels	3														
20	Crew: Driver, Gunner, Loader																			
19	Commander Crewman																			
18	<table border="1"> <tr> <td>Phys</td> <td>0.76 / 0.76 / 0.41</td> </tr> <tr> <td colspan="2">B 9/6/6 7/5/5 5/4/4</td> </tr> </table>										Phys	0.76 / 0.76 / 0.41	B 9/6/6 7/5/5 5/4/4							
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B 9/6/6 7/5/5 5/4/4																				
17											ICE Engine: [5] Hits									
16																				
15																				
14	4.2 Hour Fuel Tank																			
13																				
12																				
11	Sighting Periscope																			
10																				
9																				
8	88mm HP Cannon																			
7																				
6																				
5	50 rnd. Ammo. Bin																			
4	Left Tread																			
3																				
2	Right Tread																			
1																				
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8 4 A 4 2	ST: 7	20	Crew	15	Engine	10	Periscope	5	Ammo
	2	19	Crew	14	Fuel	9	Cannon	4	L. Trd
	1 ^ 1	18	Engine	13	Fuel	8	Cannon	3	L. Trd
	0 v 0	17	Engine	12	Fuel	7	Cannon	2	R. Trd
	0	16	Engine	11	Periscope	6	Cannon	1	R. Trd

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