

Unit Name: **Merkava Mk3** (Tank (Treaded)) Call Sign: Internal Damage Chart

Duty/History/Innovations: The Merkava Mk3 follows Israel's tradition of "the soldier first." The Merkava was designed to keep the crew safe. The engine has been placed in front of the crew so if a round penetrates the hull and passes through the engine the crew has an 50% chance of not being harmed. Also the tank can be used to transport troops under the protection of the Merkava's substantial armor protection. ISRAEL

| Defense Values | F/R | F/R | Sds | Sds | |
|--------------------------|-----|-----|-----|-------|-----|
| Ballistic | 9 | 10 | 8 | 7 | |
| Energy | 6 | 7 | 5 | 4 | |
| Missile | 7 | 8 | 6 | 5 | |
| Indirect | 12 | 13 | 10 | 9 | |
| Small Arms | 30 | 31 | 30 | 29 | |
| Physical | 8 | | 7 | | |
| Radar Signature (F/S/T): | 110 | / | 235 | / | 312 |
| Heat Signature (Main): | 30 | | | | |
| Sound Signature: | 12 | | | | |
| Nuclear Emission: | 0 | | | | |
| Silhouette (F/S/T): | 110 | / | 235 | / | 312 |
| Laser/UV Reflection: | 3 | | | | |
| Electro Emission: | 7 | | | 1d 10 | |
| Gale (F/S): | 9 | / | 14 | 1d 8 | |

| Armor Chart | Specifics: |
|--|---|
| 80 55 <input type="text"/> 55 35 | Weight: 67.1 Length: 25.8 Width: 12.1 Height: 9.1 Clearance: 1.7 GPV: 3.3 MSRP: 1 |
| Shock Threshold | 20 |
| Penetration Chart | 13 <input type="text"/> 13 8 <input type="text"/> 8 5 |



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

| | | | | | | | | | |
|----------|-----------|------------|------------|------------|------------|------------|------------|------------|------|
| 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 | 54 + |
| 5 - 10 | 11 - 15 | 16 - 21 | 22 - 26 | 27 - 31 | 32 - 37 | 38 - 42 | 43 - 48 | 49 - 53 | 54 + |

| Acceleration | 4 |
|-------------------|---|
| Deceleration | 7 |
| Movement Costs: | 0 / 1 \ 0 0 \ 0 / 2 |
| Free Hex Facing | 0 |
| Open Ground | 1 |
| Rough Ground | 2 |
| Thick Growth | 4 |
| Sand or Snow | 2 |
| Swamp or Mud | 0 |
| 1 Level | 2 |
| 2 Levels | 3 |
| 3 Levels | 4 |
| 4+ Levels | 5 |
| Vertical Grade | 0 |
| Floating on Water | 0 |
| Shallow Water | 3 |
| Under Water | 0 |
| Muck Factor | 22 |
| ECV's | Base: 861 Stand LO: 0 Crew: 1,125 Cargo: 0 |
| Total: | 1,986 |

Unit Manifest
 CREW & Crew Accessories:
 Pilot - P:+2
 Gunner - G:+3
 Commander - G:3
 Loader - G:+2
 Field EMT Kit
 N/B/C Protection
 EQUIPMENT:
 ICE Engine: [5] Hits
 8.6 Hour Fuel Tank for Engine
 Halon System
 Targeting Computer for: Gunner
 Targeting Computer for: Commander
 Laser Range Finder
 WEAPONS:
 Body:
 Phys 1.01 1.01 0.54
 2 Hit Full Turret #1 (+12, -3):
 M 120mm Smoothbore Cannon B 6 4 3 0 n y 6m G + C
 N 12 rd. Ammo. Bin: Sabot 4 2 7
 O Ammo blast deflector
 P 12 rd. Ammo. Bin: High Explosive 10 2 1
 Q Ammo blast deflector
 R 12 rd. Ammo. Bin: HEAT 6 8 1
 S Ammo blast deflector
 T 60mm Mortar B 2 1 0 0 n y 2m
 U 25 rd. Ammo. Bin: HE-Frag I 4 2 0 0 n y 2m
 V Ammo blast deflector
 W Coaxial 7.62 Machine Gun SA 1 1 0 0 n n .5m
 X 7 rd. Ammo Bin
 Y
 Z Pintle Mount
 aa 7.62mm Machine Gun SA 1 1 0 0 n n .5m C
 bb 7 rd. Ammo Bin
 cc Pintle Mount
 dd 7.62mm Machine Gun SA 1 1 0 0 n n .5m L
 ee 7 rd. Ammo Bin
 ff Rapid Deploy: 6 Standard Troops
 Space can also be used for 3 stretchers

| 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 | 3 | 3 | |
| 8 | 1 | 1 | 2 | 2 | 3 | 4 | |
| 9 | 0 | 0 | 1 | 1 | 2 | 2 | |
| 0 | TURN | 1 | 1 | 2 | 2 | MSRP | |

dVT | Dam | Sh | Pen | Krg | Spr? | Ind? | Rng | Operators