

Unit Name: **Panzer IV - Ausf H** (Tank (Treaded)) Call Sign: Internal Damage Chart

Duty/History/Innovations: Mere mention of the Panzer brings to mind the great tank battles of WWII, because from the beginning the Panzer was heavily involved. The many variations of the Panzer were the workhorses of the Axis during early WWII. The Panzer Divisions contained mostly the H and J. At the time of its creation, they were considered the perfect balance of speed, armor and firepower. AXIS/GERMANY

Defense Values	F/R	F/R	Sds	Sds
Ballistic	10			7
Energy	6			5
Missile	7			6
Indirect	12			9
Small Arms	10			9
Physical				7
Radar Signature (F/S/T):	84	/	202	/ 219
Heat Signature (Main):	7			
Sound Signature:	3			
Nuclear Emission:	0			
Silhouette (F/S/T):	84	/	202	/ 219
Laser/UV Reflection:	1			
Electro Emission:	9			
Gale (F/S):	6	/	7	1d 10 1d 6

Armor Chart	Shock Threshold	Penetration Chart
16 6 [] 6 3	12	1 (3) 1 1 (0) 1



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

Acceleration	Speed	T+	2	Kriegs	Pos.
2	0	0	1	1	A
	1	1	1	1	B
	2	1	0	0	C
	3	2	0	0	D
Deceleration	4	3	0	0	E
	5	4	0	0	F
Movement Costs:	6	4	0	0	G
	0	1	0	0	H
	0	1	0	0	I
	2	2	0	0	J
	0	2	0	0	K
	0	2	0	0	L
Open Ground	1				M
Rough Ground	2				N
Thick Growth	4				O
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	10				
ECVs					
Base:	168				
Stand LO:	0				
Crew:	508				
Cargo:	0				
Total:	676				

Unit Manifest
 CREW & Crew Accessories:
 Pilot - P:+1
 Gunner - G:+2
 Commander
 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
 50 rnd. Ammo. Bin: Military Ball 75mm
 7.92mm Coaxial Machine Gun
 15 rnd. Ammo. Bin: Military Ball 12.7mm

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

dVT	Dam	Sh	Pen	Krg	Spr?	Ind?	Rng	Operators
Phys	0.41	0.41	0.22					
B	4	3	2	0	n	n	2m	G
SA	1	1	0	0	n	n	.5m	