

Unit Name: **Priest M7** (Tank (Treaded)) Call Sign:

Duty/History/Innovations: Named the Priest by the Brits because of the machine gun cupola looked so much like a "Vicar's Pulpit," the Priest was one of the first massed produced mobile artillery pieces. Low on armour the Priest was never meant to get deep into battle. But the machine gunner had the luxury of being able to fire the 12.7 and still be full protected from flak. ALLIES/AMERICAN

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

Defense Values	F/R	F/R	Sds	Sds		
Ballistic	9			8		
Energy	6			5		
Missile	7			6		
Indirect	11			10		
Small Arms	8			8		
Physical				7		
Radar Signature (F/S/T):	78	/	165	/	186	
Heat Signature (Main):	8					
Sound Signature:	3					
Nuclear Emission:	0					
Silhouette (F/S/T):	78	/	165	/	186	
Laser/UV Reflection:	0					
Electro Emission:	10					
Gate (F/S):	3	/	4		1d 10	1d 6

**Armor Chart**

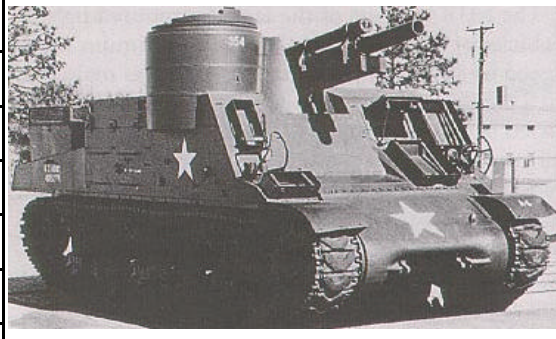
10  
5 [ ] 5  
2

**Shock Threshold**  
6

**Penetration Chart**

1 ( 3 ) 1  
0 ( 0 ) 0

**Specifics:**  
Weight: 25.1  
Length: 19.8  
Width: 9.42  
Height: 8.33  
Clearance: 0.7  
GPV: 3  
MSRP: 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	19 +
2 - 3	4 - 5	6 - 7	8 - 9	10	11 - 12	13 - 14	15 - 16	17 - 18	19 +

Acceleration	2
Deceleration	6
Movement Costs:	0 / 1 \ 0 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	8
ECV's	Base: 181 Stand LO: 0 Crew: 626 Cargo: 0
Total:	807

**Unit Manifest**  
CREW & Crew Accessories:  
Pilot - P:+1  
Gunner - G1:+1  
Gunner - G2:+1  
Commander  
Navigator  
Loader  
Loader

**EQUIPMENT:**  
ICE Engine: [5] Hits  
5 Hour Fuel Tank for Engine  
Sighting Periscope  
Left Tread  
Right Tread

**WEAPONS:**  
Body:  
105mm Howitzer  
32 rnd. Ammo. Bin: Military Ball  
Full Turret #1 (+15, -0):  
12.7mm Machine Gun  
9 rnd. 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	1	1	
0	TURN	1	1	2	2	MSRP	

dVT	Dam	Sh	Pen	Krg	Spr?	Ind?	Rng	Operators
Phys	0.38	0.38	0.20					
B	7	4	3	0	n	n	4	G1
SA	2	1	1	0	y	n	0.5	G2