


Defense Values		F/B	Sds	Priest M7																		
Ballistic		6	4																			
Indirect		8	4																			
Anti-Personnel		9	6																			
Physical		3																				
3		Shock T: 2																				
1 [A] 1		1																				
1		0 / 0																				
		0 / 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+												
Treads	11 Speed	8	Water	4	Trees/RG	2	Gunnery Skill		200	+1												
	Road S.	12	1 Level	2	2 Levels	3																
20	Crew: Gunner #1, Gunner #2, Loader #1, Loader #2																					
19	Driver, Commander																					
18	ICE Engine: [5] Hits		Phys									0.38 / 0.38 / 0.2										
17																						
16	5 Hour Fuel Tank																					
15																						
14																						
13	Sighting Periscope																					
12																						
11																						
10	105mm Howitzer		B		9/5/4		7/4/3		5/3/2													
9																						
8	32 rnd. Ammo. Bin																					
7	Full Turret (+15, -0):																					
6	12.7mm Machine Gun		AP		3/2/2		2/1/1		1/1/1													
5	9 rnd. Ammo. Bin																					
4	Left Tread																					
3																						
2																						
1	Right Tread																					
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3 1 [A] 1 1	ST: 2	20	Crew	15	Fuel	10	Cannon	5	Ammo
	1	19	Crew	14	Fuel	9	Cannon	4	L. Trd
	0 / 0	18	Engine	13	Periscope	8	Ammo	3	L. Trd
	0 / 0	17	Fuel	12	Periscope	7	Turret	2	R. Trd
	0	16	Fuel	11		6	MG	1	R. Trd

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