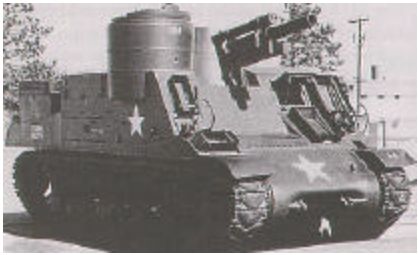


Unit: Priest M7		Wgt: 25		3							Internal Location Chart																																																																																																					
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Internal Amount	1 line	2 lines	3 lines	4 lines	5 lines	6 lines	7 lines	8 lines	9 lines	RIP	13	G	13																																																																																																			
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Accel.	Speed	Turn	Kreigs	Hit	MSRP: 1	Crew	+P	+G	<table border="1"> <tr> <td>B</td> <td>2</td> <td>0</td> <td>0</td> <td>1</td> <td>Dice</td> <td>Pilot</td> <td>+1</td> <td></td> </tr> <tr> <td>Y:</td> <td>0</td> <td>0</td> <td>1</td> <td>d10</td> <td>2 -Gunners</td> <td></td> <td>+1</td> <td></td> </tr> <tr> <td>Decel.</td> <td>1</td> <td>1</td> <td>1</td> <td>d6</td> <td>Commander</td> <td></td> <td></td> <td></td> </tr> <tr> <td>B</td> <td>2</td> <td>1</td> <td>1</td> <td>Pos</td> <td>Navigator</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Y:</td> <td>3</td> <td>2</td> <td>0</td> <td>A</td> <td>2 -Loaders</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Movement</td> <td>4</td> <td>3</td> <td>0</td> <td>B</td> <td>ICE Engine: [5] Hits</td> <td></td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>5</td> <td>4</td> <td>0</td> <td>C</td> <td>5 Hour Fuel Tank</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0 / \ 0</td> <td colspan="3">Road Speed</td> <td>D</td> <td>Sighting Periscope</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0 \ / 0</td> <td>6</td> <td>4</td> <td>0</td> <td>E</td> <td>Left Tread</td> <td></td> <td></td> <td></td> </tr> <tr> <td>2</td> <td>7</td> <td>5</td> <td>0</td> <td>F</td> <td>Right Tread</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Free 0</td> <td>8</td> <td>6</td> <td>0</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>					B	2	0	0	1	Dice	Pilot	+1		Y:	0	0	1	d10	2 -Gunners		+1		Decel.	1	1	1	d6	Commander				B	2	1	1	Pos	Navigator				Y:	3	2	0	A	2 -Loaders				Movement	4	3	0	B	ICE Engine: [5] Hits				1	5	4	0	C	5 Hour Fuel Tank				0 / \ 0	Road Speed			D	Sighting Periscope				0 \ / 0	6	4	0	E	Left Tread				2	7	5	0	F	Right Tread				Free 0	8	6	0					
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dVT	High d/s/p	Mid d/s/p	Low d/s/p	Kr	s?	r?
Phy	0.38 / 0.38 / 0.2					
B	9/5/4	7/4/3	5/3/2	0	N	Y
SA	3/2/2	2/1/1	1/1/1	0	Y	N

- G 105mm Howitzer
- H 32 rnd. Ammo. Bin
- I Full Turret (+15, -0):
- J 12.7mm Machine Gun
- K 9 rnd. Ammo. Bin