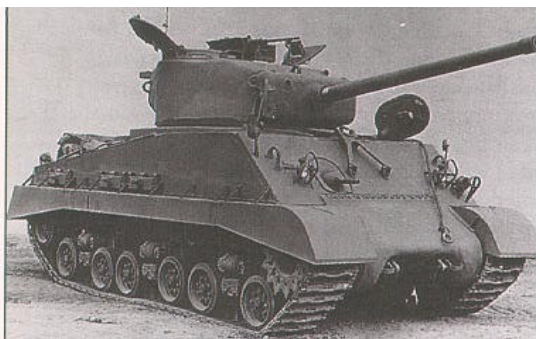


Unit Name: **M4A3 "Sherman LP"** (Tank (Treaded)) Call Sign: Internal Damage Chart

Duty/History/Innovations: The "Late Production Sherman" was an improvement over the M4A1. More armor, longer ranging gun and faster speed. The A3 is slightly heavier, with less ammo, but near the end of the war, supply lines were well under Allied control and barely ever hampered by the German army. Many A1's were converted to the A3 standard and saw much use post war. ALLIES/AMERICA

Defense Values	F/R	F/R	Sds	Sds	Armor Chart	Specifics:
Ballistic	10			8		Weight: 35.6
Energy	6			5		Length: 19
Missile	7			6		Width: 8.8
Indirect	12			10		Height: 9.74
Small Arms	12			11	Shock Threshold	Clearance: 1.4
Physical				7	12	GPV: 3.8
Radar Signature (F/S/T):	86	/	185	/	167	MSRP: 1
Heat Signature (Main):	12					
Sound Signature:	5					
Nuclear Emission:	0					
Silhouette (F/S/T):	86	/	185	/	167	
Laser/UV Reflection:	1					
Electro Emission:	9					
Gate (F/S):	10	/	9		1d 10 1d 6	



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

Acceleration	Speed	T+	2	Kriegs	Pos.
2	0	0	2	A	
	1	1	2	B	
	2	1	1	C	
	3	2	1	B	
	4	3	1	D	
Deceleration	5	4	0	E	
	6	4	0	F	
	7	5	0	G	
Movement Costs:	8	6	0	H	
	0	1	0	I	
	0	1	0	J	
Free Hex Facing	0	1	0	K	
	0	1	0	L	
Open Ground	0	1	0	M	
	0	1	0	N	
Rough Ground	0	1	0	O	
	0	1	0	P	
Thick Growth	0	1	0	Q	
	0	1	0		
Sand or Snow	0	1	0		
	0	1	0		
Swamp or Mud	0	1	0		
	0	1	0		
1 Level	0	1	0		
	0	1	0		
2 Levels	0	1	0		
	0	1	0		
3 Levels	0	1	0		
	0	1	0		
4+ Levels	0	1	0		
	0	1	0		
Vertical Grade	0	1	0		
	0	1	0		
Floating on Water	0	1	0		
	0	1	0		
Shallow Water	0	1	0		
	0	1	0		
Under Water	0	1	0		
	0	1	0		
Muck Factor	0	1	0		
	0	1	0		
ECVs	0	1	0		
	0	1	0		
Base:	0	1	0		
	0	1	0		
Stand LO:	0	1	0		
	0	1	0		
Crew:	0	1	0		
	0	1	0		
Cargo:	0	1	0		
	0	1	0		
Total:	0	1	0		

Unit Manifest

CREW & Crew Accessories:

- Pilot - P:+1
- Gunner - G:+1
- Commander - G:+1
- Loader
- Crewman

EQUIPMENT:

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

Body:

- 1 Hit Full Turret #1 (+15, -0):
- 76mm Rifled Cannon
- 36 rd. Ammo. Bin: Military Ball 75mm
- 7.92mm Coaxial Machine Gun
- 19 rd. Ammo. Bin: Military Ball 7.92mm
- Pintle Mount
- 12.7mm Machine Gun
- 19 rd. 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	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	3	3	MSRP	

dVT	Dam	Sh	Pen	Krg	Srp?	Ind?	Rng	Operators
Phys	0.5	0.5	0.27					
B	4	3	2	0	n	n	3.5	G
SA	1	1	0	0	n	n	.5m	
SA	2	1	1	0	n	n	.5m	C