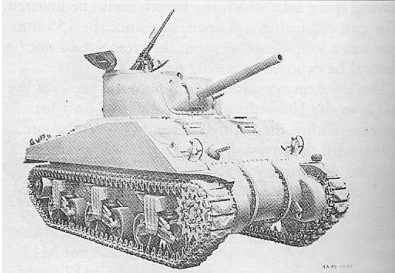


Defense Values		F/B	Sds	M4A1 "Sherman"										
Ballistic		6	3											
Indirect		8	4											
Anti-Personnel		11	8											
Physical		3												
4 2 [A] 2 1		Shock T: 3												
		1 0 / 0 0 \ 0 0												
Internal Amount	1 line	2 lines	3 lines	4 lines	5 lines	6 lines	7 lines	8 lines	9 lines	Dead				
	-	1	2	3	-	4	5	-	6	7+				
Treads	11 Speed	8	Water	4	Trees/RG	2	Gunnery Skill		2d6	+1				
	Road S.	12	1 Level	2	2 Levels	3								
20	Crew: Driver, Gunner, Loader													
19	Commander, Crewman													
18	ICE Engine: [5] Hits			Phys		0.5 / 0.5 / 0.27								
17														
16	4 Hour Fuel Tank													
15														
14	Full Turret (+15, -0):													
13														
12				B	5/4/3	4/3/2	3/2/1							
11	75mm Cannon			60 rnd. Ammo. Bin										
10														
9	7.92mm Coax MG			AP	2/2/0	1/1/0	1/1/0							
8	25 rnd. Ammo. Bin													
7	Pintle Mount													
6	12.7mm Machine Gun			AP	3/2/2	2/1/1	2/1/1							
5	20 rnd. Ammo. Bin													
4	Left Tread													
3														
2	Right Tread													
1														
546		WWW.SHELLSHOCK.COM				Copyright GVD & JWG '02								

4 2 [A] 2 1	ST: 3	20	Crew	15	Fuel	10	Cannon	5	Ammo
	1	19	Crew	14	Turret	9	Coax MG	4	L. Trd
	0 / 0	18	Engine	13	Turret	8	Ammo	3	L. Trd
	0 \ 0	17	Fuel	12	Cannon	7	Pintle	2	R. Trd
	0	16	Fuel	11	Can, Am	6	MG	1	R. Trd

4 2 [A] 2 1	ST: 3	20	Crew	15	Fuel	10	Cannon	5	Ammo
	1	19	Crew	14	Turret	9	Coax MG	4	L. Trd
	0 / 0	18	Engine	13	Turret	8	Ammo	3	L. Trd
	0 \ 0	17	Fuel	12	Cannon	7	Pintle	2	R. Trd
	0	16	Fuel	11	Can, Am	6	MG	1	R. Trd

4 2 [A] 2 1	ST: 3	20	Crew	15	Fuel	10	Cannon	5	Ammo
	1	19	Crew	14	Turret	9	Coax MG	4	L. Trd
	0 / 0	18	Engine	13	Turret	8	Ammo	3	L. Trd
	0 \ 0	17	Fuel	12	Cannon	7	Pintle	2	R. Trd
	0	16	Fuel	11	Can, Am	6	MG	1	R. Trd

4 2 [A] 2 1	ST: 3	20	Crew	15	Fuel	10	Cannon	5	Ammo
	1	19	Crew	14	Turret	9	Coax MG	4	L. Trd
	0 / 0	18	Engine	13	Turret	8	Ammo	3	L. Trd
	0 \ 0	17	Fuel	12	Cannon	7	Pintle	2	R. Trd
	0	16	Fuel	11	Can, Am	6	MG	1	R. Trd

4 2 [A] 2 1	ST: 3	20	Crew	15	Fuel	10	Cannon	5	Ammo
	1	19	Crew	14	Turret	9	Coax MG	4	L. Trd
	0 / 0	18	Engine	13	Turret	8	Ammo	3	L. Trd
	0 \ 0	17	Fuel	12	Cannon	7	Pintle	2	R. Trd
	0	16	Fuel	11	Can, Am	6	MG	1	R. Trd

4 2 [A] 2 1	ST: 3	20	Crew	15	Fuel	10	Cannon	5	Ammo
	1	19	Crew	14	Turret	9	Coax MG	4	L. Trd
	0 / 0	18	Engine	13	Turret	8	Ammo	3	L. Trd
	0 \ 0	17	Fuel	12	Cannon	7	Pintle	2	R. Trd
	0	16	Fuel	11	Can, Am	6	MG	1	R. Trd