

Unit Name: **M4A1 "Sherman"** (Tank (Treaded)) Call Sign:

Duty/History/Innovations: The back bone of the Allied tank forces during WWII. By the end of the War over 40,000 were made. Nicknamed the "Sherman" by our British allies, the M4A1's were so plentiful that even the Soviets fielded entire divisions of them. Shermans had to swarm Tiger II's to kill them. Because the 75mm couldn't penetrate the front armor even at point blank. ALLIES/AMERICA

Internal Damage Chart	
00	A
99	B
98	C
97	D
96	E
95	F
94	F
93	F
92	G
91	G
90	G
89	G
88	G
87	G
86	G
85	G
84	G
83	G
82	H
81	H
80	H
79	H
78	H
77	I
76	I
75	I
74	I
73	I
72	J
71	J
70	J
69	J
68	J
67	K
66	K
65	K
64	K
63	K
62	K
61	K
60	L
59	L
58	L
57	L
56	L
55	L
54	L
53	L
52	M
51	M
50	M
49	M
48	N
47	N
46	O
45	P
44	P
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	10			8
Energy	6			5
Missile	7			6
Indirect	12			10
Small Arms	11			10
Physical				7

Armor Chart	
15	
8	8
3	
Shock Threshold	
12	

Specifics:
Weight: 33.3
Length: 19
Width: 8.8
Height: 9.74
Clearance: 1.4
GPV: 3.8
MSRP: 1



Radar Signature (F/S/T):	86	/	185	/	167
Heat Signature (Main):	10				
Sound Signature:	4				
Nuclear Emission:	0				
Silhouette (F/S/T):	86	/	185	/	167
Laser/UV Reflection:	1				
Electro Emission:	9				
Gale (F/S):	10	/	9		1d 10

Penetration Chart	
1	3
1	0
1	1

Hit %	1 hit	2 hits	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits	11 hits	12 hits	13 hits	14 hits	15 hits	16 hits	17 hits	18 hits	19 hits	20 hits	21 hits	22 hits	23 hits	24 hits	25 hits	26 hits
5%	3-4	5-7	8-9	10-12	13-14	15-17	18-19	20-22	23-25	26+																

Acceleration	2
Deceleration	8
Movement Costs:	0 / 1 / 0 0 / 2 / 0
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	13
ECV's	Base: 220 Stand LO: 0 Crew: 626 Cargo: 0
Total:	846

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): 75mm Rifled Cannon 60 rnd. Ammo. Bin: Military Ball 75mm 7.92mm Coaxial Machine Gun 25 rnd. Ammo. Bin: Military Ball 7.92mm Pintle Mount 12.7mm Machine Gun 20 rnd. 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	Spr?	Ind?	Rng	Operators
Phys	0.5	0.5	0.27					
B	4	3	2	0	n	n	2.5m	G
SA	1	1	0	0	n	n	0.5m	
SA	2	1	1	0	n	n	0.5m	C