


Unit: M4A1 "Sherman" Wgt: 33					4						Internal Location Chart																																																																																																					
Defense Values	F/R	F/R	Sds	Sds	2 Armor 2						20	A	20																																																																																																			
Ballistic	10			8	1						19	B	19																																																																																																			
Energy	6			5	Shock: 3						18	C	18																																																																																																			
Missile	7			6	1						17	C	17																																																																																																			
Indirect	12			10	0 /Pen\ 0						16	D	16																																																																																																			
Small Arms	11			10	0 \_ / 0		15	E	15																																																																																																							
Physical			7		0		14	F	14																																																																																																							
Internal Amount	1 line	2 lines	3 lines	4 lines	5 lines	6 lines	7 lines	8 lines	9 lines	RIP	13	G	13																																																																																																			
	-	1	2	3	-	4	5	-	6	7+	12	H	12																																																																																																			
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>2</td> <td>Dice</td> <td>Pilot</td> <td>+1</td> <td></td> </tr> <tr> <td>Y:</td> <td>0</td> <td>0</td> <td>2</td> <td>d10</td> <td>Gunner</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>+1</td> <td></td> </tr> <tr> <td>B</td> <td>2</td> <td>1</td> <td>1</td> <td>Pos</td> <td>Loader</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Y:</td> <td>3</td> <td>2</td> <td>1</td> <td>A</td> <td>Crewman</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>4 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	2	Dice	Pilot	+1		Y:	0	0	2	d10	Gunner		+1		Decel.	1	1	1	d6	Commander		+1		B	2	1	1	Pos	Loader				Y:	3	2	1	A	Crewman				Movement	4	3	0	B	ICE Engine: [5] Hits				1	5	4	0	C	4 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					
B	2	0	0	2	Dice	Pilot	+1																																																																																																									
Y:	0	0	2	d10	Gunner		+1																																																																																																									
Decel.	1	1	1	d6	Commander		+1																																																																																																									
B	2	1	1	Pos	Loader																																																																																																											
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Trees	4																																																																																																															
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Level 2	3																																																																																																															
Water	3																																																																																																															
www.shellshock.com				Body:					dVT	High d/s/p	Mid d/s/p	Low d/s/p	Kr	s?	l?																																																																																																	
Copyright 2002 by Glenn V. Domingo & Justin W. Gramm				Phy					0.5 / 0.5 / 0.27																																																																																																							
ECV's:				G Full Turret (+15, -0):																																																																																																												
Base				H 75mm Cannon					B	5/4/3	4/3/2	3/2/1	0	N	N																																																																																																	
220				I 60 rnd. Ammo. Bin																																																																																																												
Stand LO				J 7.92mm Coax MG					SA	2/2/0	1/1/0	1/1/0	0	Y	N																																																																																																	
0				K 25 rnd. Ammo. Bin																																																																																																												
Crew				L Pintle Mount																																																																																																												
626				M 12.7mm Machine Gun					SA	3/2/2	2/1/1	1/1/1	0	Y	N																																																																																																	
Cargo				N 20 rnd. Ammo. Bin																																																																																																												
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