

Unit Name: **Strife** (Tank (Treaded)) Call Sign:

Duty/History/Innovations: The Strife is the third tank in the Harley Davidson Big Three line. The Strife was designed to provide air cover for the Mason and Fury. However, it is very effective against ground units as well. The first time the prototype went into battle, it vaporized an enemy Bison in one shot when it could find no air targets. The Strife is very common among Free State Armies.

Internal Damage Chart

00	A	R	S	00
99	B	R	S	99
98	C	R	S	98
97	U	R	S	97
96	U	R	S	96
95	U	b	c	95
94	U	b	c	94
93	U	b	c	93
92	E	b	c	92
91	E	b	c	91
90	E	b	c	90
89	E	b	c	89
88	E	b	c	88
87	E	b	c	87
86	E	b	c	86
85	E	b	c	85
84	E	b	c	84
83	E	b	c	83
82	E	b	c	82
81	E	b	c	81
80	E	b	c	80
79	E	b	c	79
78	E	b	c	78
77	G	b	c	77
76	G	b	c	76
75	G	b	c	75
74	G	b	c	74
73	G	b	c	73
72	G	b	J	72
71	G	b	J	71
70	G	g	J	70
69	G	g	J	69
68	G	g	J	68
67	G	g	J	67
66	G	g	J	66
65	G	w	J	65
64	G	Q	D	64
63	G	Q	D	63
62	G	Q	D	62
61	G	Q	D	61
60	X	Q	D	60
59	N	Q	D	59
58	Z	Q	D	58
57	Z	Q	D	57
56	P	Q	D	56
55	a	Q	D	55
54	a	Q	D	54
53	Y	Q	D	53
52	h	F	T	52
51	h	F	T	51
50	M	F	T	50
49	M	F	T	49
48	M	F	T	48
47	M	F	T	47
46	M	F	T	46
45	M	F	T	45
44	M	F	T	44
43	M	F	T	43
42	M	F	T	42
41	M	F	T	41
40	M	F	T	40
39	M	F	T	39
38	M	O	T	38
37	M	O	m	37
36	M	O	m	36
35	L	f	m	35
34	L	f	m	34
33	L	f	m	33
32	L	f	m	32
31	L	f	K	31
30	L	H	K	30
29	L	H	K	29
28	L	H	K	28
27	L	H	K	27
26	L	H	K	26
25	d	H	K	25
24	d	H	K	24
23	d	H	e	23
22	d	H	e	22
21	d	H	e	21
20	d	H	e	20
19	d	H	e	19
18	d	H	e	18
17	d	H	e	17
16	d	H	e	16
15	d	H	e	15
14	d	H	e	14
13	d	V	e	13
12	d	V	e	12
11	d	V	e	11
10	d	V	e	10
9	d	V	e	9
8	d	e		8
7	d	e		7
6	d	e		6
5	d	e		5
4	d	e		4
3	d	e		3
2	d	e		2
1	d	e		1

<b>Defense Values</b>	F/R	F/R	Sds	Sds
Ballistic	9			7
Energy	6			4
Missile	7			5
Indirect	11			9
Small Arms	28			27
Physical				8

<b>Armor Chart</b>
150
96 <input type="checkbox"/> 96
59

Weight:	85
Length:	22.5
Width:	15
Height:	11
Clearance:	5
GPV:	3.5
MSRP:	1



<b>Shock Threshold</b>	30
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<b>Penetration Chart</b>
24 <input type="checkbox"/> 37 <input type="checkbox"/> 24
13 <input type="checkbox"/> 11 <input type="checkbox"/> 13

Radar Signature (F/S/T):	165 / 248 / 338
Heat Signature (Main):	10
Sound Signature:	10
Nuclear Emission:	0
Silhouette (F/S/T):	165 / 248 / 338
Laser/UV Reflection:	2
Electro Emission:	8
Gale (F/S):	47 / 67

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	72 +
7 - 13	14 - 21	22 - 28	29 - 35	36 - 42	43 - 49	50 - 57	58 - 64	65 - 71	

<b>Acceleration</b>
5

<b>Deceleration</b>
7

<b>Movement Costs:</b>
0 <input type="checkbox"/> 1 <input type="checkbox"/> 0
0 <input type="checkbox"/> 2 <input type="checkbox"/> 0
Free Hex Facing
0

<b>Open Ground</b>
1

<b>Rough Ground</b>
2

<b>Thick Growth</b>
4

<b>Sand or Snow</b>
2

<b>Swamp or Mud</b>
0

<b>1 Level</b>
2

<b>2 Levels</b>
3

<b>3 Levels</b>
4

<b>4+ Levels</b>
5

<b>Vertical Grade</b>
0

<b>Floating on Water</b>
0

<b>Shallow Water</b>
3

<b>Under Water</b>
4

<b>Muck Factor</b>
30

<b>ECV's</b>
Base: 2,770
Stand LO: 0
Crew: 0
Cargo: 0
Total: 2,770

Speed	T	2	Kriegs
0	0	9	
1	1	8	A
2	2	8	B
3	2	7	C
4	3	6	D
5	4	5	
6	5	4	
7	5	3	E
8	6	2	F
9	7	2	G

<b>Road Ratio</b>
10 8 1
11 8 0
12 9 0
13 10 0
14 11 0

**Unit Manifest**

**CREW & Crew Accessories:**  
 Pilot/G - P:+ G:+  
 Commander - G:+  
 Field EMT Kit  
 N/B/C Protection

**EQUIPMENT:**  
 Flywheel Engine: [3] Hits  
 18 Krieg Flywheel Aux. Power Unit: [3] Hits  
 50 Krieg Battery  
 50 Krieg Battery  
 Sensor Array  
 Sensor Array  
 Satellite Uplink: Receiver  
 Satellite Uplink: Transmitter  
 Smith Tube  
 Lysol Wash  
 Somaflange  
 Hardened Spotlight (On Turret # 1)  
 Targeting Computer for Pilot [+1]  
 Targeting Computer for Commander [+1]  
 Unit Sealing  
 Left Tread  
 Right Tread

**WEAPONS:**

**Body:**  
 W 25mm Grenade Launcher  
 X 25mm Grenade Launcher  
 Y 25mm Grenade Launcher  
 Z 100mm Grenade Launcher  
 a 100mm Grenade Launcher

b Reticle Dome  
 c TBE Laser (20)

d Reticle Dome  
 e TBE Laser (20)

f **DHS Full Turret #1 (+90, -15): [1] Hit**  
 g 5 Slot External Hardpoint

h 20 Slot External Hardpoint

**DEFENSE MECHANISMS:**  
 k MARK PDS Pod  
 m PAMS Pod

<b>Locomotion Damage Chart</b>					
3	1	2	3	4	5 = A 0 = D
1	X	N/A	N/A	N/A	1 SLIP
2	N/A	X	N/A	1	2
3	N/A	N/A	X	2	2
4	N/A	1	2	X	2
5	1	1	2	2	X
6	1	2	2	3	X
7	1	2	3	3	4
8	1	2	3	3	4
9	1	1	2	2	3
0	TURN	1	1	2	2 MSRP

<b>dVT</b>	<b>Dam</b>	<b>Sh</b>	<b>Pen</b>	<b>Krq</b>	<b>Spr?</b>	<b>Ind?</b>	<b>Rng</b>	<b>Operators</b>
P	1.27	1.27	0.68					Pilot
I	2	1	0	-	N	Y	12/60	
I	2	1	0	-	N	Y	12/60	
I	2	1	0	-	N	Y	12/60	
I	5	4	3	-	N	Y	12/60	
I	5	4	3	-	N	Y	12/60	
E	20	0	0	20	Y	N	∞	P/C
E	20	0	0	20	Y	N	∞	P/C