

Unit Name: **T-72S** (Tank (Treaded)) Call Sign:

History: The T-72's basis of creation was to overwhelm the enemy with superior numbers. This does not mean that quality was sacrificed for quantity. It only meant that the Soviets envisioned the goal of the tank, and added nothing more than was necessary. Its simple design is in its own way elegant. Easy to build, maintain and operate, the T-72 even has a larger gun than nearly all of its contemporaries. SOVIET

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

Defense Values	F/R	F/R	Sds	Sds
Ballistic	9			8
Energy	6			5
Missile	7			6
Indirect	11			10
Small Arms	23			23
Physical				7

Armor Chart	Shock Threshold	Penetration Chart
55 35 [] 35 14	13	7 [14] 7 4 [] 4 3



Hit %	1 hit	2 hits	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits
5%	1 hit	2 hits	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits
10%	1 hit	2 hits	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits
15%	2 hits	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits	
20%	2 hits	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits	
25%	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits		
30%	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits		
35%	3 hits	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits		
40%	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits			
45%	4 hits	5 hits	6 hits	7 hits	8 hits	9 hits	10 hits			
										38 +

Acceleration	Deceleration	Movement Costs:	Free Hex Facing	Open Ground	Rough Ground	Thick Growth	Sand or Snow	Swamp or Mud	1 Level	2 Levels	3 Levels	4+ Levels	Vertical Grade	Floating on Water	Shallow Water	Under Water	Muck Factor	ECV's
3	6	0 / 1 / 0 0 / 1 / 0 2	0	1	2	4	2	0	2	3	4	5	0	0	3	0	15	501
																		Stand LO: 0
																		Crew: 626
																		Cargo: 0
																		Total: 1,127

Unit Manifest

CREW & Crew Accessories:
 Pilot - P:+1
 Gunner - G:+1
 Commander - G:+1
 N/B/C Protection

EQUIPMENT:
 ICE Engine: [5] Hits
 10.5 Hour Fuel Tank for Engine
 IR Sensor
 IR Sensor
 Autoloader
 Left Tread
 Right Tread

WEAPONS:

Body:
 2 Hit Full Turret #1 (+14, -6):
 125mm Smoothbore Cannon
 10 Rounds 125mm (HE)
 10 Rounds 125mm (Sabot)
 10 Rounds 125mm (HEP)

7.62mm Coaxial Machine Gun
 12 Rounds of Ammo for 7.62 MG
 75mm Grenade Launcher (Smoke)
 75mm Grenade Launcher (Smoke)
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 75mm Grenade Launcher (Smoke)
 75mm Grenade Launcher (Smoke)
 75mm Grenade Launcher (Smoke)

Pintle Mount
 12.7mm Machine Gun
 12 Rounds of Ammo for 12.7 MG

DEFENSE MECHANISMS:
 ERA Plate [Front]

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	2	2	
0	TURN	1	1	2	2	MSRP	

dVt	Dam	Sh	Pen	Krg	Spr?	Ind?	Rng	Operators
Phys	0.74	0.74	0.39					
B	7	5	4	0	N	Y	6 mi	G
SA	1	1	0	0	Y	N	.5 mi	
SA	2	1	0	0	Y	N	.5 mi	C