


Unit: T34/76		Wgt: 29		3							Internal Location Chart																																																																																																																																		
Defense Values		F/R	F/R	Sds	Sds						2 Armor 2		20	A	20																																																																																																																														
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Energy		7			6						Shock: 3		18	C	18																																																																																																																														
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Small Arms		11			10	0 _ / 0		15	D	15																																																																																																																																			
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Internal Amount	1 line	2 lines	3 lines	4 lines	5 lines	6 lines	7 lines	8 lines	9 lines	RIP	13	F	13																																																																																																																																
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Accel.	Speed	Turn	Kreigs	Hit	MSRP: 1	Crew	+P	+G	<table border="1"> <tr> <td>B</td> <td>4</td> <td>0</td> <td>0</td> <td>2</td> <td>Dice</td> <td>Pilot</td> <td>+1</td> </tr> <tr> <td>Decel.</td> <td>1</td> <td>1</td> <td>2</td> <td>d10</td> <td>Gunner</td> <td>+0</td> <td></td> </tr> <tr> <td>B</td> <td>8</td> <td>2</td> <td>1</td> <td>2</td> <td>Pos</td> <td>Commander</td> <td></td> </tr> <tr> <td>Y:</td> <td>3</td> <td>2</td> <td>1</td> <td>A</td> <td>Loader</td> <td></td> <td></td> </tr> <tr> <td>Movement</td> <td>4</td> <td>3</td> <td>1</td> <td>B</td> <td>ICE Engine: [5] Hits</td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>5</td> <td>4</td> <td>1</td> <td>C</td> <td>5.5 Hour Fuel Tank</td> <td></td> <td></td> </tr> <tr> <td>0 / \ 0</td> <td>6</td> <td>4</td> <td>0</td> <td>D</td> <td>Sighting Periscope</td> <td></td> <td></td> </tr> <tr> <td>0 \ / 0</td> <td>7</td> <td>5</td> <td>0</td> <td>E</td> <td>Left Tread</td> <td></td> <td></td> </tr> <tr> <td>2</td> <td>8</td> <td>6</td> <td>0</td> <td>F</td> <td>Right Tread</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> </tr> <tr> <td>Open 1</td> <td>9</td> <td>6</td> <td>0</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Rough 2</td> <td>10</td> <td>7</td> <td>0</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Trees 4</td> <td>11</td> <td>8</td> <td>0</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Level 1 2</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Level 2 3</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Water 3</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>					B	4	0	0	2	Dice	Pilot	+1	Decel.	1	1	2	d10	Gunner	+0		B	8	2	1	2	Pos	Commander		Y:	3	2	1	A	Loader			Movement	4	3	1	B	ICE Engine: [5] Hits			1	5	4	1	C	5.5 Hour Fuel Tank			0 / \ 0	6	4	0	D	Sighting Periscope			0 \ / 0	7	5	0	E	Left Tread			2	8	6	0	F	Right Tread			Free 0	8	6	0					Open 1	9	6	0					Rough 2	10	7	0					Trees 4	11	8	0					Level 1 2								Level 2 3								Water 3							
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dVT	High d/s/p	Mid d/s/p	Low d/s/p	Kr	s?	!?
Phy	0.43 / 0.43 / 0.23					

Body:

G	Full Turret (+15, -0):					
H	76mm Cannon	B	5/4/3	4/3/2	3/2/1	0 N N
I	60 rnd. Ammo. Bin					

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ECV's:
Base
165
Stand LO
0
Crew
300
Cargo
0
Total
465