


Unit: T34/85		Wgt: 35		5							Internal Location Chart																																																																																																																																																										
Defense Values		F/R	F/R	Sds	Sds						3	Armor	3	20	A	20																																																																																																																																																					
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Accel.	Speed	Turn	Kreigs	Hit	MSRP: 1	Crew	+P	+G	<table border="1"> <tr> <td>B</td> <td>3</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></td> <td></td> <td></td> <td></td> <td>d10</td> <td>Gunner</td> <td>+0</td> <td></td> </tr> <tr> <td>Decel.</td> <td></td> <td></td> <td></td> <td></td> <td>d6</td> <td>Commander</td> <td>+0</td> <td></td> </tr> <tr> <td>B</td> <td>8</td> <td>2</td> <td>1</td> <td>1</td> <td>Pos</td> <td>Loader</td> <td></td> <td></td> </tr> <tr> <td>Y:</td> <td></td> <td>3</td> <td>2</td> <td>1</td> <td>A</td> <td>Crewman</td> <td></td> <td></td> </tr> <tr> <td>Movement</td> <td></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></td> <td>1</td> <td>5</td> <td>4</td> <td>0</td> <td>C</td> <td>5.9 Hour Fuel Tank</td> <td></td> <td></td> </tr> <tr> <td>0 / \ 0</td> <td></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></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></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</td> <td>0</td> <td>9</td> <td>6</td> <td>0</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Open</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Rough</td> <td>2</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Trees</td> <td>4</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Level 1</td> <td>2</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Level 2</td> <td>3</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Water</td> <td>3</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>				B	3	0	0	2	Dice	Pilot	+1		Y:					d10	Gunner	+0		Decel.					d6	Commander	+0		B	8	2	1	1	Pos	Loader			Y:		3	2	1	A	Crewman			Movement		4	3	1	B	ICE Engine: [5] Hits				1	5	4	0	C	5.9 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	9	6	0					Open	1								Rough	2								Trees	4								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?	r?
Phy	0.53 / 0.53 / 0.28					

Body:

G	Full Turret (+15, -0):					
H	85mm Cannon	B	6/4/3	5/3/2	4/2/1	0 N N
I	25 rnd. Ammo. Bin					
J	Pintle Mount					
K	12.7mm Machine Gun	SA	5/3/2	4/2/1	3/2/1	0 Y N
L	8 rnd. Ammo. Bin					

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ECV's:
Base
230
Stand LO
0
Crew
300
Cargo
0
Total
530