


Unit: Tiger Mark I		Wgt: 63		16							Internal Location Chart																																																																																																																																						
Defense Values	F/R	F/R	Sds	Sds	7						Armor	7	20	A	20																																																																																																																																		
Ballistic	7			4	3						19	B	19																																																																																																																																				
Energy	4			2	Shock: 9						18	C	18																																																																																																																																				
Missile	5			3	3						17	C	17																																																																																																																																				
Indirect	9			5	1 /Pen\ 1						16	D	16																																																																																																																																				
Small Arms	26			24	1 \_ / 1			15	E	15																																																																																																																																							
Physical			6		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																																																																																																																																				
	2	3	4-5	6	7	8-9	10	11-12	13	14+	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>1</td> <td>Dice</td> <td>Pilot</td> <td>+1</td> <td></td> <td>11</td> <td>H</td> <td>11</td> </tr> <tr> <td>Y:</td> <td>0</td> <td>0</td> <td>1</td> <td>d10</td> <td>Gunner</td> <td></td> <td>+2</td> <td></td> <td>10</td> <td>I</td> <td>10</td> </tr> <tr> <td>Decel.</td> <td>1</td> <td>1</td> <td>1</td> <td>d6</td> <td>Commander</td> <td></td> <td></td> <td></td> <td>9</td> <td></td> <td>9</td> </tr> <tr> <td>B</td> <td>2</td> <td>2</td> <td>0</td> <td>Pos</td> <td>Loader</td> <td></td> <td></td> <td></td> <td>8</td> <td></td> <td>8</td> </tr> <tr> <td>Y:</td> <td>2</td> <td>2</td> <td>0</td> <td>A</td> <td>Crewman</td> <td></td> <td></td> <td></td> <td>7</td> <td></td> <td>7</td> </tr> <tr> <td>Movement</td> <td>3</td> <td>2</td> <td>0</td> <td>B</td> <td>ICE Engine: [5] Hits</td> <td></td> <td></td> <td></td> <td>6</td> <td></td> <td>6</td> </tr> <tr> <td>1</td> <td>4</td> <td>3</td> <td>0</td> <td>C</td> <td>5 Hour Fuel Tank</td> <td></td> <td></td> <td></td> <td>5</td> <td></td> <td>5</td> </tr> <tr> <td>0 / \ 0</td> <td></td> <td></td> <td></td> <td>D</td> <td>Sighting Periscope</td> <td></td> <td></td> <td></td> <td>4</td> <td></td> <td>4</td> </tr> <tr> <td>0 \ / 0</td> <td></td> <td></td> <td></td> <td>E</td> <td>Left Tread</td> <td></td> <td></td> <td></td> <td>3</td> <td></td> <td>3</td> </tr> <tr> <td>2</td> <td></td> <td></td> <td></td> <td>F</td> <td>Right Tread</td> <td></td> <td></td> <td></td> <td>2</td> <td></td> <td>2</td> </tr> <tr> <td>Free</td> <td>0</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>1</td> <td></td> <td>1</td> </tr> </table>					B	2	0	0	1	Dice	Pilot	+1		11	H	11	Y:	0	0	1	d10	Gunner		+2		10	I	10	Decel.	1	1	1	d6	Commander				9		9	B	2	2	0	Pos	Loader				8		8	Y:	2	2	0	A	Crewman				7		7	Movement	3	2	0	B	ICE Engine: [5] Hits				6		6	1	4	3	0	C	5 Hour Fuel Tank				5		5	0 / \ 0				D	Sighting Periscope				4		4	0 \ / 0				E	Left Tread				3		3	2				F	Right Tread				2		2	Free	0								1		1
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dVT	High d/s/p	Mid d/s/p	Low d/s/p	Kr	s?	r?
Phy	0.94 / 0.94 / 0.5					

Body:

G	Full Turret (+15, -0):					
H	88mm Cannon	B	9/6/6	7/5/5	5/3/3	0 N N
I	37 rnd. Ammo. Bin					