


Unit: Tiger Mark II		Wgt: 75		27							Internal Location Chart																																																																																											
Defense Values		F/R	F/R	Sds	Sds						9	Armor	9	20	A	20																																																																																						
Ballistic		6			3						4			19	B	19																																																																																						
Energy		4			2						Shock: 10			18	C	18																																																																																						
Missile		4			2						3			17	C	17																																																																																						
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Small Arms		32			31	1 \_ / 1			15	E	15																																																																																											
Physical					5	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	14-15	16+	12	H	12																																																																																									
Accel.	Speed	Turn	Kreigs	Hit	MSRP: 1	Crew	+P	+G	<table border="1"> <tr> <td>B</td> <td>1</td> <td>0</td> <td>0</td> <td>1</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>+2</td> <td></td> </tr> <tr> <td>Decel.</td> <td>1</td> <td>1</td> <td>0</td> <td>d6</td> <td>Commander</td> <td></td> <td></td> <td></td> </tr> <tr> <td>B</td> <td>8</td> <td></td> <td></td> <td>Pos</td> <td>Loader</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Y:</td> <td></td> <td></td> <td></td> <td>A</td> <td>Crewman</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Movement</td> <td>1</td> <td></td> <td></td> <td>B</td> <td>ICE Engine: [5] Hits</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0 / \ 0</td> <td></td> <td></td> <td></td> <td>C</td> <td>5 Hour Fuel Tank</td> <td></td> <td></td> <td></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> </tr> <tr> <td>2</td> <td></td> <td></td> <td></td> <td>E</td> <td>Left Tread</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Free 0</td> <td></td> <td></td> <td></td> <td>F</td> <td>Right Tread</td> <td></td> <td></td> <td></td> </tr> </table>				B	1	0	0	1	Dice	Pilot	+1		Y:					d10	Gunner	+2		Decel.	1	1	0	d6	Commander				B	8			Pos	Loader				Y:				A	Crewman				Movement	1			B	ICE Engine: [5] Hits				0 / \ 0				C	5 Hour Fuel Tank				0 \ / 0				D	Sighting Periscope				2				E	Left Tread				Free 0				F	Right Tread			
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Rough	2																																																																																																					
Trees	4																																																																																																					
Level 1	2																																																																																																					
Level 2	3																																																																																																					
Water	3																																																																																																					
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20	A	20
19	B	19
18	C	18
17	C	17
16	D	16
15	E	15
14	F	14
13	G	13
12	H	12
11	H	11
10	I	10
9		9
8		8
7		7
6		6
5		5
4		4
3		3
2		2
1		1

dVT	High d/s/p	Mid d/s/p	Low d/s/p	Kr	s?	l?
Phy	1.12 / 1.12 / 0.6					

G	Full Turret (+15, -0):					
H	88mm Rifled Cannon	B	9/6/6	7/5/5	5/4/4	0 N Y
I	47 rnd. Ammo. Bin					

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