

Combat Quality = Regular **M4A3 Sherman - 76mm (1944)** **160 Points**

CQ = 4+ | (Duel '0') | 5 SP
FAV Team Size +1

/ Rear --- Top ---
Armor 1d6+8 Armor 1d6



| Side | Front \
Armor 1d6+8 Armor 2d6+13

MOVEMENT	
Road	20"
Clear	13"
Rough	6"
Soft	3"
Unsafe	2"

Tow = No **FAO* 2d6 Deviation**
Trans = 2 **FAC* 3d6 Deviation**
*CiC is FAC - ALL HQ are FAO

FIRING

76mm Gun Range (inches)	up to 6"	6+ to 36	36+ to 48	48+ to 72	76mm Ammo
Basic 2d6 Accuracy AP/HE	10	9	8	7	Poor HE No Tmp
AP Penetration	3d6+18	3d6+16	3d6+14	3d6+12	AP

Poor HE* (Target Cover)	Open	Light	Heavy	Dug-In	d20 Modifiers
To Hit AFVs NA	NA	NA	NA	NA	FAV & PAV NA
To Hit Other (roll 2d6 [-])	2 [-]	2 [-]	1 [-]	1 [-]	All Other -1

Poor HE - NO Template - Targets a single Team only - a Near Miss has No Effect

MG (Target Cover)	Open	Light	Heavy	Dug-In	.50 cal v AFV-Veh
.30 Hull: roll 6d6 range to 30"	3	2	1	1+CQ	roll 3d6 to 9"
.30 Cox: roll 6d6 range to 15"	3	2	1	1+CQ	FAV -6 PAV -2
.50 cal AA: roll 5D6 range to 45"	4	3	2	1	All Other +2

*.50 cal fires AA up to 24": 2d6 Accuracy = hits on a 1 thru 4; hit Target Plane rolls 1d20 + 2

2d6 Accuracy To Hit Modifiers		Damage Results (d20)	
Target AFV-Vehicle-Gun Size (Card)		20+	Brew Up!
Target Moved / Light Cover	-2	19	K-Kill
Target in Heavy Cover	-3	17-18	F-Kill
Target is Dug-In	-4	15-16	M-Kill
Repeated Shots Same Target	NA	12-14	Track/Wheel
Firer Traversed > 180 degr.	NA	7-11	Retreat
Firer Pivoted	-1	5-6	Shaken
Firer Move < 50%	-2	3-4	Crew Bails Out
Firer Move 50% +	-3	1-2	No Effect

Combat Quality = Regular **M4 Sherman 75mm (1944)** **105 Points**

CQ = 4+ | (Duel '0') | 5 SP
FAV Team Size +1

/ Rear --- Top ---
Armor 1d6+5 Armor 1d6



| Side | Front \
Armor 1d6+5 Armor 2d6+12

MOVEMENT	
Road	21"
Clear	14"
Rough	7"
Soft	4"
Unsafe	3"

Tow = No **FAO* 2d6 Deviation**
Trans = 2 **FAC* 3d6 Deviation**
*CiC is FAC - ALL HQ are FAO

FIRING

75mm Gun Range (inches)	up to 6"	6+ to 24	24+ to 36	36+ to 60	75mm Ammo
Basic 2d6 Accuracy AP/HE	9	8	7	5	HE 1/8 pg Tmp
AP Penetration	2d6+12	2d6+10	2d6+8	2d6+6	AP + Smoke

HE (Target Cover)	Open	Light	Heavy	Dug-In	d20 Modifiers
To Hit AFVs (roll 2d6 [1d6])	2 [1]	2 [1]	2 [-]	1 [-]	FAV -5 PAV -3
To Hit Other (roll 5d6 [3d6])	3 [2]	3 [2]	3 [1]	2 [-]	All Other +1

HE uses 1/8 Page Temp: Teams <50% under Template = Near Miss use stats in []

MG (Target Cover)	Open	Light	Heavy	Dug-In	.50 cal v AFV-Veh
.30 Hull: roll 6d6 range to 30"	3	2	1	1+CQ	roll 3d6 to 9"
.30 Cox: roll 6d6 range to 15"	3	2	1	1+CQ	FAV -6 PAV -2
.50 cal AA: roll 5D6 range to 45"	4	3	2	1	All Other +2

*.50 cal fires AA up to 24": 2d6 Accuracy = hits on a 1 thru 4; hit Target Plane rolls 1d20 + 2

2d6 Accuracy To Hit Modifiers		Damage Results (d20)	
Target AFV-Vehicle-Gun Size (Card)		20+	Brew Up!
Target Moved / Light Cover	-2	19	K-Kill
Target in Heavy Cover	-3	17-18	F-Kill
Target is Dug-In	-4	15-16	M-Kill
Repeated Shots	+1	12-14	Track/Wheel
Firer Traversed > 180 degr.	NA	7-11	Retreat
Firer Pivoted	-1	5-6	Shaken
Firer Move < 50%	-2	3-4	Crew Bails Out
Firer Move 50% +	-3	1-2	No Effect