

THE ARMORED DIVISION

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INTRODUCTION

The Armored Division is a supplement to the Regiment, an Apocalypse World hack about soldiers at war. The Armored Division is for tank enthusiasts who want to bring the epic tank battles or gritty combined arms action of WWII into play.

The Armored Division introduces vehicle basics, integrating vehicles into the Regiment, armored tactics, new playbooks, an augmented rules system, vehicle stats, and a guide to customizing vehicles.

TELLING A STORY ABOUT ARMORED WARFARE

The vehicle crew experience is different than the soldier in the foxhole; the tanks are kit - admittedly, damn cool kit - but, the story is really all about the people. Before we mount up, let's meet the crew!

Vehicle Crew

The vehicle crew are the trained soldiers who operate the vehicle. Some vehicles carry passengers, people along for the ride; passengers aren't crew.

The vehicle crew performs the 5, basic roles described below; though, there may be other specialist roles for a given vehicle.

Driver – Operates the vehicle systems and maneuvers the vehicle.

Gunner – Aims and fires the vehicle's primary weapon and other secondary weapons within reach.

Loader – Assists the gunner by feeding the weapon systems (esp. the primary weapon) with fresh munitions and eliminating spent munitions.

Commander – Directs the tank crew actions and may also direct other tank crews or supporting infantry. The commander is given the best visibility and has the prime responsibility for battlefield awareness.

Radio Operator – Operates the complex radio-frequency equipment that provides the crew's only practical communications link to the outside world.

Depending on the size and complexity of a vehicle, it may require a crew of 1 to 5 (rarely more), where crews of 4 or more are generally only required for armored vehicles. Crews of 5 have one person assigned to each role. Crews of 6 or more have each role filled by a different person and some crew members filling specialist or

duplicate roles.

As the number of crew members decrease, certain crew members take on multiple roles. 4-person crews generally see the Radio Operator role assumed by the Commander or Driver. 3-Person crews see the Loader role assumed by the Gunner or shared with the Commander. 2-Person crews see one person drive and the other do just about everything else.

Regiment Playbooks and Vehicle Crew

The Regiment playbooks are character archetypes and while some are more literal than the others, you can mix and match them in other ways that make sense.

SOLDIER - The grizzled, battle-hardened fighter plays well as the gunner, either for the main weapon or for secondary weapons.

OFFICER - The master tactician plays well as the commander or the radio operator.

MEDIC - The angel on the battlefield may be a little out of place in the armored vehicle; but, may serve well as the loader or driver.

SERGEANT - The trusted team leader plays well as the commander, the loader, or the gunner.

COMMANDO - The commando is out of place in a tank; but, could easily be gunner in an armored car or recon jeep.

SNIPER - Sorry soldier, report to the front.

Intro to Armored Warfare

First, a little about armored tactics, just to provide a framework. When the tank first appeared on the battlefield near the close of WWI, military tacticians envisioned the tank as having essentially two functions: 1) cavalry and 2) infantry support. In the cavalry role, armor could be used to spearhead an assault, punch through enemy lines to attack their flank or rear, sever the enemy's lines of communication and supply train, and rush forward to capture ground in advance of the infantry. In the infantry support role, armor serves as a mobile weapons platform for delivering devastating fire to the enemy in support of infantry attacks.

At the opening of WWII, the Germans employed the breakthrough tactics called *blitzkrieg* - lightning war - where armored divisions featuring the tank combined with infantry, artillery, and air power. Armored formations would punch through enemy static defenses and race beyond while the infantry first pinned down, then mopped up the enemy. One lesson learned from these tactics was that artillery too needed improved mobility in order to keep up with the speed of modern warfare. Thus was

born the self-propelled gun.

During the six years between the invasion of Poland and the surrender of Japan, a deeply diverse evolution of armored vehicle design and specialization occurred. Tank destroyers emerged as a low-cost hunter-killer. Anti-tank guns evolved from field guns into specialized tank busters and then, as tank armor improved, grew too large to be practical. Assault guns combined strong, frontal armor with large-bore howitzers to bring direct fire in close infantry support. Even engineering developed specialized mine-clearing, bridging, and assault vehicles.

Storytelling Concepts

Big Brother - The story focuses on armored support of infantry, especially in urban conflict. The players are split between vehicle crews and infantry teams and work together to overcome fierce opposition. This is really what the Regiment is about.

Knights on the Battlefield - The story focuses on tank vs. tank combat, largely in open field engagements. The players are either all part of the same vehicle crew or are spread across several vehicles in the same unit. The focus of the action is large scale action and unit tactics.

Eyes and Ears - The story focuses on armored reconnaissance forces...

Checkmate - The story focuses on tank destroyers playing a dangerous game of cat and bigger cat with enemy tanks...

Black Sheep - The story focuses on the crew of a rear echelon or special-purpose vehicle and the hopelessness and misery of the role...

VEHICLE BASICS

Vehicle Armor

Armor provides protection for the crew and vehicle systems from enemy fire. Armor improves the crew's chances for survivability, it does not guarantee them. Armor also adds weight and cost to the vehicle and reduces its mobility, so vehicles are generally only armored enough to provide modest protection against expected threats. Vehicle crews are challenged to employ superior tactics and leverage their vehicle's strengths over reliance on physical protection.

Vehicle Weapons

A vehicle's primary weapon is designed to defeat the specific threat that the vehicle is intended to confront. Vehicles designed to combat armor feature anti-tank guns whereas vehicles designed to support infantry have assault guns, mortars, or heavy machine guns. Vehicles designed for a special purpose are appropriately equipped. A few vehicles even boast multiple main guns.

A vehicle may also have one or more secondary weapons. Secondary weapons are intended to protect the vehicle from enemy infantry (AT teams in particular) and generally take the form of light machine guns or other close-in, anti-personnel weapons.

The typical weapon architecture for period armored vehicles is 1) a turreted main gun with coaxially-mounted (coax – pronounced “co-ax”) light machine gun which is operated by the gunner 2) a light machine gun mounted in the forward hull (bow – as in the “bow of a ship”) operated by the radio operator or driver and 3) an anti-aircraft / anti-personnel machine gun (light or heavy) on top of the turret, operated by the commander.

Vehicle Tactics

[TBD]

Vehicle Aspect

[Diagram]

Aspect is the profile of a vehicle viewed from an external observer. The Regiment simplifies aspect to four, generalized facings: Front, Side (left and right), Rear, and Top. When you describe the vehicle’s orientation, tell them what the vehicle is doing - whether it is moving or not, where the gun is pointed, etc. - clarify if they see the front, side, rear or top of the vehicle. Add additional details to promote realism and cinematic effect.

The Front of the vehicle aligns with the vehicle’s primary direction of motion

The Rear of the vehicle is opposite of the Front.

The Sides of the vehicle are to the left and right. The characteristics (e.g. armor) of the either side are assumed to be the same.

The Top of the vehicle is any broad or exposed surface, as viewed from above.

VEHICLE RULE SYSTEM

Vehicles have two subtypes: **armored** and **unarmored**. Armored vehicles have the armor tag.

When you mount an attack against a vehicle, use one of the following moves:

When you attack an unarmored vehicle (with any weapon), use the *Attack the Enemy* move. Apply the harm or effect directly to the crew because the vehicle offers little or no protection.

When you attack an armored vehicle with an *AP weapon*, use the *Engage an*

Armored Vehicle move.

When you attack an armored vehicle without an AP weapon, use the *Are you Crazy?* move.

When your armored vehicle takes fire from an AP weapon, roll *engage an armored vehicle*.

Note: On some armored vehicles, one or more regions of the vehicle are unarmored. These are indicated by an armor score of 0. When you attack an unarmored region of an armored vehicle, it counts as unarmored - make the attack the enemy move. Other vehicles have open turrets or exposed firing platforms - whenever you can see the enemy (or if you can't; but, you can hit them with grenades etc.), you can make the attack the enemy move against them. The vehicle may still provide the crew cover and concealment.

When your unarmored vehicle takes harm from any source, it gets applied directly to the crew (though cover and concealment may apply). When your unarmored vehicle comes under fire, it also takes damage (See the Vehicle Conditions section for details):

Incidental fire:	Advance your vehicle's damage track by 1
Concentrated fire:	Advance your vehicle's damage track by 2
Direct fire:	Advance your vehicle's damage track by 3

A vehicle crew counts as a team as far as Strength is concerned; but, they fight up like a squad.

Vehicle Battle Moves

When you ***engage an armored vehicle*** with (or when your armored vehicle is engaged by) an AP weapon, roll +battle. On a hit, subtract the target's armor from the weapon's AP (AP - Armor) and compare the result to the list below. GM decides what condition the vehicle takes. On a 10+, add +1 to the result.

- On a 0 or less, the vehicle takes a *Minor Condition* and the vehicle crew takes 1-harm (incidental VOF).
- On a 1 - 2, the vehicle takes a *Major Condition* and the vehicle crew takes harm equal to the result (direct VOF).
- On a 3+, the vehicle is *Destroyed* and the vehicle crew takes harm equal to the result (concentrated VOF).

If the AP weapon is crewed by NPCs, roll their unit Profile for the attack (generally -1 to +1).

Vehicle Weapons and Gear

When you fire a heavy vehicle weapon, like a tank gun, howitzer, auto cannon, etc., spend 1-gear.

Some vehicles also sport infantry weapons, like machine guns or grenades. When you fire one of these weapons, use the core rules to determine whether or not you need to spend gear for that particular weapon.

If you make a move that tells you to spend gear or reserve, then spend it!

VEHICLE CONDITIONS

The GM assigns conditions to your vehicle as established in the fiction. Your vehicle may gain any number of Minor conditions; but, it can only gain one Major condition and still operate. If your vehicle would otherwise gain a second Major condition, it gains the Destroyed condition instead. The GM is encouraged to develop new minor vehicle conditions during play.

DESTROYED – Your vehicle has been rendered a useless heap of scrap. If you were in it and you are still alive, count your blessings.

Vehicle Damage Track

You advance your armored vehicle's Damage Track as the result of the *Taking Fire* move. You advance your unarmored vehicle's Damage Track when it comes under fire.

Your vehicle's Damage Track has 3 states:

- Take a Minor Condition - vehicle has significant wear and tear; but, still performs reasonably well.
- Take a Major Condition - vehicle is crippled; but, still operable.
- Destroyed.

As the Damage Track advances through each state, your vehicle gains conditions of increasing severity. Again, if your vehicle would gain a second Major Condition, it gains the Destroyed Condition instead.

The GM decides what condition to assign the vehicle based on the circumstances established in the fiction. Conditions may be caused by taking fire or through any other fictional source (could be the effect of relentless travel, poor maintenance - a hard move - etc.) The conditions are categorized by their effect, below.

Vehicle Mobility Conditions

The following are a list of suggested conditions. These are neither complete nor exhaustive. Use the list of conditions and probable causes below for inspiration or make up your own!

SLOWED (Minor) – If your vehicle has the Fast tag, it loses it; if your vehicle doesn't have the Fast tag, it gains the Slow tag instead. (Applies only to vehicles without the Slow tag)

cracked manifold
busted carburetor
sluggish fuel pump

ERRATIC (Minor) – Your vehicle’s controls are sluggish and the vehicle’s response is erratic. Take -1 ongoing to the Lead a Maneuver move.

- slipping transmission
- shaky drive train
- loose wheel(s)

LEAKY (Minor) - Your vehicle has a fluid leak somewhere. GM makes you spend 1-gear to top up the fluids when you push your vehicle.

- burning oil
- dripping radiator
- smells like diesel -or- gasoline

IMMOBILIZED (Major) – Your vehicle is not able to reposition or reorient itself: you’re stuck right where you are. Note: turret motion falls under lethality.

- tracked (treads blown off) -or- cracked axle
- engine’s shot
- severed hydraulics

Vehicle Lethality Conditions

WEAPON SYSTEMS DISRUPTED (Minor) – Your vehicle’s weapons and sighting equipment are damaged. Take -1 ongoing when using the vehicle’s weapons.

- bad zero (optics misaligned)
- weapon jam
- barrel fouled

STUCK TURRET (Minor) – Your vehicle’s turret is damaged and can no longer traverse (it’s stuck in place); your vehicle gains the Turretless tag. (Applies only to turreted vehicles)

- warped
- jammed gears
- shot trap (turret-hull fused)

WEAPON SYSTEMS COMPROMISED (Major) – Your vehicle is not able to employ its weapon systems.

- frosted glass (optics are busted)
- compromised barrel (punctured, bent, cut to ribbons)
- blown ammo rack

Vehicle Survivability Conditions

CRACKED SHELL (Minor) – Your vehicle’s armor is battered. Your vehicle’s Armor

(front, rear, side, and top) is reduced by 1; if your vehicle's armor is reduced below 1 in this manner, treat it as unarmored. (Applies only to vehicles with Armor)

- daylight (visible holes through armor)
- spall (armor fragments into crew compartment on hit)
- shattered panels

DEAD RADIO (Minor) – Your vehicle's radio equipment is damaged and is not usable. Take -1 ongoing to the Assess the Situation and Make a Battle Plan moves.

- fried electronics
- need spare parts
- frag'd code books

DEAD GIVEAWAY (Major) – Damage caused your vehicle to be particularly noticeable (e.g. smoking, loud, etc.). Your vehicle's position and motion are easily observed.

- billowing smoke
- screeching gears/wheels
- rattling engine

VEHICLE PROFILES

The vehicle profiles given below are by no means an extensive or exhaustive list. The number and diversity of fighting vehicles of WWII is incredible. An appendix is provided that contains a listing of specific vehicles, by nationality.

The vehicle profiles below are generic vehicle *abstractions* inspired by actual vehicles. The profiles are generalizations and are not intended to be accurate models for any specific vehicle. Instead, these profiles serve as a quick reference for enemies or friendlies.

Cost - Cost is a measure of the vehicle's relative strength vs. other armored vehicles. This is not a measure of the actual production cost.

Crew - The number of soldiers required to operate the vehicle effectively. This does not include passengers. When the vehicle is operated with fewer than the listed crew, take -1 ongoing.

Hull Type - Vehicle hulls are categorized as follows: Armored (Heavy), Armored (Medium), Armored (Light), Truck/Half Track, Civil. Each hull has, by default, different base characteristics and cost. These characteristics are further modified by advantages and disadvantages that makes each vehicle unique.

Armor - Armor is quoted for front, side, rear, and top. When the vehicle is engaged with an AP weapon, the armor facing the attack resists the potential damage.

Primary Weapon - Listed if the vehicle has a main gun or an assault gun.

Secondary Weapon - Listed if the vehicle has infantry weapons or a second main gun.

Advantages - Listed if there are tags that augment the vehicle's capabilities.

Disadvantages - Listed if there are tags that diminish the vehicle's capabilities.

Vehicle Profile – Tank, Heavy

Late War Years

Cost: 23

Crew: 5

Hull Type: Armored (Heavy)

Armor: Front 10, Side 7, Rear 6, Top 4

Primary Weapon: Super-Heavy Main Gun (10-harm (11-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages

Large Bore, Superior Armor (Front), Turreted, Up-Armored, Up-Gunned

Disadvantages

Fuel Dependency, Loud, Slow

Vehicle Profile – Tank, Heavy

Early War Years

Cost: 15

Crew: 4

Hull Type: Armored (Heavy)

Armor: Front 6, Side 5, Rear 4, Top 2

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Turreted

Disadvantages

Fuel Dependency, High Maintenance, Light Armaments, Light Armor, Loud, Slow

Vehicle Profile – Tank, Medium

Late War Years

Cost: 19

Crew: 5

Hull Type: Armored (Medium)

Armor: Front 8, Side 5, Rear 5, Top 4

Primary Weapon: Heavy Main Gun (7-harm (8-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages

Large Bore, Superior Armor (Front), Turreted, Up-Armored, Up-Gunned

Disadvantages

Fuel Dependency, Loud

Vehicle Profile – Tank, Medium

Middle War Years

Cost: 17

Crew: 5

Hull Type: Armored (Medium)

Armor: Front 7, Side 4, Rear 4, Top 3

Primary Weapon: Medium Main Gun (5-harm (6-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages

Large Bore, Superior Armor (Front), Turreted

Disadvantages

Fuel Dependency, Loud

Vehicle Profile – Tank, Medium

Early War Years

Cost: 13

Crew: 5

Hull Type: Armored (Medium)

Armor: Front 4, Side 3, Rear 3, Top 2

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Turreted

Disadvantages

Fuel Dependency, Light Armor, Loud

Vehicle Profile – Tank, Light

Early War Years

Cost: 10

Crew: 3

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

High Mobility, Large Bore, Turreted

Disadvantages

Fuel Dependency, Light Armor, Loud

Vehicle Profile – Assault Gun

Cost: 17

Crew: 4

Hull Type: Armored (Heavy)

Armor: Front 6, Side 5, Rear 4, Top 2

Primary Weapon: Heavy Assault Gun (9-harm (7 AP) ordnance loud area near/far/ex breach)

Secondary Weapon: (AA) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Advantages

Assault Gun, Turreted

Disadvantages

Fuel Dependency, Light Armor, Loud, Slow

Vehicle Profile – Tank Destroyer, Medium

Cost: 14

Crew: 3

Hull Type: Armored (Medium)

Armor: Front 6, Side 3, Rear 3, Top 2

Primary Weapon: Heavy Main Gun (7-harm (8-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Large Bore, Superior Armor (Front), Turreted, Up-Gunned

Disadvantages

Fuel Dependency, Light Armor, Loud, Open Turret

Vehicle Profile – Armored Car, Heavy

Cost: 11

Crew: 4

Hull Type: Armored (Light)

Armor: Front 4, Side 3, Rear 3, Top 2

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Turreted, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Loud

Vehicle Profile – Self-Propelled Gun

Specialized Mobility: Rubble/Soft Ground

Cost: 8

Crew: 5

Hull Type: Truck/Half Track

Armor: Front 2, Side 2, Rear 1, Top 1

Primary Weapon: Medium Assault Gun (7-harm (5 AP) ordnance loud area near/far/ex breach)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Assault Gun, Large Bore, Passengers, Specialized Mobility, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform

Vehicle Profile – Half Track

Specialized Mobility: Rubble/Soft Ground

Cost: 6

Crew: 4

Hull Type: Truck/Half Track

Armor: Front 2, Side 2, Rear 1, Top 1

Secondary Weapon: Heavy Machine Gun (4-harm near/far/ex area suppress)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Passengers, Specialized Mobility, Transport

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform

Vehicle Profile – Half Track, Mortar

Specialized Mobility: Rubble/Soft Ground

Cost: 6

Crew: 5

Hull Type: Truck/Half Track

Armor: Front 2, Side 2, Rear 1, Top 1

Secondary Weapon: Heavy Mortar (5-harm ex messy indirect 2-crew)

Secondary Weapon: Heavy Machine Gun (4-harm near/far/ex area suppress)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Passengers, Specialized Mobility

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform

Vehicle Profile – Half Track

Specialized Mobility: Rubble/Soft Ground

Cost: 3

Crew: 2

Hull Type: Truck/Half Track

Armor: Front Unarmored, Side Unarmored, Rear Unarmored, Top Unarmored

Advantages

Passengers, Specialized Mobility, Transport

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform, Unarmored

Vehicle Profile – Car, Recon

Specialized Mobility: Off-Road

Cost: 1

Crew: 3

Hull Type: Civil

Armor: Front Unarmored, Side Unarmored, Rear Unarmored, Top Unarmored

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Passengers, Specialized Mobility

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform, Unarmored

VEHICLE TAGS

Ordnance - Each time you use this weapon, spend 1-gear.

Vehicle Advantages

Additional Secondary Weapon – Add another Infantry Weapon to the vehicle. This advantage may be purchased multiple times; each time add another Infantry Weapon.

Amphibious - This vehicle may travel on land and over water. Gain the Slow tag.

Assault Gun – Use the Assault Gun Type profile for the Primary Weapon instead of the Anti-Tank gun.

Enclosed Firing Platform – Vehicle passengers may fire their weapons from inside the vehicle and are protected by the vehicle's armor, if it has any.

Fast - Whenever speed or time is a critical factor, take +1 forward.

High Mobility – Take +1 forward to contact and patrol engagement moves.

Large Bore – This weapon deals +1 Harm AP vs. armored vehicles.

Passengers – In addition to the vehicle crew, this vehicle may carry a few passengers (a team).

Specialized Mobility – Choose one terrain type that has the Hampered Mobility move. GM is denied the Hampered Mobility move against this vehicle in the chosen terrain.

Stealthy - Remove the loud Vulnerability.

Superior Armor - One quadrant of the Vehicle's armor is dramatically superior: choose front, side, top, or rear. When you are able to move into an advantageous position, your vehicle's armor is increased by 2. This advantage may be purchased multiple times; each time choose a different quadrant.

Transport (Point Cost 2 or upgrade from passengers for 1) - In addition to the vehicle crew, this vehicle may carry a squad-sized group with personal equipment.

Turreted - The vehicle has an enclosed gun turret with a 360-degree field of fire (or close to it).

Up-Armored – Increase the vehicle's overall Armor by 1. Can only be applied once.

Up-Gunned – Increase the vehicle's primary weapon by one size category. If the vehicle has no primary weapon, it gains a light primary weapon. Can only be applied once to civil and armored vehicles. May be applied up to 2 times for a truck/half track (medium primary weapon).

Vehicle Vulnerabilities

Fuel Dependency – GM: make them pay 1-gear (as fuel) to maneuver. Use this move when they make an engagement move as established in the fiction. Note: every vehicle has this tag.

Gas Guzzler - The vehicle consumes prodigious quantities of fuel. When the GM makes you pay gear to maneuver, spend an extra 1-gear.

High Maintenance - The vehicle is prone to frequent malfunctions or breakdowns. Repairs require time and gear.

Flammable - The vehicle is fueled by gasoline, rather than diesel. Gasoline, being much more volatile, presents a severe fire hazard to the crew when the vehicle is hit. When your vehicle is destroyed, act under fire to escape.

Light Armaments – Reduce the vehicle's primary weapon by one size category. Can take this multiple times. Cannot reduce the primary weapon below Light Gun. Instead, the vehicle has no primary weapon.

Light Armor - One quadrant of the Vehicle's armor is dramatically thinner: choose front, side, top, or rear. When your enemy is able to move into an advantageous position, your vehicle's armor is reduced by 2. This vulnerability may be purchased multiple times; each time choose a different quadrant. If your vehicle's armor is reduced below 1 in this manner, it gains the Unarmored tag instead.

Open Firing Platform – Vehicle passengers may fire their weapons from the vehicle.

The passengers are exposed to the elements and enemy fire when operating their weapons; but, they have cover-1. Treat the firing platform as unarmored (see the unarmored tag description).

Open Turret – The vehicle crew are exposed to the elements and enemy fire when operating the primary weapon. Treat the turret as unarmored (see the unarmored tag description) when viewed from above.

Slow – Whenever speed or time are a critical factor, roll +Luck. On a hit, you make it. On a 7-9, you either didn't get there soon enough or it costs you an extra 1-gear to get there: fuel, spare parts, extra fluids, etc.

Thin Armor – Your vehicle's overall Armor is reduced by 1; if your vehicle's armor is reduced below 1 in this manner, it gains the Unarmored tag instead.

Turretless – The vehicle has no turret: guns fitted to this vehicle are fired from a fixed position with minimal traverse. The vehicle must be rotated into the gun's firing azimuth.

Unarmored - The vehicle has no armor.

CUSTOMIZING VEHICLES

APPENDIX - WWII VEHICLE STATISTICS

WWII American Vehicles

1/2 to 3/4 ton "Jeep" Truck

American
Car

Cost: 1
Crew: 1
Hull Type: Civil

Armor: Front Unarmored, Side Unarmored, Rear Unarmored, Top Unarmored

Advantages
Fast, High Mobility, Passengers

Disadvantages
Fuel Dependency, Unarmored

3-in Gun Motor Carriage M10 Wolverine

American
Tank Destroyer, Medium

Cost: 14
Crew: 5
Hull Type: Armored (Medium)

Armor: Front 6, Side 3, Rear 3, Top 2
Primary Weapon: Heavy Main Gun (7-harm AP ordnance loud messy far/ex 2-crew)
Secondary Weapon: (AA) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Advantages
Fast, Superior Armor (Front), Turreted, Up-Gunned

Disadvantages
Fuel Dependency, Light Armor, Loud, Open Turret

3-in Gun Motor Carriage M18 Hellcat

American
Tank Destroyer, Medium

Cost: 12
Crew: 5
Hull Type: Armored (Light)

Armor: Front 5, Side 2, Rear 2, Top 1
Primary Weapon: Heavy Main Gun (7-harm AP ordnance loud messy far/ex 2-crew)
Secondary Weapon: (AA) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Advantages
Fast, High Mobility, Superior Armor (Front), Turreted, Up-Gunned

Disadvantages
Fuel Dependency, Light Armor, Loud, Open Turret

Carriage, Motor, 105-mm Howitzer, M7 "Priest"

American
Self-Propelled Gun

Cost: 5
Crew: 5
Hull Type: Armored (Medium)

Armor: Front 3, Side 2, Rear 2, Top 1
Primary Weapon: Medium Assault Gun (7-harm (5 AP) ordnance loud area near/far/ex breach)

Advantages
Assault Gun

Disadvantages
Fuel Dependency, Flammable, Loud, Open Firing Platform, Thin Armor (Front), Thin
Armor (Side), Thin Armor (Rear), Thin Armor (Top), Turretless

Carriage, Motor, 155-mm Gun, M1A1 "Long Tom"

American
Self-Propelled Gun

Cost: 10
Crew: 8
Hull Type: Armored (Medium)

Armor: Front 4, Side 3, Rear 3, Top 2
Primary Weapon: Super-Heavy Assault Gun (12-harm (10 AP) ordnance loud area
near/far/ex breach)

Advantages
Assault Gun, Up-Gunned

Disadvantages
Fuel Dependency, Flammable, Light Armor, Loud, Open Firing Platform, Turretless

GMC 2 1/2 ton "Deuce and a half" Truck

American
Truck

Cost: 2
Crew: 1
Hull Type: Truck/Half Track

Armor: Front Unarmored, Side Unarmored, Rear Unarmored, Top Unarmored

Advantages
Passengers, Transport

Disadvantages
Fuel Dependency, Flammable, Open Firing Platform, Unarmored

Half-Track Personnel Carrier M3

American

Half Track, Personnel Carrier

Specialized Mobility: Rubble/Soft Ground

Note: The M2, M3, and M9 half tracks were extensively modified with weapon systems including main guns, assault guns, anti-aircraft weapons, engineering equipment, mortars, and flamethrowers.

Cost: 7

Crew: 3

Hull Type: Truck/Half Track

Armor: Front 2, Side 2, Rear 1, Top 1

Secondary Weapon: Heavy Machine Gun (4-harm near/far/ex area suppress)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, Passengers, Specialized Mobility, Transport

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform

Heavy Tank M26 Pershing

American

Tank, Heavy

Cost: 20

Crew: 5

Hull Type: Armored (Heavy)

Armor: Front 9, Side 6, Rear 5, Top 3

Primary Weapon: Heavy Main Gun (7-harm (8-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Large Bore, Superior Armor (Front), Turreted

Disadvantages

Fuel Dependency, Loud

Light Armored Car M8

American

Armored Car, Light

Cost: 10

Crew: 4

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (AA) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Advantages

Fast, High Mobility, Large Bore, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud, Open Turret

Light Armored Car Staghound Mk I

American

Armored Car, Light

Note: The Staghound is an American design with both the British and the Americans modifying the design over the vehicle's service life. The quintessential (British) variant shown here.

Cost: 11

Crew: 5

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (AA) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Large Bore, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud, Open Turret

Light Tank M24 Chaffee

American

Tank, Light

Cost: 13

Crew: 5

Hull Type: Armored (Light)

Armor: Front 5, Side 2, Rear 2, Top 1

Primary Weapon: Medium Main Gun (5-harm (6-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (AA) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages

Fast, High Mobility, Large Bore, Turreted, Up-Armored, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Loud, Thin Armor (Side), Thin Armor (Rear), Thin Armor (Top)

Light Tank M3A1/M5 Stuart

American

Tank, Light

Cost: 12

Crew: 4

Hull Type: Armored (Light)

Armor: Front 4, Side 3, Rear 3, Top 2

Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (AA) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Advantages

Fast, High Mobility, Large Bore, Turreted

Disadvantages

Fuel Dependency, Flammable, Loud, Open Turret

LVT 4

American

Landing Vehicle, Tank

Note: this vehicle may carry towed artillery pieces or Jeep-sized vehicles instead

of infantry.

Cost: 8

Crew: 2

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Secondary Weapon: Heavy Machine Gun (4-harm near/far/ex area suppress)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Amphibious, Passengers, Transport

Disadvantages

Fuel Dependency, Flammable, Light Armaments, Light Armor, Loud, Slow, Turretless

LVT2A

American

Landing Vehicle, Tank

Cost: 10

Crew: 2

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Amphibious, Large Bore, Passengers, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud, Slow

Medium Tank M3 Lee

American

Tank, Medium

Note: The medium tank gun is mounted in a turretless sponson, firing forward. The light main gun and coax light machine gun are both on independent turrets that are stacked on top of each other above the medium main gun.

Note: This was fielded in the British inventory as the Grant I.

Cost: 12
Crew: 6
Hull Type: Armored (Medium)

Armor: Front 5, Side 4, Rear 2, Top 1
Primary Weapon: Medium Main Gun (5-harm (6-AP) ordnance loud messy far/ex 2-crew)
Secondary Weapon: Light Main Gun (4-harm AP ordnance loud messy far/ex 2-crew)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Large Bore, Turreted

Disadvantages
Fuel Dependency, Flammable, Loud, Thin Armor (Rear), Thin Armor (Top), Turretless

Medium Tank M4A3 Sherman

American
Tank, Medium
Note: This was fielded in the British inventory as the Sherman IV.

Cost: 17
Crew: 5
Hull Type: Armored (Medium)

Armor: Front 6, Side 3, Rear 3, Top 2
Primary Weapon: Medium Main Gun (5-harm (6-AP) ordnance loud messy far/ex 2-crew)
Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (AA) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)
Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages
Fast, Large Bore, Superior Armor (Front), Turreted

Disadvantages
Fuel Dependency, Flammable, Light Armor, Loud

Medium Tank M4A4 Sherman "76"

American

Tank, Medium

Note: This was fielded in the British inventory as the Sherman VA.

Cost: 18

Crew: 5

Hull Type: Armored (Medium)

Armor: Front 7, Side 4, Rear 4, Top 3

Primary Weapon: Heavy Main Gun (7-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (AA) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages

Fast, Superior Armor (Front), Turreted, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Loud

WWII British Vehicles

AEC Matador

British

Truck

Cost: 2

Crew: 1

Hull Type: Truck/Half Track

Armor: Front Unarmored, Side Unarmored, Rear Unarmored, Top Unarmored

Advantages

Passengers, Transport

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform, Unarmored

Archer

British

Tank Destroyer, Medium

Note: The main gun is rear-facing. Operators would strike from an ambush position and then drive away.

Cost: 8

Crew: 3

Hull Type: Armored (Medium)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Heavy Main Gun (7-harm (8-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: Automatic Rifle (3-harm near autofire)

Advantages

Fast, Large Bore, Up-Gunned

Disadvantages

Fuel Dependency, Loud, Open Firing Platform, Slow, Thin Armor (Front), Thin Armor (Side), Thin Armor (Rear), Thin Armor (Top), Turretless

Armoured Car, Daimler Mk I

British

Armored Car, Light

Cost: 10

Crew: 3

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Large Bore, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud

Armoured Car, Humber Mk II

British

Armored Car, Light

Cost: 10

Crew: 3

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Secondary Weapon: (Coax) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Secondary Weapon: (Coax) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armaments, Light Armor, Loud

Car, Heavy Utility, 4x4 (FDW), Humber

British

Car

Cost: 1

Crew: 1

Hull Type: Civil

Armor: Front Unarmored, Side Unarmored, Rear Unarmored, Top Unarmored

Advantages

Fast, High Mobility, Passengers

Disadvantages

Fuel Dependency, Unarmored

Car, Scout, Daimler Mk I

British

Armored Car, Recon

Cost: 2

Crew: 2

Hull Type: Civil

Armor: Front 1, Side 1, Rear 1, Top 1

Secondary Weapon: Automatic Rifle (3-harm near autofire)

Advantages

Fast, High Mobility, Specialized Mobility, Up-Armored

Disadvantages

Fuel Dependency, Flammable, Open Turret

Cruiser Tank Mk III Cromwell III

British

Tank, Medium

Cost: 13

Crew: 5

Hull Type: Armored (Medium)

Armor: Front 4, Side 3, Rear 3, Top 2

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud

Cruiser Tank Mk VI Crusader III

British

Tank, Medium

Cost: 12

Crew: 3

Hull Type: Armored (Medium)

Armor: Front 4, Side 3, Rear 3, Top 2

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud

Cruiser Tank Mk VIII Centaur IV

British
Tank, Medium

Cost: 13
Crew: 5
Hull Type: Armored (Medium)

Armor: Front 4, Side 3, Rear 3, Top 2
Primary Weapon: Medium Assault Gun (7-harm (5 AP) ordnance loud area near/far/ex breach)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Assault Gun, Large Bore, Turreted

Disadvantages
Fuel Dependency, High Maintenance, Flammable, Light Armor, Loud

Infantry Tank Mk II Matilda

British
Tank, Heavy

Cost: 14
Crew: 4
Hull Type: Armored (Heavy)

Armor: Front 6, Side 5, Rear 4, Top 2
Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Large Bore, Turreted

Disadvantages
Fuel Dependency, Flammable, Light Armaments, Light Armor, Loud, Slow

Infantry Tank Mk III Valentine DD

British
Tank, Heavy, Amphibious

Cost: 16
Crew: 3

Hull Type: Armored (Heavy)

Armor: Front 6, Side 5, Rear 4, Top 4

Primary Weapon: Medium Main Gun (5-harm (6-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Amphibious, Large Bore, Turreted, Up-Armored

Disadvantages

Fuel Dependency, Light Armaments, Loud, Slow, Thin Armor (Front), Thin Armor (Side), Thin Armor (Rear)

Infantry Tank Mk III Valentine VIII-X

British

Tank, Heavy

Cost: 13

Crew: 3

Hull Type: Armored (Heavy)

Armor: Front 5, Side 4, Rear 3, Top 3

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Turreted

Disadvantages

Fuel Dependency, Light Armaments, Loud, Slow, Thin Armor (Front), Thin Armor (Side), Thin Armor (Rear)

Infantry Tank Mk III Valentine XI

British

Tank, Heavy

Cost: 15

Crew: 3

Hull Type: Armored (Heavy)

Armor: Front 6, Side 5, Rear 4, Top 4

Primary Weapon: Medium Main Gun (5-harm (6-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Large Bore, Turreted, Up-Armored

Disadvantages

Fuel Dependency, Light Armaments, Loud, Slow, Thin Armor (Front), Thin Armor (Side), Thin Armor (Rear)

Infantry Tank Mk IV Churchill AVRE

British

Assault Gun

Cost: 20

Crew: 5

Hull Type: Armored (Heavy)

Armor: Front 9, Side 6, Rear 5, Top 3

Primary Weapon: Super-Heavy Assault Gun (12-harm (10 AP) ordnance loud area near/far/ex breach)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Assault Gun, Large Bore, Superior Armor (Front), Turreted, Up-Gunned

Disadvantages

Fuel Dependency, High Maintenance, Flammable, Loud, Slow

Infantry Tank Mk IV Churchill Crocodile

British

Tank, Heavy, Flamethrower

Cost: 17

Crew: 5

Hull Type: Armored (Heavy)

Armor: Front 9, Side 6, Rear 5, Top 3

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: Flamethrower (4-harm ordnance close messy area burn terror)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Superior Armor (Front), Turreted

Disadvantages

Fuel Dependency, High Maintenance, Flammable, Light Armaments, Loud, Slow

Infantry Tank Mk IV Churchill VIII

British

Tank, Heavy

Cost: 16

Crew: 5

Hull Type: Armored (Heavy)

Armor: Front 9, Side 6, Rear 5, Top 3

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Superior Armor (Front), Turreted

Disadvantages

Fuel Dependency, High Maintenance, Flammable, Light Armaments, Loud, Slow

Light Tank Mk VII Tetrarch

British

Tank, Light

Note: This tank is capable of airborne glider insertion.

Cost: 10

Crew: 3

Hull Type: Armored (Light)

Armor: Front 4, Side 3, Rear 3, Top 2

Primary Weapon: Medium Assault Gun (7-harm (5 AP) ordnance loud area near/far/ex breach)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Assault Gun, Turreted, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Loud

Sherman DD

British

Tank, Medium, Amphibious

Note: The Sherman DD was also the standard US amphibious tank.

Cost: 17

Crew: 5

Hull Type: Armored (Medium)

Armor: Front 6, Side 3, Rear 3, Top 2

Primary Weapon: Medium Main Gun (5-harm (6-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (AA) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Secondary Weapon: (AA) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages

Amphibious, Large Bore, Superior Armor (Front), Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud

Sherman VC Firefly

British

Tank, Medium

Cost: 19

Crew: 5

Hull Type: Armored (Medium)

Armor: Front 7, Side 4, Rear 4, Top 3

Primary Weapon: Heavy Main Gun (7-harm (8-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (AA) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages

Fast, Large Bore, Superior Armor (Front), Turreted, Up-Gunned

Disadvantages
Fuel Dependency, Flammable, Loud

Vickers Light Tank Mk V

British
Tank, Light

Cost: 9
Crew: 3
Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1
Secondary Weapon: (Coax) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Fast, High Mobility, Turreted

Disadvantages
Fuel Dependency, Flammable, Light Armaments, Light Armor, Loud

WWII Canadian Vehicles

Cruiser Tank Ram Mk II

Canadian
Tank, Medium

Cost: 10
Crew: 5
Hull Type: Armored (Medium)

Armor: Front 5, Side 4, Rear 2, Top 1
Primary Weapon: Medium Main Gun (5-harm (6-AP) ordnance loud messy far/ex 2-crew)

Advantages
Large Bore, Turreted

Disadvantages
Fuel Dependency, Flammable, Loud, Thin Armor (Rear), Thin Armor (Top)

Sexton

Canadian

Self-Propelled Gun

Note: This was the preferred British self-propelled gun (even over the M7 Priest), because the Sexton made use of the 25-pdr gun that was commonly produced in the UK.

Cost: 5

Crew: 6

Hull Type: Armored (Medium)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Light Assault Gun (6-harm (4 AP) ordnance loud area near/far/ex breach)

Advantages

Assault Gun

Disadvantages

Fuel Dependency, Flammable, Light Armaments, Loud, Thin Armor (Front), Thin Armor (Side), Thin Armor (Rear), Thin Armor (Top), Turretless

WWII French Vehicles

AMC modele 1935 SOMUA

French

Tank, Medium

Cost: 12

Crew: 3

Hull Type: Armored (Medium)

Armor: Front 5, Side 4, Rear 4, Top 3

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Turreted

Disadvantages

Fuel Dependency, Flammable, Loud

Automitrailleuse Panhard et Levassor Type 178

French

Armored Car, Medium

Cost: 9

Crew: 4

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Light Main Gun (4-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud

Char B1-bis

French

Tank, Heavy

Note: The medium tank gun is mounted in the hull, facing forward with limited traverse. The light main gun and coax light machine gun are both on a turret above the medium main gun.

Cost: 14

Crew: 4

Hull Type: Armored (Heavy)

Armor: Front 6, Side 5, Rear 4, Top 2

Primary Weapon: Medium Main Gun (5-harm (6-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: Light Main Gun (4-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Large Bore, Turreted

Disadvantages

Fuel Dependency, High Maintenance, Flammable, Light Armaments, Light Armor, Loud, Slow, Turretless

Char Léger Hotchkiss H35 / H39

French

Tank, Light

Cost: 8
Crew: 2
Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1
Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Large Bore, Turreted

Disadvantages
Fuel Dependency, Flammable, Light Armor, Loud

Renault R 35

French
Tank, Light

Cost: 9
Crew: 2
Hull Type: Armored (Light)

Armor: Front 6, Side 3, Rear 3, Top 2
Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Large Bore, Superior Armor (Front), Turreted

Disadvantages
Fuel Dependency, Flammable, Loud, Slow

WWII German Vehicles

Jagdpanzer 38(t) Hetzer

German
Tank Destroyer, Light

Cost: 9
Crew: 4

Hull Type: Armored (Light)

Armor: Front 6, Side 3, Rear 3, Top 2

Primary Weapon: Heavy Main Gun (7-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Superior Armor (Front), Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Loud, Turretless

Jadgpanzer IV Ausf F

German

Tank Destroyer, Medium

Cost: 13

Crew: 4

Hull Type: Armored (Medium)

Armor: Front 7, Side 4, Rear 4, Top 3

Primary Weapon: Heavy Main Gun (7-harm (8-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Large Bore, Superior Armor (Front), Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Loud, Turretless

Opel Blitz

German

Truck

Cost: 2

Crew: 1

Hull Type: Truck/Half Track

Armor: Front Unarmored, Side Unarmored, Rear Unarmored, Top Unarmored

Advantages

Passengers, Transport

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform, Unarmored

Panzerjäger 38(t) Ausf H Marder III

German

Tank Destroyer, Light

Cost: 7

Crew: 4

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Heavy Main Gun (7-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud, Turretless

Panzerjäger Panzer "Jadgpanther"

German

Tank Destroyer, Medium

Cost: 15

Crew: 5

Hull Type: Armored (Medium)

Armor: Front 8, Side 5, Rear 5, Top 4

Primary Weapon: Super-Heavy Main Gun (10-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, Superior Armor (Front), Up-Armored, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Loud, Turretless

Panzerjäger Tiger Ausf B Jagdtiger

German

Tank Destroyer, Heavy

Cost: 18

Crew: 6

Hull Type: Armored (Heavy)

Armor: Front 10, Side 9, Rear 6, Top 4

Primary Weapon: Super-Heavy Main Gun (10-harm (11-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Large Bore, Superior Armor (Front), Superior Armor (Side), Up-Armored, Up-Gunned

Disadvantages

Fuel Dependency, Gas Guzzler, High Maintenance, Flammable, Loud, Slow, Turretless

PzKpfw I Ausf B

German

Tank, Light

Cost: 8

Crew: 2

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

High Mobility, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armaments, Light Armor, Loud

PzKpfw II Ausf F

German

Tank, Light

Cost: 10

Crew: 3

Hull Type: Armored (Light)

Armor: Front 4, Side 3, Rear 3, Top 2

Primary Weapon: Light Main Gun (4-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Turreted

Disadvantages

Fuel Dependency, Flammable, Loud

PzKpfw III Ausf F

German

Tank, Medium

Cost: 10

Crew: 5

Hull Type: Armored (Medium)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages

Turreted

Disadvantages

Fuel Dependency, Flammable, Loud, Thin Armor (Front), Thin Armor (Side), Thin Armor (Rear), Thin Armor (Top)

PzKpfw IV Ausf H

German

Tank, Medium

Cost: 16

Crew: 5

Hull Type: Armored (Medium)

Armor: Front 7, Side 4, Rear 4, Top 3

Primary Weapon: Medium Main Gun (5-harm (6-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages

Large Bore, Superior Armor (Front), Turreted

Disadvantages

Fuel Dependency, Flammable, Loud

PzKpfw V Panzer Ausf A

German

Tank, Medium

Cost: 19

Crew: 4

Hull Type: Armored (Medium)

Armor: Front 8, Side 5, Rear 5, Top 4

Primary Weapon: Heavy Main Gun (7-harm (8-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages

Large Bore, Superior Armor (Front), Turreted, Up-Armored, Up-Gunned

Disadvantages

Fuel Dependency, Loud

PzKpfw VI Tiger I Ausf E

German

Tank, Heavy

Cost: 21

Crew: 5

Hull Type: Armored (Heavy)

Armor: Front 9, Side 6, Rear 5, Top 3

Primary Weapon: Heavy Main Gun (7-harm (8-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages

Large Bore, Superior Armor (Front), Turreted

Disadvantages

Fuel Dependency, Loud, Slow

PzKpfw VI Tiger II Ausf B

German

Tank, Heavy

Cost: 21

Crew: 5

Hull Type: Armored (Heavy)

Armor: Front 10, Side 7, Rear 6, Top 4

Primary Weapon: Super-Heavy Main Gun (10-harm (11-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Grenade Tubes (4-harm ordnance close messy indirect -or-concealment)

Advantages

Large Bore, Superior Armor (Front), Turreted, Up-Armored, Up-Gunned

Disadvantages

Fuel Dependency, High Maintenance, Flammable, Loud, Slow

SdKfz 124 Wespe

German

Self-Propelled Gun

Cost: 7

Crew: 5

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Medium Assault Gun (7-harm (5 AP) ordnance loud area near/far/ex breach)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Assault Gun, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud, Open Firing Platform

SdKfz 131 Marder II

German

Tank Destroyer, Light

Cost: 6

Crew: 4

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Medium Main Gun (5-harm (6-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Large Bore, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud, Open Turret, Turretless

SdKfz 142 Sturmgeschütz (StuG) III Ausf G

German

Assault Gun / Tank Destroyer, Medium

Cost: 9

Crew: 4

Hull Type: Armored (Medium)

Armor: Front 5, Side 2, Rear 2, Top 1

Primary Weapon: Heavy Main Gun (7-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Loud, Thin Armor (Side), Thin Armor (Rear), Thin Armor (Top), Turretless

SdKfz 165 Hummel

German

Self-Propelled Gun

Cost: 9
Crew: 5
Hull Type: Armored (Medium)

Armor: Front 3, Side 2, Rear 2, Top 1
Primary Weapon: Super-Heavy Assault Gun (12-harm (10 AP) ordnance loud area near/far/ex breach)
Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Assault Gun, Up-Gunned

Disadvantages
Fuel Dependency, Flammable, Loud, Thin Armor (Front), Thin Armor (Side), Thin Armor (Rear), Thin Armor (Top), Turretless

SdKfz 222

German
Armored Car, Recon
Specialized Mobility: Off-Road

Cost: 3
Crew: 3
Hull Type: Civil

Armor: Front 1, Side 1, Rear 1, Top 1
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Fast, High Mobility, Specialized Mobility, Turreted, Up-Armored

Disadvantages
Fuel Dependency, Flammable, Open Turret

SdKfz 231

German
Armored Car, Light

Cost: 9
Crew: 4
Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1
Primary Weapon: Light Main Gun (4-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud

SdKfz 231 (8-Rad)

German

Armored Car, Medium

Cost: 11

Crew: 4

Hull Type: Armored (Light)

Armor: Front 4, Side 3, Rear 3, Top 2

Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Large Bore, Turreted

Disadvantages

Fuel Dependency, Flammable, Loud

SdKfz 234 Puma

German

Armored Car, Heavy

Cost: 11

Crew: 4

Hull Type: Armored (Light)

Armor: Front 4, Side 3, Rear 3, Top 2

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Turreted, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Loud

SdKfz 250/1

German

Half Track, Personnel Carrier

Specialized Mobility: Rubble/Soft Ground

Cost: 7

Crew: 4

Hull Type: Truck/Half Track

Armor: Front 2, Side 2, Rear 1, Top 1

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, Passengers, Specialized Mobility, Transport

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform

SdKfz 250/10

German

Half Track, Anti-Tank

Specialized Mobility: Rubble/Soft Ground

Cost: 8

Crew: 5

Hull Type: Truck/Half Track

Armor: Front 2, Side 2, Rear 1, Top 1

Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, Large Bore, Passengers, Specialized Mobility, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform

SdKfz 250/7

German

Half Track, Mortar

Specialized Mobility: Rubble/Soft Ground

Cost: 7

Crew: 6

Hull Type: Truck/Half Track

Armor: Front 2, Side 2, Rear 1, Top 1

Secondary Weapon: Heavy Mortar (5-harm ex messy indirect 2-crew)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, Passengers, Specialized Mobility

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform

SdKfz 251/16

German

Half Track, Flamethrower

Specialized Mobility: Rubble/Soft Ground

Cost: 7

Crew: 5

Hull Type: Truck/Half Track

Armor: Front 2, Side 2, Rear 1, Top 1

Secondary Weapon: Flamethrower (4-harm ordnance close messy area burn terror)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, Passengers, Specialized Mobility

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform

SdKfz 251/9

German

Half Track, Anti-Tank

Specialized Mobility: Rubble/Soft Ground

Cost: 8

Crew: 5

Hull Type: Truck/Half Track

Armor: Front 2, Side 2, Rear 1, Top 1

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, Passengers, Specialized Mobility, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Open Firing Platform

Sturmpanzer IV Brumbär

German

Assault Gun

Cost: 17

Crew: 5

Hull Type: Armored (Medium)

Armor: Front 10, Side 7, Rear 5, Top 4

Primary Weapon: Super-Heavy Assault Gun (12-harm (10 AP) ordnance loud area near/far/ex breach)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Assault Gun, Superior Armor (Front), Superior Armor (Side), Up-Armored, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Loud, Turretless

Volkswagen Kubel

German

Car

Cost: 1

Crew: 1

Hull Type: Civil

Armor: Front Unarmored, Side Unarmored, Rear Unarmored, Top Unarmored

Advantages

Fast, High Mobility, Passengers

Disadvantages
Fuel Dependency, Unarmored

WWII Italian Vehicles

Autoblinda 41

Italian

Armored Car, Light

Note: The machine gun is aft-facing in this vehicle.

Cost: 9

Crew: 4

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Light Main Gun (4-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud

Autovettura Fiat 508 C.M

Italian

Car

Cost: 1

Crew: 1

Hull Type: Civil

Armor: Front Unarmored, Side Unarmored, Rear Unarmored, Top Unarmored

Advantages

Fast, High Mobility, Passengers

Disadvantages

Fuel Dependency, Unarmored

Fiat L 6/40

Italian
Tank, Light

Cost: 7
Crew:
Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1
Primary Weapon: Light Main Gun (4-harm AP ordnance loud messy far/ex 2-crew)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Turreted

Disadvantages
Fuel Dependency, Flammable, Light Armor, Loud

Fiat L 6/40

Italian
Tank, Light, Flamethrower

Cost: 7
Crew: 2
Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1
Secondary Weapon: Flamethrower (4-harm ordnance close messy area burn terror)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Turreted

Disadvantages
Fuel Dependency, Flammable, Light Armaments, Light Armor, Loud

Fiat M 13/40

Italian
Tank, Medium

Cost: 10
Crew: 4
Hull Type: Armored (Medium)

Armor: Front 2, Side 1, Rear 1, Top 1

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)
Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (AA) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Turreted

Disadvantages
Fuel Dependency, Light Armor, Loud, Slow, Thin Armor (Front), Thin Armor (Side), Thin Armor (Rear), Thin Armor (Top)

Fiat M 14/41

Italian
Tank, Medium

Cost: 14
Crew: 4
Hull Type: Armored (Medium)

Armor: Front 4, Side 3, Rear 3, Top 2
Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)
Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (AA) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Turreted

Disadvantages
Fuel Dependency, Flammable, Light Armor, Loud

Fiat TL37

Italian
Truck

Cost: 2
Crew: 1
Hull Type: Truck/Half Track

Armor: Front Unarmored, Side Unarmored, Rear Unarmored, Top Unarmored

Advantages
Passengers, Transport

Disadvantages
Fuel Dependency, Flammable, Open Firing Platform, Unarmored

Semovente da 149/40

Italian
Self-Propelled Gun

Cost: 9
Crew: 2
Hull Type: Armored (Medium)

Armor: Front 4, Side 3, Rear 3, Top 2
Primary Weapon: Super-Heavy Assault Gun (12-harm (10 AP) ordnance loud area near/far/ex breach)

Advantages
Assault Gun, Up-Gunned

Disadvantages
Fuel Dependency, Flammable, Light Armor, Loud, Open Firing Platform, Slow, Turretless

Semovente L.40 da 47/32

Italian
Tank Destroyer, Light

Note: The crew are completely exposed on top of the vehicle, with protection against frontal attacks from the gun shield (use only the front armor for the crew).

Cost: 6
Crew: 2
Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1
Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Advantages
Turreted, Up-Gunned

Disadvantages
Fuel Dependency, Flammable, Light Armor, Loud, Open Firing Platform

Semovente M.41M da 90/53

Italian

Tank Destroyer, Medium

Note: The crew are completely exposed on top of the vehicle, with protection against frontal attacks from the gun shield (use only the front armor for the crew).

Cost: 11

Crew: 2

Hull Type: Armored (Medium)

Armor: Front 4, Side 3, Rear 3, Top 2

Primary Weapon: Heavy Main Gun (7-harm (8-AP) ordnance loud messy far/ex 2-crew)

Advantages

Large Bore, Turreted, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud, Open Firing Platform

WWII Japanese Vehicles

Type 2 Ka-Mi

Japanese

Tank, Light, Amphibious

Cost: 10

Crew: 5

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Amphibious, Large Bore, Turreted

Disadvantages

Fuel Dependency, Light Armor, Loud

Type 4 HO-RO

Japanese
Assault Gun

Cost: 11
Crew: 5
Hull Type: Armored (Medium)

Armor: Front 4, Side 3, Rear 3, Top 2
Primary Weapon: Super-Heavy Assault Gun (12-harm (10 AP) ordnance loud area near/far/ex breach)

Advantages
Assault Gun, Up-Gunned

Disadvantages
Fuel Dependency, Light Armor, Loud, Open Firing Platform, Turretless

Type 95 KE-GO Light Tank

Japanese
Tank, Light
Note: The coax light machine gun is aft-facing along the centerline of the turret.

Cost: 11
Crew: 4
Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1
Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Fast, Large Bore, Turreted

Disadvantages
Fuel Dependency, Light Armor, Loud

Type 95 Scout Car

Japanese
Car

Cost: 1
Crew: 1
Hull Type: Civil

Armor: Front Unarmored, Side Unarmored, Rear Unarmored, Top Unarmored

Advantages
Fast, High Mobility, Passengers

Disadvantages
Fuel Dependency, Unarmored

Type 97 CHI-HA Medium Tank

Japanese

Tank, Medium

Note: The coax light machine gun is aft-facing along the centerline of the turret.

Cost: 10
Crew: 4
Hull Type: Armored (Medium)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex
2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Turreted

Disadvantages
Fuel Dependency, Loud, Thin Armor (Front), Thin Armor (Side), Thin Armor (Rear),
Thin Armor (Top)

WWII Soviet Vehicles

BA-10

Soviet

Armored Car, Medium

Cost: 11

Crew: 4

Hull Type: Armored (Light)

Armor: Front 4, Side 3, Rear 3, Top 2

Primary Weapon: Light Main Gun (4-harm (5-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Large Bore, Turreted

Disadvantages

Fuel Dependency, Flammable, Loud

BT-7

Soviet

Tank, Light

Cost: 11

Crew: 3

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, High Mobility, Turreted, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud

Gaz-67B Light Car

Soviet

Car

Cost: 1

Crew: 1

Hull Type: Civil

Armor: Front Unarmored, Side Unarmored, Rear Unarmored, Top Unarmored

Advantages

Fast, High Mobility, Passengers

Disadvantages

Fuel Dependency, Unarmored

IS-2

Soviet

Tank, Heavy

Note: The "bow" light machine gun is aft-facing on the turret.

Cost: 22

Crew: 4

Hull Type: Armored (Heavy)

Armor: Front 10, Side 7, Rear 6, Top 4

Primary Weapon: Super-Heavy Main Gun (10-harm (11-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Large Bore, Superior Armor (Front), Turreted, Up-Armored, Up-Gunned

Disadvantages

Fuel Dependency, Loud, Slow

ISU-122

Soviet

Assault Gun

Cost: 13

Crew: 5

Hull Type: Armored (Heavy)

Armor: Front 9, Side 4, Rear 3, Top 1

Primary Weapon: Heavy Assault Gun (9-harm (7 AP) ordnance loud area near/far/ex breach)

Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Assault Gun, Superior Armor (Front)

Disadvantages

Fuel Dependency, Loud, Open Firing Platform, Slow, Thin Armor (Side), Thin Armor

(Rear), Thin Armor (Top), Turretless

ISU-152

Soviet
Assault Gun

Cost: 15
Crew: 4
Hull Type: Armored (Heavy)

Armor: Front 10, Side 5, Rear 4, Top 2
Primary Weapon: Super-Heavy Assault Gun (12-harm (10 AP) ordnance loud area near/far/ex breach)
Secondary Weapon: Heavy Machine Gun (4-harm near/far/ex area suppress)

Advantages
Assault Gun, Superior Armor (Front), Up-Armored, Up-Gunned

Disadvantages
Fuel Dependency, Loud, Open Firing Platform, Slow, Thin Armor (Side), Thin Armor (Rear), Thin Armor (Top), Turretless

KV-1

Soviet
Tank, Heavy

Cost: 18
Crew: 5
Hull Type: Armored (Heavy)

Armor: Front 7, Side 6, Rear 5, Top 3
Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)
Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Turreted

Disadvantages
Fuel Dependency, Light Armaments, Loud, Slow

OS-26

Soviet
Tank, Light, Flamethrower

Cost: 6
Crew: 3
Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1
Secondary Weapon: Flamethrower (4-harm ordnance close messy area burn terror)

Advantages
Turreted

Disadvantages
Fuel Dependency, Flammable, Light Armaments, Light Armor, Loud

SU-76
Soviet
Assault Gun

Cost: 6
Crew: 4
Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1
Primary Weapon: Light Assault Gun (6-harm (4 AP) ordnance loud area near/far/ex breach)
Secondary Weapon: Light Machine Gun (3-harm near/far autofire suppress)

Advantages
Assault Gun, Passengers

Disadvantages
Fuel Dependency, Flammable, Light Armor, Loud, Open Firing Platform, Turretless

T-26B
Soviet
Tank, Light

Cost: 7
Crew: 3
Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1
Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex

2-crew)

Advantages

Turreted, Up-Gunned

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud

T-28

Soviet

Tank, Medium

Note: The bow machine guns are housed in an independent turret in front of the primary weapon turret.

Note: The coax light machine gun is aft-facing along the turret center line.

Cost: 13

Crew: 6

Hull Type: Armored (Medium)

Armor: Front 5, Side 4, Rear 2, Top 3

Primary Weapon: Medium Main Gun (5-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Turreted

Disadvantages

Fuel Dependency, Flammable, Loud, Thin Armor (Rear)

T-34/76

Soviet

Tank, Medium

Cost: 18

Crew: 4

Hull Type: Armored (Medium)

Armor: Front 7, Side 6, Rear 4, Top 3

Primary Weapon: Medium Main Gun (5-harm (6-AP) ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, Large Bore, Superior Armor (Front), Superior Armor (Side), Turreted

Disadvantages

Fuel Dependency, Loud

T-34/85

Soviet

Tank, Medium

Cost: 18

Crew: 4

Hull Type: Armored (Medium)

Armor: Front 7, Side 6, Rear 4, Top 3

Primary Weapon: Heavy Main Gun (7-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Heavy Machine Gun (4-harm ordnance near/far/ex area suppress)

Secondary Weapon: (Bow) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Fast, Superior Armor (Front), Superior Armor (Side), Turreted, Up-Gunned

Disadvantages

Fuel Dependency, Loud

T-37

Soviet

Tank, Light, Amphibious

Cost: 9

Crew: 2

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Amphibious, Fast, High Mobility, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armaments, Light Armor, Loud

T-60

Soviet

Tank, Light

Cost: 8

Crew: 2

Hull Type: Armored (Light)

Armor: Front 3, Side 2, Rear 2, Top 1

Primary Weapon: Light Main Gun (4-harm AP ordnance loud messy far/ex 2-crew)

Secondary Weapon: (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Advantages

Passengers, Turreted

Disadvantages

Fuel Dependency, Flammable, Light Armor, Loud