

PT 76

CREW AND ARMAMENT	
Crew and Armament	Field of View
Crew Members Commander Gunner Driver Loader	
Armament Main Gun 76mm Rifled Coax MG 7.62 x 54mm AA MG 12.7 x 107mm	

Field of Fire	Gun Elev	Gun Depr

BASIC HIT LOCATION					
Hull Facing	Turret Facing	Turret Face	Turret Side	Hull Face	Hull Side
Front	Front	00 - 20	—	21 - 99	—
Front	Obliq	00 - 15	16 - 28	29 - 99	—
Front	Side	—	00 - 25	26 - 99	—
Obliq	Front	00 - 11	—	12 - 38	39 - 99
Obliq	Obliq	00 - 09	10 - 16	17 - 42	43 - 99
Obliq	Side	—	00 - 15	16 - 41	42 - 99
Side	Front	00 - 11	—	—	12 - 99
Side	Obliq	00 - 09	10 - 16	—	17 - 99
Side	Side	—	00 - 14	—	15 - 99

EQUIPMENT AND VEHICLE DATA					
Equipment & Game Variables		Vehicle Data		Phase	Turn
Smoke Launchers	No	Hull Turning Rate (°)	46°	186°	
Deep Forcing Equip	Amph	Turret Traverse Rate (°)	x°	x°	
Fire Extinguishing Sys	Yes	Accerelation VC (MH)		2.2	
Infra-Red Imaging	Yes	Deceleration VC (MH)		2.5	
Image Intensifying	No	Max Road Range (miles)		x	
Thermal Imaging	No	Side Slope		x°	
Fuel Hit Modifier	0	Ground Pressure (psi)		6.8	
Ammunition Hit Modifier	0	Moving Target Accuracy Mod		x	
Spotting Modifier	+1	Moving Shooter Accuracy Mod		x	

MOVEMENT SPEEDS / STALL CHANCE						
Grd Slp	Paved Road	Hard Grnd	Earth	Loose Soil	Mud	Deep Mud
0°	5.3 -	5.2 -	5.0 -	4.9 -	4.8 -	4.7 00
10°	4.2 -	4.1 -	4.0 -	3.8 -	3.7 -	3.6 01
20°	3.2 -	3.1 -	2.9 -	2.8 -	2.6 -	2.6 01
30°	2.2 -	2.1 -	1.9 -	1.8 -	1.6 -	1.5 02
40°	1.4 -	1.2 -	1.0 -	.8 -	.6 00	.5 03
50°	.7 -	.4 -	.2 -	00	00	03

WEAPON DATA TABLE									
Weapon	Cap	RT ROF	PEN	FP	NID	BC0	PALM	Aim Time Phases	SA
APCR	x	4P	453	x	14	—	—	1	4
HE			147	x	—	24H	—	2	9
HEAT			671	x	—	18H	—	3	12
Coax MG	x	*5	9	x	—	—	17	4	13
AA MG	x	*5	35	x	—	—	20	5	15
								6	16

PLATOON ROSTER AND STATUS TABLE																									
Status	1					2					3					4					5				
Crew	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD	Abd	Inc	KIA	Inc Time	PD
Commander	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Gunner	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Driver	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Loader	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Ammunition	_____					_____					_____					_____					_____				
Main Gun	_____					_____					_____					_____					_____				
Coax MG	_____					_____					_____					_____					_____				
AA MG	_____					_____					_____					_____					_____				
Equipment	_____					_____					_____					_____					_____				
Main Gun	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____
Coax MG	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____
AA MG	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____
Left Track	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____
Right Track	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____
Engine	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____
Turret Ring	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____
Sights	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____
Condition	Abandoned	Burning	Exploded	_____	_____	Abandoned	Burning	Exploded	_____	_____	Abandoned	Burning	Exploded	_____	_____	Abandoned	Burning	Exploded	_____	_____	Abandoned	Burning	Exploded	_____	_____
Notes	_____					_____					_____					_____					_____				

**ADVANCED RULES STATUS SHEET 3 WEAPON DATA TABLE** Copyright 2003 Barry Nakazono **USSR PT76 LIGHT TANK**

Weapon Characteristics	Aim Mods		Direct Fire Data		Target Range in 20 Yard Mech Hexes																		
	Ph	Md	4	10	15	20	30	40	50	60	70	80	90	100	120	140	160	180	200				
76mm Rifled Gun RT (4) 4P RT (36) 5P Ammo Cap 40 Ammo Wt X	1	-6	APCR	PEN	578	546	521	497	453	412	375	341	311	283	257	234	194	161	133	110	92		
			BM-354P	AOI																			
	2	-1		NID	18	17	16	16	14	13	12	11	10	9	9	8	7	6	5	4	3		
				DFE	388	149	96	69	43	30	23	18	14	12	10	8	6	4	3	3	2		
	3	2		BA	37	24	18	14	8	4	1	-1	-4	-6	-7	-9	-11	-13	-15	-17	-18		
				MCD	TOF	1	2	3	4	6	8	11	13	16	18	21	24	29	36	42	49	55	
	4	3		HE-Frag	PEN	168	163	159	155	147	140	134	127	121	115	110	104	95	86	78	71	64	
				OF-350	PENF	103	100	97	95	90	85	81	77	73	69	66	62	56	51	46	41	37	
	5	5			AOI																		
				BC0 24H	DFE	201	79	51	38	24	18	14	11	9	8	6	6	4	3	3	2	2	
6	6			BC3	57	BA	50	39	34	30	25	21	18	15	13	11	10	8	6	3	1	0	-2
			DFS	X	TOF	1	3	4	6	8	11	14	17	21	24	27	30	37	44	52	59	67	
			HEAT	PEN	671	671	671	671	671	671	671	671	671	671	671	671	671	671	671	671	671		
			BK-350M																				
				BC0 18H	AOI							1	1	1	1	1	2	3	3	4			
				BC3	48	DFE	45	17	11	8	5	3	2	2	2	1	1	1	0	0	0		
				MCD	BA	41	28	23	19	13	9	6	3	1	-1	-3	-4	-7	-9	-11	-12	-14	
				DFS	TOF	2	6	9	12	18	25	32	39	47	55	63	72	89	108	128	148	170	
7.62mm Coax Reload Time 182 Rate of Fire 5 Cap 1000 Ammo Wt 57.2 Knock Down 9 SAB 0	1	-29	API-T	PEN	22	18	15	13	9.1	6.5	4.6	3.3	2.3	1.7	1.2	.8	.4	.2	.1	.1			
			BZT	DC	7	7	6	6	5	3	2	2	1	1	1	1	1	1	1	1	1		
	2	-19			MA	.2	.5	.7	.9	1	2	2	3	3	4	4	5	5	6	7	8		
				PALM	3	9	12	14	17	19	20	22	23	24	25	25	27	28	29	30			
	3	-12			BA	45	32	27	23	17	13	10	8	6	4	3	2	0	-2	-3	-5		
				TOF	1	2	4	5	9	12	16	20	25	29	34	39	49	59	69	79			
	4	-6			MA	.3	.7	1	1	2	3	4	4	5	6	7	7	9	10	12	13	15	
				PALM	6	12	15	17	20	22	24	25	26	27	28	29	30	31	32	33	34		
	5	-1			BA	48	37	31	27	22	18	15	12	10	8	7	5	3	1	-1	-2	-3	
				TOF	1	2	3	5	7	10	13	16	20	23	27	31	39	47	56	65	74		
6	-1		API-T	PEN	57	51	46	42	35	29	24	20	17	14	11	9.4	6.5	4.4	3.1	2.1	1.4		
		BZT	DC	10	10	10	10	10	10	10	9	9	9	9	9	8	5	1	1	1			
7	-27			MA	.3	.7	1	1	2	3	4	4	5	6	7	7	9	10	12	13	15		
			PALM	6	12	15	17	20	22	24	25	26	27	28	29	30	31	32	33	34			
8	-21			BA	48	37	31	27	22	18	15	12	10	8	7	5	3	1	-1	-2	-3		
			TOF	1	2	3	5	7	10	13	16	20	23	27	31	39	47	56	65	74			
9	-8			MA	.3	.7	1	1	2	3	4	4	5	6	7	7	9	10	12	13	15		
			PALM	6	12	15	17	20	22	24	25	26	27	28	29	30	31	32	33	34			
10	-3			BA	48	37	31	27	22	18	15	12	10	8	7	5	3	1	-1	-2	-3		
			TOF	1	2	3	5	7	10	13	16	20	23	27	31	39	47	56	65	74			
11	6			MA	.3	.7	1	1	2	3	4	4	5	6	7	7	9	10	12	13	15		
			PALM	6	12	15	17	20	22	24	25	26	27	28	29	30	31	32	33	34			
12	-3			BA	48	37	31	27	22	18	15	12	10	8	7	5	3	1	-1	-2	-3		
			TOF	1	2	3	5	7	10	13	16	20	23	27	31	39	47	56	65	74			
13	6			MA	.3	.7	1	1	2	3	4	4	5	6	7	7	9	10	12	13	15		
			PALM	6	12	15	17	20	22	24	25	26	27	28	29	30	31	32	33	34			
14	-3			BA	48	37	31	27	22	18	15	12	10	8	7	5	3	1	-1	-2	-3		
			TOF	1	2	3	5	7	10	13	16	20	23	27	31	39	47	56	65	74			
15	6			MA	.3	.7	1	1	2	3	4	4	5	6	7	7	9	10	12	13	15		
			PALM	6	12	15	17	20	22	24	25	26	27	28	29	30	31	32	33	34			
16	-3			BA	48	37	31	27	22	18	15	12	10	8	7	5	3	1	-1	-2	-3		
			TOF	1	2	3	5	7	10	13	16	20	23	27	31	39	47	56	65	74			

**ADVANCED RULES STATUS SHEET 3 TARGET SIZE AND HIT AREA TABLE**

Turret Facing	Target	Hull Facing					Hit Area	Hull Facing						
		<5°	15°	30°	45°	60°		>60°	<5°	15°	30°	45°	60°	>60°
< 5°	Turret	12	12	12	12	12	12	Turret Face	00 - 18	00 - 14	00 - 11	00 - 10	00 - 09	00 - 10
	Hull	17	17	18	19	19	19	Turret Side	19 - 20	15 - 16	12 - 13	11 - 11	10 - 10	11 - 11
	All	17	18	19	19	20	19	Hull Face	21 - 86	17 - 68	14 - 50	12 - 38	11 - 28	12 - 14
	Air-Grd	21	22	22	22	22	22	Hull Side	87 - 99	69 - 99	51 - 99	39 - 99	29 - 99	15 - 99
15°	Turret	12	12	12	12	12	12	Turret Face	00 - 18	00 - 14	00 - 11	00 - 10	00 - 09	00 - 10
	Hull	17	17	18	19	19	19	Turret Side	19 - 23	15 - 18	12 - 15	11 - 13	10 - 12	11 - 13
	All	17	18	19	19	20	19	Hull Face	24 - 87	19 - 69	16 - 51	14 - 39	13 - 30	14 - 16
	Air-Grd	21	22	22	22	22	22	Hull Side	88 - 99	70 - 99	52 - 99	40 - 99	31 - 99	17 - 99
30°	Turret	13	13	13	13	13	13	Turret Face	00 - 17	00 - 14	00 - 11	00 - 10	00 - 09	00 - 09
	Hull	17	17	18	19	19	19	Turret Side	18 - 26	15 - 21	12 - 17	11 - 15	10 - 14	10 - 15
	All	18	18	19	19	20	20	Hull Face	27 - 87	22 - 70	18 - 53	16 - 41	15 - 32	16 - 18
	Air-Grd	21	22	22	22	22	22	Hull Side	88 - 99	71 - 99	54 - 99	42 - 99	33 - 99	19 - 99
45°	Turret	13	13	13	13	13	13	Turret Face	00 - 15	00 - 12	00 - 10	00 - 09	00 - 08	00 - 09
	Hull	17	17	18	19	19	19	Turret Side	16 - 28	13 - 23	11 - 18	10 - 16	09 - 15	10 - 16
	All	18	18	19	20	20	20	Hull Face	29 - 87	24 - 70	19 - 54	17 - 42	16 - 33	17 - 19
	Air-Grd	21	22	22	22	22	22	Hull Side	88 - 99	71 - 99	55 - 99	43 - 99	34 - 99	20 - 99
60°	Turret	13	13	13	13	13	13	Turret Face	00 - 12	00 - 10	00 - 08	00 - 07	00 - 07	00 - 07
	Hull	17	17	18	19	19	19	Turret Side	13 - 28	11 - 23	09 - 19	08 - 17	08 - 16	08 - 16
	All	18	18	19	20	20	20	Hull Face	29 - 87	24 - 70	20 - 54	18 - 42	17 - 33	17 - 19
	Air-Grd	21	22	22	22	22	22	Hull Side	88 - 99	71 - 99	55 - 99	43 - 99	34 - 99	20 - 99
> 60°	Turret	13	13	13	13	13	13	Turret Face	00 - 07	00 - 05	00 - 04	00 - 04	00 - 03	00 - 04
	Hull	17	17	18	19	19	19	Turret Side	08 - 25	06 - 21	05 - 17	05 - 15	04 - 14	05 - 14
	All	18	18	19	19	20	19	Hull Face	26 - 87	22 - 70	18 - 53	16 - 41	15 - 31	15 - 18
	Air-Grd	21	22	22	22	22	22	Hull Side	88 - 99	71 - 99	54 - 99	42 - 99		