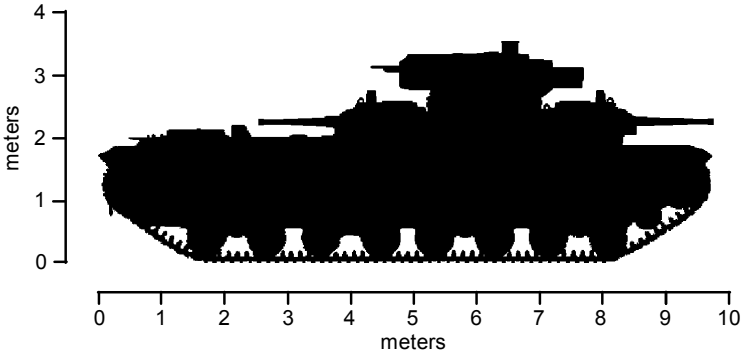


T-35

18

Allies Soviet Union 1939

Vehicle - Tank



Set#.Unit	Speed	Defense	Attacks:	Short	Med	Long
#5.13	2	4/2	Anti-soldier	10	10	8
rare			Anti-vehicle	10	9	7

Special abilities:

Poor Suspension - This Vehicle can't enter hill hexes except along a road.

Overlapping Fire - This unit can make defensive-fire attacks against Soldiers.

Multiturreted - This unit can attack twice during your assault phase. One target must be a unit in front of this unit. The other target must be a unit not in front of this unit.

Analysis:

This giant-sized, multiturreted tank is slow but cheap. With its "Overlapping Fire" ability, and a 62% chance of hitting heroes and SS-Panzergrenadiers, this is a cheap way to slow down or destroy infantry. In early scenarios (pre-1941), combine it with a fast vehicle, like the BA-10M armored car (12 pts) or the BT-7 tank (13 pts). In later games, you may prefer the T-34/76, Soviet M3 Lee, SU-122, or SU-152. Get a couple, but watch out for airplanes.

Rating: ★★★★★☆

Percent chance of ≥1 hit, normal attack (success on 4, 5, 6)

Soldier's defense:	3	4	5	Vehicle's defense:	3	4	5	6
<i>Short/Med range</i>	95	83	62	<i>Short range</i>	95	83	62	38
<i>Long range</i>	86	64	36	<i>Med range</i>	91	75	50	25
				<i>Long range</i>	77	50	23	6