

M5 Stuart “Rhino”



Unit Class: Light tank.

Unit Icon (In-Game): Standard ‘Stuart’ icon with a large uppercase ‘R’ in the top right-hand corner.

Unit Skin: American M5 Stuart skin from Xcalibur’s Blitzkrieg Mod; models for mudguards (seen above) and Culin Cutter available on Relicforums.

Unit Role: Infantry Support, Obstruction Removal, Assault, Harassment, Flanking, Recon.

Build Cost: 🪖325 Manpower, ⛽40 Fuel.

Build Time (vCoH): 45.

Population Upkeep: 6.

Manpower Upkeep: N/A (Unknown).

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: 🩹340.

Target Type: armor_stuart.

Critical Type: armor.

Move Speed: 5.8.

Acceleration: 4.

Deceleration: 2.5.

Rotation: 50.

Crush_Human: True.

Crush_Type: Heavy_Crush.

Rear_Damage_Enabled?: True.

Sight Range: 40.

Detection Range: 0/5.

Weapons:

-1x 37mm_Stuart (main; unaltered from vCoH and under current 2.602 conditions), 1x 30_Cal_Coaxial_MG (co-axial), 1x 30_Cal_Hull_MG (hull)

Upgraded;

-1x 37mm_Stuart (main; unaltered from vCoH and under current 2.602 conditions), 1x 30_Cal_Coaxial_MG (co-axial), 1x 30_Cal_Hull_MG (hull), 1x 30_Cal_Jeep (see note under upgrades).

Upgrades:

-  **Pintle MG** (🪖45 Munitions): Mounts an M1919A4 .30 caliber MG on a pintle in front of the commander’s copula.

NOTE: Use 30_Cal_Jeep weapon.

-  **Medium Repair** (🪖45 Munitions, 2x uses with Oversupply T3.): Allows the vehicle to self repair.

Abilities:

-*White Phosphorous Shell* (Passive with unit, is a target-type ability, 240 second cooldown): The Rhino fires a white phosphorous round at enemy armor, reducing the target's sight range to 0 and halving its weapon accuracy for 40 seconds.

-*Infantry Support*: The M5 Rhino can transport a squad of up to 6 men (only 1 squad), though they will be in red cover conditions considering their exposed state on the tank. Reduces speed by .8 when garrisoned. *NOTE*: The Eastern Front mod team has created some fair animations for mounting troops on tanks.

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses:

-Vet1 (? XP): Received Damage: .85, Received Accuracy (moving) .85.

-Vet2 (? XP): Accuracy 1.15, Penetration 1.5.

-Vet3 (? XP): Move Speed +.6, Damage 1.2.

Other: The turret-mounted .30 cal would be easy to implement, simply add a pintle from the T17 onto the roof of the Stuart, and replace the Tank Commander model/animation with that of the Jeep gunner (possibly re-animating his legs and lower torso as these would probably clip through the turret if left un-altered).