



STEEL THUNDER™

AMERICAN BATTLE ★ TANK SIMULATION™



Master
Power
←

Engine
Power
1

Night
Periscope
2

3

Driver
Station
4

Gunner
Station
5

Commander
Station
6

Damage
Report
7

Stores
8

Map
9

Driver:
Next Goal/
Go Straight
toggle
0

Driver:
Close on
Target
+

Driver:
Circle
-

Driver:
Backwards
£

Extinguish
Fire
home

Engine
Smoke
del

Return
to H.Q.
CTRL

Pause
Run/Stop

C=/
Turret
Power

Z
Arm Smoke
Grenades⁽¹⁾

X
Auxiliary
Power

C
Mini-turret
Hyd.⁽³⁾

V
Gun⁽¹⁾
Stabilization

B
Turret
Hyd./Elec.

N
Ballistics
Computer⁽²⁾

M
Sight
Filter

,
Sight
Day/TTS⁽¹⁾

.
Sight
Magnification

/

Shift
Slew Rate

↑
Commander
Gunsight
Override⁽³⁾

↔
Commander
Control
Override⁽³⁾

f1
Fire Smoke
Grenade Salvo⁽¹⁾

f3
Gun Select: Coaxial/
Main Gun toggle

f5
Target Range
25mm Chain-gun Fire Rate
toggle on M3 Bradley

f7
Ammunition
Select

Gunner: Destroy Target / Cease Fire toggle

(1) Unused on M48A5

(2) Unused on M3 Bradley

(3) TOW-launcher Up/Down toggle on M3 Bradley

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