



STEEL THUNDER™

AMERICAN BATTLE★TANK SIMULATION



Master
Power
←

Engine
Power
1

Night
Periscope
2

3

Driver
Station
4

Gunner
Station
5

Comman-
der Station
6

Damage
Report
7

8

Map
9

Driver:
Next Goal/
Go Straight
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⁾ Sta-
bilization

B
Turret
Hyd./Elec.

N
Ballistic
Computer⁽²⁾

M
Sight Filter

,
Sight
Day/TTS⁽¹⁾

.
Sight
Magnification

/

Shift
Slew Rate

⇅
Commander
Gunsight
Override⁽²⁾

↔
Commander
Control
Override⁽²⁾

Identify
Target

Cut for C128 only ✕

f1
Fire Smoke
Grenade Salvo⁽¹⁾

f3
Gun Select:Coaxial
Main Gun toggle

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

f7
Ammunition
Select

Gunner: Destroy Target / Cease Fire toggle

ACCOLADE™

(1) Unused on M48A5
(2) Unused on M3 Bradley
(3) TOW-launcher Up/Down toggle on M3 Bradley