

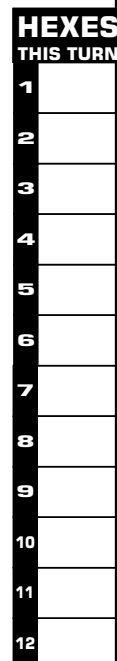
HEXES THIS TURN	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

<div>CRITICAL HITS (F)</div> <div> <div>2</div> <div>Driver Wounded - increase turn costs by 1</div> </div> <div> <div>3</div> <div>Fan damaged - minus 1 speed</div> </div> <div> <div>4</div> <div>Skirts Punctured - No Effect</div> </div> <div> <div>5</div> <div>Blow Glances off Hull - no effect</div> </div> <div> <div>6</div> <div>Fan damaged - minus 1 speed</div> </div> <div> <div>7</div> <div>Mine clearing equipment destroyed</div> </div> <div> <div>8</div> <div>Commander Wounded - minus 1 to hit on everything</div> </div>	<div>CRITICAL HITS (SIDE)</div> <div> <div>2</div> <div>Ammo explodes - extra 2D6 Hits</div> </div> <div> <div>3</div> <div>Gunner A Wounded - minus 1 to hit</div> </div> <div> <div>4</div> <div>Fan damaged - minus 1 speed</div> </div> <div> <div>5</div> <div>Holes shot in Hull - so what?</div> </div> <div> <div>6</div> <div>Blow Glances off Hull - no effect</div> </div> <div> <div>7</div> <div>Fusion Bottle Line Hit - minus 4 speed</div> </div> <div> <div>8</div> <div>Gunner B Wounded - minus 1 to hit</div> </div>	<div>MOVEMENT</div> <table> <tr> <td rowspan="7">TERRAIN</td><td>Move</td><td>13</td></tr> <tr> <td>RP - Roads</td><td>1</td></tr> <tr> <td>FW - Fordable</td><td>1</td></tr> <tr> <td>UW - Unfordable</td><td>1</td></tr> <tr> <td>SH - Skree & Hills</td><td>3</td></tr> <tr> <td>SC - Scrub</td><td>2</td></tr> <tr> <td>LW - Light Woods</td><td>3</td></tr> <tr> <td rowspan="3">MANOEUVRE</td><td>HW - Heavy Woods</td><td>NP</td></tr> <tr> <td>Turn</td><td>2</td></tr> <tr> <td>T. Turn</td><td>1D4+2</td></tr> <tr> <td></td><td>Side S</td><td>1</td></tr> </table>	TERRAIN	Move	13	RP - Roads	1	FW - Fordable	1	UW - Unfordable	1	SH - Skree & Hills	3	SC - Scrub	2	LW - Light Woods	3	MANOEUVRE	HW - Heavy Woods	NP	Turn	2	T. Turn	1D4+2		Side S	1
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<div>CRITICAL HITS (A)</div> <div> <div>2</div> <div>Splinter shield torn off - zero Damage reduction for Upper Decking</div> </div> <div> <div>3</div> <div>Fan damaged - minus 1 speed</div> </div> <div> <div>4</div> <div>Holes shot in Hull - so what?</div> </div> <div> <div>5</div> <div>Skirts Punctured - No Effect</div> </div> <div> <div>6</div> <div>Blow Glances off Hull - no effect</div> </div> <div> <div>7</div> <div>Fan damaged - minus 1 speed</div> </div> <div> <div>8</div> <div>Crew Killed. Bowl D6: 1-2 = Comdr, 3-4 = Gunner A, 5-6 = Gunner B</div> </div>	<div>CRITICAL HITS (MAIN)</div> <div> <div>2</div> <div>Driver Killed.</div> </div> <div> <div>3</div> <div>Driver Stunned this & next turn - vehicle moves forward max speed</div> </div> <div> <div>4</div> <div>Intake blocked - minus 2 speed</div> </div> <div> <div>5</div> <div>Holes shot in Hull - so what?</div> </div> <div> <div>6</div> <div>Fan damaged - minus 1 speed</div> </div> <div> <div>7</div> <div>Tri-Barrel destroyed: Bowl D6: 1-2 = F, 3-4 = L, 5-6 = R</div> </div> <div> <div>8</div> <div>Fusion Bottle Hit - Combat Car Explodes (as per 15cm HE shell)</div> </div>	<div>WEAPONS</div> <div> <div>Tribarrel - Line of Sight - Treat as Medium Range</div> <div><i>Tribarrels can be slaved (within arc) add +2 to hit & +4 damage for Tribarrels firing slaved. Only 2 weapons can be brought into any arc.</i></div> </div> <div> <div>Point Defence - 3D4 - Range 0</div> <div>Anit Mine Net - 3 Hexes in Total</div> <div>Overwatch Rating - 1</div> </div>																									



Commander
1 Mine Clearing Net (F)

RAM= 1D6;NA;0
DAM = 3D8:HIGH/MID



CRITICAL HITS (F)

2

Driver Wounded - increase turn costs by 1

3

Fan damaged - minus 1 speed

4

Skirts Punctured - No Effect

5

Blow Glances off Hull - no effect

6

Fan damaged - minus 1 speed

7

Mine clearing equipment destroyed

8

Commander Wounded - minus 1 to hit on everything

CRITICAL HITS (SIDE)

2

Ammo explodes - extra 2D4 Hits

3

Bowl a **MAIN** crit hit - below

4

Fan damaged - minus 1 speed

5

Holes shot in Hull - so what?

6

Blow Glances off Hull - no effect

7

Fusion Bottle Line Hit - minus 4 speed

8

Comms Hit - minus 1 initiative bonus

MOVEMENT

Move	13
RP - Roads	1
FW - Fordable	1
UW - Unfordable	1
SH - Skree & Hills	3
SC - Scrub	2
LW - Light Woods	3
HW - Heavy Woods	NP

TERRAIN

Turn	2
T. Turn	1D4+2
Side S	1

MANOEUVRE

CRITICAL HITS (A)

2

Rear Doors Jam shut - exit through roof hatch

3

Fan damaged - minus 1 speed

4

Holes shot in Hull - so what?

5

Skirts Punctured - No Effect

6

Blow Glances off Hull - no effect

7

Fan damaged - minus 1 speed

8

Command Crew Killed. Lose Initiative Bonus - no firing roof mounted gun

CRITICAL HITS (MAIN)

2

Driver Killed.

3

Driver Stunned this & next turn - vehicle moves forward max speed

4

Intake blocked - minus 2 speed

5

Holes shot in Hull - so what?

6

Fan damaged - minus 1 speed

7

Tri-Barrel destroyed

8

Fusion Bottle Hit - Combat Car Explodes (as per 15cm HE shell)

WEAPONS

Tribarrel - Line of Sight - Treat as Medium Range

Point Defence - 3D4 - Range 0

Anit Mine Net - 3 Hexes in Total

Overwatch Rating - 1

