



CRITICAL HITS (F)

2

Driver Killed.

3

MG Destroyed

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

Frontal Armour badly holed - 1D6 additional hits

CRITICAL HITS (SIDE)

2

Nast Hit - extra 1D6 Hits

3

Driver Wounded - increase turn costs by 1

4

Blow Glances off Hull - no effect

5

Fan damaged - minus 1 speed

6

Rip in skirt - minus 2 speed

7

Commander Wounded - minus 1 to hit on everything

8

CRITICAL HITS (A)

2

Sensor damaged - no overwatch - 3 to hit on everything

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

Engine Hit - minus 2 speed

CRITICAL HITS (MAIN)

2

Occupants Stunned - no move or fire till end of next turn

3

Intake blocked - minus 2 speed

4

Holes shot in Hull - so what?

5

Skirts Punctured - No Effect

6

Fan casing damaged - increase turn costs by 1

7

Turret Rotator sticking shift 2R> on speed chart for both guns

8

Fusion bottle hit - vehicle explodes (as per 22cm HE shell)

CRITICAL HITS (T)

2

Tribarrel destroyed

3

Sights Damaged - 1 to hit on main gun and tribarrel

4

Blow Glances off Turret - no effect

5

That was close! - no effect

6

Turret Rotator sticking shift 2R> on speed chart for both guns

7

Ammo Jams - no firing Main gun next turn

8

Main Gun Destroyed

MOVEMENT

Move

11

RP - Roads

1

FW - Fordable

1

UW - Unfordable

2

SH - Skree & Hills

3

SC - Scrub

2

LW - Lt Woods

3

HW - Hvy Woods

NP

MANOEUVRE

Turn

2

T. Turn

1D4+2

Side S

2

WEAPONS

Main Gun

- Rail Gun: Damage: LOW/HIGHx2
Short (+1) 1-7, Medium 8-12, Long (-1) LOS

Tribarrel

- Line of Sight - Treat as Medium Range.
Note: Tribarrel is COAXIAL with main gun. May only fire at targets in same or adjacent hex as main gun (or vice versa)

Flechette machine Gun

-
SHORT (+1 HIGH) = 0-2,
MEDIUM (MID) = 3-6,
LONG (-1 LOW) = 7-9

Overwatch Rating

- 1 if main gun has not fired

RANGE
DEPENDENT
DAMAGE