

Initiative
Bonus
0

STOAT 1

DEFENSIVE VALUE 12



Commander
1 Flechette Machine Gun
To Hit: 2D6+**ADB** Damage: HIGH/MID/LOW

INFANTRY SQUAD



UPPER DECKING 0

MAIN HULL DAMAGE TRACK (MHDT)



Crew
COMMANDER
Gunnery Skill: ☐

STOAT
RAM = 1D8;NA;+1
DAM = 3D4:HIGH/MID

HEXES THIS TURN

STOAT 1 STOAT 2

	STOAT 1	STOAT 2
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		

Initiative
Bonus
0

STOAT 2

DEFENSIVE VALUE 12



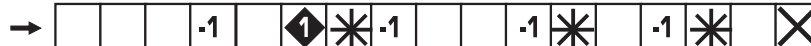
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CRITICAL HITS STOAT (2D6)

- Squad hit - 1D4 dead (random)
- Driver Killed
- Intake blocked - minus 2 speed
- MG damaged - minus 2 to hit
- Skirts Punctured - No Effect
- Shot passes right through hull - no effect
- Fan damaged - minus 1 speed
- Driver Wounded - increase turn costs by 1
- Occupants Stunned - no move or fire till end of next turn
- Commander Killed -
- Ion Batteries Hit - Weasel Explodes (as per Mortar HE shell)

MOVEMENT FOR ALL VEHICLES

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

WEAPONS

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



Point Defence - 0
Overwatch Rating - 0