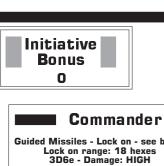
WEASEL G2 (WITH 2 GOLIATH UNITS)

B.P.V. 35 I.D.



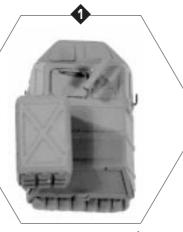
WEASEL

DEFENSIVE VALUE 12



Guided Missiles - Lock on - see below Lock on range: 18 hexes 3D6e - Damage: HIGH 00000000





UPPER DECKING

MAIN HULL DAMAGE TRACK (MHDT)

-1 |*****

GOLIAT

DEFENSIVE VALUE 13



Gunner A

Guided Missiles - Lock on - see below Lock on range: 18 hexes 3D6e - Damage: HIGH



UPPER DECKING

MAIN HULL DAMAGE TRACK (MHDT)

-1

GOLIATH 2

DEFENSIVE VALUE 13



Gunner B

Guided Missiles - Lock on - see below Lock on range: 18 hexes 3D6e - Damage: HIGH



UPPER DECKING 1

MAIN HULL DAMAGE TRACK (MHDT)

CRITICAL HITS WEASEL (2D6)

- Comms link to Goliath's cut no more control of slaved units
- **Driver Killed**
- Intake blocked minus 2 speed
- Missile Unit Hit lose 1D8 Missiles
- Skirts Punctured No Effect
- Shot passes right through hull no effect
- Fan damaged minus 1 speed
- Driver Wounded increase turn costs by 1
- One Gunner Killed player choses Commander Killed No firing
- Ion Batteries Hit Weasel Explodes (as per Mortar HE shell)

CRITICAL HITS GOLIATH UNITS (2D4)

- Comms link to Weasel cut lose 2 control of this unit
- Intake blocked minus 2 speed
- Missile Unit Hit lose 1D4 Missiles
- Skirts Punctured No Effect
- Shot passes right through hull no effect
- Fan damaged minus 1 speed
- Ion Batteries Hit Goliath Explodes (as per Mortar HE shell)

GOLIATH |

Goliath Control - The gunners aboard the Weasel control a Goliath each. Each turn, at the start of phase 2 (Movement) the gunner must bowl under his gunnery skill using a D4 to retain conrol of his unit. A Minus on that is the distance the Goliath unit is from the Weasel in hexes

MOVEMENT FOR ALL VEHICLES

	Move	13
7	RP - Roads	1
	FW - Fordable	1
2	UW - Unfordable	1
2	RP - Roads FW - Fordable UW - Unfordable SH - Skree & Hills	3
Ш	SC - Scrub	2
-	LW - Light Woods	3
	HW - Heavy Woods	NP
KE	Turn	2
ANOEUVRE	T. Turn 10	04+2
M	Side S	1

Crew C

COMMANDER

Gunnery Skill:

GUNNER A Gunnery Skill:

GUNNER B

WEASEL

Gunnery Skill:

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

GOLIATH RAM= 1D10;NA;+2 DAM= 3D4:HIGH/MID

WEAPONS

Missiles - Bowl under Gunnery Skill with a D12. Add 1 to gunnery skill for each friendly unit within 3 hexes of intended target, or each sniper within 6 hexes of target. Maximum addition is 4.Max fire per turn: 2 Missiles

Goliath Control - Using D4 roll under Gunnery skill minus Goliath distance from Weasel in hexes If control is lost then for that turn, that Goliath is unusable. Next turn, try to reestablish contact

Overwatch Rating - 0