

Initiative
Bonus
0

CIVILIAN AMBULANCE

DEFENSIVE VALUE 12

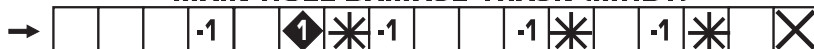


MEDICAL
PERSONNEL
& WOUNDED



UPPER DECKING 0

MAIN HULL DAMAGE TRACK (MHDT)



CIVILIAN AMBULANCE
RAM = 1D8; NA; +1
DAM = 3D4; HIGH/MID

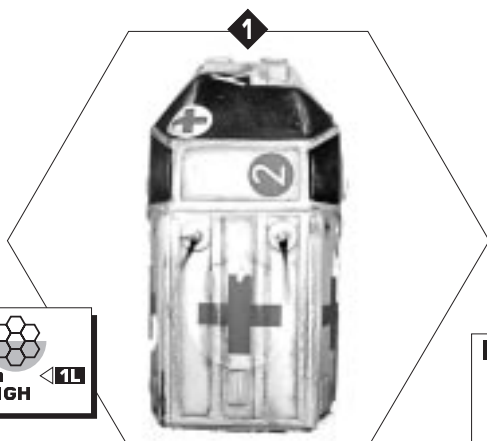
HEXES THIS TURN

	CIVILIAN	"Q"
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		

Initiative
Bonus
0

Q AMBULANCE

DEFENSIVE VALUE 12



Gunner A

1 2cm Tribarrel Power Gun
To Hit: 2D8 + Damage: HIGH

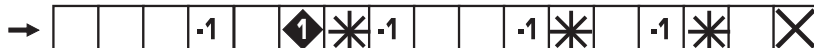


INFANTRY
SQUAD



UPPER DECKING 0

MAIN HULL DAMAGE TRACK (MHDT)



Crew

GUNNER A
Gunnery Skill:

Q AMBULANCE
RAM = 1D8; NA; +1
DAM = 3D4; HIGH/MID

CRITICAL HITS CIVILIAN (2D6)

- Medical crew hit - 1D4 dead
- Driver Killed
- Transmission hit - minus 2 speed
- Puncture - minus 1 speed
- Stereo broken - no more music
- Shot passes right through hull - no effect
- Broken windscreen - minus 1 speed
- Driver Wounded - increase turn costs by 1
- Occupants Stunned - no move till end of next turn
- Lose wheel - 3 speed
- Fuel Tank - Ambulance Explodes (as per Mortar HE shell)

CRITICAL HITS "Q" (2D6)

- Squad hit - 1D4 dead (random) & Tribarrel destroyed
- Driver Killed
- Intake blocked - minus 2 speed
- Tri-barrel damaged - minus 2 to hit
- Driver drops lunch - No Effect
- Shot passes right through hull - no effect
- Broken windscreen - minus 1 speed
- Driver Wounded - increase turn costs by 1
- Occupants Stunned - no move or fire till end of next turn
- Lose wheel - 3 speed
- Fuel Tank - Ambulance 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

Tribarrel - Line of Sight - Treat as Medium Range.
Overwatch Rating - 0