

HEXES THIS TURN

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

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 (A)	
2	Splinter shield torn off - zero Damage reduction for Upper Decking
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	Crew Killed. Bowl D6: 1-2 = Comdr, 3-4 = Gunner A, 5-6 = Gunner B
CRITICAL HITS (SIDE)	
2	Ammo explodes - extra 2D6 Hits
3	Gunner A Wounded - minus 1 to hit
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	Gunner B Wounded - minus 1 to hit
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: Bowl D6: 1-2 = F, 3-4 = L, 5-6 = R
8	Fusion Bottle Hit - Combat Car Explodes (as per 15cm HE shell)
MOVEMENT	
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
WEAPONS	
Tribarrel - Line of Sight - Treat as Medium Range <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>	
Point Defence - 3D4 - Range 0 Anit Mine Net - 3 Hexes in Total Overwatch Rating - 1	

Commander
1 Mine Clearing Net (F)

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



CRITICAL HITS (F)		CRITICAL HITS (SIDE)		MOVEMENT	
2	Driver Wounded - increase turn costs by 1	2	Ammo explodes - extra 2D4 Hits	Move	13
3	Fan damaged - minus 1 speed	3	Bowl a MAIN crit hit - below	RP - Roads	1
4	Skirts Punctured - No Effect	4	Fan damaged - minus 1 speed	FW - Fordable	1
5	Blow Glances off Hull - no effect	5	Holes shot in Hull - so what?	UW - Unfordable	1
6	Fan damaged - minus 1 speed	6	Blow Glances off Hull - no effect	SH - Skree & Hills	3
7	Mine clearing equipment destroyed	7	Fusion Bottle Line Hit - minus 4 speed	SC - Scrub	2
8	Commander Wounded - minus 1 to hit on everything	8	Comms Hit - minus 1 initiative bonus	LW - Light Woods	3
				HW - Heavy Woods	NP
				Terrain	
				Turn	2
				T. Turn	1D4+2
				Side S	1
				Manoeuvre	
CRITICAL HITS (A)		CRITICAL HITS (MAIN)		WEAPONS	
2	Rear Doors Jam shut - exit through roof hatch	2	Driver Killed.	Tribarrel - Line of Sight - Treat as Medium Range	
3	Fan damaged - minus 1 speed	3	Driver Stunned this & next turn - vehicle moves forward max speed	Point Defence - 3D4 - Range 0	
4	Holes shot in Hull - so what?	4	Intake blocked - minus 2 speed	Anit Mine Net - 3 Hexes in Total	
5	Skirts Punctured - No Effect	5	Holes shot in Hull - so what?	Overwatch Rating - 1	
6	Blow Glances off Hull - no effect	6	Fan damaged - minus 1 speed		
7	Fan damaged - minus 1 speed	7	Tri-Barrel destroyed		
8	Command Crew Killed. Lose Initiative Bonus - no firing roof mounted gun	8	Fusion Bottle Hit - Combat Car Explodes (as per 15cm HE shell)		

