

HEXES
THIS TURN

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<p>CRITICAL HITS (F)</p> <p>2 Driver Killed.</p> <p>3 Puncture - minus 1 speed</p> <p>4 Buzzbombs hit - lose 1D4 rounds</p> <p>5 Blow Glances off Hull - no effect</p> <p>6 Puncture but self seals - no effect</p> <p>7 Transmission damaged - increase turn costs by 1</p> <p>8 Frontal Armour badly holed - 1D4 additional hits</p>	<p>CRITICAL HITS (SIDE)</p> <p>2 Ammo explodes - extra 2D6 Hits</p> <p>3 Driver's Tribarrel Destroyed</p> <p>4 Driver Wounded - increase turn costs by 1</p> <p>5 Blow Glances off Hull - no effect</p> <p>6 Lose Wheel - minus 2 speed</p> <p>7 Squad hit - 1D4 dead (random)</p> <p>8 Commander Wounded - minus 1 to hit on everything</p>	<p>CRITICAL HITS (T)</p> <p>2 Sensor damaged - no overwatch - 3 to hit on everything</p> <p>3 Turret Tribarrel Destroyed</p> <p>4 Main Gun Jams - no firing next turn</p> <p>5 Blow Glances off Turret - no effect</p> <p>6 Missile Box Hit - lose 1D4 Missiles</p> <p>7 Main Gun Destroyed</p> <p>8 Commander Killed</p>	<p>MOVEMENT</p> <p>Move 8</p> <p>RP - Roads 1</p> <p>FW - Fordable 2</p> <p>UW - Unfordable NP</p> <p>SH - Skree & Hills 5</p> <p>SC - Scrub 2</p> <p>LW - Lt Woods 3</p> <p>HW - Hvy Woods NP</p> <p>MANOEUVRE</p> <p>Turn 2</p> <p>T. Turn 1D6+3</p> <p>Side S NP</p>
<p>CRITICAL HITS (A)</p> <p>2 Rear Doors Jam for next turn</p> <p>3 Squad hit - 1D4 dead (random)</p> <p>4 Puncture - minus 1 speed</p> <p>5 Holes shot in Hull - so what?</p> <p>6 Blow Glances off Hull - no effect</p> <p>7 Transmission damaged - increase turn costs by 1& no reversing</p> <p>8 Engine Hit - minus 4 speed</p>	<p>CRITICAL HITS (MAIN)</p> <p>2 Occupants Stunned - no move or fire till end of next turn</p> <p>3 Squad hit - 1D6 dead (random)</p> <p>4 Puncture - minus 1 speed</p> <p>5 Holes shot in Hull - so what?</p> <p>6 Lose Wheel - minus 2 speed</p> <p>7 PD Gang fires - set off all remaining PD Rounds & calculate effect</p> <p>8 Vehicle brews up and Explodes (as per mortar HE shell)</p>	<p>WEAPONS</p> <p>Main Gun - 5cm P'Gun: Line of Sight - Treat as Medium Range</p> <p>Tribarrel - Line of Sight - Treat as Medium Range</p> <p>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.</p> <p>Buzzbombs - Short (+1) 1, Medium 2-3, Long (-1) 4-5</p> <p>Point Defence - 3D4 0 Range</p> <p>Penetrators - Range 0 xxxxxxxx</p> <p>Overshoot Rating - 1</p>	