WEASEL

DEFENSIVE VALUE 12

Initiative Bonus
0

Crew
COMMANDER
Gunnery Skill: ☐

GUNNER A
Gunnery Skill: ☐

GUNNER B
Gunnery Skill: ☐

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

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

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

1

UPPER DECKING 0

MAIN HULL DAMAGE TRACK (MHDT)

→ | | | | -1 | | ◆1 | ✳ | -1 | | | -1 | ✳ | | -1 | ✳ | | ✕ |

HEXES
THIS TURN

	WEASEL	G1	G2
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

GOLIATH 1
DEFENSIVE VALUE 13

0

Gunner A ⬡
Guided Missiles - Lock on - see below
Lock on range: 18 hexes
3D6e - Damage: HIGH
○○○○

UPPER DECKING 0

MAIN HULL DAMAGE TRACK (MHDT)

→ | | ✳ | -1 | ✳ | -1 | -1 | ✳ | -1 | ✕ |

GOLIATH 2
DEFENSIVE VALUE 13

0

Gunner B ⬡
Guided Missiles - Lock on - see below
Lock on range: 18 hexes
3D6e - Damage: HIGH
○○○○

UPPER DECKING 0

MAIN HULL DAMAGE TRACK (MHDT)

→ | | ✳ | -1 | ✳ | -1 | -1 | ✳ | -1 | ✕ |

CRITICAL HITS WEASEL (2D6)

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

CRITICAL HITS GOLIATH UNITS (2D4)

2 Comms link to Weasel cut - lose control of this unit
3 Intake blocked - minus 2 speed
4 Missile Unit Hit lose 1D4 Missiles
5 Skirts Punctured - No Effect
6 Shot passes right through hull - no effect
7 Fan damaged - minus 1 speed
8 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

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

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 re-establish contact

Overwatch Rating - 0