

Initiative Bonus

0

## JEEP 1

Crew

COMMANDER

Gunnery Skill: ☐

Commander

1 Twin 'k' mount Power Gun

To Hit: 2D6+1+ADB Damage: HIGH+1

DEFENSIVE VALUE 13

1

UPPER DECKING 0

MAIN HULL DAMAGE TRACK (MHDT)

→ 

			-1		*	-1			-1	*		-1	*		X
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## JEEP 2

Crew

COMMANDER

Gunnery Skill: ☐

GUNNER A

Gunnery Skill: ☐

Commander/Gunner

1 Auto Grenade Launcher

To Hit: 2D6+1+ADB Damage: HIGH+2

DEFENSIVE VALUE 13

1

UPPER DECKING 0

MAIN HULL DAMAGE TRACK (MHDT)

→ 

			-1		*	-1			-1	*		-1	*		X
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## JEEP 3

Crew

COMMANDER

Gunnery Skill: ☐

Commander

1 Mortar

To Hit: 3D6e Damage: HIGH/LOW

Commander

1 Tri-Barrel Power Gun

To Hit: 2D8+ADB Damage: HIGH

DEFENSIVE VALUE 13

1

UPPER DECKING 0

MAIN HULL DAMAGE TRACK (MHDT)

→ 

			-1		*	-1			-1	*		-1	*		X
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## MOVEMENT

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

## HEXES THIS TURN

JEEP 1 JEEP 2 JEEP 3

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

## WEAPONS

**AutoGrenade Launcher - 2D6e+1 to hit**  
Short 0-11 (+1), Med 2-3, Long 4-5 (-1) Damage HIGH+2

**Twin Powergun 'k' mount - 2D6+1 to hit**  
Short 0-3 (+1), Med 4-6, Long 7-12 (-1) Damage HIGH+1

**Tri-Barrel Power Gun - 2D8 to hit**  
LOS - Treat as Medium range Damage HIGH

**Mortar - 3D6e to hit**  
Damage HE only - HIGH/LOW (armour/soft skins)

**Point Defence - 0**  
**Overwatch Rating - 0**

## CRITICAL HITS JEEP (2D6)

- Main gun or mortar destroyed
- Driver Killed
- Intake blocked - minus 2 speed
- Main gun damaged - minus 2 to hit
- Skirts Punctured - No Effect
- Shot passes right through hull - no effect
- Fan damaged - minus 1 speed
- Driver Wounded - increase turn costs by 1
- Occupants Stunned - no move or fire till end of next turn
- Commander Killed -
- Ion Batteries Hit - Jeep Explodes (as per Mortar HE shell)