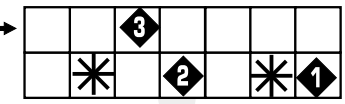
PULPIT MLRS

B.P.V. 35 I.D.

Initiative Bonus
1

PRIMARY DAMAGE TRACK (F)

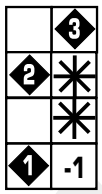


GO TO MHDT

Crew
COMMANDER
Gunnery Skill:

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

PRIMARY DAMAGE TRACK (FQL)

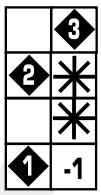


GO TO MHDT

PD

DEFENSIVE VALUE 6 (T+6)

PRIMARY DAMAGE TRACK (FQR)



GO TO MHDT

HEXES THIS TURN

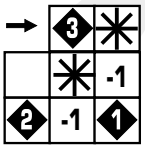
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

Commander

MLRS Missiles
Guided (Direct Fire) Lock on 18 hexes
3D6E - Damage: HIGH (max fire 4 Missiles)
Barrage (Indirect Fire) Range UNLIMITED
Damage: 1 Missile = 1 15cm round
Damage: 2 Missiles = 1 22cm round
Damage: 4 Missiles = 2 22cm round
(max fire 4 Missiles)

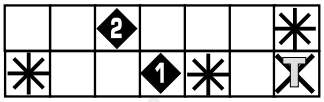
UPPER DECKING

PRIMARY DAMAGE TRACK (RQL)

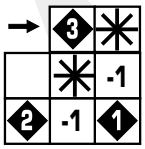


GO TO MHDT

TURRET MISSILE BOX DAMAGE TRACK (360)



PRIMARY DAMAGE TRACK (RQR)

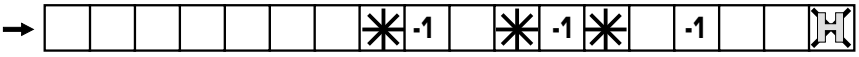


GO TO MHDT

PRIMARY DAMAGE TRACK (A)

GO TO MHDT

MAIN HULL DAMAGE TRACK (MHDT)



CRITICAL HITS (F)

2 Driver Killed.
3 Lose Wheel - minus 2 speed
4 Puncture - minus 1 speed
5 Blow Glances off Hull - no effect
6 Puncture but self seals - no effect
7 Transmission damaged - increase turn costs by 1
8 Frontal Armour badly holed - 1D4 additional hits

CRITICAL HITS (SIDE)

2 Missile fuel ignites - extra 2D6 Hits
3 Lose Wheel - minus 2 speed
4 Driver Wounded - increase turn costs by 1
5 Blow Glances off Hull - no effect
6 Lose Wheel - minus 2 speed
7 S
8 Commander Wounded - minus 1 to hit on everything

CRITICAL HITS (T)

2 Missiles explode - extra 4D6 Hits
3 Missile explodes - extra 2D6 Hits
4 2 Missiles destroyed - remove
5 Blow glances off missile box - no effect
6 Launcher damaged max fire 1 missile at a time only
7 Missile explodes - extra 2D6 Hits
8 Missiles explode - extra 4D6 Hits

MOVEMENT

Move	9
RP - Roads	1
FW - Fordable	2
UW - Unfordable	NP
SH - Skree & Hills	5
SC - Scrub	2
LW - Lt Woods	3
HW - Hvy Woods	NP
MANOEUVRE Turn	2
T. Turn	1D6+3
Side S	NP

CRITICAL HITS (A)

2 Vehicle fuel ignites - extra 2D4 Hits
3 Lose Wheel - minus 2 speed
4 Puncture - minus 1 speed
5 Holes shot in Hull - so what?
6 Blow Glances off Hull - no effect
7 Transmission damaged - increase turn costs by 1& no reversing
8 Engine Hit - minus 4 speed

CRITICAL HITS (MAIN)

2 Commander Killed
3 Occupants Stunned - no move or fire till end of next turn
4 Puncture - minus 1 speed
5 Holes shot in Hull - so what?
6 Lose Wheel - minus 2 speed
7 PD Gang fires - set off all remaining PD Rounds & calculate effect
8 Vehicle brews up and Explodes (as per TWO 22cm HE shells)

WEAPONS

MLRS - Indirect Fire Mode: Treat EACH launching of 1 missile as ONE 15cm Artillery attack, OR each of 2 Missiles as ONE 22cm Artillery attack. Rounds are configurable and can be set to any ammo type - Max fire per turn: 4 Missiles
MLRS - Direct Fire Mode: Treat as 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: 4 Missiles
Point Defence - 3D4 0 Range - **Overwatch Rating** - 0