

Initiative Bonus
0

PRIMARY DAMAGE TRACK (F)
→ [5] [4] [] [] [] []
[3] [] [2] [] [*] [1] → GO TO MHDT

PRIMARY DAMAGE TRACK (FQL)
→ [] [4] [*] [3]
[2] [] [] []
[] [*] [] []
[1] [-1] → GO TO MHDT

PRIMARY DAMAGE TRACK (FQR)
→ [] [4] [] [3]
[*] [2] [] []
[1] [*] [] []
[-1] → GO TO MHDT

DEFENSIVE VALUE 12

Commander
1 2cm Tribarrel Power Gun
To Hit: 2D8 + AD8 Damage: HIGH

Commander
1 5cm HV Power Gun
To Hit: 2D8 + AD8 Damage: ALL

PRIMARY DAMAGE TRACK (RQL)
→ [] [] [] []
[3] [*] [] []
[*] [2] [] []
[-1] [1] → GO TO MHDT

PRIMARY DAMAGE TRACK (RQR)
→ [] [] [] []
[3] [*] [] []
[*] [2] [] []
[-1] [1] → GO TO MHDT

UPPER DECKING 2

PRIMARY DAMAGE TRACK (A)
→ [3] [2] [-1] [*] [-1] [1] [*] → GO TO MHDT

MAIN HULL DAMAGE TRACK (MHDT)
→ [] [] [-1] [] [*] [-1] [] [-1] [*] [-1] [*] [X]

HEXES THIS TURN
1 []
2 []
3 []
4 []
5 []
6 []
7 []
8 []
9 []
10 []
11 []
12 []

<p>CRITICAL HITS (F)</p> <p>2 Driver Wounded - increase turn costs by 1</p> <p>3 Tribarrel Damaged - minus 2 to hit</p> <p>4 Holes shot in Hull - so what?</p> <p>5 Skirts Punctured - No Effect</p> <p>6 Blow Glances off Hull - no effect</p> <p>7 Fan damaged - minus 1 speed</p> <p>8 Intake blocked - minus 2 speed</p>	<p>CRITICAL HITS (SIDE)</p> <p>2 Ammo explodes - extra 2D6 Hits</p> <p>3 Ammo Jams - no firing Main gun next turn</p> <p>4 Fan damaged - minus 1 speed</p> <p>5 Holes shot in Hull - so what?</p> <p>6 Blow Glances off Hull - no effect</p> <p>7 Fan damaged - minus 1 speed</p> <p>8 Skirt Rips - minus 2 speed</p>
<p>CRITICAL HITS (A)</p> <p>2 Fan casing damaged - increase turn costs by 1</p> <p>3 Fan damaged - minus 1 speed</p> <p>4 Holes shot in Hull - so what?</p> <p>5 Skirts Punctured - No Effect</p> <p>6 Blow Glances off Hull - no effect</p> <p>7 Fan damaged - minus 1 speed</p> <p>8 Fusion Bottle Line Hit - minus 4 speed</p>	<p>CRITICAL HITS (MAIN)</p> <p>2 Main Gun Destroyed</p> <p>3 Driver Killed</p> <p>4 Tribarrel Destroyed</p> <p>5 Holes shot in Hull - so what?</p> <p>6 Fan damaged - minus 1 speed</p> <p>7 Commander Killed - No firing his weapons</p> <p>8 Fusion Bottle Hit - Tank Explodes (as per 22cm HE shell)</p>

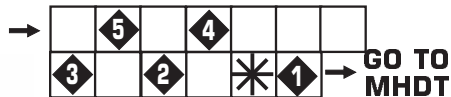
MOVEMENT		
TERRAIN	Move	11
	RP - Roads	1
	FW - Fordable	1
	UW - Unfordable	1
	SH - Skree & Hills	3
	SC - Scrub	2
	LW - Light Woods	3
	HW - Heavy Woods	NP
MANOEUVRE	Turn	2
	T. Turn	1D4+2
	Side S	1

WEAPONS

Main Gun - 5cm HV Power Gun: Line of Sight - Treat as Medium Range
Tribarrel - Line of Sight - Treat as Medium Range
Point Defence - 3D4 0 Range
Overwatch Rating - 1

Initiative Bonus
0

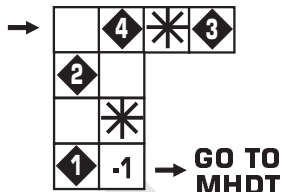
PRIMARY DAMAGE TRACK (F)



Crew
COMMANDER
Gunnery Skill: ☐

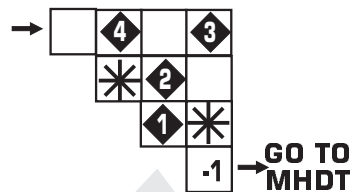
RAM = 1D6:NA:0
DAM = 3D8:HIGH/MID

PRIMARY DAMAGE TRACK (FQL)



DEFENSIVE VALUE 12

PRIMARY DAMAGE TRACK (FQR)



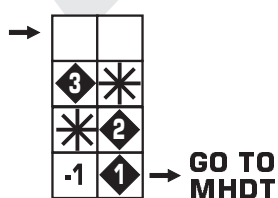
Commander

1 2cm Tribarrel Power Gun
To Hit: 2D8 + ADB Damage: HIGH

Commander

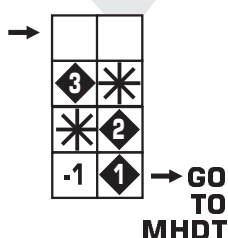
1 15cm CAP Gun
To Hit: 2D6 + ADB Damage: LOW/ALLx2

PRIMARY DAMAGE TRACK (RQL)



UPPER DECKING 2

PRIMARY DAMAGE TRACK (RQR)



PRIMARY DAMAGE TRACK (A)



MAIN HULL DAMAGE TRACK (MHDT)



HEXES THIS TURN

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

CRITICAL HITS (F)

- Driver Wounded - increase turn costs by 1
- Tribarrel Damaged - minus 2 to hit
- Holes shot in Hull - so what?
- Skirts Punctured - No Effect
- Blow Glances off Hull - no effect
- Fan damaged - minus 1 speed
- Intake blocked - minus 2 speed

CRITICAL HITS (SIDE)

- Ammo explodes - extra 2D6 Hits
- Ammo Jams - no firing Main gun next turn
- Fan damaged - minus 1 speed
- Holes shot in Hull - so what?
- Blow Glances off Hull - no effect
- Fan damaged - minus 1 speed
- Skirt Rips - minus 2 speed

CRITICAL HITS (A)

- Fan casing damaged - increase turn costs by 1
- Fan damaged - minus 1 speed
- Holes shot in Hull - so what?
- Skirts Punctured - No Effect
- Blow Glances off Hull - no effect
- Fan damaged - minus 1 speed
- Fusion Bottle Line Hit - minus 4 speed

CRITICAL HITS (MAIN)

- Main Gun Destroyed
- Driver Killed
- Tribarrel Destroyed
- Holes shot in Hull - so what?
- Fan damaged - minus 1 speed
- Commander Killed - No firing his weapons
- Fusion Bottle Hit - Tank Explodes (as per 22cm HE shell)

MOVEMENT

Move	10
RP - Roads	1
FW - Fordable	1
UW - Unfordable	2
SH - Skree & Hills	3
SC - Scrub	2
LW - Light Woods	3
HW - Heavy Woods	NP
Turn	2
T. Turn	1D4+2
Side S	1

WEAPONS

Main Gun - SHORT (+1) = 1-12,
M = 12+ Line of Sight - Treat as Medium Range

Tribarrel - Line of Sight - Treat as Medium Range
Point Defence - 3D4 0 Range
Overwatch Rating - 1

VARYING DAMAGE