

Initiative Bonus
0

PRIMARY DAMAGE TRACK (F)

→ [3] [2] [X] [1] → **GO TO MHTD**

Crew

COMMANDER
Gunnery Skill:

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

PRIMARY DAMAGE TRACK (FQL)

→ [2] [X] [X] [1] → **GO TO MHTD**

PD

DEFENSIVE VALUE 11 (T+4)

3

PRIMARY DAMAGE TRACK (FQR)

→ [2] [X] [X] [1] → **GO TO MHTD**

Commander

1 Flechette Machine Gun
To Hit: 2D6+ADB Damage: HIGH/MID/LOW

UPPER DECKING 1

TURRET DAMAGE TRACK (360)

→ [4] [2] [1] [X] [X] [X] → **GO TO MHTD**

Commander

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

PRIMARY DAMAGE TRACK (RQL)

→ [2] [X] [X] [1] → **GO TO MHTD**

PD

PRIMARY DAMAGE TRACK (A)

→ [2] [X] [1] [X] [1] [X] → **GO TO MHTD**

PRIMARY DAMAGE TRACK (RQR)

→ [2] [X] [X] [1] → **GO TO MHTD**

INFANTRY TEAM

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MAIN HULL DAMAGE TRACK (MHTD)

→ [X] [1] [X] [1] [X] [1] [X] → **GO TO MHTD**

HEXES THIS TURN

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

CRITICAL HITS (F)

2 Driver Killed.
3 Puncture - minus 1 speed
4 1 additional hit and bowl crit again
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 Ammo explodes - extra 2D6 Hits
3 Driver Wounded - increase turn costs by 1
4 Puncture - minus 1 speed
5 Blow Glances off Hull - no effect
6 Lose Wheel - minus 3 speed
7 Squad hit - 1D4 - 1 dead (random)
8 Commander Wounded - minus 1 to hit on everything

CRITICAL HITS (T)

2 Sensor damaged - 3 to hit on everything
3 Main Gun Jams - no firing next turn
4 Turret MG Destroyed - what a loss...
5 Blow Glances off Turret - no effect
6 Commander's lunch burnt - no effect
7 Main Gun Destroyed
8 Commander Killed

CRITICAL HITS (A)

2 Rear Doors Jam for next turn
3 Squad hit - 1D4 - 1 dead (random)
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 Squad hit - 1D4 dead (random)
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 3 speed
7 PD Gang fires - set off all remaining PD Rounds & calculate effect
8 Vehicle brews up and Explodes (as per mortar HE shell)

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

Turn
T. Turn 1D6+2
Side S NP

WEAPONS

Main Gun - Line of Sight - Treat as Medium Range

Flechette machine Gun - SHORT (+1 HIGH) = 0-2, MEDIUM (MID) = 3-6, LONG (-1 LOW) = 7-9

Point Defence - 3D4 0 Range
Overwatch Rating - 0