HENSCHEL PzKpfw 41 MAUS VI (LAZ TANK)

B.P.V. 80 I.D. ____

Initiative Bonus 0

PRIMARY DAMAGE TRACK (F)

8 | 7 | * | * | 6 | * | * | * | * | * → GO TO MHDT

Crew
COMMANDER Gunnery Skill: ____
DRIVER Gunnery Skill: ____

RAM= 1D4;NA;0
DAM = 3D12:HIGH/MID

PD ○○○○

Driver
1 3cm CAP Gun (F) 1R▶
To Hit: 2D8+ADB Damage: LOW/HIGH

PRIMARY DAMAGE TRACK (FQL)

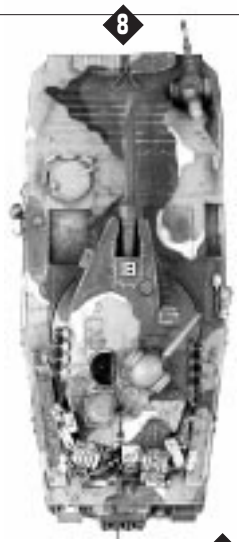
* | * | * | * | * | * | 6 | * | * | * | * | -1 → GO TO MHDT

PRIMARY DAMAGE TRACK (FQR)

* | * | * | * | * | * | 6 | * | * | * | * | -1 → GO TO MHDT

DEFENSIVE VALUE 7 (T+6)

8 | 6 | 6



PD ○○○○

Commander
1 Mine Clearing Net

Commander
1 Medium Laser ◁1L
To Hit: 2D6e+ADB Damage: HIGH

Commander
2 Ground Penetrators

Commander
1 Heavy Laser
To Hit: 2D10+ADB Damage: HIGHx2

PD ○○○○

HEXES THIS TURN

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

UPPER DECKING 4

PRIMARY DAMAGE TRACK (RQL)

* | * | * | * | * | * | * | * | * | * | -1 | -1 → GO TO MHDT

5 | 7 **TURRET DAMAGE TRACK (360)** 5

* | * | * | * | * | * | 7 | * | * | * | * | * | 6 | * | * | * | * | * | * | * | * | * | * | *

PRIMARY DAMAGE TRACK (RQR)

* | * | * | * | * | * | * | * | * | * | -1 | -1 → GO TO MHDT

5

PD ○○○○

PRIMARY DAMAGE TRACK (A)

* | * | * | * | * | * | * | -1 | * | * | * | * | * | -1 | * | * | * | * | * | * → GO TO MHDT

MAIN HULL DAMAGE TRACK (MHDT)

* | * | * | * | * | -1 | 5 | * | * | -1 | 4 | * | * | -1 | 3 | * | * | -1 | * | 2 | 1 | * | * | X

CRITICAL HITS (F)

2 Driver Killed.
3 Gun mount sticking shift 2R> on speed chart for CAP gun
4 Fan damaged - minus 1 speed
5 Blow Glances off Hull - no effect
6 Fan damaged - minus 1 speed
7 Mine clearing equipment destroyed
8 Forward CAP Gun Destroyed

CRITICAL HITS (SIDE)

2 Fusion Bottle Leak - extra 2D6 Hits
3 Driver Wounded - increase turn costs by 1
4 Fan damaged - minus 1 speed
5 Holes shot in Hull - so what?
6 Blow Glances off Hull - no effect
7 Fan damaged - minus 1 speed
8 Commander Wounded - minus 1 to hit on everything

CRITICAL HITS (T)

2 Main Gun Destroyed
3 Sensor damaged - no overwatch - 3 to hit on everything
4 Main Gun hit - no firing end next turn
5 Blow Glances off Turret - no effect
6 Medium Laser hit - no firing until end of next turn - next hit: Destroyed
7 Commander Killed
8 Turret Completely Destroyed

MOVEMENT

Move	12
RP - Roads	1
FW - Fordable	2
UW - Unfordable	NP
SH - Skree & Hills	3
SC - Scrub	2
LW - Lt Woods	3
HW - Hvy Woods	NP
MANOEUVRE Turn	3
T. Turn	1D4+3
Side S	2

CRITICAL HITS (A)

2 Turret Rotator sticking shift 2R> on speed chart for Main gun
3 Lose 1 Penetrator Round
4 Fan damaged - minus 1 speed
5 Skirts Punctured - No Effect
6 Blow Glances off Hull - no effect
7 Fan damaged - minus 1 speed
8 Fusion Bottle Line Hit - minus 4 speed

CRITICAL HITS (MAIN)

2 Intake blocked - minus 2 speed
3 Crew Stunned - no firing, no move until end of next turn
4 Supply problems - no firing any laser gun until end of next turn
5 Holes shot in Hull - so what?
6 Fan hit - increase turn costs by 1
7 Fan damaged - minus 1 speed
8 Fusion Bottle Hit - Tank Explodes (as per 22cm HE shell)

WEAPONS

Main Gun - Heavy Laser: HIGH x 2
Short (+1) = 2-7, Medium = 8-12, Long (-1) = 12+ Line of Sight
Medium Laser - HIGH
Short (+1) = 0-4, Medium = 5-9, Long (-1) = 9+ Line of Sight
3cm CAP Gun - LOW/HIGH
Short (+1) = 1-12, Medium = Line of Sight
Point Defence - 3D4 0 Range
Anit Mine Net - 4 Hexes in Total
Penetrators - Range 0 xxxxxxx
Overwatch Rating - 1