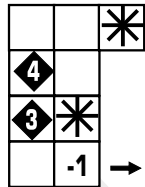


Initiative Bonus
0

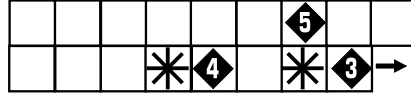


PRIMARY DAMAGE TRACK (FQL)



GO TO MHDT

PRIMARY DAMAGE TRACK (F)



GO TO MHT

Crew

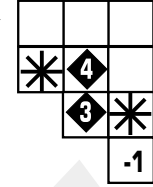
COMMANDER
Gunnery Skill: ☐

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

DEFENSIVE VALUE 10 (T+4)



PRIMARY DAMAGE TRACK (FQR)



GO TO MHT

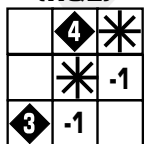
Commander

1 2cm Tribarrel Power Gun
To Hit: 2D8+AD6 Damage: HIGH

Commander

1 10cm Power Gun
To Hit: 2D6+AD6 Damage: HIGH+MIDx2

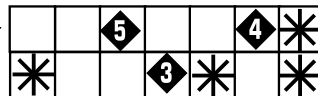
PRIMARY DAMAGE TRACK (RQL)



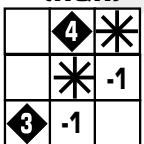
GO TO MHT

UPPER DECKING 2

TURRET DAMAGE TRACK (360)

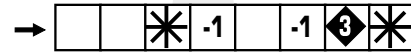


PRIMARY DAMAGE TRACK (RQR)



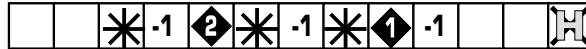
GO TO MHT

PRIMARY DAMAGE TRACK (A)

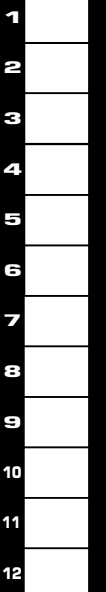


GO TO MHT

MAIN HULL DAMAGE TRACK (MHDT)



HEXES
THIS TURN



CRITICAL HITS (F)

- 2 Driver Killed.
- 3 Fan damaged - minus 1 speed
- 4 Holes shot in Hull - so what?
- 5 Skirts Punctured - No Effect
- 6 Blow Glances off Hull - no effect
- 7 Fan damaged - minus 1 speed
- 8 Frontal Armour badly holed - 1D4 additional hits

CRITICAL HITS (A)

- 2 Skirts Ripped - minus 2 speed
- 3 Fan damaged - minus 1 speed
- 4 Holes shot in Hull - so what?
- 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 (SIDE)

- 2 Ammo explodes - extra 2D6 Hits
- 3 Driver Wounded - increase turn costs by 1
- 4 Fan damaged - minus 1 speed
- 5 Blow Glances off Hull - no effect
- 6 Fan damaged - minus 1 speed
- 7 Rip in skirt - minus 2 speed
- 8 Commander Wounded - minus 1 to hit on everything

CRITICAL HITS (MAIN)

- 2 Crew Stunned - no fire till end of next turn - max speed fwd next turn
- 3 Intake blocked - minus 2 speed
- 4 Ammo Jams - no firing 10cm gun next turn
- 5 Holes shot in Hull - so what?
- 6 Fan hit - increase turn costs by 1
- 7 PD Gang fires - set off all remaining PD Rounds & calculate effect
- 8 Fusion Bottle Hit - Tank Explodes (as per 22cm HE shell)

CRITICAL HITS (T)

- 2 Sensor damaged - no overwatch - 3 to hit on everything
- 3 Tribarrel Destroyed
- 4 Main Gun Jams - no firing next turn
- 5 Blow Glances off Turret - no effect
- 6 Tribarrel Damaged - minus 3 to hit and damage
- 7 Main Gun Destroyed
- 8 Commander Killed

MOVEMENT

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

WEAPONS

Main Gun - 10cm 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