

## HEXES THIS TURN

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

CRITICAL HITS (F)

2

Driver Wounded - increase turn costs by 1

3

Fan damaged - minus 1 speed

4

Skirts Punctured - No Effect

5

Blow Glances off Hull - no effect

6

Fan damaged - minus 1 speed

7

Commander Wounded - minus 1 to hit on MG

8

Frontal Armour badly holed - 1D4 additional hits

CRITICAL HITS (SIDE)

2

Squad hit - 1D4 dead (random)

3

MG damaged - minus 2 to hit

4

Fan damaged - minus 1 speed

5

Holes shot in Hull - so what?

6

Blow Glances off Hull - no effect

7

Skirt rips - minus 2 speed

8

Commander Wounded - minus 1 to hit on MG

TERRAIN

MANOEUVRE

Move

RP - Roads

FW - Fordable

UW - Unfordable

SH - Skree & Hills

SC - Scrub

LW - Light Woods

HW - Heavy Woods

Turn

T. Turn

Side S

11

1

1

1

3

2

3

NP

2

1D4+2

1

CRITICAL HITS (A)

2

Rear Doors Jam for next turn

3

Squad hit - 1D4 dead (random)

4

Fan damaged - minus 1 speed

5

Holes shot in Hull - so what?

6

Fan damaged - minus 1 speed

7

Engine Hit - minus 4 speed

8

Occupants Stunned - no move or fire till end of next turn

CRITICAL HITS (MAIN)

2

Driver Killed.

3

MG Destroyed

4

Buzzbomb hit - lose tube

5

Holes shot in Hull - so what?

6

Squad hit - 1D8 dead (random)

7

Commander Killed

8

Fuel Hit - Puma Explodes (as per Mortar HE shell)

WEAPONS

RANGE  
DEPENDENT  
DAMAGE

Flechette Machine Gun -

SHORT (+1 HIGH) = 0-2,

MEDIUM (MID) = 3-6,

LONG (-1 LOW) = 7-9

Buzzbombs - Short (+1) 1, Medium 2-3,

Long (-1) 4-5 - **Note:** Buzzbomb is COAXIAL with MG. May only fire at targets in same or adjacent hex as MG (or vice versa)

Point Defence - 3D4 0 Range

Overwatch Rating - 0

**Initiative Bonus**  
2



## PRIMARY DAMAGE TRACK (F)

→ [3] [X] [2] [X] [1] → GO TO MHTD

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

PD



DEFENSIVE VALUE 10

## PRIMARY DAMAGE TRACK (FQL)

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

## PRIMARY DAMAGE TRACK (FQR)

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

## PRIMARY DAMAGE TRACK (RQL)

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

## PRIMARY DAMAGE TRACK (RQR)

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

UPPER DECKING 1

PD



## PRIMARY DAMAGE TRACK (A)

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

## MAIN HULL DAMAGE TRACK (MHTD)

→ [-1] [X] [-1] [ ] [X] [-1] [ ] [-1] [X] [ ] [ ] [X]

### CRITICAL HITS (F)

- 2 Driver Wounded - increase turn costs by 1
- 3 Fan damaged - minus 1 speed
- 4 Skirts Punctured - No Effect
- 5 Blow Glances off Hull - no effect
- 6 Fan damaged - minus 1 speed
- 7 Commander Wounded - minus 1 initiative bonus
- 8 Frontal Armour badly holed - 1D4 additional hits

### CRITICAL HITS (SIDE)

- 2 Frontal Armour badly holed - 1D4 additional hits
- 3 Skirt rips - minus 2 speed
- 4 Fan damaged - minus 1 speed
- 5 Holes shot in Hull - so what?
- 6 Blow Glances off Hull - no effect
- 7 Skirt rips - minus 2 speed
- 8 Commander Wounded - minus 1 initiative bonus

### CRITICAL HITS (A)

- 2 Rear Doors Jam for next turn
- 3 Fan damaged - minus 1 speed
- 4 Blow Glances off Hull - no effect
- 5 Holes shot in Hull - so what?
- 6 Fan damaged - minus 1 speed
- 7 Engine Hit - minus 4 speed
- 8 Comms hit - lose ALL initiative bonus

### CRITICAL HITS (MAIN)

- 2 Driver Killed.
- 3 Commander Wounded - minus 1 initiative bonus
- 4 Fan hit - increase turn costs by 1
- 5 Holes shot in Hull - so what?
- 6 Skirts Punctured - No Effect
- 7 Driver Stunned this & next turn - vehicle moves forward max speed
- 8 Fuel Hit - Puma Explodes (as per Mortar HE shell)

### MOVEMENT

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

### WEAPONS

Point Defence - 3D4 0 Range  
Overwatch Rating - 0

### HEXES THIS TURN

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