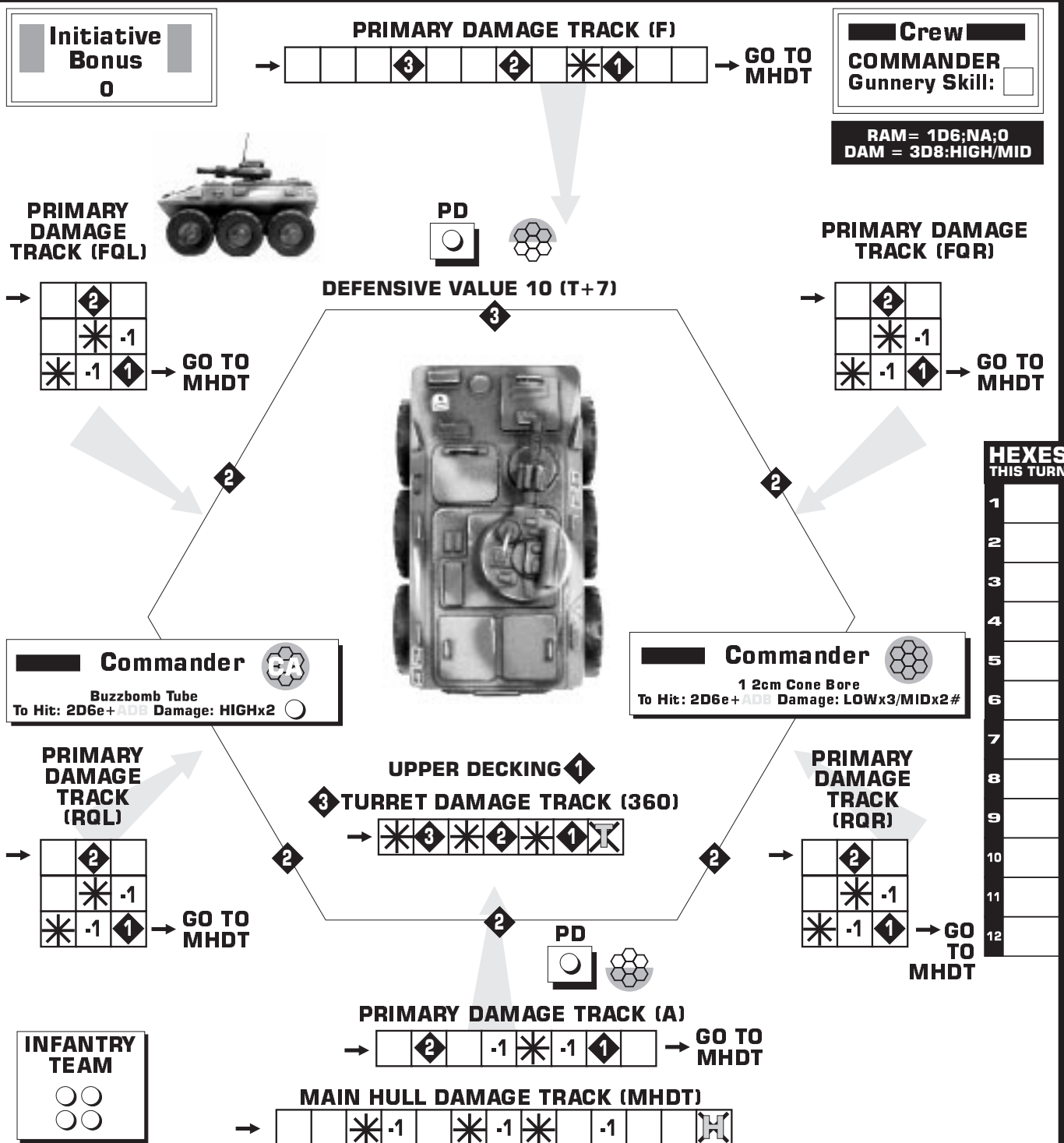


CRITICAL HITS (F) 2 Driver Killed. 3 Puncture - minus 1 speed 4 1 additional hit and bowl crit again 5 Blow Glances off Hull - no effect 6 Puncture but self seals - no effect 7 Transmission damaged - increase turn costs by 1 8 Frontal Armour badly holed - 1D4 additional hits	CRITICAL HITS (SIDE) 2 Ammo 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 Tribarrel Destroyed - bugger 5 Blow Glances off Turret - no effect 6 Commander's lunch burnt - no effect 7 Main Gun Destroyed 8 Commander Killed	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 2 T. Turn 1D6+2 Side S NP
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)	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 - 0	



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 Fuel explodes - extra 2D4 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 Buzz bomb falls off - what a loss... 5 Blow scratches paint - no effect (except on Kevin...) 6 Blow Glances off Turret - no effect 7 Main Gun Destroyed 8 Turret blows completely off	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 2 T. Turn 1D6+2 Side S NP
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 Commander Killed 8 Vehicle brews up and Explodes (as per mortar HE shell)	WEAPONS Main Gun 2cm Cone Bore -Short (+1): 1-12, Medium LOS #Target dependent Damage: LOWx3 - (infantry & Softskins); MIDx2 (armoured) Buzzbombs - Short (+1) 1, Medium 2-3, Long (-1) 4-5 - Note: Buzzbomb is COAXIAL with Main Gun. May only fire at targets in same or adjacent hex as Main Gun (or vice versa) Point Defence - 3D4 0 Range	VARYING DAMAGE