



<div><div>CRITICAL HITS (F)</div><div><div>2</div><div>Driver Killed.</div></div><div><div>3</div><div>Fan damaged - minus 1 speed</div></div><div><div>4</div><div>Holes shot in Hull - so what?</div></div><div><div>5</div><div>Skirts Punctured - No Effect</div></div><div><div>6</div><div>Blow Glances off Hull - no effect</div></div><div><div>7</div><div>Fan damaged - minus 1 speed</div></div><div><div>8</div><div>Frontal Armour badly holed - 1D6 additional hits</div></div></div>	<div><div>CRITICAL HITS (SIDE)</div><div><div>2</div><div>Ammo explodes - extra 2D6 Hits</div></div><div><div>3</div><div>Driver Wounded - increase turn costs by 1</div></div><div><div>4</div><div>Fan damaged - minus 1 speed</div></div><div><div>5</div><div>Blow Glances off Hull - no effect</div></div><div><div>6</div><div>Fan damaged - minus 1 speed</div></div><div><div>7</div><div>Rip in skirt - minus 2 speed</div></div><div><div>8</div><div>Commander Wounded - minus 1 to hit on everything</div></div></div>	<div><div>CRITICAL HITS (T)</div><div><div>2</div><div>Sensor damaged - no overwatch - 3 to hit on everything</div></div><div><div>3</div><div>Tribarrel Destroyed</div></div><div><div>4</div><div>Main Gun Jams - no firing next turn</div></div><div><div>5</div><div>Blow Glances off Turret - no effect</div></div><div><div>6</div><div>Missile Box Hit - lose 1D4 Missiles</div></div><div><div>7</div><div>Main Gun Destroyed</div></div><div><div>8</div><div>Commander Killed</div></div></div>	<div><div>MOVEMENT</div><div><div>Move</div><div>11</div></div><div><div>RP - Roads</div><div>1</div></div><div><div>FW - Fordable</div><div>1</div></div><div><div>UW - Unfordable</div><div>NP</div></div><div><div>SH - Skree & Hills</div><div>3</div></div><div><div>SC - Scrub</div><div>2</div></div><div><div>LW - Lt Woods</div><div>3</div></div><div><div>HW - Hvy Woods</div><div>NP</div></div><div><div>Turn</div><div>2</div></div><div><div>T. Turn</div><div>1D4+2</div></div><div><div>Side S</div><div>2</div></div></div>
<div><div>CRITICAL HITS (A)</div><div><div>2</div><div>Lose 1 Penetrator Round</div></div><div><div>3</div><div>Fan damaged - minus 1 speed</div></div><div><div>4</div><div>Holes shot in Hull - so what?</div></div><div><div>5</div><div>Skirts Punctured - No Effect</div></div><div><div>6</div><div>Blow Glances off Hull - no effect</div></div><div><div>7</div><div>Fan damaged - minus 1 speed</div></div><div><div>8</div><div>Fusion Bottle Line Hit - minus 4 speed</div></div></div>	<div><div>CRITICAL HITS (MAIN)</div><div><div>2</div><div>Crew Stunned - no fire till end of next turn - max speed fwd next turn</div></div><div><div>3</div><div>Intake blocked - minus 2 speed</div></div><div><div>4</div><div>Ammo Jams - no firing 5cm gun next turn</div></div><div><div>5</div><div>Holes shot in Hull - so what?</div></div><div><div>6</div><div>Fan hit - increase turn costs by 1</div></div><div><div>7</div><div>PD Gang fires - set off all remaining PD Rounds & calculate effect</div></div><div><div>8</div><div>Fusion Bottle Hit - Tank Explodes (as per 22cm HE shell)</div></div></div>	<div><div>WEAPONS</div><div><div>Main Gun</div><div>-5cm P'gun: Line of Sight - Treat as Medium Range</div></div><div><div>Tribarrel</div><div>- Line of Sight - Treat as Medium Range</div></div><div><div>Missiles</div><div>- Bowl under Gunnery Skill with a D12. Add 1 to gunnery skill for each friendly unit within 3 hexes of intended target, or each sniper within 6 hexes of target. Maximum addition is 4. Max fire per turn: 2 Missiles</div></div><div><div>Point Defence</div><div>- 3D4 0 Range</div></div><div><div>Penetrators</div><div>- Range 0</div></div><div><div>Overwatch Rating</div><div>- 1</div></div></div>	