



CRITICAL HITS (F)	CRITICAL HITS (SIDE)	CRITICAL HITS (T)	MOVEMENT
<ul style="list-style-type: none"> 2 Driver Killed. 3 MG Destroyed 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 - 1D6 additional hits 	<ul style="list-style-type: none"> 2 Nast Hit - extra 1D6 Hits 3 Driver Wounded - increase turn costs by 1 4 Blow Glances off Hull - no effect 5 Fan damaged - minus 1 speed 6 Rip in skirt - minus 2 speed 7 Commander Wounded - minus 1 to hit on everything 8 	<ul style="list-style-type: none"> 2 Tribarrel destroyed 3 Sights Damaged - 1 to hit on main gun and tribarrel 4 Blow Glances off Turret - no effect 5 That was close! - no effect 6 Turret Rotator sticking shift 2R> on speed chart for both guns 7 Ammo Jams - no firing Main gun next turn 8 Main Gun Destroyed 	<ul style="list-style-type: none"> Move 11 RP - Roads 1 FW - Fordable 1 UW - Unfordable 2 SH - Skree & Hills 3 SC - Scrub 2 LW - Lt Woods 3 HW - Hvy Woods NP
CRITICAL HITS (A)	CRITICAL HITS (MAIN)	CRITICAL HITS (B)	MANOEUVRE
<ul style="list-style-type: none"> 2 Sensor damaged - no overwatch - 3 to hit on everything 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 Engine Hit - minus 2 speed 	<ul style="list-style-type: none"> 2 Occupants Stunned - no move or fire till end of next turn 3 Intake blocked - minus 2 speed 4 Holes shot in Hull - so what? 5 Skirts Punctured - No Effect 6 Fan casing damaged - increase turn costs by 1 7 Turret Rotator sticking shift 2R> on speed chart for both guns 8 Fusion bottle hit - vehicle explodes (as per 22cm HE shell) 	<ul style="list-style-type: none"> 2 Main Gun - Rail Gun: Damage: LOW/HIGHx2 Short (+1) 1-7, Medium 8-12, Long (-1) LOS 3 Tribarrel - Line of Sight - Treat as Medium Range. Note: Tribarrel is COAXIAL with main gun. May only fire at targets in same or adjacent hex as main gun (or vice versa) 4 Flechette machine Gun - SHORT (+1 HIGH) = 0-2, MEDIUM (MID) = 3-6, LONG (-1 LOW) = 7-9 5 Overwatch Rating - 1 if main gun has not fired 	<ul style="list-style-type: none"> Turn 2 T. Turn 1D4+2 Side S 2