

HEXES THIS TURN

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

MOVEMENT	
Move	12
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	1

CRITICAL HITS (F)		CRITICAL HITS (SIDE)	
2	Driver Killed.	2	Ammo explodes - extra 2D6 Hits
3	Fan damaged - minus 1 speed	3	Driver Wounded - increase turn costs by 1
4	Holes shot in Hull - so what?	4	Fan damaged - minus 1 speed
5	Skirts Punctured - No Effect	5	Blow Glances off Hull - no effect
6	Blow Glances off Hull - no effect	6	Fan damaged - minus 1 speed
7	Fan damaged - minus 1 speed	7	Fan damaged - minus 2 speed
8	Frontal Armour badly holed - 1D6 additional hits	8	Commander Wounded - minus 1 to hit on everything
CRITICAL HITS (A)		CRITICAL HITS (MAIN)	
2	Gunner A Killed	2	Main Gun Destroyed
3	Fan damaged - minus 1 speed	3	Crew Stunned - no fire till end of next turn - max speed fwd next turn
4	Holes shot in Hull - so what?	4	Fan hit - increase turn costs by 1
5	Skirts Punctured - No Effect	5	Holes shot in Hull - so what?
6	Blow Glances off Hull - no effect	6	Main Gun Jams - no firing next turn
7	Fusion Bottle Line Hit - minus 4 speed	7	Commander Killed
8	Tribarrel Destroyed	8	Fusion Bottle Hit - Tank Explodes (as per 22cm HE shell)

WEAPONS

Main Gun - Rail Gun: Damage: LOW/HIGHx2
Short (+1) 1-7, Medium 8-12, Long (-1) LOS
Tribarrel - Line of Sight - Treat as Medium Range.
Overwatch Rating - 1