

Initiative
Bonus
0

STOAT 1

DEFENSIVE VALUE 12



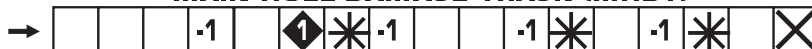
Commander
1 Flechette Machine Gun
To Hit: 2D6+ADB Damage: HIGH/MID/LOW

INFANTRY
SQUAD



UPPER DECKING 0

MAIN HULL DAMAGE TRACK (MHDT)



Crew
COMMANDER
Gunnery Skill: ☐

STOAT
RAM = 1D8;NA;+1
DAM = 3D4:HIGH/MID

HEXES THIS TURN

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

Initiative
Bonus
0

STOAT 2

DEFENSIVE VALUE 12



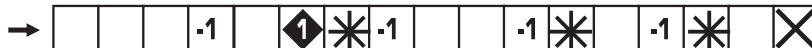
Commander
1 Flechette Machine Gun
To Hit: 2D6+ADB Damage: HIGH/MID/LOW

INFANTRY
SQUAD



UPPER DECKING 0

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RAM = 1D8;NA;+1
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CRITICAL HITS STOAT (2D6)

- 2 Squad hit - 1D4 dead (random)
- 3 Driver Killed
- 4 Intake blocked - minus 2 speed
- 5 MG damaged - minus 2 to hit
- 6 Skirts Punctured - No Effect
- 7 Shot passes right through hull - no effect
- 8 Fan damaged - minus 1 speed
- 9 Driver Wounded - increase turn costs by 1
- 10 Occupants Stunned - no move or fire till end of next turn
- 11 Commander Killed -
- 12 Ion Batteries Hit - Weasel Explodes (as per Mortar HE shell)

MOVEMENT FOR ALL VEHICLES

TERRAIN		
Move		13
RP - Roads		1
FW - Fordable		1
UW - Unfordable		1
SH - Skree & Hills		3
SC - Scrub		2
LW - Light Woods		3
HW - Heavy Woods		NP
MANOEUVRE		
Turn		2
T. Turn		1D4+2
Side S		1

WEAPONS

Flechette Machine Gun -
SHORT (+1 HIGH) = 0-2,
MEDIUM (MID) = 3-6,
LONG (-1 LOW) = 7-9



Point Defence - 0
Overwatch Rating - 0