



<p><b>CRITICAL HITS (F)</b></p> <p>2 Driver Killed.</p> <p>3 Fan damaged - minus 1 speed</p> <p>4 Holes shot in Hull - so what?</p> <p>5 Skirts Punctured - No Effect</p> <p>6 Blow Glances off Hull - no effect</p> <p>7 Fan damaged - minus 1 speed</p> <p>8 Frontal Armour badly holed - 1D4 additional hits</p>	<p><b>CRITICAL HITS (SIDE)</b></p> <p>2 Ammo explodes - extra 2D6 Hits</p> <p>3 Medium Laser Destroyed</p> <p>4 Driver Wounded - increase turn costs by 1</p> <p>5 Blow Glances off Hull - no effect</p> <p>6 Fan damaged - minus 1 speed</p> <p>7 Rip in skirt - minus 2 speed</p> <p>8 Commander Wounded - minus 1 to hit on everything</p>	<p><b>CRITICAL HITS (T)</b></p> <p>2 Sensor damaged - no overwatch - 3 to hit on everything</p> <p>3 Turret damaged - 1D4 additional hits</p> <p>4 Sights Damaged - 1 to hit on main gun</p> <p>5 Blow Glances off Turret - no effect</p> <p>6 Commander wounded - no firing next turn and - 1 to hit on main gun</p> <p>7 Main Gun Destroyed</p> <p>8 Commander Killed</p>	<p><b>MOVEMENT</b></p> <p>Move 10</p> <p>RP - Roads 1</p> <p>FW - Fordable 1</p> <p>UW - Unfordable NP</p> <p>SH - Skree &amp; Hills 3</p> <p>SC - Scrub 2</p> <p>LW - Lt Woods 3</p> <p>HW - Hvy Woods NP</p> <p><b>MANOEUVRE</b></p> <p>Turn 3</p> <p>T. Turn 1D4+2</p> <p>Side S 2</p>
<p><b>CRITICAL HITS (A)</b></p> <p>2 Lose all remaining AP ammo all direct fire with HE - damage now MID/LOW</p> <p>3 Fan damaged - minus 1 speed</p> <p>4 Holes shot in Hull - so what?</p> <p>5 Skirts Punctured - No Effect</p> <p>6 Blow Glances off Hull - no effect</p> <p>7 Fan damaged - minus 1 speed</p> <p>8 Engine Hit - minus 2 speed</p>	<p><b>CRITICAL HITS (MAIN)</b></p> <p>2 Intake blocked - minus 2 speed</p> <p>3 Ammo Jams - no firing Main gun next turn</p> <p>4 Holes shot in Hull - so what?</p> <p>5 Skirts Punctured - No Effect</p> <p>6 Fan casing damaged - increase turn costs by 1</p> <p>7 Turret Rotator sticking shift 2R&gt; on speed chart</p> <p>8 Fuel Hit - Tank Explodes (as per 22cm HE shell)</p>	<p><b>WEAPONS</b></p> <p><b>Main Gun - Direct Fire:</b> 2D10 LOW/ALL: Short (+1) 1-6, Medium 7-12, Long (-1) Line of Sight.</p> <p><b>Indirect Fire:</b> On Target 7D6e, Next Hex 5D6e, 2 Hexes 4D6e</p> <p><b>Ammo Type:</b> Cluster - ALL/NILL; HE - HIGH/LOW; Self Forging - NILL/HIGH</p> <p><b>Medium Laser - HIGH</b></p> <p>Short (+1) = 0-4, Medium = 5-9, Long (-1) = 9+ Line of Sight</p> <p><b>Overwatch Rating - 1</b></p>	