B.P.V. 70 I.D. ■ WALRUS COMBAT ENGINEERING VEHICLE

Initiative Bonus 0

PRIMARY DAMAGE TRACK (F) → GO TO MHDT

Crew
COMMANDER
Gunnery Skill: ☐

RAM= 1D4;NA;0
DAM = 3D12:HIGH/MID

SPECIAL REVERSE RAM
DAM = 3D12:ALL/LOW

PD

PRIMARY DAMAGE TRACK (FQL) → GO TO MHDT

PRIMARY DAMAGE TRACK (FQR) → GO TO MHDT

DEFENSIVE VALUE 8 (T+7)

PD PD

Commander
3 Mine Clearing Nets

Commander
4 Ground Penetrators

Commander
1 Heavy Laser
To Hit: 2D10+ Damage: HIGHx2

UPPER DECKING → GO TO MHDT

PRIMARY DAMAGE TRACK (RQL) → GO TO MHDT

PD **TURRET DAMAGE TRACK (360)** PD → GO TO MHDT

PD

PRIMARY DAMAGE TRACK (RQR) → GO TO MHDT

PRIMARY DAMAGE TRACK (A) → GO TO MHDT

MAIN HULL DAMAGE TRACK (MHDT)

HEXES THIS TURN

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

CRITICAL HITS (F)

2	Driver Killed.
3	Fan damaged - minus 1 speed
4	Skirts Punctured - No Effect
5	Blow Glances off Hull - no effect
6	Fan damaged - minus 1 speed
7	Mine clearing equipmenthit - lose one round
8	Mine clearing equipment destroyed

CRITICAL HITS (SIDE)

2	Capacitor explodes - extra 2D6 Hits
3	Driver Wounded - increase turn costs by 1
4	Fan damaged - minus 1 speed
5	Holes shot in Hull - so what?
6	Blow Glances off Hull - no effect
7	Fan damaged - minus 1 speed
8	Commander Wounded - minus 1 to hit on everything

CRITICAL HITS (T)

2	Main Gun Destroyed
3	Main Gun Jams - no firing next turn
4	Main Gun damaged - minus 2 to hit and damage from now on
5	Blow Glances off Turret - no effect
6	Winch mechanism Destroyed
7	Commander Killed
8	Turret completely Destroyed

MOVEMENT

Move	12
RP - Roads	1
FW - Fordable	2
UW - Unfordable	NP
SH - Skree & Hills	3
SC - Scrub	2
LW - Lt Woods	3
LW in Reverse	2
HW - Hvy Woods	NP
HW in Reverse	3
MANOEUVRE Turn	3
T. Turn	1D4+3
Side S	2

Special Reversing: Instead of a cost of 1 for every hex in reverse, the Walrus pays just one per turn for any number of hexes in reverse

CRITICAL HITS (A)

2	Lose 1 Penetrator Round
3	Fan damaged - minus 1 speed
4	Holes shot in Hull - so what?
5	Dent in Dozer Blade. and?...
6	Skirts Punctured - No Effect
7	Blow Glances off Hull - no effect
8	Fan damaged - minus 1 speed

CRITICAL HITS (MAIN)

2	Occupants Stunned - no move or fire till end of next turn
3	Fusion Bottle Line Hit - minus 4 speed
4	Intake blocked - minus 2 speed
5	Holes shot in Hull - so what?
6	Fan hit - increase turn costs by 1
7	PD Gang fires - set off all remaining PD Rounds & calculate effect
8	Fusion Bottle Hit - Tank Explodes (as per 22cm HE shell)

WEAPONS

Main Gun - Heavy Laser: HIGH x 2
Short (+1) = 2-7, Medium = 8-12,
Long (-1) = 12+ Line of Sight
Point Defence - 3D4 0 Range
Anit Mine Net - 4 Hexes in Total
Penetrators - Range 0 xxxxxxx
Overwatch Rating - 0