VULCAN AIR DEFENCE SYSTEM

B.P.V. 40 I.D.

Initiative Bonus
0

PRIMARY DAMAGE TRACK (F)

Crew
COMMANDER
Gunnery Skill:

RAM= 1D6;NA;0
DAM = 3D8:HIGH/MID

Commander
1 Mine Clearing Net (F)

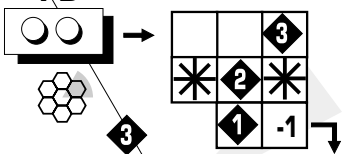
PD

DEFENSIVE VALUE 11 (T+4)

PRIMARY DAMAGE TRACK (FQL)

PD

PRIMARY DAMAGE TRACK (FQR)



PD

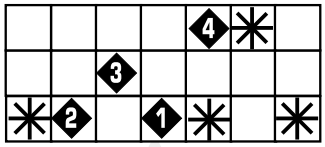
HEXES THIS TURN

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

Commander
2 2cm Gatling Power Guns
To Hit: 2D8+1+ADB Damage: ALL+1~

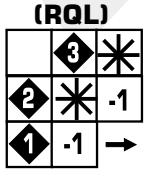
UPPER DECKING

TURRET DAMAGE TRACK (360)



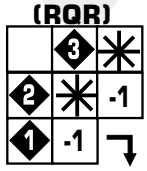
PD

PRIMARY DAMAGE TRACK (RQL)



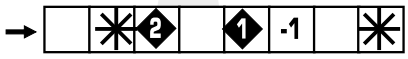
PD

PRIMARY DAMAGE TRACK (RQR)

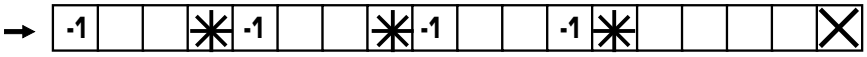


PD

PRIMARY DAMAGE TRACK (A)



MAIN HULL DAMAGE TRACK (MHDT)



CRITICAL HITS (F)

2	Driver Killed.
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	Frontal Armour badly holed - 1D6 additional hits

CRITICAL HITS (SIDE)

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

CRITICAL HITS (T)

2	Main gun systems Destroyed
3	Sensor damaged - no overwatch - 3 to hit on everything
4	Turret's too tough - no effect!
5	Blow Glances off Turret - no effect
6	One Barrel Jams - minus 1to hit & damage next turn
7	Commander Killed
8	Turret completely destroyed

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

MANOEUVRE	
Turn	2
T. Turn	1D4+2
Side S	1

CRITICAL HITS (A)

2	Fan damaged - minus 2 speed
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	Fusion Bottle Line Hit - minus 4 speed

CRITICAL HITS (MAIN)

2	Crew Stunned - no fire till end of next turn - max speed fwd next turn
3	Intake blocked - minus 2 speed
4	Ammo Jams - no firing Gatling guns next turn
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 - Vulcan Explodes (as per 22cm HE shell)

WEAPONS

Main Gun - 2 x 2cm Gatling Powerguns: 2D8+1+ADB to hit
Line of Sight - Treat as Medium Range
Damage ALL+1~
~ If any **doubles** are thrown then **double damage**

Point Defence - 3D4 0 Range
Overwatch Rating - 4