

**Initiative Bonus**  
0

**PRIMARY DAMAGE TRACK (F)**  
→ [ ] [ ] [2] [ \* ] [ ] [ \* ] [1] → **GO TO MHDT**

**Crew**  
**COMMANDER**  
Gunnery Skill:   
**DRIVER**  
Gunnery Skill:



**Driver**  
1 Medium Laser  
To Hit: 2D6+ADB Damage: HIGH

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

**PRIMARY DAMAGE TRACK (FQL)**

→ [ ] [ ] [2] [ \* ] [ ] [ \* ] [1] [ -1 ] → **GO TO MHDT**

**DEFENSIVE VALUE 10 (T+3)**

**PRIMARY DAMAGE TRACK (FQR)**

→ [ ] [ ] [2] [ \* ] [ ] [ \* ] [1] [ -1 ] → **GO TO MHDT**

**Commander**  
Guided Missiles - Lock on - see below  
Lock on range: 18 hexes  
3D6e - Damage: HIGH  
○ ○ ○ ○ ○ ○ ○ ○ ○ ○



**Commander**  
1 3cm PowerGun Calliope  
To Hit: 2D8+7+ADB Damage: HIGH +7

**HEXES THIS TURN**

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

**PRIMARY DAMAGE TRACK (RQL)**

→ [ ] [ \* ] [ \* ] [2] [ \* ] [1] [ -1 ] → **GO TO MHDT**

**UPPER DECKING 1**  
**TURRET DAMAGE TRACK (360)**

→ [ ] [ ] [3] [ ] [ ] [3] [ \* ] [ \* ] [2] [ ] [1] [ \* ] [ \* ] [ \* ]

**PRIMARY DAMAGE TRACK (RQR)**

→ [ ] [ \* ] [ \* ] [2] [ \* ] [1] [ -1 ] → **GO TO MHDT**

**PRIMARY DAMAGE TRACK (A)**  
→ [2] [ -1 ] [ \* ] [ -1 ] [1] → **GO TO MHDT**

**MAIN HULL DAMAGE TRACK (MHDT)**

→ [ ] [ \* ] [ -1 ] [ \* ] [ -1 ] [ \* ] [ -1 ] [ ] [ ] [ \* ]

**CRITICAL HITS (F)**

- Driver Killed.
- Fan damaged - minus 1 speed
- Holes shot in Hull - so what?
- Skirts Punctured - No Effect
- Blow Glances off Hull - no effect
- Fan damaged - minus 1 speed
- Frontal Armour badly holed - 1D4 additional hits

**CRITICAL HITS (SIDE)**

- Ammo explodes - extra 2D6 Hits
- Medium Laser Destroyed
- Driver Wounded - increase turn costs by 1
- Blow Glances off Hull - no effect
- Fan damaged - minus 1 speed
- Rip in skirt - minus 2 speed
- Ammo Feed Problems - lose 3 barrels on Calliope next turn only

**CRITICAL HITS (T)**

- Sensor damaged - no overwatch - 3 to hit on everything
- Ammo Feed Problems - lose 3 barrels on Calliope next turn only
- Sights Damaged -1 to hit on main gun
- Blow Glances off Turret - no effect
- Missile Box Hit - lose 1D8 Missiles
- Main Gun Destroyed
- Commander Killed

**MOVEMENT**

Move	10
RP - Roads	1
FW - Fordable	1
UW - Unfordable	NP
SH - Skree & Hills	3
SC - Scrub	2
LW - Lt Woods	3
HW - Hvy Woods	NP
<b>MANEUVER</b>	
Turn	3
T. Turn	1D4+2
Side S	2

**CRITICAL HITS (A)**

- Commander Wounded - minus 1 to hit on everything
- Fan damaged - minus 1 speed
- Ammo Feed Problems - lose 2 barrels on Calliope next turn only
- Skirts Punctured - No Effect
- Blow Glances off Hull - no effect
- Fan damaged - minus 1 speed
- Engine Hit - minus 2 speed

**CRITICAL HITS (MAIN)**

- Intake blocked - minus 2 speed
- Driver Stunned - no firing this turn, next turn: no firing & max speed fwd
- Ammo Feed Problems - lose 3 barrels on Calliope
- Skirts Punctured - No Effect
- Hit bounces off - No Effect
- Turret Rotator sticking shift 2R> on speed chart
- Fuel Hit - Tank Explodes (as per 15cm HE shell)

**WEAPONS**

**Main Gun - Calliope - Lign of Sight: Damage: HIGH +7**  
**Medium Laser - HIGH**  
Short (+1) = 0-4, Medium = 5-9, Long (-1) = 9+ Line of Sight  
**Missiles - Bowl under Gunnery Skill with a D12.** Add 1 to gunnery skill for each friendly unit within 3 hexes of intended target, or each sniper within 6 hexes of target. Maximum addition is 4. Maximum Fire: 2 Missiles

**Overwatch Rating - 4**