



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	Blow Glances D/Blade - no effect
8	Frontal Armour badly holed - 1D4 additional hits

CRITICAL HITS (SIDE)	
2	Capacitor explodes - extra 2D4 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	Rip in skirt - minus 2 speed
8	Commander Wounded - minus 1 to hit on everything

CRITICAL HITS (T)	
2	Sensor damaged - no overwatch - 3 to hit on everything
3	Tribarrel Destroyed
4	H'vy Laser Jams - no firing next turn
5	Blow Glances off Turret - no effect
6	Tribarrel Damaged - minus 3 to hit and damage
7	Heavy Laser Destroyed
8	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
MANOEUVRE	
Turn	2
T. Turn	1D4+3
Side S	2

CRITICAL HITS (A)	
2	Skirts Ripped - 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 10cm gun 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 - Tank Explodes (as per 22cm HE shell)

WEAPONS

Main Gun - Heavy Laser
Short (+1) = 1-7, Medium = 8-12 Long (-1) = 12+

Tribarrel - Line of Sight - Treat as Medium Range

Point Defence - 3D4 0 Range

Overwatch Rating - 1