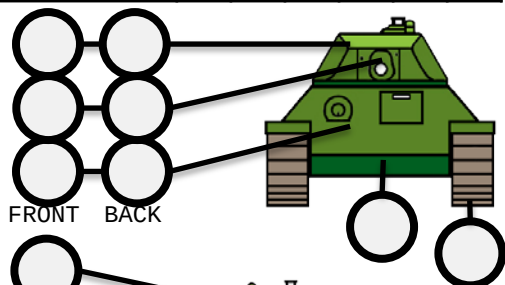


VEHICLE NAME: _____

VEHICLE TYPE: _____

Weapon	S	M	L

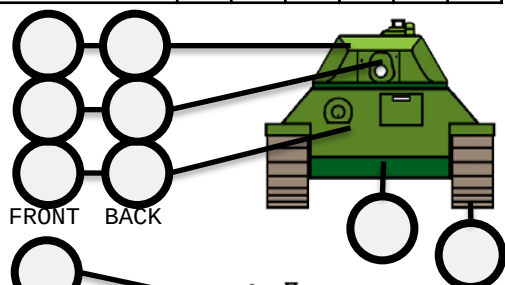


Cross Country Speed: _____
Road Speed: _____
Max Climb: _____
Turret Speed: _____

VEHICLE NAME: _____

VEHICLE TYPE: _____

Weapon	S	M	L



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Road Speed: _____
Max Climb: _____
Turret Speed: _____

Vehicle Hit Resolution

Draw a card to see if you hit

If hit, draw hit location card

Draw or roll to see if the hit penetrates

Draw to see if the vehicle "Brews Up?"

Penetrating Hit	If  Yes	Vehicle is Destroyed	
		 Draw a card for <i>each</i> Crewman	
			Crewman hit, draw for effect
	All survivors bail out, stunned		
	Else No	Look on hit location card for effects; <i>all</i> crew are stunned.	
		Draw a card for <i>each</i> crewman	
		Crewman hit, draw a card for effect	

Non-Penetrating	Look on hit location card for effects
	Draw a card to see if you wound a <i>single</i> , random crewman
	 Crewman hit, draw for effect

 -2 to penetration roll if applicable.

- First roll to penetrate cover.
- If successful, subtract cover's armor value from penetration roll when rolling against vehicle.

  If hull-down, blocks hits on wheels, tracks, lower hull, and "yellow" hull.

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