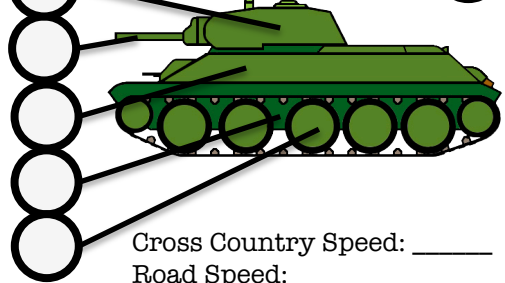
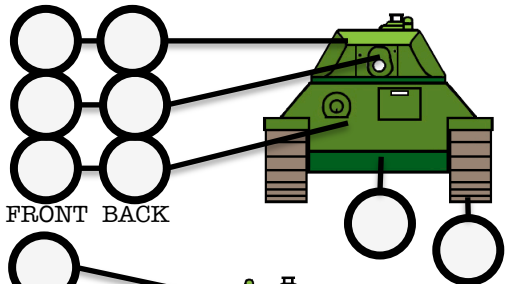


VEHICLE NAME: _____

VEHICLE TYPE: _____

Weapon	S	M	L



Cross Country Speed: _____
 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
Else No		All survivors bail out, stunned
		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.

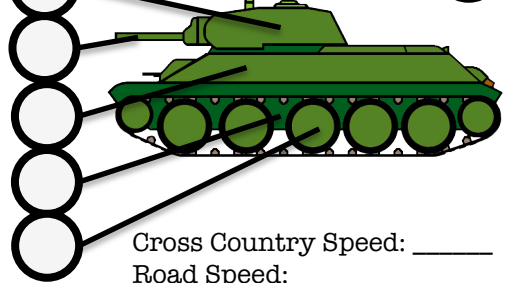
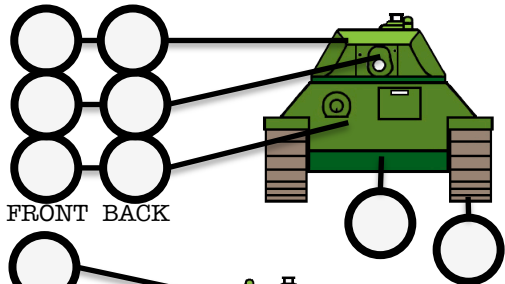
- First roll to penetrate cover.
- If successful, subtract cover's armor value from penetration roll when rolling against vehicle.

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

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VEHICLE TYPE: _____

Weapon	S	M	L



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