

**FIRING**


**/ Rear**  
Armor 1d6

**--- Top ---**  
Armor '0'

**| Side |**  
Armor 1d6

**Front \**  
Armor 3d6+2

**MOVEMENT**

Road  
Clear  
Rough  
Soft  
Unsafe

**2d6 Accuracy To Hit Modifiers**

Target AFV-Vehicle-Gun Size	(Card)
Target Moved / Light Cover	
Target in Heavy Cover	
Target is Dug-In	
Repeated Shots Same Target	
Firer Traversed > 180 degr.	
Firer Pivoted	
Firer Move <50%	
Firer Move 50% + or Shaken	

**Damage Results (d20)**

	Brew Up!
	K-Kill
	F-Kill
	M-Kill
	Track/Wheel
	Retreat
	Shaken
	Crew Bails Out
	No Effect