

Armor Hit Table 2.3

| Roll (%) | Outcome | Effect |
|----------|-----------------------------|-----------------------------------|
| 1-5 | Direct Hit, Critical Damage | Destroyed |
| 6-15 | Direct Hit, Major Damage | Inoperable, significant repairs |
| 16-30 | Direct Hit, Moderate Damage | Disabled temporarily |
| 31-44 | Direct Hit, Minor Damage | Remains operational |
| 45-47 | Armor Spalling | No pen; internal frag, crew hit |
| 48-51 | Gun Hit | Main gun damage; Not able to fire |
| 52-55 | Turret Ring Hit | Turret cannot rotate |
| 56-62 | Track Hit | Can spin in place |
| 63-66 | Engine Hit | Speed reduced |
| 67-69 | Engine Hit | Unable to move; Fire? |
| 70-71 | Optics Hit | Firing accuracy reduced |
| 72-74 | Antenna Hit | Unable to radio Command, No CnC |
| 75-78 | Ammunition Storage Hit | Internal exp, catastrophic dmg |
| 79-88 | Crew Compartment Hit | Crew efficiency reduced by 1/2 |
| 89-96 | Ricochet | Shell ricochets; No damage |
| 97-99 | Secondary Gun Hit | External MG destroyed |
| 100 | Special Cases* | Roll a d6 for sub-result |

For each 10 mm of penetration above the penetration value subtract 5 from ONLY the Direct Hit section.

Sub-Result Table 2.4

| Roll (%) | Outcome | Effect |
|----------|--------------------------------|--------------------------------|
| 1-40 | Gun Fails to Fire | Requires 2 turns to repair |
| 41-70 | Target Obscured by Dust/ Smoke | Subsequent shot penalized |
| 71-89 | Loader Error | Fires the following turn |
| 90-100 | No Obvious Effect | No noticeable damage or effect |

Crew Combat Results 3.2

| Roll (%) | Outcome | Effect |
|----------|--------------------------|---------------------------|
| 1-30 | Driver Killed | Immobilized |
| 31-50 | Gunner Killed | Unable to Fire |
| 51-70 | Loader Killed | Unable to Fire |
| 71-90 | Radio/MG Operator Killed | No Comms/No MG fire |
| 91-100 | Commander Killed | Reduced fire and mobility |

Crew Survival Results 3.3

| Roll (%) | Crew Position Affected | Effect |
|----------|------------------------|-----------------------------------|
| 1-20 | Tank Commander | CnC reduced; Morale check |
| 21-40 | Gunner | Accuracy/ROF reduced |
| 41-60 | Driver | Speed reduced by ½ |
| 61-80 | Loader | Loads every other turn |
| 81-100 | Radio/MG Operator | Takes twice as long to get orders |