

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