

Ranged Weapon	RoF	Dam	P.Blank	Short	Long	Cost
<i>Light Pistol</i>	2	2D4	3	12	40	2
<i>Medium Pistol</i>	2	2D6	3	15	50	5
<i>Heavy Pistol</i>	2	2D8	3	15	50	7
<i>Autopistol</i> <i>Integral Gr.Launcher</i>	3 1 (max 3 total)	2D6 3D8	3 3	20 10	60 20	8
<i>Machine Pistol</i> <i>[1] MP</i>	4 4	2D6 2D6	3 3	20 20	70 60	9 8
<i>[1] SMG</i>	3	2D6	3	20	70	10
<i>Shotgun</i>	1	3D6	3	10	20	3
<i>Auto Shotgun</i>	2	3D8	3	10	20	8
<i>Assault Rifle</i>	3	3D6	3	25	80	16
<i>Autocannon</i>	3 heavy	3D8	5	25	125	32
<i>Machine Gun</i>	5 heavy	3D6	5	25	100	32
<i>Recoilless Rifle</i>	1 heavy	4D8	5	30	150	16
<i>Light Laser</i>	1	3D6	LOS			30
<i>Flame Thrower</i>	1, scatter, no qual mods	see ammo	-	-	3-20	15
<i>MAX40 Assault Rifle</i> <i>Integrated GL</i>	3 1 (max 3 total)	3D6 3D8	3 3	25 10	80 20	18
<i>Missile Launcher</i>	1, heavy, scatter	see ammo	-	15-30	150	20
<i>[1] 50 cal Sniper Rifle</i> <i>[5]</i>	1 1	4D6 3D6	3 3	40 40	150 150	45 30
<i>[1] Military Rifle</i>	2	3D6+1	3	25	100	14
<i>[1] Disposable Anti-Tank</i>	1, heavy, scatter	as HE	-	15-30	80	10
<i>[1] Grenade Launcher</i>	1, heavy, double scatter	as gren	-	8-15	60	10
<i>[1] Auto G.Launcher</i>	2, heavy, double scatter	as gren	-	8-15	60	20
<i>[2] Bow</i> <i>ap heads</i> <i>explosive heads</i>	1 each, (load = 1AP) may shoot >1 per turn	2D6 3D6 3D8	3	20	60	2 1ea 2ea
<i>[2] XBow pistol</i>	1 each, (load=2AP) shoot >1 per turn	2D4	3	12	30	1
<i>[2] XBow</i> <i>explosive heads</i>	1 each, (load=3AP) may shoot >1 per turn	2D8 3D8	3	15	50	3 2ea
<i>[2] Bolt Action Rifle</i>	1	3D6	3	25	100	6
<i>[2] Thrown Knife 1 user/gang</i> <i>[2] Throw Star chars only</i>	1	D6	3	10	20	2ea 3ea
<i>[2] Flechette Gun (mil only)</i>	2	4D8	5	15	30	20
<i>Thrown Grenade</i> <i>[2] Thrown Brick/Stone</i>	3AP each	as gren D4	- -	- -	15 15	- free
<i>Taser</i>	2	2D8 stun 8	3	8	16	5
<i>Pepper Spray</i>	1	2D8 stun 6	-	-	8	2
<i>[2] Thrown Spear</i>	once only	D4	3	10	20	2
<i>[2] 90mm Flechette Gun</i>	2	4D8	5	15	30	20
<i>[3] 25mm Assault Cannon</i>	2 heavy	4D8	5	10	20	20
<i>[1] Sawn off</i>	1	3D8	3	8	10	3
<i>[1] Assault Carbine</i>	4	3D6	3	20	70	13
<i>[1] SAW</i>	3	3D6	5	25	100	20
<i>Toxigun</i>	2AP heavy	sludge	3	10	20	10

Close Combat Weapon	Attack	Wound	Cost
[1] Knuckle Dusters	-	+1	1
[1] Power Tool	+1D3	+5	3
[1] Sledge Hammer/ 2H Axe	+1D3	+4	2
[1] Small Advanced Hand Weapon	+1D4	+3	2
[1] Large Advanced Hand Weapon	+1D6	+5	5
Knife / Dagger	+1D4	+1	1
Sword	+1D6	+2	2
Club	+1D4	+1	1
Axe	+1D6	+3	3
Any Pistol	+1D4	+1	-
Any second hand weapon	+1D4	+1	-
[1] Spear	+1D8	+2	2
Power Glove	+1d6	+5	6

Ammunition	Weapon	Rules	Template Diameter	Half-covered	Less than half-covered	Cost
Fuel Canisters	Flame Thrower	6 shots per canister. 3AP to load.	2.5cm	4D6 wound panic	2D6 wound panic	8
Smoke Missile	Missile Launcher	Cloud blocks LoS & difficult terrain	7.5cm	May only shoot at point blank range.		1
HE Missile (1 free with launcher)		Terrain takes 1D3 damage.	5cm	2D6 wound	1D6 wound	3
Smoke Grenade	Thrown	Cloud blocks LoS & difficult terrain	5cm	May only shoot at point blank range.		1
Frag Grenade			5cm	4D6 wound	2D6 wound	2
Incendiary Grenade		May start fire.	5cm	2D8 wound panic	2D6 wound panic	2
Molotov Cocktail		Max range is 10cm. May start fire.	5cm	2D8 wound panic	2D6 wound panic	1
[3] Riot Gas Grenade		Armour no protection. Respirators are.	5cm	3D6=Stun 6+	2D6=Stun 6+	1
[3] Thunderflash Grenade			2.5cm	3D8=Stun 5+	2D8=Stun 5+	1/2
[2] Toxigun Sludge		Toxigun	Template lasts 3 turns	"2cm" (probs 2.5)	3D8 hit on entering sludge. NBC suit = -2 modifier.	
[2] Spider Mine	N/A	2AP to deploy. Will move at 6cm/turn towards targets <15cm away. -1 to hit, T=6, any hit over T destroys.	5cm	4D6 wound		6

Enforcers	Left Slots	Centre Slots	Right Slots	Equipment Slots	
Sentinel Type 37 Enforcer	1 Weapon	-	1 Weapon	1 Pack	
Street Tiger Enforcer	1 Weapon	HE Missile Pack (incl in cost)	1 Weapon	3 Packs	See new rules p23 for missile packs.
Avenger 500 Enforcer	1 Weapon	-	1 Weapon	2 Packs	

Character	Qual	Ap	Shoot	Reroll	CC		Init	T	Cost
					Attack	Wnd			
<i>Human</i>	Green	5	-1	0	2D6-1	2D6	1D6 per group. 1D4 if dispersed	7	3
	Average	6	+0	0	2D6				7
	Veteran	6	+1	0	2D6+1				13
	Elite	7	+2	0	2D6+2				20
<i>Hero</i>	Elite	8	+2	5	2D8+1D6	2D8	1D8	9	70
<i>Leader</i>	15cm coherency						+2		+7
<i>Sub-Leader</i>	10cm coherency						+1		+3
<i>Gang Leader</i>	Highest in gang			1	2D8	2D8	+2	8	+15
<i>Medic</i>									+22
<i>Lvl 1/2/3 Tech</i>									+3/6/9
<i>Lvl 1/2/3 PSI</i>	+1/2/3 on PSI rolls.						+2		6/9/12
<i>Sentinel Enforcer</i>	Average	6	0	0	2D6	2D6	1D6	10/13/16	85
<i>Street Tiger Enforcer</i>	Average	8	0	0	3D6	3D6	1D6	12/15/20	150
<i>Avenger 500 Enforcer</i>	Average	7	0	0	2D8	2D8	1D6	11/14/18	115
<i>[0][4] Lanc. 5000 Military Replicant</i>	Average	5	0	0	4D6	3D6	1D6	-/13/16	70
<i>[4] Series III Trooper Replicant</i>	Average	6	0	0	4D6	3D6	1D6	-/11/14	70
<i>[4] Guardian GP Utility Replicant</i>	Average	5	0	0	2D8	2D8	1D6	-/8/11	40
<i>[4] Dragoon Heavy Support Replicant</i>	Average	5	0	0	4D6	3D6	1D6	-/15/18	100
<i>Special Forces</i>	Elite	7	+2	0	2D8	2D8	squad	8	26
<i>Alpha Clone</i>	Vet	6	+1	0	2D8	2D8	squad	8	21

Armour	CC	RC	Rules	Cost
<i>Primitive Armour</i>	-1	-1		3
<i>Ablative Armour</i>	-1	-1		3
<i>Flak Jacket</i>	-2	-2		6
<i>Combat Suit</i>	-3	-3	Move reduced to 4cm/AP	9
<i>Riot Shield</i>	-1 may force re-roll	-1 (front only)	Cannot use two handed weapons.	?
<i>[6] Battlesuit</i>	base attack ⇒ 3D8 base wound ⇒ 3D8	Armour becomes 12/15/20		120
<i>[1] Cyber torso</i>	Character is at +4 T (which may also be combined with armour)			12
<i>Assault Armour</i>	Same movement penalty as combat suit, +4 to toughness, -1 to tech & first aid rolls, Obstacles now cost 4AP to cross, dropping down takes 2AP.			12

Equipment	Rules	Cost
<i>Comms Unit</i>	All members of a group must be identically equipped. Group always coherent.	3
<i>Med Kit</i>	Might be able to save figures from death. Medics only	10
<i>First Aid Kit</i>	Might be able to save figures from death.	3
<i>Wire Cutters</i>	4AP = a hole in a fence 1 figure wide.	3
<i>Tool Kit</i>	Repair minor damage at 1D6 x 5pts. Repair major damage at 1D6 x 10pts	3
<i>Deluxe Tool Kit</i>	Repair critical damage at 1D8 x 5pts (not replicants) Deluxe = +1 mod to tech tests.	6
<i>[1] Skateboard/roller skates</i>	+3cm movement per AP, provided along flat hard surface. May not drop down in the same turn that the character moved. -3cm movement on rough terrain, grass, sand, etc.	1
<i>[3] Respirator</i>	Protection from gas and smoke.	2
<i>[1] Bipod</i>	Heavy weapons. 2AP to deploy/ploy. In use, removes -1 to hit modifier for long range. Movement is only at 3cm per 1AP whilst the bipod is deployed.	2
<i>[1] Reflex chip</i>	Character gains +1AP	3
<i>Telescopic optical sight</i>	+1 to hit on aimed shots, +5cm short range, + 10cm long range	5
<i>Tactical/ACOG scope</i>	+1 to hit on aimed shots.	3
<i>Digitally assisted 'scope</i>	+1 to hit, + 5 cm short range, +20cm long range	10
<i>[7] Anti-Radiation Drugs</i>	Restores 1 AP lost to radiation.	5
<i>[7] Radiation Detector</i>	Detects radiation hotspots within 5cm in a 2AP scan.	10
<i>Alpha Clone</i>	No combat suit penalty. +1 in medical tests. Immune to riot gas/pepper spray. See above for other attributes.	21
<i>Advanced combat training</i>	Gain an additional+1D6 attack dice.	3
<i>Attack Dog</i>	Qual=Elite. Move=7cm/AP. Bark=1AP. Bite=1AP. Seize=2AP (target detained, plus bitten). Leap=4AP (target knocked down, plus bitten). Unit gains +1 INIT. Dog has -1 target (small). Dog wins attack => Roll D6 on a 6 for frenzy. Dog doubles attack next turn if still in combat. Frenzied dogs will move & attack nearest human.	10

Marker	Source
[0] / unmarked	Base rules or "Battle Book"
[1]	"More Weapons & Equipment" http://combatzonechronicles.net/cozox/nuw.htm
[2]	"New Weapons for Combat Zone" http://combatzonechronicles.net/cozo6/weapons.htm
[3]	"New Equipment and Skills for Combat Zone" http://combatzonechronicles.net/cozo3/xequip3.htm
[4]	"Replicants in Combat Zone" http://combatzonechronicles.net/cozo3/xrep3.htm
[5]	"Officers and Snipers" http://www.combatzonechronicles.net/cozo5/5off.htm
[6]	"" http://combatzonechronicles.net/cozoxb/battlesuit.htm
[7]	"Post Apocalyptic Combat Zone" http://www.combatzonechronicles.net/cozoxc/postap.htm
[8]	"Psionics in Combat Zone" http://www.combatzonechronicles.net/cozo9/psion.htm
[9]	"Cybernetic Enhancements in Combat Zone" http://combatzonechronicles.net/cozo8/cybo.htm

Action/Condition	Rules	AP
<i>Out of Coherency</i>	All figures in the group.	-1
<i>Turn up to 90</i>		FREE
<i>Move Easy Terrain</i>	5cm (4cm in combat suit).	1
<i>90-180 turn</i>		1
<i>Move Difficult Terrain</i>	5cm (4cm in combat suit).	2
<i>Start Close Combat</i>	Requires base-to-base contact. Once entered no other action possible. More than one round per turn. If move away, instant reaction test.	1
<i>Fire Single Shot</i>		1
<i>Fire Burst</i>		2
<i>Heavy Weapon Single Shot</i>		2
<i>Heavy Weapon Burst</i>		3
<i>ML / GL Shot.</i>		3
<i>Aimed Shot</i>	Gain a +2 to hit.	5
<i>Throw Grenade</i>		3
<i>Burst Fire All Weapons</i>	Machines only. Shoot all weapons at 1 or more targets.	4
<i>Gain OP FIRE</i>		5
<i>Open/Close door</i>		1
<i>Pick up Item</i>		1
<i>Cross Obstacle</i>		3
<i>Drop to Ground</i>	Gain a -1 modifier when shot at. Keep status until move.	1
<i>Move Escorting Prisoner</i>	Law Enforcer / Capture skill. 5cm movement for both figs.	2
<i>Interrogate Prisoner</i>	Law Enforcer / Interrogation skill. 2D6. +1 for >1 interrogator, +1 for questioner better quality, +4 if in special building, -1 if prisoner is hero. 11+ ⇒ Prisoner reveals information.	5
<i>Search Building</i>		3
<i>Head Shot</i>	Short range only. Single shots only. Head is T=4.	3
<i>Aimed Head Shot</i>	Single shots only. Head is T=4. +1 modifier to hit roll.	5
<i>Test Tech Skill</i>	Techs only.	2
<i>Give First Aid</i>	Medic only.	3
<i>Remove Stun</i>	Roll 2D6 >= the figure's stun level. If succeed, lose all but 3AP	⇒ 3
<i>Stunned.</i>	May move 10cm only.	ALL
<i>Panic</i>	-1 on all to hit rolls. -2 in CC.	⇒ 3
<i>Rout</i>	Mandatory 20cm move towards home edge.	⇒ 3
<i>[8] Use PSI</i>		2, ⇒ 3
<i>Smash Doors</i>	All doors in use in a game need to be rated as normal, strong or impregnable. Action point cost to Smash Door is 3 for a normal door and 6 for a strong door.	3 or 6

Skill	Rules	Route															
Law Enforcer / Capture	See Above	?															
Law Enforcer / Interrogate																	
Physical / Strong	1 Strong: Add an additional 1D4 to any Wound roll in close combat. 2 Resilient: Add an additional +1 to any first aid checks or casualty recovery rolls. 3 Fast: Add an additional 1cm to any movement action of 1AP or more. 4 Agile: Cross any obstacle at a cost of 1AP. 5 Tough: Add +1 to the figure's Toughness score. 6 Quick Reflexes: The figure gains an extra action point each turn.	Spend EP or 3 points. D6 roll.															
Physical / Resilient																	
Physical / Fast																	
Physical / Agile																	
Physical / Tough																	
Physical / Quick Reflexes																	
Combat / Fanatic	1 Fanatic: Add +1D4 to the figure's Attack score during close combat. 2 Nerves of Steel: During close combat the figure does not need to take a Reaction test if they wish to leave close combat. 3 Berserker: Add +1D6 to the figure's Attack scores during close combat. 4 Gutter Fighter: The figure is able to fight several opponents at once. In close combat, opponents do not get additional Attack dice for more than one figure attacking a Gutter Fighter. 5 Combat Veteran: In close combat the figure may reroll one of their Attack dice. 6 Dodge: When in close combat the figure is able to leap aside at the last moment. If the figure has been wounded in close combat, roll 1D6. On a score of 5 or 6 the wound is ignored. The figure has been able to leap aside at the last moment.	Spend EP or 3 points. D6 roll.															
Combat / Nerves of Steel																	
Combat / Berserker																	
Combat / Gutter Fighter																	
Combat / Combat Veteran																	
Combat / Dodge																	
Weapon / Pistolier	1 Pistolier: The figure may reroll one of their Hit dice each turn when using any pistol. 2 Snap Fire: If engaged in close combat, the figure gets 1 free shot at the opponent at point blank range before the combat begins. (Only if the figure has not shot during this turn). 3 Fast Loader: The figure is quick at setting up a heavy weapon. The figure may fire a burst of shots with a heavy weapon at the cost of 2AP. 4 Sniper: This figure knows when the best time is to fire and only fires when the target is most vulnerable. Reduce the target's cover modifier by -1. Soft cover no effect, medium cover -1 etc. 5 Fast Shot: Add +1 to the RoF to any small arms (with a RoF of more than 1) when firing a burst of shots. 6 Crack Shot: Add +1 to all shooting Hit rolls.	Spend EP or 3 points. D6 roll.															
Weapon / Snap Fire																	
Weapon / Fast Load																	
Weapon / Sniper																	
Weapon / Fast Shot																	
Weapon / Crack Shot																	
Survival / Fast Healer	1 Fast Healer: Add +1 to all Casualty Recovery tests or first aid checks. 2 Escape Artist: The figure cannot catch by rolling a Captured result on the Serious Injuries chart. Treat as an OK result instead. 3 Cool: Add +1 to all Reaction tests. 4 Lucky: The figure gains 1 Reroll per game. 5 Calm: This figure always remains calm in a crisis. To represent this, if this figure gets a panic reaction then they may replace it with an OK reaction. 6 Charmed Life: This figure always manages to survive. The first time, the figure is killed then they return will automatically uninjured for the next battle. This ability only works once and may be gained more than once.	Spend EP or 3 points. D6 roll.															
Survival / Escape Artist																	
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Survival / Charmed Life																	
Rating / Upgrade	<table border="0"> <tr> <td>Old Quality</td> <td>New Quality</td> <td>Cost (EP's)</td> </tr> <tr> <td>Green</td> <td>Average</td> <td>1</td> </tr> <tr> <td>Average</td> <td>Veteran</td> <td>2</td> </tr> <tr> <td>Veteran</td> <td>Elite</td> <td>3</td> </tr> <tr> <td>Elite</td> <td>Hero</td> <td>6*</td> </tr> </table> <p>*Once a figure becomes a hero they leave their group and become a Group 3 Individual.</p>	Old Quality	New Quality	Cost (EP's)	Green	Average	1	Average	Veteran	2	Veteran	Elite	3	Elite	Hero	6*	
Old Quality	New Quality	Cost (EP's)															
Green	Average	1															
Average	Veteran	2															
Veteran	Elite	3															
Elite	Hero	6*															
Tech / Level +1		2 EP															
Gang / Become Leader		1 EP or 15 points.															
Scavenger	+1 to the search roll when scavenging or looking for loot.	?															
Radiation Resistance	May stand in a radiation hotspot for one turn without getting radiation sickness. Gains a +1 to the campaign recovery roll.																
Runner	This figure is very good at running away from trouble and has a 6cm move per AP.	?															
Long Jumper	This figure can jump up to 6cm in one leap.																

[8] PSI	Rules
<i>Basic Roll</i>	2D6 double 1 = fatal failure double 6 = auto success +PSI ability -target PSI ability 0-3 User collapses exhausted. 4-7 no effect. 8+ success.
<i>Attack</i>	The Psychic sends a mind attack at its target. If successful then the attack does 3D6 + ability level Damage. Armour cannot save from a PSI attack. This ability can only work on living creatures.
<i>Psi Block</i>	This can be used by a psychic under a mind to mind attack during the Psionics phase. Roll the psychic attack dice. If the dice roll is higher than that of the incoming attack roll then the attack has been successfully blocked. When making the PSI roll the attacking Psychic's ability must be deducted from the roll.
<i>Fog of War</i>	This ability confuses a squad or individual for one turn only. The squad or individual is limited to 3AP for this turn only.
<i>Blessing</i>	A character or squad is blessed. They receive a +1 bonus to all hit and melee rolls and gain a +1 toughness bonus for this turn only.
<i>Healing</i>	The psychic focuses energy to heal a casualty during the battle. This can be done either remotely or by being in base to base contact. If the PSI roll is successful roll against the first aid table on page 29 of the battlebook.
<i>Scan</i>	The psychic may scan an area hidden from view, such as the inside of a building or an area of cover. If the PSI test is passed the contents or details of a hidden area is revealed. If there are hidden troops they are revealed. This ability can also be used to check the internals of crates and cupboards during a raid.
<i>Stun</i>	The psychic can use a Telekinetic stun to stop attacks in close combat. If a successful PSI test has been taken then a 5cm radius circle centred upon the psychic can be drawn (a blast template will suffice). All enemy models within the circle fall to the ground and may not move fire or attack for the rest of the turn. Friendly models are unaffected.
<i>Hypnotise</i>	The psychic can cause a single target to its front and in LOS with in 5cm to fall asleep immediately. This lasts for D6 turns and can allow capture of the target.
<i>Jinx</i>	This attack can be used on vehicles, robots and other machines. It can be used to open doors or even seal them. If the PSI roll is passed the machine takes 3D6+ability rating damage. If the intention is to seal a door or window this must be stated during the Psionics phase or the door is destroyed. This ability will not prevent a sealed door being broken down. This ability will not work against living creatures.
<i>Power</i>	The psychic gets an addition to all AP, combat rolls, strength and toughness equal to their PSI ability rating. This lasts for the remainder of the turn and the 3AP limit is ignored. This ability is quite draining and the Psychic will be unable to use their ability and are limited to 3AP for D4 turns. i.e. a psychic of PSI level 2 gets +2AP, +2 to attack rolls, +2 to wound rolls and +2 to their toughness for this turn only.
<i>Guide Shot</i>	The psychic channels energy into firing a weapon. The shots gain a "to hit" and "to wound" bonus equal to the Psychics PSI ability rating. The weapon also boasts a long range increase of 15cm. These effects last for one turn only.

Action/Condition	Rules	Cost
<i>[9] Cyber eyes</i>	Short range of any weapon is doubled.	2
<i>[1] Cyber torso</i>	Character is at +4 T (which may also be combined with armour)	12
<i>[1] Reflex chip</i>	Character gains +1AP	3
<i>[9] Cyber-ears</i>	This figure can be 20cm from Leader and still be considered in group coherency.	1
<i>[9] Cyber-arm</i>	Gains +1d4 attack modifier toward melee (in addition to any melee weapon they are carrying) The arm has a fully manipulative hand that does not impede figure in any way.	3
<i>[9] Cyber-legs</i>	Moves +1 cm per AP.	2
	A figure with Cybernetic enhancements takes full damage from an EMP attack.	
<i>Non-Air Breathing</i>	Any wound score on which is one below their Toughness, may destroy their breathing equipment; roll an additional D6 - 1-3 equipment destroyed, target is removed from play. 4-6 no effect.	N/A
<i>Animal</i>	May not perform Drop Down, Pick Up Object, Open Door. Not subject to reactions.	N/A
<i>Cool Minded</i>	Not subject to reactions.	N/A
<i>Stupid</i>	May not perform Drop Down, Pick Up Object, Open Door.	N/A
<i>Target Feeder</i>	Will eat killed target for 1 turn D6=5/6	N/A

Character	Qual	Ap	Shoot	Reroll	CC		Init	T	Cost
					Attack	Wnd			
<i>Hunter</i> Non-Air Breather 1D4 Phys/Comb Skills (5pt ea)	Alien Elite	8	+2	5	3D8	2D6	D8	12	70
<i>Grey</i> Non-Air Breather Cold minded	Alien Vet	6	+1	1	2D8	2D6	D8-1	10	15
<i>Insectoid</i> Animal Stupid Smash Doors	Alien Elite	9	N/A	3	3x 4D8	3D8	D8	12	70
<i>Basic Zombie</i> Cool minded Stupid	Green	4	N/A	0	2D6	2D6	Rand move until have LOS to target	Headshots 7+	N/A
<i>Fast Zombie</i> Cool minded Stupid Target Feeder	Average	6	N/A	0	2D8	2D6	Random Move until <10" target	Headshots	N/A
<i>Smart Zombie</i> Auto rmv reacts	Average	4	N/A	0	2D6	2D8	all active	Headshots 11+	12

Ranged Weapon	RoF	Dam	P.Blank	Short	Long	Cost
<i>Laser Blaster</i>	2	3D8	3	20	50	10

Type	Mode	Shoot Mod	Move per AP	Reverse per AP	Enter/Exit	Turn on Spot	Damage		Ramming	Turn 90
							Major	Destroyed		
Car	Wheels	+1	20	10	1AP per figure.	No	8+	11+	1D6	2 AP
Sports Car	Wheels		30	10		No				
4x4 Truck	Wheels	+2	15	10		No	10+	13+	1D8	
Motorbike	Wheels	0	25	-		Yes	7+	10+	1D4	
APC	Wheels	+2	15	10		No	15+	20+	2D8	
	Tracked		10	10		Yes				
L. Tank	Tracked		10	10		Yes	20+	27+	3D8	
	Hover/Grav		20	10	Yes*					

Shoot From Vehicle: -1 per AP spent moving.
Shoot At Vehicle: >30cm = -1, >40cm = -2, >50cm = -3

D6	1-2	3-4	5-6
Damage	Lucky escape.	No move/fire next turn.	Passengers take auto 2D6 wound. Armour = no protection. Vehicle killed.
Destroyed	Passengers take auto 3D6 wound. Armour = no protection. Vehicle rolls forwards 2D6 & stops.		
Running over Pedestrians Hero = +1	2D6 Automatic hit, no armour	Leaps out of way. Gain PANIC.	Leaps out of way.