



Shooter Fire Motive	<b>move -50mm</b>	Panic Frnd <300mm	<b>resist -1</b>
Shooter Moved	<b>shoot -2</b>	Per 20% Squad Lost	<b>resist -2</b>
Target in Cover	<b>shoot -2</b>	*Crew of KO Veh	<b>resist -2</b>
Shooter Move Motive	<b>shoot -2</b>	*Ever Panicked	<b>resist -2</b>
Shooting Indirect	<b>shoot -3</b>	*Was Pushed Back	<b>resist -2</b>
Target Crouching WM	<b>shoot -1</b>	*Pushed Back	<b>resist +1</b>
Target Shelldown	<b>shoot -1</b>	*Defending Position	<b>resist +2</b>
Target in Miasma 1	<b>shoot -1</b>	Primary Veh Wpn Out	<b>resist -2</b>
Target in Miasma 2	<b>shoot -2</b>	2ary Veh Wpn Out	<b>resist -1</b>
Per 6 of size	<b>shoot +1</b>	Veh Mobility Out	<b>resist -2</b>
Veh Shooter Moved	<b>shoot -speed</b>	Rebels Per 10% Sq Loss.	<b>resist -1</b>
Veh Target Moved	<b>shoot -speed</b>	Swarmmaster <300mm	<b>resist -2</b>
Under Fire	<b>pinned w/o move orders</b>	Rebel Squads	<b>suffer -1/gain +1 to * mods.</b>
Target in Protection	<b>damage -2</b>	Charge Overruns	<b>no shot @charger</b>

	SHOOTING				WOUNDING							MORALE			DAMAGE	
	RANK1	RANK 2	RANK3	AREA	HUMAN	NCO	X3-5 CBU	X6 CBU	HELION	WARRIOR	WM	RESIST	PANIC	VEH.RESIST	VEH	MODULE
A	HIT	2 HITS	3 HITS	HIT	X	X	X	X	X	X	X	PASS			DESTRY	MAJOR
B	HIT	2 HITS									WND				Sp. DMG	-3 CV
C	HIT		2 HITS			DMG	DMG	-2 CV	SLIGHT							
D	HIT							WND		-1 CV						
E	MISS			DEV' T	SAVED							BACK	PANIC	FAIL	OK	
F												PANIC				

	CBU DMG	X6 CBU Sp DMG	VEH DMG	VEH DESTROY	MODULE SLIGHT	MODULE MINOR	MODULE MAJOR
1	Mobility Kill	All T6x immobile this turn.	50% speed Handling -2	Crew bail out. Take Resist Test.	Corridors blocked. Other modules OK.	Primary function lost.	Destroyed. Occupants killed.
2							
3	Primary Weapon Out	All T6x weapons out this turn.	Primary Weapon Out				Destroyed. 50% occupants killed.
4							
5	KO	All T6x wpn/move	Secondary Weapon Out	D10 per crew memb. 1-5 escape. 6-10 dead. Take Resist Test.		2ndary function lost.	
6		No effect.					
7	2 KO	Moves randomised.				AC -1	Primary & 2ndary functions lost. Occupants escape.
8							
9	Attack nearest unit.	Fire on nearest.	Mobility Kill				
10		Switch sides.					

0-300mm	Shooting Close	0mm	Speed 0	Class 1	1x 45°	-50mm	Un-motived move	AC10	Human
301-600mm	Shooting Medium	10-160mm	Speed 1	Class 2	2x 45°	+50mm	Charge move	AC8	Colonial Marine Helion
601-900mm	Shooting Long	170-320mm	Speed 2	Class 3	3x 45°	50mm	Push-back Distance		
901-1200mm	Shooting Extreme	330-480mm	Speed 3	Class 4	4x 45°	70mm	Nexus Squad Helion Group Warrior Group	AC7	HELCAT
		490-640mm	Speed 4		2x 45° & 1x 90°			AC6	Drone
d10 x 10mm	Deviation Close	650-800mm	Speed 5	Class 5	4x 45°	100mm	Panic move	AC5	SWAT TALOS
2d10 x 10mm	Deviation Medium	810-960mm	Speed 6		2x 90°	400mm	Crouching WM Control	AC4	Warrior Predator
3d10 x 10mm	Deviation Long	970-1120mm	Speed 7			600mm	Standing WM Control		
4d10 x 10mm	Deviation Extreme							AC2	WM