

CREW ROSTER

Crew Name _____

Crew XP _____ Crew Resources _____

Crew Member 1

Name: _____ Flaw _____
Feat _____
HP _____ Armor _____
Injury _____
Agility/ Movement _____
Presence Weapon 1 _____ Stat _____ D Ammo _____
Strength Weapon 2 _____ Stat _____ D Ammo _____
Toughness Weapon 3 _____ Stat _____ D Ammo _____
Equipment _____

Crew Member 2

Name: _____ Flaw _____
Feat _____
HP _____ Armor _____
Injury _____
Agility/ Movement _____
Presence Weapon 1 _____ Stat _____ D Ammo _____
Strength Weapon 2 _____ Stat _____ D Ammo _____
Toughness Weapon 3 _____ Stat _____ D Ammo _____
Equipment _____

Crew Member 3

Name: _____ Flaw _____
Feat _____
HP _____ Armor _____
Injury _____
Agility/ Movement _____
Presence Weapon 1 _____ Stat _____ D Ammo _____
Strength Weapon 2 _____ Stat _____ D Ammo _____
Toughness Weapon 3 _____ Stat _____ D Ammo _____
Equipment _____

Crew Member 4

Name: _____ Flaw _____
Feat _____
HP _____ Armor _____
Injury _____
Agility/ Movement _____
Presence Weapon 1 _____ Stat _____ D Ammo _____
Strength Weapon 2 _____ Stat _____ D Ammo _____
Toughness Weapon 3 _____ Stat _____ D Ammo _____
Equipment _____

Crew Member 5

Name: _____ Flaw _____
Feat _____
HP _____ Armor _____
Injury _____
Agility/ Movement _____
Presence Weapon 1 _____ Stat _____ D Ammo _____
Strength Weapon 2 _____ Stat _____ D Ammo _____
Toughness Weapon 3 _____ Stat _____ D Ammo _____
Equipment _____

Crew Service Animal

Name: _____ Flaw _____
Feat _____
HP _____ Armor _____
Injury _____
Agility/ Movement _____
Presence Weapon 1 _____ Stat _____ D Ammo _____
Strength Weapon 2 _____ Stat _____ D Ammo _____
Toughness Weapon 3 _____ Stat _____ D Ammo _____
Equipment _____

Crew Supply

CREW BUNKER

Every crew gets a bunker from Scenario 1 onwards. Crews keep extra equipment in their bunker, and between Scenarios can upgrade the bunker for 50 Resources. Once you purchase a bunker upgrade, tick the box to indicate access to its benefits.

Extra Beds

Crew may recruit 1 additional member, but still deploy only 5 models to a Scenario.

Kennel

Crew gains free Service Animal between Scenarios if they do not already have one recruited or current Service Animal is killed. Crew can still only have 1 Service Animal at a time.

Field Hospital

Nurse Nightshade operates from your bunker on occasions. Between Scenarios remove 1 injury from a crew member.

Chemist

All crew members gain a free grenade every Scenario.

Tank Engineers

Gain 1 random tank component between Scenarios.

Supply runs

Gain 1 random weapon between Scenarios.

Dr West

One crew member who was killed is returned to life with the a new Feat and Flaw as follows:

Feat: Serum: model is immune to morale, Poison and Disease.

Flaw: Uncontrollable Temperament: if model ever Fumbles a roll, make a Presence test. On a failure they become Hostile to all models on the table, including other crew members. Instead of being player controlled, they now follow Hostile rules until the end of the Scenario. At this point they rejoin the crew.

TANK ROSTER

Crew Name

Max HP/50

Current HP/

Tank Armor/

Tick when you have a component:

Engine Armor Plate 6-Pounder Gun

Left Track Ammo Right Track

Small Arms Emplacements: _____

Small Arms Emplacements: _____

Indicate which crew member is in which tank role"

Driver _____

Gunner _____

Gunner _____

Gunner _____

Engineer _____

Engineer _____

TANK ACTIONS

Model Actions:

- When within 1 inch enter a friendly tank.
- Disembark a tank (place them within 1 inch).
- Driver: move tank 6 inches or turn the tank up to 90 degrees.
- Gunner: Fire, Reload or Unjam a Gun
- Engineer: repair a component by making a Presence test
- Engineer: Unjam a Gun
- Push Tank

6-POUNDER GUN

[Reload] [Explode] [Ranged20] [Strength] [2D10 Damage].

CRUSH

If a tank drives into a model it takes 1D8 damage.

SPARE PARTS