CREW ROSTER

Crew	Name					
Crew	XP		Crew	Resources		
Crew	Member I					
		A TECHNOLOGY AND		Flaw		
Feat_						
HP		Armor_				
Injur Agili	У Ьзт /	Movement				
Prese	nce	Weapon 1 Weapon 2		 Stat	D	Ammo
Stren	gth	Weapon 2		Stat	D	Ammo
Tough Equip	ness	Weapon 3		Stat	D_	Ammo
Name:				Flaw		
Feat_						
HP		Armor_				
Agilit	у Ьът /	Movement				
Prese	nce	Movement Weapon 1 Weapon 2		 Stat	ת	Ammo
Stren	g t h	Weapon 2		Stat	D	Ammo
Tough	_	Weapon 3				
Equip						
Crew	Member 3					
				Flaw		
Feat						
HP		Armor_				
Thiur	v					
Agilit	ty/	Movement Weapon 1				
Prese	nce	Weapon 1		Stat	D_	Ammo
D OI CII	B 011	"capon ~				Ammo
Tough Equip	ness	Weapon 3		Stat	D_	Ammo

crew Member 4			
lame:		Flaw	
'eat			
^{lP}	Armor		
njury			
gllity/	Movement		
	Weapon 1	Stat	
trength	Weapon 2	Stat	_D_ Ammo
oughness	Weapon 3	Stat	_D_ Ammo
Equipment			
rew Member 5			
		Flaw	
'eat			
IP	Armor		
njury			
gility/	Movement		
resence	Weapon 1	Stat	D Ammo
	Weapon 2	Stat	D Ammo
oughness	Weapon 3	Stat	_D_ Ammo
Equipment			
SANDARA TIYO DAGA SOO <u>a</u> sa ahkinin dagan ara ka ka daga sanda sa			
	Animal		
lame:		Flaw	
'eat			
^{lP}	Armor		
njury			
gllity/	Movement		
resence	Weapon 1	Stat	_D_ Ammo
trength	Weapon 2	Stat	_D_Ammo
loughness Equipment	Weapon 3	Stat :	_D_ Ammo

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.

TExtra 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 w	hen you	have a component	t:		
<pre>DLeft Small</pre>	Track l Arms	00000000000Armor 0000000000Ammo Emplacements: Emplacements:		06-Pound	
Indica	te which	crew member is	in which t	ank role"	
Drive	r	ANCYCLIA ASS S GORAN NEW LIFE STALL TO RECORD AND MAKE A SHE MAKE A DIRECTOR STALL	CONNECTOR HOS STANDARD REPORTED AND ADDRESS OF SHIPLE PROGRAMMENT AND ADDRESS.	\$00,000 (200) (0.00) (0.00) (0.00) (0.00) (0.00) (0.00) (0.00)	
Gunne	r				
Gunne	r				
Gunne	r				
Engin	eer				
Engin	eer				

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