

2 INCREMENTAL PENETRATION RESULTS TABLE (2D6 vs. Difference of APR to AR or DV*) *Defensive value of building

Pass 2d6

- Round penetrates the vehicle and all crew killed.
- Building area under fire collapses and all inside area are killed.
OR USE 1d6 below [and each crewmember must roll 1d6 versus the penetration difference. If pass 1d6, then crewmember is (1-4) OD, (5) OOF, (6) lame – SLOW & CLUMSY] If they can, they must bail out. The kind thing would be to rescue the OOF too.]
 - (1) Round penetrates and the vehicle immediately explodes, detonating all its munitions. It is a Ronson* with black billowy smoke. All crew is OD. All figures within 2" of tank need to take grenade test.
 - (2-3) Round penetrates the vehicle with all crew OD. [(1-2) It immediately burns, (3-6) it doesn't burn.]
 - (4-5) Round penetrates the vehicle and immobilizes tank. Roll for crew damage. The interior is smoldering and the tank will Ronson in 1d6 turns.
 - (6) Round penetrates interior and ricochets cause bloody mess. Roll for crew damage. Tank does not catch fire. (void if molotoved.)

*Ronson = Vehicle does not just burn, but catches fire easily and quickly and burns furiously for a long time.

Pass 1d6

- Round disables or affects the vehicle and each crewmember must roll 1d6 versus the penetration difference. If pass 1d6, then crewmember is dead. [**or** (1-3) OD, (4-5) OOF, (6) lame – SLOW & CLUMSY] Use Bail Out aside from Clank Test rules below.
- Treat buildings as the same.
OR USE 1d6 below (with injuries or Bail Out Aside from Clank Test unless otherwise stated):
 - (1) Track broken closest to shooter. Tank can only turn now. No crew injured.
 - (2) Turret affected. Cannot turn turret by power or hand. It is stuck in hit position.
 - (3) All views out are obstructed in some way (broken glass, mud, dead bodies) and can't be fixed until the obstruction is removed/fixed.
 - (4) (1-3) Round causes interior to smoke. First Turn is lightly smoky and smells slightly of oil. Second Turn is smoky and oily with fried wiring smell. Third Turn is too smoky to breath. (4-6) For some reason, its become unbearably hot as if the engine is about to burn. Crew has an urge to Bail Out.
 - (5) Engine is hit and runs poorly at – 2 move. Carbon monoxide is seeping into the interior. The crew will pass out in 1+1d6 turns unless they become aware of it. Roll Rep on second turn, Rep-1 on third turn, etc. to realize what is happening.
 - (6) The engine has quit. You are immobile until you fix the engine.

Pass 0d6

- Round does not penetrate vehicle, but crew takes a "Clank" test on the table below.
- Occupants of building area under fire take "Received Fire" test.
OR do above AND USE 1d6 below:
 - (1) A distinct burning oil smell develops **OR** a buzzsaw sound in the transmission is heard every now and then.
 - (2) Radio reception is now intermittent. 50% chance of radio not working each turn.
 - (3) One of the tracks might be coming loose. If move more than 6" per turn, there is a (1) in 1d6 chance of track breaking.
 - (4) It sounds like someone is screaming in agony underneath your tank. This goes on until you investigate.
 - (5) Something on your tank has knocked loose and is now banging around.
 - (6) The round hit the turret and caused such a loud clang that it was like being in a bell. The crew is deaf for 2 turns.