

**TECHNOLOGY**  
**boiler/engine hit**

Vehicle cannot move until repaired. If abandoned by the unit it carries/tows, it is removed from the game.



Place this card under the vehicle until repaired.

And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**wheel/tracks hit**

Vehicle (AND unit - if own player wishes so) move one hex in a random direction chosen by the player of this card. If abandoned by the unit it carries/tows, it is removed from the game.

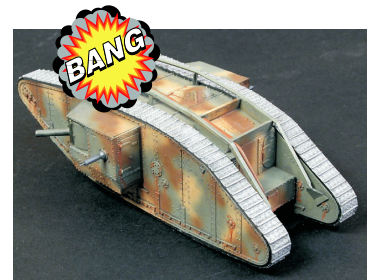


And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**optics hit**

Vehicle may fire with one normal battle die only until repaired.



Place this card under the vehicle until repaired.

And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**transmission hit**

Vehicle cannot move until the transmission is repaired. If abandoned by the unit it carries/tows, it is removed from the game.

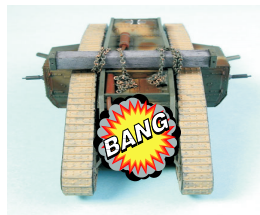


Place this card under the vehicle until repaired.

And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**petrol tank/coal bunker hit**  
Vehicle cannot move until repaired. Takes **one automatic kill per turn**. If abandoned by the unit it carries/tows, it is removed from the game.



Place this card under the vehicle until repaired.

And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**possible heavy hull hit**  
If fired upon this turn, double the damage inflicted.



And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**shell locker hit**

If fired upon this turn, cast 1 extra anti special anti-armour die - no *saving throws* (all dice) allowed.

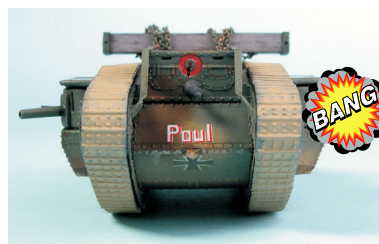


And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**main gun(s) hit**

Vehicle cannot fire own main gun(s) until repaired.



Place this card under the vehicle until repaired.

And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**secondary gun(s) hit**

Vehicle cannot fire own secondary gun(s) until repaired. If no secondary guns: main gun(s) hit.



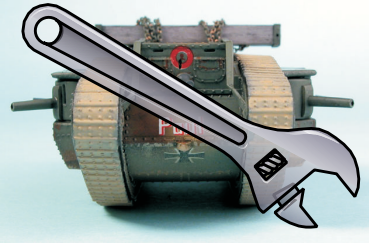
Place this card under the vehicle until repaired.

And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**gun/optics repair.**

Card repairs damage to main/secondary gun(s) or optics.

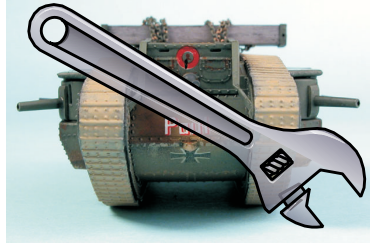


And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**gun/optics repair.**

Card repairs damage to main/secondary gun(s) or optics.

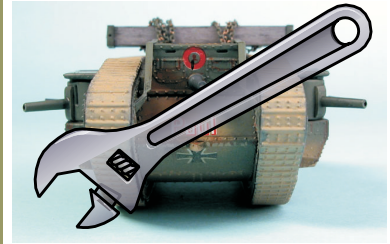


And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**technical repair.**

Card repairs all technical damage **except** to guns or optics.

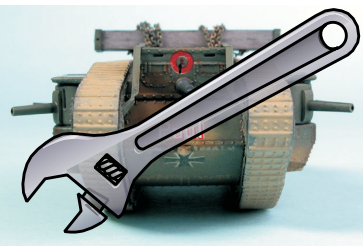


And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**technical repair.**

Card repairs all technical damage **except** to guns or optics.

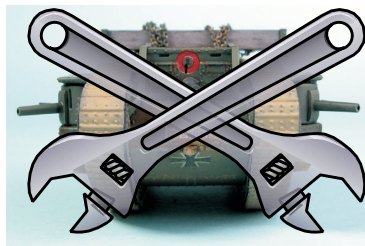


And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**technical/gun repair.**

Card repairs all technical damage.



And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**double speed**

Things go really well! Vehicle moves twice or moves once & limbers up/unlimbers & fires. Terrain movement restrictions still apply.



And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**double speed**

Things go really well! Vehicle moves twice or moves once & limbers up/unlimbers & fires. Terrain movement restrictions still apply.



And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**misjudgement, or not...?**

Vehicle (AND unit, if own player wishes so) move two hexes in a random direction chosen by the player of this card. If abandoned by the unit it carries/tows, it is removed from the game.



And/or activate one SINGLE unit of your choice



**TECHNOLOGY**  
**misjudgement, or not...?**

Vehicle (AND unit, if own player wishes so) move two hexes in a random direction chosen by the player of this card. If abandoned by the unit it carries/tows, it is removed from the game.



And/or activate one SINGLE unit of your choice

