

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.

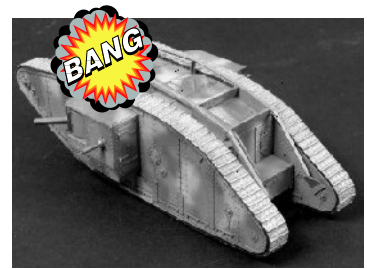


And/or activate one SINGLE unit of your choice



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.



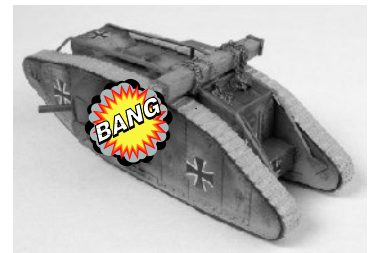
Place this card under the vehicle until repaired.

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.



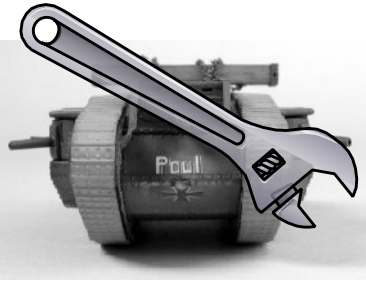
Place this card under the vehicle until repaired.

And/or activate one SINGLE unit of your choice



TECHNOLOGY
gun/optics repair.

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

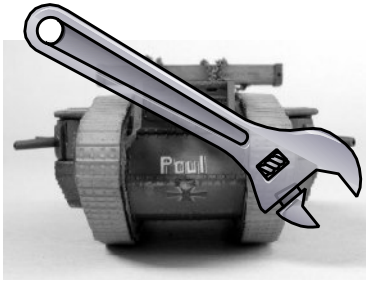


And/or activate one SINGLE
unit of your choice



TECHNOLOGY
gun/optics repair.

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

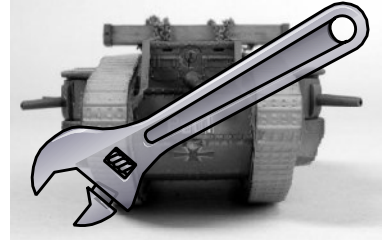


And/or activate one SINGLE
unit of your choice



TECHNOLOGY
technical repair.

Card repairs all technical
damage except to guns or
optics.

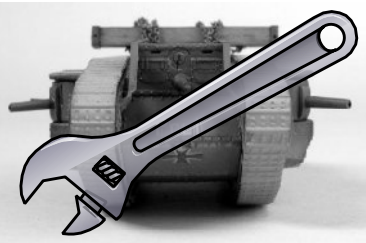


And/or activate one SINGLE
unit of your choice



TECHNOLOGY
technical repair.

Card repairs all technical
damage except to guns or
optics.

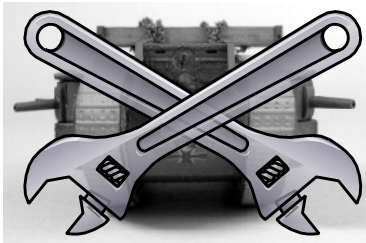


And/or activate one SINGLE
unit of your choice



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/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/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
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