





KEY



Movement Counters

 Stationary  Hull Down



Primary (W)



 CBT Speed  Top Speed



Secondary (G)



 CBT Speed  Top Speed

Actions

 ACTION  STUN



 STANDBY  NO AMMO



 HIDING  DESIGNATED

 CP  FO

Command Point Forward Observation

Damage Counters

 S Sturdy  L Light

 H Heavy  C Critical

