

**Shaken**  
No Shooting

Difficult  
& Dangerous  
**Wrecked**  
Cover 4+

**Immobilised**

Do Nothing  
**Gone To Ground**  
+1 Cover Save

Difficult  
& Dangerous  
**Wrecked**  
Cover 4+

**Immobilised**

6 → 12"  
**Cruising Speed**

Do Nothing  
**Gone To Ground**  
+1 Cover Save

**Smoke**

25% Shooting Casualties  
**Morale Check**

12 → 18"  
**Flat Out**

→ 6"  
**Combat Speed**

6 → 12"  
**Cruising Speed**

25% Shooting Casualties  
**Morale Check**

**Dangerous Terrain**

**Dangerous Terrain**

**Smoke**

**Dangerous Terrain**

**Dangerous Terrain**

→ 6"  
**Combat Speed**