

## Weapon Attack Phase

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### Weapons fire for Wolverine WVR-6M-CAT (Sechael)



PPC at **Highlander HGN-733C (Bots)**; needs 8, rolls 5 : **misses**

Checking for accidental fire; needs 3 or below, rolls 6 : no fire..



Large Laser at **Highlander HGN-733C (Bots)**; needs 8, rolls 4 : **misses**

Checking for accidental fire; needs 3 or below, rolls 6 : no fire..



Large Laser at **Highlander HGN-733C (Bots)**; needs 8, rolls 9 : **hits** CT  
Highlander HGN-733C (**Bots**) takes 8 damage to CT.  
33 Armor remaining.



### Weapons fire for Exterminator EXT-4Db (Sechael)



Medium Laser at **J. Edgar Light Hover Tank (Standard) #2 (Bots)**; needs 1, rolls 3 : **hits** (using Left Side table) LS (critical)

J. Edgar Light Hover Tank (Standard) #2 (**Bots**) takes 5 damage to LS (critical).  
9 Armor remaining.

**Critical hit on LS.** Roll is 4; no effect.



Medium Laser at **J. Edgar Light Hover Tank (Standard) #2 (Bots)**; needs 1, rolls 11 : **hits** (using Left Side table) LS (hit aimed location)

J. Edgar Light Hover Tank (Standard) #2 (**Bots**) takes 5 damage to LS.  
4 Armor remaining.



Medium Laser at **J. Edgar Light Hover Tank (Standard) #2 (Bots)**; needs 1, rolls 6 : **hits** (using Left Side table) LS (hit aimed location)

J. Edgar Light Hover Tank (Standard) #2 (**Bots**) takes 5 damage to LS.  
Armor destroyed.  
2 Internal Structure remaining.  
Critical hit on LS. Roll is 8; Crew stunned for 1 turns.



Medium Laser at **J. Edgar Light Hover Tank (Standard) #2 (Bots)**; needs 1, rolls 7 : **hits** (using Left Side table) LS (hit aimed location)

J. Edgar Light Hover Tank (Standard) #2 (**Bots**) takes 5 damage to LS.  
**SECTION DESTROYED.**



\*\*\* J. Edgar Light Hover Tank (Standard) #2 (**Bots**) **DESTROYED by damage!** \*\*\*  
Critical hit on LS. Roll is 8; Crew stunned for 2 turns.



Medium Laser at **J. Edgar Light Hover Tank (Standard) #2 (Bots)**; needs 1, rolls 5 : **hits** (using Left Side table) LS (hit aimed location)

J. Edgar Light Hover Tank (Standard) #2 (**Bots**) takes 5 damage to LS.



Medium Laser at **J. Edgar Light Hover Tank (Standard) #2 (Bots)**; needs 1, rolls 5 : **hits** (using Left Side table) TU

J. Edgar Light Hover Tank (Standard) #2 (**Bots**) takes 5 damage to TU.  
19 Armor remaining.



Small Laser at **J. Edgar Light Hover Tank (Standard) #2 (Bots)**; needs 1, rolls 5 : **hits** (using Left Side table) TU

J. Edgar Light Hover Tank (Standard) #2 (**Bots**) takes 3 damage to TU.  
16 Armor remaining.



**Weapons fire for Highlander HGN-733C (Bots)**



LRM 20 at **Wolverine WVR-6M-CAT (Sechael)**; needs 8, rolls 8 : 12 missile(s)  
**hit.**

Wolverine WVR-6M-CAT (**Sechael**) takes 5 damage to CT.  
23 Armor remaining.

Wolverine WVR-6M-CAT (**Sechael**) takes 5 damage to RT.  
10 Armor remaining.

Wolverine WVR-6M-CAT (**Sechael**) takes 2 damage to RA.  
4 Armor remaining.



#### Weapons fire for J. Edgar Light Hover Tank (Standard) (**Bots**)



Medium Laser at **Exterminator EXT-4Db** (**Sechael**); needs 8, rolls 5 : **misses**



SRM 2 at **Exterminator EXT-4Db** (**Sechael**); needs 8, rolls 5 : **misses**



SRM 2 at **Exterminator EXT-4Db** (**Sechael**); needs 8, rolls 8 : 2 missile(s) **hit**  
(using Partial cover (horizontal 50%) table).

Exterminator EXT-4Db (**Sechael**) takes 2 damage to RA.  
18 Armor remaining.

Exterminator EXT-4Db (**Sechael**) takes 2 damage to LT.  
15 Armor remaining.



#### Weapons fire for J. Edgar Light Hover Tank (Standard) #2 (**Bots**)



Medium Laser at **Exterminator EXT-4Db** (**Sechael**); needs 4, rolls 5 : **hits** LT  
Exterminator EXT-4Db (**Sechael**) takes 5 damage to LT.  
10 Armor remaining.



SRM 2 at **Exterminator EXT-4Db** (**Sechael**); needs 4, rolls 7 : 1 missile(s) **hit**.

Exterminator EXT-4Db (**Sechael**) takes 2 damage to CT.  
27 Armor remaining.



SRM 2 at **Exterminator EXT-4Db (Sechael)**; needs 4, rolls 11 : 2 missile(s) **hit**.

Exterminator EXT-4Db (**Sechael**) takes 2 damage to LL.  
22 Armor remaining.

Exterminator EXT-4Db (**Sechael**) takes hit at CT (critical), but it is rerolled with edge.

Exterminator EXT-4Db (**Sechael**) has 1 edge remaining.  
Exterminator EXT-4Db (**Sechael**) takes 2 damage to RA.  
16 Armor remaining.



**Weapons fire for Scorpion Light Tank (Standard) (Bots)**



Machine Gun at **Exterminator EXT-4Db (Sechael)**; needs 6, rolls 11 : **hits** LA  
Exterminator EXT-4Db (**Sechael**) takes 2 damage to LA.  
18 Armor remaining.



AC/5 at **Exterminator EXT-4Db (Sechael)**; needs 9, rolls 2 : **misses**

## Physical Attack Phase

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**Physical attacks for Exterminator EXT-4Db (Sechael)**

Kick (Left leg) at J. Edgar Light Hover Tank (Standard) #3 (Bots); needs 4, rolls 10 : **hits**  
(using Random Side table) FR  
J. Edgar Light Hover Tank (Standard) #3 (**Bots**) takes 13 damage to FR.  
17 Armor remaining.

## Heat Phase

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Wolverine WVR-6M-CAT (**Sechael**) gains 31 heat, sinks 30 heat and is now at 7 heat.



Exterminator EXT-4Db (**Sechael**) gains 20 heat, sinks 22 heat and is now at 1 heat.



Highlander HGN-733C (**Bots**) gains 6 heat, sinks 6 heat and is now at 0 heat.



Spider SDR-5V (**Bots**) gains 6 heat, sinks 6 heat and is now at 0 heat.

### Control Rolls

### End Phase

Geyser in hex 0524 subsides.

Geyser in hex 1120 erupts.

Geyser in hex 1812 erupts.

Geyser in hex 2414 subsides.