Rolls 1d6 at start of game = how many die rolls can be re-rolled during the game for ANY roll involving the vehicle (except leadership rolls).

Only re-roll once per roll and take second result.

Any vehicle in the force which is damaged and the DR is from 1 to 4, make a QR roll. Success = ignore. Fail = take the indicated damage: it’s too great for a field fix.

Vehicles in the force may fire ONE direct-fire weapon each at its full rate of fire at +1 to hit (this effects Elite units - such a unit would only miss on a 1).

Drivers of ALL slow or medium vehicles may add half of a SLOW move to every vehicle move. Drivers of ALL fast or very fast vehicles may add a SLOW move to every move.

Vehicles in the force gain +1 DV to all armour locations.

All vehicles in force may fire ONE direct fire weapon at any point during its movement AND continue to move as normal. This weapon does count as having fired for the turn.

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