SUPERFICAL DAMAGE

0

NO EFFECT.

SUPERFICAL DAMAGE

0

NO EFFECT.

SUPERFICAL DAMAGE

0

NO EFFECT.

SUPERFICAL DAMAGE

0

NO EFFECT.

SUPERFICAL DAMAGE

0

NO EFFECT.

SUPERFICAL DAMAGE

0

NO EFFECT.

SUPERFICAL DAMAGE

0

NO EFFECT.

SUPERFICAL DAMAGE

0

NO EFFECT.

LIGHT DAMAGE

1

ONE POINT OF DAMAGE.

LIGHT DAMAGE

1

ONE POINT OF DAMAGE.

LIGHT DAMAGE

1

ONE POINT OF DAMAGE.

LIGHT DAMAGE

1

ONE POINT OF DAMAGE.

LIGHT DAMAGE

1

ONE POINT OF DAMAGE.

LIGHT DAMAGE

1

ONE POINT OF DAMAGE.

LIGHT DAMAGE

1

ONE POINT OF DAMAGE.

LIGHT DAMAGE

1

ONE POINT OF DAMAGE.

LIGHT DAMAGE

1

ONE POINT OF DAMAGE.

HEAVY DAMAGE

2

TWO POINTS OF DAMAGE.

HEAVY DAMAGE

2

TWO POINTS OF DAMAGE.

HEAVY DAMAGE

2

TWO POINTS OF DAMAGE.

HEAVY DAMAGE

2

TWO POINTS OF DAMAGE.

HEAVY DAMAGE

2

TWO POINTS OF DAMAGE.

DIRECT HIT!

3

THREE POINTS OF DAMAGE.

DIRECT HIT!

3

THREE POINTS OF DAMAGE.

DIRECT HIT!

3

THREE POINTS OF DAMAGE.

DIRECT HIT!

3

THREE POINTS OF DAMAGE.

OBSERVATION POST HIT

0

Remove your forts aim tokens from the table.

AMMUNITION HIT

0

Draw another damage card for each aim token on the fort.