



Counters

	ACTIVATED		ACTIVATED		ACTIVATED		ACTIVATED		ACTIVATED
	COVER		COVER		COVER		COVER		ACTIVATED
	DISABLED		DISABLED		DISABLED		DISABLED		ACTIVATED
	IMPEDED		IMPEDED		IMPEDED		IMPEDED		ACTIVATED
	PINNED		PINNED		PINNED		PINNED		ACTIVATED
	READY		READY		READY		READY		ACTIVATED
	STATIONARY		STATIONARY		STATIONARY		STATIONARY		ACTIVATED
	-1 ACTION		-1 TO HIT		-1 ACTION		TUNNELLING 1		OBJECTIVE
	-2 ACTIONS		-2 TO HIT		-1 TO HIT		TUNNELLING 2		OBJECTIVE
	OBJECTIVE HELD 1 TURN		OBJECTIVE HELD 2 TURNS		OBJECTIVE HELD 3 TURNS		TUNNELLING 3		OBJECTIVE
	1 WOUND		1 WOUND		4 WOUNDS		7 WOUNDS		X MARKS THE SPOT
	1 WOUND		2 WOUNDS		5 WOUNDS		8 WOUNDS		X MARKS THE SPOT
	1 WOUND		3 WOUNDS		6 WOUNDS		9 WOUNDS		X MARKS THE SPOT