Vol'Tron Variant (Uncommon) Name:

MANEUVERING

Turn Cost: 3/4 Speed

COMBAT STATS

HANGAR

O Fighters

Counter:

Fwd/Aft Defense: 14 Stb/Port Defense: 14 Engine Efficiency: 3/1 Power Shortage: -2 Initiative Bonus: +6

10 11

WEAPON DATA

Repeating Cannon Class: Projectile Modes: Púlse Damage: 1d6+5 2 Times Maximum Pulses: 3 Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a Rate of Fire: 1 per 2 turns

Bomb Pumped Laser Class: Ballistic (Laser) Modes: Raking (6) Damage: 2d6+6

Damage: 246+6
Maximum Range: 20
Range Penalty: -2 per 3 hexes
Fire Control: -1/-2/Intercept Rating: n/a
Rate of Fire: 1 per 3 turns 2.
Special: Targets hex and unit.
Uses Proximity Laser rules.

Grape Gun

Class: Projectile Modes: Flash Damage: 2d3+4
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -3
(vs Ballistic only) Rate of Fire: 1 per turn

SPECS

Speed

Turn Cost

Turn Delay

Class: Hvy Combat Vsl In Service: 1513 Point Value: 160 Ramming Factor: 100 Jump Delay: N/A

Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 3+3 Thrust

Fission Reactor 10-18· Forward Structure 19-20: PRIMARY Hit Antiquated Sensors **AFT HITS** 1-7: Main Thrust 8-11: Grape Gun 12-18: Aft Structure Target #1 19-20: PRIMARY Hit

PRIMARY HITS Primary Structure Port/Stb Thrust 8-10: 11-12: Grape Gun 13-14: Sensors 15-16: Engine 17: Hangar 18-19: Reactor

C & C

20:

FORWARD HITS

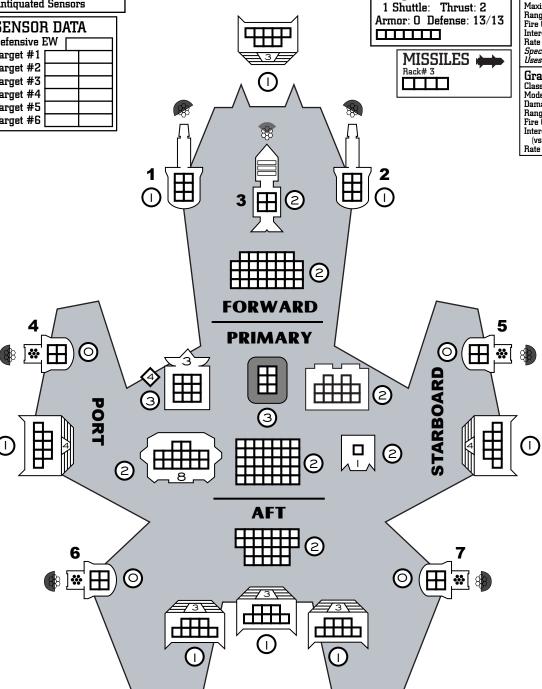
Retro Thrust

Repeating Cannon Bomb Pumped Lase

SENSOR DATA Defensive EW Target #2 Target #3 Target #4 Target #5 Target #6

SPECIAL NOTES

Ammo Storage Level 2



ICON RECOGNITION

Thruster C & C Sensors

Engine

Reactor Hangar

Repeating Cannon



Bomb Pumped Laser

Grape Gun