

HCV and MCV Arcs

Wkr Destroyed Initiative

Last Move

Evade

Notes

Forward

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ARMOR

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Capital Ship Arcs

Port

Fore

Stbd

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Enormous Unit Arcs

Sides

Forward &

CLOSE COMBAT

Penalty to Strike: -3 Damage Rating: 1d6+3 Movement Rate:

1 Section per 2 Turns

Flight Level Combat

5 or more above = 0 Hit

- 3-4 above = 1/6 Hit
- 1-2 above = 1/3 Hit
- 0-2 below = 1/2 Hit3-4 below = 2/3 Hit
- 5-6 below = 5/6 Hit

PFG-966 Autocannons: 5

Hit



WEAPONS

PFG-966 Autocannons Number of Guns: 2 (linked) Class: Particle Damage: 146+4 Range Penalty: -1 per hex Fire Control: n/a Intercept Rating: -3 Rate of Fire: 1 per turn

Mark XI Weaponry: (Rare Variant)

mk15 Laser Cannons
Number of Guns: 2 (linked)
Class: Laser
Damage: 1d10+2
Range Penalty: -1 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 1 per turn Rate of Fire: 1 per turn Base Walker Cost: 76 points

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If seperated from ship, assumed to have one thrust and a 1/3 turn cost. Benefits from the DEW of host ship.

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	Primary (chosen each t	turn) Primary	Primary (chosen each turn) As Capital except a		s above 7 or more below = All 1		
Squad #1	Wkr #	1 Wkr #2	Wkr #3	Wkr #4	Wkr #5	Wkr #6	Squad Location on Vessel: Fore Port Stbd
	Dropped Out		\Box	\Box			Prime
	Initiative Last M	Tove Evade	Notes	1		PFG-966 A	utocannons:
Squad #2	Wkr #	1 Wkr #2	Wkr #3	Wkr #4	Wkr #5	Wkr #6	Squad Location on Vessel: Fore Port Stbd
	Dropped Out		\Box				Prime Aft
	Initiative Last M	love Evade	Notes	i		PFG-966 A	utocannons: 5
Squad #3	Wkr #	1 Wkr #2	Wkr #3	Wkr #4	Wkr #5	Wkr #6	Squad Location on Vessel: Fore Port Stbd
	Dropped Out				\Box		Prime
	Initiative Last M	Iove Evade	Notes	1		PFG-966 A1	utocannons: 5
Squad #4	Wkr #	1 Wkr #2	Wkr #3	Wkr #4	Wkr #5	Wkr #6	Squad Location on Vessel: Fore Port Stbd
	Dropped Out		\Box	\Box	\Box		Prime