

Version 1/2E

RDF MAC II Monster Destroyer



SPECS

Class: Super-Hvy Wkr
In Service: 2010
Point Value: 150 each
Ramming Factor: 40

COMBAT STATS

Defensive Profile: 11
Offensive Bonus: +4
Initiative Bonus: +14
Evade Ability: 1 Lvl

CLOSE COMBAT

Penalty to Strike: -3
Damage Rating: 1d6+5
Movement Rate:
1 Section per 3 Turns

WEAPONS

mk6 406mm Cannons
Number of Guns: 1
Class: Particle
Mode: Pulse
Damage: 15 1d3 times
Maximum Pulses: 4
Pulse Grouping: +1 per 4
Range Penalty: -1 per hex
Fire Control: +0/+0/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Flight Level Combat

Do not use flight level combat for this unit.

HCV and MCV Arcs



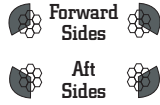
Primary (chosen each turn)

Capital Ship Arcs



Primary (chosen each turn)

Enormous Unit Arcs



As Capital except as above

ARMOR



Walker #1



Location on Vessel:

Fore
 Port Prime Stbd
 Aft

Dropped Out
Wkr Destroyed

Initiative	Evade
Last Move	Notes

406mm Cannons:
[][][][][5]
Firebird Missiles:
[][][][5]

Walker #2



Location on Vessel:

Fore
 Port Prime Stbd
 Aft

Dropped Out
Wkr Destroyed

Initiative	Evade
Last Move	Notes

406mm Cannons:
[][][][][5]
Firebird Missiles:
[][][][5]

Walker #3



Location on Vessel:

Fore
 Port Prime Stbd
 Aft

Dropped Out
Wkr Destroyed

Initiative	Evade
Last Move	Notes

406mm Cannons:
[][][][][5]
Firebird Missiles:
[][][][5]

Walker #4



Location on Vessel:

Fore
 Port Prime Stbd
 Aft

Dropped Out
Wkr Destroyed

Initiative	Evade
Last Move	Notes

406mm Cannons:
[][][][][5]
Firebird Missiles:
[][][][5]

Walker #5



Location on Vessel:

Fore
 Port Prime Stbd
 Aft

Dropped Out
Wkr Destroyed

Initiative	Evade
Last Move	Notes

406mm Cannons:
[][][][][5]
Firebird Missiles:
[][][][5]

Walker #6



Location on Vessel:

Fore
 Port Prime Stbd
 Aft

Dropped Out
Wkr Destroyed

Initiative	Evade
Last Move	Notes

406mm Cannons:
[][][][][5]
Firebird Missiles:
[][][][5]

MISSILE LOADOUTS

Firebird Missile
Class: Ballistic
Damage: 20
Max Launch Range: 25 hexes
Fire Control: +0/+0/--
Loadout: 8 missiles
Cost: 20 points each

SPECIAL NOTES

May launch up to two missiles per turn. If separated from ship, assumed to have one thrust and a 1/3 turn cost. Benefits from the DEW of host ship. Includes navigator.