



Version 1/2E

RDF Spartan Main Battle Robot

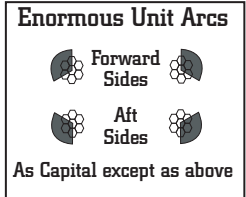
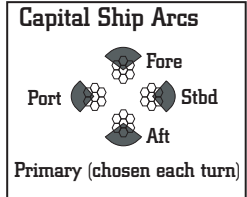
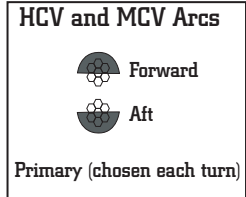


SPECS
 Class: Medium Walker
 In Service: 2009
 Point Value: 54 each
 Ramming Factor: 19

COMBAT STATS
 Defensive Profile: 8
 Offensive Bonus: +3
 Initiative Bonus: +18
 Evade Ability: 3 Lvl

CLOSE COMBAT
 Bonus to Strike: +0
 Damage Rating: 1d6+4
 Movement Rate:
 1 Section Turn

WEAPONS
 Mauser RoV-22 Laser
 Number of Guns: 1
 Class: Laser
 Damage: 1d6+3
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -1
 Rate of Fire: 1 per turn



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 Hit
 3-4 below = 2/3 Hit
 5-6 below = 5/6 Hit
 7 or more below = All Hit

MISSILE LOADOUTS
 Rapier Missile
 Class: Ballistic
 Damage: Xd5
 Max Launch Range: 5 hexes
 Fire Control: +0/+0/+0
 Loadout: 8 missiles
 Cost: 2 points each
Special: X value is equal to number of missiles fired in a volley. Maximum missiles in one volley is three.

SPECIAL NOTES
 May launch up to two missiles per turn.
 Can make two physical attacks per turn.
 If seperated from ship, assumed to have one thrust and a 1/3 turn cost. Benefits from the DEW of host ship.
 No navigators allowed.

Squad #1

Wkr #1 Wkr #2 Wkr #3 Wkr #4 Wkr #5 Wkr #6

Squad Location on Vessel:
 Fore
 Port Stbd
 Prime
 Aft

Dropped Out
 Wkr Destroyed

Initiative	Last Move	Evade	Notes
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Rapier Missiles:

Squad #2

Wkr #1 Wkr #2 Wkr #3 Wkr #4 Wkr #5 Wkr #6

Squad Location on Vessel:
 Fore
 Port Stbd
 Prime
 Aft

Dropped Out
 Wkr Destroyed

Initiative	Last Move	Evade	Notes
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Rapier Missiles:

Squad #3

Wkr #1 Wkr #2 Wkr #3 Wkr #4 Wkr #5 Wkr #6

Squad Location on Vessel:
 Fore
 Port Stbd
 Prime
 Aft

Dropped Out
 Wkr Destroyed

Initiative	Last Move	Evade	Notes
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Rapier Missiles:

Squad #4

Wkr #1 Wkr #2 Wkr #3 Wkr #4 Wkr #5 Wkr #6

Squad Location on Vessel:
 Fore
 Port Stbd
 Prime
 Aft

Dropped Out
 Wkr Destroyed

Initiative	Last Move	Evade	Notes
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Rapier Missiles: