



Version 1/2E

# RDF Tomahawk Main Battle Robot



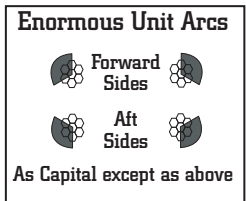
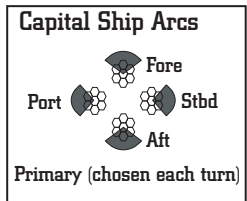
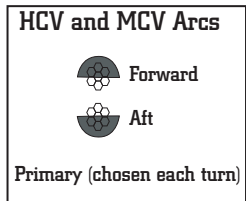
**SPECS**  
 Class: Heavy Walker  
 In Service: 2007  
 Point Value: 88 each  
 Ramming Factor: 26

**COMBAT STATS**  
 Defensive Profile: 9  
 Offensive Bonus: +4  
 Initiative Bonus: +16  
 Evade Ability: 2 Lvl

**CLOSE COMBAT**  
 Penalty to Strike: -2  
 Damage Rating: 1d6+3  
 Movement Rate:  
 1 Section per 2 Turns

**WEAPONS**  
 PBC-11 Beam Cannon  
 Number of Guns: 2  
 Class: Particle  
 Damage: 1d10+4  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Intercept Rating: -2  
 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



**Squad #1**

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

Dropped Out  
Wkr Destroyed

**Squad Location on Vessel:**

Fore  
 Port    Stbd  
 Prime  
 Aft

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

Dropped Out  
Wkr Destroyed

**Squad Location on Vessel:**

Fore  
 Port    Stbd  
 Prime  
 Aft

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

Dropped Out  
Wkr Destroyed

**Squad Location on Vessel:**

Fore  
 Port    Stbd  
 Prime  
 Aft

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

Dropped Out  
Wkr Destroyed

**Squad Location on Vessel:**

Fore  
 Port    Stbd  
 Prime  
 Aft

Initiative	Last Move	Evade	Notes
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Rapier Missiles:

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