

SILENT DEATH™

ANNEX



Mangar 51™



Exclusive PDF Annex
containing ship sheets for all
228 *Silent Death* ships.

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AGNI

I.D.

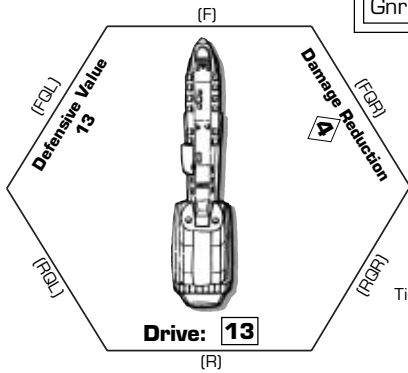
BPV: 103

TPV

Mk. 30 Torps

Pilot: 1 Impulsegun (F) To Hit: 2D8+ADB Damage: High Range: 3/8/10

Crew: PILOT Plt: Gnr: Luck: GUNNER Gnr:



Tight Turn Cost: +3

Gunner: Missile Launcher (360°) Lock-on < 6

Gunner: 2 Meld Lasers (RQL) (FQL) (F) (FQR) (RQR) To Hit: 2D8+ADB+1 Damage: Medium+1 Range: 6/18/20 Target SR ≤12

Decoys: P-D: Dmg Con: Tons:

DAMAGE TRACK

Damage track grid with symbols and numbers.

AGNI

I.D.

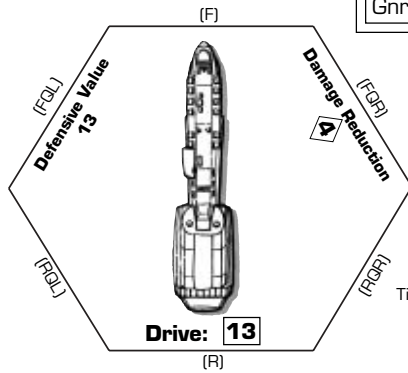
BPV: 103

TPV

Mk. 30 Torps

Pilot: 1 Impulsegun (F) To Hit: 2D8+ADB Damage: High Range: 3/8/10

Crew: PILOT Plt: Gnr: Luck: GUNNER Gnr:



Tight Turn Cost: +3

Gunner: Missile Launcher (360°) Lock-on < 6

Gunner: 2 Meld Lasers (RQL) (FQL) (F) (FQR) (RQR) To Hit: 2D8+ADB+1 Damage: Medium+1 Range: 6/18/20 Target SR ≤12

Decoys: P-D: Dmg Con: Tons:

DAMAGE TRACK

Damage track grid with symbols and numbers.

CRITICAL HITS

- 2 - Pilot killed. Agnimay not move or fire the pilot's weapons. Defensive Value is reduced to 5.
3 - Engines sputter. Drive reduced to 5 until after next turn.
4 - Turret damaged. Meld Laser's firing arcs reduced to FQL, F, FQR.
5 - Electronic Warfare hit. Agni may no longer jam torps. Defensive Value reduced by 2.
6 - Targeter damaged. Reduce Meld Laser's To Hit by 2.
7 - Minor damage. Mark off 1D4 additional hits.
8 - Impulsegun damaged. Reduce Impulsegun's To Hit by 2.
9 - Hull cracks. Mark off 1D6 additional hits
10 - Screens hit. Reduce Defensive Value by 3.
11 - Gunner killed. Gunner's weapons may not fire.
12 - Reactor hit. Agni passes from this life.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit). Medium Range: 4-8 hexes. Long Range: 9-10 hexes (-1 To Hit).

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit). Medium Range: 7-18 hexes. Long Range: 19-20 hexes (-1 To Hit). Target Speed Restriction: Target's Drive value must be ≤12.

TPV

Gunner A
1 Disruptorgun
 (BRQL) (BFQL) (F)
 To Hit: 2D8+ADB
 Damage: Medium§
 1/2/3-6

Torp Crew G
2 Torpedo Tubes

 (BFQL)

Gunner A
Missile Launcher
 (BRQL) (BFQL) (F)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

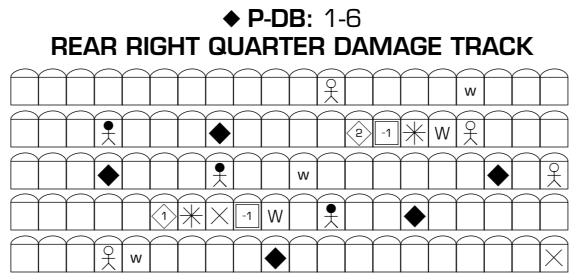
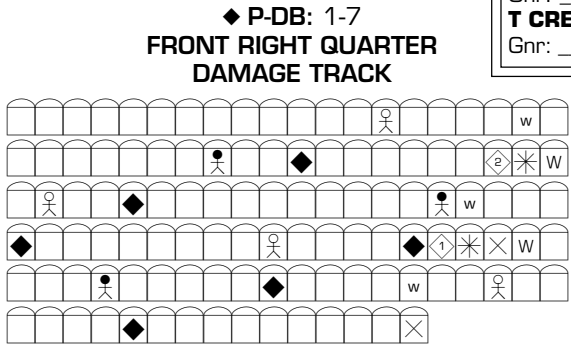
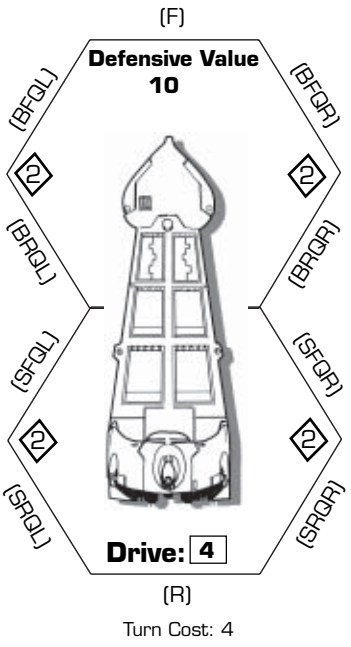
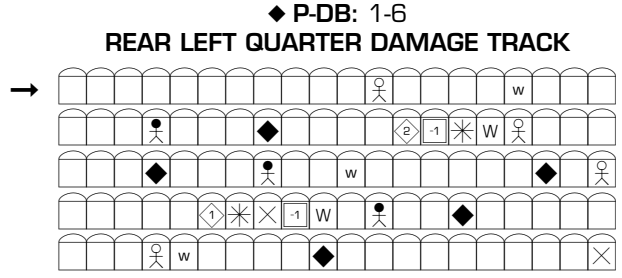
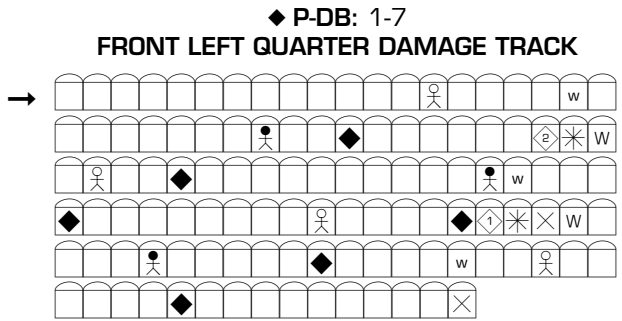
Gunner B
1 Disruptorgun
 (F) (BFQR) (BRQR)
 To Hit: 2D8+ADB
 Damage: Medium§
 1/2/3-6

Torp Crew F
2 Torpedo Tubes

 (BFQR)

Gunner B
Missile Launcher
 (F) (BFQR) (BRQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
T CREW F
 Gnr: _____
T CREW G
 Gnr: _____



Gunner C
1 Disruptorgun
 (SFQL) (SRQL) (R)
 To Hit: 2D8+ADB
 Damage: Medium§
 1/2/3-6

Gunner C
Missile Launcher
 (SFQL) (SRQL) (R)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner E
6 Pulse Lasers
 (SFQL) (SRQL) (R) (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 1-3/4-9/10

Gunner D
1 Disruptorgun
 (R) (SRQR) (SFQR)
 To Hit: 2D8+ADB
 Damage: Medium§
 1/2/3-6

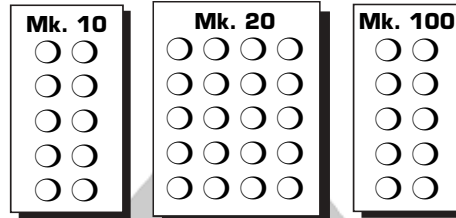
Gunner D
Missile Launcher
 (R) (SRQR) (SFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

FRONT LEFT CRITICAL HITS

- 2— **Electronic Warfare gone.** Aoshu may no longer jam torps. Reduce Defensive Value by 2.
- 3— **Port torpedo room explosion.** Torpedo room loses 1 crew and 2 torpedoes.
- 4— **Fighter bay hit.** Roll on Fighter Bay Hit Table.
- 5— **Torpedo Room loses power.** No torpedoes may be launched until after next turn. All of the Aoshu's DXH torps detonate.
- 6— **Buckled armor.** Reduce Damage Reduction by 1.
- 7— **Disruptorgun A loses power.** Weapon may not fire next turn.
- 8— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 9— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.
- 10— **Gunner A killed.** This gunner's weapons may not be fired.
- 11— **Bridge hit!** Bridge crew is stunned. Aoshu may not move next turn.
- 12— **Major structural damage.** Take 15 more hits on this track.

AOSHO

Bow Torpedo Magazine



Fighter Bay 1

400-ton Fighter
○ ID: _____

Type: _____

Fighter Bay 2

400-ton Fighter
○ ID: _____

Type: _____

FRONT RIGHT CRITICAL HITS

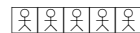
- 2— **Electronic Warfare gone.** Aoshu may no longer jam torps. Reduce Defensive Value by 2.
- 3— **Starboard torpedo room explosion.** Torpedo room loses 1 crew and 2 torpedoes.
- 4— **Fighter bay hit.** Roll on Fighter Bay Hit Table.
- 5— **Torpedo Room loses power.** No torpedoes may be launched until after next turn. All of the Aoshu's DXH torps detonate.
- 6— **Buckled armor.** Reduce Damage Reduction by 1.
- 7— **Disruptorgun B loses power.** Weapon may not fire next turn.
- 8— **Missile Launcher B malfunction.** Lose 1D10 Remaining missiles.
- 9— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.
- 10— **Gunner B killed.** This gunner's weapons may not be fired.
- 11— **Bridge hit!** Bridge crew is stunned. Aoshu may not move next turn.
- 12— **Major structural damage.** Take 15 more hits on this track.

REAR LEFT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Aoshu may no longer use Captain die.
- 3— **Major structural damage.** Take 10 more hits on this damage track.
- 4— **Bulkhead collapse.** Take 5 more hits on this track.
- 5— **Disruptorgun C damaged.** Weapon suffers -2 penalty to hit.
- 6— **Fighter bay hit.** Roll on Fighter Bay Hit Table.
- 7— **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Power coupling severed.** No weapons may be fired next turn.
- 10— **Gunner C killed.** This gunner's weapons may not be fired.
- 11— **Engineering section destroyed.** Damage control is no longer available.
- 12— **Reactor hit.** Aoshu becomes a gaseous cloud.

Electronics

Jam: 1-2 on 1D4
ECM: 1-5(5)



Bridge

Captain: _____
Pilot: _____
TOC: None

Fighter Bay 3

400-ton Fighter
○ ID: _____

Type: _____

Fighter Bay 4

400-ton Fighter
○ ID: _____

Type: _____

Fighter Bay 5

400-ton Fighter
○ ID: _____

Type: _____

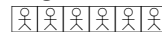
Fighter Bay 6

400-ton Fighter
○ ID: _____

Type: _____

Engineering

Damage Control 1-6



REAR RIGHT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Aoshu may no longer use Captain die.
- 3— **Major structural damage.** Take 10 more hits on this damage track.
- 4— **Bulkhead collapse.** Take 5 more hits on this track.
- 5— **Disruptorgun D damaged.** Weapon suffers -2 penalty to hit.
- 6— **Fighter bay hit.** Roll on Fighter Bay Hit Table.
- 7— **Missile Launcher D malfunction.** Lose 1D10 missiles.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Power coupling severed.** No weapons may be fired next turn.
- 10— **Gunner D killed.** This gunner's weapons may not be fired.
- 11— **Engineering section destroyed.** Damage control is no longer available.
- 12— **Reactor hit.** Aoshu becomes a gaseous cloud.

ATLANT

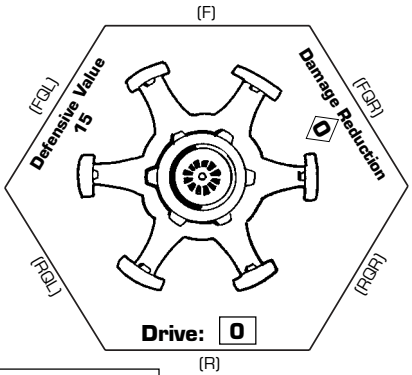
I.D.

BPV: 30

TPV
30

Crew
PILOT
Plt: 8
Gnr: 6

Pilot
Missile Launcher (360°)
Lock-on < 6



Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 150

DAMAGE TRACK

→											*
											×

ATLANT

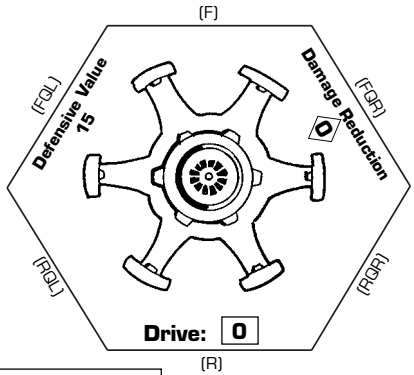
I.D.

BPV: 30

TPV
30

Crew
PILOT
Plt: 8
Gnr: 6

Pilot
Missile Launcher (360°)
Lock-on < 6



Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 150

DAMAGE TRACK

→											*
											×

ATLANT

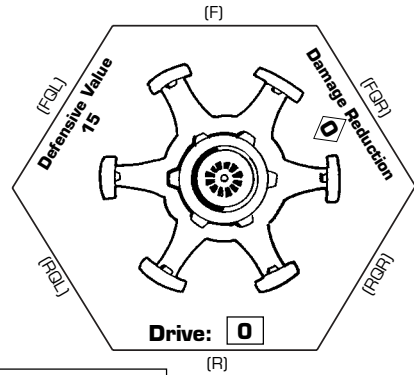
I.D.

BPV: 30

TPV
30

Crew
PILOT
Plt: 8
Gnr: 6

Pilot
Missile Launcher (360°)
Lock-on < 6



Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 150

DAMAGE TRACK

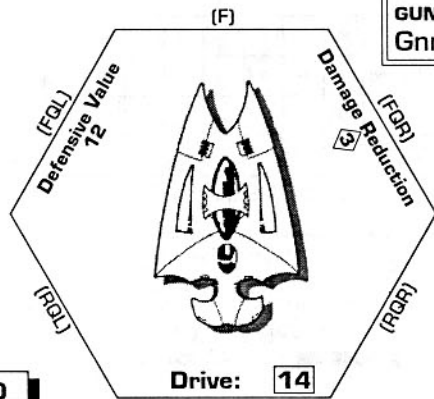
→											*
											×

* — Reduce Pilot skill by 4, and lose 5 missiles.

TPV

Pilot
2 Meld Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____



Mk.20 Torps

●
●
●
●

Mk.10 Torps

● ●
● ●
● ●
● ●
● ●

Gunner
1 EMP Beam (360°)
 To Hit: 2D8+ADB
 Damage: High/2♣

Decoys: ○ ○ ○ ○
 P-D: 1-4 (4)
 Dmg Con: 1-6

Tight Turn Cost: _____ +3

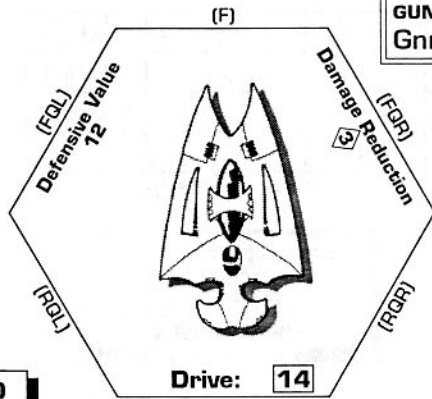
DAMAGE TRACK

→	t		t	14	◇	T	13	t	
◇	12	T	w	t	*	11	t	◇	10
9		t	8	T	7	t	6		w
5	t		4	t	*	3	2	t	1
									×

TPV

Pilot
2 Meld Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____



Mk.20 Torps

●
●
●
●

Mk.10 Torps

● ●
● ●
● ●
● ●
● ●

Gunner
1 EMP Beam (360°)
 To Hit: 2D8+ADB
 Damage: High/2♣

Decoys: ○ ○ ○ ○
 P-D: 1-4 (4)
 Dmg Con: 1-6

Tight Turn Cost: _____ +3

DAMAGE TRACK

→	t		t	14	◇	T	13	t	
◇	12	T	w	t	*	11	t	◇	10
9		t	8	T	7	t	6		w
5	t		4	t	*	3	2	t	1
									×

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

CRITICAL HITS

- Crew killed. Vessel may perform no further actions.
- Engines hit. Reduce Avenger's Drive by 5.
- Electronic Warfare knocked out. Avenger may no longer jam torps. Reduce Defensive Value by 2.
- Maneuver Thrusters damaged. All turns, cost one extra movement point to perform.
- Shields damaged. Reduce Defensive Value by 1.
- Meld Lasers damaged. Reduce chance To Hit by 2.
- Torp Targeting offline. No torpedoes may be fired until after the next game turn.
- Hull breached. Reduce Defensive Value by 3 and lose two torps of the pilot's choice.
- Gunner killed. Gunner weapon may no longer be fired.
- Pilot dazed. Avenger may not move or fire the Meld Lasers until after the next game turn. The gunner may still fire while the pilot is dazed.
- Reactor hit. Avenger bursts into fiery cloud and is gone.

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
 Medium Range: 7-18 hexes.
 Long Range: 19-20 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤12.

EMP Beam SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-6 hexes.
 Long Range: 7-15 hexes (-1 To Hit).
 ♣ Ignores Damage Reduction
 Whenever doubles or triples are rolled on a hit, the target takes a critical in addition to other damage.
 Target Speed Restriction: Target's Drive value must be ≤14.

TPV

Mk. 50 Mines

Crew PILOT

Plt: 7
Gnr: 6

Weapon A

1 Splattergun
(360°)

To Hit: 3D6
Damage: Medium
Range: 2/6/10

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

Weapon C

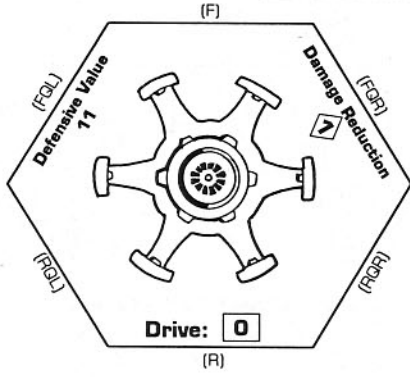
Missile Launcher
(360°)

Lock-on ≤ 6

Weapon B

Mine Sweeper
(360°)

To Hit: 2D8+1D6
Damage: High+1
Range: 2/5/6
Target SR ≤ 5



DAMAGE TRACK

→																				*	

TPV

Mk. 50 Mines

Crew PILOT

Plt: 7
Gnr: 6

Weapon A

1 Splattergun
(360°)

To Hit: 3D6
Damage: Medium
Range: 2/6/10

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

Weapon C

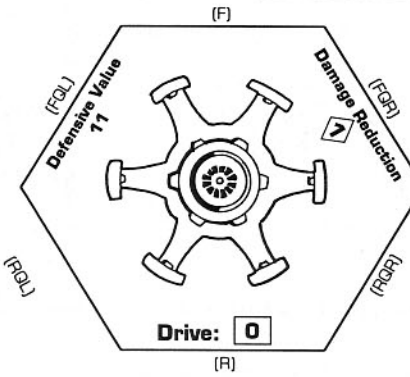
Missile Launcher
(360°)

Lock-on ≤ 6

Weapon B

Mine Sweeper
(360°)

To Hit: 2D8+1D6
Damage: High+1
Range: 2/5/6
Target SR ≤ 5



DAMAGE TRACK

→																				*	

TPV

Mk. 50 Mines

Crew PILOT

Plt: 7
Gnr: 6

Weapon A

1 Splattergun
(360°)

To Hit: 3D6
Damage: Medium
Range: 2/6/10

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

Weapon C

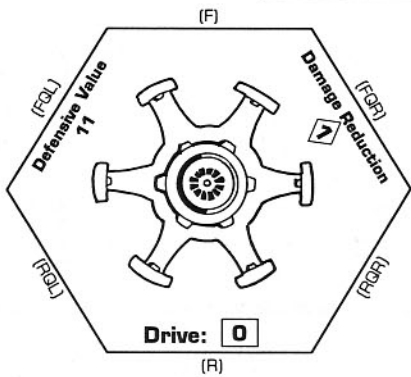
Missile Launcher
(360°)

Lock-on ≤ 6

Weapon B

Mine Sweeper
(360°)

To Hit: 2D8+1D6
Damage: High+1
Range: 2/5/6
Target SR ≤ 5



DAMAGE TRACK

→																				*	

* — Reduce Pilot skill by 4, and destroy one half of weapons (round up). Randomly determine which weapons the satellite loses. Consider torpedo launchers as weapons. If the satellite loses a torpedo launcher, it loses half of its remaining torpedoes.

BA'AL MAPTEACH II

BPV: 34 I.D. 

TPV
34

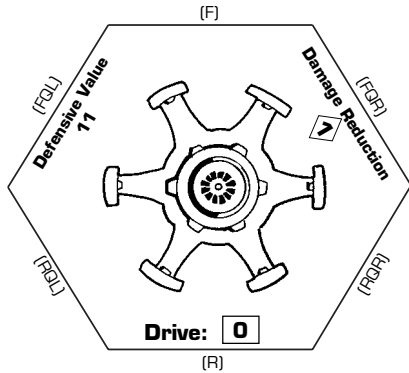
Crew
PILOT
Plt: 7
Gnr: 6

Weapon A
Mine Sweeper
(360°)
To Hit: 2D8+1D6
Damage: High+1
Range: 2/5/6
Target SR ≤ 5

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

Mk. 40
Torps
○ ○ ○
○ ○ ○

Weapon B
5 Pulse Lasers
(360°)
To Hit: 2D8+AD8+4
Damage: Low+4
Range: 3/9/10



DAMAGE TRACK

→															
			*												

BA'AL MAPTEACH II

BPV: 34 I.D. 

TPV
34

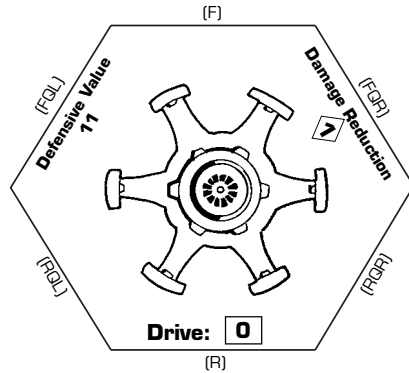
Crew
PILOT
Plt: 7
Gnr: 6

Weapon A
Mine Sweeper
(360°)
To Hit: 2D8+1D6
Damage: High+1
Range: 2/5/6
Target SR ≤ 5

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

Mk. 40
Torps
○ ○ ○
○ ○ ○

Weapon B
5 Pulse Lasers
(360°)
To Hit: 2D8+AD8+4
Damage: Low+4
Range: 3/9/10



DAMAGE TRACK

→															
			*												

BA'AL MAPTEACH II

BPV: 34 I.D. 

TPV
34

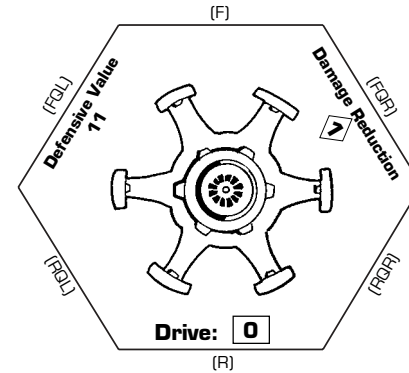
Crew
PILOT
Plt: 7
Gnr: 6

Weapon A
Mine Sweeper
(360°)
To Hit: 2D8+1D6
Damage: High+1
Range: 2/5/6
Target SR ≤ 5

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

Mk. 40
Torps
○ ○ ○
○ ○ ○

Weapon B
5 Pulse Lasers
(360°)
To Hit: 2D8+AD8+4
Damage: Low+4
Range: 3/9/10



DAMAGE TRACK

→															
			*												

* — Reduce Pilot skill by 4, and destroy one half of weapons (round up). Randomly determine which weapons the satellite loses. Consider torpedo launchers as weapons. If the satellite loses a torpedo launcher, it loses half of its remaining torpedoes.

TPV

Mk. 50 Torps

Mk. 10 Torps

○
○
○
○
○

○	○
○	○
○	○
○	○
○	○
○	○

Gunner C

4 Splatterguns (FQL) (RQL)

To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gunner C

Missile Launcher (FQL) (RQL) (R)

Lock-on < _____

○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○

Decoys: ○○○○

P-D: 1-7 (6)
Dmg Con: 1-8
Tons: 1500

Pilot

4 Blatguns (F)

To Hit: 2D6+ADB+3
Damage: High+6
Range: 4/10/15
Target SR ≤13

Pilot

Missile Launcher (F)

Lock-on < _____

○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

Gunner A

1 Plazgun (360°)

To Hit: 2D6+ADB
Damage: All ¥
Range: 2/4/10

Gunner B

1 Plazgun (360°)

To Hit: 2D6+ADB
Damage: All ¥
Range: 2/4/10

Crew

PILOT

Plt: _____

Gnr: _____

Luck: _____

GUNNER A

Gnr: _____

GUNNER B

Gnr: _____

GUNNER C

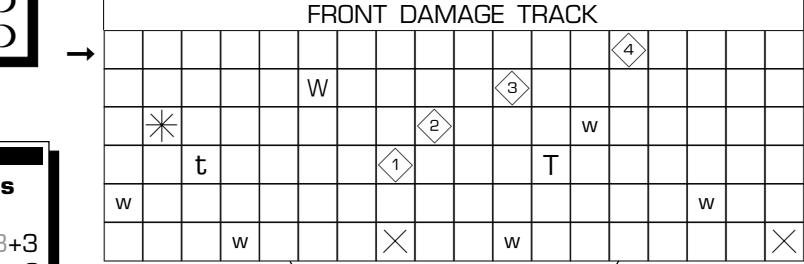
Gnr: _____

GUNNER D

Gnr: _____

GUNNER E

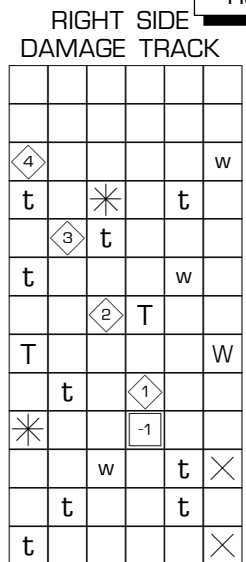
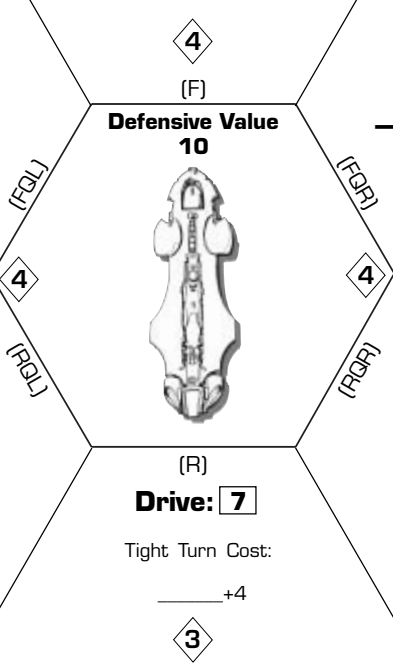
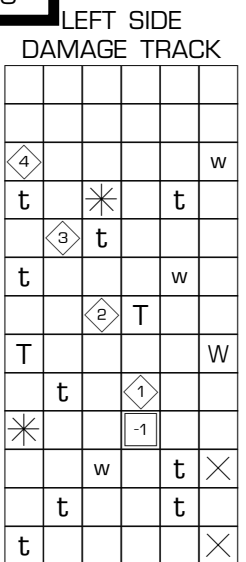
Gnr: _____



Gunner D

4 Splatterguns (FQR) (RQR)

To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10



Gunner D

Missile Launcher (FQR) (RQR) (R)

Lock-on < _____

○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○

Gunner E

Disruptorgun (R)

To Hit: 2D8+ADB
Damage: Medium §
Range: 1/2/6



- FRONT CRITICAL HITS**
- 2 — Blatguns damaged. Penalize To Hit attempts by -2 and reduce Damage rating to High+2.
 - 3 — Plazgun B loses power. Weapon may not fire until after next turn.
 - 4 — Too tough! No extra damage.
 - 5 — Too tough! No extra damage.
 - 6 — Plazgun A loses power. Weapon may not fire until after next turn.
 - 7 — Pilot's Missile Launcher malfunctions. Lose 1D10 of remaining missiles.
 - 8 — Pilot dazed. Betafort may not move nor fire Pilot's weapons until after next game turn.

- LEFT SIDE CRITICAL HITS**
- 2 — Major structural damage. Take 5 more hits on Left and Right Damage Tracks.
 - 3 — Torp Targeter damaged. No torps can be fired until after next game turn.
 - 4 — Shields damaged. Reduce Defensive Value by 1.
 - 5 — Too tough! No extra damage.
 - 6 — Missile Launcher C hit. Lose 1D10 of remaining missiles.
 - 7 — Minor structural damage. Take 3 more hits on this Damage Track.
 - 8 — Electronic Warfare gone. Betafort cannot jam torps. Reduce Defensive Value by 2.

- RIGHT SIDE CRITICAL HITS**
- 2 — Major structural damage. Take 5 more hits on Left and Right Damage Tracks.
 - 3 — Torp Targeter damaged. No torps can be fired until after next game turn.
 - 4 — Shields damaged. Reduce Defensive Value by 1.
 - 5 — Too tough! No extra damage.
 - 6 — Missile Launcher D hit. Lose 1D10 of remaining missiles.
 - 7 — Minor structural damage. Take 3 more hits on this Damage Track.
 - 8 — Electronic Warfare gone. Betafort cannot jam torps. Reduce Defensive Value by 2.

- REAR CRITICAL HITS**
- 2 — Rear bulkhead collapse. Take 8 more hits on this Damage Track.
 - 3 — Energy Cannon power interrupted. No cannons may be fired until after next turn.
 - 4 — Shields damaged. Reduce Defensive Value by 1.
 - 5 — Engine chokes. Drive reduced by 2 next turn.
 - 6 — Maneuver Thrusters hit. All turns cost 1 extra movement point to perform.
 - 7 — Gunner E killed. His or her weapons may not be fired.
 - 8 — Reactor detonates. The mighty Betafort passes into the void.

TPV

Mk. 50 Torps	Mk. 10 Torps
○	○ ○
○	○ ○
○	○ ○
○	○ ○
○	○ ○

Pilot
4 Blatguns (F) To Hit: 2D6+ADB+3 Damage: High+6 Range: 4/10/15 Target SR ≤13

Pilot
Missile Launcher (F) Lock-on < _____
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

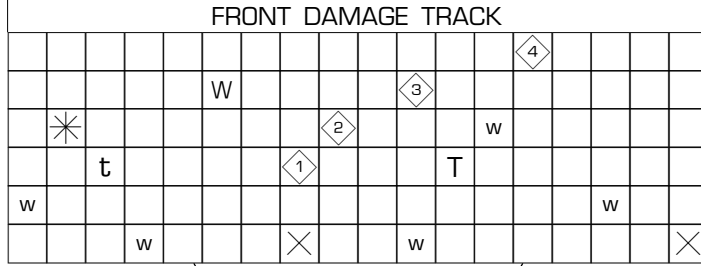
Gunner A
1 Plazgun (360°) To Hit: 2D6+ADB Damage: All ¥ Range: 2/4/10

Gunner B
1 Plazgun (360°) To Hit: 2D6+ADB Damage: All ¥ Range: 2/4/10

Crew
PILOT Plt: _____ Gnr: _____ Luck: _____
GUNNER A Gnr: _____
GUNNER B Gnr: _____
GUNNER C Gnr: _____
GUNNER D Gnr: _____
GUNNER E Gnr: _____

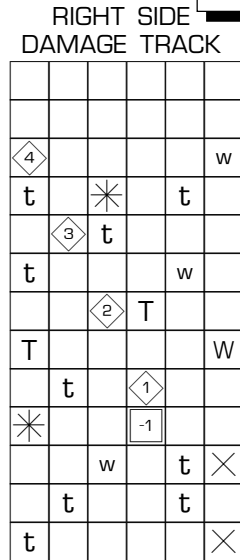
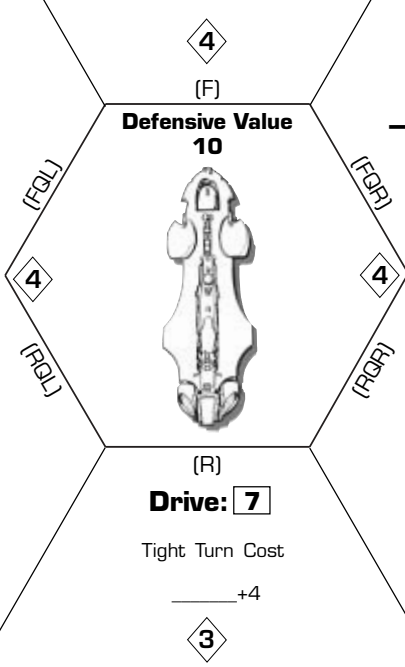
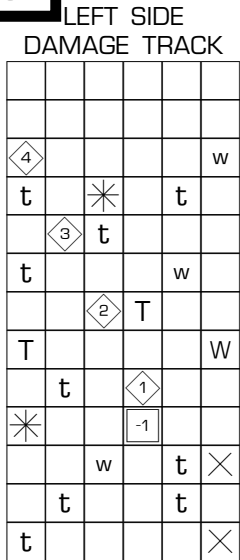
Gunner C
4 Splatterguns (FQL) (RQL) To Hit: 2D6+ADB+3 Damage: Medium+6 Range: 2/6/10

Gunner D
4 Splatterguns (FQR) (RQR) To Hit: 2D6+ADB+3 Damage: Medium+6 Range: 2/6/10



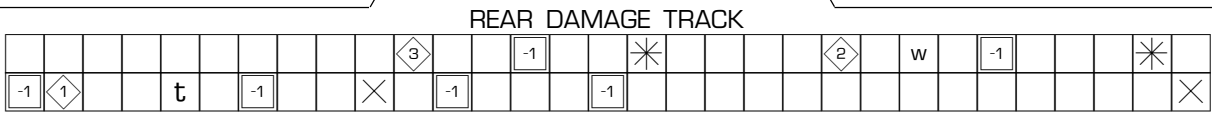
Gunner C
Missile Launcher (FQL) (RQL) (R) Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner D
Missile Launcher (FQR) (RQR) (R) Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○



Decoys: ○ ○ ○ ○ ○
P-D: 1-7 (6)
Dmg Con: 1-8
Tons: 1500

Gunner E
2 Splatterguns (R) To Hit: 2D6+ADB+1 Damage: Medium+2 Range: 2/6/10



- | |
|--|
| FRONT CRITICAL HITS |
| 2 — Blatguns damaged. Penalize To Hit attempts by -2 and reduce Damage rating to High+2.
3 — Plazgun B loses power. Weapon may not fire until after next turn.
4 — Too tough! No extra damage.
5 — Too tough! No extra damage.
6 — Plazgun A loses power. Weapon may not fire until after next turn.
7 — Pilot's Missile Launcher malfunctions. Lose 1D10 of remaining missiles.
8 — Pilot dazed. Betafort may not move nor fire Pilot's weapons until after next game turn. |

- | |
|---|
| LEFT SIDE CRITICAL HITS |
| 2 — Major structural damage. Take 5 more hits on Left and Right Damage Tracks.
3 — Torp Targeter damaged. No torps can be fired until after next game turn.
4 — Shields damaged. Reduce Defensive Value by 1.
5 — Too tough! No extra damage.
6 — Missile Launcher C hit. Lose 1D10 of remaining missiles.
7 — Minor structural damage. Take 3 more hits on this Damage Track.
8 — Electronic Warfare gone. Betafort cannot jam torps. Reduce Defensive Value by 2. |

- | |
|---|
| RIGHT SIDE CRITICAL HITS |
| 2 — Major structural damage. Take 5 more hits on Left and Right Damage Tracks.
3 — Torp Targeter damaged. No torps can be fired until after next game turn.
4 — Shields damaged. Reduce Defensive Value by 1.
5 — Too tough! No extra damage.
6 — Missile Launcher D hit. Lose 1D10 of remaining missiles.
7 — Minor structural damage. Take 3 more hits on this Damage Track.
8 — Electronic Warfare gone. Betafort cannot jam torps. Reduce Defensive Value by 2. |

- | |
|--|
| REAR CRITICAL HITS |
| 2 — Rear bulkhead collapse. Take 8 more hits on this Damage Track.
3 — Energy Cannon power interrupted. No cannons may be fired until after next turn.
4 — Shields damaged. Reduce Defensive Value by 1.
5 — Engine chokes. Drive reduced by 2 next turn.
6 — Maneuver Thrusters hit. All turns cost 1 extra movement point to perform.
7 — Gunner E killed. His or her weapons may not be fired.
8 — Reactor detonates. The mighty Betafort passes into the void. |

TPV

Decoys: ○ ○ ○

P-D: 1-7 (4)
Dmg Con: 1-6
Tons: 1045

Pilot

2 Pulse Lasers (F)
To Hit: 2D8+ADB+2
Damage: Low+1
Range: 3/9/10

Special Equipment

Artificiance™ Targeting

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

Gunner A

1 Disruptorgun (F)
To Hit: 2D8+ADB+1
Damage: Medium §
Range: 1/2/6

Gunner A

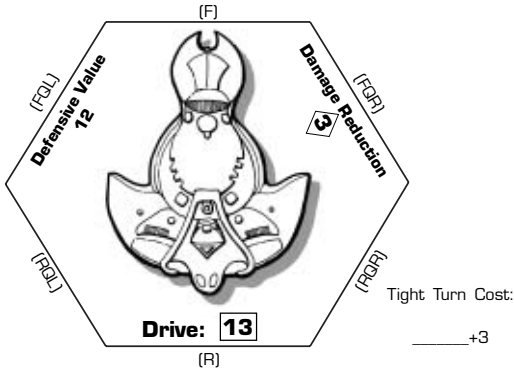
Entropic Accelerator (360°)
To Hit: 2D8+ADB+1
Damage: High Ω
Range: 4/7/12
Target SR ≤12
○ ○ ○ ○ ○ ○ ○

Parasite Torps

○ ○

C-Torps

○ ○



Gunner B

1 Plazgun (FQL) (F) (FQR)
To Hit: 2D6+ADB+1
Damage: All ¥
Range: 2/4/10

Gunner B

2 Blatguns (RQL) (R) (RQR)
To Hit: 2D6+ADB+2
Damage: High+2
Range: 4/10/15
Target SR ≤13

DAMAGE TRACK

								13		
	w			3	11	t	*			
		W		T	9				8	
			2	w	7	*				
	6		5			t	W			1
*		4	t			3				
2			1			×				

TPV

Decoys: ○ ○ ○

P-D: 1-7 (4)
Dmg Con: 1-6
Tons: 1045

Pilot

2 Pulse Lasers (F)
To Hit: 2D8+ADB+2
Damage: Low+1
Range: 3/9/10

Special Equipment

Artificiance™ Targeting

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

Gunner A

1 Disruptorgun (F)
To Hit: 2D8+ADB+1
Damage: Medium §
Range: 1/2/6

Gunner A

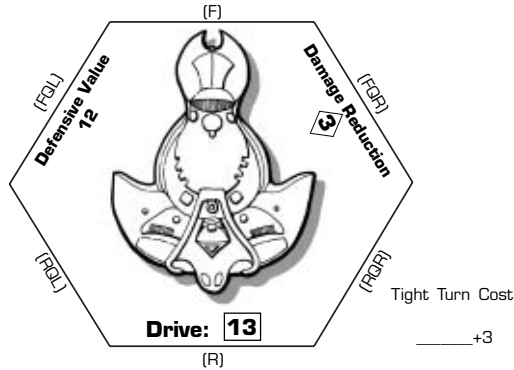
Entropic Accelerator (360°)
To Hit: 2D8+ADB+1
Damage: High Ω
Range: 4/7/12
Target SR ≤12
○ ○ ○ ○ ○ ○ ○

Parasite Torps

○ ○

C-Torps

○ ○



Gunner B

1 Plazgun (FQL) (F) (FQR)
To Hit: 2D6+ADB+1
Damage: All ¥
Range: 2/4/10

Gunner B

2 Blatguns (RQL) (R) (RQR)
To Hit: 2D6+ADB+2
Damage: High+2
Range: 4/10/15
Target SR ≤13

DAMAGE TRACK

								13		
	w			3	11	t	*			
		W		T	9				8	
			2	w	7	*				
	6		5			t	W			1
*		4	t			3				
2			1			×				

CRITICAL HITS

- Pilot killed. Binary may not move, nor may Pilot's weapons fire. DV drops to 5.
- Pulse Lasers destroyed.
- Compartment depressurization. Gunner A killed instantly.
- Artificiance™ short. All weapons suffer -2 To Hit.
- Crystantium crack. Reduce Damage Reduction to 0.
- Accelerator rotator hit. Accelerator loses 360° arc. Roll 1D6 to randomly determine what arc weapon is stuck in for remainder of encounter.
- Engine hit. Reduce Drive by 3.
- Disruptorgun Targeter damaged. Modify To Hit by -5.
- Gunner B killed. May not fire Gunner B's weapons.
- Splat jam. Splatrguns may not fire until after next turn.
- Hull fractured. Binary cracks up into useless space junk.

DISRUPTORGUN SPECS§

Short Range: 1 hexes (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).

§ If the target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction.

PLAZGUN SPECS ¥

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-4 hexes.
Long Range: 5-10 hexes (-1 To Hit).

¥ If the attack dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.

ENTROPIC Ω ACCELERATOR SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-7 hexes.
Long Range: 12 hexes (-1 To Hit).

Target Speed Restriction: Target's Drive value must be ≤12.

Ω Does 1D6 continuing damage per turn during Warhead Launch Phase, until a 1 is rolled. Damage Reduction applies.

BLACK WIDOW

I.D. ■

BPV: 157

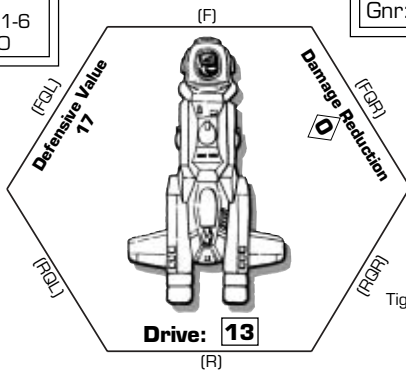
TPV

Pilot
6 Splatterguns (F)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____

Decoys: ○○○○
P-D: —
Dmg Con: 1-6
Tons: 1000

Mk. 10
Torps



Gunner A
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Gunner B
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

DAMAGE TRACK

							t					13			
		t					w	11	t	*					
				t			9								t
				W	*	7	t								
		t		5							t			w	
	*	3		t											t
1															

BLACK WIDOW

I.D. ■

BPV: 157

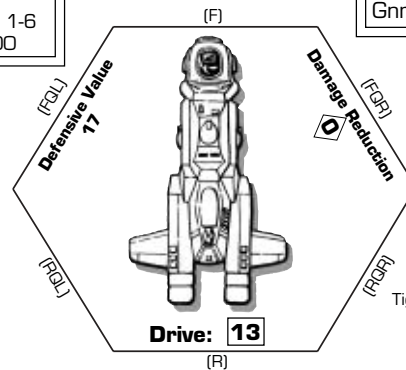
TPV

Pilot
6 Splatterguns (F)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____

Decoys: ○○○○
P-D: —
Dmg Con: 1-6
Tons: 1000

Mk. 10
Torps



Gunner A
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Gunner B
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

DAMAGE TRACK

							t					13			
		t					w	11	t	*					
				t			9								t
				W	*	7	t								
		t		5							t			w	
	*	3		t											t
1															

CRITICAL HITS

- 2 — **Pilot killed.** Black Widow may not move or fire pilot weapons. Reduce Defensive Value to 5.
- 3 — **Engines sputter momentarily.** Black Widow's Drive value is reduced to 2 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Black Widow may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Splattergun Targeting damaged.** Reduce a random Splattergun's chance To Hit by 4.
- 6 — **Shields damaged.** Reduce Defensive Value by 4.
- 7 — **Gunner dazed.** One random gunner may not fire his weapon until after the next game turn.
- 8 — **Gunner A killed.** Gunner A's Splatterguns may not fire.
- 9 — **Splattergun Power Feed malfunctions.** Reduce random Splattergun's damage rating to Low+5.
- 10 — **Gunner B killed.** Gunner B's Splatterguns may not fire.
- 11 — **Torp load explosion.** Take 1D12 more hits for each remaining torp.
- 12 — **Massive structural collapse.** Black Widow buckles and explodes.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

BLACK WIDOW II

I.D. ■

BPV: 162

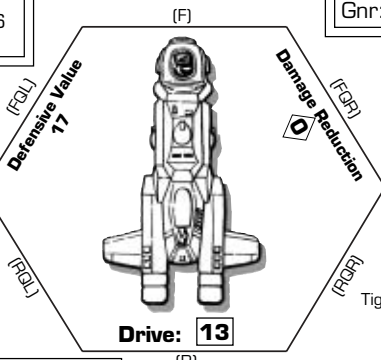
TPV

Pilot
5 Pulse Lasers (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 Range: 3/9/10

Crew
PILOT
 Pit: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Decoys: ○○○○
 P-D: 1-6 (4)
 Dmg Con: 1-6
 Tons: 1000

Mk. 10 Torps
 ○○
 ○○
 ○○
 ○○
 ○○
 ○○



Tight Turn Cost: _____+3

Pilot
2 Meld Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1
 Range: 6/18/20
 Target SR ≤12

Gunner B
5 Pulse Lasers (360°)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 Range: 3/9/10

Gunner A
6 Splatterguns (360°)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner B
Missile Launcher (360°)
 Lock-on < _____
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○

DAMAGE TRACK

→				w	t			13		
	t					W	11	t	*	
			t		9					t
		w	*	7	t					
	t	5					t		W	
*	3		t	w						t
1										×

BLACK WIDOW II

I.D. ■

BPV: 162

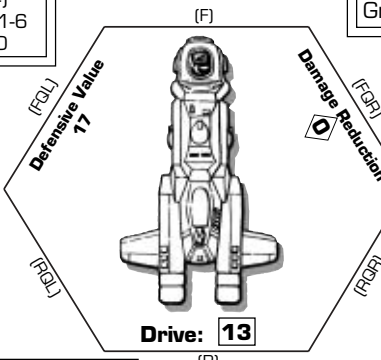
TPV

Pilot
5 Pulse Lasers (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 Range: 3/9/10

Crew
PILOT
 Pit: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Decoys: ○○○○
 P-D: 1-6 (4)
 Dmg Con: 1-6
 Tons: 1000

Mk. 10 Torps
 ○○
 ○○
 ○○
 ○○
 ○○
 ○○



Tight Turn Cost: _____+3

Pilot
2 Meld Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1
 Range: 6/18/20
 Target SR ≤12

Gunner B
5 Pulse Lasers (360°)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 Range: 3/9/10

Gunner A
6 Splatterguns (360°)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner B
Missile Launcher (360°)
 Lock-on < _____
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○

DAMAGE TRACK

→				w	t			13		
	t					W	11	t	*	
			t		9					t
		w	*	7	t					
	t	5					t		W	
*	3		t	w						t
1										×

CRITICAL HITS

- 2 — **Pilot killed.** Black Widow may not move or fire pilot weapons. Reduce Defensive Value to 5.
- 3 — **Engines sputter momentarily.** Black Widow's Drive value is reduced to 2 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Black Widow may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Targeting damaged.** Reduce a random Gunner's chance To Hit by 4.
- 6 — **Shields damaged.** Reduce Defensive Value by 4. Point Defense system is destroyed.
- 7 — **Gunner dazed.** One random gunner may not fire his weapons until after the next game turn.
- 8 — **Gunner A killed.** Gunner A's weapons may not fire.
- 9 — **Power Feed malfunctions.** Randomly Reduce Splattergun's damage rating to Low+5, or Pulse Lasers Damage to Low.
- 10 — **Gunner B killed.** Gunner B's weapons may not fire.
- 11 — **Torp load explosion.** Take 1D12 more hits for each remaining torp.
- 12 — **Massive structural collapse.** Black Widow buckles and explodes.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

BLIZZARD

I.D.

BPV: 19

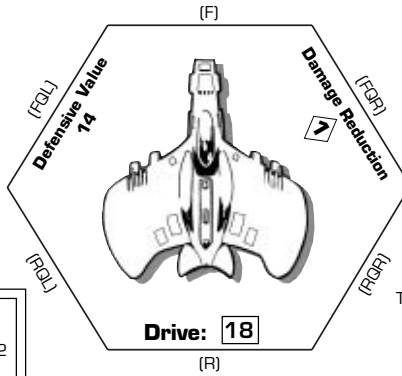
TPV

Pilot
1 Disruptorgun (F)
 To Hit: 2D8+ADB
 Damage: Medium S
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
 Torps

○
○
○
○



Tight Turn Cost: _____+3

Decoys: ○○
 P-D: —
 Dmg Con: 1-2
 Tons: 150

DAMAGE TRACK

18	t	1	*	16	t	14	12
t	10	8	w	6	1	t	×

BLIZZARD

I.D.

BPV: 19

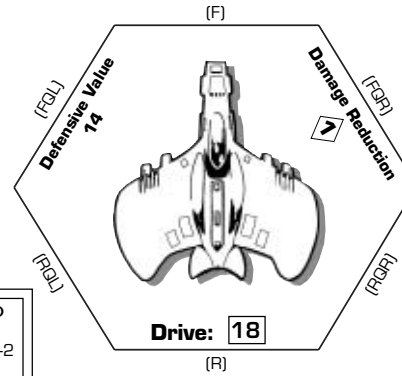
TPV

Pilot
1 Disruptorgun (F)
 To Hit: 2D8+ADB
 Damage: Medium S
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
 Torps

○
○
○
○



Tight Turn Cost: _____+3

Decoys: ○○
 P-D: —
 Dmg Con: 1-2
 Tons: 150

DAMAGE TRACK

18	t	1	*	16	t	14	12
t	10	8	w	6	1	t	×

BLIZZARD

I.D.

BPV: 19

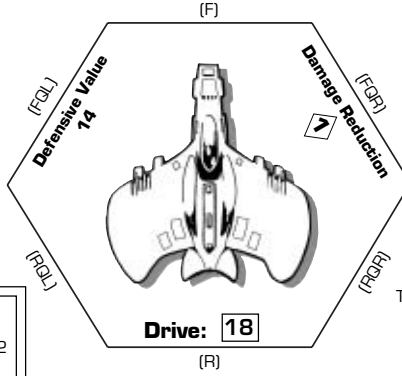
TPV

Pilot
1 Disruptorgun (F)
 To Hit: 2D8+ADB
 Damage: Medium S
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
 Torps

○
○
○
○



Tight Turn Cost: _____+3

Decoys: ○○
 P-D: —
 Dmg Con: 1-2
 Tons: 150

DAMAGE TRACK

18	t	1	*	16	t	14	12
t	10	8	w	6	1	t	×

BLIZZARD

I.D.

BPV: 19

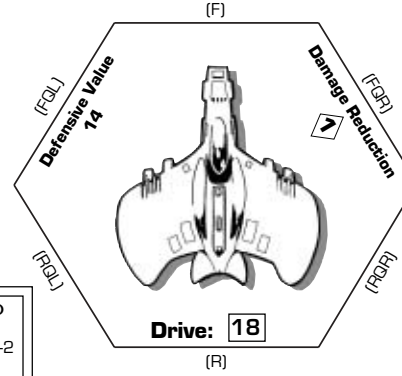
TPV

Pilot
1 Disruptorgun (F)
 To Hit: 2D8+ADB
 Damage: Medium S
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
 Torps

○
○
○
○



Tight Turn Cost: _____+3

Decoys: ○○
 P-D: —
 Dmg Con: 1-2
 Tons: 150

DAMAGE TRACK

18	t	1	*	16	t	14	12
t	10	8	w	6	1	t	×

CRITICAL HITS

- **Pilot killed.** Blizzard may perform no further actions. Defensive Value drops to 5.
- **Torp Loads jettison.** Remove any remaining torp loads.
- **Electronic Warfare knocked out.** Blizzard may no longer jam torps. Reduce Defensive Value by 3.
- **Major Structural Damage inflicted.** Blizzard takes 1D4 more hits.
- **Shields damaged.** Reduce Defensive Value by 2.
- **Disruptorgun Targeter hit.** Reduce chance To Hit by 1.
- **Evade Thrusters hit.** Reduce Defensive Value by 4.
- **Hull compromised.** Reduce Defensive Value by 5.
- **Engines damaged.** Blizzard reduced to a Drive value of 1. Reduce Defensive Value by 6.
- **Pilot dazed.** Blizzard may not move or fire until after the next game turn.
- **Reactor hit.** A blizzard of scrap metal is all that's left.

DISRUPTORGUN SPECS

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
S If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

BPV: 18 I.D. BLIZZARD II

TPV

Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10 Torps

○ ○ ○ ○ ○

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-2
 Tons: 150

Drive: 18

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 18 t 1 * 16 t 14 12

t 10 9 w 6 1 t X

BPV: 18 I.D. BLIZZARD II

TPV

Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10 Torps

○ ○ ○ ○ ○

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-2
 Tons: 150

Drive: 18

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 18 t 1 * 16 t 14 12

t 10 9 w 6 1 t X

BPV: 18 I.D. BLIZZARD II

TPV

Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10 Torps

○ ○ ○ ○ ○

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-2
 Tons: 150

Drive: 18

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 18 t 1 * 16 t 14 12

t 10 9 w 6 1 t X

BPV: 18 I.D. BLIZZARD II

TPV

Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10 Torps

○ ○ ○ ○ ○

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-2
 Tons: 150

Drive: 18

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 18 t 1 * 16 t 14 12

t 10 9 w 6 1 t X

CRITICAL HITS

- 2 — **Pilot killed.** Blizzard may perform no further actions. Defensive Value drops to 5.
- 3 — **Torp Loads jettison.** Remove any remaining torp loads.
- 4 — **Electronic Warfare knocked out.** Blizzard may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Major Structural Damage inflicted.** Blizzard takes 1D4 more hits.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Splattergun Targeter hit.** Reduce chance To Hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 4.
- 9 — **Hull compromised.** Reduce Defensive Value by 5.
- 10 — **Engines damaged.** Blizzard reduced to a Drive value of 1. Reduce Defensive Value by 6.
- 11 — **Pilot dazed.** Blizzard may not move or fire until after the next game turn.
- 12 — **Reactor hit.** A blizzard of scrap metal is all that's left.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

BLOOD HAWK

BPV: 41 I.D.

TPV

Pilot
1 Plazgun (F)
 To Hit: 2D6+ADB
 Damage: All ¥

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

(F)

(FQL)
Defensive Value
15

(FQR)
Damage Reduction
2

(RQL) (RQR)

Drive: 19

(A) Tight Turn Cost: _____ +3

Decoys: ○○
 P-D: 1-4[2]
 Dmg Con: 1-4

DAMAGE TRACK

→

			19	2		*	16	
13	1	10	*	7	W		4	X

BLOOD HAWK

BPV: 41 I.D.

TPV

Pilot
1 Plazgun (F)
 To Hit: 2D6+ADB
 Damage: All ¥

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

(F)

(FQL)
Defensive Value
15

(FQR)
Damage Reduction
2

(RQL) (RQR)

Drive: 19

(A) Tight Turn Cost: _____ +3

Decoys: ○○
 P-D: 1-4[2]
 Dmg Con: 1-4

DAMAGE TRACK

→

			19	2		*	16	
13	1	10	*	7	W		4	X

BLOOD HAWK

BPV: 41 I.D.

TPV

Pilot
1 Plazgun (F)
 To Hit: 2D6+ADB
 Damage: All ¥

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

(F)

(FQL)
Defensive Value
15

(FQR)
Damage Reduction
2

(RQL) (RQR)

Drive: 19

(A) Tight Turn Cost: _____ +3

Decoys: ○○
 P-D: 1-4[2]
 Dmg Con: 1-4

DAMAGE TRACK

→

			19	2		*	16	
13	1	10	*	7	W		4	X

BLOOD HAWK

BPV: 41 I.D.

TPV

Pilot
1 Plazgun (F)
 To Hit: 2D6+ADB
 Damage: All ¥

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

(F)

(FQL)
Defensive Value
15

(FQR)
Damage Reduction
2

(RQL) (RQR)

Drive: 19

(A) Tight Turn Cost: _____ +3

Decoys: ○○
 P-D: 1-4[2]
 Dmg Con: 1-4

DAMAGE TRACK

→

			19	2		*	16	
13	1	10	*	7	W		4	X

CRITICAL HITS

- 2 — **Pilot killed.** Blood Hawk may not perform any further actions.
- 3 — **Plazgun Targeter damaged.** Weapons may not be fired until after the next game turn.
- 4 — **Electronic Warfare disabled.** Blood Hawk cannot jam tracking torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Blood Hawk may no longer make tight turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Plazgun damaged.** Reduce weapon's chance to hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Engines sputter.** Blood Hawk may only use 5 movement points next turn. Reduce Defensive Value by 5 as well.
- 10 — **Hull badly compromised.** Reduce Defensive Value by 7.
- 11 — **Pilot dazed.** Blood Hawk cannot move or fire its weapons until after the next game turn.
- 12 — **Reactor hit.** Power generator detonates. The Blood Hawk is emphatically destroyed.

PLAZGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-4 hexes.
Long Range: 5-10 hexes (-1 To Hit).

¥ If the Attack Dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.

BPV: 39 I.D. ■ BLOOD HAWK II

TPV

Pilot
2 Plexar Guns (F)
 To Hit: 2D10+ADB+1
 Damage: High+2 ∞
 Range: 4/10/12
 Target SR ≤14

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○ ○
 P-D: 1-4 [2]
 Dmg Con: 1-4
 Tons: 160

Tight Turn Cost: _____+3

DAMAGE TRACK

				19	2	*	16	
	13	1	10	*	7	w	4	X

BPV: 39 I.D. ■ BLOOD HAWK II

TPV

Pilot
2 Plexar Guns (F)
 To Hit: 2D10+ADB+1
 Damage: High+2 ∞
 Range: 4/10/12
 Target SR ≤14

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○ ○
 P-D: 1-4 [2]
 Dmg Con: 1-4
 Tons: 160

Tight Turn Cost: _____+3

DAMAGE TRACK

				19	2	*	16	
	13	1	10	*	7	w	4	X

BPV: 39 I.D. ■ BLOOD HAWK II

TPV

Pilot
2 Plexar Guns (F)
 To Hit: 2D10+ADB+1
 Damage: High+2 ∞
 Range: 4/10/12
 Target SR ≤14

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○ ○
 P-D: 1-4 [2]
 Dmg Con: 1-4
 Tons: 160

Tight Turn Cost: _____+3

DAMAGE TRACK

				19	2	*	16	
	13	1	10	*	7	w	4	X

BPV: 39 I.D. ■ BLOOD HAWK II

TPV

Pilot
2 Plexar Guns (F)
 To Hit: 2D10+ADB+1
 Damage: High+2 ∞
 Range: 4/10/12
 Target SR ≤14

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○ ○
 P-D: 1-4 [2]
 Dmg Con: 1-4
 Tons: 160

Tight Turn Cost: _____+3

DAMAGE TRACK

				19	2	*	16	
	13	1	10	*	7	w	4	X

CRITICAL HITS

- 2 — **Pilot killed.** Blood Hawk II may perform no further actions. Defensive Value drops to 5.
- 3 — **Plexar Gun Targeter damaged.** Weapon may not be fired until after next turn.
- 4 — **Electronic Warfare disabled.** Blood Hawk II cannot jam tracking torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Blood Hawk II may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Plexar Gun damaged.** Reduce chance To Hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Engines sputter.** Blood Hawk II's Drive drops to 5 until after next turn. Reduce Defensive Value by 5.
- 10 — **Hull badly compromised.** Reduce Defensive Value by 7.
- 11 — **Pilot dazed.** Blood Hawk II may not move or fire until after next turn.
- 12 — **Reactor hit.** Power generator detonates.

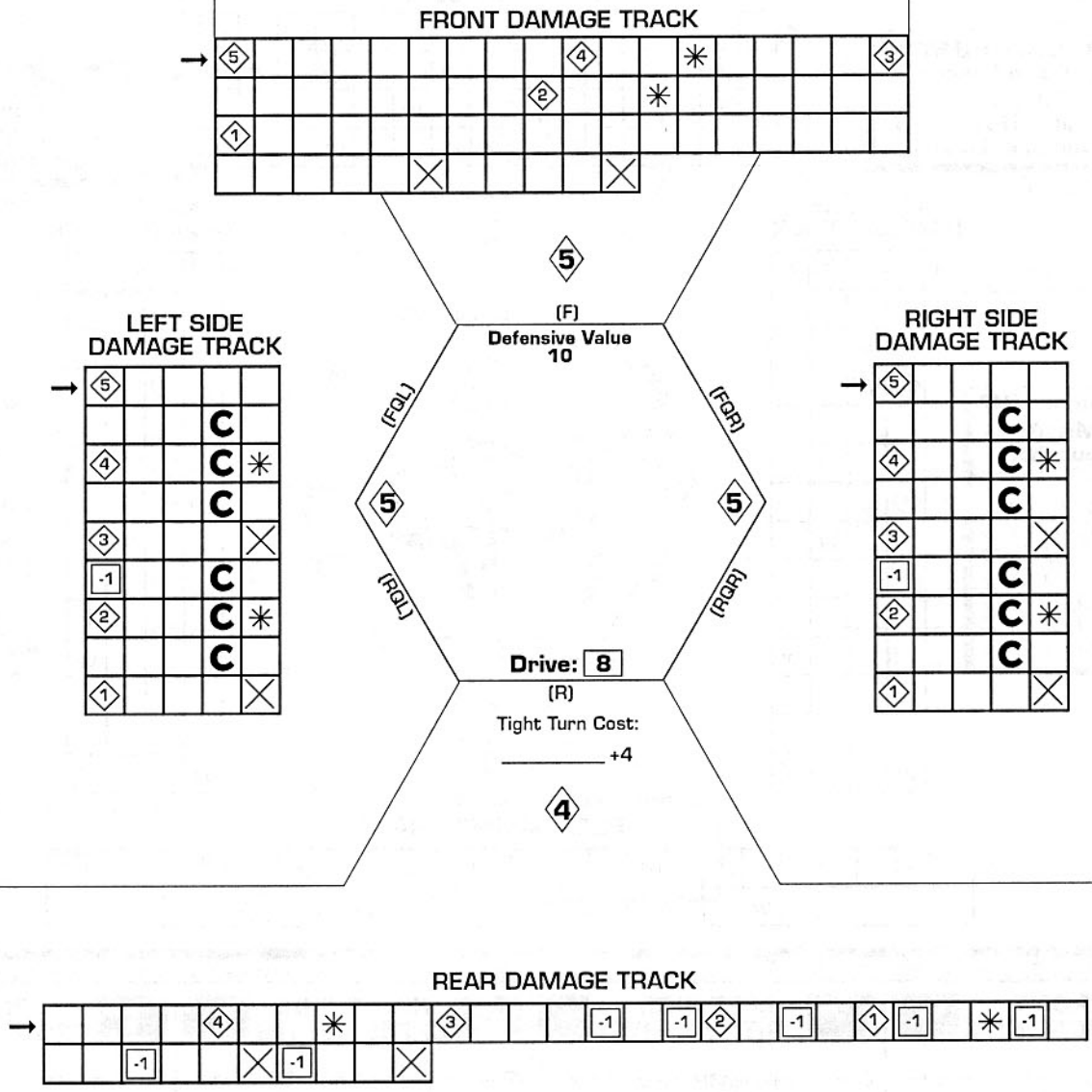
■ PLEXAR GUN SPECS ∞ ■

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-12 hexes (-1 To Hit).
 ∞ If the Attack Dice roll triples, reduce the firing ship's defensive value by 2.
Target Speed Restriction: Target's drive value must be ≤14.

TPV

Decoys: ○○○○
P-D: 1-6 [6]
Dmg Con: 1-8

Crew
PILOT
Plt: _____



- ### FRONT CRITICAL HITS
- 2—Pilot Killed. Borax may not move. Defensive value drops to 5.
 - 3—Too tough! No extra damage.
 - 4—Decoy short. All decoys are destroyed
 - 5—Too tough! No extra damage.
 - 6—Controls lock up. Borax must move its full movement in a straight line next turn.
 - 7—Life Support compromised. Unless Damage control is made in the next two turns the crew of the Borax dies.
 - 8—Pilot dazed. Borax may not move until after next game turn.

- ### LEFT SIDE CRITICAL HITS
- 2—Major structural damage. Take 2d4 more hits on Left and Right Damage Tracks.
 - 3—Cargo Bay chain explosion. Mark off all remaining C's on Left and Right Damage Tracks.
 - 4—Too tough! No extra damage.
 - 5—Too tough! No extra damage.
 - 6—Cargo Bay A implodes. Mark off all C's on Left Damage Track.
 - 7—Defenses crippled. Borax may not use Point Defense against torps impacting on the Left Damage Track.
 - 8—Electronic Warfare gone. Borax cannot jam torps. Reduce Defensive Value by 2

- ### RIGHT SIDE CRITICAL HITS
- 2—Major structural damage. Take 2d4 more hits on Left and Right Damage Tracks.
 - 3—Cargo Bay chain explosion. Mark off all remaining C's on Left and Right Damage Tracks.
 - 4—Too tough! No extra damage.
 - 5—Too tough! No extra damage.
 - 6—Cargo Bay B implodes. Mark off all C's on Right Damage Track.
 - 7—Defenses crippled. Borax may not use Point Defense against torps impacting on the Right Damage Track.
 - 8—Electronic Warfare gone. Borax cannot jam torps. Reduce Defensive Value by 2

- ### REAR CRITICAL HITS
- 2—Rear Bulkhead folds. Take 2d4 more hits to Rear Damage Track.
 - 3—Maneuver Thrusters hit. All turns cost 1 extra movement point.
 - 4—Engine Chokes. For next turn only Drive is reduced to 0 and Defensive Value drops to 5.
 - 5—Too tough! No extra damage.
 - 6—Engine destroyed. Drive is reduced to 0 and Defensive Value drops to 5 as the engine frees itself.
 - 7—Hyper-Drive collapse. Borax may not engage Hyper-Drive.
 - 8—Reactor detonates. With a silent flash the Borax Freighter and its cargo become radioactive slag.

TPV

Gunner A
Missile Launcher
 (BFQL) (F) (BFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner A
2 Splatterguns
 (BFQL) (F) (BFQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Gun Crew I
Ion Cannon (F)
 ☒☒☒
 To Hit: 2D8+ADB
 Damage: All x 2
 Range: 8/16/30
 Target SR ≤7

Gunner B
2 Splatterguns
 (BFQL) (F) (BFQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Gunner B
Missile Launcher
 (BFQL) (F) (BFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
GUNNER F
 Gnr: _____
GUNNER G
 Gnr: _____
GUNNER H
 Gnr: _____
CREW I
 Gnr: _____

Gunner A
 ☒

Gunner B
 ☒

Gunner C
Plaz Shell Cannon ☒
 (BFQL) (F) (BFQR)
 To Hit: 2D6+ADB Ψ
 Damage: All
 Range: 2/4/10
 ○ ○ ○ ○

Gunner D
Plaz Shell Cannon ☒
 (BFQL) (F) (BFQR)
 To Hit: 2D6+ADB Ψ
 Damage: All
 Range: 2/4/10
 ○ ○ ○ ○

◆ P-DB: 1-5
FRONT RIGHT QUARTER DAMAGE TRACK

(F)

Defensive Value 12

Drive: 7

(R)

◆ P-DB: 1-5
FRONT RIGHT QUARTER DAMAGE TRACK

◆ P-DB: 1-5
REAR LEFT QUARTER DAMAGE TRACK

◆ P-DB: 1-5
REAR RIGHT QUARTER DAMAGE TRACK

Turn Cost: 4

Gunner E
Missile Launcher
 (SRQL) (R) (SRQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner E
2 Splatterguns
 (SRQL) (R) (SRQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Gunner F
Plaz Shell Cannon ☒
 (SFQL) (SRQL) (R)
 To Hit: 2D6+ADB
 Damage: All Ψ
 Range: 2/4/10
 ○ ○ ○ ○

Gunner G
Plaz Shell Cannon ☒
 (R) (SRQR) (SFQR)
 To Hit: 2D6+ADB
 Damage: All Ψ
 Range: 2/4/10
 ○ ○ ○ ○

Gunner H
2 Splatterguns
 (SRQL) (R) (SRQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Gunner H
Missile Launcher
 (SRQL) (R) (SRQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

FRONT LEFT CRITICAL HITS

- 2 — **ECM destroyed.** Cetshwayo may no longer jam torps.
- 3 — **Capacitor malfunction.** Ion Cannon may not fire until after next game turn.
- 4 — **Splattergun jam.** Gunner A's Splattergun may not fire until after next game turn.
- 5 — **TOC Room power flux.** TOC bonus may not be added next turn.
- 6 — **Ion Cannon control room hit.** Lose 1D4 Ion Cannon crew.
- 7 — **Splattergun destroyed.** Gunner A's Splattergun is destroyed.
- 8 — **ECM malfunction.** Cetshwayo may not screen until after next game turn.
- 9 — **Minor structural damage.** Take 10 more hits on this track
- 10 — **Fighter Rack stressed.** May not launch any fighters until after next turn.
- 11 — **Plaz Shell Cannon C hit.** Cannon is destroyed and gunner is killed.
- 12 — **Bridge hit!** Bridge crew is stunned. Cetshwayo may not move until next turn and may not add TOC bonus to initiative.

REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Cetshwayo may no longer use Captain die.
- 3 — **TOC destroyed.** Cetshwayo may no longer add TOC bonus to initiative roll.
- 4 — **Missile Rack hit.** Lose 1D10 missiles from Gunner E's rack.
- 5 — **Engine hit.** Reduce Drive by 2.
- 6 — **Torpedo Defense damaged.** Cetshwayo may no longer jam torps.
- 7 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
- 8 — **Gunner E killed.** Gunner E's weapons may not be fired.
- 9 — **Shield Generator short.** Cetshwayo's Defensive Value is reduced by 6 until after next game turn.
- 10 — **Gunner F killed.** Plaz Shell Cannon may not be fired.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Plasma Core meltdown.** The Cetshwayo briefly becomes a tiny sun and then is no more.

CETSHWAYO

Tons: 7000

BRQL

100 Ton
Fighter Rack

Crew:

BRQR

100 Ton
Fighter Rack

Crew:

Electronics

Jam: 1-2 on 1D4

ECM: 1-6 (3)



Bridge

Captain: _____

Pilot: _____

TOC: +2

Engineering

Damage Control: 1-6



100 Ton
Fighter Bay

Crew:

100 Ton
Fighter Bay

Crew:

FRONT RIGHT CRITICAL HITS

- 2 — **ECM destroyed.** Cetshwayo may no longer jam torps.
- 3 — **Capacitor malfunction.** Ion Cannon may not fire until after next game turn.
- 4 — **Splattergun jam.** Gunner C's Splattergun may not fire until after next game turn.
- 5 — **TOC Room power flux.** TOC bonus may not be added next turn.
- 6 — **Ion Cannon control room hit.** Lose 1D4 Ion Cannon crew.
- 7 — **Splattergun destroyed.** Gunner C's Splattergun is destroyed.
- 8 — **ECM malfunction.** Cetshwayo may not screen until after next game turn.
- 9 — **Minor structural damage.** Take 10 more hits on this track
- 10 — **Fighter Rack stressed.** May not launch any fighters until after next turn.
- 11 — **Plaz Shell Cannon D hit.** Cannon is destroyed and gunner is killed.
- 12 — **Bridge hit!** Bridge crew is stunned. Cetshwayo may not move until next turn and may not add TOC bonus to initiative.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Cetshwayo may no longer use Captain die.
- 3 — **TOC destroyed.** Cetshwayo may no longer add TOC bonus to initiative roll.
- 4 — **Missile Rack hit.** Lose 1D10 missiles from Gunner H's rack.
- 5 — **Engine hit.** Reduce Drive by 2.
- 6 — **Torpedo Defense damaged.** Cetshwayo may no longer jam torps.
- 7 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
- 8 — **Gunner H killed.** Gunner H's weapons may not be fired.
- 9 — **Shield Generator short.** Cetshwayo's Defensive Value is reduced by 6 until after next game turn.
- 10 — **Gunner G killed.** Plaz Shell Cannon may not be fired.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Plasma Core meltdown.** The Cetshwayo briefly becomes a tiny sun and then is no more.

CHUPACABRA

I.D. ■

BPV: 18

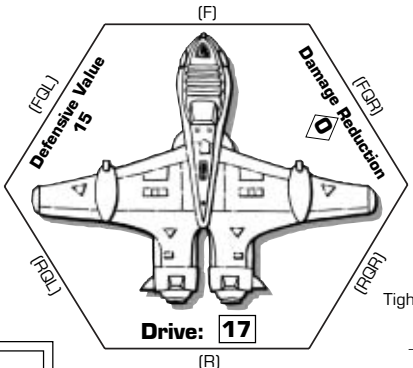
TPV

Pilot
1 Disruptorgun (F)
 To Hit: 2D8+ADB
 Damage: Medium §
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

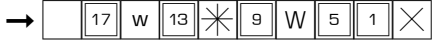
Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○



Tight Turn Cost: _____ +3

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 100

DAMAGE TRACK



CHUPACABRA

I.D. ■

BPV: 18

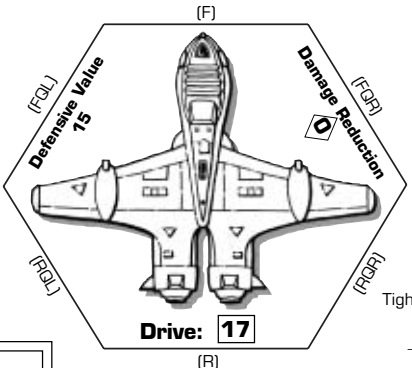
TPV

Pilot
1 Disruptorgun (F)
 To Hit: 2D8+ADB
 Damage: Medium §
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

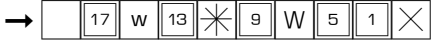
Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○



Tight Turn Cost: _____ +3

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 100

DAMAGE TRACK



CRITICAL HITS

- 2 — **Pilot killed.** Chupacabra may perform no further actions. Defensive Value drops to 5.
- 3 — **One Engine destroyed.** Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Chupacabra may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Disruptorgun shorts.** Disruptorgun may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Disruptorgun Targeters damaged.** Reduce chance To Hit by 2.
- 8 — **Random Missile Launcher hit.** Launcher loses remaining missiles.
- 9 — **Forward Hull cracks.** Reduce Defensive Value by 3 and mark off 3 more hits.
- 10 — **One Engine sputters.** Reduce current Drive value by 3 until after next game turn.
- 11 — **Pilot dazed.** Chupacabra may not move or fire until after the next game turn.
- 12 — **Reactor detonates.** Chupacabra disintegrates.

[DISRUPTORGUN SPECS§]

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
 § If the target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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TPV

--

Mk. 30 Torps

○
○
○
○
○
○

Gunner C
4 Splatterguns (FQL)(RQL)
To Hit: 2D6+ADB+3
Damage: Medium+6

Gunner C
Missile Launchee (360°)
Lock-on < _

○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

Decoys: ○ ○ ○ ○
P-D: 1-6[6]
Dmg Con: 1-7

Pilot
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †
○ ○ ○ ○ ○ ○

Pilot
1 Protobolt Projector (F)
To Hit: 2D6+ADB
Damage: s.10/m.8/l.6
○ ○ ○ ○

Gunner A
1 Railrepeater (FQL)(RQL)
To Hit: 2D6+ADB
Damage: All ¥
○ ○ ○ ○

Gunner B
1 Railrepeater (FQR)(RQR)
To Hit: 2D6+ADB
Damage: All ¥
○ ○ ○ ○

Gunner A
Missile Launcher (360°)
Lock-on < _
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Gunner B
Missile Launcher (360°)
Lock-on < _
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____

FRONT DAMAGE

	t			*																
		w		t																t
			t																	

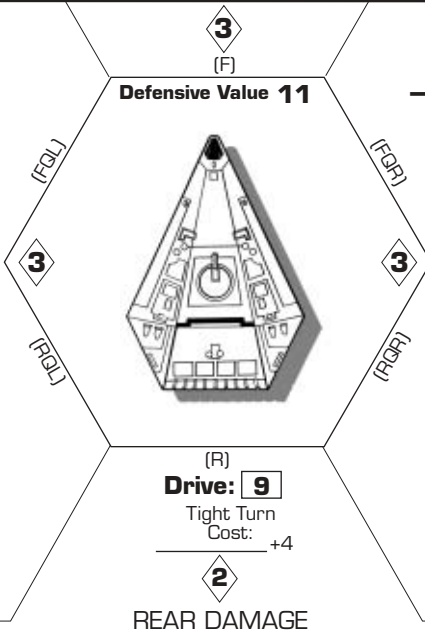
Gunner D
4 Splatterguns (FQR)(RQR)
To Hit: 2D6+ADB+3
Damage: Medium+6

LEFT SIDE DAMAGE

RIGHT SIDE DAMAGE

Gunner D
Missile Launchee (360°)
Lock-on < _

○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○



REAR DAMAGE

- FRONT CRITICAL HITT**
- 2 — Pilot Dazed. Conestoga may not move and Pilot may not fire until after next turn.
 - 3 — Protobolt Projector jams. May not fire until after next turn.
 - 4 — Shields damaged. -1 to DV.
 - 5 — Torp Rack hit. Lose 1D4 torps.
 - 6 — Minigun jams. May not fire until after next turn.
 - 7 — Gunner killed. Choose one at random. Those weapons can't fire.
 - 8 — Pilot Killed. Craft is at Drive 0 and Pilot's weapons are out.

- LEFT SIDE CRITICAL HITT**
- 2 — Gunner C killed. Those weapons may not be fired.
 - 3 — Missile Launcher destroyed. A random Launcher is taken out.
 - 4 — Shields damaged. DV -1.
 - 5 — C's Splatterguns damaged. Can't fire until after next turn.
 - 6 — A's Railrepeater damaged. Can't fire until after next turn.
 - 7 — Gunner A killed. Those weapons may not be fired.
 - 8 — Electronic Warfare knocked out. Conestoga may no longer jam torps. Reduce DV by 2.

- RIGHT SIDE CRITICAL HITT**
- 2 — Gunner D killed. Those weapons may not be fired.
 - 3 — Missile Launcher destroyed. A random Launcher is taken out.
 - 4 — Shields damaged. DV -1.
 - 5 — D's Splatterguns damaged. Can't fire until after next turn.
 - 6 — B's Railrepeater damaged. Can't fire until after next turn.
 - 7 — Gunner B killed. Those weapons may not be fired.
 - 8 — Electronic Warfare knocked out. Conestoga may no longer jam torps. Reduce DV by 2.

- REAR CRITICAL HITS**
- 2 — Gunner killed. Random gunner dies. Those weapons can't fire.
 - 3 — Maneuver Thrusters damaged. All turns cost one extra movement point to perform.
 - 4 — Shields damaged. -1 to DV.
 - 5 — Tail hit. Conestoga may no longer make tight turns.
 - 6 — Gunner weapon damaged. Choose randomly which weapon can't fire until after next turn.
 - 7 — Heavy structural damage. Take 10 hits to Rear Track.
 - 8 — Reactor detonates. Adios!

CRESCENT

I.D.

BPV: 52

TPV

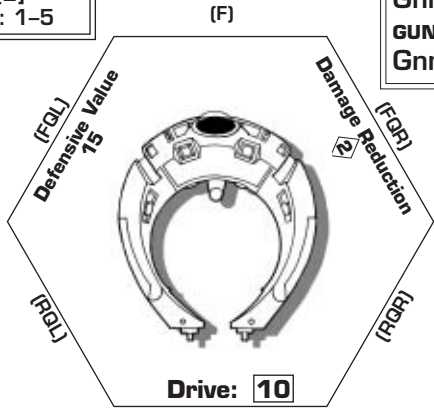
Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3

Crew
PILOT
Plt:
Gnr:
Luck:
GUNNER A
Gnr:
GUNNER B
Gnr:

Decoys: ○○○○
P-D: 1-4[2]
Dmg Con: 1-5

Mk. 10
Torps

○
○
○
○
○



Gunner A
4 Pulse Lasers
(RQL)(A)
To Hit: 2D8+ADB+1
Damage: Low +3

Gunner B
4 Pulse Lasers
(RQR)(A)
To Hit: 2D6+ADB+3
Damage: Low+3

DAMAGE TRACK

→			t	2	16	*	15	w	4	t	13	t	
	10	t	w	*	t	1	7		w	4		1	×

CRESCENT

I.D.

BPV: 52

TPV

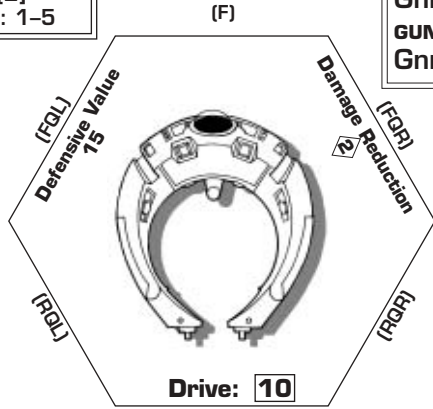
Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3

Crew
PILOT
Plt:
Gnr:
Luck:
GUNNER A
Gnr:
GUNNER B
Gnr:

Decoys: ○○○○
P-D: 1-4[2]
Dmg Con: 1-5

Mk. 10
Torps

○
○
○
○
○



Gunner A
4 Pulse Lasers
(RQL)(A)
To Hit: 2D8+ADB+3
Damage: Low +3

Gunner B
4 Pulse Lasers
(RQR)(A)
To Hit: 2D6+ADB+3
Damage: Low+3

DAMAGE TRACK

→			t	2	16	*	15	w	4	t	13	t	
	10	t	w	*	t	1	7		w	4		1	×

CRITICAL HITS

- 2 — Pilot killed. Crescent may not perform any further actions.
- 3 — Gunner B killed. Gunner B's weapons can no longer be fired.
- 4 — Electronic Warfare disabled. Crescent cannot jam tracking torps. Reduce Defensive Value by 2.
- 5 — Maneuver Thrusters hit. Crescent may no longer make tight turns.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 9 — Pilot's Pulse Lasers damaged. Pilot's weapons suffer a -1 To Hit penalty until the end of the game.
- 8 — Evade Thrusters hit. Reduce Defensive Value by 3.
- 9 — Gunner's Pulse Lasers damaged. Gunner A or B's weapons suffer a -1 To Hit penalty until the end of the game.
- 10 — Gunner A killed. Gunner A's weapons can no longer be fired.
- 11 — Pilot dazed. Crescent cannot move until after the next game turn.
- 12 — Reactor hit. Power generator detonates; vessel is destroyed.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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Curtis Shuttle

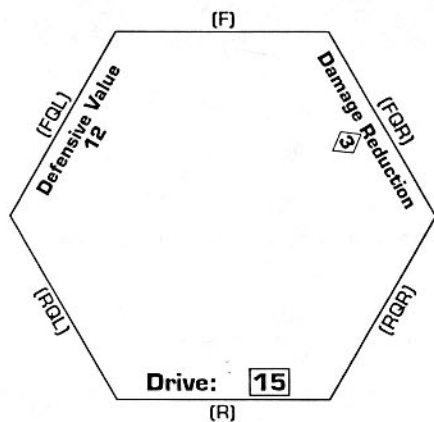
I.D.

BPV: 30

TPV

Decoys: ○○○
P-D: 1-4 (2)
Dmg Con: 1-6

Crew
PILOT
Plt: _____



Tight Turn Cost: _____ +3

DAMAGE TRACK

→			3	15		14		13		2	12		11	
*		10		9		8		1	7				6	
*	5			4				3			2		1	X

Curtis Shuttle

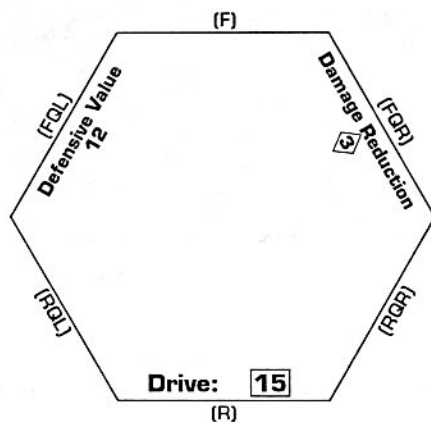
I.D.

BPV: 30

TPV

Decoys: ○○○
P-D: 1-4 (2)
Dmg Con: 1-6

Crew
PILOT
Plt: _____



Tight Turn Cost: _____ +3

DAMAGE TRACK

→			3	15		14		13		2	12		11	
*		10		9		8		1	7				6	
*	5			4				3			2		1	X

CRITICAL HITS

- 2 — Structural collapse. Curtis Shuttle folds in upon itself and is only a memory.
- 3 — Pilot killed. Curtis Shuttle is able to perform no further actions. Defensive Value drops to 5.
- 4 — Electronic Warfare knocked out. Curtis Shuttle may no longer jam torps. Reduce Defensive Value by 3.
- 5 — Maneuver Thrusters hit. Curtis Shuttle may no longer perform Tight Turns.
- 6 — Pilot dazed. Curtis Shuttle may perform no further actions until after the end of next turn.
- 7 — Life Support compromised. Unless Damage Control is made in the next d4 turns all within this Curtis Shuttle perish.
- 8 — Evade Thrusters hit. Reduce Defensive Value by 4. All turns cost +2.
- 9 — Engines destroyed. Curtis Shuttle may not move or turn. Reduce Defensive Value to 5.
- 10 — Defensive Systems down. All decoys and point defense are lost, and jamming is not possible. Defensive value drops by 2.
- 11 — Passenger Compartment implodes. All passengers are killed.
- 12 — Reactor hit. The universe goes on without the existence of this Curtis Shuttle.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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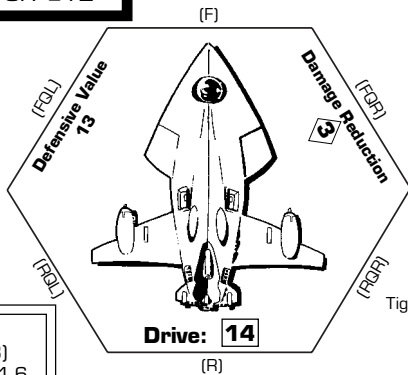
TPV

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Meld Laser (F)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12

Pilot
1 Mjölmir (F)
 To Hit: 2D8+ADB+6
 Damage: Low+3 ∂
 Range: 3/7/10



Tight Turn Cost: _____+3

Decoys: ○
 P-D: 1-4 (3)
 Dmg Con: 1-6
 Tons: 394

DAMAGE TRACK

→						14						13	3	W		
				*		11	2	W				9				
				*		5	w					3				

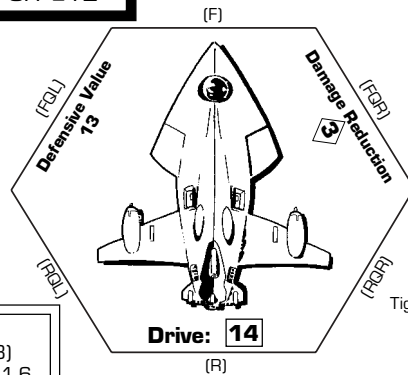
TPV

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Meld Laser (F)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12

Pilot
1 Mjölmir (F)
 To Hit: 2D8+ADB+6
 Damage: Low+3 ∂
 Range: 3/7/10



Tight Turn Cost: _____+3

Decoys: ○
 P-D: 1-4 (3)
 Dmg Con: 1-6
 Tons: 394

DAMAGE TRACK

→						14						13	3	W		
				*		11	2	W				9				
				*		5	w					3				

CRITICAL HITS

- 2 — **Praise St. Brawn!** Armored cockpit saves Pilot. No damage.
- 3 — **Missile Launcher misfire.** Lose 1D6 missiles.
- 4 — **Cockpit fire.** Defensive Value reduced by 6 for next game turn only as Pilot deals with fire.
- 5 — **Magnetic fluctuation.** Mjölmir may not fire next turn.
- 6 — **Love that Crysteel.** Shot reflects harmlessly off armor.
- 7 — **Hull buckles.** Defensive Value reduced by 3.
- 8 — **Engine sputters.** Reduce Drive by 3 for next turn only.
- 9 — **Maneuvering thrusters damaged.** Reduce Defensive Value by 3 for next turn only.
- 10 — **Electronic Warfare knock-down.** Dagger may no longer jam torps.
- 11 — **Pilot stunned.** Dagger may not move or fire until after the next game turn.
- 12 — **Visit from Odin.** The All-Father comes to claim Pilot as Dagger falls to pieces.

MJOLNIR SPECS ∂

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-7 hexes.
Long Range: 8-10 hexes (-1 To Hit).
 ∂ May hit all torps in one hex targeting one ship, if at short range.

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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DAIN

I.D.

BPV: 151

TPV

Mk. 50 Mines

Mk. 30 Mines

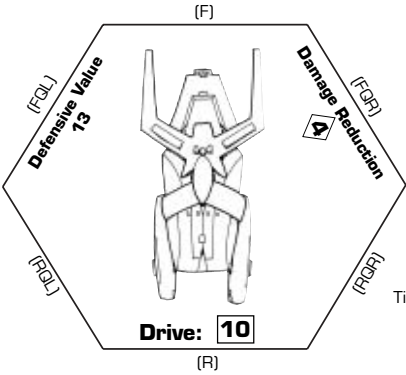
Mk. 30 Duds

Pilot
Mine Sweeper (F)
To Hit: 2D8+ADB
Damage: High+2
Range: 0/1/2

Gunner
Splattergun
(FQL) (F) (FQR)
To Hit: 2D6+ADB
Damage: Medium
Range: 2/9/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Decoys: ○ ○ ○
P-D: 1-4 (2)
Dmg Con: 1-4
Tons: 600



Tight Turn Cost: _____ +3

DAMAGE TRACK

									10										3
t			*	8		t	w	6	t										
	t	*		2				4	t	w									1
		t		2	*			t											X

DAIN

I.D.

BPV: 151

TPV

Mk. 50 Mines

Mk. 30 Mines

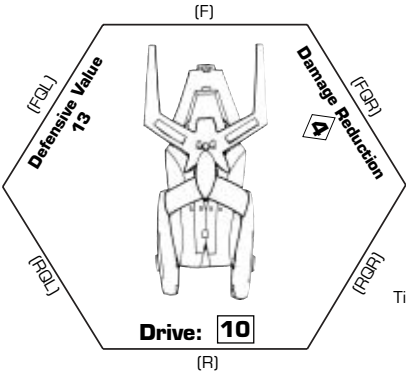
Mk. 30 Duds

Pilot
Mine Sweeper (F)
To Hit: 2D8+ADB
Damage: High+2
Range: 0/1/2

Gunner
Splattergun
(FQL) (F) (FQR)
To Hit: 2D6+ADB
Damage: Medium
Range: 2/9/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Decoys: ○ ○ ○
P-D: 1-4 (2)
Dmg Con: 1-4
Tons: 600



Tight Turn Cost: _____ +3

DAMAGE TRACK

																				10																			3	
t			*	8		t	w	6	t																															
	t	*		2				4	t	w																														
		t		2	*			t																																

CRITICAL HITS

- 2 — **Pilot killed.** Dain may not move or fire Pilot's weapon. Defensive Value drops to 5.
- 3 — **Mine Layer Bay rupture.** Lose 1D4 mines.
- 4 — **Electronic Warfare knocked out.** Dain may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Major Structural Damage.** Take 1D6 more hits.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Splattergun Targeter hit.** Reduce chance To Hit by 2.
- 8 — **Mine Laying Arm jammed.** No mines may be laid until after the next game turn.
- 9 — **Mine Sweeper malfunction.** Mine Sweeper may not fire until after next game turn.
- 10 — **Mine Layer Bay hit.** Mines detonate. Take 3D12 additional hits.
- 11 — **Gunner killed.** Splattergun may no longer fire.
- 12 — **Reactor hit.** Dain returns to the earth it came from.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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DART

BPV: 21

I.D.

Pilot

2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low +1
Range: 3/9/10

Pilot

1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †
Range: 2/5/12
○○○○

Crew

PILOT

Pit: _____
Gnr: _____
Luck: _____

TPV

Defensive Value 16

Drive: 19

Damage Reduction 7

Tight Turn Cost: _____+3

Decoys: ○
P-D: 1-6 (1)
Dmg Con: 1-2
Tons: 140

DAMAGE TRACK

→ [] [] [] [19] [18] [17] [1] [*] [15] [W] [11] [7] [X]

DART

BPV: 21

I.D.

Pilot

2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low +1
Range: 3/9/10

Pilot

1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †
Range: 2/5/12
○○○○

Crew

PILOT

Pit: _____
Gnr: _____
Luck: _____

TPV

Defensive Value 16

Drive: 19

Damage Reduction 7

Tight Turn Cost: _____+3

Decoys: ○
P-D: 1-6 (1)
Dmg Con: 1-2
Tons: 140

DAMAGE TRACK

→ [] [] [] [19] [18] [17] [1] [*] [15] [W] [11] [7] [X]

DART

BPV: 21

I.D.

Pilot

2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low +1
Range: 3/9/10

Pilot

1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †
Range: 2/5/12
○○○○

Crew

PILOT

Pit: _____
Gnr: _____
Luck: _____

TPV

Defensive Value 16

Drive: 19

Damage Reduction 7

Tight Turn Cost: _____+3

Decoys: ○
P-D: 1-6 (1)
Dmg Con: 1-2
Tons: 140

DAMAGE TRACK

→ [] [] [] [19] [18] [17] [1] [*] [15] [W] [11] [7] [X]

DART

BPV: 21

I.D.

Pilot

2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low +1
Range: 3/9/10

Pilot

1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †
Range: 2/5/12
○○○○

Crew

PILOT

Pit: _____
Gnr: _____
Luck: _____

TPV

Defensive Value 16

Drive: 19

Damage Reduction 7

Tight Turn Cost: _____+3

Decoys: ○
P-D: 1-6 (1)
Dmg Con: 1-2
Tons: 140

DAMAGE TRACK

→ [] [] [] [19] [18] [17] [1] [*] [15] [W] [11] [7] [X]

CRITICAL HITS

- 2 — **Structural collapse.** Dart folds up. It is destroyed.
- 3 — **Engines severely damaged.** Reduce Dart's Drive value to (1D4+1).
- 4 — **Electronic Warfare knocked out.** Dart may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters malfunction.** Dart may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Minigun Ammo destroyed.** Gun may no longer fire.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Pulse Laser Capacitors overheat.** Dart takes one more hit on damage track due to internal flash fire.
- 10 — **Controls momentarily lock up.** Dart must move straight ahead at maximum speed next Movement Phase. Afterwards, Dart may move normally.
- 11 — **Pilot killed.** Dart may perform no further actions. Defensive Value drops to 5.
- 12 — **Reactor hit.** This Dart is gone.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

MINIGUN SPECS†

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).
† Whenever two of the Attack Dice roll doubles, multiply base damage by 2.

DART II
I.D.
BPV: 20

TPV

Pilot

3 Miniguns (F)
To Hit: 2D6+ADB+2
Damage: Low+2 †
Range: 2/5/12
○○○○○○

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

Defensive Value 16
Drive: 19
Damage Reduction 7

Decoys: ○
P-D: 1-5 (1)
Dmg Con: —
Tons: 140

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 19 18 17 1 * 15 W 11 7 X

DART II
I.D.
BPV: 20

TPV

Pilot

3 Miniguns (F)
To Hit: 2D6+ADB+2
Damage: Low+2 †
Range: 2/5/12
○○○○○○

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

Defensive Value 16
Drive: 19
Damage Reduction 7

Decoys: ○
P-D: 1-5 (1)
Dmg Con: —
Tons: 140

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 19 18 17 1 * 15 W 11 7 X

DART II
I.D.
BPV: 20

TPV

Pilot

3 Miniguns (F)
To Hit: 2D6+ADB+2
Damage: Low+2 †
Range: 2/5/12
○○○○○○

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

Defensive Value 16
Drive: 19
Damage Reduction 7

Decoys: ○
P-D: 1-5 (1)
Dmg Con: —
Tons: 140

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 19 18 17 1 * 15 W 11 7 X

DART II
I.D.
BPV: 20

TPV

Pilot

3 Miniguns (F)
To Hit: 2D6+ADB+2
Damage: Low+2 †
Range: 2/5/12
○○○○○○

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

Defensive Value 16
Drive: 19
Damage Reduction 7

Decoys: ○
P-D: 1-5 (1)
Dmg Con: —
Tons: 140

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 19 18 17 1 * 15 W 11 7 X

- CRITICAL HITS**

 - 2 — **Structural collapse.** Dart folds up. It is destroyed.
 - 3 — **Engines severely damaged.** Reduce Dart's Drive value to (1D4+1).
 - 4 — **Electronic Warfare knocked out.** Dart may no longer jam torps. Reduce Defensive Value by 4.
 - 5 — **Maneuver Thrusters malfunction.** Dart may no longer make Tight Turns.
 - 6 — **Shields damaged.** Reduce Defensive Value by 2.
 - 7 — **Minigun Ammo destroyed.** Gun may no longer fire.
 - 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
 - 9 — **Minigun jam.** Mark off 1 ammo. Minigun may not fire until after next game turn.
 - 10 — **Controls momentarily lock up.** Dart must move straight ahead at maximum speed next Movement Phase. Afterwards, Dart may move normally.
 - 11 — **Pilot killed.** Dart may perform no further actions. Defensive Value drops to 5.
 - 12 — **Reactor hit.** This Dart is gone.
- MINIGUN SPECS †**

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).
 † Whenever two of the Attack Dice roll doubles, multiply base damage by 2.

TPV

Gun Crew G
2 Torpedo Tubes
 (F)

Gunner A
Plazgun (360°)
 To Hit: 2D6+ADB
 Damage: All ¥
 Range: 2/4/10

Gunner A
Missile Launcher (360°)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner A

◆ P-DB: 1-6
REAR LEFT QUARTER DAMAGE TRACK

◆ P-DB: 1-6
REAR LEFT QUARTER DAMAGE TRACK

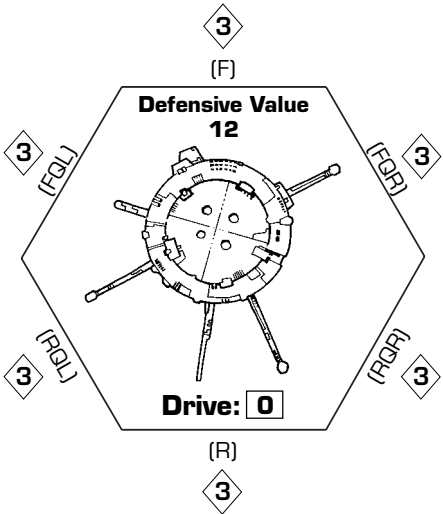
Gunner C

Gunner C
Missile Launcher (360°)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner C
2 Meld Lasers (360°)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12

Gunner E
2 Meld Lasers (360°)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12

◆ P-DB: 1-6
REAR LEFT QUARTER DAMAGE TRACK



◆ P-DB: 1-6
REAR LEFT QUARTER DAMAGE TRACK

Gunner B
2 Meld Lasers (360°)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12

Gunner B

◆ P-DB: 1-6
REAR LEFT QUARTER DAMAGE TRACK

◆ P-DB: 1-6
REAR LEFT QUARTER DAMAGE TRACK

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
CREW F
 Gnr: _____
T CREW G
 Gnr: _____

Gunner D

Gunner D
Missile Launcher (360°)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gun Crew F
Repeating Blaster
 (F) (360°)
 To Hit: 2D6+ADB
 Damage: High x 2
 Range: 3/8/15

Gunner D
2 Meld Lasers (360°)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12

FRONT CRITICAL HITS

- 2 — **Engineering hit.** Mark off 1D6 crew.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **Bridge hit.** Captain may not use captain's die until end of next turn.
- 6 — **TOC damaged.** Bonus is now only +1.
- 7 — **Bridge hit.** Captain is killed. Now you're mad!
- 8 — **Reactor hit.** They will remember your sacrifice.

FRONT LEFT CRITICAL HITS

- 2 — **Gunner A killed.** Gunner A's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **TOC damaged.** Bonus is now only +1.
- 7 — **Gunner A's Plazgun damaged.** Gunner A's Plazgun is -1 To Hit.
- 8 — **Repeating Blaster damaged.** Reduce damage to High.

REAR LEFT CRITICAL HITS

- 2 — **Gunner B killed.** Gunner B's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **Gunner B's Missile Rack hit.** Lose 1D6 missiles.
- 7 — **Gunner B's Meld Laser damaged.** Gunner B's Meld Laser is -1 To Hit.
- 8 — **Gunner E's Meld Laser destroyed.** Weapon may not fire.

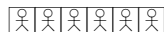
DAUNTLESS

Tons: 7000

Electronics

Jam: 1-2 on 1D4

ECM: 1-4 [6]



Bridge

Captain: _____

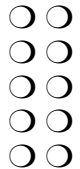
TOC: +2

Engineering

Damage Control: 1-6



Mk. 40



**Torpedo
Magazine**

FRONT RIGHT CRITICAL HITS

- 2 — **Gunner C killed.** Gunner C's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **Gunner C's Missile Rack hit.** Lose 1D6 missiles.
- 7 — **Gunner C's Meld Laser damaged.** Gunner C's Meld Laser is -1 To Hit.
- 8 — **Torp Room destroyed.** No torps may fire.

REAR RIGHT CRITICAL HITS

- 2 — **Gunner D killed.** Gunner D's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **Gunner D's Missile Rack hit.** Lose 1D6 missiles.
- 7 — **Gunner D's Meld Laser damaged.** Gunner D's Meld Laser is -1 To Hit.
- 8 — **Repeating Blaster destroyed.** Weapon may not fire.

REAR CRITICAL HITS

- 2 — **Power Coupling hit.** No weapons may be fired next turn.
- 3 — **Electronic Warfare crippled.** Reduce Defensive Value by 3.
- 4 — **Engineering destroyed.** Dauntless may not use damage control.
- 5 — **ECM damaged.** Dauntless may only make 3 screening attempts per turn.
- 6 — **TOC destroyed.**
- 7 — **Crew Quarters hit.** Lose 1D4 crew.
- 8 — **Reactor hit.** They will remember your sacrifice.

DEATH WIND

I.D. ■

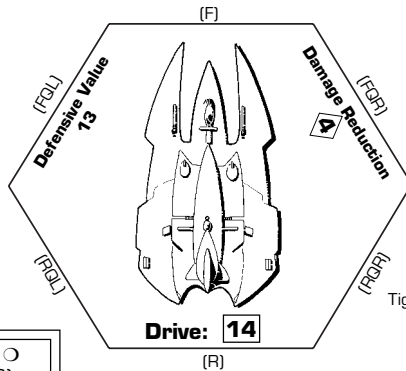
BPV: 60

TPV

Mk. 20
Torps
○
○
○
○

Pilot
1 Ion Ram (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

Pilot
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †
Range: 2/5/12
○○○○○○○○○○



Decoys: ○ ○
P-D: 1-4 (2)
Dmg Con: 1-5
Tons: 400

Gunner
2 Splatterguns
(RQL) (R) (RQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

DAMAGE TRACK

→	4		t	3	*	14		W	
	13						2	11	w
		t	10		*	1	9	w	8
		7	t	6	5	3	1		×

Tight Turn Cost: +3

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

DEATH WIND

I.D. ■

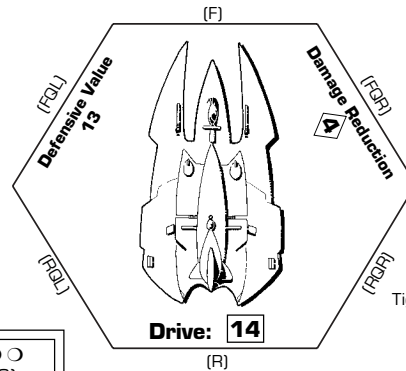
BPV: 60

TPV

Mk. 20
Torps
○
○
○
○

Pilot
1 Ion Ram (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

Pilot
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †
Range: 2/5/12
○○○○○○○○○○



Decoys: ○ ○
P-D: 1-4 (2)
Dmg Con: 1-5
Tons: 400

Gunner
2 Splatterguns
(RQL) (R) (RQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

DAMAGE TRACK

→	4		t	3	*	14		W	
	13						2	11	w
		t	10		*	1	9	w	8
		7	t	6	5	3	1		×

Tight Turn Cost: +3

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

CRITICAL HITS

- 2 — **Pilot killed.** Death Wind may not move, nor may the pilot's weapons fire. Defensive Value drops to 5.
- 3 — **Engine sputters.** Death Wind has Drive 4 next game turn. Reduce Defensive Value by 4 due to other damage.
- 4 — **Electronic Warfare knocked out.** Death Wind may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Minigun hit.** Lose half its remaining ammo.
- 8 — **Ion Ram Targeting malfunction.** Modify Ion Ram To Hit attempts by -2.
- 9 — **Hull buckles.** Reduce Defensive Value by 3.
- 10 — **Gunner killed.** Splatterguns cannot be used.
- 11 — **Controls lock up.** Death Wind may not move nor fire until after next game turn.
- 12 — **Reactor detonates.** Death Wind is no more.

MINIGUN SPECS †

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).
Medium Range: 6-13 hexes.
Long Range: 14-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤15.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

DEATH WIND II

I.D.

BPV: 64

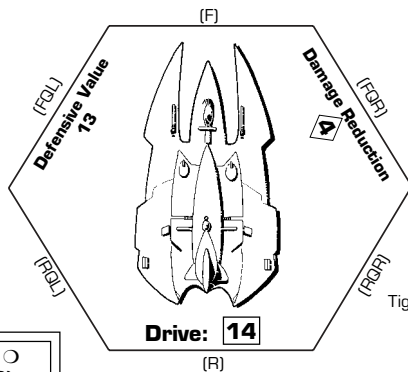
TPV

Pilot
1 Ion Ram (F)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 20
Torps

Pilot
Missile Launcher (F)
 Lock-on < _____



Tight Turn Cost: _____ +3

Decoys: ○ ○
 P-D: 1-4 (2)
 Dmg Con: 1-5
 Tons: 400

Gunner
2 Splatterguns
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

DAMAGE TRACK

→	4		t	3	*	14		W	
	13						2	11	w
		t	10		*	1	9	w	8
		7	t	6	5	3	1		×

DEATH WIND II

I.D.

BPV: 64

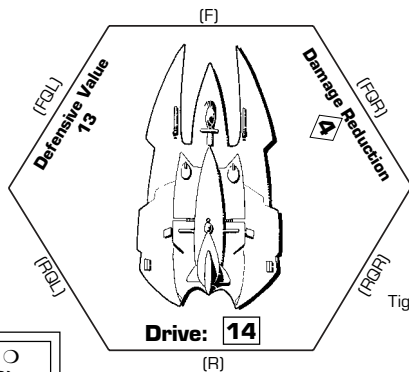
TPV

Pilot
1 Ion Ram (F)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 20
Torps

Pilot
Missile Launcher (F)
 Lock-on < _____



Tight Turn Cost: _____ +3

Decoys: ○ ○
 P-D: 1-4 (2)
 Dmg Con: 1-5
 Tons: 400

Gunner
2 Splatterguns
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

DAMAGE TRACK

→	4		t	3	*	14		W	
	13						2	11	w
		t	10		*	1	9	w	8
		7	t	6	5	3	1		×

CRITICAL HITS

- 2 — **Pilot killed.** Death Wind may not move, nor may the pilot's weapons fire. Defensive Value drops to 5.
- 3 — **Engine sputters.** Death Wind has Drive 4 next game turn. Reduce Defensive Value by 4 due to other damage.
- 4 — **Electronic Warfare knocked out.** Death Wind may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Missile Launcher hit.** Lose half its remaining missiles.
- 8 — **Ion Ram Targeting malfunction.** Modify Ion Ram To Hit attempts by -2.
- 9 — **Hull buckles.** Reduce Defensive Value by 3.
- 10 — **Gunner killed.** Splatterguns cannot be used.
- 11 — **Controls lock up.** Death Wind may not move nor fire until after next game turn.
- 12 — **Reactor detonates.** Death Wind is no more.

ION RAM SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤15.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

DEATH WIND III

I.D.

BPV: 61

TPV

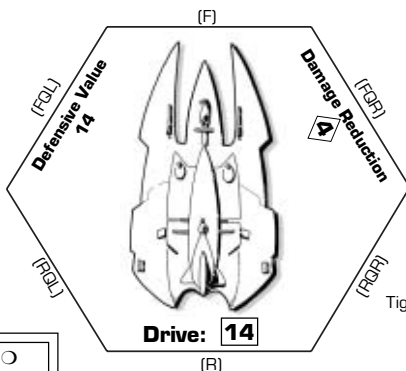
Mk. 20 Torps



Pilot
1 Ion Ram (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

Pilot
1 Impulsegun (F)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____



Tight Turn Cost: _____+3

Decoys: ○ ○
P-D: 1-4 (2)
Dmg Con: 1-5
Tons: 400

Gunner
1 Impulsegun
(RQL) (R) (RQR)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

DAMAGE TRACK

→	4		t	3	*	14		W	
13							2	11	w
	t	10		*	1	9	w		8
	7	t	6	5	3	1			×

DEATH WIND III

I.D.

BPV: 61

TPV

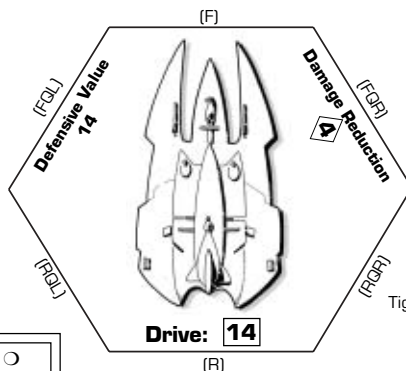
Mk. 20 Torps



Pilot
1 Ion Ram (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

Pilot
1 Impulsegun (F)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____



Tight Turn Cost: _____+3

Decoys: ○ ○
P-D: 1-4 (2)
Dmg Con: 1-5
Tons: 400

Gunner
1 Impulsegun
(RQL) (R) (RQR)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

DAMAGE TRACK

→	4		t	3	*	14		W	
13							2	11	w
	t	10		*	1	9	w		8
	7	t	6	5	3	1			×

CRITICAL HITS

- 2 — **Pilot killed.** Death Wind may not move, nor may the pilot's weapons fire. Defensive Value drops to 5.
- 3 — **Engine sputters.** Death Wind has Drive 4 next game turn. Reduce Defensive Value by 4 due to other damage.
- 4 — **Electronic Warfare knocked out.** Death Wind may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Pilot Impulsegun short.** reduce Damage to Medium.
- 8 — **Ion Ram Targeting malfunction.** Modify Ion Ram To Hit attempts by -2.
- 9 — **Hull buckles.** Reduce Defensive Value by 3.
- 10 — **Gunner killed.** Gunner Impulsegun cannot be used.
- 11 — **Controls lock up.** Death Wind may not move nor fire until after next game turn.
- 12 — **Reactor detonates.** Death Wind is no more.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-8 hexes.
Long Range: 9-10 hexes (-1 To Hit).

ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).
Medium Range: 6-13 hexes.
Long Range: 14-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤15.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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DEATH WIND YS

I.D. ■

BPV: 63

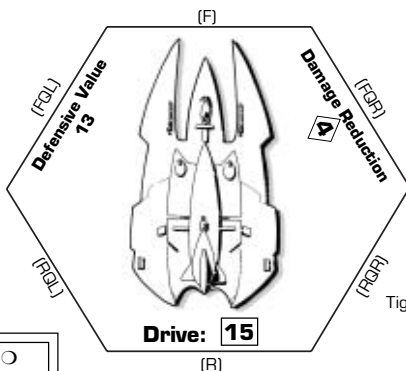
TPV

Pilot
1 Ion Ram (F)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

Crew
PILOT
 PIt: _____
 Gnr: _____
GUNNER
 Gnr: _____

Mk. 20
 Torps
 ○
 ○
 ○
 ○

Pilot
Plasma Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○



Tight Turn Cost: _____ +3

Decoys: ○ ○
 P-D: 1-4 (2)
 Dmg Con: 1-4
 Tons: 400

Gunner
2 Splatterguns (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

DAMAGE TRACK

→	4		t	3	*	15		W	14
	13			12			2	11	w
	t	10		*	1	9	W		8
	7	t	6	5	3	1			×

DEATH WIND YS

I.D. ■

BPV: 63

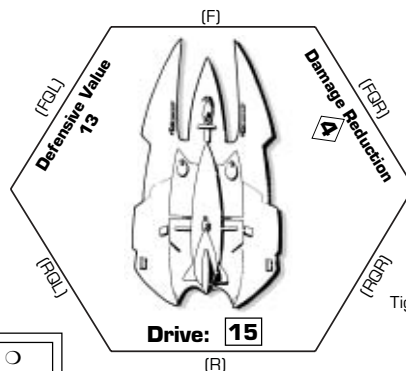
TPV

Pilot
1 Ion Ram (F)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

Crew
PILOT
 PIt: _____
 Gnr: _____
GUNNER
 Gnr: _____

Mk. 20
 Torps
 ○
 ○
 ○
 ○

Pilot
Plasma Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○



Tight Turn Cost: _____ +3

Decoys: ○ ○
 P-D: 1-4 (2)
 Dmg Con: 1-4
 Tons: 400

Gunner
2 Splatterguns (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

DAMAGE TRACK

→	4		t	3	*	15		W	14
	13			12			2	11	w
	t	10		*	1	9	w		8
	7	t	6	5	3	1			×

CRITICAL HITS

- 2 — **Pilot killed.** Death Wind may not move, nor may the pilot's weapons fire. Defensive Value drops to 5.
- 3 — **Engine sputters.** Death Wind has Drive 4 next game turn. Reduce Defensive Value by 4 due to other damage.
- 4 — **Electronic Warfare knocked out.** Death Wind may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Missile Launcher hit.** Lose 5 of its remaining missiles.
- 8 — **Ion Ram Targeting malfunction.** Modify Ion Ram To Hit attempts by -2.
- 9 — **Hull buckles.** Reduce Defensive Value by 3.
- 10 — **Gunner killed.** Splatterguns cannot be used.
- 11 — **Controls lock up.** Death Wind may not move nor fire until after next game turn.
- 12 — **Reactor detonates.** Death Wind is no more.

ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).
 Medium Range: 6-13 hexes.
 Long Range: 14-15 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤15.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

PLASMA MISSILE SPECS

Lock-on Range: ≤10.
 To Hit: 5x or 10xD8
 Damage: High+1/. If target's Damage Reduction=0, Damage is High=2/.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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TPV []

Pilot
6 Pulse Lasers (F)
 To Hit: 2D8+ADB+5
 Damage: Low +5
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Mk. 10 Torps
 ○ ○ ○ ○ ○ ○ ○ ○

Mk. 40 Torps
 ○ ○ ○ ○

Mk. 50 Torp
 ○

Defensive Value: **16**
 Damage Reduction: **0**
 Drive: **13**
 Tight Turn Cost: _____+3

Gunner A
1 Sayf ad-Din (360°)
 To Hit: 2D8+ADB
 Damage: Medx1D4
 Range: 6/14/18
 Target SR ≤14

Gunner A
Missile Launcher (360°)
 Lock-on < _____

○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○

Gunner B
6 Splatterguns (FQL)(RQL)(R)(RQR)(FQR)
 To Hit: 2D6+ADB+5
 Damage: Med + 10
 Range: 2/6/10

Decoys: ○ ○ ○
 P-D: 1-8 (6)
 Dmg Con: 1-6
 Tons: 1000

DAMAGE TRACK

→

			t	13				T	11		
		w	t					T	*		9
		t			W			T	*		
		t	7		T	w	*			t	
			5		T			t			
		T	3	w		*		t			T
			2					t		1	X

TPV []

Pilot
6 Pulse Lasers (F)
 To Hit: 2D8+ADB+5
 Damage: Low +5
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Mk. 10 Torps
 ○ ○ ○ ○ ○ ○ ○ ○

Mk. 40 Torps
 ○ ○ ○ ○

Mk. 50 Torp
 ○

Defensive Value: **16**
 Damage Reduction: **0**
 Drive: **13**
 Tight Turn Cost: _____+3

Gunner A
1 Sayf ad-Din (360°)
 To Hit: 2D8+ADB
 Damage: Medx1D4
 Range: 6/14/18
 Target SR ≤14

Gunner A
Missile Launcher (360°)
 Lock-on < _____

○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○

Gunner B
6 Splatterguns (FQL)(RQL)(R)(RQR)(FQR)
 To Hit: 2D6+ADB+5
 Damage: Med + 10
 Range: 2/6/10

Decoys: ○ ○ ○
 P-D: 1-8 (6)
 Dmg Con: 1-6
 Tons: 1000

DAMAGE TRACK

→

			t	13				T	11		
		w	t					T	*		9
		t			W			T	*		
		t	7		T	w	*			t	
			5		T			t			
		T	3	w		*		t			T
			2					t		1	X

CRITICAL HITS

- 2 — **Crew Killed.** Djinn may not move or fire. Change Drive 0, and Defensive Value to 5.
- 3 — **Gunner B dazed.** Gunner B may not fire weapons until after the next game turn.
- 4 — **Electronic Warfare knocked out.** May no longer jam torps. Reduce Defensive Value by 6.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Heavy Structural damage.** Mark off another 2D6 boxes. Reduce Defensive Value by 2.
- 7 — **Sayf ad-Din damaged.** Reduce Damage to Medium.
- 8 — **Torp Targeting Scanner damaged.** May not fire torps until after the next game turn.
- 9 — **Missile Launcher damaged.** Lose 1D10 remaining missiles.
- 10 — **Gunner A killed.** Djinn may not fire Gunner A weapons.
- 11 — **Splatterguns hit.** Reduce To Hit rolls by 5.
- 12 — **Reactor hit.** With a blinding flash, the Djinn is destroyed.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 3-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

SAYF AD-DIN SPECS

Short Range: 1-6 hexes (+1 To Hit).
 Medium Range: 7-14 hexes.
 Long Range: 15-18 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤14.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

The 1D4 multiplier is not included on triples, or doubles that affect damage.

DOLPHIN

I.D.

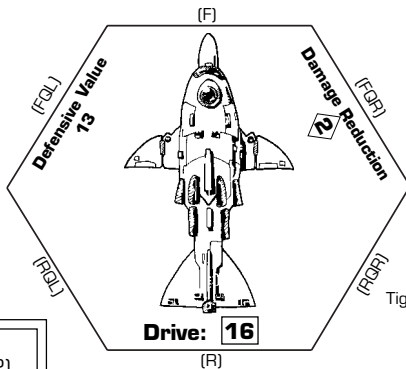
BPV: 50

TPV

Pilot
4 Splatterguns (F)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____

Pilot
Missile Launcher (F)
Lock-on < _____
○○○○○○ ○○○○○○
○○○○○○ ○○○○○○



Decoys: ○
P-D: 1-4 (2)
Dmg Con: 1-6
Tons: 300

DAMAGE TRACK

→

			16			14	2	W	12	*		
10			8	1	W	*	6				4	×

DOLPHIN

I.D.

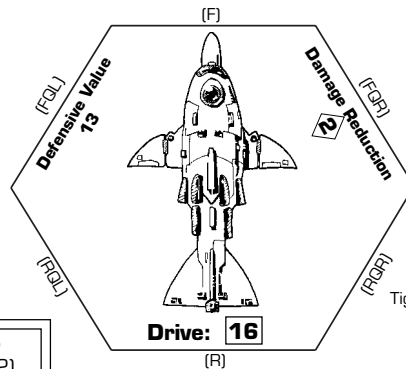
BPV: 50

TPV

Pilot
4 Splatterguns (F)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____

Pilot
Missile Launcher (F)
Lock-on < _____
○○○○○○ ○○○○○○
○○○○○○ ○○○○○○



Decoys: ○
P-D: 1-4 (2)
Dmg Con: 1-6
Tons: 300

DAMAGE TRACK

→

			16			14	2	W	12	*		
10			8	1	W	*	6				4	×

CRITICAL HITS

- 2 — **Armored Cockpit.** Ktank! Nothing's getting through this armor!
- 3 — **One Engine destroyed.** Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Dolphin may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Splatterguns short.** Splatterguns may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Splattergun Targeters damaged.** Reduce chance To Hit by 1.
- 8 — **Missile Launcher jams momentarily.** Missiles may not be fired until after next game turn.
- 9 — **Forward Hull cracks.** Reduce Defensive Value by 3 and mark off 3 more hits.
- 10 — **One Engine sputters.** Reduce current Drive value by 3 until after next game turn.
- 11 — **Pilot dazed.** Dolphin may not move or fire until after the next game turn.
- 12 — **Reactor detonates.** The Dolphin turns into mist.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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DOLPHIN II

I.D.

BPV: 50

TPV

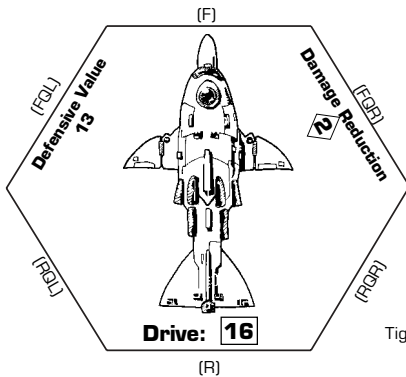
Decoys: ○
P-D: 1-4 (2)
Dmg Con: 1-6
Tons: 300

Mk. 10
○ ○
○ ○

Pilot
Ion Ram (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR: ≤15

Pilot
Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Med §
Range: 1/2/6

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____



DAMAGE TRACK

→				16			14	t	2	w	12		*	t	
	10			8	1	t	*	6	w	t		4			×

DOLPHIN II

I.D.

BPV: 50

TPV

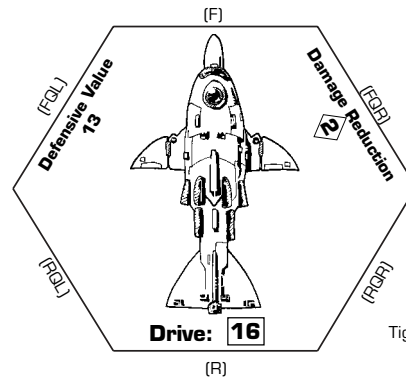
Decoys: ○
P-D: 1-4 (2)
Dmg Con: 1-6
Tons: 300

Mk. 10
○ ○
○ ○

Pilot
Ion Ram (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR: ≤15

Pilot
Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Med §
Range: 1/2/6

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____



DAMAGE TRACK

→				16			14	t	2	w	12		*	t	
	10			8	1	t	*	6	w	t		4			×

CRITICAL HITS

- 2 — **Armored Cockpit.** Clank! Nothing's getting through this armor!
- 3 — **One Engine destroyed.** Reduce Current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Dolphin II may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Ion Ram Targeters hit.** Reduce chance to hit by 2.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Disruptorgun Targeters damaged.** Reduce chance to hit by 1.
- 8 — **Torp Rack hit.** Lose 1d4 torps.
- 9 — **Forward Hull cracks.** Reduce Defensive Value by 3 and mark off 3 more hits.
- 10 — **One Engine sputters.** Reduce Current Drive value by 3 until after next game turn.
- 11 — **Pilot dazed.** Dolphin II may not move or fire until after the next game turn. Defensive Value drops to 5.
- 12 — **Reactor detonates.** The Dolphin turns into mist.

DISRUPTORGUN SPECS

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
 § This weapon ignores Damage Reduction. This weapon gets -1 to hit when firing at a target that has not had its Defensive Value reduced by a Critical Hit

ION RAM SPECS

Short Range: 1-5 hex (+1 To Hit).
Medium Range: 6-13 hexes.
Long Range: 14-15 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive Value must be ≤15.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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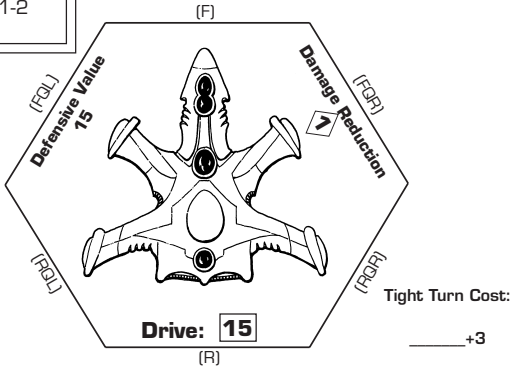
TOURNAMENT SHIP

TPV

Pilot
Twin Epee (F)
To Hit: 2D8+ADB+1
Damage: Medium *
Range: 6/18/20
Target SR ≤12

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Decoys: ○
 P-D: 1-5 (3)
 Dmg Con: 1-2
 Tons: 600



Gunner A
Quad Stiletto
 (360°)
To Hit: 2D8+ADB+3
Damage: Low *
Range: 3/9/10

Gunner B
Quad Stiletto
 (FQL) (F) (FQR)
To Hit: 2D8+ADB+3
Damage: Low *
Range: 3/9/10

DAMAGE TRACK

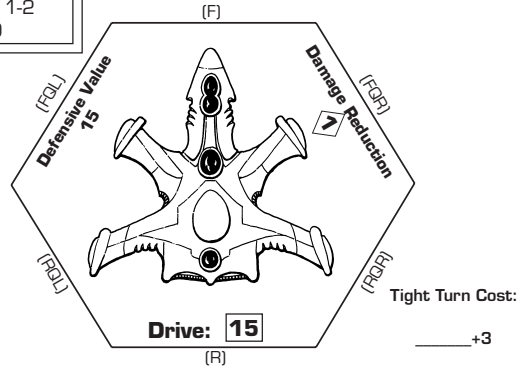
→			15		14		1	13	W	
	*			12		11	W	8	10	
			8			6		*	5	
		W			4	2	1			×

TPV

Pilot
Twin Epee (F)
To Hit: 2D8+ADB+1
Damage: Medium *
Range: 6/18/20
Target SR ≤12

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Decoys: ○
 P-D: 1-5 (3)
 Dmg Con: 1-2
 Tons: 600



Gunner A
Quad Stiletto
 (360°)
To Hit: 2D8+ADB+3
Damage: Low *
Range: 3/9/10

Gunner B
Quad Stiletto
 (FQL) (F) (FQR)
To Hit: 2D8+ADB+3
Damage: Low *
Range: 3/9/10

DAMAGE TRACK

→			15		14		1	13	W	
	*			12		11	W	8	10	
			8			6		*	5	
		W			4	2	1			×

CRITICAL HITS

- 2 — **Pilot Killed.** Dracula may not move or fire Pilot's weapon. Defensive value drops to five.
- 3 — **Engines sputter momentarily.** Dracula's Drive value is reduced to 2 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Dracula may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Gunner B's Stiletto damaged.** Further To Hit attempts by this weapon suffer a -3 penalty.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Stabilizers hit.** All turns cost 1 extra movement point.
- 8 — **Gunner A's Stiletto damaged.** Further To Hit attempts by this weapon suffer a -3 penalty.
- 9 — **Epee Power Feed malfunctions.** Reduce Epee Damage rating to Medium.
- 10 — **Gunner dazed.** One random gunner may not fire his weapon until after the next game turn.
- 11 — **Temporary Maneuvering Thruster malfunction.** If the Dracula moves at all next Movement Phase, it may not make a turn.
- 12 — **Massive structural collapse.** Dracula buckles and explodes.

EPEE SPECS

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19- 20 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

STILETTO SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

* For every 2 points the To Hit total is over the targets DV the Stiletto does +1, and the Epee does +2 damage.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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TPV

Decoys: ○○○○
P-D: 1-6 (6)
Dmg Con: 1-8
Tons: 1000

Gunner B
2 Pulse Lasers
(FQL) (F)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

Gunner B
Missile Launcher
(FQL) (RQL)
Lock-on < _____
○○○○○
○○○○○

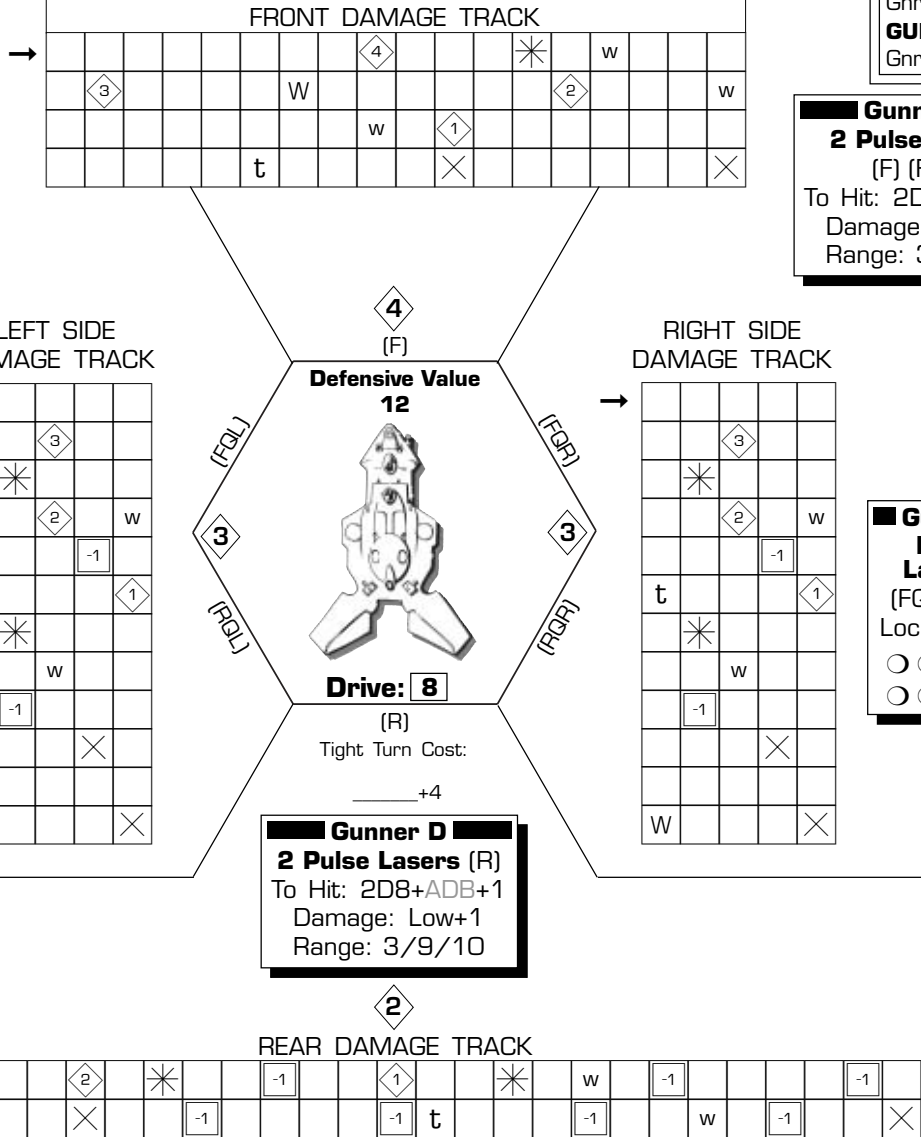
Pilot
1 Railrepeater (F)
To Hit: 2D6+ADB
Damage: High †
Range: 4/15/36
Target SR ≤6
○○○○○

Gunner A
1 Heavy Plazgun (360°)
To Hit: 2D6+ADB
Damage: All x 2 ‡
Range: 4/8/15
Target SR ≤11

Mk. 10
Torps
○
○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____

† Whenever two of the dice roll doubles, multiply the base damage by 2.
‡ If the attack dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.



Gunner C
2 Pulse Lasers
(F) (FQR)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

Gunner C
Missile Launcher
(FQR) (RQR)
Lock-on < _____
○○○○○
○○○○○

Gunner D
2 Pulse Lasers (R)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

- FRONT CRITICAL HITS**
- 2 — **Pilot dazed.** Drakar may not move nor fire Railrepeater until after next game turn.
 - 3 — **Plazgun power loss.** No firing until after 2 game turns.
 - 4 — **Shields damaged.** Reduce Defensive Value by 1.
 - 5 — **Too tough!** No extra damage.
 - 6 — **Railrepeater jams.** Weapon out until after next game turn.
 - 7 — **Gunner A killed.** The Heavy Plazgun may not be fired.
 - 8 — **Cockpit Controls smashed.** Drakar may not move.

- LEFT SIDE CRITICAL HITS**
- 2 — **Ouch!** Take 5 more hits here.
 - 3 — **Pulse Laser B damaged.** Weapon suffers a -2 To Hit.
 - 4 — **Shields damaged.** Reduce Defensive Value by 1.
 - 5 — **Launcher B hit.** Drops 5 missiles.
 - 6 — **Launcher B jams.** Weapon out until after next game turn.
 - 7 — **Gunner B killed.** Lose use of Gunner B's weapons.
 - 8 — **Electronic Warfare gone.** Drakar cannot jam torps. Reduce Defensive Value by 2.

- RIGHT SIDE CRITICAL HITS**
- 2 — **Ouch!** Take 5 more hits here.
 - 3 — **Pulse Laser C damaged.** Weapon suffers a -2 To Hit.
 - 4 — **Shields damaged.** Reduce Defensive Value by 1.
 - 5 — **Launcher C hit.** Drops 5 missiles.
 - 6 — **Launcher C jams.** Weapon out until after next game turn.
 - 7 — **Gunner C killed.** Lose use of Gunner C's weapons.
 - 8 — **Electronic Warfare gone.** Drakar cannot jam torps. Reduce Defensive Value by 2.

- REAR CRITICAL HITS**
- 2 — **Heavy Structural Damage.** Take 15 hits on rear; 5 hits to Left and Right Damage Tracks.
 - 3 — **Heavy Plazgun hit.** Weapon may only fire after 3 turns.
 - 4 — **Shields damaged.** Reduce Defensive Value by 1.
 - 5 — **Gunner D's Pulse Lasers hit.** Reduce chance to hit by 2.
 - 6 — **Maneuver Thrusters hit.** All turns cost +1 movement point.
 - 7 — **Gunner D killed.** Lose use of Gunner D's Pulse Lasers.
 - 8 — **Reactor Detonates.** History.

TPV

Decoys: ○○○○
 P-D: 1-6 (6)
 Dmg Con: 1-8
 Tons: 1000

Pilot
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14
 ○○○○○

Gunner A
1 Heavy Plazgun (360°)
 To Hit: 2D6+ADB
 Damage: All x 2 ¥
 Range: 4/8/15
 Target SR ≤11

Mk. 10 Torps
 ○
 ○
 ○
 ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____

Gunner B
2 Pulse Lasers (FQL) (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Gunner C
2 Pulse Lasers (F) (FQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

FRONT DAMAGE TRACK


	t			4		*		w	
3			w					2	
			w	1					
		t		×					×

LEFT SIDE DAMAGE TRACK

			t	
	3			
	*			w
	2			
t			-1	1
	*			
	w			
w				×

4
(F)

Defensive Value 12



Drive: 8
(R)

Tight Turn Cost:
_____ +4

3
(FQL) 3
(FQR)

3
(RQL) 3
(RQR)

RIGHT SIDE DAMAGE TRACK

			t	
	3			
	*			w
	2			
t			-1	1
	*			
	w			
w				×

Gunner B Missile Launcher (FQL) (RQL)
 Lock-on < _____
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

Gunner C Missile Launcher (FQR) (RQR)
 Lock-on < _____
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

Gunner D
2 Pulse Lasers (R)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

REAR DAMAGE TRACK

		-1		t		2		*		-1		1		*		w		-1				-1		×	
w										×															

FRONT CRITICAL HITS

- 2 — **Pilot dazed.** Drakar may not move nor fire Protobolter until after next game turn.
- 3 — **Plazgun power loss.** No firing until after 2 game turns.
- 4 — **Shields damaged.** Reduce Defensive Value by 1.
- 5 — **Too tough!** No extra damage.
- 6 — **Protobolter knocked off line.** Weapon may not fire until after next game turn.
- 7 — **Gunner A killed.** The Heavy Plazgun may not be fired.
- 8 — **Cockpit Controls smashed.** Drakar may not move.

LEFT SIDE CRITICAL HITS

- 2 — **Ouch!** Take 5 more hits here.
- 3 — **Pulse Laser B damaged.** Weapon suffers a -2 To Hit.
- 4 — **Shields damaged.** Reduce Defensive Value by 1.
- 5 — **Launcher B hit.** Mark off 10 missiles.
- 6 — **Launcher B jams.** Weapon out until after next game turn.
- 7 — **Gunner B killed.** Lose use of Gunner B's weapons.
- 8 — **Electronic Warfare gone.** Drakar cannot jam torps. Reduce Defensive Value by 2.

RIGHT SIDE CRITICAL HITS

- 2 — **Ouch!** Take 5 more hits here.
- 3 — **Pulse Laser C damaged.** Weapon suffers a -2 To Hit.
- 4 — **Shields damaged.** Reduce Defensive Value by 1.
- 5 — **Launcher C hit.** Mark off 10 missiles.
- 6 — **Launcher C jams.** Weapon out until after next game turn.
- 7 — **Gunner C killed.** Lose use of Gunner C's weapons.
- 8 — **Electronic Warfare gone.** Drakar cannot jam torps. Reduce Defensive Value by 2.

REAR CRITICAL HITS

- 2 — **Heavy Structural Damage.** Take 15 hits on rear; 5 hits to Left and Right Damage Tracks.
- 3 — **Heavy Plazgun hit.** Weapon may only fire after 3 turns.
- 4 — **Shields damaged.** Reduce Defensive Value by 1.
- 5 — **Gunner D's Pulse Lasers hit.** Reduce chance to hit by 2.
- 6 — **Maneuver Thrusters hit.** All turns cost +1 movement point.
- 7 — **Gunner D killed.** Lose use of Gunner D's Pulse Lasers.
- 8 — **Reactor Detonates.** History.

TPV

Decoys: ○ ○ ○ ○ ○ ○
 P-D: 1-6 (6)
 Dmg Con: 1-8
 Tons: 1000

Mk. 10 Torps

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Pilot

2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Gunner A

1 Ion Ram (360°)
 To Hit: 2D8+ADB
 Damage: All
 Range: 3/8/15
 Target SR ≤15

Mk. 30 Torps

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

GUNNER A
 Gnr: _____

GUNNER B
 Gnr: _____

GUNNER C
 Gnr: _____

GUNNER D
 Gnr: _____

Gunner B

2 Pulse Lasers (FQL) (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Gunner A

Missile Launcher (FQL) (F)
 Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Gunner A

Missile Launcher (F) (FQR)
 Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Mk. 40 Torps

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Gunner B

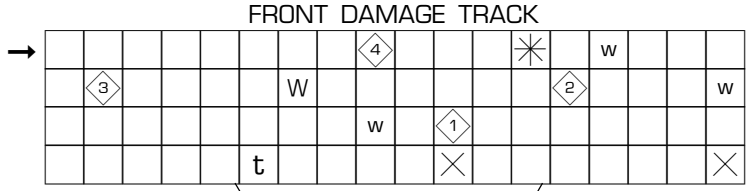
Missile Launcher (FQL) (F)
 Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Gunner B

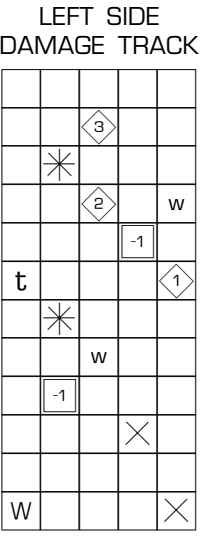
Missile Launcher (FQL) (RQL)
 Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○



Gunner C

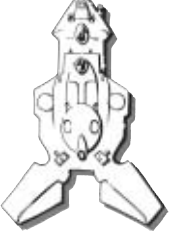
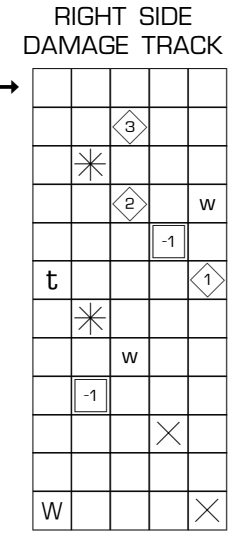
2 Pulse Lasers (F) (FQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10



Defensive Value 12

Drive: **8** (R)

Tight Turn Cost: _____ +4

Gunner C

Missile Launcher (F) (FQR)
 Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Gunner C

Missile Launcher (FQR) (RQR)
 Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Gunner D

Missile Launcher (RQL) (R)
 Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

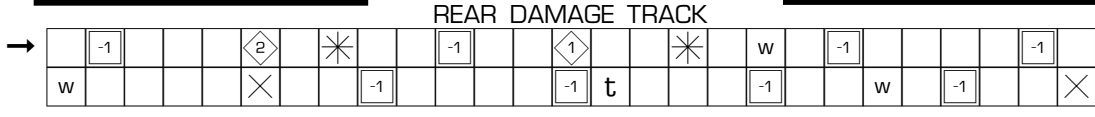
Gunner D

2 Pulse Lasers (R)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Gunner D

Missile Launcher (R) (RQR)
 Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○



- FRONT CRITICAL HITS**
- 2 — **Pilot dazed.** Drakar may not move nor fire Pilot's weapon until after next game turn.
 - 3 — **Launch!!!** 1D4 Launchers do 1 point of damage per remaining Missile. Each launcher damages a random damage track.
 - 4 — **Shields damaged.** Reduce Defensive Value by 1.
 - 5 — **Too tough!** No extra damage.
 - 6 — **Ion Short.** Weapon out until after next game turn.
 - 7 — **Gunner A killed.** Gunner A's weapons may not be fired.
 - 8 — **Cockpit Controls smashed.** Drakar may not move.

- LEFT SIDE CRITICAL HITS**
- 2 — **Ouch!** Take 5 more hits here.
 - 3 — **Pulse Laser B damaged.** Weapon suffers a -2 To Hit.
 - 4 — **Shields damaged.** Reduce Defensive Value by 1.
 - 5 — **Launch!!!** 1D4 Launchers do 1 point of damage per remaining Missile. Each launcher damages a random damage track.
 - 6 — **System Short.** All B Launchers out until after next game turn.
 - 7 — **Gunner B killed.** Lose use of Gunner B's weapons.
 - 8 — **Electronic Warfare gone.** Drakar cannot jam torps. Reduce Defensive Value by 2.

- RIGHT SIDE CRITICAL HITS**
- 2 — **Ouch!** Take 5 more hits here.
 - 3 — **Pulse Laser C damaged.** Weapon suffers a -2 To Hit.
 - 4 — **Shields damaged.** Reduce Defensive Value by 1.
 - 5 — **Launch!!!** 1D4 Launchers do 1 point of damage per remaining Missile. Each launcher damages a random damage track.
 - 6 — **System Short.** All C Launchers out until after next game turn.
 - 7 — **Gunner C killed.** Lose use of Gunner C's weapons.
 - 8 — **Electronic Warfare gone.** Drakar cannot jam torps. Reduce Defensive Value by 2.

- REAR CRITICAL HITS**
- 2 — **Heavy Structural Damage.** Take 15 hits on rear; 5 hits to Left and Right Damage Tracks.
 - 3 — **Missiles Go Boom.** Remaining Missiles detonate in groups of 10 (High +10). Apply each group to random Damage Track.
 - 4 — **Shields damaged.** Reduce Defensive Value by 1.
 - 5 — **Gunner D's Pulse Lasers hit.** Reduce chance to hit by 2.
 - 6 — **Maneuver Thrusters hit.** All turns cost +1 movement point.
 - 7 — **Gunner D killed.** Lose use of Gunner D's weapons.
 - 8 — **Reactor Detonates.** History.

TPV

Mk. 30 Torps

Mk. 10 Torps

Pilot
1 Plazgun (F)
To Hit: 2D6+ADB
Damage: All ¥

Pilot
Tractor Beam (F)
Lock-on < _____
Effect: Tow

Gunner A
1 Plazgun (F)
To Hit: 2D6+ADB
Damage: All ¥

Gunner A
1 Ion Ram (F)
To Hit: 2D8+ADB
Damage: All

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____

FRONT DAMAGE

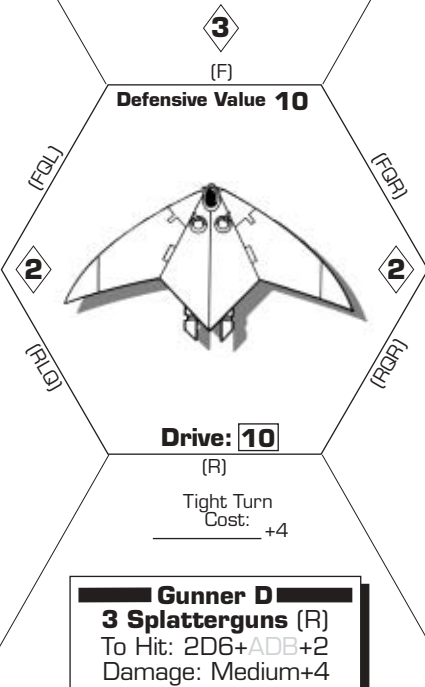
						3			w			t		
	2	t			w	*			t		1	t		T
	t						T				W			
t				t		×		T	*		W			×

Gunner B
3 Pulse Lasers
(360°)
To Hit: 2D8+ADB+2
Damage: Low+2

RIGHT SIDE DAMAGE

										2				
		t												
				T		*								
			-1	1										
		t												
			*			-1								
			t											×
			-1											
T			W											×

Decoys: ○ ○ ○ ○ ○ ○ ○ ○
P-D: 1-7[5]
Dmg Con: 1-7



Gunner C
3 Pulse Lasers
(360°)
To Hit: 2D8+ADB+2
Damage: Low+2

RIGHT SIDE DAMAGE

														2
		t												
				T		*								
			-1	1										
		t												
			*			-1								
			t											×
			-1											
T			W											×

Gunner D
3 Splatterguns (R)
To Hit: 2D6+ADB+2
Damage: Medium+4

REAR DAMAGE

						2									1
		-1					-1		T		-1	*			-1
-1		T		-1	W		-1	×		-1	*		-1	W	-1

FRONT CRITICAL HITT	LEFT SIDE CRITICAL HITT	RIGHT SIDE CRITICAL HITT	REAR CRITICAL HITS
2 — Pilot Dazed. Eagle may not move and Pilot may not fire until after next turn.	2 — Gunner killed. Choose one at random. Those weapons can't fire.	2 — Gunner killed. Choose one at random. Those weapons can't fire.	2 — Gunner D killed. Splatterguns may not be fired.
3 — Gunner A Dazed. May not fire until after next turn.	3 — Torp Targeter damaged. Can't fire torps until after next turn.	3 — Torp Targeter damaged. Can't fire torps until after next turn.	3 — Maneuver Thrusters damaged. All turns cost one extra movement point to perform.
4 — Shields damaged. DV -1.	4 — Shields damaged. DV -1.	4 — Shields damaged. DV -1.	4 — Shields damaged. DV -1.
5 — Torp Rack hit. Eagle loses 1D4 Mk. 30 torps.	5 — Left Wing Thrusters damaged. Eagle can't turn to the left.	5 — Right Wing Thrusters hit. Eagle can't turn to the right.	5 — Tail hit. Eagle may no longer make tight turns.
6 — Tractor Beam loses power. Can't fire until after next turn.	6 — Pulse Lasers B damaged. May not fire until after next turn.	6 — Pulse Lasers B damaged. May not fire until after next turn.	6 — Splatterguns damaged. May not fire until after next turn.
7 — Plazgun loses power. May not fire until after next turn.	7 — Structural damage. Take 3 hits on both side Damage Tracks.	7 — Structural damage. Take 3 hits on both side Damage Tracks.	7 — Tail severely damaged. Take 10 hits on this Damage Track
8 — Pilot Killed. Eagle is at Drive 0 and Pilot's weapons are out.	8 — Electronic Warfare gone. Eagle can't jam torps. DV -2.	8 — Electronic Warfare gone. Eagle can't jam torps. DV -2.	8 — Reactor detonates. Kiss this Eagle good-bye.

TPV

Mk. 30 Torps

○
○
○
○
○
○

Mk. 10 Torps

○ ○
○ ○
○ ○
○ ○
○ ○
○ ○

Gunner B
3 Pulse Lasers (360°)
To Hit: 2D8+ADB+2
Damage: Low+2
Range: 3/9/10

Pilot
2 Plexar Guns (F)
To Hit: 2D10+ADB
Damage: High+2 ∞
Range: 4/10/12
Target SR ≤ 14

Gunner A
2 Plexar Guns (F)
To Hit: 2D10+ADB
Damage: High+2 ∞
Range: 4/10/12
Target SR ≤ 14

Pilot
Protobolt Projector (F)
To Hit: 2D6+ADB
Damage: 10/8/6
Range: 5-8/12/16
Target SR ≤ 14
○ ○ ○ ○

Gunner A
1 Ion Ram (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤ 15

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____

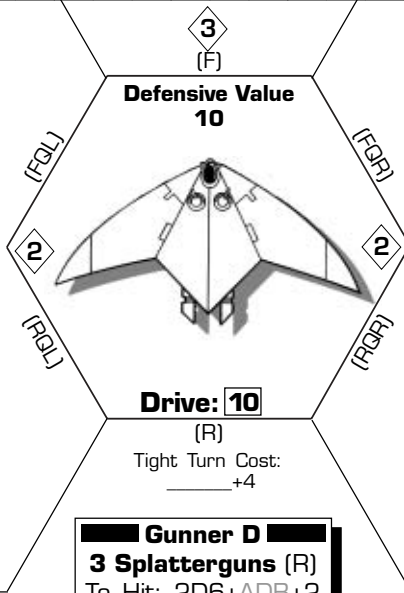
∞ If the attack dice roll doubles or triples, the ship suffers a critical hit on the table corresponding to the firing arc of the Plexar Gun.

FRONT DAMAGE TRACK

					3			w			t			
2	t			w	*						1	t	T	
t						T						W		
t				t	×		T		*		W			×

LEFT SIDE DAMAGE TRACK

					2
t					*
		T			
		-1	1		
t					w
	*			-1	
	t				×
		-1			
T	w				×



RIGHT SIDE DAMAGE TRACK

					2
t					*
		T			
		-1	1		
t					w
	*			-1	
	t				×
		-1			
T	w				×

Decoys: ○ ○ ○ ○

P-D: 1-7 (5)
Dmg Con: 1-7
Tons: 1175

REAR DAMAGE TRACK

		-1			2		-1	T		-1	*		-1	1
	-1	T		-1	w		-1	×		-1	*		-1	w

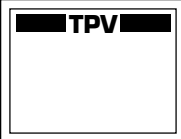
- FRONT CRITICAL HITS**
- 2 — Pilot dazed. Eagle may neither move nor fire Pilot weapons until after next game turn.
 - 3 — Gunner A dazed. Gunner A's weapons may not fire until after next turn.
 - 4 — Shields damaged. Reduce Defensive Value by 1.
 - 5 — Torp Rack hit. Eagle loses 1D4 Mk. 30 torps.
 - 6 — Protobolter loses power. Cannot fire until after next turn.
 - 7 — Pilot's Plexar Gun loses power. May not fire until after next turn.
 - 8 — Pilot killed. Eagle is at Drive 0 and Pilot's weapons are out. DV=5.

- LEFT SIDE CRITICAL HITS**
- 2 — Gunner killed. Choose one at random. Those weapons can't fire.
 - 3 — Torp Targeter damaged. Can't fire torps until after next turn.
 - 4 — Shields damaged. Reduce Defensive Value by 1.
 - 5 — Left Wing Thrusters damaged. Eagle can't turn to the left.
 - 6 — Pulse Lasers B damaged. May not fire until after next game turn.
 - 7 — Structural damage. Take 3 hits on both side Damage Tracks.
 - 8 — Electronic Warfare gone. Eagle cannot jam torps. Reduce Defensive Value by 2.

- RIGHT SIDE CRITICAL HITS**
- 2 — Gunner killed. Choose one at random. Those weapons can't fire.
 - 3 — Torp Targeter damaged. Can't fire torps until after next turn.
 - 4 — Shields damaged. Reduce Defensive Value by 1.
 - 5 — Right Wing Thrusters damaged. Eagle can't turn to the right.
 - 6 — Pulse Lasers C damaged. May not fire until after next game turn.
 - 7 — Structural damage. Take 3 hits on both side Damage Tracks.
 - 8 — Electronic Warfare gone. Eagle cannot jam torps. Reduce Defensive Value by 2.

- REAR CRITICAL HITS**
- 2 — Gunner killed. Choose one at random.
 - 3 — Maneuver Thrusters damaged. All turns cost one extra movement point to perform.
 - 4 — Shields damaged. Reduce Defensive Value by 1.
 - 5 — Tail hit. Eagle may no longer make tight turns.
 - 6 — Splatterguns damaged. May not fire until after next turn.
 - 7 — Tail severely damaged. Take 10 more hits on Rear Damage Track.
 - 8 — Reactor Detonates. Kiss this Eagle good-bye.

TPV



Decoys: ○○○○
P-D: 1-7 (3)
Dmg Con: 1-7
Tons: 1000

Gunner B
4 Pulse Lasers
(FQL) (RQL) (R)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

Gunner B
Missile Launcher
(360°)
Lock-on < _____

○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○

Pilot
1 Meld Laser (F)
To Hit: 2D8+ADB
Damage: Medium
Range: 6/18/20
Target SR ≤12

Gunner A
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

Gunner A
Missile Launcher
(360°)
Lock-on < _____

○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○

Mk. 30 Torps

○
○
○
○

Crew

PILOT
Pit: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

GUNNER C
Gnr: _____

FRONT DAMAGE TRACK

			4		t				3	W	-1
*		2				w		1	t		
*				-1		w					
t				X	w		w				X

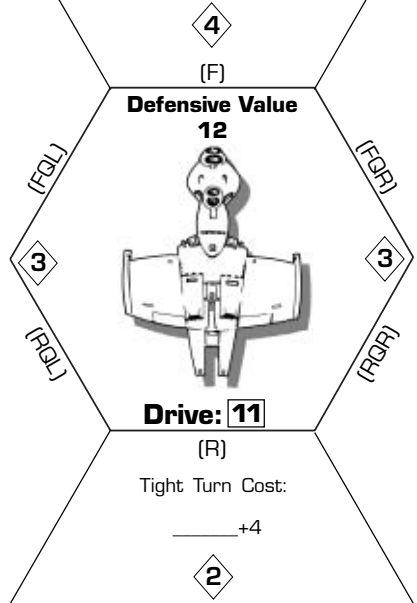
Gunner C
4 Pulse Lasers
(FQR) (RQR) (R)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

LEFT SIDE DAMAGE TRACK

			3	t	
	*				
2	W	-1			
1	*				-1
		w			
-1		X			w
-1					
w				X	

RIGHT SIDE DAMAGE TRACK

			3	t	
	*				
2	W	-1			
					-1
1	*				w
		w			
-1		X			w
-1					
w				X	



Defensive Value 12

Drive: 11 (R)

Tight Turn Cost: _____+4

Gunner C
Missile Launcher
(360°)
Lock-on < _____

○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○

REAR DAMAGE TRACK

	-1			*	2	-1				-1	*	-1	X	-1	
	-1		1	w			w		w			-1			X

FRONT CRITICAL HITS

- Pilot killed.** Epping may not move nor fire Meld Laser. Defensive Value drops to 5.
- Missile Launcher A malfunctions.** Lose 1D10 missiles.
- Shields damaged.** Reduce Defensive Value by 1.
- Pulse Laser A damaged.** Reduce chance To Hit by 1.
- Meld Laser Targeters damaged.** Weapon may not fire until after next game turn.
- Gunner A killed.** Lose use of Gunner A's weapons.
- Fatal Chain Reaction Explosion.** Blast guts vessel from the front to the back. Epping is destroyed.

LEFT SIDE CRITICAL HITS

- Engine sputters.** Epping only has Drive 2 next turn.
- Missile Launcher B malfunctions.** Lose 1D10 missiles.
- Shields damaged.** Reduce Defensive Value by 1.
- Pulse Laser B damaged.** Reduce chance to hit by 1.
- Missile Launcher B damaged.** Weapon may not fire until after next game turn.
- Gunner B killed.** Lose use of Gunner B's weapons.
- Structural Damage.** Take 10 more hits on this Damage Track and 8 more on the Right Side Damage Track.

RIGHT SIDE CRITICAL HITS

- Engine sputters.** Epping only has Drive 2 next turn.
- Missile Launcher C malfunctions.** Lose 1D10 missiles.
- Shields damaged.** Reduce Defensive Value by 1.
- Pulse Laser C damaged.** Reduce chance to hit by 1.
- Missile Launcher C damaged.** Weapon may not fire until after next game turn.
- Gunner C killed.** Lose use of Gunner C's weapons.
- Structural Damage.** Take 10 more hits on this Damage Track and 8 more on the Left Side Damage Track.

REAR CRITICAL HITS

- Structural Collapse.** Hull ruptures and gunboat is lost.
- Electronic Warfare gone.** Epping cannot jam torps. Reduce Defensive Value by 2.
- Shields damaged.** Reduce Defensive Value by 1.
- Good Hit!** Add another 5 points of damage.
- Maneuver Thrusters damaged.** All turns cost 1 extra movement point.
- Pilot dazed.** Epping may not move nor fire Meld Laser until after next game turn.
- Reactor Hit.** Epping disappears in a ball of hot gasses.

TPV

Decoys: ○○○○
 P-D: 1-7 (3)
 Dmg Con: 1-7
 Tons: 1000

Pilot

1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Gunner A

2 Impulseguns (F)
 To Hit: 2D8+ADB+1
 Damage: High+1
 Range: 3/8/10

Gunner A

Missile Launcher
 (360°)
 Lock-on < _____

○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Mk. 30

Torps

○
 ○
 ○
 ○

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

GUNNER A

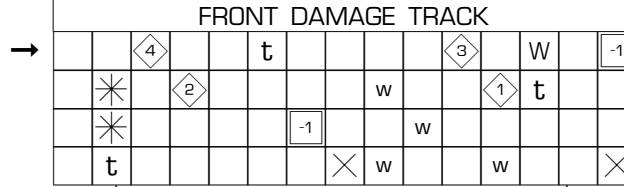
GUNNER B

GUNNER C

Gnr: _____
 Gnr: _____

Gunner B

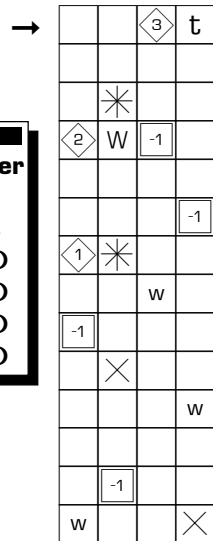
2 Impulseguns (FQL) (RQL) (R)
 To Hit: 2D8+ADB+1
 Damage: High+1
 Range: 3/8/10



Gunner C

2 Impulseguns (FQR) (RQR) (R)
 To Hit: 2D8+ADB+1
 Damage: High+1
 Range: 3/8/10

LEFT SIDE DAMAGE TRACK

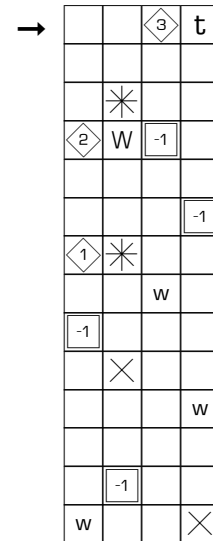


Gunner B

Missile Launcher (360°)
 Lock-on < _____

○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

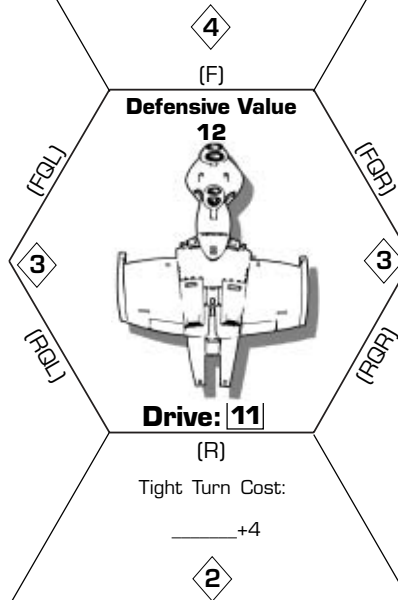
RIGHT SIDE DAMAGE TRACK



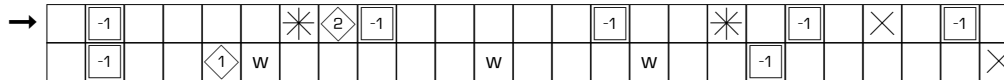
Gunner C

Missile Launcher (360°)
 Lock-on < _____

○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○



REAR DAMAGE TRACK



- FRONT CRITICAL HITS**
- Pilot killed.** Epping may not move nor fire pilot's Impulsegun. Defensive Value drops to 5.
 - Missile Launcher A malfunctions.** Lose 1D10 missiles.
 - Shields damaged.** Reduce Defensive Value by 1.
 - Twin Impulsegun A damaged.** Reduce chance To Hit by 1.
 - Pilot Impulsegun Targeters damaged.** Weapon may not fire until after next game turn.
 - Gunner A killed.** Lose use of Gunner A's weapons.
 - Fatal Chain Reaction Explosion.** Blast guts vessel from the front to the back. Epping is destroyed.

- LEFT SIDE CRITICAL HITS**
- Engine sputters.** Epping only has Drive 2 next turn.
 - Missile Launcher B malfunctions.** Lose 1D10 missiles.
 - Shields damaged.** Reduce Defensive Value by 1.
 - Twin Impulsegun B damaged.** Reduce chance to hit by 1.
 - Missile Launcher B damaged.** Weapon may not fire until after next game turn.
 - Gunner B killed.** Lose use of Gunner B's weapons.
 - Structural Damage.** Take 10 more hits on this Damage Track and 8 more on the Right Side Damage Track.

- RIGHT SIDE CRITICAL HITS**
- Engine sputters.** Epping only has Drive 2 next turn.
 - Missile Launcher C malfunctions.** Lose 1D10 missiles.
 - Shields damaged.** Reduce Defensive Value by 1.
 - Twin Impulsegun C damaged.** Reduce chance to hit by 1.
 - Missile Launcher C damaged.** Weapon may not fire until after next game turn.
 - Gunner C killed.** Lose use of Gunner C's weapons.
 - Structural Damage.** Take 10 more hits on this Damage Track and 8 more on the Left Side Damage Track.

- REAR CRITICAL HITS**
- Structural Collapse.** Hull ruptures and gunboat is lost.
 - Electronic Warfare gone.** Epping cannot jam torps. Reduce Defensive Value by 2.
 - Shields damaged.** Reduce Defensive Value by 1.
 - Good Hit!** Add another 5 points of damage.
 - Maneuver Thrusters damaged.** All turns cost 1 extra movement point.
 - Pilot dazed.** Epping may not move nor fire Meld Laser until after next game turn.
 - Reactor Hit.** Epping disappears in a ball of hot gasses.

TPV

Decoys: —
P-D: —
Dmg Con: 1-7
Tons: 1000

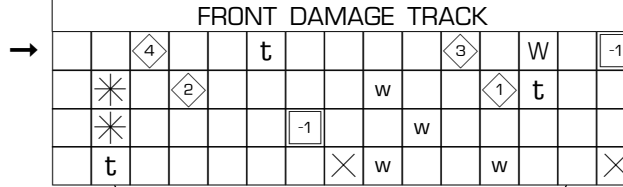
Pilot
Hammerhead
Missile Launcher (F)
Lock-on <—
○○○○○○
○○○○○○

Gunner A
Hammerhead
Missile Launcher
(360°)
Lock-on <—
○○○○○○
○○○○○○
○○○○○○
○○○○○○
○○○○○○

**Mk. 30
DLT
Torps**
○
○
○
○

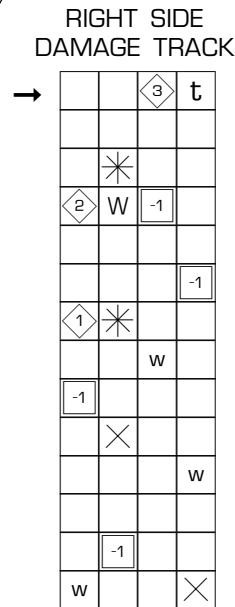
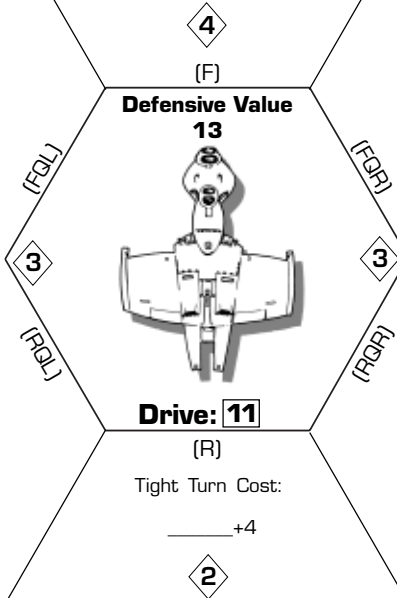
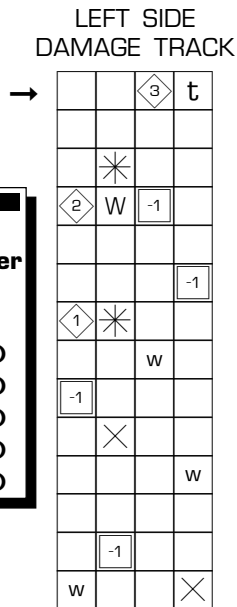
Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____

Gunner B
4 Pulse Lasers
(FQL) (RQL) (R)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

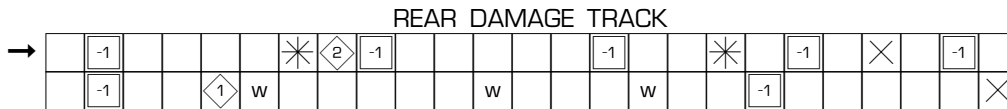


Gunner C
4 Pulse Lasers
(FQR) (RQR) (R)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

Gunner B
Hammerhead
Missile Launcher
(360°)
Lock-on <—
○○○○○○
○○○○○○
○○○○○○
○○○○○○
○○○○○○



Gunner C
Hammerhead
Missile Launcher
(360°)
Lock-on <—
○○○○○○
○○○○○○
○○○○○○
○○○○○○
○○○○○○



FRONT CRITICAL HITS

- Pilot killed. Epping may not move nor fire Pilot's missiles. Defensive Value drops to 5.
- Missile Launcher A malfunctions. Lose 1D10 missiles.
- Shields damaged. Reduce Defensive Value by 1.
- Pulse Laser A damaged. Reduce chance To Hit by 1.
- Pilot Missile Launcher damaged. Lose D6 missiles.
- Gunner A killed. Lose use of Gunner A's weapons.
- Fatal Chain Reaction Explosion. Blast guts vessel from the front to the back. Epping is destroyed.

LEFT SIDE CRITICAL HITS

- Engine sputters. Epping only has Drive 2 next turn.
- Missile Launcher B malfunctions. Lose 1D10 missiles.
- Shields damaged. Reduce Defensive Value by 1.
- Pulse Laser B damaged. Reduce chance to hit by 1.
- Missile Launcher B damaged. Weapon may not fire until after next game turn.
- Gunner B killed. Lose use of Gunner B's weapons.
- Structural Damage. Take 10 more hits on this Damage Track and 8 more on the Right Side Damage Track.

RIGHT SIDE CRITICAL HITS

- Engine sputters. Epping only has Drive 2 next turn.
- Missile Launcher C malfunctions. Lose 1D10 missiles.
- Shields damaged. Reduce Defensive Value by 1.
- Pulse Laser C damaged. Reduce chance to hit by 1.
- Missile Launcher C damaged. Weapon may not fire until after next game turn.
- Gunner C killed. Lose use of Gunner C's weapons.
- Structural Damage. Take 10 more hits on this Damage Track and 8 more on the Left Side Damage Track.

REAR CRITICAL HITS

- Structural Collapse. Hull ruptures and gunboat is lost.
- Datalink knocked out. Epping may no longer benefit from scanning. Reduce Defensive Value by 2.
- Shields damaged. Reduce Defensive Value by 1.
- Good Hit! Add another 5 points of damage.
- Maneuver Thrusters damaged. All turns cost 1 extra movement point.
- Pilot dazed. Epping may not move nor fire Pilot's missiles until after next game turn.
- Reactor Hit. Epping disappears in a ball of hot gasses.

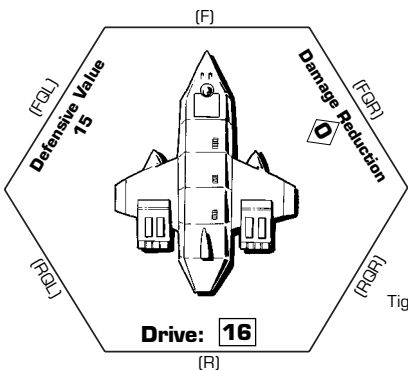
TPV

Mk. 10 DLT Torps

Pilot or Copilot 1 Tachyon Cannon (F) To Hit: 2D10+ADB To Hit: 2D10+ADB Damage: All Range: 5/15/19 Target SR ≤14

Copilot 2 Splatterguns (FQL) (F) (FQR) To Hit: 2D6+ADB+1 Damage: Medium+2 Range: 2/6/10

Crew PILOT Plt: Gnr: Luck: COPILOT Plt: Gnr: Luck:



Tight Turn Cost: +3

Decoys: — P-D: — Dmg Con: 1-8 EFS: Type 3 Tons: 700

Copilot Hammerhead Missile Launcher (360°) Lock-on < _____

DAMAGE TRACK

Damage Track grid with values 16, 14, 12, 10, 8, 6, 4, 2 and symbols t, w, *

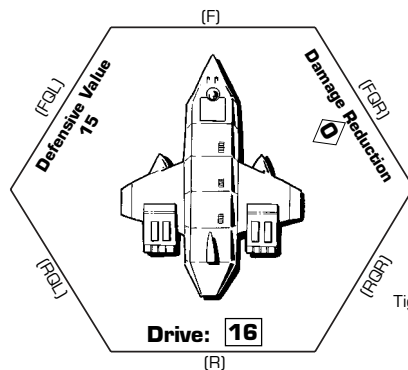
TPV

Mk. 10 DLT Torps

Pilot or Copilot 1 Tachyon Cannon (F) To Hit: 2D10+ADB To Hit: 2D10+ADB Damage: All Range: 5/15/19 Target SR ≤14

Copilot 2 Splatterguns (FQL) (F) (FQR) To Hit: 2D6+ADB+1 Damage: Medium+2 Range: 2/6/10

Crew PILOT Plt: Gnr: Luck: COPILOT Plt: Gnr: Luck:



Tight Turn Cost: +3

Decoys: — P-D: — Dmg Con: 1-8 EFS: Type 3 Tons: 700

Copilot Hammerhead Missile Launcher (360°) Lock-on < _____

DAMAGE TRACK

Damage Track grid with values 16, 14, 12, 10, 8, 6, 4, 2 and symbols t, w, *

GAME TURN RECORD TRACK

Game turn record track from 1 to 20

CRITICAL HITS

- 2 — Pilot killed. Switch to Copilot. 3 — Tachyon Carrier hit. Alignment suffers. 4 — Torpedo Platform hit. 5 — Major structural damage. 6 — Shields damaged. 7 — Pilot's Weapons Targeters damaged. 8 — Evade Thrusters hit. 9 — Weapons malfunction. 10 — Engines sputter. 11 — Copilot killed. 12 — Reactor hit.

TACHYON CANNON

Short Range: 1-5 hexes (+1 To Hit). Medium Range: 6-15 hexes. Long Range: 16-19 hexes (-1 To Hit). Target Speed Restriction: Target's Drive value must be ≤13.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit). Medium Range: 3-6 hexes. Long Range: 7-10 hexes (-1 To Hit).

EXECUTIONER

I.D.

BPV: 115

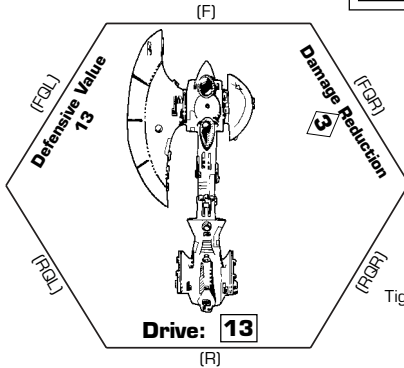
TPV

Pilot
6 Blatguns (F)
 To Hit: 2D6+ADB+5
 Damage: High+10
 Range: 4/10/15
 Target SR ≤13

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 10
 Torps

Mk. 30
 Torps



Tight Turn Cost: _____+3

Drive: 13

Decoys: ○ ○
 P-D: 1-4 (3)
 Dmg Con: 1-4
 Tons: 1000

Gunner
Ion Ram
 (FQL) (FQR) (R)
 (RQR) (FQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

										13	t
								3	11	*	T
		w						9			t
				2	*	7					T
				5		W					1
t	*	3									t
1											X

EXECUTIONER

I.D.

BPV: 115

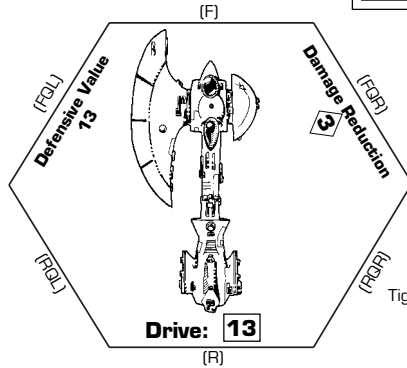
TPV

Pilot
6 Blatguns (F)
 To Hit: 2D6+ADB+5
 Damage: High+10
 Range: 4/10/15
 Target SR ≤13

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 10
 Torps

Mk. 30
 Torps



Tight Turn Cost: _____+3

Drive: 13

Decoys: ○ ○
 P-D: 1-4 (3)
 Dmg Con: 1-4
 Tons: 1000

Gunner
Ion Ram
 (FQL) (FQR) (R)
 (RQR) (FQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

DAMAGE TRACK

											13	t	
										3	11	*	T
		w						9				t	
				2	*	7						T	
				5		W						1	
t	*	3										t	
1												X	

CRITICAL HITS

- 2 — **Armored Cockpit.** Ktank! Nothing's getting through this armor.
- 3 — **Engines sputter momentarily.** Executioner's Drive value is reduced to 2 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Executioner may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Blatguns damaged.** Further To Hit attempts by this weapon suffer a -3 penalty.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Stabilizers hit.** All turns cost 1 extra movement point.
- 8 — **Ion Ram damaged.** Further To Hit attempts by this weapon suffer a -3 penalty.
- 9 — **Blatgun Power Feed malfunctions.** Reduce Blatgun Damage rating to Medium+2.
- 10 — **Gunner dazed.** Gunner may not fire his weapon until after the next game turn.
- 11 — **Temporary Maneuvering Thruster malfunction.** If the Executioner moves at all next Movement Phase, it may not make a turn.
- 12 — **Massive structural collapse.** Executioner buckles and explodes.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

ION RAM SPECS

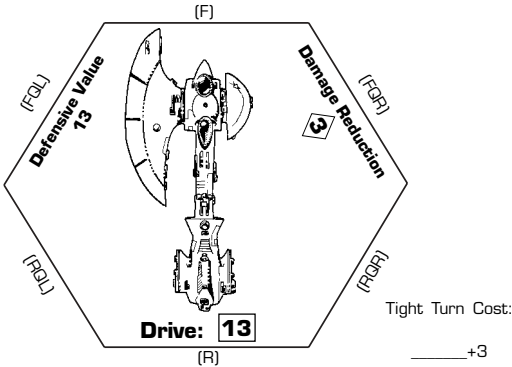
Short Range: 1-5 hexes (+1 To Hit).
Medium Range: 6-13 hexes.
Long Range: 14-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤15.

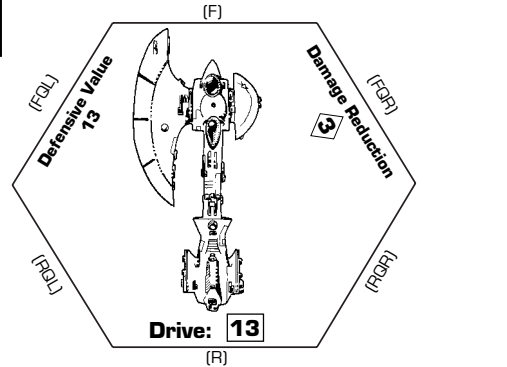
GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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EXECUTIONER II

TPV

Decoys: ○ ○
P-D: 1-7 (4)
Dmg Con: 1-4
Tons: 1000**Pilot**
6 Splatterguns (F)
To Hit: 2D6+ADB+5
Damage: Med+10
Range: 2/6/10**Pilot**
Missile Launcher (F)
Lock-on: < ____
○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○**Mk. 10 Torps**
○ ○
○ ○**Gunner A**
(FQL) (RQL) (R)
(RQR) (FQR)
6 Splatterguns
To Hit: 2D6+ADB+5
Damage: Med + 10
Range: 2/6/10**Gunner A**
(FQL) (RQL) (R)
(RQR) (FQR)
Missile Launcher
Lock-on: < ____
○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○**TPV**

Decoys: ○ ○
P-D: 1-7 (4)
Dmg Con: 1-4
Tons: 1000**Pilot**
6 Splatterguns (F)
To Hit: 2D6+ADB+5
Damage: Med+10
Range: 2/6/10**Pilot**
Missile Launcher (F)
Lock-on: < ____
○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○**Mk. 10 Torps**
○ ○
○ ○**Gunner A**
(FQL) (RQL) (R)
(RQR) (FQR)
6 Splatterguns
To Hit: 2D6+ADB+5
Damage: Med + 10
Range: 2/6/10**Gunner A**
(FQL) (RQL) (R)
(RQR) (FQR)
Missile Launcher
Lock-on: < ____
○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

I.D.

BPV: 115

DAMAGE TRACK

										13						
		w	t			3	11	*								
				9	W	t										
		2	*	7												
		5	w	t											1	
	*	3					w	t								
1																

I.D.

BPV: 115

DAMAGE TRACK

										13						
		w	t			3	11	*								
				9	W	t										
		2	*	7												
		5	w	t											1	
	*	3					w	t								
1																

CRITICAL HITS

- 2 — **Armored Cockpit.** Clank! Nothing's getting through this armor.
- 3 — **Engines sputter momentarily.** Executioner II's Drive value is reduced to 2 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Executioner may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Pilot Splatterguns damaged.** Reduce chance to hit by 3.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Stabilizers hit.** All turns cost 1 extra movement point.
- 8 — **Gunner's Splatterguns hit.** Reduce chance to hit by 3.
- 9 — **Pilot Splattergun power feed malfunction.** Reduce Splattergun Damage rating to Low+2.
- 10 — **Gunner dazed.** Lose the use of his weapons until after next game turn.
- 11 — **Temporary Maneuvering Thruster malfunction.** The Executioner II may not move until after next game turn.
- 12 — **Massive structural collapse.** Executioner buckles and explodes.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

TPV

Gunner A
Hammerhead Missile Launcher
 (BRQL) (BFQL) (F)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner A

Gunner A
4 Splatterguns
 (BRQL) (BFQL) (F)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gunner C
2 Meld Lasers
 (BFQL) (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1
 Range: 6/18/20
 Target SR≤12

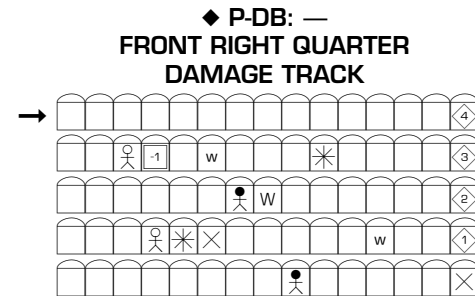
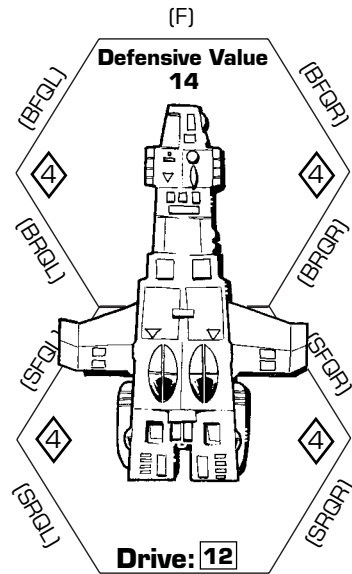
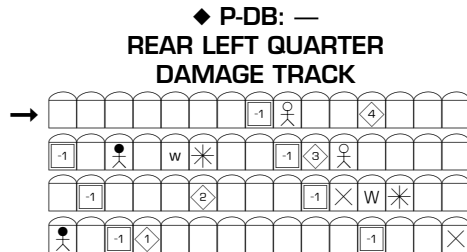
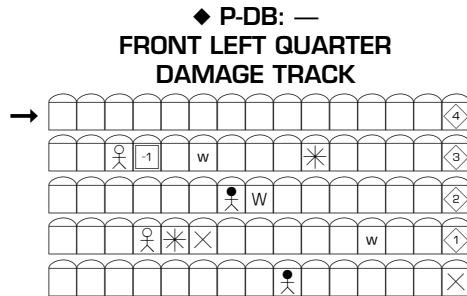
Gunner B
4 Splatterguns
 (F) (BFQR) (BRQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gunner D
2 Meld Lasers
 (F) (BFQR)
 To Hit: 2D8+ADB+1
 Damage: Medium+1
 Range: 6/18/20
 Target SR≤12

Gunner B

Gunner B
Hammerhead Missile Launcher
 (F) (BFQR) (BRQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
GUNNER F
 Gnr: _____



Gunner E
Hammerhead Missile Launcher
 (SFQL) (SRQL) (R)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner E

Gunner E
4 Splatterguns
 (SFQL) (SRQL) (R)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gunner F

Gunner F
4 Splatterguns
 (R) (SRQR) (SFQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gunner F
Hammerhead Missile Launcher
 (R) (SRQR) (SFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Turn Cost: 4

FRONT LEFT CRITICAL HITS

- 2 — **Pilot stunned.** Falcon may not move next turn.
- 3 — **Structural damage.** Take 10 more hits on this track.
- 4 — **Special Equipment hit.** Scanner spread reduced by 1.
- 5 — **TOC hit.** Reduce by 1.
- 6 — **Too Tough!** No extra damage.
- 7 — **Gunner A killed.**
- 8 — **Launcher malfunction.** One random launcher loses 1D10 missiles.
- 9 — **Weapon's power flickering.** One random weapon's damage rating drops a level.
- 10 — **Splattergun C hit.** Reduce To Hit by 4 and reduce damage to Medium.
- 11 — **Bridge hit.** Bridge crew is stunned. Falcon may not move or use Captain's Die next turn.
- 12 — **Major structural damage.** Take 15 more hits on this track.

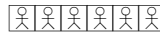
FALCON NW

FRONT RIGHT CRITICAL HITS

- 2 — **Pilot stunned.** Falcon may not move next turn.
- 3 — **Structural damage.** Take 10 more hits on this track.
- 4 — **Special Equipment hit.** Scanner spread reduced by 1.
- 5 — **TOC hit.** Reduce by 1.
- 6 — **Too Tough!** No extra damage.
- 7 — **Gunner B killed.**
- 8 — **Launcher malfunction.** One random launcher loses 1D10 missiles.
- 9 — **Weapon's power flickering.** One random weapon's damage rating drops a level.
- 10 — **Splattergun D hit.** Reduce To Hit by 4 and reduce damage to Medium.
- 11 — **Bridge hit.** Bridge crew is stunned. Falcon may not move or use Captain's Die next turn.
- 12 — **Major structural damage.** Take 15 more hits on this track.

Electronics

Jam: 1-2 on 1D4
Scanners: 1-7 (6)



Bridge

Captain: _____
Pilot: _____
TOC: +5

Engineering

Damage Control: 1-4

EFS: None



REAR LEFT CRITICAL HITS

- 2 — **Gunner E Missile Launcher hit.** Lose 1D10 missiles.
- 3 — **TOC hit.** Reduce by 1.
- 4 — **Power Coupling hit.** No weapons may be fired until after next turn.
- 5 — **Special Equipment hit.** Reduce Scanner attempts by 1.
- 6 — **Gunner E targeting scanners hit.** Reduce To Hit and Lock On values by 4.
- 7 — **Weapon jams.** One random weapon may not be fired next turn.
- 8 — **Engines sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner E killed.** Gunner E's weapons may no longer be fired.
- 10 — **Engineering Section destroyed.** Damage control is not available.
- 11 — **Bridge Hit!** Captain is killed. Player may no longer use Captain's Die.
- 12 — **Reactor hit.** Falcon becomes a gaseous cloud.

REAR RIGHT CRITICAL HITS

- 2 — **Gunner F Missile Launcher hit.** Lose 1D10 missiles.
- 3 — **TOC hit.** Reduce by 1.
- 4 — **Power Coupling hit.** No weapons may be fired until after next turn.
- 5 — **Special Equipment hit.** Reduce Scanner attempts by 1.
- 6 — **Gunner F targeting scanners hit.** Reduce To Hit and Lock On values by 4.
- 7 — **Weapon jams.** One random weapon may not be fired next turn.
- 8 — **Engines sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner F killed.** Gunner F's weapons may no longer be fired.
- 10 — **Engineering Section destroyed.** Damage control is not available.
- 11 — **Bridge Hit!** Captain is killed. Player may no longer use Captain's Die.
- 12 — **Reactor hit.** Falcon becomes a gaseous cloud.

TPV

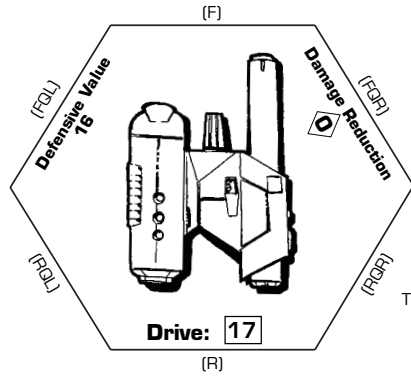
Mk. 10 DLT Torps

Pilot
Hammerhead Missile Launcher (F)
 Lock on < ____

Gunner
1 Tachyon Ram (FQL) (F) (FQR)
 To Hit: 2D10+ADB
 Damage: High
 Range: 3/11/17
 Target SR ≤ 15

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Decoys: —
 P-D: —
 Dmg Con: 1-4
 EFS: Type 1
 Tons: 300



Tight Turn Cost: _____+3

DAMAGE TRACK

→		t		*	17	t		15		w	*	13	t	t	t
	11	t	t	9	w	*	t	7	t	5	t	2			×

TPV

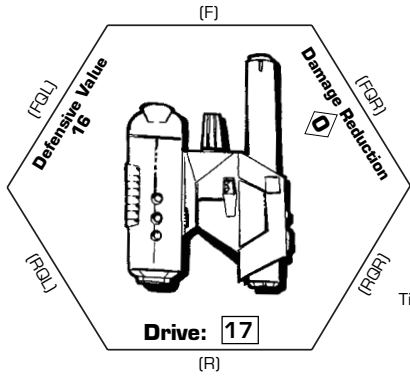
Mk. 10 DLT Torps

Pilot
Hammerhead Missile Launcher (F)
 Lock on < ____

Gunner
1 Tachyon Ram (FQL) (F) (FQR)
 To Hit: 2D10+ADB
 Damage: High
 Range: 3/11/17
 Target SR ≤ 15

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Decoys: —
 P-D: —
 Dmg Con: 1-4
 EFS: Type 1
 Tons: 300



Tight Turn Cost: _____+3

DAMAGE TRACK

→		t		*	17	t		15		w	*	13	t	t	t
	11	t	t	9	w	*	t	7	t	5	t	2			×

CRITICAL HITS

- 2 — **Pilot killed.** Firebat may not move. Lose use of Pilot's weapons. Defensive Value drops to 5.
- 3 — **Missile Launcher hit.** Remove 1D4 remaining missiles
- 4 — **Torpedo Targeter disrupted.** Remaining torps cannot be launched for the remainder of the game.
- 5 — **Major structural damage inflicted.** Firebat takes 1D6 more hits.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Pilot's Weapons Targeters damaged.** Reduce all Lock on and To Hit attempts by 2.
- 8 — **Engine thrusters hit.** Reduce Defensive Value by 4.
- 9 — **Weapon malfunction.** Tachyon Ram may not be used until after next game turn.
- 10 — **Engines sputter.** Reduce Drive to 2 for next Movement Phase, then return to normal Drive value.
- 11 — **Gunner killed.** Lose use of Gunner's weapons.
- 12 — **Reactor hit.** Firebat disappears in a brilliant flash of light.

TACHYON RAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-11 hexes.
Long Range: 12-17 hexes (-1 To Hit).
Target Speed Restriction: Target Drive Value must be ≤ 15. Only affects Brood ships.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

TPV

Gunner A
5 Pulse Lasers
 (BRQL) (BFQL) (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 1-3/4-9/10

Torp Crew G
2 Torpedo Tubes
 (BFQL)

Gunner A
Missile Launcher
 (BRQL) (BFQL) (F)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gun Crew E
2 Ion Cannons
 (BRQL) (BFQL) (F)
 [BFQR] [BRQR]
 To Hit: 2D8+ADB+1
 Damage: (All+2) x 2
 1-8/9-16/17-30
 Target SR ≤6

Gunner B
5 Pulse Lasers
 (BRQR) (BFQR) (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 1-3/4-9/10

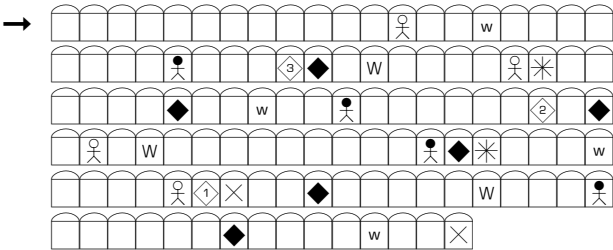
Torp Crew H
2 Torpedo Tubes
 (BFQR)

Gunner B
Missile Launcher
 (BRQR) (BFQR) (F)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

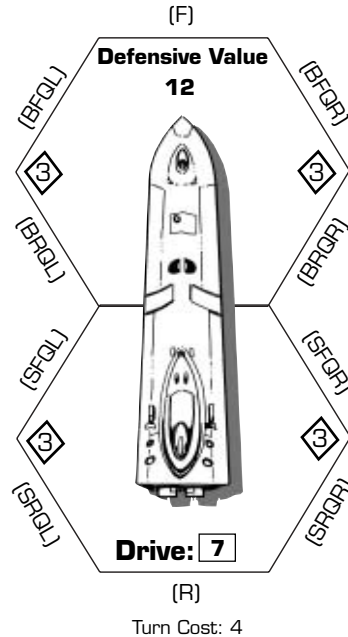
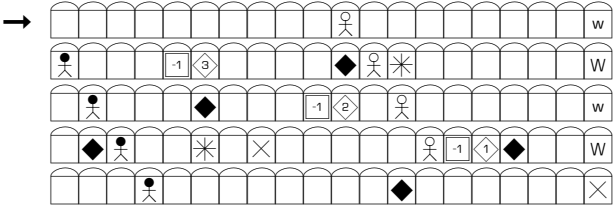
Gun Crew F
Keel Cannon
 (KF)
 To Hit: 2D8+ADB
 Damage: All x 3
 ○ ○ ○ ○ ○
 1-10/11-15/16-20

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
CREW E
 Gnr: _____
CREW F
 Gnr: _____
T CREW G
 Gnr: _____
T CREW H
 Gnr: _____

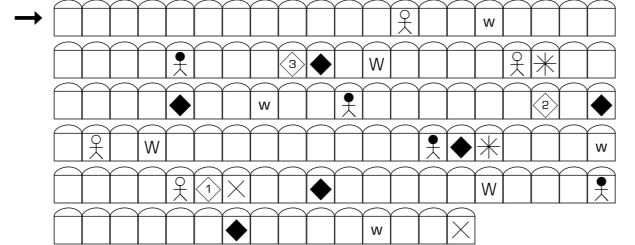
◆ P-DB: 1-7
FRONT LEFT QUARTER DAMAGE TRACK



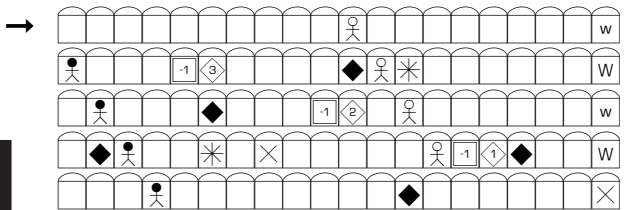
◆ P-DB: 1-6
REAR LEFT QUARTER DAMAGE TRACK



◆ P-DB: 1-7
FRONT RIGHT QUARTER DAMAGE TRACK



◆ P-DB: 1-6
REAR RIGHT QUARTER DAMAGE TRACK



Gunner C
5 Pulse Lasers
 (SFQL) (SRQL) (R)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 1-3/4-9/10

Gunner C
Missile Launcher
 (SFQL) (SRQL) (R)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner D
Missile Launcher
 (R) (SRQR) (SFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner D
5 Pulse Lasers
 (R) (SRQR) (SFQR)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 1-3/4-9/10

FRONT LEFT CRITICAL HITS

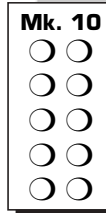
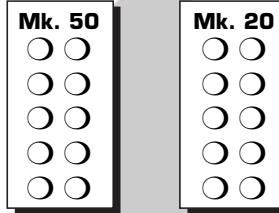
- 2— **ECM destroyed.** Fletcher may no longer perform screening.
- 3— **Crew killed.** Lose D4 crew.
- 4— **Port torpedo room hit.** 1D10 torpedoes are destroyed.
- 5— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.
- 6— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 7— **Quint Pulse Laser A loses power.** Weapon may not fire until afternext turn.
- 8— **Torpedo Room loses power.** No torpedoes may be launched until after next turn. All of Fletcher's command guided torps detonate.
- 9— **Ion Cannon power flickering.** Reduce Ion Cannon's damage to (High +2) x 2.
- 10— **Keel Cannon damaged.** Penalize to Hit attempts by -2.
- 11— **Bridge hit!** Bridge crew is stunned. Fletcher may not move next turn.
- 12— **Keel Cannon crew killed.** 1D4 crew are killed.

REAR LEFT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Fletcher may no longer use Captain die.
- 3— **TOC destroyed.** Fletcher may no longer add TOC bonus initiative roll.
- 4— **Shields damaged.** Reduce Defensive Value by 2.
- 5— **Power coupling severed.** No weapons may be fired next turn.
- 6— **Quint Pulse Laser C damaged.** Weapon suffers -2 penalty to hit.
- 7— **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Drives sputter.** Reduce drive by 2 until after next turn.
- 10— **Gunner C killed.** This gunner's weapons may not be fired.
- 11— **Engineering section destroyed.** Damage control is not available.
- 12— **Reactor hit.** Fletcher becomes a gaseous cloud.

FLETCHER

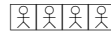
Bow Torpedo Magazine



Electronics

Jam: 1-2 on 1D4

ECM: 1-7(4)



Bridge

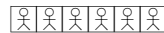
Captain: _____

Pilot: _____

TOC: +4

Engineering

Damage Control: 1-6



FRONT RIGHT CRITICAL HITS

- 2— **ECM destroyed.** Fletcher may no longer perform long-range jamming.
- 3— **Crew killed.** Lose D4 crew.
- 4— **Starboard torpedo room hit.** 1D10 torpedoes are destroyed.
- 5— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.
- 6— **Missile Launcher B malfunction.** Lose 1D10 Remaining missiles.
- 7— **Quint Pulse Laser B loses power.** Weapon may not fire until afternext turn.
- 8— **Torpedo Room loses power.** No torpedoes may be launched until after next turn. All of Fletcher's command guided torps detonate.
- 9— **Ion Cannon power flickering.** Reduce Ion Cannon's damage to (High +2) x 2.
- 10— **Keel Cannon damaged.** Penalize to Hit attempts by -2.
- 11— **Bridge hit!** Bridge crew is stunned. Fletcher may not move next turn.
- 12— **Keel Cannon crew killed.** 1D4 crew are killed.

REAR RIGHT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Fletcher may no longer use Captain die.
- 3— **TOC destroyed.** Fletcher may no longer add TOC bonus initiative roll.
- 4— **Shields damaged.** Reduce Defensive Value by 2.
- 5— **Power coupling severed.** No weapons may be fired next turn.
- 6— **Quint Pulse Laser D damaged.** Weapon suffers -2 penalty to hit.
- 7— **Missile Launcher D malfunction.** Lose 1D10 missiles.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Drives sputter.** Reduce drive by 2 until after next turn.
- 10— **Gunner D killed.** This gunner's weapons may not be fired.
- 11— **Engineering section destroyed.** Damage control is not available.
- 12— **Reactor hit.** Fletcher becomes a gaseous cloud.

TPV

Gunner A
5 Pulse Lasers
 (BRQL) (BFQL) (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 Range: 3/9/10

Gunner A
Missile Launcher
 (BRQL) (BFQL) (F)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gun Crew G
4 Repeating Blasters
 (BRQL) (BFQL) (F)
 [BFQR] [BRQR]
 To Hit: 2D6+ADB+3
 Damage: (High+6) x 2
 Range: 3/8/15

Gunner B
5 Pulse Lasers
 (BRQR) (BFQR) (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 Range: 3/9/10

Gunner B
Missile Launcher
 (BRQR) (BFQR) (F)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
CREW F
 Gnr: _____
CREW G
 Gnr: _____
CREW H
 Gnr: _____

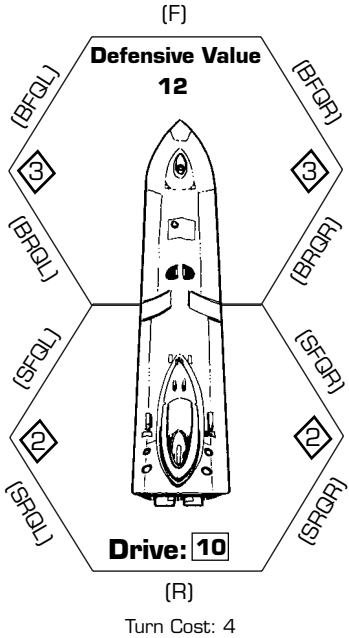
Gun Crew H
Twin Sabres
 (BFQL) (F) (BFQR)
 To Hit: 2D8+ADB+1
 Damage: (High+1) x 2 *
 Range: 9/18/36
 Target SR: ≤6

Gunner A
 ○

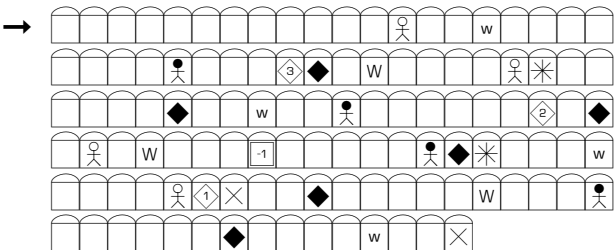
* +4 per 2 points over targets DV

Gunner E
Ion Ram ○
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR: ≤15

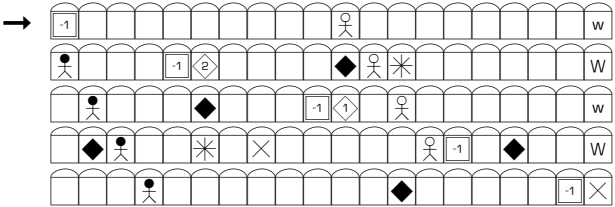
Gun Crew F
Keel Cannon
 (KF)
 To Hit: 2D8+ADB
 Damage: All x 3
 ○ ○ ○ ○ ○
 Range: 10/15/20



◆ P-DB: 1-7
FRONT LEFT QUARTER DAMAGE TRACK



◆ P-DB: 1-6
REAR LEFT QUARTER DAMAGE TRACK



Gunner C
6 Pulse Lasers
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

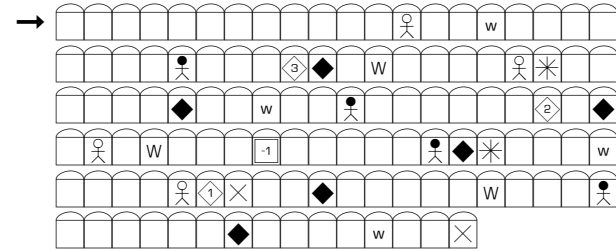
Gunner C
 ○

Gunner C
Missile Launcher
 (SFQL) (SRQL) (R)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

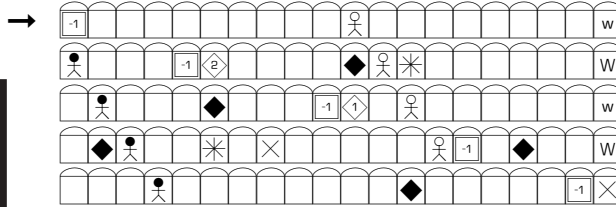
Gunner D
Missile Launcher
 (R) (SRQR) (SFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner D
 ○

◆ P-DB: 1-7
FRONT RIGHT QUARTER DAMAGE TRACK



◆ P-DB: 1-6
REAR RIGHT QUARTER DAMAGE TRACK

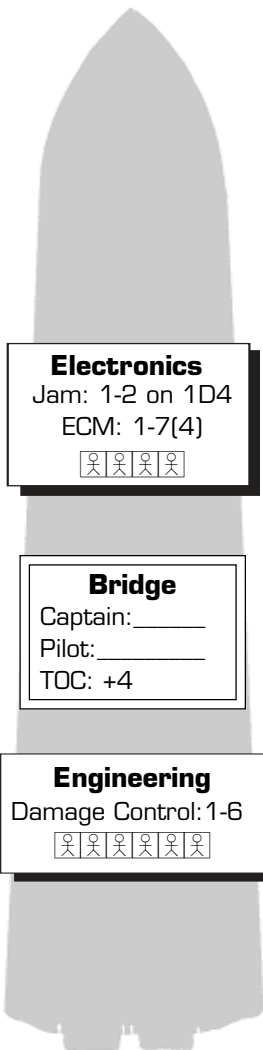


Gunner D
6 Pulse Lasers
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

FRONT LEFT CRITICAL HITS

- 2— **ECM destroyed.** Fletcher may no longer perform screening.
- 3— **Crew killed.** Lose D4 crew.
- 4— **Sabre Hit.** May not fire until after next game turn.
- 5— **Blasters damaged.** Repeating Blaster Damage drops to High +6
- 6— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 7— **Quint Pulse Laser A loses power.** Weapon may not fire until afternext turn.
- 8— **Crew Hit.** Mark off 1D4 Gun Crew.
- 9— **Ionizers Fizzle.** Ion Ram Damage is now High
- 10— **Keel Cannon damaged.** Penalize to Hit attempts by -2.
- 11— **Bridge hit!** Bridge crew is stunned. Fletcher may not move next turn.
- 12— **Keel Cannon crew killed.** 1D4 crew are killed.

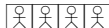
FLETCHER



Electronics

Jam: 1-2 on 1D4

ECM: 1-7(4)



Bridge

Captain: _____

Pilot: _____

TOC: +4

Engineering

Damage Control: 1-6



FRONT RIGHT CRITICAL HITS

- 2— **ECM destroyed.** Fletcher may no longer perform long-range jamming.
- 3— **Crew killed.** Lose D4 crew.
- 4— **Sabre Hit.** May not fire until after next game turn.
- 5— **Blasters damaged.** Repeating Blaster Damage drops to High +6
- 6— **Missile Launcher B malfunction.** Lose 1D10 Remaining missiles.
- 7— **Quint Pulse Laser B loses power.** Weapon may not fire until afternext turn.
- 8— **Crew Hit.** Mark off 1D4 Gun Crew.
- 9— **Ionizers Fizzle.** Ion Ram Damage is now High
- 10— **Keel Cannon damaged.** Penalize to Hit attempts by -2.
- 11— **Bridge hit!** Bridge crew is stunned. Fletcher may not move next turn.
- 12— **Keel Cannon crew killed.** 1D4 crew are killed.

REAR LEFT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Fletcher may no longer use Captain die.
- 3— **TOC destroyed.** Fletcher may no longer add TOC bonus initiative roll.
- 4— **Shields damaged.** Reduce Defensive Value by 2.
- 5— **Power coupling severed.** No weapons may be fired next turn.
- 6— **Pulse Lasers C damaged.** Weapon suffers -3 penalty to hit.
- 7— **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Drives sputter.** Reduce drive by 4 until after next turn.
- 10— **Gunner C killed.** This gunner's weapons may not be fired.
- 11— **Engineering section destroyed.** Damage control is not available.
- 12— **Reactor hit.** Fletcher becomes a gaseous cloud.

REAR RIGHT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Fletcher may no longer use Captain die.
- 3— **TOC destroyed.** Fletcher may no longer add TOC bonus initiative roll.
- 4— **Shields damaged.** Reduce Defensive Value by 2.
- 5— **Power coupling severed.** No weapons may be fired next turn.
- 6— **Pulse Lasers D damaged.** Weapon suffers -4 penalty to hit.
- 7— **Missile Launcher D malfunction.** Lose 1D10 missiles.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Drives sputter.** Reduce drive by 4 until after next turn.
- 10— **Gunner D killed.** This gunner's weapons may not be fired.
- 11— **Engineering section destroyed.** Damage control is not available.
- 12— **Reactor hit.** Fletcher becomes a gaseous cloud.

TPV

Gunner A
6 Splatterguns
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner A

Gunner A
Missile Launcher
 (BRQL) (BFQL) (F)
 Lock-on < ___
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gun Crew F
"Evil Eye" (3KF)
 ☒ ☒ ☒ ☒
 To Hit: 2D10+ADB
 Damage: All x 1D4
 Range: 8/17/25

Gun Crew G
"Evil Eye" (3KF)
 ☒ ☒ ☒ ☒
 To Hit: 2D10+ADB
 Damage: All x 1D4
 Range: 8/17/25

Gunner B
Missile Launcher
 (F) (BFQR) (BRQR)
 Lock-on < ___
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

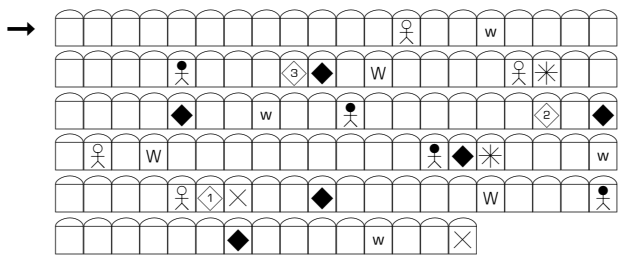
Gunner B
6 Splatterguns
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner B

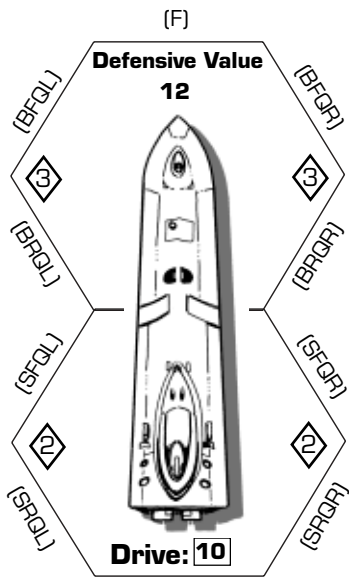
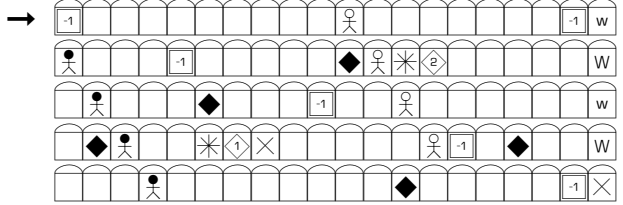
Gun Crew E
4 Repeating Blasters ☒ ☒
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D6+ADB+3
 Damage: (High+6) x 2
 Range: 3/8/15

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
CREW E
 Gnr: _____
CREW F
 Gnr: _____
CREW G
 Gnr: _____

◆ P-DB: 1-7
FRONT LEFT QUARTER DAMAGE TRACK

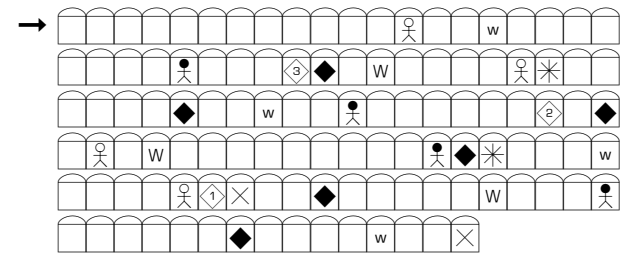


◆ P-DB: 1-6
REAR LEFT QUARTER DAMAGE TRACK

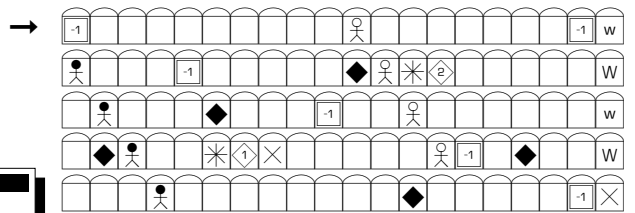


Turn Cost: 4

◆ P-DB: 1-7
FRONT RIGHT QUARTER DAMAGE TRACK



◆ P-DB: 1-6
REAR RIGHT QUARTER DAMAGE TRACK



Gunner C

Gunner C
6 Pulse Lasers
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner C
Missile Launcher
 (SFQL) (SRQL) (R)
 Lock-on < ___
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner D
Missile Launcher
 (R) (SRQR) (SFQR)
 Lock-on < ___
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner D
6 Pulse Lasers
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner D

FRONT LEFT CRITICAL HITS

- 2 — **ECM destroyed.** Fletcher may no longer perform screening.
- 3 — **Crew killed.** Lose 1D4 crew.
- 4 — **Missile Launcher A loses power.** Cannot launch missiles until after next turn.
- 5 — **Repeating Blasters hit.** Modify all To Hit attempts by -3. Change damage to High+6.
- 6 — **Missile Launcher A hit.** Lose 1D10 Remaining missiles.
- 7 — **Splattergun A hit.** Weapon suffers -2 penalty To Hit.
- 8 — **Engineering hit.** Damage Control is not available until after next turn. Lose 1D4 engineers.
- 9 — **Evil Eye F targeting system damaged.** Weapon suffers -2 penalty To Hit.
- 10 — **Evil Eye F hit.** Reduce damage to All.
- 11 — **Bridge hit!** Bridge crew is stunned. Fletcher may not move next turn.
- 12 — **Gun Crew F killed.** 1D4 crew are killed.

REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Fletcher may no longer use Captain die.
- 3 — **TOC destroyed.** Fletcher may no longer add TOC bonus initiative roll.
- 4 — **Sheilds damaged.** Reduce Defensive Value by 2.
- 5 — **Power coupling severed.** No weapons may be fired next turn.
- 6 — **Pulse Laser C damaged.** Weapon suffers -4 penalty To Hit.
- 7 — **Missile Launcher C hit.** Lose 1D10 missiles.
- 8 — **Engineering hit!** Damage Control is not available until after next turn.
- 9 — **Drive Damaged.** Reduce drive by 2.
- 10 — **Gunner C killed.** This gunner's weapons may not be fired.
- 11 — **Engineering section destroyed.** Damage control is not available. Loose 1D4 Engineers.
- 12 — **Reactor hit.** Fletcher becomes a gaseous cloud.

FLETCHER QVP

Tons: 10200

Electronics

Jam: 1-2 on 1D4
ECM: 1-7(4)

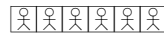


Bridge

Captain: _____
Pilot: _____
TOC: +4

Engineering

Damage Control: 1-6



FRONT RIGHT CRITICAL HITS

- 2 — **ECM destroyed.** Fletcher may no longer perform screening.
- 3 — **Crew killed.** Lose D4 crew.
- 4 — **Missile Launcher B loses power.** Cannot launch missiles until after next turn.
- 5 — **Repeating Blasters hit.** Modify all To Hit attempts by -3. Change damage to High+6.
- 6 — **Missile Launcher B hit.** Lose 1D10 Remaining missiles.
- 7 — **Splattergun B damaged.** Weapon suffers -2 penalty To Hit.
- 8 — **Engineering hit.** Damage Control is not available until after next turn. Lose 1D4 engineers.
- 9 — **Evil Eye G targeting system damaged.** Weapon suffers -2 penalty To Hit.
- 10 — **Evil Eye G hit.** Reduce damage to All.
- 11 — **Bridge hit!** Bridge crew is stunned. Fletcher may not move next turn.
- 12 — **Gun Crew G killed.** 1D4 crew are killed.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Fletcher may no longer use Captain die.
- 3 — **TOC destroyed.** Fletcher may no longer add TOC bonus initiative roll.
- 4 — **Sheilds damaged.** Reduce Defensive Value by 2.
- 5 — **Power coupling severed.** No weapons may be fired next turn.
- 6 — **Pulse Laser D damaged.** Weapon suffers -4 penalty To Hit.
- 7 — **Missile Launcher D hit.** Lose 1D10 missiles.
- 8 — **Engineering hit!** Damage Control is not available until after next turn.
- 9 — **Drive Damaged.** Reduce drive by 2.
- 10 — **Gunner D killed.** This gunner's weapons may not be fired.
- 11 — **Engineering section destroyed.** Damage control is not available. Loose 1D4 Engineers.
- 12 — **Reactor hit.** Fletcher becomes a gaseous cloud.

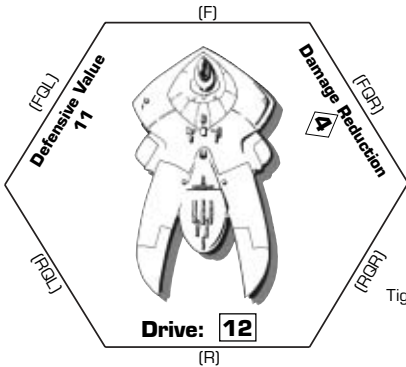
TPV

Pilot
1 Plazgun (F)
 To Hit: 2D6+ADB
 Damage: All ¥
 Range: 2/4/10

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 40 Torps

Pilot
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14



Tight Turn Cost: _____+3

Decoys: ○○○○
 P-D: 1-6 (2)
 Dmg Con: 1-6
 Tons: 900

Gunner
1 Splattergun
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Gunner
Missile Launcher (360°)
 Lock-on < _____
 ○○○○ ○○○○
 ○○○○ ○○○○

Gunner
Missile Launcher (360°)
 Lock-on < _____
 ○○○○ ○○○○
 ○○○○ ○○○○

DAMAGE TRACK

		T	4		*	12		w		
11	3	w		10		t		9		
W		2		8		W				
7		*			1		6	*		
w		t		5						4
			3		2		1			
										×

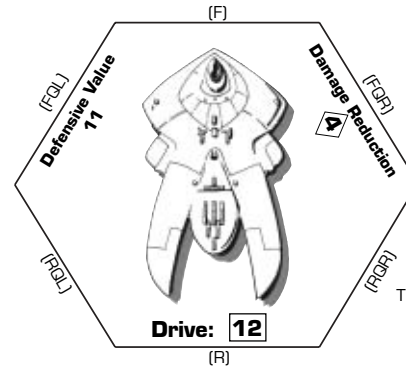
TPV

Pilot
1 Plazgun (F)
 To Hit: 2D6+ADB
 Damage: All ¥
 Range: 2/4/10

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 40 Torps

Pilot
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14



Tight Turn Cost: _____+3

Decoys: ○○○○
 P-D: 1-6 (2)
 Dmg Con: 1-6
 Tons: 900

Gunner
1 Splattergun
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Gunner
Missile Launcher (360°)
 Lock-on < _____
 ○○○○ ○○○○
 ○○○○ ○○○○

Gunner
Missile Launcher (360°)
 Lock-on < _____
 ○○○○ ○○○○
 ○○○○ ○○○○

DAMAGE TRACK

		T	4		*	12		w		
11	3	w		10		t		9		
W		2		8		W				
7		*			1		6	*		
w		t		5						4
			3		2		1			
										×

CRITICAL HITS

- 2 — Crew killed. Glaive may perform no further actions. Defensive Value drops to 5.
- 3 — Major Structural Damage inflicted. Mark off 2D10 more hits of damage.
- 4 — Electronic Warfare lost. Glaive may no longer jam torps. Reduce Defensive Value by 2.
- 5 — Maneuver Thrusters damaged. All turns cost 1 extra point to perform. Reduce Defensive Value by 2.
- 6 — Shields damaged. Reduce Defensive Value by 1.
- 7 — Armor too tough! No extra damage.
- 8 — Protobolt misfire. Mark off one remaining Protobolt.
- 9 — Missile Launcher damaged. Lose 1D8 of remaining missiles in one (random) functioning Missile Launcher.
- 10 — Plazgun Targeter damaged. Reduce To Hit chance by 2.
- 11 — Controls lock up. Glaive may not move nor fire cannons until after next game turn. Reduce Defensive Value to 5 during this period.
- 12 — Catastrophic Structural Collapse. Glaive dissolves.

PLAZGUN SPECS ¥

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-4 hexes.
 Long Range: 5-10 hexes (-1 To Hit).

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

PROTOBOLT SPECS

Short Range: 5-8 hexes (+1 To Hit).
 Medium Range: 9-12 hexes.
 Long Range: 13-16 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤14.

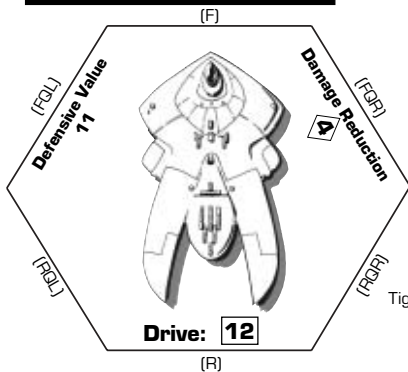
TPV

Pilot
1 Ion Ram (F)
 To Hit: 2D6+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 40 Torps

Pilot
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14



Tight Turn Cost: _____+3

Decoys:

P-D: 1-6 (2)
 Dmg Con: 1-6
 Tons: 900

Gunner
1 Splattergun (RQL) (R) (RQR)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Gunner
Missile Launcher (360°)
 Lock-on < _____

Gunner
Missile Launcher (360°)
 Lock-on < _____

DAMAGE TRACK

			T	4		*	12		w		
11	3	W		10		t		9			
w		2		8		W					
7		*		1		6		*			
w		t		5						4	
			3		2		1				
											X

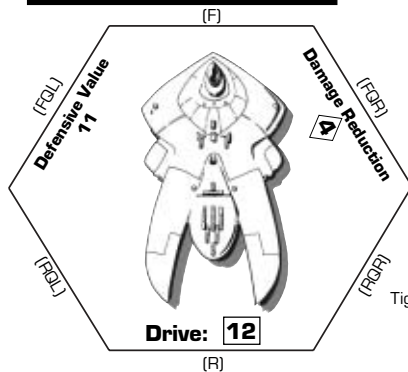
TPV

Pilot
1 Ion Ram (F)
 To Hit: 2D6+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 40 Torps

Pilot
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14



Tight Turn Cost: _____+3

Decoys:

P-D: 1-6 (2)
 Dmg Con: 1-6
 Tons: 900

Gunner
1 Splattergun (RQL) (R) (RQR)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Gunner
Missile Launcher (360°)
 Lock-on < _____

Gunner
Missile Launcher (360°)
 Lock-on < _____

DAMAGE TRACK

			T	4		*	12		w		
11	3	W		10		t		9			
w		2		8		W					
7		*		1		6		*			
w		t		5						4	
			3		2		1				
											X

CRITICAL HITS

- 2 — Crew killed. Glave may perform no further actions. Defensive Value drops to 5.
- 3 — Major Structural Damage inflicted. Mark off 2D10 more hits of damage.
- 4 — Electronic Warfare lost. Glave may no longer jam torps. Reduce Defensive Value by 2.
- 5 — Maneuver Thrusters damaged. All turns cost 1 extra point to perform. Reduce Defensive Value by 2.
- 6 — Shields damaged. Reduce Defensive Value by 1.
- 7 — Armor too tough! No extra damage.
- 8 — Protobolt misfire. Mark off one remaining Protobolt.
- 9 — Missile Launcher damaged. Lose 1D8 of remaining missiles in one [random] functioning Missile Launcher.
- 10 — Ion Ram Targeter damaged. Reduce To Hit chance by 4.
- 11 — Controls lock up. Glave may not move nor fire cannons until after next game turn. Reduce Defensive Value to 5 during this period.
- 12 — Catastrophic Structural Collapse. Glave dissolves.

ION RAM SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-4 hexes.
 Long Range: 5-10 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤15.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

PROTOBOLT SPECS

Short Range: 5-8 hexes (+1 To Hit).
 Medium Range: 9-12 hexes.
 Long Range: 13-16 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤14.

TPV

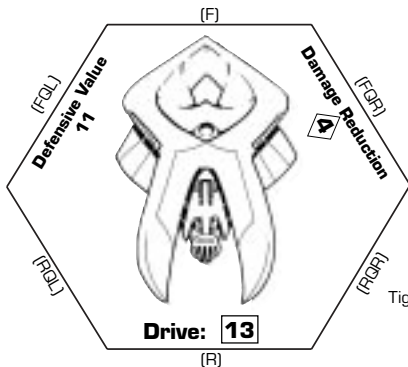
Pilot
1 Plazgun (F)
 To Hit: 2D6+ADB
 Damage: All ¥
 Range: 2/4/10

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 40 Torps

○
○

Pilot
1 Gungnir (F)
 To Hit: 2D8+ADB+6
 Damage: Medium+2 ∂
 Range: 5/10/16
 Target SR ≤13



Tight Turn Cost: _____+3

Decoys: ○○○○
 P-D: 1-6 (2)
 Dmg Con: 1-6
 Tons: 900

Gunner
1 Splattergun
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Gunner
Missile Launcher (360°)
 Lock-on < _____

○○○○○ ○○○○○
 ○○○○○ ○○○○○

DAMAGE TRACK

			4		*	12		w		
11	3	w		10		t		9		
W		2		8		w				
7		*			1		6	*		
w		t		5						4
		3		2		1				
										×

TPV

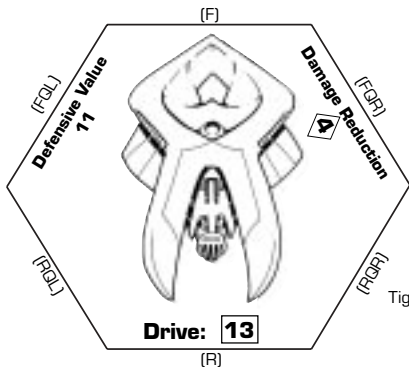
Pilot
1 Plazgun (F)
 To Hit: 2D6+ADB
 Damage: All ¥
 Range: 2/4/10

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 40 Torps

○
○

Pilot
1 Gungnir (F)
 To Hit: 2D8+ADB+6
 Damage: Medium+2 ∂
 Range: 5/10/16
 Target SR ≤13



Tight Turn Cost: _____+3

Decoys: ○○○○
 P-D: 1-6 (2)
 Dmg Con: 1-6
 Tons: 900

Gunner
1 Splattergun
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Gunner
Missile Launcher (360°)
 Lock-on < _____

○○○○○ ○○○○○
 ○○○○○ ○○○○○

DAMAGE TRACK

			4		*	12		w		
11	3	w		10		t		9		
W		2		8		w				
7		*			1		6	*		
w		t		5						4
		3		2		1				
										×

CRITICAL HITS

- 2 — **Crew killed.** Glaive may perform no further actions. Defensive Value drops to 5.
- 3 — **Major Structural Damage inflicted.** Mark off 2D10 more hits of damage.
- 4 — **Electronic Warfare lost.** Glaive may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra point to perform. Reduce Defensive Value by 2.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Armor too tough!** No extra damage.
- 8 — **Gungnir short.** It may not fire for one turn.
- 9 — **Missile Launcher damaged.** Lose 1D8 of remaining missiles in one (random) functioning Missile Launcher.
- 10 — **Plazgun Targeter damaged.** Reduce To Hit chance by 2.
- 11 — **Controls lock up.** Glaive may not move nor fire cannons until after next game turn. Reduce Defensive Value to 5 during this period.
- 12 — **Catastrophic Structural Collapse.** Glaive dissolves.

GUNGNIR SPECS ∂

Short Range: 1-5 hexes (+1 To Hit).
Medium Range: 6-10 hexes.
Long Range: 11-16 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

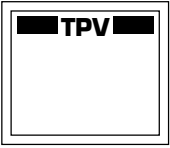
∂ May hit all torps in one hex targeting one ship, if at short range.

PLAZGUN SPECS ¥

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-4 hexes.
Long Range: 5-10 hexes (-1 To Hit).

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).



Gunner A
Missile Launcher
 (360°)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner A

Gunner A
6 Pulse Lasers
 (360°)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner B
Missile Launcher
 (360°)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

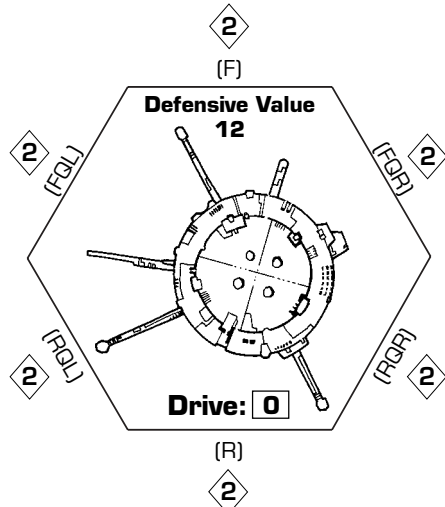
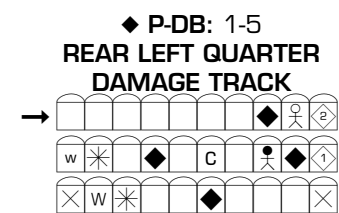
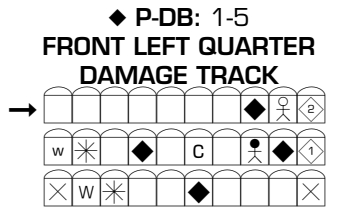
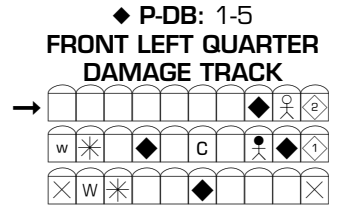
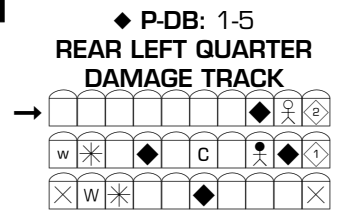
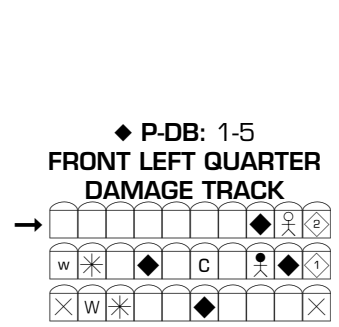
Gunner B

Gunner B
6 Pulse Lasers
 (360°)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner C
1 Sayf ad-Din
 (360°)
 To Hit: 2D8+AD8
 Damage: Med x1D4
 Range: 6/14/18
 Target SR ≤14

Gun Crew D
1 Laztube (360°)
 To Hit: 2D10+AD8
 Damage: High x2
 1-10/11-20/21-40
 Target SR ≤ 8

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
CREW D
 Gnr: _____



▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

FRONT CRITICAL HITS

- 2 — **ECM Suite hit.** Mark off 1 ECM crew.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 2.
- 4 — **Missile Launcher hit.** Mark off 1D10 missiles from a random Missile Launcher.
- 5 — **Cargo Bay hit.** Remaining Cargo ejects.
- 6 — **ECM Sequencer destroyed.** All screening attempts must be made against one target.
- 7 — **Gunner A's Pulse Laser damaged.** Gunner A's Pulse Laser is -5 To Hit.
- 8 — **Reactor hit.** Golan Crumbles.

FRONT LEFT CRITICAL HITS

- 2 — **Gunner A killed.** Gunner A's weapons may not fire.
- 3 — **Jamming module hit.** Golan now jams only on a 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **Manuvering Thrusters hit.** Golan may not rotate.
- 6 — **ECM Booster short.** ECM value now 1-4.
- 7 — **Gunner C's Sayf ad-Din damaged.** Change Damage to Medium.
- 8 — **Power Coupling hit.** No cannons may be fired until after next game turn.

REAR LEFT CRITICAL HITS

- 2 — **Engineering hit.** Mark off 1 Engineer.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 2.
- 4 — **Missile Launcher hit.** Mark off 1D10 missiles from a random Missile Launcher.
- 5 — **Cargo Bay hit.** Remaining Cargo ejects.
- 6 — **ECM Sequencer destroyed.** All screening attempts must be made against one target.
- 7 — **Gunner A's Pulse Laser damaged.** Gunner A's Pulse Laser is -5 To Hit.
- 8 — **Bridge hit, Captain Killed.** Masada may not use captain's die.

GOLAN

Tons: 2000

Cargo Bay
Cargo _____
Cargo Loss: _____

Electronics
Jam: 1-2 on 1D4
ECM: 1-8 [2]



Bridge
Captain: _____

Engineering
Damage Control: 1-3



FRONT RIGHT CRITICAL HITS

- 2 — **Gunner B killed.** Gunner B's weapons may not fire.
- 3 — **Jamming module hit.** Golan now jams only on a 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **Manuvering Thrusters hit.** Golan may not rotate.
- 6 — **ECM Booster short.** ECM value now 1-4.
- 7 — **Gunner B's Pulse Laser damaged.** Gunner A's Pulse Laser is -5 To Hit.
- 8 — **Bridge hit, Pilot killed.** Golan may not turn.

REAR RIGHT CRITICAL HITS

- 2 — **Lastube Hit.** Mark off 1 Lastube crew.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 2.
- 4 — **Missile Launcher hit.** Mark off 1D10 missiles from a random Missile Launcher.
- 5 — **Cargo Bay hit.** Remaining Cargo ejects.
- 6 — **ECM Sequencer destroyed.** All screening attempts must be made against one target.
- 7 — **Lastube damaged.** Change damage to High.
- 8 — **Power Coupling hit.** No cannons may be fired until after next game turn.

REAR CRITICAL HITS

- 2 — **Gunner C killed.** Gunner C's weapons may not fire.
- 3 — **Jamming module hit.** Golan now jams only on a 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **Manuvering Thrusters hit.** Golan may not rotate.
- 6 — **ECM Booster short.** ECM value now 1-4.
- 7 — **Gunner B's Pulse Laser damaged.** Gunner A's Pulse Laser is -5 To Hit.
- 8 — **Reactor hit.** They will remember your sacrifice.

HAMMER

I.D.

BPV: 60

TPV

Pilot
Ion Ram (F)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

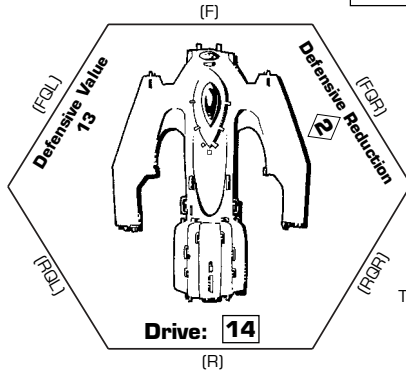
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 20
 Torps

○
○
○
○

Mk. 10
 Torps

○
○
○
○
○



Decoys: ○ ○ ○ ○
 P-D: 1-4 (2)
 Dmg Con: 1-4
 Tons: 415

Gunner
1 Mjólnir (360°)
 To Hit: 2D8+ADB+6
 Damage: Low+3 ∂
 Range: 3/7/10

DAMAGE TRACK

→				t			T	14			t	2	13	
	12	*		T		11		w	t	9	1		T	
	7	t	T	w	*	5	t	t	3	2			X	

HAMMER

I.D.

BPV: 60

TPV

Pilot
Ion Ram (F)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

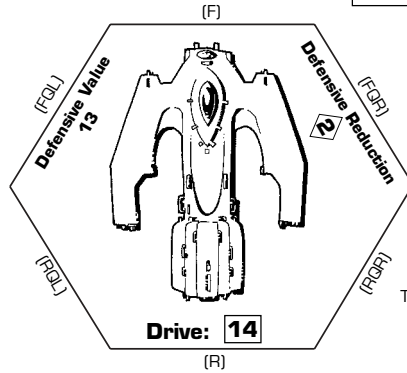
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 20
 Torps

○
○
○
○

Mk. 10
 Torps

○
○
○
○
○



Decoys: ○ ○ ○ ○
 P-D: 1-4 (2)
 Dmg Con: 1-4
 Tons: 415

Gunner
1 Mjólnir (360°)
 To Hit: 2D8+ADB+6
 Damage: Low+3 ∂
 Range: 3/7/10

DAMAGE TRACK

→				t			T	14			t	2	13	
	12	*		T		11		w	t	9	1		T	
	7	t	T	w	*	5	t	t	3	2			X	

CRITICAL HITS

- 2 — Pilot killed. Hammer may not move, nor may Pilot's weapons fire. Defensive value drops to 5.
- 3 — Mk. 10 detonation. Hammer takes 1D12 if any Mk. 10 torps are still in rack.
- 4 — Gauss Generator hit. Reduce Mjólnir's chance To Hit by 5.
- 5 — Magnetic fluctuation. Mjólnir may not fire next turn.
- 6 — Love that Crysteel. Shot reflects harmlessly off armor.
- 7 — Torp rack hit. Lose 1D4 random torps of attacker's choice.
- 8 — Armor belts sheared off. Hammer's Damage Reduction reduced to 0. -1 to DV.
- 9 — Ionizer short. Ion Ram may not fire next turn.
- 10 — Gunner killed. Mjólnir may not fire.
- 11 — Pilot dazed. Reduce Defensive Value by 2 next turn. Pilot may not fire until after next game turn.
- 12 — Explosive chain reaction. Crew dies instantly as Hammer shatters.

MJOLNIR SPECS ∂

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-7 hexes.
Long Range: 8-10 hexes (-1 To Hit).
 ∂ May hit all torps in one hex targeting one ship, if at short range.

ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).
Medium Range: 6-13 hexes.
Long Range: 14-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤15.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

TPV

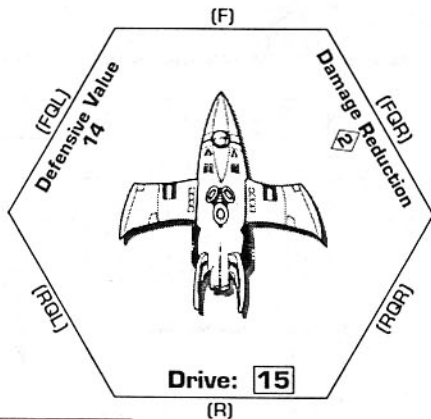
Mk. 10 Torps

○ ○ ○ ○ ○ ○ ○ ○

Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2

Pilot or Gunner
2 Meld Lasers (F)
 Pilot To Hit: 2D8+ADB+1
 Gunner To Hit: 2D8+ADB+1
 Damage: Medium+1

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____



Decoys: ○ ○ ○ ○
 P-D: 1-4 (2)
 Dmg Con: 1-2

Tight Turn Cost: _____ +3

Gunner
1 EMP Beam
 (FGL)(RQL)(R)(RQR)(FQR)
 To Hit: 2D8+ADB
 Damage: High/2 α

DAMAGE TRACK

→	②			15			W	14	t	
	*	13	t	①	12		W			11
	t	10			9	8		*	W	7
	6	*	5	t	4	3		2		1
										⊗

TPV

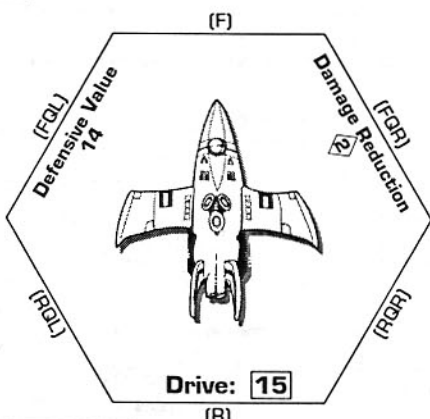
Mk. 10 Torps

○ ○ ○ ○ ○ ○ ○ ○

Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2

Pilot or Gunner
2 Meld Lasers (F)
 Pilot To Hit: 2D8+ADB+1
 Gunner To Hit: 2D8+ADB+1
 Damage: Medium+1

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____



Decoys: ○ ○ ○ ○
 P-D: 1-4 (2)
 Dmg Con: 1-2

Tight Turn Cost: _____ +3

Gunner
1 EMP Beam
 (FGL)(RQL)(R)(RQR)(FQR)
 To Hit: 2D8+ADB
 Damage: High/2 α

DAMAGE TRACK

→	②			15			W	14	t	
	*	13	t	①	12		W			11
	t	10			9	8		*	W	7
	6	*	5	t	4	3		2		1
										⊗

CRITICAL HITS

- Pilot killed. Havok may not move, nor may the pilot's weapons fire. Defensive Value drops to 5.
- Engine hit. Drop Havoks Drive by 5.
- Electronic Warfare gone. Havok may no longer jam torps. Reduce Defensive Value by 3.
- Maneuver Thrusters damaged. All turns cost 1 extra point to perform.
- Shields damaged. Reduce Defensive Value by 2.
- EMP Beam hit. If fired the Havok also takes a critical hit.
- Meld Laser targeting malfunction. Modify Meld Laser To Hit attempts by -2.
- Hull buckles. Reduce Defensive Value by 3.
- Gunner killed. Gunner weapon skills may not be used.
- Controls lock up. Havok may not move nor fire until after next game turn.
- Reactor detonates. Havok is a memory.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
 Medium Range: 7-18 hexes.
 Long Range: 19-20 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤12.

EMP Beam SPECS α

Short Range: 1-3hexes (+1 To Hit).
 Medium Range: 4-6 hexes.
 Long Range: 7-15 hexes (-1 To Hit).
 α Ignores Damage Reduction.
 Whenever doubles or triples are rolled on a hit, the target takes a critical in addition to other damage.

Target Speed Restriction: Target's Drive value must be ≤14.

HAYABUSA

I.D.

BPV: 31

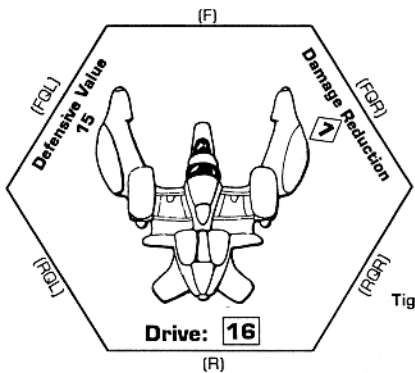
TPV

Pilot
5 Pulse Lasers (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 Range: 3/9/10

Crew
PILOT
 Pit: _____
 Gnr: _____
 Luck: _____

Mk. 40
 Torp

Mk. 10
 Torps



Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 200

DAMAGE TRACK

→	t		16	t	*	14	◇	12	T	10	
	t	8	w	6	*	4	3	t	2	1	×

HAYABUSA

I.D.

BPV: 31

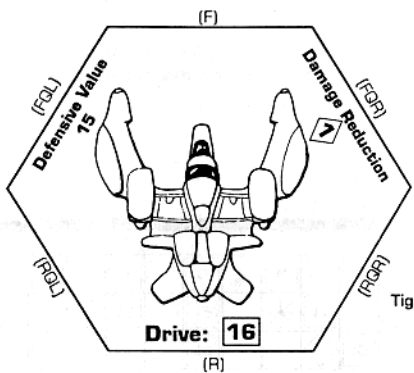
TPV

Pilot
5 Pulse Lasers (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 Range: 3/9/10

Crew
PILOT
 Pit: _____
 Gnr: _____
 Luck: _____

Mk. 40
 Torp

Mk. 10
 Torps



Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 200

DAMAGE TRACK

→	t		16	t	*	14	◇	12	T	10	
	t	8	w	6	*	4	3	t	2	1	×

CRITICAL HITS

- 2 — **Pilot killed.** Hayabusa may perform no further actions. Defensive Value drops to 5.
- 3 — **Hull breached.** Reduce Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Hayabusa may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Pulse Laser Targeters knocked off-line.** Hayabusa may not fire Pulse Lasers until after next game turn.
- 6 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform.
- 7 — **Evade Thrusters hit.** Reduce Defensive Value by 2.
- 8 — **Maneuver Thrusters destroyed.** Hayabusa may no longer perform tight turns.
- 9 — **Pulse Laser Targeters damaged.** All further Pulse Laser To Hit and Damage suffer a -4 modifier.
- 10 — **Torpedo Rack compromise.** Mark off all remaining Torps.
- 11 — **Pilot dazed.** Hayabusa may not move or discharge any weapon until after the next game turn.
- 12 — **Reactor hit.** Hayabusa will hunt no more.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

HELL BENDER

I.D.

BPV: 32

TPV

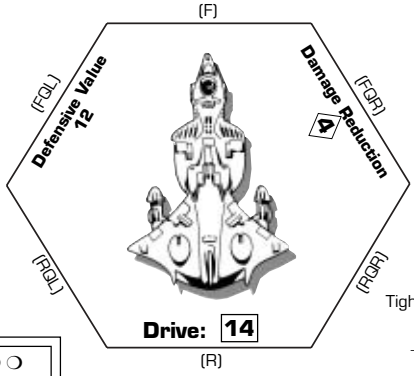
Pilot
1 Autocannon (F)
 To Hit: 2D6+ADB
 Damage: Medium †
 Range: 3/10/24
 Target SR ≤10
 ○○○○○○○○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Pilot
1 Meld Laser (F)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12

Mk. 30 Torps
 ○
 ○



Decoys: ○ ○
 P-D: —
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	4	14	*	3	13	w	12	2	11	t	10	W
	9	1	8	7	*	6	t	5		w	4	
		3		2		1					×	

† When two Attack Dice come up doubles, multiply base damage by 2.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

HELL BENDER

I.D.

BPV: 32

TPV

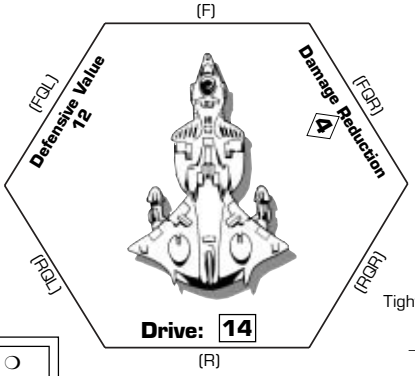
Pilot
1 Autocannon (F)
 To Hit: 2D6+ADB
 Damage: Medium †
 Range: 3/10/24
 Target SR ≤10
 ○○○○○○○○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Pilot
1 Meld Laser (F)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12

Mk. 30 Torps
 ○
 ○



Decoys: ○ ○
 P-D: —
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	4	14	*	3	13	w	12	2	11	t	10	W
	9	1	8	7	*	6	t	5		w	4	
		3		2		1					×	

CRITICAL HITS

- 2 — **Pilot killed.** Hell Bender may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Hell Bender may only use 3 movement points next game turn.
- 4 — **Electronic Warfare knocked out.** Hell Bender may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Pulse Lasers lose power.** Pulse Lasers may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Autocannon hit.** Lose half of remaining ammo.
- 8 — **Meld Laser Targeting damaged.** Modify Meld Laser To Hit attempts by -3.
- 9 — **Minor Hull Breach inflicted.** Reduce Defensive Value by 2.
- 10 — **Torp Loads jettison harmlessly.** Remove all torps.
- 11 — **Pilot dazed.** Hell Bender may not move or fire until after the next game turn.
- 12 — **Reactor explodes.** Hell Bender is destroyed.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

AUTOCANNON SPECS†

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-10 hexes.
Long Range: 11-24 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤10.

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

HELL BENDER II

I.D.

BPV: 33

TPV

Pilot

1 Meld Laser (F)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot

Missile Launcher (F)
 Lock-on < _____

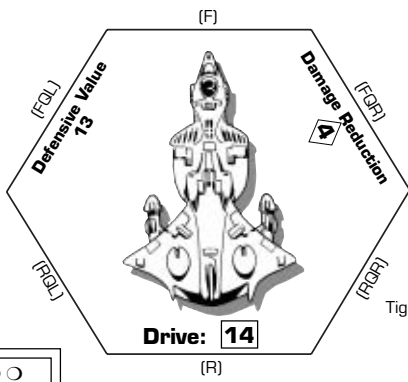
○○○○○ ○○○○
 ○○○○ ○○○○

Pilot

1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Mk. 30 Torps

○
○



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	4	14	*	3	13	w	12	2	11	t	10	W
	9	1	8	7	*	6	t	5		w	4	
		3			2			1				×

HELL BENDER II

I.D.

BPV: 33

TPV

Pilot

1 Meld Laser (F)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot

Missile Launcher (F)
 Lock-on < _____

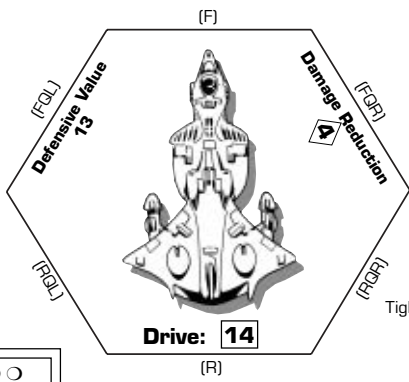
○○○○○ ○○○○
 ○○○○ ○○○○

Pilot

1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Mk. 30 Torps

○
○



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	4	14	*	3	13	w	12	2	11	t	10	W
	9	1	8	7	*	6	t	5		w	4	
		3			2			1				×

CRITICAL HITS

- 2 — **Pilot killed.** Hell Bender may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Hell Bender may only use 3 movement points next game turn.
- 4 — **Electronic Warfare knocked out.** Hell Bender may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Impulsegun loses power.** Impulsegun may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Missile Launcher hit.** Lose half of remaining missiles.
- 8 — **Meld Laser Targeting damaged.** Modify Meld Laser To Hit attempts by -3.
- 9 — **Minor Hull Breach inflicted.** Reduce Defensive Value by 2.
- 10 — **Torp Loads jettison harmlessly.** Remove all torps.
- 11 — **Pilot dazed.** Hell Bender may not move or fire until after the next game turn.
- 12 — **Reactor explodes.** Hell Bender is destroyed.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
 Medium Range: 7-18 hexes.
 Long Range: 19-20 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤12.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

HELL BENDER K

I.D.

BPV: 26

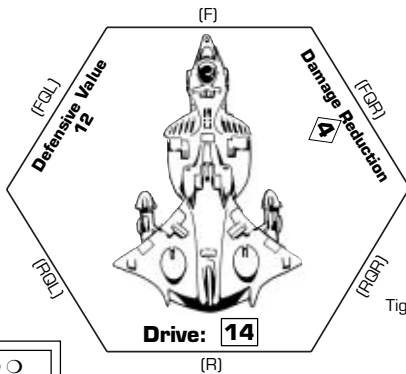
TPV

Mk. 20
Torps

Pilot
1 Autocannon (F)
 To Hit: 2D6+ADB
 Damage: Medium †
 Range: 3/10/24
 Target SR ≤10
 ○○○○

Pilot
2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	4	14	*	3	13	12	2	11	t	10	w
	9	1	8	7	*	6	t	5	w	4	
		3		2		1					×

HELL BENDER K

I.D.

BPV: 26

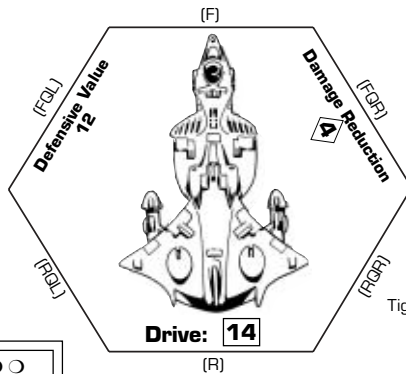
TPV

Mk. 20
Torps

Pilot
1 Autocannon (F)
 To Hit: 2D6+ADB
 Damage: Medium †
 Range: 3/10/24
 Target SR ≤10
 ○○○○

Pilot
2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	4	14	*	3	13	12	2	11	t	10	w
	9	1	8	7	*	6	t	5	w	4	
		3		2		1					×

CRITICAL HITS

- 2 — **Pilot killed.** Hell Bender may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Hell Bender may only use 3 movement points next game turn.
- 4 — **Electronic Warfare knocked out.** Hell Bender may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Pulse Lasers lose power.** Pulse Lasers may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Autocannon hit.** Lose half of remaining ammo.
- 8 — **Sensors and Translight damaged.** Hell Bender may not use Translight capabilities.
- 9 — **Minor Hull Breach inflicted.** Reduce Defensive Value by 2.
- 10 — **Torp Loads jettison harmlessly.** Remove all torps.
- 11 — **Pilot dazed.** Hell Bender may not move or fire until after the next game turn.
- 12 — **Reactor explodes.** Hell Bender is destroyed.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

AUTOCANNON SPECS†

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-10 hexes.
 Long Range: 11-24 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤10.
 † When two Attack Dice come up doubles, multiply base damage by 2.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
COPILOT
 Plt: _____
 Gnr: _____
 Luck: _____

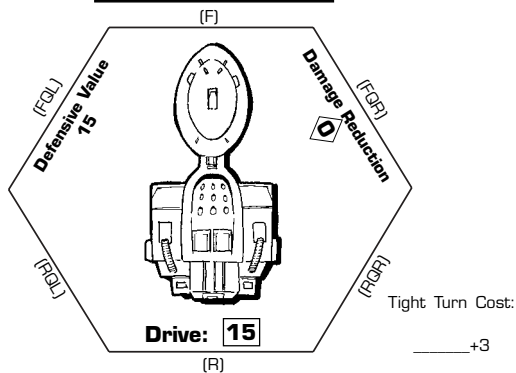
Mk. 10 DLT Torps

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

Pilot or CoPilot
1 Ion Ram (F)
 To Hit: 2D8+ADB
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

Decoys: —
 P-D: —
 Dmg Con: 1-6
 EFS: Type 2
 Tons: 600

CoPilot
1 EMP Beam (FQL) (F) (FQR)
 To Hit: 2D8+ADB
 Damage: High ✕
 Range: 3/6/15
 Target SR ≤14



DAMAGE TRACK

→	t		t		15	t		t		W
	13	t	*	t		11	t		t	w
	*	9	t		t		7	t		t w
	*		5	t		t		3	t	×

TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
COPILOT
 Plt: _____
 Gnr: _____
 Luck: _____

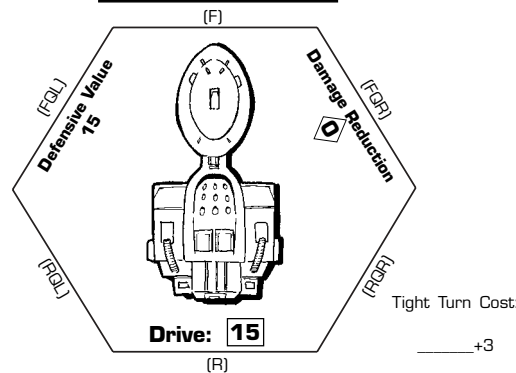
Mk. 10 DLT Torps

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

Pilot or CoPilot
1 Ion Ram (F)
 To Hit: 2D8+ADB
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

Decoys: —
 P-D: —
 Dmg Con: 1-6
 EFS: Type 2
 Tons: 600

CoPilot
1 EMP Beam (FQL) (F) (FQR)
 To Hit: 2D8+ADB
 Damage: High ✕
 Range: 3/6/15
 Target SR ≤14



DAMAGE TRACK

→	t		t		15	t		t		W
	13	t	*	t		11	t		t	w
	*	9	t		t		7	t		t w
	*		5	t		t		3	t	×

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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CRITICAL HITS

- 2 — Pilot killed. Switch to CoPilot.
- 3 — Torps Jettison. Remove 1D4 remaining torps.
- 4 — Torpedo disruption. Hornet may not launch torps for the remainder of the game.
- 5 — Major Structural Damage inflicted. Vessel takes 1D10 more hits.
- 6 — Shields damaged. Reduce Defensive Value by 4.
- 7 — EMP Beam disrupted. If the beam is fired, this ship suffers another critical.
- 8 — Evade thrusters hit. Reduce Defensive Value by 4.
- 9 — Weapon malfunction. One random weapon system may not be fired until after the next turn.
- 10 — Engines sputter. Reduce Drive to 2 for the next Movement Phase, then return to normal Drive value.
- 11 — CoPilot killed. Lose use of his weapons.
- 12 — Reactor hit. Hornet is exterminated and flies no more.

EMP BEAM SPECS ✕

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-6 hexes.
 Long Range: 7-15 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤14.
 ✕ Ignores Damage Reduction.
 Whenever doubles or triples are rolled on a hit, the target takes a critical in addition to other damage.
 Does 1/2 damage to Terran ships.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 3-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).

ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).
 Medium Range: 6-13 hexes.
 Long Range: 14-15 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤15.

HOUND
I.D. ■
BPV: 19

TPV

Pilot
Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20 Torps

Decoys: ○
P-D: 1-3 (1)
Dmg Con: 1-4
Tons: 203

Tight Turn Cost: _____+3

DAMAGE TRACK

→			t	17	2	15	1
	13	*	11	8	w	5	×

HOUND
I.D. ■
BPV: 19

TPV

Pilot
Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20 Torps

Decoys: ○
P-D: 1-3 (1)
Dmg Con: 1-4
Tons: 203

Tight Turn Cost: _____+3

DAMAGE TRACK

→			t	17	2	15	1
	13	*	11	8	w	5	×

HOUND
I.D. ■
BPV: 19

TPV

Pilot
Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20 Torps

Decoys: ○
P-D: 1-3 (1)
Dmg Con: 1-4
Tons: 203

Tight Turn Cost: _____+3

DAMAGE TRACK

→			t	17	2	15	1
	13	*	11	8	w	5	×

HOUND
I.D. ■
BPV: 19

TPV

Pilot
Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20 Torps

Decoys: ○
P-D: 1-3 (1)
Dmg Con: 1-4
Tons: 203

Tight Turn Cost: _____+3

DAMAGE TRACK

→			t	17	2	15	1
	13	*	11	8	w	5	×

- CRITICAL HITS**

 - 2 — **Pilot killed.** Hound may perform no further actions. Defensive Value drops to 5.
 - 3 — **Torp load jettisons.** Remove all remaining torps.
 - 4 — **Impulsegun jam.** Impulsegun may not fire next turn.
 - 5 — **Maneuvering Thrusters damaged.** Reduce Defensive Value by 3.
 - 6 — **Ping!** Shot bounces off Crystantium armor.
 - 7 — **Engines hit.** Reduce Drive by half, ignoring fractions.
 - 8 — **Engine sputters.** Reduce Drive by 3 until after next turn.
 - 9 — **ECM destroyed.** Hound may no longer jam torps.
 - 10 — **Good hit!** Take an extra D4 damage.
 - 11 — **Pilot stunned.** Hound may not move or fire until after the next game turn.
 - 12 — **Welcome to Valhalla.** Hound disintegrates.
- IMPULSEGUN SPECS**

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).

TPV

Mk. 20 Torps

○ ○
○ ○
○ ○

Mk. 30 Torps

○ ○
○ ○
○ ○

Decoys: ○ ○ ○ ○

P-D: 1-8 (6)
Dmg Con: 1-8
Tons: 1501

Gunner C

1 Ion Ram
(RQL) (FQL) (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

LEFT SIDE DAMAGE TRACK

					t		
		5	T				
	4		t	-1	*	w	
						3	
			t				-1
	2	W	T	*			×
1		t	w				
							×

Pilot

1 Gungnir (F)
To Hit: 2D8+ADB+6
Damage: Medium+2 ∂
Range: 5/10/16
Target SR ≤13

Gunner A

1 Mjöltnir
(FQL) (F) (FQR)
To Hit: 2D8+ADB+6
Damage: Low+3 ∂
Range: 3/7/10

Gunner B

4 Autocannons (360°)
To Hit: 2D6+ADB+3
Damage: Medium+3 †
Range: 3/10/24
Target SR ≤10

○ ○ ○ ○ ○ ○ ○ ○

Gunner A

Missile Launcher
(FQL) (F) (FQR)
Lock-on < ____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

GUNNER C
Gnr: _____

GUNNER D
Gnr: _____

GUNNER E
Gnr: _____

FRONT DAMAGE TRACK

							t		w	5		
		T		*			4			w		
	t			3		W				T		
		2	*				w			t		×
1		T							t			×

Gunner D

1 Ion Ram
(F) (FQR) (RQR)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

Defensive Value 11

(FQL) (FQR) (RQL) (RQR)

Drive: 11

RIGHT SIDE DAMAGE TRACK

					t		
		5	T				
	4		t	-1	*	w	
						3	
			t				-1
	2	W	T	*			×
1		t	w				
							×

Gunner E

1 Mjöltnir
(RQL) (R) (RQR)
To Hit: 2D8+ADB+6
Damage: Low+3 ∂
Range: 3/7/10

Tight Turn Cost:
_____+4

Gunner E

Missile Launcher
(RQL) (R) (RQR)
Lock-on < ____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

REAR DAMAGE TRACK

			-1		5		-1		t		-1	4	w		t		-1	*	
3		-1		t	-1	×	2	W	-1	*		T	-1	1	w	-1		-1	×

- FRONT CRITICAL HITS**
- Gunner A killed.
 - Torp Targeter short. Torps may not be fired until after next turn.
 - Praise St. Brawn! No damage.
 - Gauss generator hit. Gungnir is -2 to all damage.
 - Autocannon jam. May not fire until after next game turn. Lose 1 ammo.
 - Severe frame damage. 4 hits to each track.
 - Pilot killed. Iceberg may not move or fire Pilot's weapons until after next game turn.

- LEFT SIDE CRITICAL HITS**
- Gunner C killed.
 - Targeting damaged. Ion Ram is -2 to hit and damage.
 - Shielding penetrated. Reduce Defensive Value by 2.
 - Gauss Generator short. Mjöltnir and Gungnir may not fire until after next game turn.
 - Structural damage. Take 1D4 hits on each Damage Track.
 - Autocannon hit. Autocannon is at -2 To Hit, and loses 1D4 ammo.
 - Point Defense compromised. Iceberg may no longer use P-D against torps or missiles.

- RIGHT SIDE CRITICAL HITS**
- Gunner D killed.
 - Targeting damaged. Ion Ram is -2 to hit and damage.
 - Shielding penetrated. Reduce Defensive Value by 2.
 - Gauss Generator short. Mjöltnir and Gungnir may not fire until after next game turn.
 - Structural damage. Take 1D4 hits on each Damage Track.
 - Autocannon hit. Autocannon is at -2 To Hit, and loses 1D4 ammo.
 - Point Defense compromised. Iceberg may no longer use P-D against torps or missiles.

- REAR CRITICAL HITS**
- Gunner E killed.
 - Missile Launcher E hit. Lose 1D8 missiles.
 - Engine sputter. Reduce Drive by 4 next turn only.
 - Maneuvering thrusters hit. All turns cost 1 extra point to perform.
 - Electronic Warfare crippled. Iceberg may no longer jam torps.
 - Torp detonates. 2D12 damage (no damage if all torps are gone.)
 - Iceberg reactor hit. The gates of Valhalla swing open wide for this brave crew.

IKLWA

I.D.

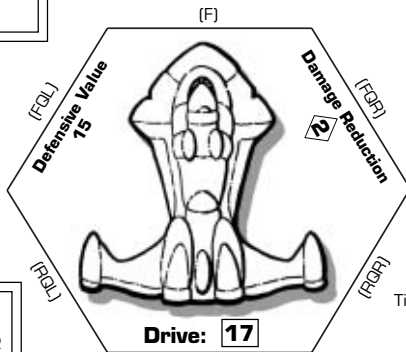
BPV: 15

Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Pilot
Plasma Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

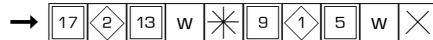
TPV



Decoys: —
 P-D: —
 Dmg Con: 1-2
 Tons: 100

Tight Turn Cost: _____+3

DAMAGE TRACK



IKLWA

I.D.

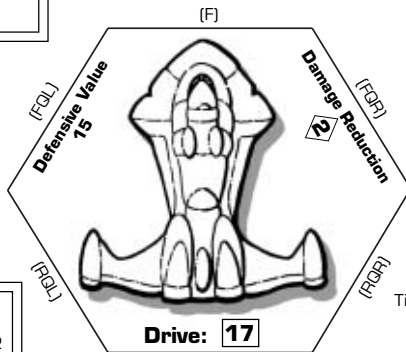
BPV: 15

Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Pilot
Plasma Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

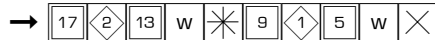
TPV



Decoys: —
 P-D: —
 Dmg Con: 1-2
 Tons: 100

Tight Turn Cost: _____+3

DAMAGE TRACK



IKLWA

I.D.

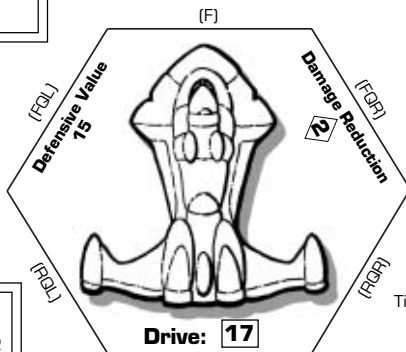
BPV: 15

Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Pilot
Plasma Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

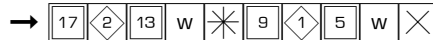
TPV



Decoys: —
 P-D: —
 Dmg Con: 1-2
 Tons: 100

Tight Turn Cost: _____+3

DAMAGE TRACK



IKLWA

I.D.

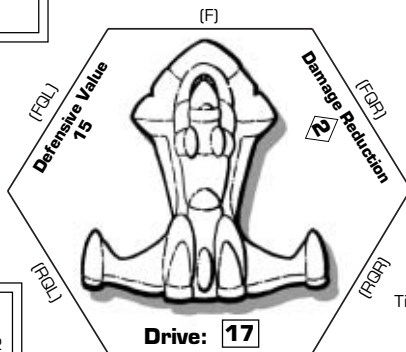
BPV: 15

Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Pilot
Plasma Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

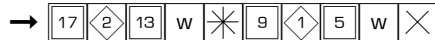
TPV



Decoys: —
 P-D: —
 Dmg Con: 1-2
 Tons: 100

Tight Turn Cost: _____+3

DAMAGE TRACK



CRITICAL HITS

- 2 — **Structural collapse.** Iklwa folds up. It is destroyed.
- 3 — **Engines severely damaged.** Reduce Iklwa's Drive value to (1D4+1).
- 4 — **Electronic Warfare knocked out.** Iklwa may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters malfunction.** Iklwa may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Launcher hit.** All missiles are destroyed.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Splattergun malfunction.** Splattergun may not fire until after next game turn.
- 10 — **Controls momentarily lock up.** Iklwa must move straight ahead at maximum speed next Movement Phase. Afterwards, Iklwa may move normally.
- 11 — **Pilot killed.** Iklwa may perform no further actions. Defensive Value drops to 5.
- 12 — **Reactor hit.** This Iklwa is gone.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

MISSILE SPECS

Lock-on Range: ≤10.
 To Hit: 5x or 10xD8
 Damage: High+1/. If target's Damage Reduction=0, Damage is High+2/.

IKLWA II
I.D.
BPV: 16

Pilot
2 Splatnerguns (F)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Pilot
Missile Launcher (F)
Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

TPV

(F) (R) (R) (R)

Defensive Value 15

Damage Reduction 2

Drive: 17

Tight Turn Cost: _____+3

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 100

DAMAGE TRACK

→

IKLWA II
I.D.
BPV: 16

Pilot
2 Splatnerguns (F)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Pilot
Missile Launcher (F)
Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

TPV

(F) (R) (R) (R)

Defensive Value 15

Damage Reduction 2

Drive: 17

Tight Turn Cost: _____+3

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 100

DAMAGE TRACK

→

IKLWA II
I.D.
BPV: 16

Pilot
2 Splatnerguns (F)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Pilot
Missile Launcher (F)
Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

TPV

(F) (R) (R) (R)

Defensive Value 15

Damage Reduction 2

Drive: 17

Tight Turn Cost: _____+3

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 100

DAMAGE TRACK

→

IKLWA II
I.D.
BPV: 16

Pilot
2 Splatnerguns (F)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Pilot
Missile Launcher (F)
Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

TPV

(F) (R) (R) (R)

Defensive Value 15

Damage Reduction 2

Drive: 17

Tight Turn Cost: _____+3

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 100

DAMAGE TRACK

→

CRITICAL HITS

- 2 — **Structural collapse.** Iklwa folds up. It is destroyed.
- 3 — **Engines severely damaged.** Reduce Iklwa's Drive value to (1D4+1).
- 4 — **Electronic Warfare knocked out.** Iklwa may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters malfunction.** Iklwa may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Launcher hit.** All missiles are destroyed.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Splatnergun malfunction.** Splatnergun may not fire until after next game turn.
- 10 — **Controls momentarily lock up.** Iklwa must move straight ahead at maximum speed next Movement Phase. Afterwards, Iklwa may move normally.
- 11 — **Pilot killed.** Iklwa may perform no further actions. Defensive Value drops to 5.
- 12 — **Reactor hit.** This Iklwa is gone.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

MISSILE SPECS

Lock-on Range: ≤10.
To Hit: 5x or 10xD6.
Damage: High+1/.

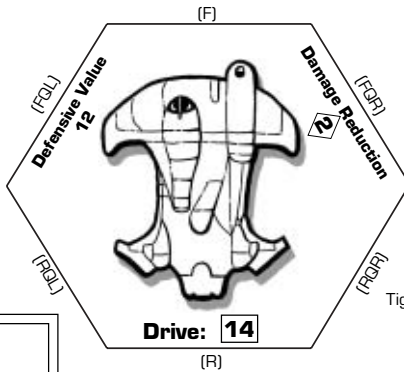
I.W.I.S.A.**I.D.****BPV: 60****TPV**

Pilot
4 Pulse Lasers (F)
 To Hit: 2D8+ADB+3
 Damage: Low+3
 Range: 3/9/10

Crew
PILOT
 Pit: _____
 Gnr: _____
 Luck: _____

Mk. 20
Torps

Pilot
2 Plaz Shell Cannons (F)
 To Hit: 2D6+ADB+1
 Damage: All+1 Ψ
 Range: 2/4/10



Tight Turn Cost: _____+3

Decoys: ○
 P-D: —
 PDS: 1-7 (○○○○)
 Dmg Con: 1-2
 Tons: 400

DAMAGE TRACK

→				14		t		12
		2	10	w	t	*		8
		t	6		1	w		4
	*	t		2				×

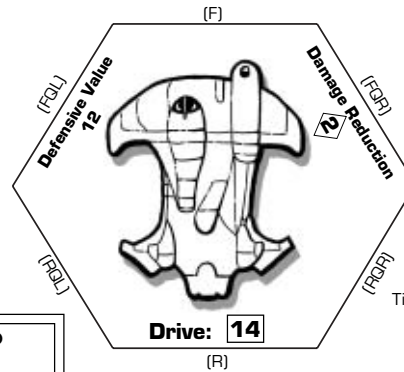
I.W.I.S.A.**I.D.****BPV: 60****TPV**

Pilot
4 Pulse Lasers (F)
 To Hit: 2D8+ADB+3
 Damage: Low+3
 Range: 3/9/10

Crew
PILOT
 Pit: _____
 Gnr: _____
 Luck: _____

Mk. 20
Torps

Pilot
2 Plaz Shell Cannons (F)
 To Hit: 2D6+ADB+1
 Damage: All+1 Ψ
 Range: 2/4/10



Tight Turn Cost: _____+3

Decoys: ○
 P-D: —
 PDS: 1-7 (○○○○)
 Dmg Con: 1-2
 Tons: 400

DAMAGE TRACK

→				14		t		12
		2	10	w	t	*		8
		t	6		1	w		4
	*	t		2				×

CRITICAL HITS

- 2 — **Pilot killed.** Iwisa may not move, nor may the pilot's weapons fire. Defensive Value drops to 5.
- 3 — **Engine sputters.** Iwisa has Drive 4 next game turn. Reduce Defensive Value by 4 due to other damage.
- 4 — **Electronic Warfare knocked out.** Iwisa may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra point to perform.
- 6 — **Plasma Defenses hit.** Mark them off.
- 7 — **Plaz Cannon hit.** Lose half its remaining ammo.
- 8 — **Pulse Laser Targeting malfunction.** Modify Pulse Laser To Hit attempts by -2.
- 9 — **Hull buckles.** Reduce Defensive Value by 3.
- 10 — **Torp Launcher hit.** Lose all remaining torps.
- 11 — **Controls lock up.** Iwisa may not move nor fire DV=5 until after next game turn.
- 12 — **Reactor detonates.** Iwisa is no more.

PLAZ SHELL CANNON SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-4 hexes.
Long Range: 5-10 hexes (-1 To Hit).
 Ψ On triples, do damage as normal, but cannon may not fire next turn.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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JAMBIYA

I.D.

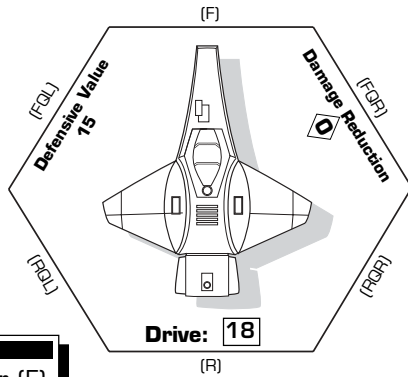
BPV: 16

TPV

Pilot
1 Khanjar (F)
 To Hit: 2D8+ADB
 Damage: Low x1D4
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 100



Tight Turn Cost:
 ____+3

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

DAMAGE TRACK

18	W	16	13	
*	w	10	5	×

JAMBIYA

I.D.

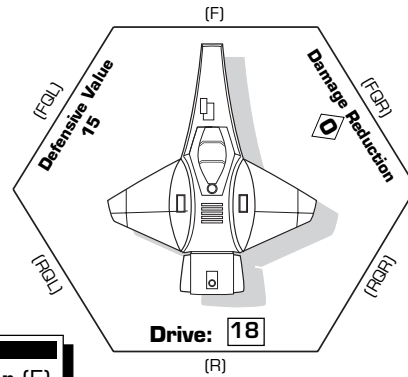
BPV: 16

TPV

Pilot
1 Khanjar (F)
 To Hit: 2D8+ADB
 Damage: Low x1D4
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 100



Tight Turn Cost:
 ____+3

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

DAMAGE TRACK

18	W	16	13	
*	w	10	5	×

JAMBIYA

I.D.

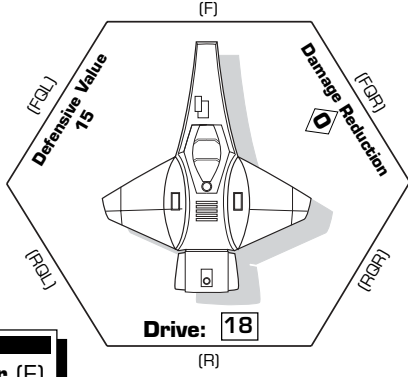
BPV: 16

TPV

Pilot
1 Khanjar (F)
 To Hit: 2D8+ADB
 Damage: Low x1D4
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 100



Tight Turn Cost:
 ____+3

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

DAMAGE TRACK

18	W	16	13	
*	w	10	5	×

JAMBIYA

I.D.

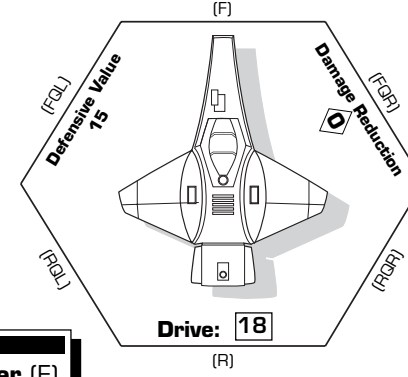
BPV: 16

TPV

Pilot
1 Khanjar (F)
 To Hit: 2D8+ADB
 Damage: Low x1D4
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 100



Tight Turn Cost:
 ____+3

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

DAMAGE TRACK

18	W	16	13	
*	w	10	5	×

CRITICAL HITS

- 2 — **Pilot killed.** Jambiya may perform no further actions. Defensive Value drops to 5.
- 3 — **Pilot dazed.** Jambiya may not move or fire until after the end of the next game turn.
- 4 — **Electronic Warfare knocked out.** Jambiya may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Jambiya may no longer make Tight Turns.
- 6 — **Missile Launcher Hit.** Loose 1D8 missiles.
- 7 — **Khanjar damaged.** Change Damage to Low.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 4.
- 9 — **Engines severely damaged.** Reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 10 — **Engines destroyed.** Jambiya may not move or turn. Reduce Defensive Value to 5.
- 11 — **Hull breached.** Reduce Defensive Value by 5. At the end of next game turn, Jambiya will disintegrate and be destroyed.
- 12 — **Reactor hit.** Power generator detonates; Jambiya is destroyed.

KHANJAR SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-8 hexes.
Long Range: 9-10 hexes (-1 To Hit).
 ▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

TPV

Decoys: —
P-D: —
Dmg Con: 1-7
EFS: Type 3
Tons: 700

Mk. 10 DLT Torps

○ ○
○ ○
○ ○
○ ○
○ ○

Pilot

6 Pulse Lasers (F)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Pilot

Hammerhead Missile Launcher (F)
Lock-on < _____

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Crew

PILOT
Pit: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

Gunner A

1 Ion Ram (360°)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

FRONT DAMAGE TRACK

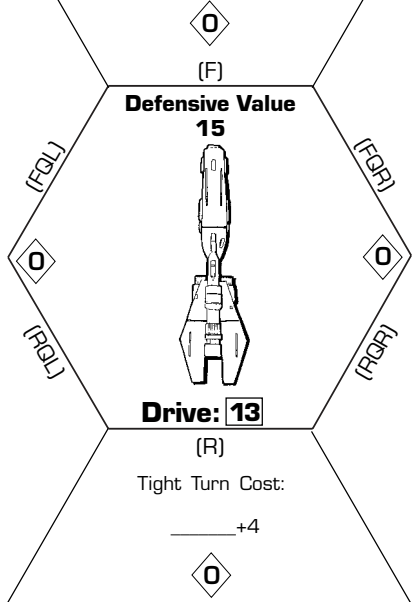
									w		*
					t	W					*
t		×	w				t				×

Gunner B

6 Pulse Lasers (360°)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

LEFT SIDE DAMAGE TRACK

					-1
				t	
-1	w	*	t	-1	
			t	-1	
			t	W	*
-1		×	t	-1	
					×



RIGHT SIDE DAMAGE TRACK

					-1
				t	
-1	w	*	t	-1	
			t	-1	
			t	W	*
-1		×	t	-1	
					×

Gunner A

Hammerhead Missile Launcher (360°)
Lock-on < _____

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner B

Hammerhead Missile Launcher (360°)
Lock-on < _____

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

REAR DAMAGE TRACK

	-1		-1		-1		-1	*	-1		-1	w
-1		-1	×	-1	*	-1		-1		-1		×

- FRONT CRITICAL HITS**
- Pilot killed.** Javelin may not move, nor may the Pilot's weapons fire. Defensive Value drops to 5.
 - Torpedo hit.** Lose 1D4 remaining torpedoes.
 - Shields damaged.** Reduce Defensive Value by 2.
 - Datalink hit.** Falcon may no longer benefit from scanning.
 - Targeting system off-line.** One random weapon may not fire until after next game turn.
 - Gunner killed.** One random Gunner is killed. Lose use of his or her weapons.
 - Cockpit Canopy smashed.** Pilot killed. Javelin may not move, nor may the Pilot's weapons fire. Defensive Value drops to 5.

- LEFT SIDE CRITICAL HITS**
- Structural damage.** Take 5 more hits on left and right damage tracks.
 - Ionizer fizzles.** Change Ion Ram damage to High.
 - Shields damaged.** Reduce Defensive Value by 3.
 - Structural damage.** Take 5 more hits on left damage track and 3 hits on the right damage track.
 - Missile Launcher A jams.** Gunner A may not fire missile launcher until end of next game turn.
 - Gunner A killed.** Lose use of Gunner A's weapons.
 - Gunner A dazed.** Gunner A may perform no further actions until end of next turn.

- RIGHT SIDE CRITICAL HITS**
- Structural damage.** Take 5 more hits on left and right damage tracks.
 - Gunner B dazed.** Gunner B can perform no more actions until after next game turn.
 - Shields damaged.** Reduce Defensive Value by 3.
 - Structural damage.** Take 5 more hits on right damage track and 3 hits on left damage track.
 - Missile Launcher B jams.** Gunner B may not fire missile launcher until after next game turn.
 - Gunner B killed.** Lose use of Gunner B's weapons.
 - Gunner B's Pulse Lasers damaged.** Change To Hit roll to 2D8+ADB+1.

- REAR CRITICAL HITS**
- Heavy Structural Damage.** Take 10 additional hits on left, rear, and right damage tracks.
 - Turning Thrusters hit.** Turns cost +1. Javelin cannot perform sideslips.
 - Shields damaged.** Reduce Defensive Value by 1.
 - Engine hit.** Drive is reduced by 1.
 - Maneuver Thrusters damaged.** All turns cost 1 extra movement point.
 - Reactor Detonates.** Javelin is destroyed.
 - Massive System overload.** Javelin becomes a display of pretty colors and is gone.

JII**I.D.****BPV: 46**

TPV

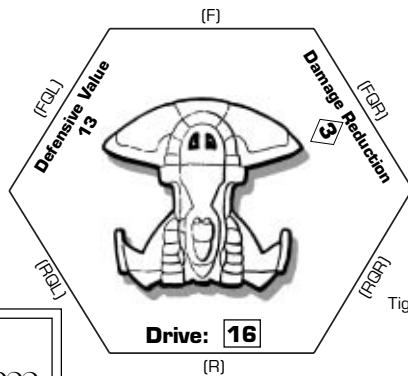
Pilot:
Plasma Missile Launcher (F)

Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Pilot
2 Meld Lasers (F)
To Hit: 2D8+ADB+1
Damage: Medium+1
Range: 6/18/20
Target SR ≤12

Pilot
1 Plaz Shell Cannon (F)
To Hit: 2D6+ADB Ψ
Damage: All
Range: 2/4/10
○ ○ ○ ○



Decoys: ○
P-D: —
PDS: 1-5 ○○○
Dmg Con: 1-2
Tons: 300

DAMAGE TRACK

→			16		15	3	13	W	*	11			9
	2	W	7		5	*	3	1	W	1			×

JII**I.D.****BPV: 46**

TPV

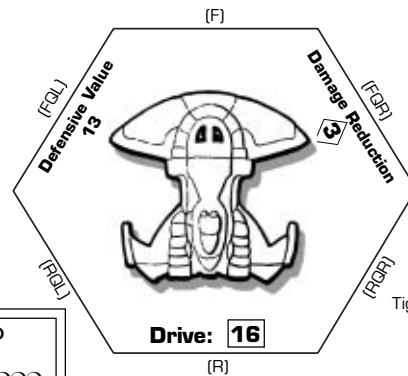
Pilot
Plasma Missile Launcher (F)

Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Pilot
2 Meld Lasers (F)
To Hit: 2D8+ADB+1
Damage: Medium+1
Range: 6/18/20
Target SR ≤12

Pilot
1 Plaz Shell Cannon (F)
To Hit: 2D6+ADB Ψ
Damage: All
Range: 2/4/10
○ ○ ○ ○



Decoys: ○
P-D: —
PDS: 1-5 ○○○
Dmg Con: 1-2
Tons: 300

DAMAGE TRACK

→			16		15	3	13	W	*	11			9
	2	W	7		5	*	3	1	W	1			×

CRITICAL HITS

- 2 — **Pilot killed.** Jii may perform no further actions. Defensive Value drops to 5.
- 3 — **One Engine destroyed.** Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Jii may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Meld Laser power fluctuates.** Meld Laser may not be fired until after next game turn.
- 6 — **Plaz Defenses destroyed.** Mark them off.
- 7 — **Plazcannon hit.** Mark off 1D4 ammo.
- 8 — **Missile Launcher jams.** Missiles may not be fired until after next turn.
- 9 — **Forward Hull cracks.** Reduce Defensive Value by 3 and mark off 3 more hits.
- 10 — **One Engine sputters.** Reduce current Drive value by 3 until after next game turn.
- 11 — **Pilot dazed.** Jii may not move or fire until after the next turn.
- 12 — **Reactor detonates.** Gruesome flash erupts from destroyed Jii.

MELD LASER SPECS

Short Range: 1-6 hex (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

PLAZ SHELL CANNON SPECS Ψ

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-4 hexes.
Long Range: 5-10 hexes (-1 To Hit).
On triples, do damage as normal, but cannon may not fire next turn.

PLASMA MISSILE SPECS

Lock-on Range: ≤10.
To Hit: 5x or 10xD8
Damage: High+1/. If target's Damage Reduction = 0, Damage is High+./.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

TPV

Gunner A
Missile Launcher
 (BRQL) (BFQL) (F)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner A
1 Blatgun
 (BRQL) (BFQL) (F)
 To Hit: 2D6+ADB
 Damage: High
 Range: 4/10/15
 Target SR ≤13

Torp Crew G
2 Torpedo Tubes
 (F)
 (F)

Gunner B
1 Blatgun
 (F) (BFQR) (BRQR)
 To Hit: 2D6+ADB
 Damage: High
 Range: 4/10/15
 Target SR ≤13

Gunner B
Missile Launcher
 (F) (BFQR) (BRQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
CREW F
 Gnr: _____
T CREW G
 Gnr: _____

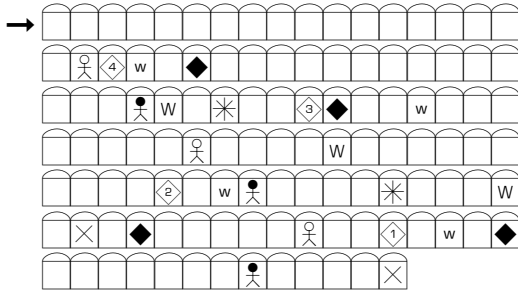
Gunner A
 (F)

Gun Crew F
1 Laztube
 (BFQL) (F) (BFQR)
 To Hit: 2D10+ADB
 Damage: High x 2
 Range: 10/20/40
 Target SR ≤8

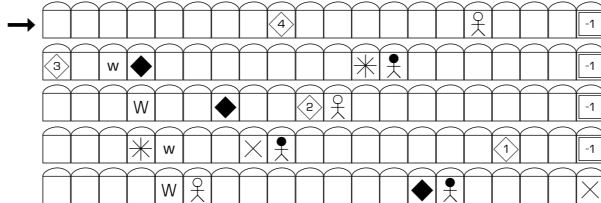
Gunner C
6 Splatterguns
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner B
 (F)

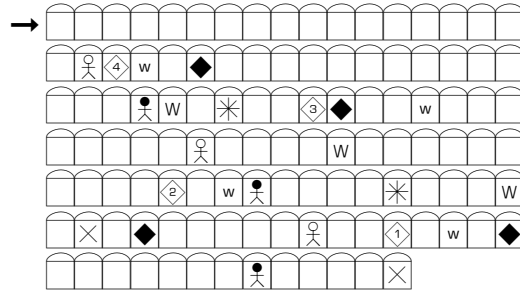
◆ P-DB: 1-5
**FRONT RIGHT QUARTER
 DAMAGE TRACK**



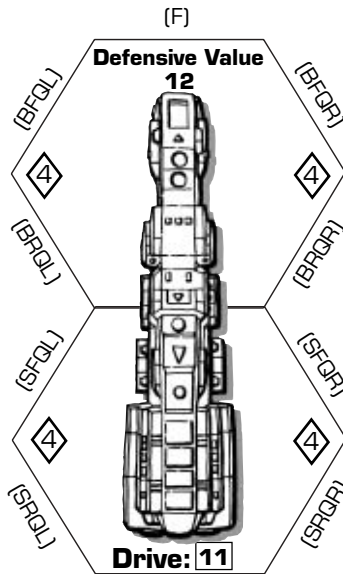
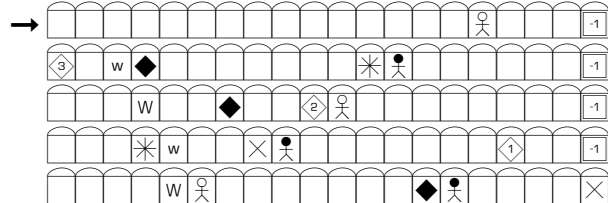
◆ P-DB: 1-4
REAR LEFT QUARTER DAMAGE TRACK



◆ P-DB: 1-5
**FRONT RIGHT QUARTER
 DAMAGE TRACK**



◆ P-DB: 1-4
REAR RIGHT QUARTER DAMAGE TRACK



Gunner D
Missile Launcher
 (SFQL) (SRQL) (R)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner D
6 Pulse Lasers
 (SRQL) (R) (SRQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner D
 (F)

Gunner E
 (F)

Gunner E
4 Blatguns
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D6+ADB+3
 Damage: High+6
 Range: 4/10/15
 Target SR ≤13

Gunner E
Missile Launcher
 (R) (SRQR) (SFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

FRONT LEFT CRITICAL HITS

- 2 — **Major Structural damage.** Take 15 more hits on this Damage Track.
- 3 — **Screens hit.** Reduce Defensive Value by 3.
- 4 — **Laztube damaged.** Reduce To Hit to 2D8+ADB.
- 5 — **Torp Magazine hit.** Lose 1D8 Mk. 10 torps.
- 6 — **Missile Launcher A hit.** Lose 1D10 missiles.
- 7 — **Laztube Capacitor hit.** Laztube may not fire until after next turn.
- 8 — **TOC power failure.** Kali may not use TOC bonus until after next turn.
- 9 — **Minor structural damage.** Take 5 more hits on this track.
- 10 — **ECM destroyed.** Kali may no longer jam torps.
- 11 — **Gunner A killed.** Gunner A's weapons may not fire.
- 12 — **Bridge hit!** Bridge crew is stunned.

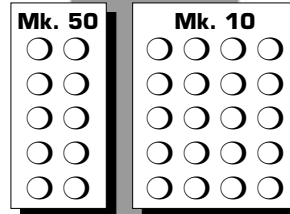
REAR LEFT CRITICAL HITS

- 2 — **Reactor hit.** Kali is no more.
- 3 — **Engineering hit.** Lose 1D4 crew. Kali may not use Damage Control next turn.
- 4 — **Minor Structural damage.** Take 5 more hits on this track.
- 5 — **Torp Magazine hit.** Lose 1D10 Mk. 10 torps.
- 6 — **Sext Pulse Laser hit.** Reduce chance To Hit by 2.
- 7 — **Quad Blatguns hit.** Reduce chance To Hit by 2.
- 8 — **Missile Launcher D hit.** Lose 1D10 missiles.
- 9 — **Torp Room hit.** Lose 1 torp crew.
- 10 — **Gunner D killed.** Gunner D's weapons may not fire.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Bridge hit!** Bridge crew is stunned. Kali may not move until next turn and may not add TOC bonus to initiative.

KALI

Tons: 5100

Bow Torpedo Magazine



Electronics

Jam: 1-2 on 1D4

ECM: —

Bridge

Captain: _____

Pilot: _____

TOC: +1

Engineering

Damage Control: 1-5



FRONT RIGHT CRITICAL HITS

- 2 — **Major Structural damage.** Take 15 more hits on this Damage Track.
- 3 — **Screens hit.** Reduce Defensive Value by 3.
- 4 — **Laztube damaged.** Reduce To Hit to 2D8+ADB.
- 5 — **Torp Magazine hit.** Lose 1D8 Mk. 10 torps.
- 6 — **Missile Launcher B hit.** Lose 1D10 missiles.
- 7 — **Laztube Capacitor hit.** Laztube may not fire until after next turn.
- 8 — **TOC power failure.** Kali may not use TOC bonus until after next turn.
- 9 — **Minor structural damage.** Take 5 more hits on this track.
- 10 — **ECM destroyed.** Kali may no longer jam torps.
- 11 — **Gunner B killed.** Gunner B's weapons may not fire.
- 12 — **Bridge hit!** Bridge crew is stunned.

REAR RIGHT CRITICAL HITS

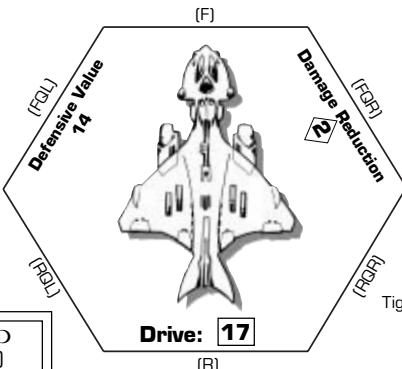
- 2 — **Reactor hit.** Kali is no more.
- 3 — **Engineering hit.** Lose 1D4 crew. Kali may not use Damage Control next turn.
- 4 — **Minor Structural damage.** Take 5 more hits on this track.
- 5 — **Torp Magazine hit.** Lose 1D10 Mk. 10 torps.
- 6 — **Sext Pulse Laser hit.** Reduce chance To Hit by 2.
- 7 — **Quad Blatguns hit.** Reduce chance To Hit by 2.
- 8 — **Missile Launcher E hit.** Lose 1D10 missiles.
- 9 — **Torp Room hit.** Lose 1 torp crew.
- 10 — **Gunner E killed.** Gunner E's weapons may not fire.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Bridge hit!** Bridge crew is stunned. Kali may not move until next turn and may not add TOC bonus to initiative.

TPV

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low †
 Range: 2/5/12
 ○ ○ ○ ○ ○ ○ ○



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-5 (1)
 Dmg Con: 1-2
 Tons: 250

DAMAGE TRACK

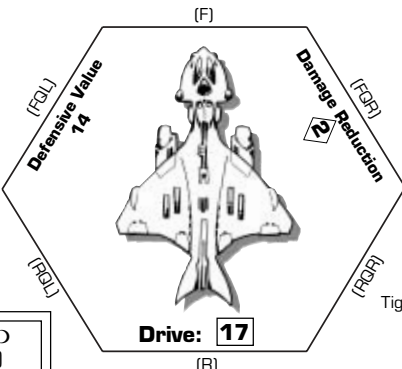
→			17	2		16	*	W	1
	15		14		12	*	10	8	W
	5		3		2		1	X	

TPV

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low †
 Range: 2/5/12
 ○ ○ ○ ○ ○ ○ ○



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-5 (1)
 Dmg Con: 1-2
 Tons: 250

DAMAGE TRACK

→			17	2		16	*	W	1
	15		14		12	*	10	8	W
	5		3		2		1	X	

CRITICAL HITS

- 2 — **Pilot killed.** Kosmos may perform no further actions. Defensive Value drops to 5.
- 3 — **One Engine destroyed.** Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Kosmos may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Minigun jams momentarily.** Minigun may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Minigun Targeters damaged.** Reduce chance To Hit by 1.
- 8 — **Missile Launcher jams momentarily.** Missiles may not be fired until after next game turn.
- 9 — **Forward Hull cracks.** Reduce Defensive Value by 3 and mark off 3 more hits.
- 10 — **One Engine sputters.** Reduce current Drive value by 3 until after next game turn.
- 11 — **Pilot dazed.** Kosmos may not move or fire until after the next game turn.
- 12 — **Reactor detonates.** Gruesome flash erupts from destroyed Kosmos.

MINIGUN SPECS†

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
 † Whenever two of the Attack Dice roll doubles, multiply base damage by 2.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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KOSMOS II

I.D. ■

BPV: 29

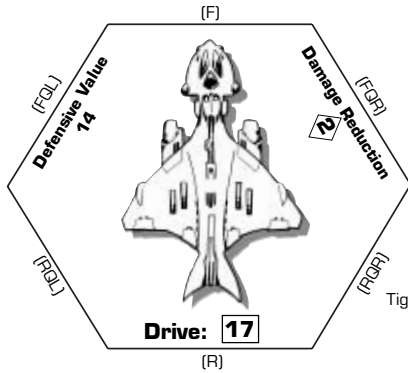
TPV

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○ ○
 P-D: 1-5 (1)
 Dmg Con: 1-2
 Tons: 250

Pilot
1 Disruptorgun (F)
 To Hit: 2D8+ADB
 Damage: Medium §
 Range: 1/2/6



Tight Turn Cost: _____+3

DAMAGE TRACK

→			17	◇		16	*	W	◇	1
	15		14			12	*	10	8	W
		5		3		2		1		×

KOSMOS II

I.D. ■

BPV: 29

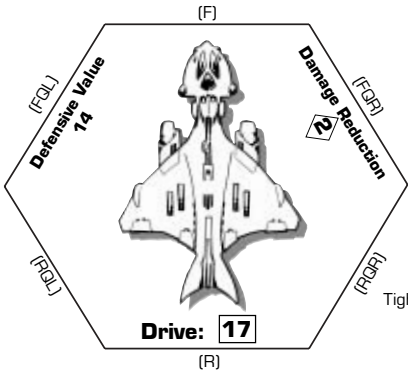
TPV

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○ ○
 P-D: 1-5 (1)
 Dmg Con: 1-2
 Tons: 250

Pilot
1 Disruptorgun (F)
 To Hit: 2D8+ADB
 Damage: Medium §
 Range: 1/2/6



Tight Turn Cost: _____+3

DAMAGE TRACK

→			17	◇		16	*	W	◇	1
	15		14			12	*	10	8	W
		5		3		2		1		×

CRITICAL HITS

- 2 — **Pilot killed.** Kosmos II may perform no further actions. Defensive Value drops to 5.
- 3 — **One Engine destroyed.** Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Kosmos II may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Disruptorgun shorts.** Disruptorgun may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Disruptorgun Targeters damaged.** Reduce chance To Hit by 1.
- 8 — **Missile Launcher jams momentarily.** Missiles may not be fired until after next game turn. Lose 5 missiles.
- 9 — **Forward Hull cracks.** Reduce Defensive Value by 3 and mark off 3 more hits.
- 10 — **One Engine sputters.** Reduce current Drive value by 3 until after next game turn.
- 11 — **Pilot dazed.** Kosmos II may not move or fire until after the next game turn.
- 12 — **Reactor detonates.** Gruesome flash erupts from destroyed Kosmos II.

DISRUPTORGUN SPECS§

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
 § If the target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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KOSMOS III

I.D.

BPV: 30

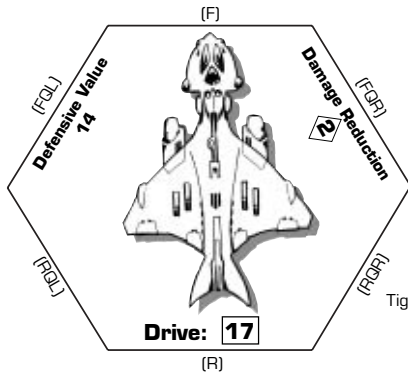
TPV

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Decoys: ○ ○
 P-D: 1-5 (1)
 Dmg Con: 1-2
 Tons: 250



Tight Turn Cost: _____+3

DAMAGE TRACK

→			17	◇		16	*	w	◇	1
	15		14		12	*	10	8	w	
	5		3		2		1	×		

KOSMOS III

I.D.

BPV: 30

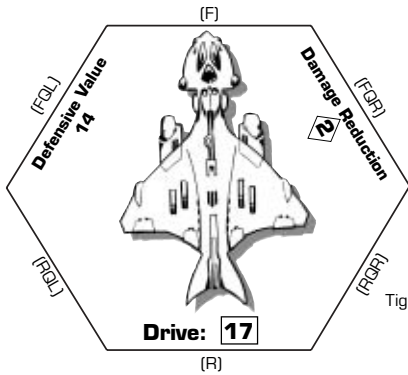
TPV

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Decoys: ○ ○
 P-D: 1-5 (1)
 Dmg Con: 1-2
 Tons: 250



Tight Turn Cost: _____+3

DAMAGE TRACK

→			17	◇		16	*	w	◇	1
	15		14		12	*	10	8	w	
	5		3		2		1	×		

CRITICAL HITS

- 2 — **Pilot killed.** Kosmos III may perform no further actions. Defensive Value drops to 5.
- 3 — **One Engine destroyed.** Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Kosmos III may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Splatterguns short.** Splatterguns may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Splattergun Targeters damaged.** Reduce chance To Hit by 1.
- 8 — **Missile Launcher jams momentarily.** Missiles may not be fired until after next game turn.
- 9 — **Forward Hull cracks.** Reduce Defensive Value by 3 and mark off 3 more hits.
- 10 — **One Engine sputters.** Reduce current Drive value by 3 until after next game turn.
- 11 — **Pilot dazed.** Kosmos III may not move or fire until after the next game turn.
- 12 — **Reactor detonates.** Gruesome flash erupts from destroyed Kosmos III.

SPLATTERGUN SPECS

Short Range: 1-2 hex (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

TPV

--	--	--	--	--	--	--	--

Gunner B
Plasma Missile Launcher
(RQL) (FQL) (F)
Lock-on < ___
○○○○○
○○○○○

Gunner B
2 Plaz Shell Cannons
(RQL) (FQL) (F)
To Hit: 2D6+ADB+1
Damage: All+1 Ψ
Range: 2/4/10
○○○○○

LEFT SIDE DAMAGE TRACK

				t			
	T					t	4
			T				t
		-1	w	*	T		3
	t					T	
			t				2
	T			-1	W	t	*
	T					t	×
	1		T		w		×

Gunner D
Impulsegun
(RQL) (R) (RQR)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

Mk. 50
Torps
○○○
○○○
○○○
○○○
○○○
○○○

Mk. 10
Torps
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Pilot
3 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

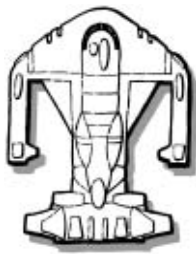
Gunner A
Heavy Plazgun
(FQL) (F) (FQR)
To Hit: 2D6+ADB
Damage: All x2
Range: 4/8/15
Target SR ≤11

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____

FRONT DAMAGE TRACK

							t				
			4	w	T						
	t	*					3	W		T	
						t				2	w
		T	*							t	
		×	1	W			T				×

Defensive Value 11
Drive: 9
(R)
Tight Turn Cost: _____+4



Decoys: —
P-D: 1-8 (2)
PDS: 1-7 ○○
Dmg Con: 1-6
Tons: 2000

Gunner C
2 Plaz Shell Cannons
(F) (FQR) (RQR)
To Hit: 2D6+ADB+1
Damage: All+1 Ψ
Range: 2/4/10
○○○○○

RIGHT SIDE DAMAGE TRACK

				t			
	T				t		4
		T					t
		-1	w	*	T		3
	t				T		
			t				2
	T			-1	W	t	*
	T					t	×
	1		T		w		×

Gunner D
Plasma Missile Launcher
(RQL) (R) (RQR)
Lock-on < ___
○○○○○ ○○○○○

Gunner C
Plasma Missile Launcher
(F) (FQR) (RQR)
Lock-on < ___
○○○○○ ○○○○○

REAR DAMAGE TRACK

				-1				-1	w	3		-1	*	
		-1		*	-1	2	W	-1					×	
-1			1	-1	w			-1					×	

- FRONT CRITICAL HITS**
- Pulse Lasers damaged. Reduce To Hits by 2 and Damage to Low.
 - Torp Targeter damaged. May not launch torps until after next turn.
 - Heavy Plazgun knocked off-line. May not fire until after next turn.
 - Armor Too Tough! No extra damage.
 - Torp Magazine hit. Lose 1D6 Mk. 10 and 1D4 Mk. 50 torps.
 - Pilot's Pulse Laser is destroyed.
 - Pilot killed. Kraal may not move or fire Pilot weapon. DV drops to 5.

- LEFT SIDE CRITICAL HITS**
- Major Structural Damage. Take 5 more hits on Left and Right Damage Tracks.
 - Shields hit. Reduce DV by 1.
 - Plaz Shell Cannon B hit. Lose 1D4 ammo.
 - Armor Too Tough! No extra damage.
 - Gunner B dazed. Gunner B's weapons may not fire until after next turn.
 - Minor Structural Damage. Take 4 more hits this Damage Track.
 - Electronic Warfare gone. Kraal may no longer jam torps. Reduce DV by 2.

- RIGHT SIDE CRITICAL HITS**
- Major Structural Damage. Take 5 more hits on Left and Right Damage Tracks.
 - Shields hit. Reduce DV by 1.
 - Plaz Shell Cannon C hit. Lose 1D4 ammo.
 - Armor Too Tough! No extra damage.
 - Gunner C dazed. Gunner C's weapons may not fire until after next turn.
 - Minor Structural Damage. Take 4 more hits this Damage Track.
 - Electronic Warfare gone. Kraal may no longer jam torps. Reduce DV by 2.

- REAR CRITICAL HITS**
- Major Structural Damage. Take 8 more hits on Rear Damage Track.
 - Shields hit. Reduce DV by 1.
 - Power Coupling hit. Heavy Plazgun may not fire until after next turn.
 - Armor Too Tough! No extra damage.
 - Engines hit. Drive is reduced to 2 until after next turn.
 - Gunner D killed. Gunner D's weapons may not be fired.
 - Badaboom! Kraal is destroyed.

TPV

Gunner B
Missile Launcher
 (RQL) (FQL) (F)
 Lock-on < _____
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○

Gunner B
1 Splattergun
 (RQL) (FQL) (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

LEFT SIDE DAMAGE TRACK

				t					
	T					t		4	
			T					t	
		-1	w	*	T			3	
	t				T				2
				t					
	T			-1	W	t	*		
	T					t		X	
1			T		w			t	

Mk. 50 Torps
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○

Mk. 10 Torps
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○

Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+3
 Damage: Low+3
 Range: 3/9/10

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

GUNNER A
 Gnr: _____

GUNNER B
 Gnr: _____

GUNNER C
 Gnr: _____

GUNNER D
 Gnr: _____


Gunner C
1 Splattergun
 (F) (FQR) (RQR)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

FRONT DAMAGE TRACK

							t													
				4	w	T														t
	t	*								3	W		T							
							t												2	w
		T	*																t	
		X	1	W						T										

Decoys: —
 P-D: 1-8 (2)
 PDS: 1-7 (○○)
 Dmg Con: 1-6
 Tons: 2000

Defensive Value 11



Drive: 9
(R)
Tight Turn Cost: _____ +4

RIGHT SIDE DAMAGE TRACK

						t														
	T							t		4									t	
			T							t									3	
		-1	w	*	T															2
	t				T															
				t																
	T			-1	W	t	*												X	
	T					t														
1			T		w					t									X	

Gunner D
Impulsegun
 (RQL) (R) (RQR)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Gunner D
Plasma Missile Launcher
 (RQL) (R) (RQR)
 Lock-on < _____
 ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

Gunner C
Plasma Missile Launcher
 (F) (FQR) (RQR)
 Lock-on < _____
 ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

ECM Suite
 ECM: 1-6 (4)

○ × ○ × ○ × ○ ×

REAR DAMAGE TRACK

						-1														
					-1		*		-1	2	W			-1						X
-1																				
																				X

FRONT CRITICAL HITS

- 2 — Pulse Lasers damaged. Reduce To Hits by 2 and Damage to Low.
- 3 — Torp Targeter damaged. May not launch torps until after next turn.
- 4 — ECM Suite hit. Lose 1D4 ECM crew.
- 5 — Armor Too Tough! No extra damage.
- 6 — Torp Magazine hit. Lose 1D6 Mk. 10 and 1D4 Mk. 50 torps.
- 7 — Pilot's Pulse Laser is destroyed.
- 8 — Pilot killed. Kraal may not move or fire Pilot weapon. DV drops to 5.

LEFT SIDE CRITICAL HITS

- 2 — Major Structural Damage. Take 5 more hits on Left and Right Damage Tracks.
- 3 — Shields hit. Reduce DV by 1.
- 4 — ECM Array hit. Drop ECM spread by 2.
- 5 — Armor Too Tough! No extra damage.
- 6 — Gunner B dazed. Gunner B's weapons may not fire until after next turn.
- 7 — Minor Structural Damage. Take 4 more hits this Damage Track.
- 8 — Electronic Warfare gone. Kraal may no longer jam torps. Reduce DV by 2.

RIGHT SIDE CRITICAL HITS

- 2 — Major Structural Damage. Take 5 more hits on Left and Right Damage Tracks.
- 3 — Shields hit. Reduce DV by 1.
- 4 — ECM Array hit. Drop ECM spread by 2.
- 5 — Armor Too Tough! No extra damage.
- 6 — Gunner C dazed. Gunner C's weapons may not fire until after next turn.
- 7 — Minor Structural Damage. Take 4 more hits this Damage Track.
- 8 — Electronic Warfare gone. Kraal may no longer jam torps. Reduce DV by 2.

REAR CRITICAL HITS

- 2 — Major Structural Damage. Take 8 more hits on Rear Damage Track.
- 3 — Shields hit. Reduce DV by 1.
- 4 — Power lost to ECM Suite. Kraal may not screen until after next turn.
- 5 — Armor Too Tough! No extra damage.
- 6 — Engines hit. Drive is reduced to 2 next turn.
- 7 — Gunner D killed. Gunner D's weapons may not be fired.
- 8 — Badaboom! Kraal is destroyed.

LAKSHMI

I.D.

BPV: 83

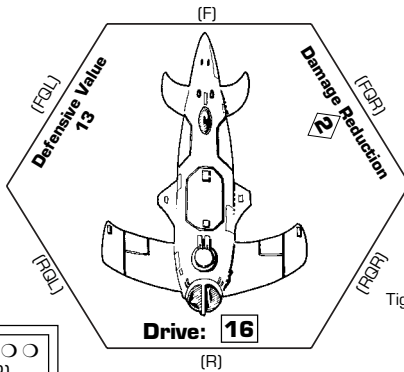
TPV

Mk. 10 Torps

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

Gunner
2 Impulseguns (360°)
To Hit: 2D8+ADB+1
Damage: High+2
Range: 3/8/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____



Tight Turn Cost: _____+3

Decoys: ○○○○
P-D: 1-4 (2)
Dmg Con: 1-4
Tons: 700

Bay 1
Reinforced Bay
Cargo _____
Cargo Loss: CLD -1D4

DAMAGE TRACK

						t	t												
t			16	C	2	w		14											
		t		*				12											
1	W	10			*		8	6											
4	C	2																	

LAKSHMI

I.D.

BPV: 83

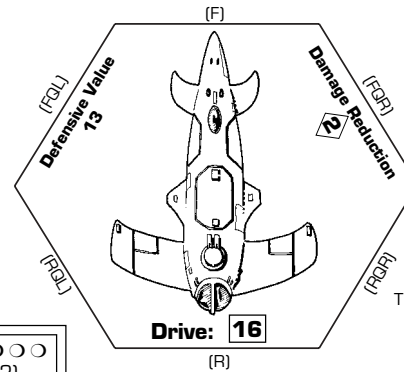
TPV

Mk. 10 Torps

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

Gunner
2 Impulseguns (360°)
To Hit: 2D8+ADB+1
Damage: High+2
Range: 3/8/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____



Tight Turn Cost: _____+3

Decoys: ○○○○
P-D: 1-4 (2)
Dmg Con: 1-4
Tons: 700

Bay 1
Reinforced Bay
Cargo _____
Cargo Loss: CLD -1D4

DAMAGE TRACK

						t	t												
t			16	C	2	w		14											
		t		*				12											
1	W	10			*		8	6											
4	C	2																	

CRITICAL HITS

- 2 — **Pilot killed.** Lakshmi may take no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Reduce current Drive by 3 until after next game turn.
- 4 — **Electronic Warfare disabled.** Lakshmi cannot jam torpedoes. Reduce Defensive Value by 3.
- 5 — **Controls freeze.** Lakshmi may only move in a straight line until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Luck is with you.** No additional damage.
- 8 — **Hull cracks.** Take 1D4 additional hits.
- 9 — **Impulseguns damaged.** Reduce chance To Hit by 2.
- 10 — **Gunner killed.** Gunner's weapons may no longer fire.
- 11 — **Cargo Bay collapse.** All cargo is lost.
- 12 — **Reactor hit.** Lakshmi's luck runs out.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-8 hexes.
Long Range: 9-10 hexes (-1 To Hit).

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

LAMPREY

I.D.

BPV: 36

TPV

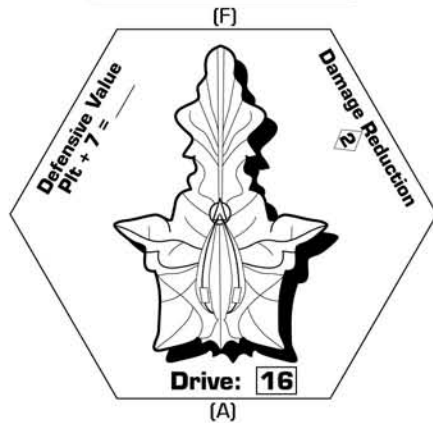
Type 3 Drones

Weapon 1 Y-Beam (F) To Hit: 2D8+ADB Damage: Medium x 2

Weapon 2 Drive Leech (F) To Hit: 2D6+ADB Damage: Low* ○○○○○

Weapon 3 X-Beam (F) (A) To Hit: 2D8+ADB Damage: Low x 3

Hatchling Plt: WEAPON 1 Gnr: WEAPON 2 WEAPON 3 Gnr:



Tight Turn Cost:

Special Equipment: [] Grappling Tube [] Tow Hook

Jump Pods: (2) (3) (4)

DAMAGE TRACK

Damage track grid with numbers 1-16 and symbols d, w, j, *

LAMPREY

I.D.

BPV: 36

TPV

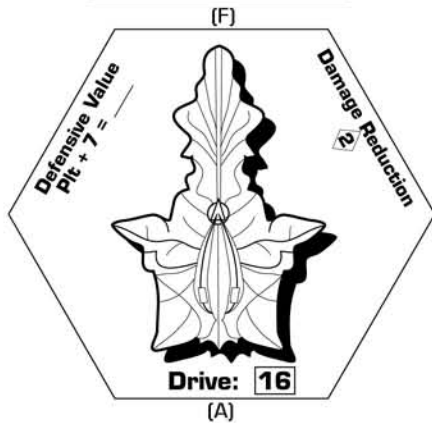
Type 3 Drones

Weapon 1 Y-Beam (F) To Hit: 2D8+ADB Damage: Medium x 2

Weapon 2 Drive Leech (F) To Hit: 2D6+ADB Damage: Low* ○○○○○

Weapon 3 X-Beam (F) (A) To Hit: 2D8+ADB Damage: Low x 3

Hatchling Plt: WEAPON 1 Gnr: WEAPON 2 WEAPON 3 Gnr:



Tight Turn Cost:

Special Equipment: [] Grappling Tube [] Tow Hook

Jump Pods: (2) (3) (4)

DAMAGE TRACK

Damage track grid with numbers 1-16 and symbols d, w, j, *

CRITICAL HITS

- 1 - Shields damaged. Reduce Defensive Value by 1.
2 - Hull cracks. Take 2D4 more hits.
3 - Tow Hook damaged. Mark off this piece of equipment.
4 - Drones destroyed. Lose all remaining drones.
5 - Electronic Warfare Rig damaged. Lamprey may no longer jam torps.
6 - Grappling Tube destroyed. Mark off this piece of equipment.
7 - Y-Beam power drops. Modify Damage code by -3.
8 - Drive Leech Power Duct damaged. Modify Damage code by -1.
9 - Hatchling killed. Lamprey may take no further actions. Defensive Value reduced to 5.
10 - Attack guts through Lamprey. It is destroyed.

Y-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-16 hexes.
Long Range: 17-18 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be <=13.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

DRIVE LEECH SPECS

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-4 hexes (-1 To Hit).

* Low Damage is distributed only to target's Drive Damage boxes, ignoring Damage Reduction value.

LANCE ELECTRA

I.D. ■

BPV: 60

TPV

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

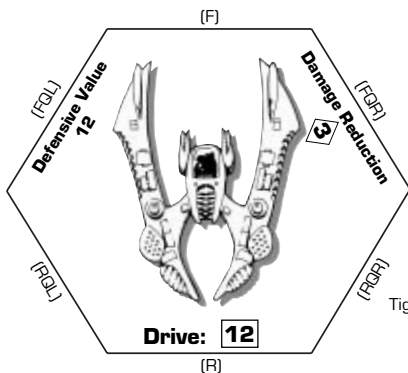
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 30
 Torps

Pilot
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14

Mk. 10
 Torps

Gunner
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-4 (2)
 Dmg Con: 1-5
 Tons: 420

Gunner
Missile Launcher (360°)
 Lock-on < _____

DAMAGE TRACK

				3			t	12	*	t	
11	w	T		2	10	w	t		*		
9		W		8		1	7	6	*		
5	w	4	2	X							

LANCE ELECTRA

I.D. ■

BPV: 60

TPV

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

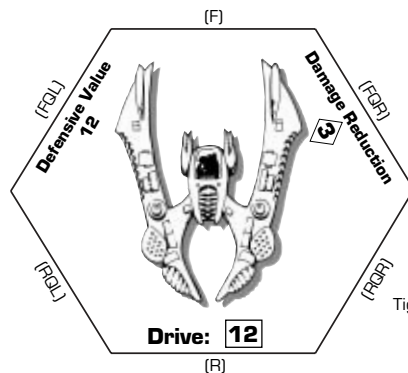
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 30
 Torps

Pilot
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14

Mk. 10
 Torps

Gunner
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-4 (2)
 Dmg Con: 1-5
 Tons: 420

Gunner
Missile Launcher (360°)
 Lock-on < _____

DAMAGE TRACK

				3			t	12	*	t	
11	w	T		2	10	w	t		*		
9		W		8		1	7	6	*		
5	w	4	2	X							

CRITICAL HITS

- 2 — **Pilot dazed.** Electra may not move or fire Pilot's Projector or Pulse Laser until after next game turn.
- 3 — **Engines sputter momentarily.** Electra's Drive value is reduced to 3 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Electra may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Pilot's Protobolter hit.** Lose half its remaining ammo.
- 8 — **Torp Targeting Scanner damaged.** Cannot launch torps until after the next game turn.
- 9 — **Left Hull buckles.** Pilot's Projector loses 2 Protobolts. Reduce Defensive Value by 3.
- 10 — **Right Hull buckles.** Gunner's Projector loses 2 Protobolts. Reduce Defensive Value by 3.
- 11 — **Gunner dazed.** Electra may not fire Gunner's Projector or Missile Launcher until after next game turn.
- 12 — **Massive structural collapse.** Lance Electra breaks up into chunks of useless scrap metal.

PROTOBOLT SPECS

Short Range: 5-8 hexes (+1 To Hit).
Medium Range: 9-12 hexes.
Long Range: 13-16 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤14.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

LANCE ELECTRA II

I.D. ■

BPV: 60

TPV

Mk. 30 Torps

○
○

Mk. 10 Torps

○
○

Pilot

1 Impulsegun (F)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

Gunner

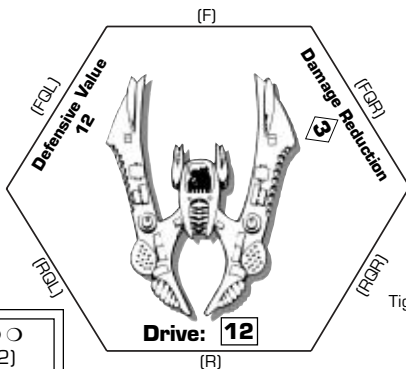
1 Pulse Laser (F)
To Hit: 2D8+ADB
Damage: Low
Range: 3/9/10

Gunner

1 Protobolt Projector (F)
To Hit: 2D6+ADB
Damage: 10/8/6
Range: 5-8/12/16
Target SR ≤14
○○○○○○○○

Gunner

Missile Launcher (360°)
Lock-on < _____
○○○○○○ ○○○○○○
○○○○○○ ○○○○○○



Decoys: ○○
P-D: 1-4 (2)
Dmg Con: 1-5
Tons: 400

DAMAGE TRACK

			3		t	12	*	t	
11	w	T	2	10	W	t	*		
9		w		8	1	7	6	*	
5	w	4	2	×					

Tight Turn Cost: _____+3

LANCE ELECTRA II

I.D. ■

BPV: 60

TPV

Mk. 30 Torps

○
○

Mk. 10 Torps

○
○

Pilot

1 Impulsegun (F)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

Gunner

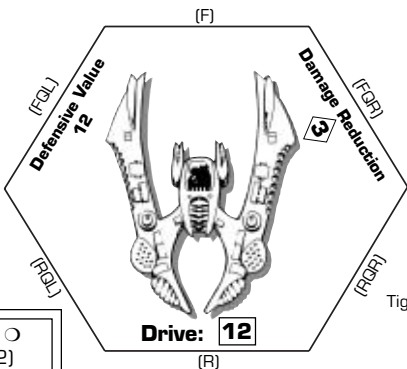
1 Pulse Laser (F)
To Hit: 2D8+ADB
Damage: Low
Range: 3/9/10

Gunner

1 Protobolt Projector (F)
To Hit: 2D6+ADB
Damage: 10/8/6
Range: 5-8/12/16
Target SR ≤14
○○○○○○○○

Gunner

Missile Launcher (360°)
Lock-on < _____
○○○○○○ ○○○○○○
○○○○○○ ○○○○○○



Decoys: ○○
P-D: 1-4 (2)
Dmg Con: 1-5
Tons: 400

DAMAGE TRACK

			3		t	12	*	t	
11	w	T	2	10	W	t	*		
9		w		8	1	7	6	*	
5	w	4	2	×					

Tight Turn Cost: _____+3

CRITICAL HITS

- 2 — **Pilot dazed.** Electra may not move or fire Pilot's Impulsegun until after next game turn.
- 3 — **Engines sputter momentarily.** Electra's Drive value is reduced to 3 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Electra may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Impulsegun hit.** Reduce Damage to Medium.
- 8 — **Torp Targeting Scanner damaged.** Cannot launch torps until after the next game turn.
- 9 — **Left Hull buckles.** Pilot's Projector loses 2 Protobolts. Reduce Defensive Value by 3.
- 10 — **Right Hull buckles.** Gunner's Projector loses 2 Protobolts. Reduce Defensive Value by 3.
- 11 — **Gunner dazed.** Electra may not fire Gunner's weapons until after next game turn.
- 12 — **Massive structural collapse.** Lance Electra breaks up into chunks of useless scrap metal.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-8 hexes.
Long Range: 9-10 hexes (-1 To Hit).

PROTOBOLT SPECS

Short Range: 5-8 hexes (+1 To Hit).
Medium Range: 9-12 hexes.
Long Range: 13-16 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤14.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

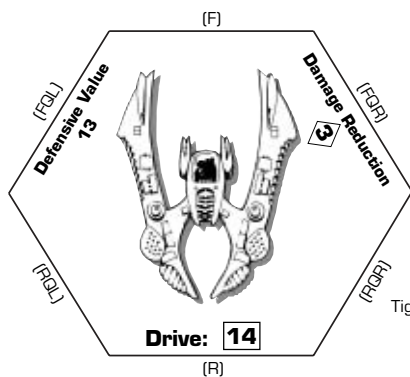
TPV

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Pilot
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14
 ○ ○ ○ ○

Gunner
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

Gunner
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14
 ○ ○ ○ ○



Decoys: —
 P-D: —
 Dmg Con: 1-5
 Tons: 420

Gunner
Hammerhead Missile Launcher (360°)
 Lock-on < _____
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

			3	14			12	*			
11		w			2	10		w		*	
9			w		8		1	7		6	*
5	w	4	2	×							

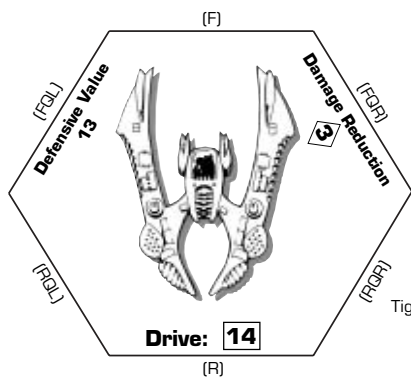
TPV

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Pilot
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14
 ○ ○ ○ ○

Gunner
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

Gunner
1 Protobolt Projector (F)
 To Hit: 2D6+ADB
 Damage: 10/8/6
 Range: 5-8/12/16
 Target SR ≤14
 ○ ○ ○ ○



Decoys: —
 P-D: —
 Dmg Con: 1-5
 Tons: 420

Gunner
Hammerhead Missile Launcher (360°)
 Lock-on < _____
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

			3	14			12	*			
11		w			2	10		w		*	
9			w		8		1	7		6	*
5	w	4	2	×							

CRITICAL HITS

- 2 — **Pilot dazed.** Electra may not move or fire Pilot's Projector until after next game turn.
- 3 — **Engines sputter momentarily.** Electra's Drive value is reduced to 4 until after next game turn.
- 4 — **Datalink knocked out.** Electra may no longer benefit from scanning. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Pilot's Protobolter hit.** Lose half its remaining ammo.
- 8 — **Missile Launcher hit.** Lose 1D10 remaining missiles.
- 9 — **Left Hull buckles.** Pilot's Projector loses 2 Protobolts. Reduce Defensive Value by 4.
- 10 — **Right Hull buckles.** Gunner's Projector loses 2 Protobolts. Reduce Defensive Value by 4.
- 11 — **Gunner dazed.** Electra may not fire Gunner's weapons until after next game turn.
- 12 — **Massive structural collapse.** Lance Electra breaks up into chunks of useless scrap metal.

PROTOBOLT SPECS

Short Range: 5-8 hexes (+1 To Hit).
 Medium Range: 9-12 hexes.
 Long Range: 13-16 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤14.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

TPV

--

Pilot
1 Turbo laser (F)
To Hit: 2D8+ADB
Damage: High
Range: 9/25/30
Target SR≤8

Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

Gunner A
1 Sayf ad-Din (360°)
To Hit: 2D8+ADB
Damage: Medium x 1D4
Range: 6/14/18
Target SR≤14

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
GUNNER E
Gnr: _____
GUNNER F
Gnr: _____

Mk. 50 Torps

○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○

FRONT DAMAGE TRACK

					t					t		
			t	W					t	*		
			t						t	w		
				*		t						
t	W				t		×					t
			w	t								×

Gunner B
5 Pulse Lasers (FQL) (F) (FQR)
To Hit: 2D8+ADB+4
Damage: Low+4
Range: 3/9/10

Gunner C
5 Pulse Lasers (FQL) (F) (FQR)
To Hit: 2D8+ADB+4
Damage: Low+4
Range: 3/9/10

LEFT SIDE DAMAGE TRACK

		t			t					W	t
		t			t						
		-1	w	t	*				t		
		t			t						t
			t		t						
	t		-1	W	t	*					
	t				t						×
		t			t						
	t	-1	t								×

Defensive Value 15

(F) (FQL) (FQR) (R) (RQL) (RQR)

Drive: 14
Tight Turn Cost: _____+4

○

RIGHT SIDE DAMAGE TRACK

			t			t				W	t
			t			t					
			t			t					
			-1	w	t	*			t		
			t			t					t
			t		t						
	t				W	t	*				
	t				t						×
		t			t						
	t	-1	t								×

Gunner D
5 Pulse Lasers (FQL) (RQL) (R)
To Hit: 2D8+ADB+4
Damage: Low+4
Range: 3/9/10

Gunner F
5 Pulse Lasers (RQL) (R) (RQR)
To Hit: 2D8+ADB+4
Damage: Low+4
Range: 3/9/10

Gunner E
5 Pulse Lasers (R) (RQR) (FQR)
To Hit: 2D8+ADB+4
Damage: Low+4
Range: 3/9/10

Decoys: ○○○○
P-D: 1-6 (6)
Dmg Con: 1-6
Tons: 2000

REAR DAMAGE TRACK

	-1			-1	t		-1			W	-1	t	*	-1
		t		-1			-1	w	t		-1	×	t	-1
				-1	W		-1					×		

FRONT CRITICAL HITS

- 2 — Pilot killed. Lilith may not move or fire the Pilots Weapon.
- 3 — Gunner B killed. Gunner B's weapon may not fire.
- 4 — Pulse Laser B damaged. Penalize To Hit attempts by -4.
- 5 — Sayf ad-Din malfunction. Weapon may not fire until after next turn.
- 6 — Pulse Laser C damaged. Penalize To Hit attempts by -4.
- 7 — Gunner C killed. Gunner C's weapon may not fire.
- 8 — Cascading destruction! Take one additional critical on each damage track. Lilith may not move or fire Pilots weapon until after next turn.

LEFT SIDE CRITICAL HITS

- 2 — Major structural damage. Take an additional 2D10 hits on Left and Right Damage Tracks.
- 3 — Torp Targeter damaged. No torps can be fired until after next turn.
- 4 — Shields damaged. Reduce Defensive Value by 5.
- 5 — Pulse Laser D damaged. Penalize To Hit attempts by -4.
- 6 — Minor structural damage. Take 8 more hits on this Damage Track.
- 7 — Gunner D killed. Gunner D's weapon may not fire.
- 8 — Electronic Warfare gone. Lilith cannot jam torps. Reduce Defensive Value by 5.

RIGHT SIDE CRITICAL HITS

- 2 — Major structural damage. Take an additional 2D10 hits on Left and Right Damage Tracks.
- 3 — Torp Targeter damaged. No torps can be fired until after next turn.
- 4 — Shields damaged. Reduce Defensive Value by 5.
- 5 — Pulse Laser E damaged. Penalize To Hit attempts by -4.
- 6 — Minor structural damage. Take 8 more hits on this Damage Track.
- 7 — Gunner E killed. Gunner E's weapon may not fire.
- 8 — Electronic Warfare gone. Lilith cannot jam torps. Reduce Defensive Value by 5.

REAR CRITICAL HITS

- 2 — Major bulkhead collapse. Take an additional 2D8 more hits on all Damage Tracks.
- 3 — Power Flux. No cannons may be fired, or torps launched until after next turn.
- 4 — Shields damaged. Reduce Defensive Value by 5.
- 5 — Engine chokes. Drive reduced to 2 until after next turn.
- 6 — Maneuver Thrusters hit. All turns cost 1 extra movement point to perform. -2 to Defensive Value
- 7 — Gunner F killed. Gunner F's weapon may not fire.
- 8 — Reactor detonates. Boom!

The 1D4 multiplier is not included on triples, or doubles that affect damage.

TPV

Gunner A Missile Launcher
(BRQL) (BFQL) (F)
Lock-on < ____

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner A

∂ May hit all torps in one hex targeting one ship, if at short range.

Gunner A 4 Splatterguns
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gun Crew G 1 Laztube
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D10+ADB
Damage: High x 2
Range: 10/20/40
Target SR ≤8

Gun Crew F Bifrost Cannon (KF)

To Hit: 2D10+ADB+10
Damage: All x 2 ∂
Range: 10/20/30

Gunner C 1 Mjölmir
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+6
Damage: Low+3 ∂
Range: 3/7/10

Gunner B 4 Splatterguns
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gun Crew H 1 Laztube
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D10+ADB
Damage: High x 2
Range: 10/20/40
Target SR ≤8

Gunner B Missile Launcher
(F) (BFQR) (BRQR)
Lock-on < ____

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner B

Crew

CAPTAIN
Cpn: _____

PILOT
Plt: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

GUNNER C
Gnr: _____

GUNNER D
Gnr: _____

GUNNER E
Gnr: _____

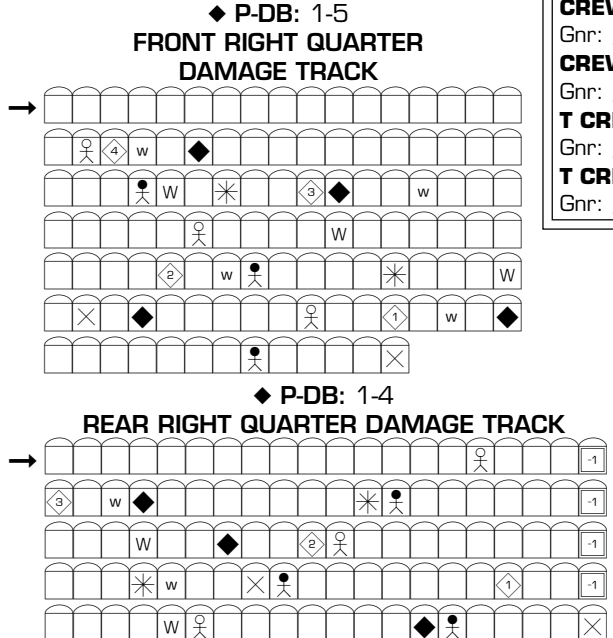
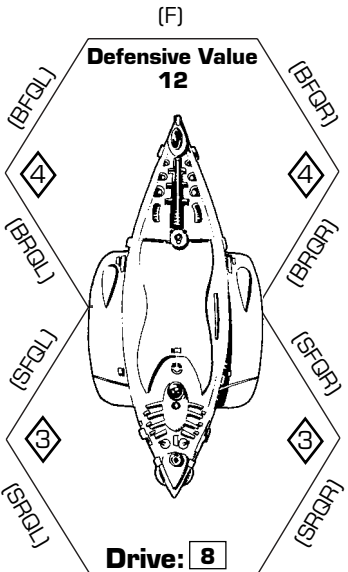
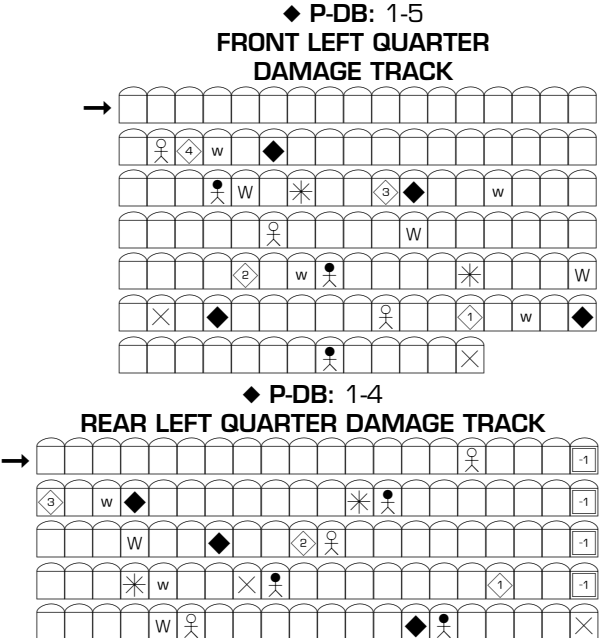
CREW F
Gnr: _____

CREW G
Gnr: _____

CREW H
Gnr: _____

T CREW I
Gnr: _____

T CREW J
Gnr: _____



Gunner D Missile Launcher
(SFQL) (SRQL) (R)
Lock-on < ____

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner D

Gunner D 2 Splatterguns
(SFQL) (SRQL) (R)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Torp Crew I 2 Torpedo Tubes

(SFQR)

Torp Crew J 2 Torpedo Tubes

(SFQR)

Gunner E 2 Splatterguns
(R) (SRQR) (SFQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Gunner E

Gunner E Missile Launcher
(R) (SRQR) (SFQR)
Lock-on < ____

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

FRONT LEFT CRITICAL HITS

- 2 — **ECM destroyed.** Longboat may no longer jam torps.
- 3 — **Capacitor malfunction.** Bow Laztubes, Mjólnir, and Bifrost Cannon may not fire until after next game turn.
- 4 — **Splattergun jam.** Gunner A's Splattergun may not fire until after next game turn.
- 5 — **TOC Room power flux.** TOC bonus may not be added next turn.
- 6 — **Bifrost Cannon control room hit.** Lose 1D4 Bifrost Cannon crew.
- 7 — **Splattergun destroyed.** Gunner A's Splattergun is destroyed.
- 8 — **ECM malfunction.** Longboat may not screen until after next game turn.
- 9 — **Minor structural damage.** Take 10 more hits on this track
- 10 — **Laztube overload.** Laztube G is destroyed, and crew is killed. 1D12 hits on this track.
- 11 — **Mjólnir hit.** Mjólnir is destroyed and gunner is killed.
- 12 — **Bridge hit!** Bridge crew is stunned. Longboat may not move until after next turn and may not add TOC bonus to initiative.

REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Longboat may no longer use Captain die.
- 3 — **TOC destroyed.** Longboat may no longer add TOC bonus to initiative roll.
- 4 — **Missile Rack hit.** Lose 1D10 missiles from Gunner D's rack.
- 5 — **Engine hit.** Reduce Drive by 2.
- 6 — **Torpedo Defense damaged.** Longboat may no longer jam torps.
- 7 — **Magnetic fluctuation.** All Gauss weapons may not be fired until next game turn.
- 8 — **Gunner D killed.** Gunner D's weapons may not be fired.
- 9 — **Shield Generator short.** Longboat's Defensive Value is reduced by 6 until after next game turn.
- 10 — **Torpedo Magazine hit.** Lose D4 of each type of torp.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Plasma Core meltdown.** The Longboat briefly becomes a tiny sun and then is no more.

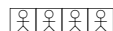
LONGBOAT

Tons: 11000

Electronics

Jam: 1-2 on 1D4

ECM: 1-4 (4)



Bridge

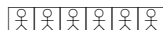
Captain: _____

Pilot: _____

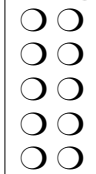
TOC: +2

Engineering

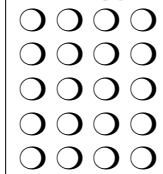
Damage Control: 1-6



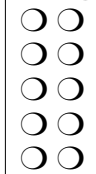
Mk. 10



Mk. 30



Mk. 70



Stern Torpedo
Magazine

FRONT RIGHT CRITICAL HITS

- 2 — **ECM destroyed.** Longboat may no longer jam torps.
- 3 — **Capacitor malfunction.** Bow Laztubes, Mjólnir, and Bifrost Cannon may not fire until after next game turn.
- 4 — **Splattergun jam.** Gunner B's Splattergun may not fire until after next game turn.
- 5 — **TOC Room power flux.** TOC bonus may not be added next turn.
- 6 — **Bifrost Cannon control room hit.** Lose 1D4 Bifrost Cannon crew.
- 7 — **Splattergun destroyed.** Gunner B's Splattergun is destroyed.
- 8 — **ECM malfunction.** Longboat may not screen until after next game turn.
- 9 — **Minor structural damage.** Take 10 more hits on this track
- 10 — **Laztube overload.** Laztube H is destroyed, and crew is killed. 1D12 hits on this track.
- 11 — **Mjólnir hit.** Mjólnir is destroyed and gunner is killed.
- 12 — **Bridge hit!** Bridge crew is stunned. Longboat may not move until after next turn and may not add TOC bonus to initiative.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Longboat may no longer use Captain die.
- 3 — **TOC destroyed.** Longboat may no longer add TOC bonus to initiative roll.
- 4 — **Missile Rack hit.** Lose 1D10 missiles from Gunner E's rack.
- 5 — **Engine hit.** Reduce Drive by 2.
- 6 — **Torpedo Defense damaged.** Longboat may no longer jam torps.
- 7 — **Magnetic fluctuation.** All Gauss weapons may not be fired until next game turn.
- 8 — **Gunner E killed.** Gunner E's weapons may not be fired.
- 9 — **Shield Generator short.** Longboat's Defensive Value is reduced by 6 until after next game turn.
- 10 — **Torpedo Magazine hit.** Lose D4 of each type of torp.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Plasma Core meltdown.** The Longboat briefly becomes a tiny sun and then is no more.

MARUT

I.D.

BPV: 15

Pilot 2 Pulse Lasers (F) To Hit: 2D8+ADB+1 Damage: Low +1 Range: 3/9/10	Pilot 1 Impulsegun (F) To Hit: 2D8+ADB Damage: High Range: 3/8/10	Crew PILOT Plt: _____ Gnr: _____ Luck: _____
--	--	--

TPV

Mk. 10 Torps

Decoys:
P-D: —
Dmg Con: 1-2
Tons: 100

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 17 13 t w * 9 1 t 5 X

MARUT

I.D.

BPV: 15

Pilot 2 Pulse Lasers (F) To Hit: 2D8+ADB+1 Damage: Low +1 Range: 3/9/10	Pilot 1 Impulsegun (F) To Hit: 2D8+ADB Damage: High Range: 3/8/10	Crew PILOT Plt: _____ Gnr: _____ Luck: _____
--	--	--

TPV

Mk. 10 Torps

Decoys:
P-D: —
Dmg Con: 1-2
Tons: 100

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 17 13 t w * 9 1 t 5 X

MARUT

I.D.

BPV: 15

Pilot 2 Pulse Lasers (F) To Hit: 2D8+ADB+1 Damage: Low +1 Range: 3/9/10	Pilot 1 Impulsegun (F) To Hit: 2D8+ADB Damage: High Range: 3/8/10	Crew PILOT Plt: _____ Gnr: _____ Luck: _____
--	--	--

TPV

Mk. 10 Torps

Decoys:
P-D: —
Dmg Con: 1-2
Tons: 100

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 17 13 t w * 9 1 t 5 X

MARUT

I.D.

BPV: 15

Pilot 2 Pulse Lasers (F) To Hit: 2D8+ADB+1 Damage: Low +1 Range: 3/9/10	Pilot 1 Impulsegun (F) To Hit: 2D8+ADB Damage: High Range: 3/8/10	Crew PILOT Plt: _____ Gnr: _____ Luck: _____
--	--	--

TPV

Mk. 10 Torps

Decoys:
P-D: —
Dmg Con: 1-2
Tons: 100

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 17 13 t w * 9 1 t 5 X

CRITICAL HITS

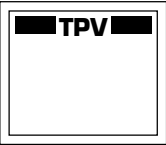
- 2 — **Pilot killed.** Marut may take no further actions. Defensive Value drops to 5.
- 3 — **Torp Load jettisoned.** All remaining torps are lost.
- 4 — **Electronic Warfare disabled.** Marut cannot jam torps. Reduce Defensive Value by 1.
- 5 — **Maneuver Thrusters hit.** Marut may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Impulsegun Targeter damaged.** Reduce chance To Hit by 1.
- 8 — **Impulsegun damaged.** Marut may not fire Impulsegun until after next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Engines sputter.** Reduce current Drive by 4 until after next game turn.
- 11 — **Pilot dazed.** Marut may not move or discharge any weapon until after next game turn.
- 12 — **Reactor hit.** Ashes to ashes ...

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-8 hexes.
Long Range: 9-10 hexes (-1 To Hit).

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).



Gunner A
6 Pulse Lasers
 (360°) [X]
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner B
6 Pulse Lasers
 (360°) [X]
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner C
6 Pulse Lasers
 (360°) [X]
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner D
6 Pulse Lasers
 (360°) [X]
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner E
6 Pulse Lasers
 (360°) [X]
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner F
6 Pulse Lasers
 (360°) [X]
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

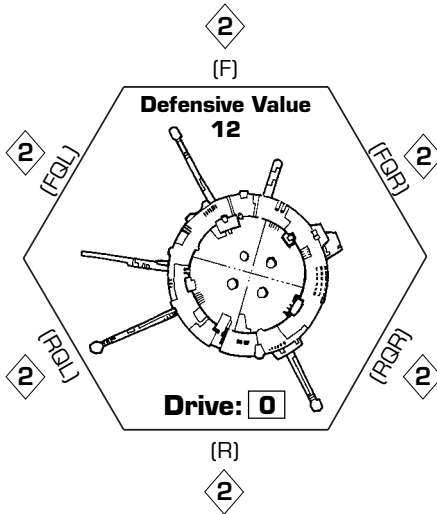
Gun Crew J
1 Laztube (360°)
 [X][X][X]
 To Hit: 2D10+ADB
 Damage: High x2
 1-10/11-20/21-40
 Target SR ≤ 8

◆ P-DB: 1-5
FRONT LEFT QUARTER DAMAGE TRACK

◆ P-DB: 1-5
REAR LEFT QUARTER DAMAGE TRACK

Torp Crew L
3 Torpedo Tubes
 (360°) [X][X][X]

◆ P-DB: 1-5
FRONT DAMAGE TRACK



◆ P-DB: 1-5
REAR DAMAGE TRACK

Gun Crew K
1 Laztube (360°)
 [X][X][X]
 To Hit: 2D10+ADB
 Damage: High x2
 1-10/11-20/21-40
 Target SR ≤ 8

◆ P-DB: 1-5
FRONT RIGHT QUARTER DAMAGE TRACK

◆ P-DB: 1-5
REAR RIGHT QUARTER DAMAGE TRACK

▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

Gunner H
1 Sayf ad-Din
 (360°) [X]
 To Hit: 2D8+AD8
 Damage: Med x1D4 ▶
 Range: 6/14/18
 Target SR ≤ 14

Gunner G
1 Sayf ad-Din
 (360°) [X]
 To Hit: 2D8+AD8
 Damage: Med x1D4 ▶
 Range: 6/14/18
 Target SR ≤ 14

Gunner I
1 Sayf ad-Din
 (360°) [X]
 To Hit: 2D8+AD8
 Damage: Med x1D4 ▶
 Range: 6/14/18
 Target SR ≤ 14

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
GUNNER F
 Gnr: _____
GUNNER G
 Gnr: _____
GUNNER H
 Gnr: _____
GUNNER I
 Gnr: _____
CREW J
 Gnr: _____
CREW K
 Gnr: _____
CREW L
 Gnr: _____

FRONT CRITICAL HITS

- 2 — **Gunner A killed.** Gunner A's weapons may not fire.
- 3 — **Electronic Defenses pierced.** Reduce Defensive Value by 2.
- 4 — **Rotater Ring Hit.** Pulse Lasers A & B fire out random Arcs until after next game turn.
- 5 — **Magazine hit.** Eject 2D12 remaining torps or take 1D12 hits on each damage track.
- 6 — **ECM crippled.** All scanning attempts must be made against one target.
- 7 — **Sayf ad-Din H damaged.** Reduce Damage to Medium.
- 8 — **Reactor hit.** Masada Falls. They will remember your sacrifice.

FRONT LEFT CRITICAL HITS

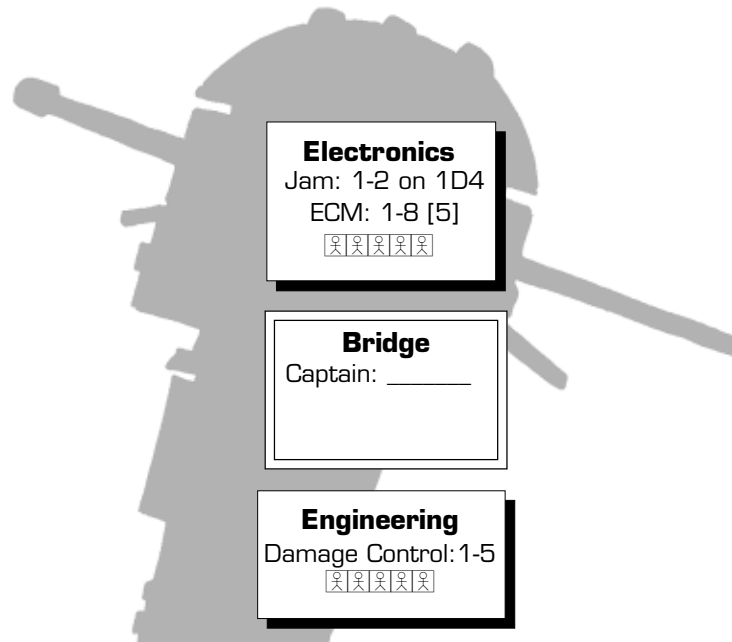
- 2 — **Gunner F killed.** Gunner F's weapons may not fire.
- 3 — **Jamming Module hit.** Masada now jams only on a 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **Torp Scanners damaged.** May not launch torps unless Torp Crew rolls less than Gunner on 1D10
- 6 — **Engineering Hit.** Mark off 1D4 Engineers
- 7 — **Lastube J damaged.** Reduce Damage to High.
- 8 — **Power Coupling hit.** No Cannons may be fired next turn.

REAR LEFT CRITICAL HITS

- 2 — **Gunner E killed.** Gunner E's weapons may not fire.
- 3 — **Electronic Defenses pierced.** Reduce Defensive Value by 2.
- 4 — **Rotater Ring Hit.** Pulse Lasers E & F fire out random Arcs until after next game turn.
- 5 — **Torp Magazine hit.** Lose 1D10 torpedoes.
- 6 — **ECM crippled.** All scanning attempts must be made against one target.
- 7 — **Sayf ad-Din G damaged.** Reduce Damage to Medium.
- 8 — **Bridge hit Captain Killed.** Masada may not use captains die.

MASADA TYPE 1

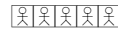
Tons: 7000



Electronics

Jam: 1-2 on 1D4

ECM: 1-8 [5]

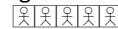


Bridge

Captain: _____

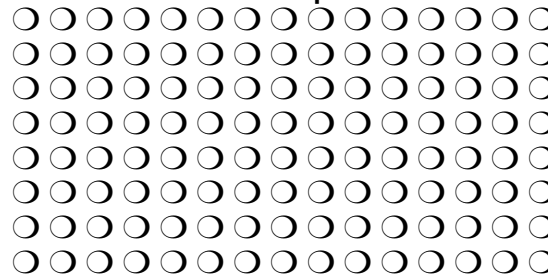
Engineering

Damage Control: 1-5



Torpedo Magazine

Mk. 10 Torpedos



FRONT RIGHT CRITICAL HITS

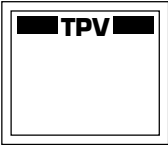
- 2 — **Gunner B killed.** Gunner B's weapons may not fire.
- 3 — **Jamming Module hit.** Masada now jams only on a 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **Torp Magazine hit.** Lose 1D10 torpedoes.
- 6 — **Engineering Hit.** Mark off 1D4 Engineers
- 7 — **Lastube J damaged.** Reduce Damage to High.
- 8 — **Bridge hit, Pilot killed.** Masada may not turn.

REAR RIGHT CRITICAL HITS

- 2 — **Gunner C killed.** Gunner C's weapons may not fire.
- 3 — **Electronic Defenses pierced.** Reduce Defensive Value by 2.
- 4 — **Rotater Ring Hit.** Pulse Lasers C & D fire out random Arcs until after next game turn.
- 5 — **Torp Scanners damaged.** May not launch torps unless Torp Crew rolls less than Gunner on 1D10
- 6 — **ECM crippled.** All scanning attempts must be made against one target.
- 7 — **Sayf ad-Din I damaged.** Reduce Damage to Medium.
- 8 — **Power Coupling hit.** No Cannons may be fired next turn.

REAR CRITICAL HITS

- 2 — **Gunner D killed.** Gunner D's weapons may not fire.
- 3 — **Jamming Module hit.** Masada now jams only on a 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **Magazine hit.** Eject 2D12 remaining torps or take 1D12 hits on each damage track.
- 6 — **Engineering Hit.** Mark off 1D4 Engineers
- 7 — **Lastubes Rotater Cuff Jammed.** Random Lastube now restricted to one random arc.
- 8 — **Reactor hit.** They will remember your sacrifice.



Gun Crew F
1 Laztube (360°)
 (360°) [icon]
 To Hit: 2D10+AD8
 Damage: High x2
 1-10/11-20/21-40
 Target SR ≤ 8

Gunner A
6 Pulse Lasers
 (360°) [icon]
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner B
6 Pulse Lasers
 (360°) [icon]
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner C
6 Pulse Lasers
 (360°) [icon]
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner D
6 Pulse Lasers
 (360°) [icon]
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

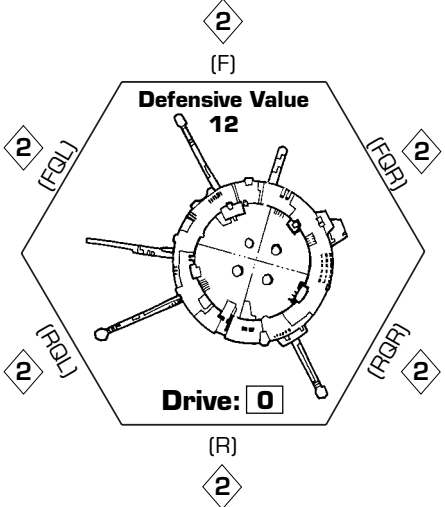
◆ P-DB: 1-6
FRONT LEFT QUARTER DAMAGE TRACK

◆ P-DB: 1-5
REAR LEFT QUARTER DAMAGE TRACK

◆ P-DB: 1-5
FRONT DAMAGE TRACK

◆ P-DB: 1-5
FRONT RIGHT QUARTER DAMAGE TRACK

◆ P-DB: 1-5
REAR RIGHT QUARTER DAMAGE TRACK



◆ P-DB: 1-5
REAR LEFT QUARTER DAMAGE TRACK

Crew

CAPTAIN
 Cpn: _____

PILOT
 Plt: _____

GUNNER A
 Gnr: _____

GUNNER B
 Gnr: _____

GUNNER C
 Gnr: _____

GUNNER D
 Gnr: _____

GUNNER E
 Gnr: _____

CREW F
 Gnr: _____

Gunner E
1 Sayf ad-Din
 (360°) [icon]
 To Hit: 2D8+AD8
 Damage: Med x1D4
 Range: 6/14/18
 Target SR ≤ 14

▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

FRONT CRITICAL HITS

- 2 — **ECM Suite hit.** Mark off 1D6 ECM crew.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 2.
- 4 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
- 5 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
- 6 — **ECM Sequencer destroyed.** All screening attempts must be made against one target.
- 7 — **Gunner A's Pulse Laser damaged.** Gunner A's Pulse Laser is -5 To Hit.
- 8 — **Reactor hit.** They will remember your sacrifice.

FRONT LEFT CRITICAL HITS

- 2 — **Gunner A killed.** Gunner A's weapons may not fire.
- 3 — **Jamming module hit.** Masada now jams only on a 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
- 6 — **Engineering hit.** Mark off 1D4 Engineers.
- 7 — **Gunner E's Sayf ad-Din damaged.** Change Damage to Medium.
- 8 — **Power Coupling hit.** No cannons may be fired until after next game turn.

REAR LEFT CRITICAL HITS

- 2 — **Gunner B killed.** Gunner B's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 2.
- 4 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
- 5 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
- 6 — **ECM Sequencer destroyed.** All screening attempts must be made against one target.
- 7 — **Gunner D's Pulse Laser damaged.** Gunner D's Pulse Laser is -5 To Hit.
- 8 — **Bridge hit, Captain Killed.** Masada may not use captain's die.

MASADA TYPE 2

Tons: 7000

Fighter Bay 1

1000-ton Fighter

○○○ [X][X][X] ID: _____

Type: _____

Electronics

Jam: 1-2 on 1D4

ECM: 1-4 [6]

[X][X][X][X][X][X]

Bridge

Captain: _____

TOC: +2

Engineering

Damage Control: 1-6

[X][X][X][X][X][X]

FRONT RIGHT CRITICAL HITS

- 2 — **Gunner C killed.** Gunner C's weapons may not fire.
- 3 — **Jamming module hit.** Masada now jams only on a 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
- 6 — **Engineering hit.** Mark off 1D4 Engineers.
- 7 — **Gunner B's Pulse Laser damaged.** Gunner B's Pulse Laser is -5 To Hit.
- 8 — **Bridge hit, Pilot killed.** Masada may not turn.

REAR RIGHT CRITICAL HITS

- 2 — **Gunner D killed.** Gunner D's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 2.
- 4 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
- 5 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
- 6 — **ECM Sequencer destroyed.** All screening attempts must be made against one target.
- 7 — **Lasttube damaged.** change damage to High.
- 8 — **Power Coupling hit.** No cannons may be fired until after next game turn.

REAR CRITICAL HITS

- 2 — **Gunner E killed.** Gunner E's weapons may not fire.
- 3 — **Jamming module hit.** Masada now jams only on a 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
- 6 — **Engineering hit.** Mark off 1D4 Engineers.
- 7 — **Gunner C's Pulse Laser damaged.** Gunner C's Pulse Laser is -5 To Hit.
- 8 — **Reactor hit.** They will remember your sacrifice.

FRONT RIGHT CRITICAL HITS

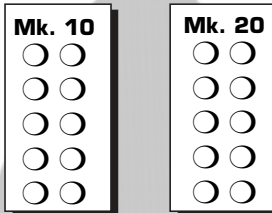
- 2— **Electronic Warfare gone.** Megafortress may no longer jam torps. Reduce Defensive Value by 2.
- 3— **Blast Cannon crew killed.** Both crew killed. Blast Cannon may not be fired.
- 4— **Minor structural damage.** Take 5 more hits on this track.
- 5— **Heavy Plazgun loses power.** Weapon may not fire until after next turn.
- 6— **Quad Blatgun loses power.** Weapon may not fire until after next turn.
- 7— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 8— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.
- 9— **Torpedo room G hit.** Torpedo room loses 1 crew.
- 10— **Gunner A killed.** This gunner's weapons may not be fired.
- 11— **Gunner B killed.** This gunner's weapons may not be fired.
- 12— **Bridge hit!** Bridge crew is stunned. Megafortress may not move next turn.

REAR LEFT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Megafortress may no longer use Captain points.
- 3— **Major structural damage.** Take 10 more hits on this damage track.
- 4— **Engine ports hit.** Reduce Drive by 2 and take 5 more hits to this track.
- 5— **Quad Splattergun D damaged.** Weapon suffers -2 penalty to hit.
- 6— **Shields damaged.** Reduce Defensive Value by 2 until after next turn.
- 7— **Missile Launcher D malfunction.** Lose 1D10 missiles.
- 8— **Drives sputter.** Reduce Drive by 2 until after next turn.
- 9— **Gunner D killed.** This gunner's weapons may not be fired.
- 10— **Engineering hit!** Damage Control not available.
- 11— **Engineering section destroyed.** Damage control is not available. Lose 2 engineers.
- 12— **Reactor hit.** Megafortress becomes a gaseous cloud.

MEGAFORTRESS

Bow Torpedo Magazine



Electronics

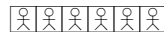
Jam: 1-2 on 1D4
ECM: none

Bridge

Captain: _____
Pilot: _____
TOC: None

Engineering

Damage Control 1-6



FRONT RIGHT CRITICAL HITS

- 2— **Electronic Warfare gone.** Megafortress may no longer jam torps. Reduce Defensive Value by 2.
- 3— **Blast Cannon crew killed.** Both crew killed. Blast cannon may not be fired.
- 4— **Minor structural damage.** Take 5 more hits on this track.
- 5— **Heavy Plazgun loses power.** Weapon may not fire until after next turn.
- 6— **Quad Blatgun loses power.** Weapon may not fire until after next turn.
- 7— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 8— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.
- 9— **Torpedo room H hit.** Torpedo room loses 1 crew.
- 10— **Gunner A killed.** This gunner's weapons may not be fired.
- 11— **Gunner C killed.** This gunner's weapons may not be fired.
- 12— **Bridge hit!** Bridge crew is stunned. Megafortress may not move next turn.

REAR RIGHT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Megafortress may no longer use Captain points.
- 3— **Major structural damage.** Take 10 more hits on this damage track.
- 4— **Engine ports hit.** Reduce Drive by 2 and take 5 more hits to this track.
- 5— **Quad Splattergun E damaged.** Weapon suffers -2 penalty to hit.
- 6— **Shields damaged.** Reduce Defensive Value by 2 until after next turn.
- 7— **Missile Launcher E malfunction.** Lose 1D10 missiles.
- 8— **Drives sputter.** Reduce Drive by 2 until after next turn.
- 9— **Gunner E killed.** This gunner's weapons may not be fired.
- 10— **Engineering hit!** Damage Control not available.
- 11— **Engineering section destroyed.** Damage control is not available. Lose 2 engineers.
- 12— **Reactor hit.** Megafortress becomes a gaseous cloud.

TPV

Gunner A
6 Splatterguns
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner A

Gunner A
Missile Launcher
 (BFQL) (F) (BFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gun Crew F
1 "Evil Eye"

 (3KF)
 To Hit: 2D10+ADB
 Damage: All x 1D4
 Range: 8/17/25

Gun Crew G
1 "Evil Eye"

 (3KF)
 To Hit: 2D10+ADB
 Damage: All x 1D4
 Range: 8/17/25

Gunner B
6 Splatterguns
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner C
6 Splatterguns
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

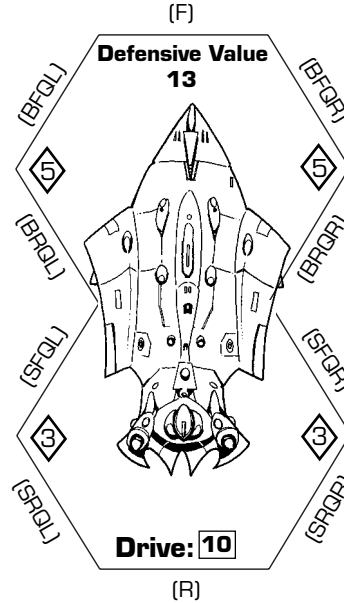
Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
CREW F
 Gnr: _____
CREW G
 Gnr: _____

◆ P-DB: 1-5
FRONT LEFT QUARTER
DAMAGE TRACK

→

◆ P-DB: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

→



Turn Cost: 4

◆ P-DB: 1-5
FRONT RIGHT QUARTER
DAMAGE TRACK

→

◆ P-DB: 1-5
REAR RIGHT QUARTER
DAMAGE TRACK

→

Gunner D
6 Pulse Lasers
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner E
Missile Launcher
 (SRQL) (R) (SRQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner E
6 Pulse Lasers
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner E

FRONT LEFT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Megafortress may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Evil Eye Crew F killed.** Lose 1D4 crew.
- 4 — **Missile Launcher A loses power.** Cannot launch missiles until after next turn.
- 5 — **Splattergun A loses power.** Weapon may not fire until after next turn.
- 6 — **Missile Launcher A hit.** Lose 1D10 Remaining missiles.
- 7 — **Splattergun A damaged.** Weapon suffers -2 penalty To Hit.
- 8 — **Explosive Decompression** Lose 1D4, crew starting with Extra Crew.
- 9 — **Evil Eye F targeting system damaged.** Weapon suffers -2 penalty To Hit.
- 10 — **Evil Eye F hit.** Reduce damage to High x 1D4.
- 11 — **Bridge hit!** Bridge crew is stunned. Megafortress may not move next turn.
- 12 — **Evil Eye Crew F killed.** Lose 1D4 crew.

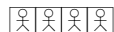
REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Megafortress may no longer use Captain points.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Drives sputter.** Reduce Drive by 2 and take 5 more hits to this track.
- 5 — **Pulse Laser D damaged.** Weapon suffers -2 penalty to hit.
- 6 — **Shields damaged.** Reduce Drive by 2 until after next turn.
- 7 — **Missile Launcher E hit.** Lose 1D10 missiles.
- 8 — **Drives sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner D killed.** This gunner's weapons may not be fired.
- 10 — **Engineering hit!** Damage Control not available. Lose 2 engineers.
- 11 — **Engineering hit!** Damage control is not available until after next turn.
- 12 — **Reactor hit.** Megafortress becomes a rapidly expanding debris field.

MEGAFORTRESS QVP

Tons: 4100

Extra Crew



Electronics

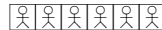
Jam: 1-2 on 1D4
ECM: none

Bridge

Captain: _____
Pilot: _____
TOC: None

Engineering

Damage Control 1-6



FRONT RIGHT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Megafortress may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Evil Eye Crew G killed.** Lose 1D4 crew.
- 4 — **Splattergun B loses power.** Weapon may not fire until after next turn.
- 5 — **Splattergun C loses power.** Weapon may not fire until after next turn.
- 6 — **Splattergun B damaged.** Weapon suffers -2 penalty To Hit.
- 7 — **Splattergun C damaged.** Weapon suffers -2 penalty To Hit.
- 8 — **Explosive Decompression** Lose 1D4, crew starting with Extra Crew.
- 9 — **Evil Eye G targeting system damaged.** Weapon suffers -2 penalty To Hit.
- 10 — **Evil Eye G hit.** Reduce damage to High x 1D4.
- 11 — **Bridge hit!** Bridge crew is stunned. Megafortress may not move next turn.
- 12 — **Evil Eye Crew G killed.** Lose 1D4 crew.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Megafortress may no longer use Captain points.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Drives sputter.** Reduce Drive by 2 and take 5 more hits to this track.
- 5 — **Pulse Laser E damaged.** Weapon suffers -2 penalty to hit.
- 6 — **Shields damaged.** Reduce Drive by 2 until after next turn.
- 7 — **Missile Launcher E hit.** Lose 1D10 missiles.
- 8 — **Drives sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner E killed.** This gunner's weapons may not be fired.
- 10 — **Engineering hit!** Damage Control not available. Lose 2 engineers.
- 11 — **Engineering hit!** Damage control is not available until after next turn.
- 12 — **Reactor hit.** Megafortress becomes a rapidly expanding debris field.

MUJAHADEEN

I.D.

BPV: 101

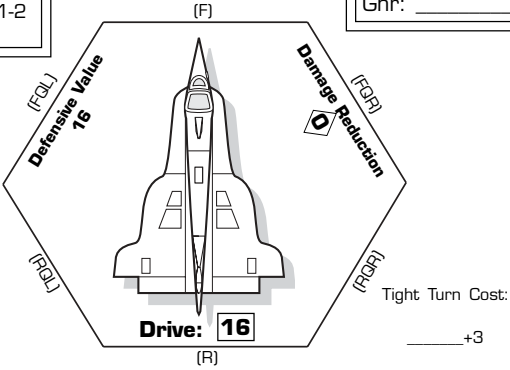
TPV

Decoys: ○○○
P-D: 1-5 (3)
Dmg Con: 1-2
Tons: 600

Mk. 20
Torps

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Pilot
6 Pulse Lasers (F)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10



Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Gunner
6 Pulse Lasers
(360°)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner
Missile Launcher
(RQR) (R) (RQL)
Lock-on < _____
○○○○○○ ○○○○○○
○○○○○○ ○○○○○○

DAMAGE TRACK

			16	t			14	t				w
t	*	12		t				t	10			W
t	*			8	t			t				6
w	t				t	4		t				X

MUJAHADEEN

I.D.

BPV: 101

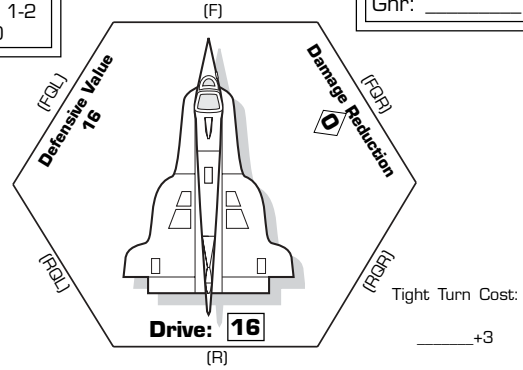
TPV

Decoys: ○○○
P-D: 1-5 (3)
Dmg Con: 1-2
Tons: 600

Mk. 20
Torps

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Pilot
6 Pulse Lasers (F)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10



Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Gunner
6 Pulse Lasers
(360°)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner
Missile Launcher
(RQR) (R) (RQL)
Lock-on < _____
○○○○○○ ○○○○○○
○○○○○○ ○○○○○○

DAMAGE TRACK

			16	t			14	t				w
t	*	12		t				t	10			W
t	*			8	t			t				6
w	t				t	4		t				X

CRITICAL HITS

- Crew killed.** Mujahadeen may not move or fire weapons.
- Engines sputter momentarily.** Mujahadeen's Drive is reduced to 2 until after next turn.
- Electronic Warfare knocked out.** Mujahadeen may no longer jam torps. Reduce Defensive Value by 4.
- Pilot's Pulse Lasers damaged.** Further To Hit attempts by this weapon suffer a -5 penalty.
- Severe damage.** Mark off an additional 2D6 boxes.
- Stabilizers hit.** All turns cost 1 extra movement point.
- Gunner's Pulse Lasers damaged.** Further To Hit attempts by this weapon suffer a -5 penalty.
- Missile Launcher hit.** Lose 1D10 remaining missiles.
- Gunner dazed.** Gunner's weapons may not fire until after the next turn.
- Gunner killed.** Gunner's weapons may not fire.
- Massive structural collapse.** Mujahadeen buckles and explodes.

PULSE LASER SPECS

- Short Range:** 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).



GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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TPV

Gunner A
5 Pulse Lasers
 (BRQL) (BFQR) (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 1-3/4-9/10

Gunner A
Missile Launcher
 (BRQL) (BFQR) (F)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

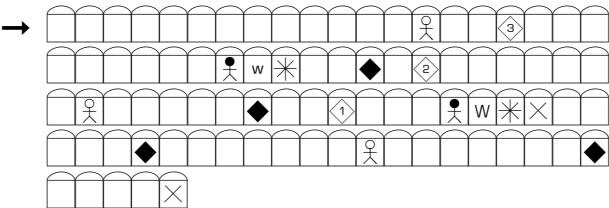
Torp Crew E
2 Torpedo Tubes
 
 (F)

Gunner B
5 Pulse Lasers
 (BFQL) (BFQR) (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 1-3/4-9/10

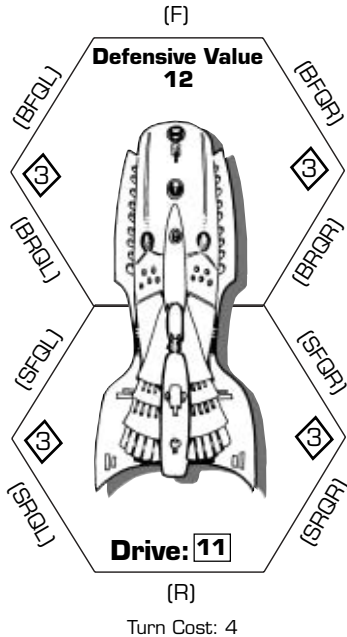
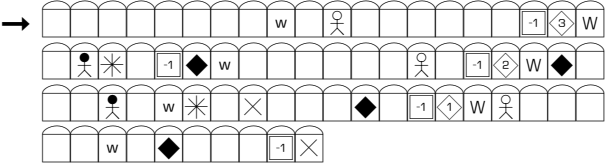
Gunner B
Missile Launcher
 (BFQL) (BFQR) (F)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
T CREW E
 Gnr: _____
T CREW F
 Gnr: _____
T CREW G
 Gnr: _____

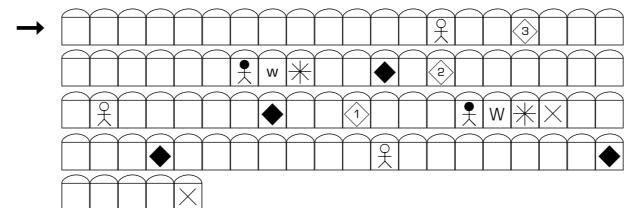
◆ P-DB: 1-5
**FRONT RIGHT QUARTER
 DAMAGE TRACK**



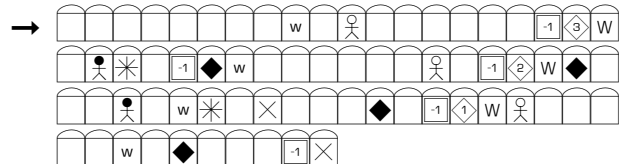
◆ P-DB: 1-5
**REAR RIGHT QUARTER
 DAMAGE TRACK**





◆ P-DB: 1-5
**FRONT RIGHT QUARTER
 DAMAGE TRACK**



◆ P-DB: 1-5
**REAR RIGHT QUARTER
 DAMAGE TRACK**



Torp Crew F
2 Torpedo Tubes
 
 (SFQL)

Gunner C
5 Pulse Lasers
 (SFQL) (SRQR) (R)
 (SRQL) (SFQR)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 1-3/4-9/10

Gunner C
Missile Launcher
 (SRQL) (SFQL)
 (SFQR) (SRQR) (R)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner D
1 Disintegrator
 (SRQL) (R) (SRQR)
 To Hit: 2D8+ADB
 Damage: High
 1/2-3/4-12
 Target SR ≤11

Torp Crew G
2 Torpedo Tubes
 
 (SFQR)

FRONT LEFT CRITICAL HITS

- 2— **Major structural damage.** Take another 15 hits on this track.
- 3— **Buckled armor.** Reduce Reduction by 2.
- 4— **Quint Pulse Laser loses power.** Weapon may not fire until after next turn.
- 5— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.
- 6— **Cargo bay hit.** 1D4 units of cargo are destroyed. Attacker gets value of cargo in victory points.
- 7— **Missile Launcher A malfunction.** Lose 1D10 remaining missiles.
- 8— **Quint Pulse Laser A damaged.** Penalize to Hit attempts by -3.
- 9— **Fighter rack destroyed.** Ship may no longer dock fighters.
- 10— **ECM destroyed.** Fletcher may no longer perform long-range jamming.
- 11— **Gunner A killed.** This gunner's weapons may not be fired.
- 12— **Bridge hit!** Bridge crew is stunned. Narwhal may not move next turn.

REAR LEFT CRITICAL HITS

- 2— **Reactor hit.** Narwhal becomes a gaseous cloud.
- 3— **Engineering hit!** Damage Control is not available until after next turn. Lose D4 engineers.
- 4— **Minor structural damage.** Take 5 more hits on this damage track.
- 5— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.
- 6— **Quint Pulse Laser C loses power.** Weapon may not fire until after next turn.
- 7— **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8— **Disintegrator loses power.** Weapon may not fire until after next turn.
- 9— **Torpedo room F hit.** Torpedo room F loses a crew.
- 10— **Gunner B killed.** This gunner's weapons may not be fired.
- 11— **Gunner D killed.** This gunner's weapons may not be fired.
- 12— **Bridge hit!** The captain is killed. Player may no longer use Captain die.

NARWHAL II

Bow Torpedo Magazine

Bay 1
Cargo
CLD

Mk. 10

○	○
○	○
○	○
○	○
○	○

Fighter Rack 1

100-ton Fighter (BRQL)

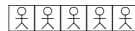
☒ ID: _____

Type: _____

Electronics

Jam: 1-2 on 1D4

ECM: 1-5 (5)



Bridge

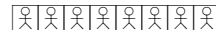
Captain: _____

Pilot: _____

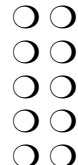
TOC: None

Engineering

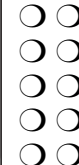
Damage Control: 1-8



Mk. 30



Mk. 20



Stern Torpedo Magazine

FRONT RIGHT CRITICAL HITS

- 2— **Major structural damage.** Take another 15 hits on this track.
- 3— **Buckled armor.** Reduce Reduction by 2.
- 4— **Quint Pulse Laser loses power.** Weapon may not fire until after next turn.
- 5— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.
- 6— **Cargo bay hit.** 1D4 units of cargo are destroyed. Attacker gets value of cargo in victory points.
- 7— **Missile Launcher B malfunction.** Lose 1D10 remaining missiles.
- 8— **Quint Pulse Laser B damaged.** Penalize to Hit attempts by -3.
- 9— **Fighter rack destroyed.** Ship may no longer dock fighters.
- 10— **ECM destroyed.** Fletcher may no longer perform long-range jamming.
- 11— **Gunner B killed.** This gunner's weapons may not be fired.
- 12— **Bridge hit!** Bridge crew is stunned. Narwhal may not move next turn.

REAR RIGHT CRITICAL HITS

- 2— **Reactor hit.** Narwhal becomes a gaseous cloud.
- 3— **Engineering hit!** Damage Control is not available until after next turn. Lose D4 engineers.
- 4— **Minor structural damage.** Take 5 more hits on this damage track.
- 5— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.
- 6— **Quint Pulse Laser C loses power.** Weapon may not fire until after next turn.
- 7— **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8— **Disintegrator loses power.** Weapon may not fire until after next turn.
- 9— **Torpedo room G hit.** Torpedo room G loses a crew.
- 10— **Gunner C killed.** This gunner's weapons may not be fired.
- 11— **Gunner D killed.** This gunner's weapons may not be fired.
- 12— **Bridge hit!** The captain is killed. Player may no longer use Captain die.

FRONT LEFT CRITICAL HITS

- 2 — **Major structural damage.** Take another 15 hits on this track.
- 3 — **Buckled armor.** Reduce Reduction by 2.
- 4 — **Quad Pulse Laser A loses power.** Weapon may not fire until after next turn.
- 5 — **Repeating Blaster short.** Loose 1 Repeating Blaster crew.
- 6 — **Cargo bay hit.** 1D4 units of cargo are destroyed. Attacker gets value of cargo in victory points.
- 7 — **Missile Launcher A malfunction.** Lose 1D10 remaining missiles.
- 8 — **Quad Pulse Laser A damaged.** Penalize to Hit attempts by -3.
- 9 — **Fighter rack destroyed.** Ship may no longer dock fighters.
- 10 — **ECM destroyed.** Narwhal may no longer perform long-range screening.
- 11 — **Gunner A killed.** This gunner's weapons may not be fired.
- 12 — **Bridge hit!** Bridge crew is stunned. Narwhal may not move next turn.

REAR LEFT CRITICAL HITS

- 2 — **Reactor hit.** Narwhal becomes a gaseous cloud.
- 3 — **Engineering hit!** Damage Control is not available until after next turn. Lose D4 engineers.
- 4 — **Minor structural damage.** Take 5 more hits on this damage track.
- 5 — **Torpedo magazine hit.** 1D10 torpedoes are destroyed.
- 6 — **Quint Pulse Laser C loses power.** Weapon may not fire until after next turn.
- 7 — **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8 — **Disintegrator loses power.** Weapon may not fire until after next turn.
- 9 — **Repeating Blaster hit.** Reduce To Hit by 2.
- 10 — **Gunner B killed.** This gunner's weapons may not be fired.
- 11 — **Gunner D killed.** This gunner's weapons may not be fired.
- 12 — **Bridge hit!** The captain is killed. Player may no longer use Captain die.

NARWHAL III

Tons: 6100

Bow Torpedo Magazine

Fighter Rack 1

100-ton Fighter (BRGR)

☒ ID: _____

Type: _____

Bay 1

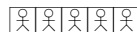
Cargo

CLD

Electronics

Jam: 1-2 on 1D4

ECM: 1-5 (5)



Bridge

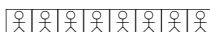
Captain: _____

Pilot: _____

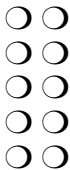
TOC: None

Engineering

Damage Control: 1-8



Mk. 30



Mk. 20



Stern Torpedo Magazine

FRONT RIGHT CRITICAL HITS

- 2 — **Major structural damage.** Take another 15 hits on this track.
- 3 — **Buckled armor.** Reduce Reduction by 2.
- 4 — **Quad Pulse Laser B loses power.** Weapon may not fire until after next turn.
- 5 — **Repeating Blaster short.** Loose 1 Repeating Blaster crew.
- 6 — **Cargo bay hit.** 1D4 units of cargo are destroyed. Attacker gets value of cargo in victory points.
- 7 — **Missile Launcher B malfunction.** Lose 1D10 remaining missiles.
- 8 — **Quad Pulse Laser B damaged.** Penalize to Hit attempts by -3.
- 9 — **Fighter rack destroyed.** Ship may no longer dock fighters.
- 10 — **ECM destroyed.** Narwhal may no longer perform long-range jamming.
- 11 — **Gunner B killed.** This gunner's weapons may not be fired.
- 12 — **Bridge hit!** Bridge crew is stunned. Narwhal may not move next turn.

REAR RIGHT CRITICAL HITS

- 2 — **Reactor hit.** Narwhal becomes a gaseous cloud.
- 3 — **Engineering hit!** Damage Control is not available until after next turn. Lose D4 engineers.
- 4 — **Minor structural damage.** Take 5 more hits on this damage track.
- 5 — **Torpedo magazine hit.** 1D10 torpedoes are destroyed.
- 6 — **Quint Pulse Laser C loses power.** Weapon may not fire until after next turn.
- 7 — **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8 — **Disintegrator loses power.** Weapon may not fire until after next turn.
- 9 — **Torpedo Room G hit.** Torpedo room G loses a crew.
- 10 — **Gunner C killed.** This gunner's weapons may not be fired.
- 11 — **Gunner D killed.** This gunner's weapons may not be fired.
- 12 — **Bridge hit!** The captain is killed. Player may no longer use Captain die.

TPV

Gun Crew F
2 Torpedo Tubes
 (SFQL)

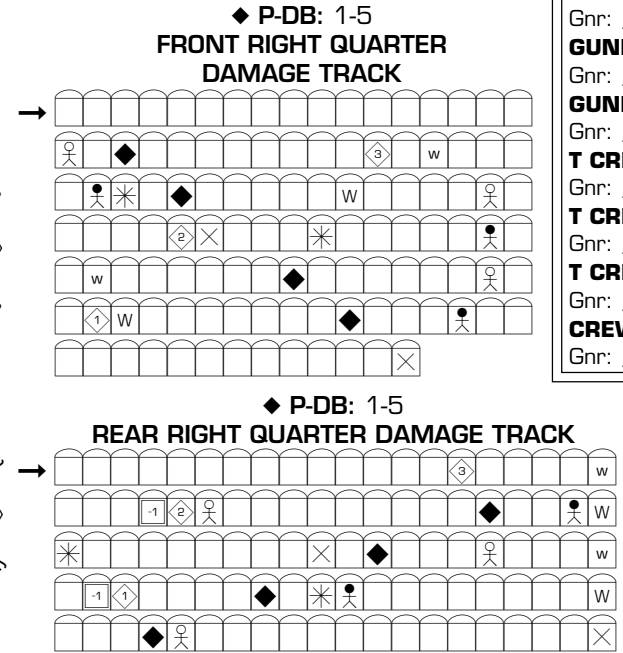
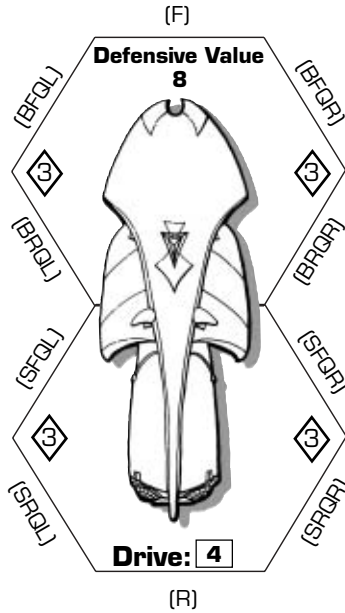
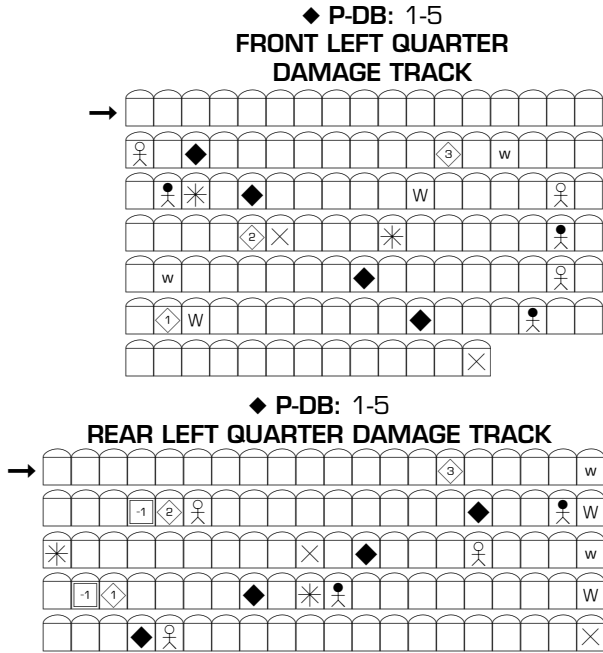
Gunner A
4 Splatterguns (F)
 (BFQL) (BFQL) (F)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gun Crew E
2 Torpedo Tubes
 (F)

Gunner B
4 Splatterguns (F)
 (F) (BFQR) (BRQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gun Crew G
2 Torpedo Tubes
 (SFQR)

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
T CREW E
 Gnr: _____
T CREW F
 Gnr: _____
T CREW G
 Gnr: _____
CREW H
 Gnr: _____



Turn Cost: 4

Gunner C

Gunner C
Missile Launcher
 (SFQL) (SRQL) (R)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner C
1 Impulsegun
 (SFQL) (SRQL) (R)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Gun Crew H
4 Hyper Cannons
 (BFQL) (F) (BFQR)
 To Hit: 2D6+ADB+5
 Damage: (High+3) x2
 Range: 8/15/30
 Target SR ≤8
 ○ ○ ○ ○

Modular Weapon Bay
 Choose One Only

Gun Crew H
2 Ion Cannons
 (BFQL) (F) (BFQR)
 To Hit: 2D8+ADB+1
 Damage: (All +2) x2
 Range: 8/16/30
 Target SR ≤6

Gun Crew H
4 Repeating Blasters
 (BFQL) (F) (BFQR)
 To Hit: 2D6+ADB+3
 Damage: (High+6) x2
 Range: 3/8/15

Gunner D

Gunner D
Missile Launcher
 (R) (SRQR) (SFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner D
1 Impulsegun
 (R) (SRQR) (SFQR)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

FRONT LEFT CRITICAL HITS

- 2 — **ECM destroyed.** Nebula II may no longer jam torps.
- 3 — **Capacitor malfunction.** Modular Weapon may not fire until after next game turn.
- 4 — **Splattergun jam.** Gunner A's Splattergun may not fire until after next game turn.
- 5 — **TOC Room power flux.** TOC bonus may not be added next turn.
- 6 — **Torp Room hit.** Lose 1D4 of each type of torp and 1 crew.
- 7 — **Splattergun destroyed.** Gunner A's Splattergun is destroyed.
- 8 — **Launch Catapult Jammed.** Nebula II may not launch fighters until after next game turn.
- 9 — **Minor structural damage.** Take 10 more hits on this track
- 10 — **Random Fighter Bay destroyed.** All contents lost.
- 11 — **Electronics Suite hit.** Nebula II may no longer jam torps.
- 12 — **Bridge hit!** Bridge crew is stunned. Nebula II may not move until next turn and may not add TOC bonus to initiative.

REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Nebula II may no longer use Captain die.
- 3 — **TOC destroyed.** Nebula II may no longer add TOC bonus to initiative roll.
- 4 — **Missile Rack hit.** Lose 1D6 missiles from Gunner C's rack.
- 5 — **Engine hit.** Reduce Drive by 2.
- 6 — **Torpedo Defense damaged.** Nebula II may no longer jam torps.
- 7 — **Random Fighter Bay destroyed.** All contents lost.
- 8 — **Gunner C killed.** Gunner C's weapons may not be fired.
- 9 — **Shield Generator short.** Nebula II's Defensive Value is reduced by 6 until after next game turn.
- 10 — **Torpedo Magazine hit.** Lose 1D4 of each type of torp.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Plasma Core meltdown.** The Nebula II briefly becomes a tiny sun and then is no more.

NEBULA II

Tons: 10415

Bow Torpedo Magazine

C-Torps



Mk. 20



Fighter Bay 1

400-ton Fighter
○○ ☒☒ ID: _____

Type: _____

Fighter Bay 2

400-ton Fighter
○○ ☒☒ ID: _____

Type: _____

Electronics

Jam: 1-2 on 1D4
ECM: —

Bridge

Captain: _____
Pilot: _____
TOC: +3

Engineering

Damage Control: 1-5



Fighter Bay 3

400-ton Fighter
○○ ☒☒ ID: _____

Type: _____

Fighter Bay 4

400-ton Fighter
○○ ☒☒ ID: _____

Type: _____

Fighter Bay 5

400-ton Fighter
○○ ☒☒ ID: _____

Type: _____

Fighter Bay 6

400-ton Fighter
○○ ☒☒ ID: _____

Type: _____

Parasite Torps



Mk. 50



Stern Torpedo Magazine

FRONT RIGHT CRITICAL HITS

- 2 — **ECM destroyed.** Nebula II may no longer jam torps.
- 3 — **Capacitor malfunction.** Modular Weapon may not fire until after next game turn.
- 4 — **Splattergun jam.** Gunner B's Splattergun may not fire until after next game turn.
- 5 — **TOC Room power flux.** TOC bonus may not be added next turn.
- 6 — **Torp Room hit.** Lose 1D4 of each type of torp and 1 crew.
- 7 — **Splattergun destroyed.** Gunner B's Splattergun is destroyed.
- 8 — **Launch Catapult Jammed.** Nebula II may not launch fighters until after next game turn.
- 9 — **Minor structural damage.** Take 10 more hits on this track
- 10 — **Random Fighter Bay destroyed.** All contents lost.
- 11 — **Electronics Suite hit.** Nebula II may no longer jam torps.
- 12 — **Bridge hit!** Bridge crew is stunned. Nebula II may not move until next turn and may not add TOC bonus to initiative.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Nebula II may no longer use Captain die.
- 3 — **TOC destroyed.** Nebula II may no longer add TOC bonus to initiative roll.
- 4 — **Missile Rack hit.** Lose 1D6 missiles from Gunner D's rack.
- 5 — **Engine hit.** Reduce Drive by 2.
- 6 — **Torpedo Defense damaged.** Nebula II may no longer jam torps.
- 7 — **Random Fighter Bay destroyed.** All contents lost.
- 8 — **Gunner D killed.** Gunner D's weapons may not be fired.
- 9 — **Shield Generator short.** Nebula II's Defensive Value is reduced by 6 until after next game turn.
- 10 — **Torpedo Magazine hit.** Lose 1D4 of each type of torp.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Plasma Core meltdown.** The Nebula II briefly becomes a tiny sun and then is no more.

TPV

**Gunner A
Missile Launcher**
(FQL) (F) (FQR)
Lock-on < _____

○	○	○	○	○
○	○	○	○	○
○	○	○	○	○
○	○	○	○	○

Pilot
Ion Ram (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

Gunner B
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

**Crew
PILOT**
Plt: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

GUNNER C
Gnr: _____

GUNNER D
Gnr: _____

GUNNER E
Gnr: _____

Mk. 50 Torps

○	○
○	○
○	○
○	○
○	○

Mk. 10 Torps

○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○

Gunner C
4 Splatterguns
(F) (FQL) (RQL) (R)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

LEFT SIDE DAMAGE TRACK

		t				T
		t			-1	T
		w	t	*		T
		t		-1		T
		t				W
T	*		t	-1		×
T		t				T

Decoys: ○ ○ ○ ○

P-D: 1-8 (6)

Dmg Con: 1-8

Tons: 1500

FRONT DAMAGE TRACK

						t											t	*	
			T		w													W	
							T											T	*
		t																	
				w		t													
			T																×

Gunner D
4 Splatterguns
(F) (FQR) (RQR) (R)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

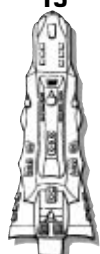
RIGHT SIDE DAMAGE TRACK

						t												T
						t				-1								T
					w	t	*											T
					t					-1								T
					t													W
T	*		t	-1														×
T		t																T

(F)

Defensive Value
15

(FQL) (FQR)



Drive: 12

(R)

Tight Turn Cost:

_____ +4

(RQL) (RQR)

Gunner E
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

REAR DAMAGE TRACK

				-1						-1			t			-1			-1	w	*	-1	T		-1			-1		
		-1				t	-1					-1											-1			-1			-1	

- FRONT CRITICAL HITS**
- **Pilot killed.** Nemesis may not move or fire Ion Ram. DV drops to 5.
 - **Ion Ram loses power.** It may not fire until after next turn.
 - **Gunner A killed.** Missile Launcher may not fire.
 - **Splattergun B damaged.** Penalize To Hit attempts by -3 and reduce Damage rating to Medium+4.
 - **Missile Launcher A malfunctions.** Lose 1D10 of remaining missiles.
 - **Torp load jettisons.** Lose 2D10 remaining torps (player's choice).
 - **Pilot Dazed.** Nemesis may not move nor fire Pilot weapons until after next game turn.

- LEFT SIDE CRITICAL HITS**
- **Engine sputters.** Reduce Drive to 4 until after next turn.
 - **Gunner C killed.** Gunner C's Splattergun may not fire.
 - **Shields damaged.** Reduce Defensive Value by 2.
 - **Splattergun C damaged.** Penalize To Hit attempts by -2 and reduce Damage rating to Medium+2.
 - **Minor Structural damage.** Take 3 more hits on this Damage Track.
 - **Gunner B killed.** Gunner B's Splatterguns may not be fired.
 - **Electronic Warfare gone.** Nemesis cannot jam torps. Reduce Defensive Value by 2.

- RIGHT SIDE CRITICAL HITS**
- **Engine sputters.** Reduce Drive to 4 until after next turn.
 - **Gunner D killed.** Gunner D's Splattergun may not fire.
 - **Shields damaged.** Reduce Defensive Value by 2.
 - **Splattergun D damaged.** Penalize To Hit attempts by -2 and reduce Damage rating to Medium+2.
 - **Minor Structural damage.** Take 3 more hits on this Damage Track.
 - **Gunner E killed.** Gunner E's Splatterguns may not be fired.
 - **Electronic Warfare gone.** Nemesis cannot jam torps. Reduce Defensive Value by 2.

- REAR CRITICAL HITS**
- **Engineering Systems hit.** Reduce Damage Control to 1-3.
 - **Splattergun E damaged.** Penalize To Hit attempts by -3 and reduce Damage rating to Medium+4.
 - **Shields damaged.** Reduce Defensive Value by 1.
 - **Engine hit.** Reduce Drive by 4.
 - **Maneuver Thrusters hit.** All turns cost 1 extra movement point to perform.
 - **Major Structural damage.** Take 2D10 additional hits to each Damage Track.
 - **Reactor Detonates.** The Nemesis fights no longer.

TPV

Gunner A
Missile Launcher
(FQL) (F) (FQR)
Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Pilot
1 Sayf ad-Din (F)
To Hit: 2D8+ADB
Damage: Med x 1D4
Range: 6/14/18
Target SR ≤14

Gunner B
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
GUNNER E
Gnr: _____

Mk. 50 Torps
○ ○ ○ ○ ○

Mk. 10 Torps
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner C
4 Splatterguns
(F) (FQL) (RQL) (R)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

LEFT SIDE DAMAGE TRACK

			t					T
			t					T
		w	t	*				T
		t			-1			T
		t						W
T	*		t		-1			X
T			t					T

FRONT DAMAGE TRACK

						t										t	*
				T		w					T					W	*
			t												T	*	
					w	t			X								
		T													X		

Gunner D
4 Splatterguns
(F) (FQR) (RQR) (R)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10


RIGHT SIDE DAMAGE TRACK

			t					T
			t					T
		w	t	*				T
		t			-1			T
		t						W
T	*		t		-1			X
T			t					T

Decoys: ○ ○ ○ ○
P-D: 1-8 (6)
Dmg Con: 1-8
Tons: 1500

Defensive Value
15

(FQL) (FQR) (RQL) (RQR)



Drive: 12
(R)
Tight Turn Cost: _____ +4

Gunner E
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

REAR DAMAGE TRACK

		-1		-1		t		-1		-1	w	*	-1	T		-1
		-1		t	-1	X	W	-1	*		-1	T		-1		X

FRONT CRITICAL HITS

- 2 — Pilot killed. Nemesis may not move or fire Sayf ad-Din. DV drops to 5.
- 3 — Sayf ad-Din loses power. It may not fire until after next turn.
- 4 — Gunner A killed. Missile Launcher may not fire.
- 5 — Splattergun B damaged. Penalize To Hit attempts by -3 and reduce Damage rating to Medium+4.
- 6 — Missile Launcher A malfunctions. Lose 1D10 of remaining missiles.
- 7 — Torp load jettisons. Lose 2D10 remaining torps (player's choice).
- 8 — Pilot Dazed. Nemesis may not move nor fire Pilot weapons until after next game turn.

LEFT SIDE CRITICAL HITS

- 2 — Engine sputters. Reduce Drive to 4 until after next turn.
- 3 — Gunner C killed. Gunner C's Splattergun may not fire.
- 4 — Shields damaged. Reduce Defensive Value by 5.
- 5 — Splattergun C damaged. Penalize To Hit attempts by -2 and reduce Damage rating to Medium+2.
- 6 — Structural damage. Take 2D6 more hits on this Damage Track.
- 7 — Gunner B killed. Gunner B's Splatterguns may not be fired.
- 8 — Electronic Warfare gone. Nemesis cannot jam torps. Reduce Defensive Value by 4.

RIGHT SIDE CRITICAL HITS

- 2 — Engine sputters. Reduce Drive to 4 until after next turn.
- 3 — Gunner D killed. Gunner D's Splattergun may not fire.
- 4 — Shields damaged. Reduce Defensive Value by 5.
- 5 — Splattergun D damaged. Penalize To Hit attempts by -2 and reduce Damage rating to Medium+2.
- 6 — Structural damage. Take 2D6 more hits on this Damage Track.
- 7 — Gunner E killed. Gunner E's Splatterguns may not be fired.
- 8 — Electronic Warfare gone. Nemesis cannot jam torps. Reduce Defensive Value by 4.

REAR CRITICAL HITS

- 2 — Engineering Systems hit. Reduce Damage Control to 1-3.
- 3 — Splattergun E damaged. Penalize To Hit attempts by -3 and reduce Damage rating to Medium+4.
- 4 — Shields damaged. Reduce Defensive Value by 1.
- 5 — Engine hit. Reduce Drive by 4.
- 6 — Maneuver Thrusters hit. All turns cost 1 extra movement point to perform.
- 7 — Major Structural damage. Take 2D10 additional hits to each Damage Track.
- 8 — Reactor Detonates. The Nemesis fights no longer.

NIGHT HAWK

I.D. ■

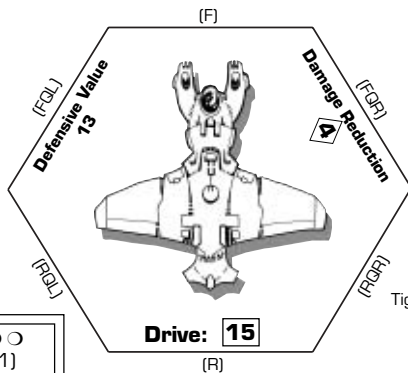
BPV: 47

TPV

Pilot
6 Splatterguns (F)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Meld Laser (F)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-3 (1)
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	15	4	*	14	3	13	W	2
	12	1	11	10	*	9	W	8
	7	6	5	4	3	1		×

NIGHT HAWK

I.D. ■

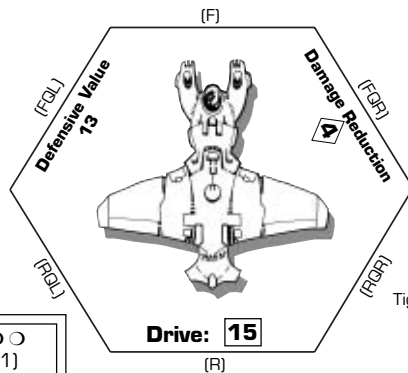
BPV: 47

TPV

Pilot
6 Splatterguns (F)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Meld Laser (F)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-3 (1)
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	15	4	*	14	3	13	W	2
	12	1	11	10	*	9	W	8
	7	6	5	4	3	1		×

CRITICAL HITS

- 2 — **Pilot killed.** Night Hawk may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Night Hawk may only use 3 movement points next turn. Reduce Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Night Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Meld Laser Targeters damaged.** Reduce chance To Hit by 1.
- 8 — **Splattergun Targeters damaged.** Splatterguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Severe structural damage.** Reduce Defensive Value by 6. Modify Night Hawk's further To Hit attempts by -4.
- 11 — **Pilot dazed.** Night Hawk may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Night Hawk explodes and is utterly destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

GAME TURN RECORD TRACK

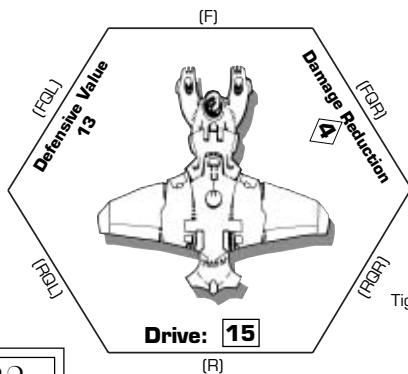
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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BPV: 55 I.D. NIGHT HAWK II

TPV

Pilot
6 Splatterguns (F)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-5 (3)
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

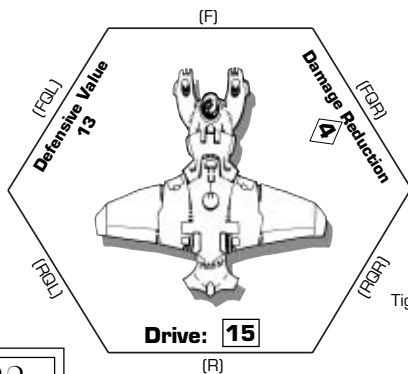
→	15	4	*	14	3	13	2
12	1	11		10	*	9	w 8
7	6	5	4	3	1		×

BPV: 55 I.D. NIGHT HAWK II

TPV

Pilot
6 Splatterguns (F)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-5 (3)
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	15	4	*	14	3	13	2
12	1	11		10	*	9	w 8
7	6	5	4	3	1		×

CRITICAL HITS

- 2 — **Pilot killed.** Night Hawk may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Night Hawk may only use 3 movement points next turn. Reduce Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Night Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Point Defense System destroyed.** Night Hawk may no longer P-D torpedoes.
- 8 — **Splattergun Targeters damaged.** Splatterguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Severe structural damage.** Reduce Defensive Value by 6. Modify Night Hawk's further To Hit attempts by -4.
- 11 — **Pilot dazed.** Night Hawk may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Night Hawk explodes and is utterly destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

CREW INFORMATION

Squadron Leader :
Craig "Blindspot" O'Brien

Pilot Stats:

- Pilot 12,
- Gunner 9

Skills:

- Hangs Fire 2,
- Marksman 3.

Quirks:

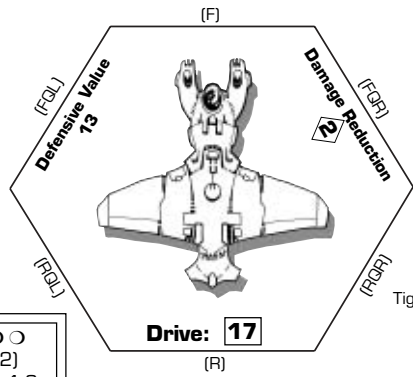
- Always Checks His Six.

BPV: 64 I.D. NIGHT HAWK EX

TPV

Pilot
6 Splatterguns (F)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○ ○
 P-D: 1-6 (2)
 Dmg Con: 1-3
 Tons: 300

Tight Turn Cost: _____+3

DAMAGE TRACK

→			17			16		2	15	*			
		14	1	13		12	*	11		10	W		
	9		7		6		5		4		3	1	X

CRITICAL HITS

- 2 — **Pilot killed.** Night Hawk may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Night Hawk may only use 3 movement points next turn. Reduce Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Night Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Drive hit.** Reduce drive by half for one turn.
- 8 — **Splattergun Targeters damaged.** Splatterguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Severe structural damage.** Reduce Defensive Value by 6. Modify Night Hawk's further To Hit attempts by -4.
- 11 — **Pilot dazed.** Night Hawk may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Night Hawk explodes and is utterly destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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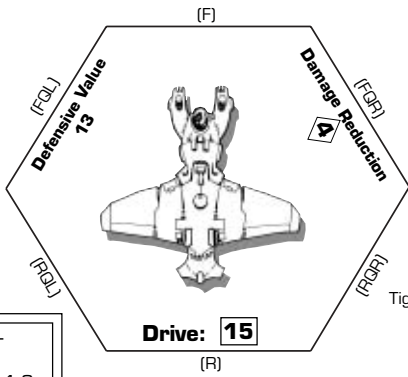
BPV: 49 I.D. NIGHT HAWK NW

TPV

Pilot
6 Splatterguns (F)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
Hammerhead
Missile Launcher (F)
 Lock-on < _____
 ○○○○○ ○○○○○
 ○○○○○ ○○○○○



Decoys: —
 P-D: —
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	15	4	*	14	3	13	W	2
	12	1	11	10	*	9	W	8
	7	6	5	4	3	1		×

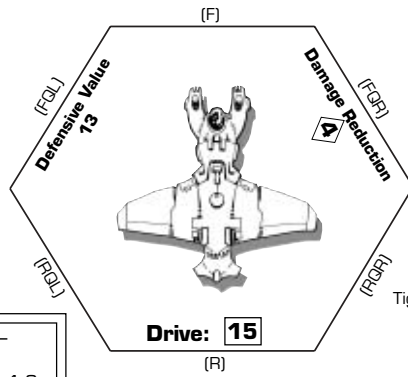
BPV: 49 I.D. NIGHT HAWK NW

TPV

Pilot
6 Splatterguns (F)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
Hammerhead
Missile Launcher (F)
 Lock-on < _____
 ○○○○○ ○○○○○
 ○○○○○ ○○○○○



Decoys: —
 P-D: —
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	15	4	*	14	3	13	W	2
	12	1	11	10	*	9	W	8
	7	6	5	4	3	1		×

CRITICAL HITS

- 2 — **Pilot killed.** Night Hawk may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Night Hawk may only use 3 movement points next turn. Reduce Defensive Value by 6.
- 4 — **Datalink knocked out.** Night Hawk may no longer benefit from scanning. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Missile Launcher hit.** Lose all remaining missiles.
- 8 — **Splattergun Targeters damaged.** Splatterguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Severe structural damage.** Reduce Defensive Value by 6. Modify Night Hawk's further To Hit attempts by -4.
- 11 — **Pilot dazed.** Night Hawk may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Night Hawk explodes and is utterly destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

TPV

C-Torps

○	○
○	○
○	○

Parasite Torps

○	○
○	○
○	○

Mk. 20 Torps

○	○
○	○
○	○

Pilot

1 Blatgun (F)
To Hit: 2D6+ADB
Damage: High
Range: 4/10/15
Target SR ≤13

Gunner A

Entropic Accelerator (FQL) (F) (FQR)
To Hit: 2D8+ADB
Damage: High Ω
Range: 4/7/12
Target SR ≤12
○ ○ ○ ○ ○ ○ ○

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

GUNNER C
Gnr: _____

Gunner A

Impulsegun (F)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

Special Equipment

Artificiance™ Targeting

Gunner B

1 Ion Ram (F) (FQL) (RQL)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

FRONT DAMAGE TRACK

w	4		*	t			5									
	W		2			×			*	1					T	
		w	×													

LEFT SIDE DAMAGE TRACK

									4
	t							T	*
3			w	t				T	×
2				-1	t			T	×
1	W	*						t	×

Gunner C

4 Splatterguns (F) (FQR) (RQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

RIGHT SIDE DAMAGE TRACK

									4
	t							T	*
3			w	t				T	×
2				-1	t			T	×
1	W	*						t	×

Gunner B

Missile Launcher (F) (FQL) (RQL)
Lock-on < ____


○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

Defensive Value 12

(F) 5
(RQL) 4
(FQR) 4
(R) 5
(RQR) 4

Drive: 9

Tight Turn Cost: _____+4



Gunner C

Missile Launcher (F) (FQR) (RQR)
Lock-on < ____

○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

Decoys: ○ ○ ○ ○

P-D: 1-8 (4)
Dmg Con: 1-6
Tons: 1,188

REAR DAMAGE TRACK

		-1				-1	3	*		-1	t	-1	w	2	*	
-1			-1		×	1	W	-1		-1		-1	×			

FRONT CRITICAL HITS

- 2 — Pilot dazed. Nova may not move nor may pilot weapons fire until after next game turn.
- 3 — Accelerator malfunction. Lose 1D4 ammo.
- 4 — Shields damaged. Reduce Defensive Value by 1.
- 5 — Too tough! No extra damage.
- 6 — Blatgun loses power. Blatgun may not fire until after next turn.
- 7 — Hull collapse. Take 1D6 hits on all Damage Tracks.
- 8 — Pilot killed. Nova may not move nor fire Pilot's weapon.

LEFT SIDE CRITICAL HITS

- 2 — Structural damage. Take 5 more hits to Left Damage Track.
- 3 — Ion Ram B damaged. Reduce Damage to High.
- 4 — Shields damaged. Reduce Defensive Value by 1.
- 5 — Torpedo Racks damaged. Lose 1D8 torps of pilot's choice.
- 6 — Maneuver Thruster hit. Nova must make one left turn during its next move.
- 7 — Gunner B killed. Lose use of all Gunner B's weapons.
- 8 — Electronic Warfare gone. Nova may not jam torps. Reduce Defensive Value by 2.

RIGHT SIDE CRITICAL HITS

- 2 — Structural damage. Take 5 more hits to Right Damage Track.
- 3 — Splattergun C damaged. Reduce chance To Hit by 2.
- 4 — Shields damaged. Reduce Defensive Value by 1.
- 5 — Torpedo Racks damaged. Lose 1D8 torps of pilot's choice.
- 6 — Maneuver Thruster hit. Nova must make one right turn during its next move.
- 7 — Gunner C killed. Lose use of all Gunner C's weapons.
- 8 — Electronic Warfare gone. Nova may not jam torps. Reduce Defensive Value by 2.

REAR CRITICAL HITS

- 2 — Catastrophic Structural Damage. Take 2D8 more hits to Rear Damage Track.
- 3 — Maneuver Thrusters hit. All turns cost 1 extra movement point.
- 4 — Engine sputters. Reduce Drive by 5 until after next game turn.
- 5 — Tail hit. Nova may no longer make tight turns.
- 6 — Rear Bulkhead folds. Take 4 hits each to Rear, Right, and Left Damage Tracks.
- 7 — Engine destroyed. Reduce Drive to 0. Defensive Value drops to 5.
- 8 — Reactor detonates. Nova goes in a blinding flash.

OCTOPUS

I.D.

BPV: 42

TPV
42

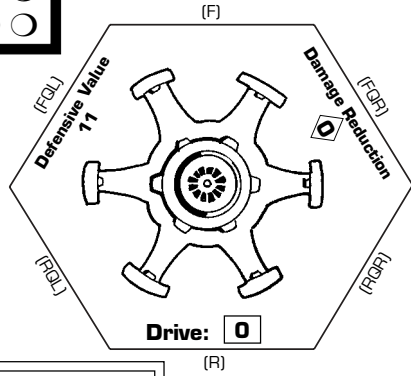
Crew
PILOT
Plt: 6
Gnr: 6

Mk. 20
Torps
● ●
● ●
● ●

Weapon A
4 Pulse Lasers
(360°)
To Hit: 2D8+1D6+3
Damage: Low+3
Range: 3/9/10

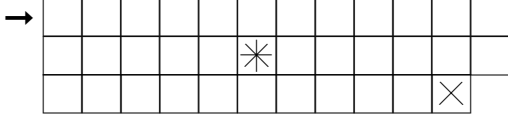
Mk. 10
Torps
● ●
● ●
● ●
● ●
● ●
● ●

Weapon B
4 Pulse Lasers
(360°)
To Hit: 2D8+1D6+3
Damage: Low+3
Range: 2/9/10



Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

DAMAGE TRACK



OCTOPUS

I.D.

BPV: 42

TPV
42

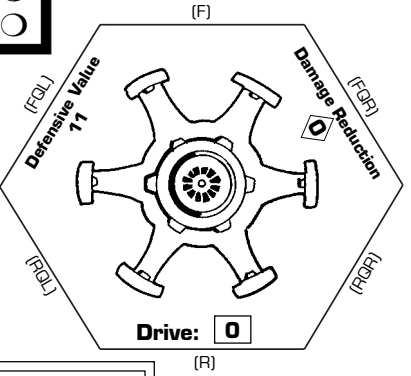
Crew
PILOT
Plt: 6
Gnr: 6

Mk. 20
Torps
● ●
● ●
● ●

Weapon A
4 Pulse Lasers
(360°)
To Hit: 2D8+1D6+3
Damage: Low+3
Range: 3/9/10

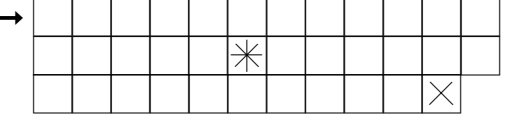
Mk. 10
Torps
● ●
● ●
● ●
● ●
● ●
● ●

Weapon B
4 Pulse Lasers
(360°)
To Hit: 2D8+1D6+3
Damage: Low+3
Range: 2/9/10



Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

DAMAGE TRACK



OCTOPUS

I.D.

BPV: 42

TPV
42

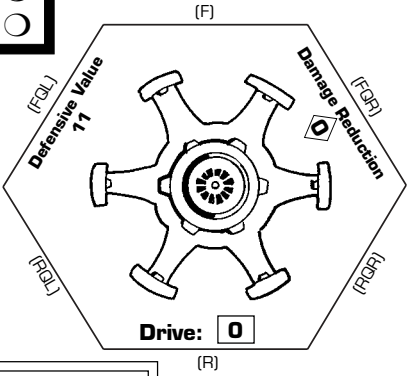
Crew
PILOT
Plt: 6
Gnr: 6

Mk. 20
Torps
● ●
● ●
● ●

Weapon A
4 Pulse Lasers
(360°)
To Hit: 2D8+1D6+3
Damage: Low+3
Range: 3/9/10

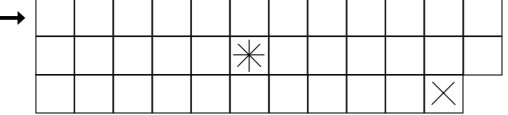
Mk. 10
Torps
● ●
● ●
● ●
● ●
● ●
● ●

Weapon B
4 Pulse Lasers
(360°)
To Hit: 2D8+1D6+3
Damage: Low+3
Range: 2/9/10



Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

DAMAGE TRACK



* — Reduce Pilot skill by 4, and destroy one half of weapons (round up). Randomly determine which weapons the satellite loses. Consider torpedo launchers as weapons. If the satellite loses a torpedo launcher, it loses half of its remaining torpedoes.

PULSE LASER SPECS
Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

PHARSII

I.D.

BPV: 110

TPV

Gunner B
Missile Launcher
(FQL) (F) (FQR)
Lock-on <

Pilot
1 Turbo Laser (F)
To Hit: 2D8+ADB
Damage: High
Range: 9/25/30
Target SR ≤8

Gunner A
2 Splatterguns (F)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

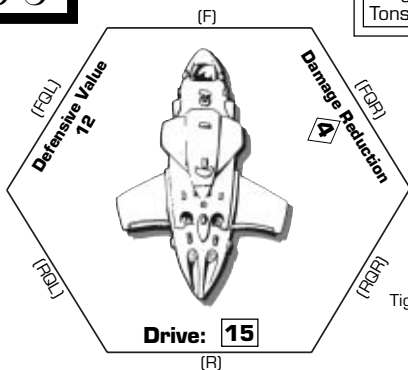
GUNNER C
Gnr: _____

Decoys:

P-D: 1-6 (2)

Dmg Con: 1-5

Tons: 900



Mk. 20
Torp

Mk. 10
Torps

Gunner C
1 Splattergun (R)
To Hit: 2D6+ADB
Damage: Medium
Range: 2/6/10

DAMAGE TRACK

			14		4		*		13	t
	w	3			12		T			
11			W	10	2				9	
	*	8		w	7	1				
	6			5					4	
		3	*	t	2	w				
	1									

PHARSII

I.D.

BPV: 110

TPV

Gunner B
Missile Launcher
(FQL) (F) (FQR)
Lock-on <

Pilot
1 Turbo Laser (F)
To Hit: 2D8+ADB
Damage: High
Range: 9/25/30
Target SR ≤8

Gunner A
2 Splatterguns (F)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

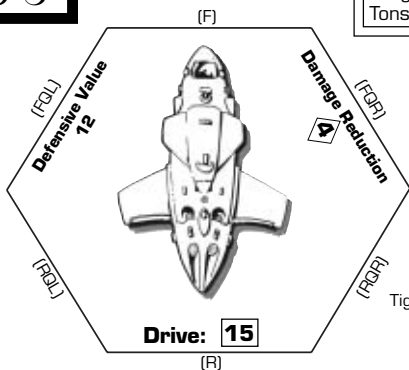
GUNNER C
Gnr: _____

Decoys:

P-D: 1-6 (2)

Dmg Con: 1-5

Tons: 900



Mk. 20
Torp

Mk. 10
Torps

Gunner C
1 Splattergun (R)
To Hit: 2D6+ADB
Damage: Medium
Range: 2/6/10

DAMAGE TRACK

			14		4		*		13	t
	w	3			12		T			
11			W	10	2				9	
	*	8		w	7	1				
	6			5					4	
		3	*	t	2	w				
	1									

CRITICAL HITS

- 2 — **Pilot dazed.** Pharsii may not move or fire the Turbo Laser until after the next game turn. The gunners may still fire while the pilot is dazed.
- 3 — **Gunner C dazed.** Gunner C may not fire weapons until after the next game turn.
- 4 — **Electronic Warfare knocked out.** Pharsii may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Decoys blown away.** Pharsii loses all its decoys.
- 8 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- 9 — **Missile Launcher damaged.** Lose 1D10 remaining missiles.
- 10 — **Gunner A dazed.** Gunner A may not fire weapons until after the next game turn.
- 11 — **Turbo Laser performance impeded.** Reduce damage rating to Medium.
- 12 — **Reactor hit.** With a blinding flash, the Pharsii is destroyed.

TURBO LASER SPECS

Short Range: 1-9 hexes (+1 To Hit).
Medium Range: 10-25 hexes.
Long Range: 26-30 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤8.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

PHARSII II

I.D.

BPV: 120

TPV

Gunner A Missile Launcher
(FQL) (F) (FQR)
Lock-on < _____

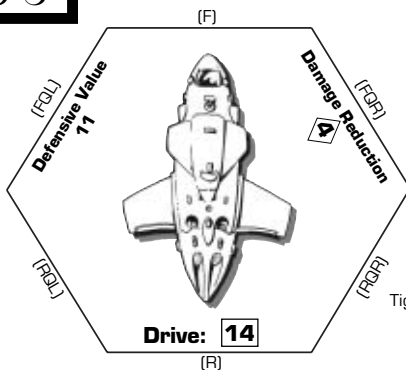
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Pilot
1 Turbo Laser (F)
To Hit: 2D8+ADB
Damage: High
Range: 9/25/30
Target SR ≤8

Gunner A
4 Splatterguns (F)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____

Decoys: ○○○
P-D: 1-6 (2)
Dmg Con: 1-5
Tons: 900



Tight Turn Cost: _____+3

Mk. 20 Torp

Mk. 10 Torps

Gunner B
4 Splatterguns (R)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

DAMAGE TRACK

			14			4		*		13	t
	w		3			12		T			
11				W	10		2				9
		*		8		w		7		1	
	6				5						4
			3	*		t		2		w	
	1										

PHARSII II

I.D.

BPV: 120

TPV

Gunner A Missile Launcher
(FQL) (F) (FQR)
Lock-on < _____

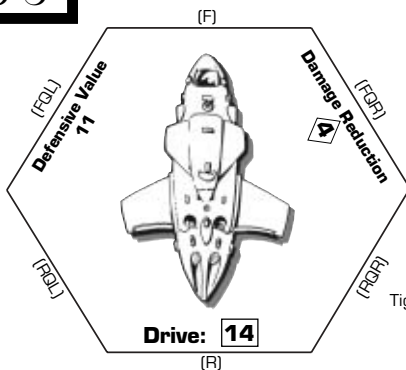
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Pilot
1 Turbo Laser (F)
To Hit: 2D8+ADB
Damage: High
Range: 9/25/30
Target SR ≤8

Gunner A
4 Splatterguns (F)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____

Decoys: ○○○
P-D: 1-6 (2)
Dmg Con: 1-5
Tons: 900



Tight Turn Cost: _____+3

Mk. 20 Torp

Mk. 10 Torps

Gunner B
4 Splatterguns (R)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

DAMAGE TRACK

			14			4		*		13	t
	w		3			12		T			
11				W	10		2				9
		*		8		w		7		1	
	6				5						4
			3	*		t		2		w	
	1										

CRITICAL HITS

- Pilot dazed.** Pharsii II may not move or fire the Turbo Laser until after the next game turn. The gunners may still fire while the pilot is dazed.
- Gunner B dazed.** Gunner B may not fire weapons until after the next game turn.
- Electronic Warfare knocked out.** Pharsii II may no longer jam torps. Reduce Defensive Value by 3.
- Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- Shields damaged.** Reduce Defensive Value by 1.
- Decoys blown away.** Pharsii II loses all its decoys.
- Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- Missile Launcher damaged.** Lose 1D10 remaining missiles.
- Gunner A dazed.** Gunner A may not fire weapons until after the next game turn.
- Turbo Laser performance impeded.** Reduce damage rating to Medium.
- Reactor hit.** With a blinding flash, the Pharsii is destroyed.

TURBO LASER SPECS

Short Range: 1-9 hexes (+1 To Hit).
Medium Range: 10-25 hexes.
Long Range: 26-30 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤8.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

PIRANHA

I.D. ■

BPV: 18

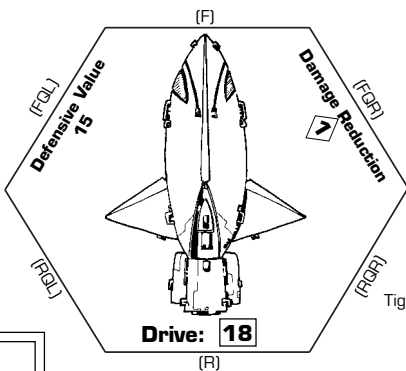
TPV

Pilot
1 Disruptorgun (F)
 To Hit: 2D8+ADB
 Damage: Medium §
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 40
 Torp

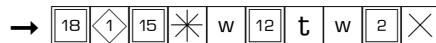
Pilot
Missile Launcher (F)
 Lock-on < _____
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○



Tight Turn Cost: _____+3

Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 100

DAMAGE TRACK



PIRANHA

I.D. ■

BPV: 18

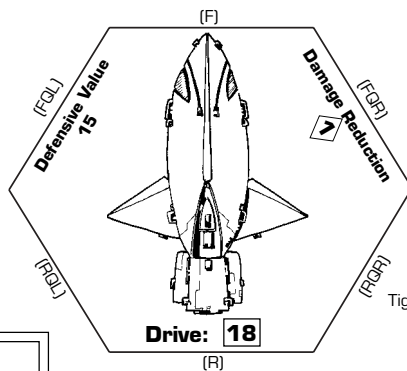
TPV

Pilot
1 Disruptorgun (F)
 To Hit: 2D8+ADB
 Damage: Medium §
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 40
 Torp

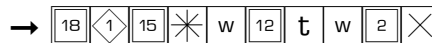
Pilot
Missile Launcher (F)
 Lock-on < _____
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○



Tight Turn Cost: _____+3

Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 100

DAMAGE TRACK



CRITICAL HITS

- 2 — **Pilot killed.** Piranha may not move or fire. Defensive Value drops to 5.
- 3 — **Engines destroyed.** Drive is 0. Reduce Defensive Value by 7.
- 4 — **Electronic Warfare knocked out.** Piranha may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** Piranha may no longer turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Disruptorgun Targeters damaged.** Reduce chance To Hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Missile Launcher hit.** Lose 1D8 missiles.
- 10 — **Torp hit.** Lose Mk. 40 torp.
- 11 — **Pilot dazed.** Piranha may not move or fire until after the next game turn.
- 12 — **Reactor detonates.** The Piranha evaporates.

DISRUPTORGUN SPECS

Short Range: 1 hex (+1 To Hit).

Medium Range: 2 hexes.

Long Range: 3-6 hexes (-1 To Hit).

§ If the target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

PIRANHA II

I.D. ■

BPV: 18

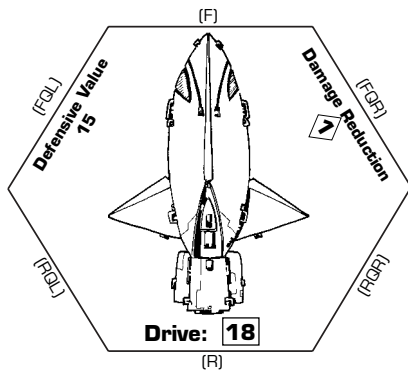
TPV

Pilot
4 Miniguns (F)
 To Hit: 2D6+ADB+3
 Damage: Low +3†
 Range: 2/5/12
 ○○○○○

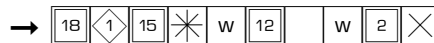
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 100

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Med + 2
 Range: 2/6/10



DAMAGE TRACK



PIRANHA II

I.D. ■

BPV: 18

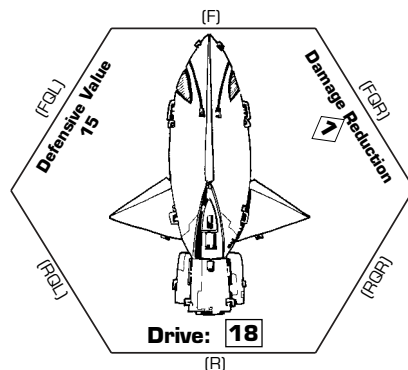
TPV

Pilot
4 Miniguns (F)
 To Hit: 2D6+ADB+3
 Damage: Low +3†
 Range: 2/5/12
 ○○○○○

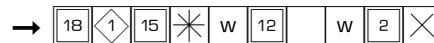
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 100

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Med + 2
 Range: 2/6/10



DAMAGE TRACK



CRITICAL HITS

- 2 — **Pilot killed.** Piranha II may no longer move nor fire weapons. Reduce Defensive Value to 5.
- 3 — **Engines destroyed.** Piranha II may no longer move. Reduce Defensive Value to 5.
- 4 — **Electronic Warfare knocked out.** Piranha II may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters destroyed.** Piranha II may no longer turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Minigun Targeters damaged.** Reduce chance to hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Miniguns hit.** Lose 1D4 ammo.
- 10 — **Splatterguns damaged.** Reduce chance to hit by 2.
- 11 — **Pilot dazed.** Piranha II may not move or fire weapons until after the next game turn.
- 12 — **Fusion Reactor Containment Breach.** Piranha II becomes a tiny star, then winks out.

MINIGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).

Medium Range: 3-5 hexes.

Long Range: 6-12 hexes (-1 To Hit).

† This weapon scores double damage, including bonuses, when Doubles are rolled to hit. Ignore this result on Triples.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).

Medium Range: 3-6 hexes.

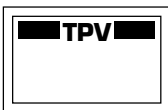
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

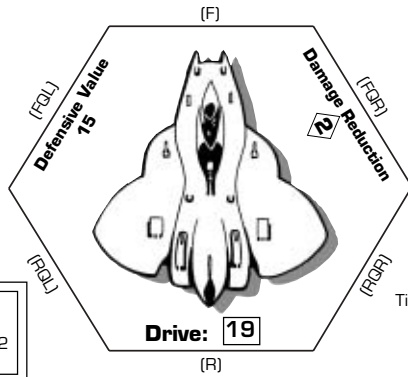
TOURNAMENT SHIP

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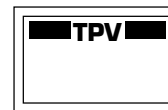
Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



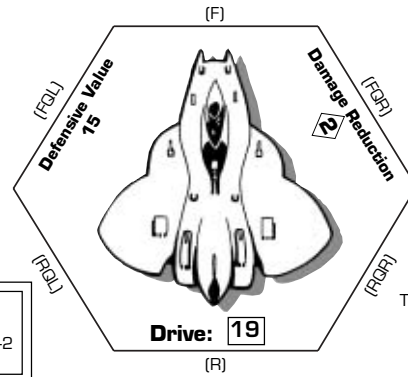
Tight Turn Cost: _____+3

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 90



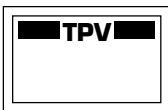
Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



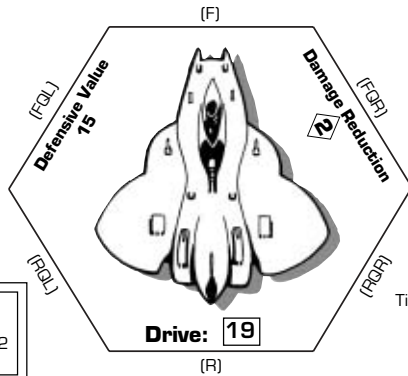
Tight Turn Cost: _____+3

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 90



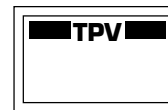
Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



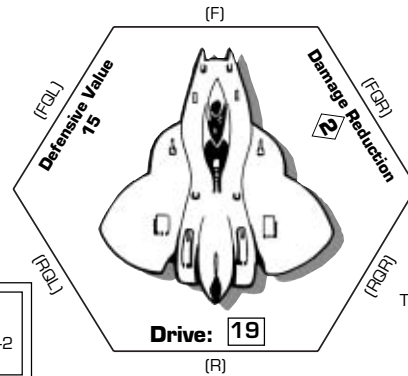
Tight Turn Cost: _____+3

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 90



Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Tight Turn Cost: _____+3

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 90



CRITICAL HITS

- 2 — **Pilot killed.** Pit Viper may perform no further actions. Defensive Value drops to 5.
- 3 — **Pilot dazed.** Pit Viper may not move or fire until after the end of the next game turn.
- 4 — **Electronic Warfare knocked out.** Pit Viper may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Pit Viper may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 3.
- 7 — **Pulse Laser damaged.** Reduce chance To Hit by 1.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 4.
- 9 — **Engines severely damaged.** Pit Viper reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 10 — **Engines destroyed.** Pit Viper may not move or turn. Reduce Defensive Value to 5.
- 11 — **Hull breached.** Reduce Defensive Value by 5. At the end of next game turn, Pit Viper will disintegrate and be destroyed.
- 12 — **Reactor hit.** Power generator detonates; Pit Viper is destroyed.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

BPV: 17 **I.D.** **PIT VIPER II**

TPV

Mk. 30 Torps

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 90

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Defensive Value 15
Damage Reduction 2
Drive: 18
Tight Turn Cost: _____+3

DAMAGE TRACK

18	2	*	15	1
8	4	w	1	×

BPV: 17 **I.D.** **PIT VIPER II**

TPV

Mk. 30 Torps

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 90

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Defensive Value 15
Damage Reduction 2
Drive: 18
Tight Turn Cost: _____+3

DAMAGE TRACK

18	2	*	15	1
8	4	w	1	×

BPV: 17 **I.D.** **PIT VIPER II**

TPV

Mk. 30 Torps

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 90

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Defensive Value 15
Damage Reduction 2
Drive: 18
Tight Turn Cost: _____+3

DAMAGE TRACK

18	2	*	15	1
8	4	w	1	×

BPV: 17 **I.D.** **PIT VIPER II**

TPV

Mk. 30 Torps

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 90

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Defensive Value 15
Damage Reduction 2
Drive: 18
Tight Turn Cost: _____+3

DAMAGE TRACK

18	2	*	15	1
8	4	w	1	×

- CRITICAL HITS**
- 2 — **Pilot killed.** Pit Viper may perform no further actions. Defensive Value drops to 5.
 - 3 — **Pilot dazed.** Pit Viper may not move or fire until after the end of the next game turn.
 - 4 — **Electronic Warfare knocked out.** Pit Viper may no longer jam torps. Reduce Defensive Value by 5.
 - 5 — **Maneuver Thrusters hit.** Pit Viper may no longer make Tight Turns.
 - 6 — **Shields damaged.** Reduce Defensive Value by 3.
 - 7 — **Weapons Systems hit.** Reduce chance To Hit by 1, and lose D4-1 torps.
 - 8 — **Evade Thrusters hit.** Reduce Defensive Value by 4.
 - 9 — **Engines severely damaged.** Pit Viper reduced to a Drive value of 1. Reduce Defensive Value by 7.
 - 10 — **Engines destroyed.** Pit Viper may not move or turn. Reduce Defensive Value to 5.
 - 11 — **Hull breached.** Reduce Defensive Value by 5. At the end of next game turn, Pit Viper will disintegrate and be destroyed.
 - 12 — **Reactor hit.** Power generator detonates; Pit Viper is destroyed.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

PIT VIPER ↑

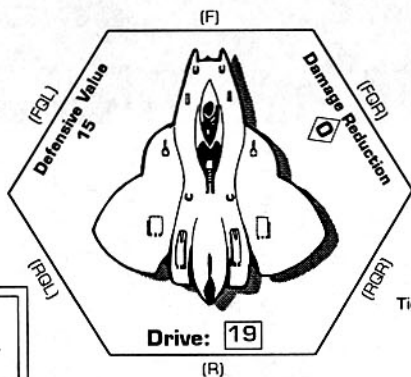
I.D. ■

BPV: 8

TPV

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys:
 P-D: —
 Dmg Con: —
 Tons: 90



PIT VIPER ↑

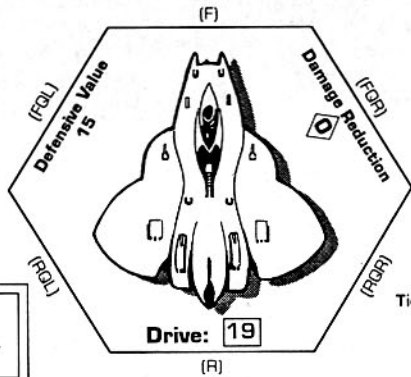
I.D. ■

BPV: 8

TPV

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys:
 P-D: —
 Dmg Con: —
 Tons: 90



PIT VIPER ↑

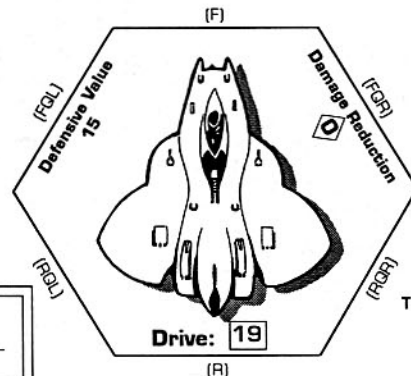
I.D. ■

BPV: 8

TPV

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys:
 P-D: —
 Dmg Con: —
 Tons: 90



PIT VIPER ↑

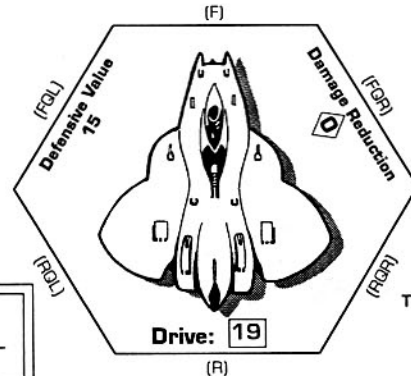
I.D. ■

BPV: 8

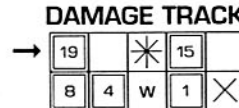
TPV

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys:
 P-D: —
 Dmg Con: —
 Tons: 90



CRITICAL HITS

- 2 — **Pilot killed.** Pit Viper may perform no further actions. Defensive Value drops to 5.
- 3 — **Pilot dazed.** Pit Viper may not move or fire until after the end of the next game turn.
- 4 — **Electronic Warfare knocked out.** Pit Viper may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Pit Viper may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 3.
- 7 — **Pulse Laser damaged.** Reduce chance To Hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 5.
- 9 — **Engines severely damaged.** Pit Viper reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 10 — **Engines destroyed.** Pit Viper may not move or turn. Reduce Defensive Value to 5.
- 11 — **Hull breached.** Reduce Defensive Value by 5. At the end of next game turn, Pit Viper will disintegrate and be destroyed.
- 12 — **Reactor hit.** Power generator detonates; Pit Viper is destroyed.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

TPV

Decoys: —
P-D: —
Dmg Con: 1-6
EFS: Type 2
Tons: 1000

Pilot

4 Splatterguns (F)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Crew

PILOT
Pit: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

Pilot

Hammerhead Missile Launcher (F)
Lock-on < _____

○○○○○○○○○○○○○○○○

○○○○○○○○○○○○○○○○

Gunner A

Hammerhead Missile Launcher
(RQL) (FQL) (F)
Lock-on < _____

○○○○○○ ○○○○○○

○○○○○○ ○○○○○○

Gunner B

Hammerhead Missile Launcher
(F) (FQR) (RQR)
Lock-on < _____

○○○○○○ ○○○○○○

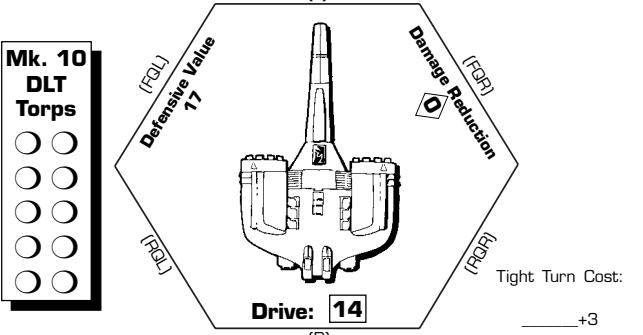
○○○○○○ ○○○○○○

Gunner A

4 Splatterguns
(RQL) (FQL) (F)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gunner B

4 Splatterguns
(F) (FQR) (RQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10



DAMAGE TRACK

→			t				t		14	w	
		t				*	12	W			t
			w	10		t					
	t		W	*	8						
		6			t	w					*
	4			t				t			
2			w		t		×				

TPV

Decoys: —
P-D: —
Dmg Con: 1-6
EFS: Type 2
Tons: 1000

Pilot

4 Splatterguns (F)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Crew

PILOT
Pit: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

Pilot

Hammerhead Missile Launcher (F)
Lock-on < _____

○○○○○○○○○○○○○○○○

○○○○○○○○○○○○○○○○

Gunner A

Hammerhead Missile Launcher
(RQL) (FQL) (F)
Lock-on < _____

○○○○○○ ○○○○○○

○○○○○○ ○○○○○○

Gunner B

Hammerhead Missile Launcher
(F) (FQR) (RQR)
Lock-on < _____

○○○○○○ ○○○○○○

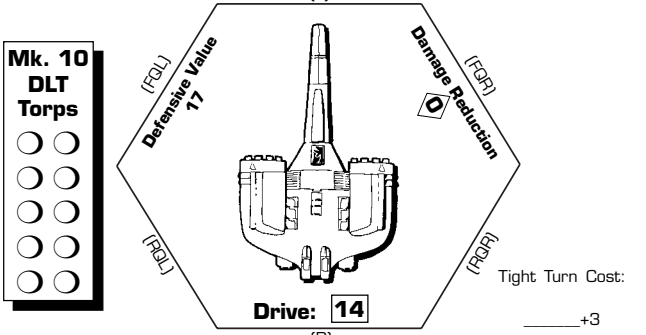
○○○○○○ ○○○○○○

Gunner A

4 Splatterguns
(RQL) (FQL) (F)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gunner B

4 Splatterguns
(F) (FQR) (RQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10



DAMAGE TRACK

→			t				t		14	w	
		t				*	12	W			t
			w	10		t					
	t		W	*	8						
		6			t	w					*
	4			t				t			
2			w		t		×				

CRITICAL HITS

- 2 — **Pilot killed.** Mantis may not move nor fire Pilot weapons. Defensive Value drops to 5.
- 3 — **Torps jettison.** Remove 1D4 of the remaining torps.
- 4 — **Missile malfunction.** One random Missile Launcher loses 1D6 of its remaining missiles.
- 5 — **Major structural damage.** Mantis takes 1D6 more hits.
- 6 — **Shields damaged.** Reduce Defensive Value by 3.
- 7 — **Weapon Targeters damaged.** Reduce all To Hit chances by 2 on a random remaining weapon.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 4.
- 9 — **Weapons malfunction.** One random remaining weapon may not be fired until after the next game turn.
- 10 — **Engines sputter.** Reduce Drive to 2 for the next Movement Phase, then return to normal Drive value.
- 11 — **Gunner killed.** One random Gunner is killed. Lose use of that Gunner's weapons.
- 12 — **Reactor hit.** The Mantis "preys" no more.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

PREDATOR

I.D.

BPV: 131

TPV	

Decoys: 0
P-D: 1-5 (3)
Dmg Con: 1-2
Tons: 1000

Mk. 10
Torps
○○
○○
○○

Pilot
Ion Ram (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

Pilot
Epee (F)
To Hit: 2D8+ADB
Damage: Medium *
Range: 6/18/20
Target SR ≤12

* For every 2 points the To Hit total is over the targets DV the Epee does +2 damage.

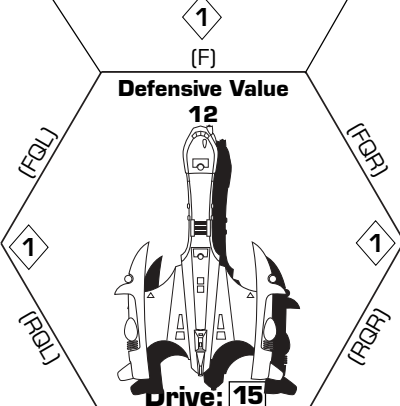
Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____

Gunner A
Ion Ram
(RQL)(FQL)(F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

Gunner B
Ion Ram
(F)(FQR)(RQR)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

LEFT SIDE DAMAGE TRACK

				t		
w			*	-1	1	
	t	-1	t	*		
w						×
-1	t			-1	×	



RIGHT SIDE DAMAGE TRACK

				t		
w			*	-1	1	
	t	-1	t	*		
w						×
-1	t			-1	×	

REAR DAMAGE TRACK

-1	-1	-1	w	-1	1	-1	t
-1	*	-1	-1		*	-1	
	w	t	-1	-1	×	-1	
-1	-1		-1		×		

FRONT CRITICAL HITS

- 2 — Pilot Dazed. Predator may not move or fire Pilot weapons until after next game turn.
- 3 — Helm locks up. Ship must move straight at maximum speed until after next turn.
- 4 — Power short. 1D4-1 Ion Rams may not fire until after next turn.
- 5 — Defensive Screens compromised! -4 DV.
- 6 — Torp Magazine hit. Lose remaining torps.
- 7 — Pilot's Ion Ram destroyed.
- 8 — Pilot killed. Predator may not move or fire Pilot weapons. DV drops to 5.

LEFT SIDE CRITICAL HITS

- 2 — Major Structural Damage. Take 4 more hits on Left and Right Damage Tracks. -2 DV.
- 3 — Shields hit. Reduce DV by 3.
- 4 — Ion Ram hit. Damage drops to High on Ion Ram A.
- 5 — Gunner A dazed. Weapon may not fire until after next turn.
- 6 — Gunner A or C killed. Weapon may no longer fire.
- 7 — Minor Structural Damage. Take 5 more hits this Damage Track.
- 8 — Electronic Warfare gone. Predator may no longer jam torps. Reduce DV by 4.

RIGHT SIDE CRITICAL HITS

- 2 — Major Structural Damage. Take 4 more hits on Left and Right Damage Tracks. -2 DV.
- 3 — Shields hit. Reduce DV by 3.
- 4 — Ion Ram hit. Damage drops to high on Ion Ram B.
- 5 — Gunner B dazed. Weapon may not fire until after next turn.
- 6 — Gunner B or C killed. Weapon may no longer fire.
- 7 — Minor Structural Damage. Take 5 more hits this Damage Track.
- 8 — Electronic Warfare gone. Predator may no longer jam torps. Reduce DV by 4.

REAR CRITICAL HITS

- 2 — Major Structural Damage. Take 6 more hits on Rear Damage Track. Lower Drive by 3.
- 3 — Shields hit. Reduce DV by 3.
- 4 — Power Coupling hit. Ion Rams may not fire until after next turn.
- 5 — Gunner C dazed. Weapon may not fire until after next turn.
- 6 — Engines hit. Drive is reduced to 2 until after next turn.
- 7 — Gunner C killed. Gunner C's weapon may not be fired.
- 8 — ZOT! The Predator has been brought down. It will hunt no more.

PROWLER

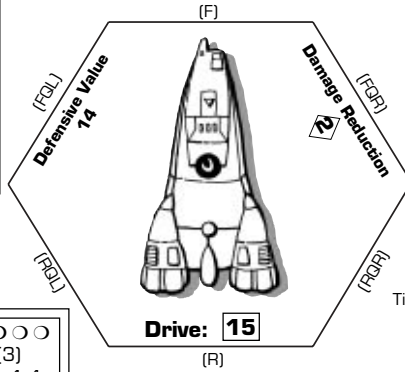
BPV: 78 I.D.

TPV

Pilot
2 Splatterguns (F)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 30
Torp
○ ○
○ ○
○ ○
○ ○
○ ○



Decoys: ○ ○ ○
P-D: 1-5 (3)
Dmg Con: 1-4
Tons: 425

DAMAGE TRACK

→			t	15		t			
	13	t	*		11	t	2	9	
		t	w	t	7	*	t	1	5
	t		3		t				×

PROWLER

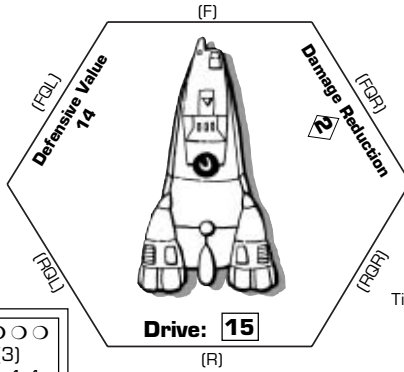
BPV: 78 I.D.

TPV

Pilot
2 Splatterguns (F)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 30
Torp
○ ○
○ ○
○ ○
○ ○
○ ○



Decoys: ○ ○ ○
P-D: 1-5 (3)
Dmg Con: 1-4
Tons: 425

DAMAGE TRACK

→			t	15		t			
	13	t	*		11	t	2	9	
		t	w	t	7	*	t	1	5
	t		3		t				×

CRITICAL HITS

- 2 — Pilot killed. Prowler may not move or fire. Defensive Value drops to 5.
- 3 — Torp load jettisoned. Lose 1D4 torps.
- 4 — Splattergun short. Splattergun may not fire until after next turn.
- 5 — Maneuver Thrusters damaged. Prowler may no longer perform tight turns.
- 6 — Clank! Armor holds, no additional damage.
- 7 — Splattergun hit. Reduce To Hit by 2.
- 8 — Engine sputters. Reduce Drive by 3 until after next turn.
- 9 — Screens down. Reduce Defensive Value by 2.
- 10 — Lucky hit. Mark off 1D6 additional hits.
- 11 — Pilot stunned. Prowler may not move until after the next turn.
- 12 — Reactor hit. Prowler prowls no more.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

TPV

Gunner A
Missile Launcher
 (BFQL) (F) (BFQR)
 Lock-on < ___
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner A
6 Splatterguns
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner A

Gun Crew C
Graviton Cannon

 (F)
 To Hit: 2D8+ADB+2
 Damage: All x2
 Range: 6-22/34/40
 Target SR ≤13
 ○ ○ ○ ○ ○ ○

Gun Crew E
2 Torpedo Tubes

 (F)

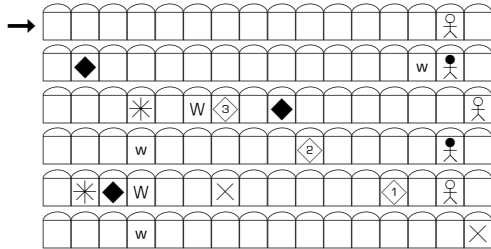
Gun Crew D
2 Laztubes

 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D10+ADB+2
 Damage: (High+1) x2
 Range: 10/20/40
 Target SR ≤7

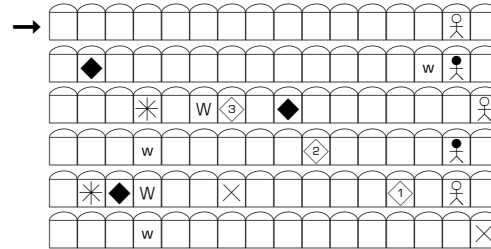
Gunner B
2 Meld Lasers
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+1
 Damage: Medium+1
 Range: 6/18/20
 Target SR ≤12

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
CREW C
 Gnr: _____
CREW D
 Gnr: _____
T CREW E
 Gnr: _____
GUNNER F
 Gnr: _____
GUNNER G
 Gnr: _____
T CREW H
 Gnr: _____
T CREW I
 Gnr: _____

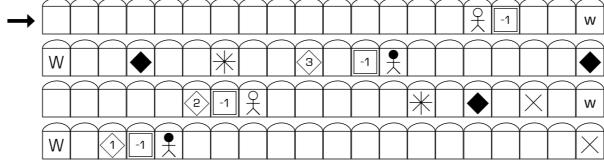
◆ P-DB: 1-4
**FRONT LEFT QUARTER
 DAMAGE TRACK**



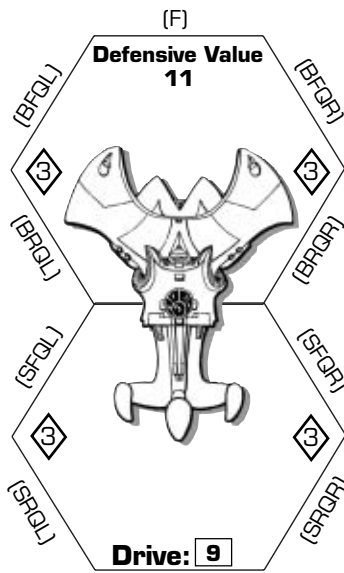
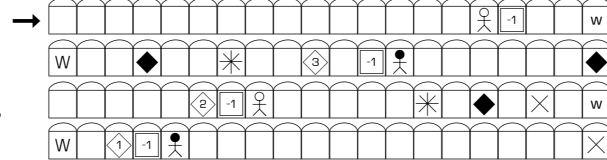
◆ P-DB: 1-4
**FRONT RIGHT QUARTER
 DAMAGE TRACK**



◆ P-DB: 1-4
**REAR LEFT QUARTER
 DAMAGE TRACK**



◆ P-DB: 1-4
**REAR RIGHT QUARTER
 DAMAGE TRACK**



(R)
 Turn Cost: 4

Gunner F

Gunner F
Missile Launcher
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 Lock-on < ___
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner F
Missile Launcher
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 Lock-on < ___
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gun Crew H
2 Torpedo Tubes

 (SFQL)

Gun Crew I
2 Torpedo Tubes

 (SFQR)

Gunner G
6 Splatterguns
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

FRONT LEFT CRITICAL HITS

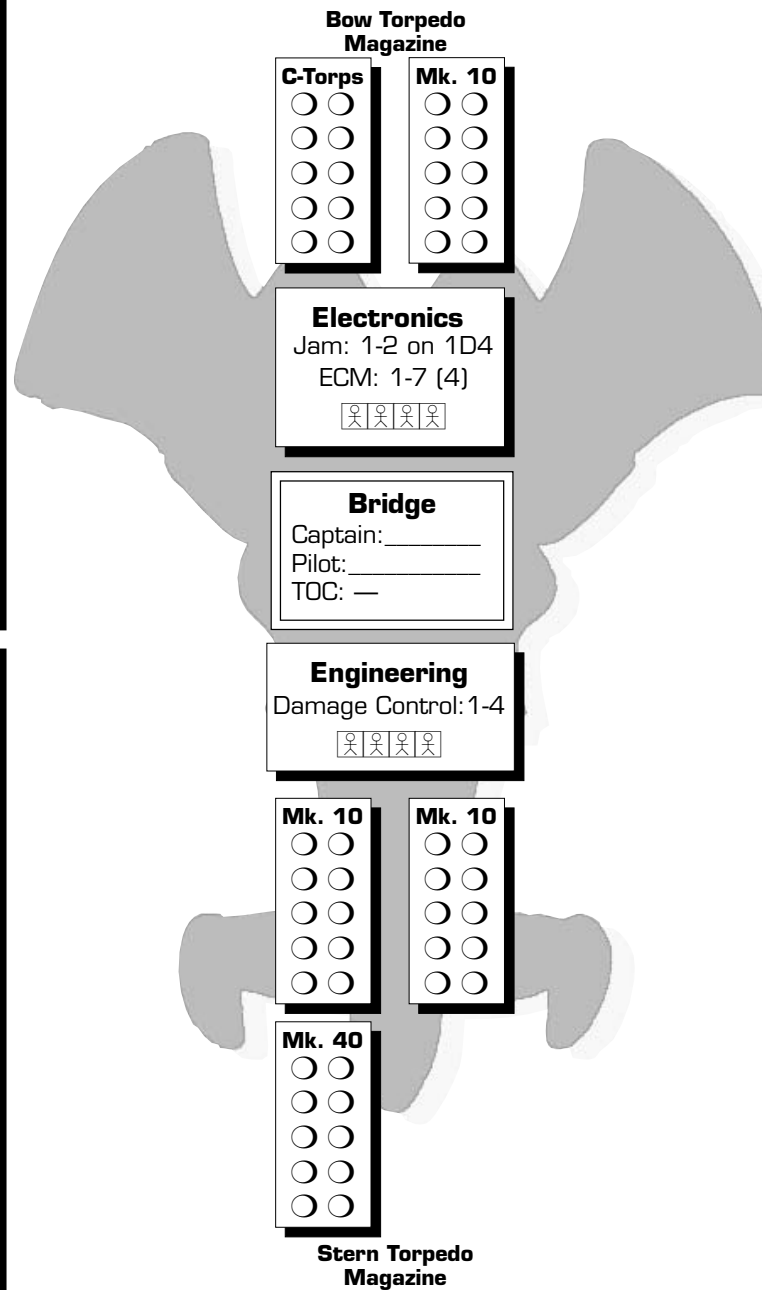
- 2 — **ECM destroyed.** Pteradon may no longer jam torps.
- 3 — **Capacitor malfunction.** Bow Laztubes, Meld Lasers, Splatterguns, and Graviton Cannon may not fire until after next turn.
- 4 — **Meld Laser short.** Gunner B's Meld Laser may not fire until after next turn.
- 5 — **TOC Room power flux.** TOC bonus may not be added next turn.
- 6 — **Torp Room E hit.** Lose 1D4 of each kind of torp and 1 crew.
- 7 — **Splattergun destroyed.** Gunner A's Splattergun is destroyed.
- 8 — **ECM malfunction.** Pteradon may not screen until after next game turn.
- 9 — **Minor structural damage.** Take 10 more hits on this track
- 10 — **Laztube overload.** Laztube D is destroyed, and crew is killed. 1D10 hits on this track.
- 11 — **Graviton Cannon hit.** Cannon destroyed and crew killed. Take 1D8 hits on Front Damage Tracks.
- 12 — **Bridge hit!** Bridge crew is stunned. Pteradon may not move until next turn and may not add TOC bonus to initiative.

REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Pteradon may no longer use Captain die.
- 3 — **Engineering destroyed.** Pteradon may no longer perform Damage Control.
- 4 — **Missile Rack hit.** Lose 1D6 missiles from one of Gunner F's racks.
- 5 — **Engine hit.** Reduce Drive by 2.
- 6 — **Torpedo Defense damaged.** Pteradon may no longer jam torps.
- 7 — **Armor compromised.** Damage Reduction drops to 0.
- 8 — **Gunner F killed.** Gunner F's weapons may not be fired.
- 9 — **Shield Generator short.** Pteradon's Defensive Value is reduced by 6 until after next game turn.
- 10 — **Torpedo Magazine hit.** Lose 1D4 of each type of torp.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Plasma Core meltdown.** The Pteradon briefly becomes a tiny sun and then is no more.

PTERADON

Tons: 5995



FRONT RIGHT CRITICAL HITS

- 2 — **ECM destroyed.** Pteradon may no longer jam torps.
- 3 — **Capacitor malfunction.** Bow Laztubes, Meld Lasers, Splatterguns, and Graviton Cannon may not fire until after next turn.
- 4 — **Meld Laser short.** Gunner B's Meld Laser may not fire until after next turn.
- 5 — **TOC Room power flux.** TOC bonus may not be added next turn.
- 6 — **Torp Room E hit.** Lose 1D4 of each kind of torp and 1 crew.
- 7 — **Splattergun destroyed.** Gunner A's Splattergun is destroyed.
- 8 — **ECM malfunction.** Pteradon may not screen until after next game turn.
- 9 — **Minor structural damage.** Take 10 more hits on this track
- 10 — **Laztube overload.** Laztube D is destroyed, and crew is killed. 1D10 hits on this track.
- 11 — **Graviton Cannon hit.** Cannon destroyed and crew killed. Take 1D8 hits on Front Damage Tracks.
- 12 — **Bridge hit!** Bridge crew is stunned. Pteradon may not move until next turn and may not add TOC bonus to initiative.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Pteradon may no longer use Captain die.
- 3 — **Engineering destroyed.** Pteradon may no longer perform Damage Control.
- 4 — **Missile Rack hit.** Lose 1D6 missiles from one of Gunner F's racks.
- 5 — **Engine hit.** Reduce Drive by 2.
- 6 — **Torpedo Defense damaged.** Pteradon may no longer jam torps.
- 7 — **Armor compromised.** Damage Reduction drops to 0.
- 8 — **Gunner G killed.** Gunner G's weapons may not be fired.
- 9 — **Shield Generator short.** Pteradon's Defensive Value is reduced by 6 until after next game turn.
- 10 — **Torpedo Magazine hit.** Lose 1D4 of each type of torp.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Plasma Core meltdown.** The Pteradon briefly becomes a tiny sun and then is no more.

PULSAR

I.D.

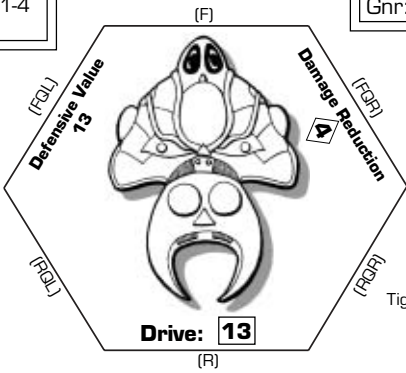
BPV: 41

TPV

Decoys: ○○○○
P-D: 1-5 (3)
Dmg Con: 1-4
Tons: 395

Mk. 10 Torps
○
○
○

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB+1
Damage: Medium §
Range: 1/2/6



Parasite Torps
○
○

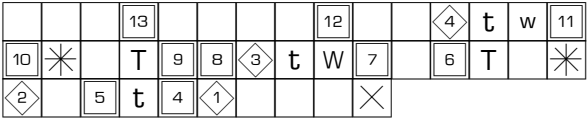
Tight Turn Cost: _____ +3

Gunner
1 Impulsegun (RQL) (R) (RQR)
To Hit: 2D8+ADB+1
Damage: High
Range: 3/8/10

Special Equipment
 Artificiance™ Targeting

Gunner
Entropic Accelerator (360°)
To Hit: 2D8+ADB+1
Damage: High Ω
Range: 4/7/12
Target SR ≤12
○○○○○○○○

DAMAGE TRACK



PULSAR

I.D.

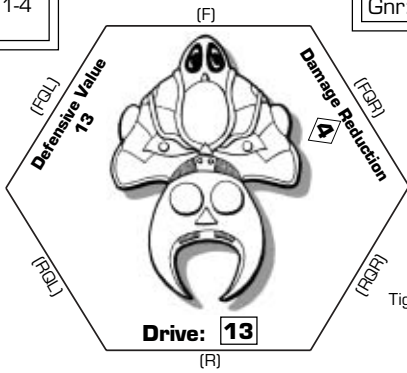
BPV: 41

TPV

Decoys: ○○○○
P-D: 1-5 (3)
Dmg Con: 1-4
Tons: 395

Mk. 10 Torps
○
○
○

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB+1
Damage: Medium §
Range: 1/2/6



Parasite Torps
○
○

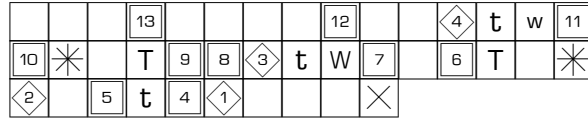
Tight Turn Cost: _____ +3

Gunner
1 Impulsegun (RQL) (R) (RQR)
To Hit: 2D8+ADB+1
Damage: High
Range: 3/8/10

Special Equipment
 Artificiance™ Targeting

Gunner
Entropic Accelerator (360°)
To Hit: 2D8+ADB+1
Damage: High Ω
Range: 4/7/12
Target SR ≤12
○○○○○○○○

DAMAGE TRACK



CRITICAL HITS

- Crew killed. Pulsar may perform no further actions. Defensive Value drops to 5.
- Engines sputter. Pulsar may only use 3 movement points next turn. Reduce DV by 5.
- Electronic Warfare knocked out. Pulsar may no longer jam torps. Reduce DV by 3.
- Artificiance™ short. All weapons suffer -2 To Hit.
- Shields damaged. Reduce Defensive Value by 2.
- Ionizers fizzle. Reduce Impulsegun's Damage to Medium.
- Torp Targeting Scanner damaged. No torpedoes may be fired until after the next turn.
- Hull buckles. Reduce Defensive Value by 4 and lose one torp of the pilot's choice.
- Gunner killed. Pulsar may no longer use Gunner weapons.
- Pilot dazed. Pulsar may not move or fire the Disruptorgun until after the next turn.
- Reactor hit. Pulsar explodes into oblivion.

DISRUPTORGUN SPECS§

Short Range: 1 hex (+1 To Hit).
 Medium Range: 2 hexes.
 Long Range: 3-6 hexes (-1 To Hit).
 § If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

ENTROPIC Ω ACCELERATOR SPECS

Short Range: 1-4 hexes (+1 To Hit).
 Medium Range: 4-7 hexes.
 Long Range: 8-12 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤12.
 Ω Does 1D6 continuing damage per turn during Warhead Launch Phase, until a 1 is rolled. Damage Reduction applies.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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TPV

Pilot

1 Meld Laser (F)
To Hit: 2D8+ADB
Damage: Medium
Range: 6/18/20
Target SR ≤12

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

Pilot

Missile Launcher (F)
Lock-on < _____
○○○○○○○○○○○○○○

Pilot

2 Miniguns (F)
To Hit: 2D6+ADB+1
Damage: Low+1 †
Range: 2/5/12
○○○○○○○○

Special Equipment

Pilot Biolink*

Drive: **16**

Tight Turn Cost: _____+3

Parasite Torps

○
○

Decoys: ○
P-D: 1-6 (2)
Dmg Con: 1-2
Tons: 198

DAMAGE TRACK

→

		16		14	2	w	12	t	*
11	W	8	7	1	5	t	4	w	X

* Pilot fires during Gunner Phase.

TPV

Pilot

1 Meld Laser (F)
To Hit: 2D8+ADB
Damage: Medium
Range: 6/18/20
Target SR ≤12

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

Pilot

Missile Launcher (F)
Lock-on < _____
○○○○○○○○○○○○○○

Pilot

2 Miniguns (F)
To Hit: 2D6+ADB+1
Damage: Low+1 †
Range: 2/5/12
○○○○○○○○

Special Equipment

Pilot Biolink*

Drive: **16**

Tight Turn Cost: _____+3

Parasite Torps

○
○

Decoys: ○
P-D: 1-6 (2)
Dmg Con: 1-2
Tons: 198

DAMAGE TRACK

→

		16		14	2	w	12	t	*
11	W	8	7	1	5	t	4	w	X

CRITICAL HITS

- 2 — **Pilot killed.** Quark may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Quark may only use 3 movement points next game turn.
- 4 — **Electronic Warfare knocked out.** Quark may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Minigun damaged.** Lose half of remaining ammo.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Missile Launcher hit.** Lose remaining missiles.
- 8 — **Meld Laser Targeting damaged.** Modify Meld Laser To Hit attempts by -3.
- 9 — **Minor Hull Breach inflicted.** Reduce Defensive Value by 2.
- 10 — **Torp Loads jettison harmlessly.** Remove all torps.
- 11 — **Feedback: Pilot Brain Dead.** Quark may perform no further actions. Defensive Value drops to 5.
- 12 — **Reactor explodes.** Quark is destroyed.

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

MINIGUN SPECS†

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).
 † Whenever two of the attack dice roll doubles, multiply the base damage by 2.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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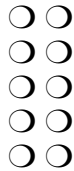
RATTLER NW

I.D.

BPV: 70

TPV

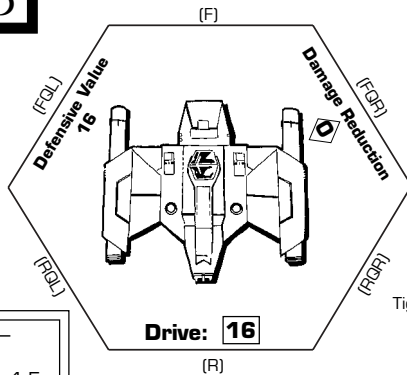
Mk. 10 DLT Torps



Pilot
1 EMP Ray (F)
To Hit: 2D8+ADB
Damage: Medium \square
Range: 2/4/8

Gunner
6 Splatterguns (FQL) (F) (FQR)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Crew
PILOT
Plt: _____
Gnr: _____
GUNNER
Gnr: _____



Tight Turn Cost: _____+3

Decoys: —
P-D: —
Dmg Con: 1-5
EFS: TYPE 1
Tons: 400

DAMAGE TRACK

→			t	*	16			t		14
		t		w	12	t	*			10
	t			t	8			w	t	6
	*	t			4	t				×

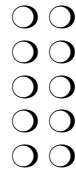
RATTLER NW

I.D.

BPV: 70

TPV

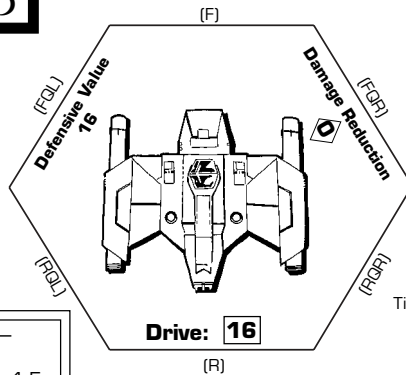
Mk. 10 DLT Torps



Pilot
1 EMP Ray (F)
To Hit: 2D8+ADB
Damage: Medium \square
Range: 2/4/8

Gunner
6 Splatterguns (FQL) (F) (FQR)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Crew
PILOT
Plt: _____
Gnr: _____
GUNNER
Gnr: _____



Tight Turn Cost: _____+3

Decoys: —
P-D: —
Dmg Con: 1-5
EFS: TYPE 1
Tons: 400

DAMAGE TRACK

→			t	*	16			t		14
		t		w	12	t	*			10
	t			t	8			w	t	6
	*	t			4	t				×

CRITICAL HITS

- 2 — Pilot killed. Rattler may not move, nor may the pilot's EMP Ray fire. Defensive Value drops to 5.
- 3 — Torps Jettison. Remove 1D4 remaining torps.
- 4 — Pilot's Weapon Targeters damaged. Reduce all Pilot To Hit chances by 2.
- 5 — Major Structural damage. Rattler takes 1D6 more hits.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 7 — EMP Ray disrupted. If the ray is fired, this ship suffers another critical.
- 8 — Evade Thrusters hit. Reduce Defensive Value by 4.
- 9 — Splatterguns hit. Splatterguns may not be fired until the next game turn.
- 10 — Engines sputter. Drive reduced to 2 until after next game turn.
- 11 — Gunner killed. Gunner's Splatterguns may not be fired.
- 12 — Reactor hit. Rattler is gutted by an internal fire and drifts as an empty husk.

EMP RAY SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-4 hexes.
Long Range: 5-8 hexes (-1 To Hit).
 \square Ignores Damage Reduction.
 Whenever doubles or triples are rolled on a hit, the target takes a critical in addition to other damage.
 Does 1/2 damage to Terran ships.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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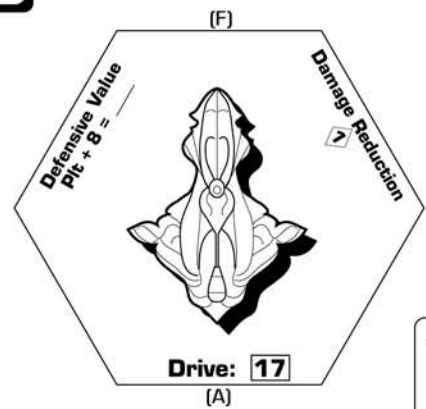
TPV

Weapon 1
X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____

Type 1 Drones

Weapon 2
Drive Leech (F)
To Hit: 2D6+ADB
Damage: Low*
○○○○



Jump Pods

②
③
④

Tight Turn Cost: _____

Special Equipment

Grappling Tube
 Tow Hook

DAMAGE TRACK

→	17	d		16	j		d	15		*			
	14	w		13		12	j	w	9		d	5	1
	4	3	2	×									

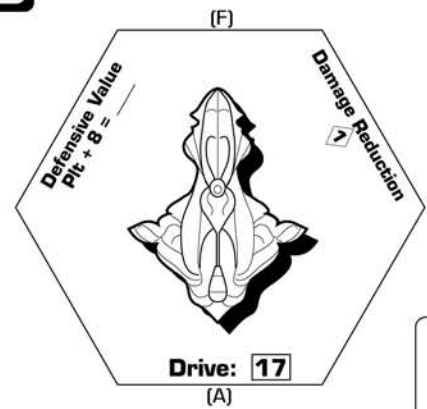
TPV

Weapon 1
X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____

Type 1 Drones

Weapon 2
Drive Leech (F)
To Hit: 2D6+ADB
Damage: Low*
○○○○



Jump Pods

②
③
④

Tight Turn Cost: _____

Special Equipment

Grappling Tube
 Tow Hook

DAMAGE TRACK

→	17	d		16	j		d	15		*			
	14	w		13		12	j	w	9		d	5	1
	4	3	2	×									

CRITICAL HITS

- 1 — Shields damaged. Reduce Defensive Value by 2.
- 2 — Hull rupture. Remora takes 1D6 more hits.
- 3 — Tow Hook damaged. Mark off this piece of equipment.
- 4 — Drone Dispenser destroyed. Lose all remaining drones.
- 5 — Electronic Warfare Rig damaged. Remora may no longer jam torps.
- 6 — Grappling Tube destroyed. Mark off this piece of equipment.
- 7 — Jump Pod controls fused. Lose use of Jump Pods.
- 8 — Drive Leech Power Duct damaged. Reduce Damage code to "Low-1*".
- 9 — Hatchling killed. Remora may take no further actions. Defensive Value reduced to 5.
- 10 — Blast snaps Structural Spine. Remora is destroyed.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

DRIVE LEECH SPECS

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-4 hexes (-1 To Hit).

* Low Damage is distributed only to target's Drive Damage boxes, ignoring Damage Reduction value.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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REVENGE

I.D.

BPV: 120

TPV

Decoys: ○○○○

P-D: 1-6 (3)

Dmg Con: 1-5

Tons: 770

Crew

PILOT

Plt: _____

Gnr: _____

Luck: _____

GUNNER

Gnr: _____

Mk. 50

Torps

○

○

○

○

○

○

○

○

Gunner

Missile Launcher (360°)

Lock-on < _____

○ ○ ○ ○ ○

Gunner

Missile Launcher (360°)

Lock-on < _____

○ ○ ○ ○ ○

Gunner

Missile Launcher (360°)

Lock-on < _____

○ ○ ○ ○ ○

DAMAGE TRACK

→				13			t		12	*	◇3	w	11
			t		10	w		t		9	t		*
		8		◇2	t		7	w	t			6	
	◇1			5	t		4	t	3		2		*
		t											1
				t									×

REVENGE

I.D.

BPV: 120

TPV

Decoys: ○○○○

P-D: 1-6 (3)

Dmg Con: 1-5

Tons: 770

Crew

PILOT

Plt: _____

Gnr: _____

Luck: _____

GUNNER

Gnr: _____

Mk. 50

Torps

○

○

○

○

○

○

○

○

Gunner

Missile Launcher (360°)

Lock-on < _____

○ ○ ○ ○ ○

Gunner

Missile Launcher (360°)

Lock-on < _____

○ ○ ○ ○ ○

Gunner

Missile Launcher (360°)

Lock-on < _____

○ ○ ○ ○ ○

DAMAGE TRACK

→				13			t		12	*	◇3	w	11
			t		10	w		t		9	t		*
		8		◇2	t		7	w	t			6	
	◇1			5	t		4	t	3		2		*
		t											1
				t									×

- CRITICAL HITS**

 - 2 — **Crew killed.** Revenge may perform no further actions. Defensive Value drops to 5.
 - 3 — **Engines destroyed.** Vessel's Drive value is reduced to 0; reduce Defensive Value to 5.
 - 4 — **Electronic Warfare knocked out.** Revenge may no longer jam torps. Reduce Defensive Value by 2.
 - 5 — **Hull breached.** Reduce Defensive Value by 3. Also, lose 1D4 torpedoes.
 - 6 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
 - 7 — **Missile Launcher malfunctions.** One random Launcher loses 2 missiles.
 - 8 — **Shields damaged.** Reduce Defensive Value by 1.
 - 9 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
 - 10 — **Gunner killed.** All Missile Launchers become unusable.
 - 11 — **Pilot dazed.** Revenge may not move until after the next game turn. The gunner may still fire while the pilot is dazed.
 - 12 — **Reactor hit.** Revenge breaks into a number of unusable pieces.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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REVENGE II

I.D.

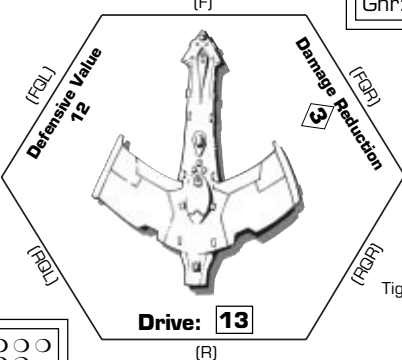
BPV: 120

TPV

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○○○○○ ○○○○○
 ○○○○○ ○○○○○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 50 Torps
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○



Tight Turn Cost: _____ +3

Decoys: ○ ○ ○ ○ ○ ○
 P-D: 1-6 (3)
 Dmg Con: 1-5
 Tons: 770

Gunner
Missile Launcher (360°)
 Lock-on < _____
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Gunner
Missile Launcher (360°)
 Lock-on < _____
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

→				13		t		12	*	3	w	11
		t		10	W	t		9	t		*	
		8		2	t	7	w	t		6		
	1		5	t	4	t	3	2		*		
	t											1
			t									×

REVENGE II

I.D.

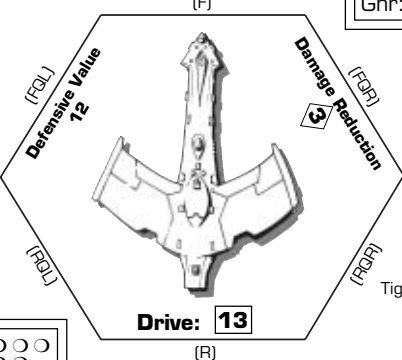
BPV: 120

TPV

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○○○○○ ○○○○○
 ○○○○○ ○○○○○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 50 Torps
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○



Tight Turn Cost: _____ +3

Decoys: ○ ○ ○ ○ ○ ○
 P-D: 1-6 (3)
 Dmg Con: 1-5
 Tons: 770

Gunner
Missile Launcher (360°)
 Lock-on < _____
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Gunner
Missile Launcher (360°)
 Lock-on < _____
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

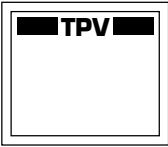
→				13		t		12	*	3	w	11
		t		10	W	t		9	t		*	
		8		2	t	7	w	t		6		
	1		5	t	4	t	3	2		*		
	t											1
			t									×

CRITICAL HITS

- 2 — Crew killed. Revenge may perform no further actions. Defensive Value drops to 5.
- 3 — Engines destroyed. Vessel's Drive value is reduced to 0; reduce Defensive Value to 5.
- 4 — Electronic Warfare knocked out. Revenge may no longer jam torps. Reduce Defensive Value by 2.
- 5 — Hull breached. Reduce Defensive Value by 3. Also, lose 1D4 torpedoes.
- 6 — Torp Targeting Scanner damaged. No torpedoes may be fired until after the next game turn.
- 7 — Missile Launcher malfunctions. One random Launcher loses D6 missiles.
- 8 — Shields damaged. Reduce Defensive Value by 1.
- 9 — Maneuver Thrusters damaged. All turns, including tight turns, cost one extra movement point to perform.
- 10 — Gunner killed. Gunner's Missile Launchers become unusable.
- 11 — Pilot dazed. Revenge may not move or use Pilot Missile Launcher until after the next game turn. The gunner may still fire while the pilot is dazed.
- 12 — Reactor hit. Revenge breaks into a number of unusable pieces.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

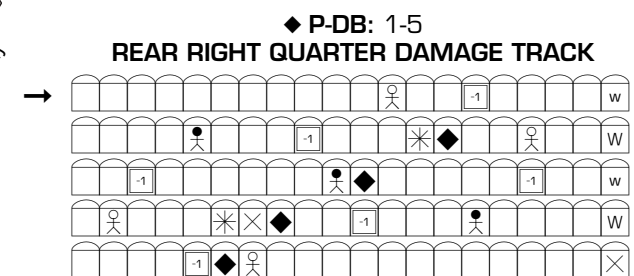
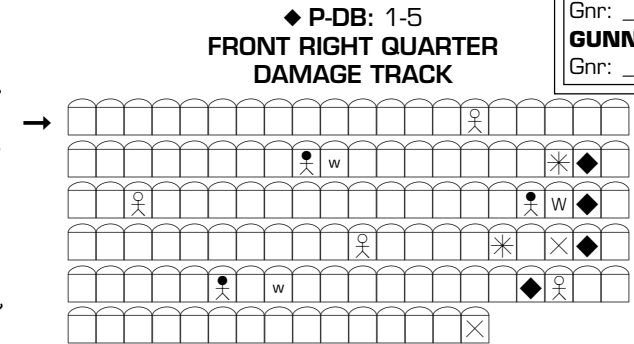
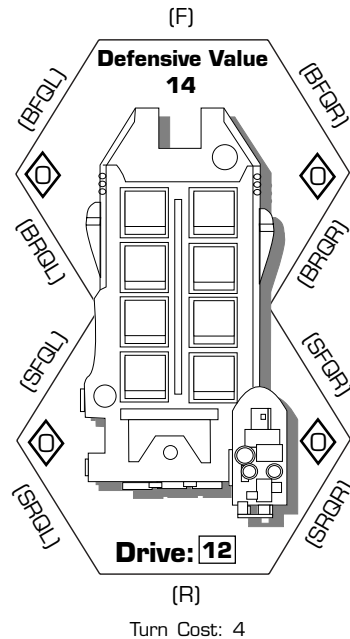
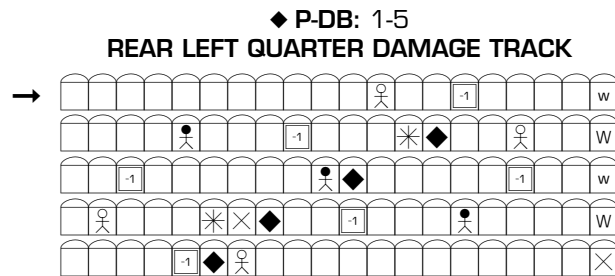
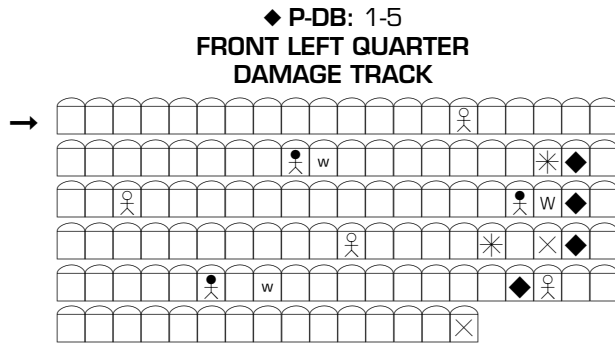


Gunner A
6 Pulse Lasers (X)
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner E
Missile Launcher (X)
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner B
6 Pulse Lasers (X)
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
GUNNER F
 Gnr: _____
GUNNER G
 Gnr: _____



Gunner C
6 Pulse Lasers (X)
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner F
Missile Launcher (X)
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner G
Missile Launcher (X)
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner D
6 Pulse Lasers (X)
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

FRONT LEFT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Saladin may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Random Fighter bay hit.** Roll on Fighter Bay Hit Table.
- 4 — **Pulse Laser B loses power.** Cannot fire until after next turn.
- 5 — **Pulse Laser A loses power.** Cannot fire until after next turn.
- 6 — **Pulse Laser B damaged.** Weapon suffers -2 penalty To Hit.
- 7 — **Pulse Laser A damaged.** Weapon suffers -2 penalty To Hit.
- 8 — **Missile Launcher E hit.** Lose 1D10 remaining missiles.
- 9 — **Engineering hit.** Damage Control is not available until after next turn.
- 10 — **Gunner A killed.** This gunner's weapons may not be fired.
- 11 — **Bridge hit!** Bridge crew is stunned. Aoshu may not move next turn.
- 12 — **Major structural damage.** Take 15 more hits on this track.

REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Saladin may no longer use Captain die.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Bulkhead collapse.** Take 5 more hits on this track.
- 5 — **Missile Launcher F loses power.** Cannot fire until after next turn.
- 6 — **Random Fighter bay hit.** Roll on Fighter Bay Hit Table.
- 7 — **Drives sputter.** Reduce Drive by 2 next turn.
- 8 — **Engineering hit!** Damage Control is not available until after next turn.
- 9 — **Power coupling severed.** No weapons may be fired next turn.
- 10 — **Gunner F killed.** This gunner's weapons may not be fired.
- 11 — **Engineering section destroyed.** Damage control is no longer available. 1D4 Engineers are sucked into the void.
- 12 — **Reactor hit.** Saladin becomes a gaseous cloud.

SALADIN

Tons: 10,000

Fighter Bay 1

400-ton Fighter

○ ☒ ID: _____

Type: _____

Fighter Bay 2

400-ton Fighter

○ ☒ ID: _____

Type: _____

Fighter Bay 3

400-ton Fighter

○ ☒ ID: _____

Type: _____

Fighter Bay 4

400-ton Fighter

○ ☒ ID: _____

Type: _____

Electronics

Jam: 1-2 on 1D4

ECM: 1-8 (6)

☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒

Bridge

Captain: _____

Pilot: _____

TOC: +4

Engineering

Damage Control 1-9

☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒

Fighter Bay 5

400-ton Fighter

○ ☒ ID: _____

Type: _____

Fighter Bay 6

400-ton Fighter

○ ☒ ID: _____

Type: _____

Fighter Bay 7

400-ton Fighter

○ ☒ ID: _____

Type: _____

Fighter Bay 8

400-ton Fighter

○ ☒ ID: _____

Type: _____

FRONT RIGHT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Saladin may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Random Fighter bay hit.** Roll on Fighter Bay Hit Table.
- 4 — **Pulse Laser D loses power.** Cannot fire until after next turn.
- 5 — **Pulse Laser C loses power.** Cannot fire until after next turn.
- 6 — **Pulse Laser D damaged.** Weapon suffers -2 penalty To Hit.
- 7 — **Pulse Laser C damaged.** Weapon suffers -2 penalty To Hit.
- 8 — **Missile Launcher E hit.** Lose 1D10 remaining missiles.
- 9 — **Engineering hit.** Damage Control is not available until after next turn.
- 10 — **Gunner C killed.** This gunner's weapons may not be fired.
- 11 — **Bridge hit!** Bridge crew is stunned. Aoshu may not move next turn.
- 12 — **Major structural damage.** Take 15 more hits on this track.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Saladin may no longer use Captain die.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Bulkhead collapse.** Take 5 more hits on this track.
- 5 — **Missile Launcher G loses power.** Cannot fire until after next turn.
- 6 — **Random Fighter bay hit.** Roll on Fighter Bay Hit Table.
- 7 — **Drives sputter.** Reduce Drive by 2 next turn.
- 8 — **Engineering hit!** Damage Control is not available until after next turn.
- 9 — **Power coupling severed.** No weapons may be fired next turn.
- 10 — **Gunner G killed.** This gunner's weapons may not be fired.
- 11 — **Engineering section destroyed.** Damage control is no longer available. 1D4 Engineers are sucked into the void.
- 12 — **Reactor hit.** Saladin becomes a gaseous cloud.

SALAMANDER

I.D.

BPV: 66

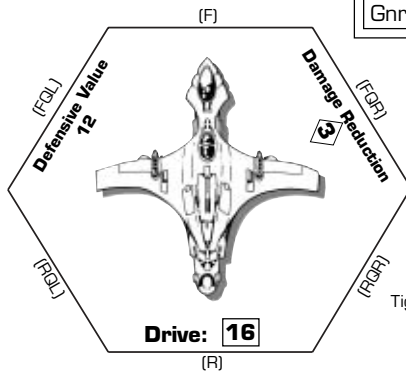
TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 20
 Torp

Mk. 10
 Torps



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-7 (2)
 Dmg Con: 1-6
 Tons: 400

Gunner
1 Pulse Laser (360°)
 To Hit: 2D6+ADB
 Damage: Low
 Range: 3/9/10

Gunner
2 Splatterguns
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

DAMAGE TRACK

		16		15	3	w	14	*	13	t	2	12
W		11		1	t	10	*	T	9		8	w
7	6		5	t	4		3	2	1	t		×

SALAMANDER

I.D.

BPV: 66

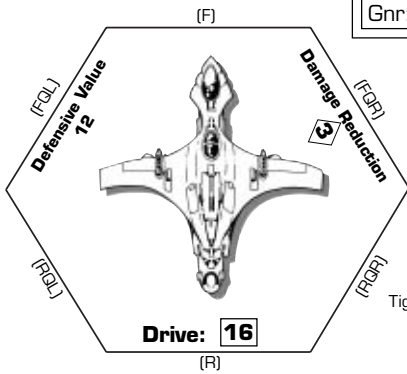
TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 20
 Torp

Mk. 10
 Torps



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-7 (2)
 Dmg Con: 1-6
 Tons: 400

Gunner
1 Pulse Laser (360°)
 To Hit: 2D6+ADB
 Damage: Low
 Range: 3/9/10

Gunner
2 Splatterguns
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

DAMAGE TRACK

		16		15	3	w	14	*	13	t	2	12
W		11		1	t	10	*	T	9		8	w
7	6		5	t	4		3	2	1	t		×

CRITICAL HITS

- Crew killed. Salamander may perform no further actions. Defensive Value drops to 5.
- Engines sputter. Salamander may only use 3 movement points next game turn. Reduce Defensive Value by 5 due to additional damage.
- Electronic Warfare knocked out. Salamander may no longer jam torps. Reduce Defensive Value by 3.
- Maneuver Thrusters damaged. All turns, including tight turns, cost one extra movement point to perform.
- Shields damaged. Reduce Defensive Value by 2.
- Ionizers fizzle. Reduce Impulsegun's Damage to Medium.
- Torp Targeting Scanner damaged. No torpedoes may be fired until after the next game turn.
- Hull buckles. Reduce Defensive Value by 4 and lose one torp of the pilot's choice.
- Gunner killed. Salamander may no longer use the Pulse Laser or Splatterguns.
- Pilot dazed. Salamander may not move or fire the Impulsegun until after the next game turn.
- Reactor hit. Salamander explodes into oblivion.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

SALAMANDER II

I.D. ■

BPV: 66

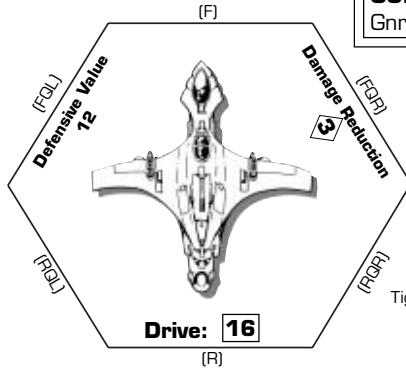
TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 20
 Torp

Mk. 10
 Torps



Decoys: ○ ○
 P-D: 1-7 (2)
 Dmg Con: 1-6
 Tons: 400

Gunner
3 Pulse Lasers
 (FQL) (F) (FQR)
 To Hit: 2D6+ADB+2
 Damage: Low+2
 Range: 3/9/10

Gunner
2 Splatterguns
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

DAMAGE TRACK

		16		15	3	w	14	*	13	t	2	12
W		11	1	t	10	*		T	9		8	w
7	6		5	t	4		3	2	1	t		×

SALAMANDER II

I.D. ■

BPV: 66

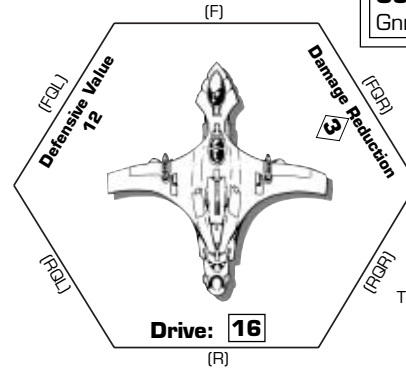
TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 20
 Torp

Mk. 10
 Torps



Decoys: ○ ○
 P-D: 1-7 (2)
 Dmg Con: 1-6
 Tons: 400

Gunner
3 Pulse Lasers
 (FQL) (F) (FQR)
 To Hit: 2D6+ADB+2
 Damage: Low+2
 Range: 3/9/10

Gunner
2 Splatterguns
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

DAMAGE TRACK

		16		15	3	w	14	*	13	t	2	12
W		11	1	t	10	*		T	9		8	w
7	6		5	t	4		3	2	1	t		×

CRITICAL HITS

- Crew killed. Salamander may perform no further actions. Defensive Value drops to 5.
- Engines sputter. Salamander may only use 3 movement points next game turn. Reduce Defensive Value by 5 due to additional damage.
- Electronic Warfare knocked out. Salamander may no longer jam torps. Reduce Defensive Value by 3.
- Maneuver Thrusters damaged. All turns, including tight turns, cost one extra movement point to perform.
- Shields damaged. Reduce Defensive Value by 2.
- Ionizers fizzle. Reduce Impulsegun's Damage to Medium.
- Torp Targeting Scanner damaged. No torpedoes may be fired until after the next game turn.
- Hull buckles. Reduce Defensive Value by 4 and lose one torp of the pilot's choice.
- Gunner killed. Salamander may no longer use the Pulse Laser or Splatterguns.
- Pilot dazed. Salamander may not move or fire the Impulsegun until after the next game turn.
- Reactor hit. Salamander explodes into oblivion.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

SALAMANDER III

I.D. ■

BPV: 64

TPV

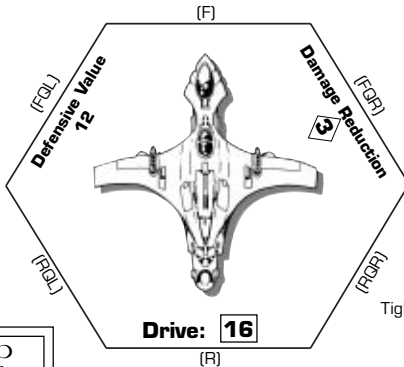
Mk. 40
Torp

Mk. 10
Torps

Decoys: ○ ○
P-D: 1-7 (2)
Dmg Con: 1-6
Tons: 400

Pilot
1 Meld Laser (F)
To Hit: 2D8+ADB
Damage: Medium
Range: 6/18/20
Target SR≤12

Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10



Gunner
2 Splatterguns
(RQL) (R) (RQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

DAMAGE TRACK

		16		15	3	w	14	*	13	t	2	12
W		11		1	t	10	*	T	9		8	w
7	6		5	t	4		3	2	1	t		×

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

SALAMANDER III

I.D. ■

BPV: 64

TPV

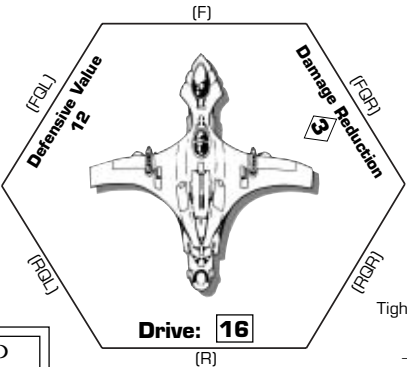
Mk. 40
Torp

Mk. 10
Torps

Decoys: ○ ○
P-D: 1-7 (2)
Dmg Con: 1-6
Tons: 400

Pilot
1 Meld Laser (F)
To Hit: 2D8+ADB
Damage: Medium
Range: 6/18/20
Target SR≤12

Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10



Gunner
2 Splatterguns
(RQL) (R) (RQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

DAMAGE TRACK

		16		15	3	w	14	*	13	t	2	12
W		11		1	t	10	*	T	9		8	w
7	6		5	t	4		3	2	1	t		×

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

CRITICAL HITS

- 2 — Crew killed. Salamander may perform no further actions. Defensive Value drops to 5.
- 3 — Engines sputter. Salamander may only use 3 movement points next game turn. Reduce Defensive Value by 5 due to additional damage.
- 4 — Electronic Warfare knocked out. Salamander may no longer jam torps. Reduce Defensive Value by 3.
- 5 — Maneuver Thrusters damaged. All turns, including tight turns, cost one extra movement point to perform.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 7 — Meld Lasers hit. It may not fire until after next game turn
- 8 — Torp Targeting Scanner damaged. No torpedoes may be fired until after the next game turn.
- 9 — Hull buckles. Reduce Defensive Value by 4 and lose one torp of the pilot's choice.
- 10 — Gunner killed. Salamander may no longer use the Splatterguns.
- 11 — Pilot dazed. Salamander may not move or fire the Meld or Pulse Lasers until after the next game turn.
- 12 — Reactor hit. Salamander explodes into oblivion.

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes (-1 To Hit).
Target SR: ≤ 12

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

SALAMANDER NW

I.D. ■

BPV: 67

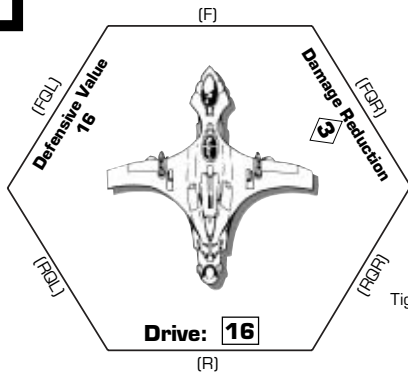
TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 10 DLT Torps

Pilot
Hammerhead Missile Launcher (F)
 Lock-on < _____



Decoys: —
 P-D: —
 Dmg Con: 1-6
 Tons: 400

Gunner
2 Splatterguns (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

DAMAGE TRACK

		16		15	3	w	14	*	13	t	2	12
w		11	1	t	10	*		t	9		8	w
7	6		5	t	4		3	2	1			×

SALAMANDER NW

I.D. ■

BPV: 67

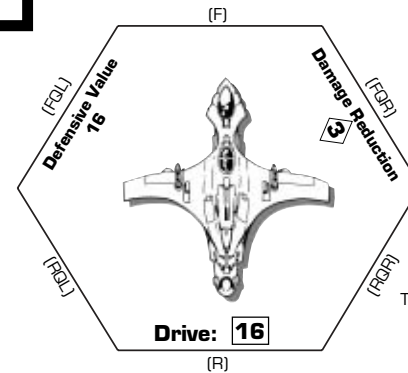
TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 10 DLT Torps

Pilot
Hammerhead Missile Launcher (F)
 Lock-on < _____



Decoys: —
 P-D: —
 Dmg Con: 1-6
 Tons: 400

Gunner
2 Splatterguns (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

DAMAGE TRACK

		16		15	3	w	14	*	13	t	2	12
w		11	1	t	10	*		t	9		8	w
7	6		5	t	4		3	2	1			×

CRITICAL HITS

- 2 — **Crew killed.** Salamander may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Salamander may only use 3 movement points next game turn. Reduce Defensive Value by 5 due to additional damage.
- 4 — **Datalink knocked out.** Salamander may no longer benefit from scanning. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 4.
- 7 — **Ionizers fizzle.** Reduce Impulsegun's Damage to Medium.
- 8 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- 9 — **Hull buckles.** Reduce Defensive Value by 5 and lose one torp.
- 10 — **Gunner killed.** Salamander may no longer use Splatterguns.
- 11 — **Pilot dazed.** Salamander may not move or fire Pilot's weapons until after the next game turn.
- 12 — **Reactor hit.** Salamander explodes into oblivion.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----



Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

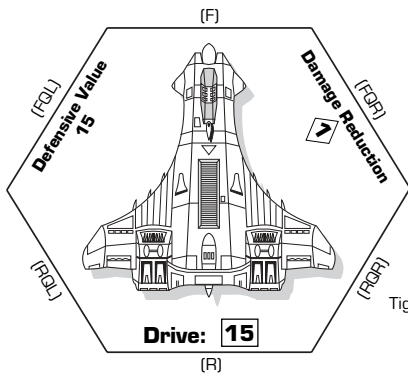
GUNNER
Gnr: _____

Pilot

1 Protobolt Projector (F)
To Hit: 2D6+ADB
Damage: 10/8/6
Range: 5-8/12/16
Target SR ≤14
○○○○○○

Pilot

4 Pulse Lasers (F)
To Hit: 2D8+ADB+4
Damage: Low
Range: 3/9/10



Tight Turn Cost: _____+3

Decoys: ○
P-D: 1-7 (5)
Dmg Con: 1-4
Tons: 400

DAMAGE TRACK

→	15			14				12
	*	1		10	W			
	9	*			8	W		
	7			6	5	4	2	×



Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

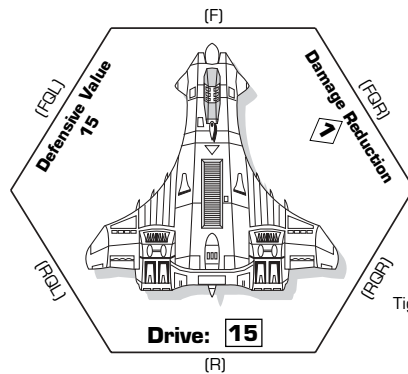
GUNNER
Gnr: _____

Pilot

1 Protobolt Projector (F)
To Hit: 2D6+ADB
Damage: 10/8/6
Range: 5-8/12/16
Target SR ≤14
○○○○○○

Pilot

4 Pulse Lasers (F)
To Hit: 2D8+ADB+4
Damage: Low
Range: 3/9/10



Tight Turn Cost: _____+3

Decoys: ○
P-D: 1-7 (5)
Dmg Con: 1-4
Tons: 400

DAMAGE TRACK

→	15			14				12
	*	1		10	W			
	9	*			8	W		
	7			6	5	4	2	×

CRITICAL HITS

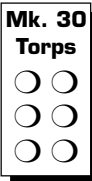
- 2 — **Pilot dazed.** Samurai may not move or fire until after next game turn.
- 3 — **Engines sputter momentarily.** Samurai Drive value is reduced to 3 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Samurai may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Protobolter hit.** Lose half its remaining ammo.
- 8 — **Maneuver Thrusters destroyed.** Samurai may no longer perform tight turns.
- 9 — **Hull buckles.** Protobolt Projector loses 2 Protobolts. Reduce Defensive Value by 3.
- 10 — **Targeting System knocked off-line.** Samurai may not fire until after next game turn.
- 11 — **Pulse Laser Targeters damaged.** All further Pulse Laser To Hit and Damage suffer a -4 modifier.
- 12 — **Massive structural collapse.** Samurai breaks up into chunks of useless scrap metal.

PROTOBOLT SPECS

Short Range: 5-8 hexes (+1 To Hit).
Medium Range: 9-12 hexes.
Long Range: 13-16 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤14.

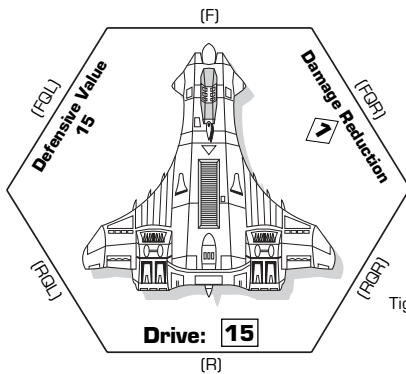
PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).



Pilot
Meld Laser (F)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12

Pilot
6 Pulse Lasers (F)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10



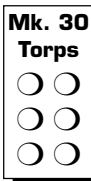
Tight Turn Cost: _____+3

Decoys: ○
 P-D: 1-7 (5)
 Dmg Con: 1-4
 Tons: 400

DAMAGE TRACK

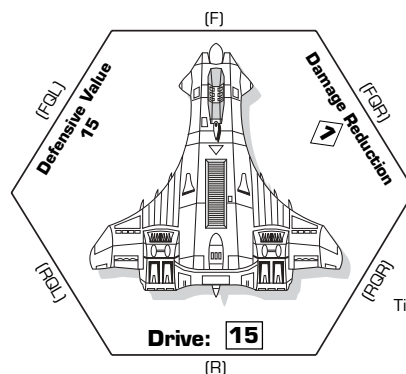
→	15	t	14	t	12
	*	1	t	10	w
	9	*	t	8	t
	7	t	6	5	4
				2	×

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____



Pilot
Meld Laser (F)
 To Hit: 2D8+ADB
 Damage: Medium
 Range: 6/18/20
 Target SR ≤12

Pilot
6 Pulse Lasers (F)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10



Tight Turn Cost: _____+3

Decoys: ○
 P-D: 1-7 (5)
 Dmg Con: 1-4
 Tons: 400

DAMAGE TRACK

→	15	t	14	t	12
	*	1	t	10	w
	9	*	t	8	t
	7	t	6	5	4
				2	×

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

CRITICAL HITS

- 2 — **Pilot dazed.** Samurai may not move or fire until after next game turn.
- 3 — **Engines sputter momentarily.** Samurai Drive value is reduced to 3 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Samurai may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Meld Laser Damaged.** Change Meld Laser Damage to Low.
- 8 — **Maneuver Thrusters destroyed.** Samurai may no longer perform tight turns.
- 9 — **Hull buckles.** Mark off all remaining Torps. Reduce Defensive Value by 3.
- 10 — **Targeting System knocked off-line.** Samurai may not fire until after next game turn.
- 11 — **Pulse Laser Targeters damaged.** All further Pulse Laser To Hit and Damage suffer a -4 modifier.
- 12 — **Massive structural collapse.** Samurai breaks up into chunks of useless scrap metal.

MELD LASER SPECS

Short Range: 6 hexes (+1 To Hit).
 Medium Range: 7-18 hexes.
 Long Range: 19-20 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤12.

PULSE LASER SPECS

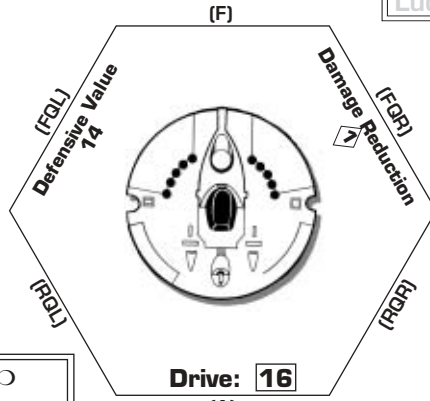
Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

BPV: 6 I.D. SAUCER SHUTTLE

TPV

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: —
 Dmg Con: 1-2

Drive: 16
 (A) Tight Turn Cost: _____ +3

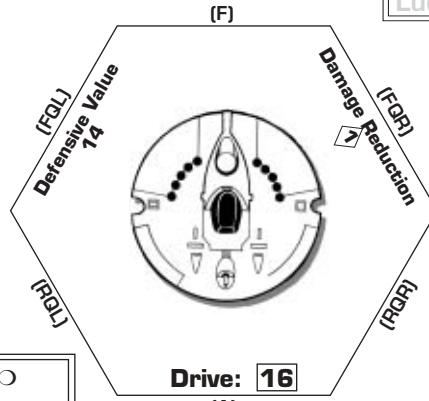


BPV: 6 I.D. SAUCER SHUTTLE

TPV

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: —
 Dmg Con: 1-2

Drive: 16
 (A) Tight Turn Cost: _____ +3

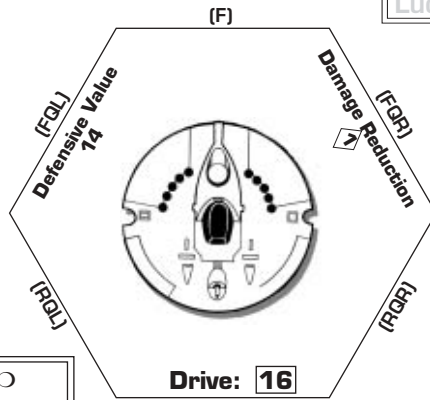


BPV: 6 I.D. SAUCER SHUTTLE

TPV

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: —
 Dmg Con: 1-2

Drive: 16
 (A) Tight Turn Cost: _____ +3

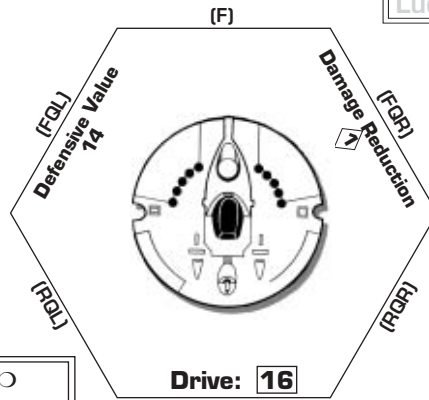


BPV: 6 I.D. SAUCER SHUTTLE

TPV

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: —
 Dmg Con: 1-2

Drive: 16
 (A) Tight Turn Cost: _____ +3



CRITICAL HITS

- 2 — **Pilot killed.** Saucer Shuttle may not perform any further actions.
- 3 — **Hull breached.** Reduce Defensive Value by 5. At the end of the next game turn, Saucer Shuttle will disintegrate and be destroyed.
- 4 — **Electronic Warfare disabled.** Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Saucer Shuttle may no longer make tight turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Pulse Laser damaged.** Reduce chance To Hit by 1.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Engines severely damaged.** Saucer Shuttle reduced to a Drive of 1. Reduce Defensive Value by 7.
- 10 — **Engines destroyed.** Saucer Shuttle may not move or turn. Reduce Defensive Value to 5.
- 11 — **Cockpit breached.** Pilot is sucked into the vastness of space and dies.
- 12 — **Reactor hit.** Power generator detonates; vessel is destroyed. Kaboom!

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

TPV

Mk. 10 Torps
○
○
○
○

Mk. 40 Torps
○
○
○
○

Gunner A
4 Splatterguns
(FQL) (RQL)
To Hit: 2D6+ADB+3
Damage: Medium+6

Gunner A
Missile Launcher
(FQL)(RQL)
Lock-on < _____
○ ○ ○ ○ ○ ○

Decoys: ○ ○ ○ ○
P-D: 1-6[4]
Dmg Con: 1-7

Pilot
Salvage Claws (F)
To Hit: 2D6+ADB+1
Damage:

Pilot
Tractor Beam (F)
Lock-on < _____
Effect: Tow

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____

Gunner B
4 Splatterguns
(FQR) (RQR)
To Hit: 2D6+ADB +3
Damage: Medium+6

Gunner B
Missile Launcher
(FQR)(RQR)
Lock-on < _____
○ ○ ○ ○ ○ ○

FRONT DAMAGE

				③					w		t
			t			②		w			T
		*		①		t				W	
		T			w	×	T	*		×	

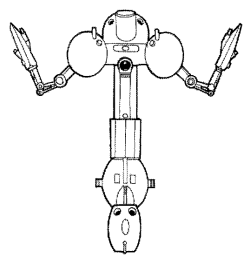
LEFT SIDE DAMAGE

	t				②
w	-1	*		①	
			T		
	w	*			×
	-1				×

RIGHT SIDE DAMAGE

	t				②
w	-1	*		①	
			T		
	w	*			×
	-1				×

(F)
Defensive Value
12



Drive: 8
(R)

Tight Turn
Cost: +4

Gunner C
1 Plazgun (FQL)(F)(FQR)
To Hit: 2D6+ADB
Damage: All ¥

REAR DAMAGE

									-1								
									①			-1			w		-1
				-1											-1	*	-1

FRONT CRITICAL HITT

2 — Pilot Dazed. Scorpion may not move and Pilot may not fire until after next turn.
3 — Claws damaged. Can't tow.
4 — Shields damaged. Reduce Defensive Value by 1.
5 — Claws malfunction. May not be used until after next turn.
6 — Tractor Beam loses power. Can't use until after next turn.
7 — Heavy structural damage. Take 3 hits on each Damage Track.
8 — Pilot Killed. Scorpion is at Drive 0 and Pilot's weapons are out.

LEFT SIDE CRITICAL HITT

2 — Gunner A killed. Those weapons may not be fired.
3 — Missile Launcher A jams. Can't be used until after next turn.
4 — Shields damaged. Reduce Defensive Value by 1.
5 — Decoy hit. Lose one decoy.
6 — Splatterguns A damaged. May not fire until after next turn.
7 — Structural damage. Take 3 hits on both side Damage Tracks.
8 — Electronic Warfare knocked out. Scorp may no longer jam torps. DV -2.

RIGHT SIDE CRITICAL HITT

2 — Gunner A killed. Those weapons may not be fired.
3 — Missile Launcher A jams. Can't be used until after next turn.
4 — Shields damaged. Reduce Defensive Value by 1.
5 — Decoy hit. Lose one decoy.
6 — Splatterguns A damaged. May not fire until after next turn.
7 — Structural damage. Take 3 hits on both side Damage Tracks.
8 — Electronic Warfare knocked out. Scorp may no longer jam torps. DV -2.

REAR CRITICAL HITS

2 — Gunner C killed. Plazgun may not be fired.
3 — Maneuver Thrusters damaged. All turns cost one extra movement point to perform.
4 — Shields damaged. DV -1.
5 — Plazgun damaged. Reduce weapon's chance to hit by 2.
6 — Plazgun Targeter hit. May not fire until after next turn.
7 — Tail severely damaged. Take 10 hits on this Damage Track
8 — Reactor detonates. Scorpion is destroyed.

TPV

Mk. 10 Torps

○
○
○
○

Mk. 40 Torps

○
○
○
○

Gunner A

4 Splatterguns (RQL) (FQL)

To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gunner A Missile Launcher (RQL) (FQL)

Lock-on < _____

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Decoys: ○ ○ ○ ○ ○
P-D: 1-6 (4)
Dmg Con: 1-7
Tons: 850

Pilot

Salvage Claws (F)

To Hit: 2D6+ADB+1
Damage: Medium †
Range: -/1/-
Target SR ≤6

Pilot

2 Disruptorguns (F)

To Hit: 2D8+ADB+1
Damage: Medium+1 §
Range: 1/2/6

§ If the target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

Crew

PILOT

Plt: _____
Gnr: _____
Luck: _____

GUNNER A

Gnr: _____

GUNNER B

Gnr: _____

GUNNER C

Gnr: _____

FRONT DAMAGE TRACK

			3					w		t	
			t			2		w			T
		*		1		t				W	
		T		w		X	T	*		X	

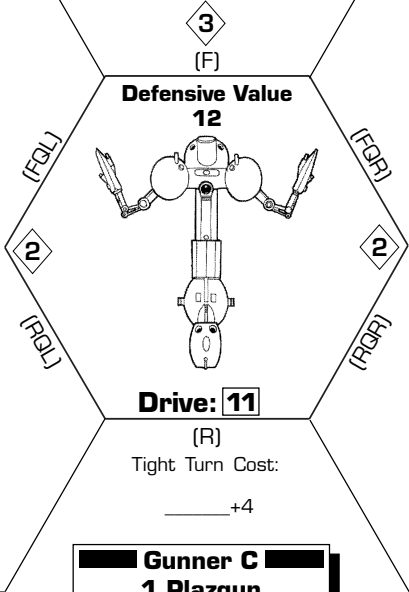
Gunner B

4 Splatterguns (FQR) (RQR)

To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

LEFT SIDE DAMAGE TRACK

t				2	
w	-1	*	1		
		t			
w	*			X	
-1					X



RIGHT SIDE DAMAGE TRACK

t				2	
w	-1	*	1		
		t			
w	*			X	
-1					X

Gunner B Missile Launcher (FQR) (RQR)

Lock-on < _____

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner C

1 Plazgun (FQL) (F) (FQR)

To Hit: 2D6+ADB
Damage: All ¥
Range: 3/4/10

¥ If the attack dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.

REAR DAMAGE TRACK

				-1		1	-1	w		-1	*	-1		-1	-1								
			-1	w		-1	X			-1	*			-1	w		-1	X					

FRONT CRITICAL HITS

- Pilot dazed. Scorpion may not move nor fire Pilot weapons until after next game turn.
- Claws damaged. Cannot tow.
- Shields damaged. Reduce Defensive Value by 1.
- Claws malfunction. May not be used until after next turn.
- Twin Disruptorguns damaged. Cannot use until after next turn.
- Heavy structural damage. Take three hits on each damage track.
- Pilot killed. Scorpion is at Drive 0 and Pilot weapons are out. Defensive Value drops to 5.

LEFT SIDE CRITICAL HITS

- Gunner A killed. Gunner A's weapons may not be fired.
- Missile Launcher A jams. Cannot be used until after next turn.
- Shields damaged. Reduce Defensive Value by 1.
- Decoy hit. Lose 1 additional decoy.
- Splatterguns A damaged. May not fire until after next turn.
- Structural damage. Take 3 hits on both side Damage Tracks.
- Electronic Warfare gone. Scorpion cannot jam torps. Reduce Defensive Value by 2.

RIGHT SIDE CRITICAL HITS

- Gunner B killed. Gunner B's weapons may not be fired.
- Missile Launcher B jams. Cannot be used until after next turn.
- Shields damaged. Reduce Defensive Value by 1.
- Decoy hit. Lose 1 additional decoy.
- Splatterguns B damaged. May not fire until after next turn.
- Structural damage. Take 3 hits on both side Damage Tracks.
- Electronic Warfare gone. Scorpion cannot jam torps. Reduce Defensive Value by 2.

REAR CRITICAL HITS

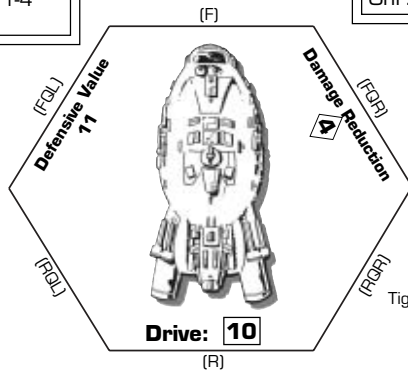
- Gunner C killed. Plazgun may not be fired.
- Maneuver Thrusters hit. All turns cost one extra movement point to perform.
- Shields damaged. Reduce Defensive Value by 1.
- Plazgun damaged. Reduce weapon's chance To Hit by 2.
- Plazgun Targeter hit. May not fire until after next turn.
- Tail severely damaged. Take 10 hits on Rear Damage Track.
- Reactor Detonates. Scorpion is destroyed.

TPV

Pilot
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Decoys: ○○○○
 P-D: 1-7 (3)
 Dmg Con: 1-4
 Tons: 690



Tight Turn Cost: _____+3

Gunner A
4 Splatterguns
 (RQL) (FQL) (F)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gunner B
4 Splatterguns
 (F) (FQR) (RQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

DAMAGE TRACK

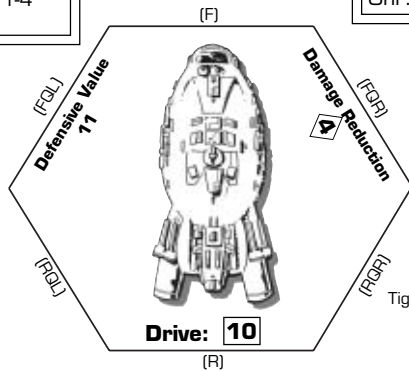
				10		4			W	
*	9			3		8			w	
		7		2		6		*	5	
	w		1		4					
	3							2		
				1						
										×

TPV

Pilot
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Decoys: ○○○○
 P-D: 1-7 (3)
 Dmg Con: 1-4
 Tons: 690



Tight Turn Cost: _____+3

Gunner A
4 Splatterguns
 (RQL) (FQL) (F)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gunner B
4 Splatterguns
 (F) (FQR) (RQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

DAMAGE TRACK

				10		4			W	
*	9			3		8			w	
		7		2		6		*	5	
	w		1		4					
	3							2		
				1						
										×

CRITICAL HITS

- 2 — **Armor Belt shingles off.** Reduce Damage Reduction by 1. Reduce Defensive Value by 2. Sentry takes 5 more hits.
- 3 — **Engines sputter momentarily.** Sentry's Drive value is reduced to 2 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Sentry may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Gunner B's Splatterguns damaged.** Further To Hit attempts by this weapon suffer a -3 penalty.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Stabilizers hit.** All turns cost 1 extra movement point.
- 8 — **Gunner A's Splatterguns damaged.** Further To Hit attempts by this weapon suffer a -3 penalty.
- 9 — **Blatgun Power Feed malfunctions.** Reduce Blatgun Damage rating to Medium+2.
- 10 — **Gunner dazed.** One random gunner may not fire his weapon until after the next game turn.
- 11 — **Temporary Maneuvering Thruster malfunction.** If the Sentry moves at all next Movement Phase, it may not make a turn.
- 12 — **Massive structural collapse.** Sentry buckles and explodes.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

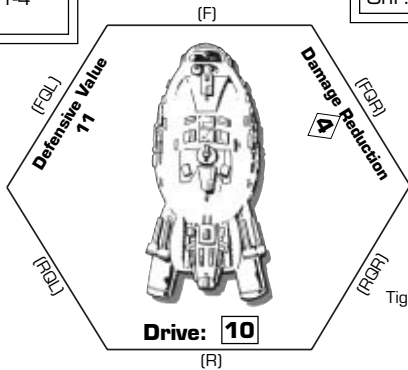
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

TPV

Pilot
1 Disintegrator (F)
 To Hit: 2D6+ADB+1
 Damage: High §
 Range: 1/3/12
 Target SR ≤11

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Decoys: ○○○○
 P-D: 1-7 (6)
 Dmg Con: 1-4
 Tons: 690



Tight Turn Cost: _____+3

Gunner A
4 Splatterguns
 (RQL) (FQL) (F)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gunner B
4 Splatterguns
 (F) (FQR) (RQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

DAMAGE TRACK

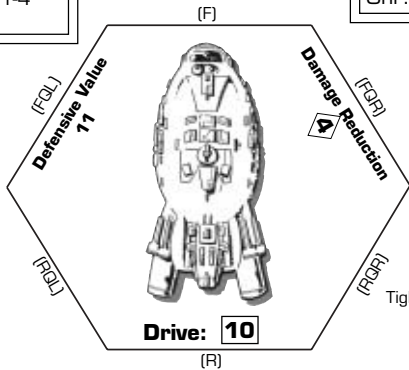
				10		4			W	
*	9			3		8			w	
		7	2		6	*		5		
	w	1		4						
	3					2				
			1							

TPV

Pilot
1 Disintegrator (F)
 To Hit: 2D6+ADB+1
 Damage: High §
 Range: 1/3/12
 Target SR ≤11

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Decoys: ○○○○
 P-D: 1-7 (6)
 Dmg Con: 1-4
 Tons: 690



Tight Turn Cost: _____+3

Gunner A
4 Splatterguns
 (RQL) (FQL) (F)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gunner B
4 Splatterguns
 (F) (FQR) (RQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

DAMAGE TRACK

				10		4			W	
*	9			3		8			w	
		7	2		6	*		5		
	w	1		4						
	3					2				
			1							

CRITICAL HITS

- Armor Belt shingles off. Reduce Damage Reduction by 1. Reduce Defensive Value by 2. Sentry takes 5 more hits.
- Engines sputter momentarily. Sentry's Drive value is reduced to 2 until after next game turn.
- Electronic Warfare knocked out. Sentry may no longer jam torps. Reduce Defensive Value by 2.
- Gunner B's Splatterguns damaged. Further To Hit attempts by this weapon suffer a -3 penalty.
- Shields damaged. Reduce Defensive Value by 1.
- Stabilizers hit. All turns cost 1 extra movement point.
- Gunner A's Splatterguns damaged. Further To Hit attempts by this weapon suffer a -3 penalty.
- Disintegrator Power Feed malfunctions. Reduce Blatgun Damage rating to Medium.
- Gunner dazed. One random gunner may not fire his weapon until after the next game turn.
- Temporary Maneuvering Thruster malfunction. If the Sentry moves at all next Movement Phase, it may not make a turn.
- Massive structural collapse. Sentry buckles and explodes.

DISINTEGRATOR SPECS

Short Range: 1 hex (+1 To Hit).
 Medium Range: 2-3 hexes.
 Long Range: 4-12 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤11.
 § If the target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

SENTRY QVP

I.D.

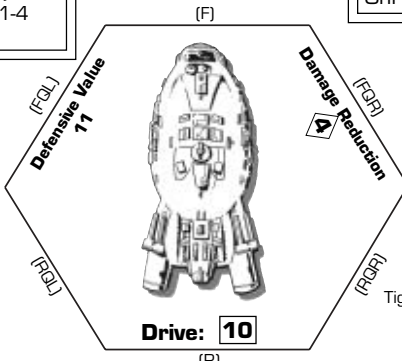
BPV: 80

TPV

Pilot
1 Sayf ad-Din (F)
 To Hit: 2D8+ADB
 Damage: Medx1D4
 Range: 6/14/18
 Target SR ≤14

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Decoys: ○○○○
 P-D: 1-7 (3)
 Dmg Con: 1-4
 Tons: 690



Tight Turn Cost: _____+3

Gunner A
6 Pulse Lasers
 (F) (FQL) (RQL) (R)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner B
6 Pulse Lasers
 (F) (FQR) (RQR) (R)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

DAMAGE TRACK

				10		4			W	
*	9			3		8			w	
		7		2		6	*	5		
	w		1		4					
	3						2			
				1						

SENTRY QVP

I.D.

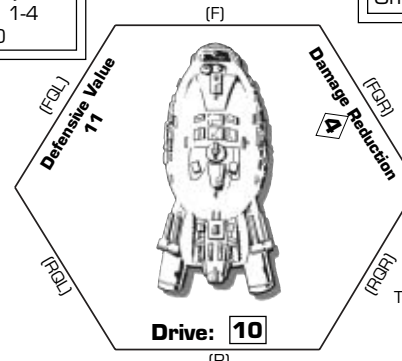
BPV: 80

TPV

Pilot
1 Sayf ad-Din (F)
 To Hit: 2D8+ADB
 Damage: Medx1D4
 Range: 6/14/18
 Target SR ≤14

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Decoys: ○○○○
 P-D: 1-7 (3)
 Dmg Con: 1-4
 Tons: 690



Tight Turn Cost: _____+3

Gunner A
6 Pulse Lasers
 (F) (FQL) (RQL) (R)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner B
6 Pulse Lasers
 (F) (FQR) (RQR) (R)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

DAMAGE TRACK

				10		4			W	
*	9			3		8			w	
		7		2		6	*	5		
	w		1		4					
	3						2			
				1						

▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

CRITICAL HITS

- Armor Belt shingles off. Reduce Damage Reduction by 1. Reduce Defensive Value by 2. Sentry takes 5 more hits.
- Engines sputter momentarily. Sentry's Drive value is reduced to 2 until after next game turn.
- Electronic Warfare knocked out. Sentry may no longer jam torps. Reduce Defensive Value by 2.
- Gunner B's Pulse Lasers damaged. Further To Hit attempts by this weapon suffer a -3 penalty.
- Shields damaged. Reduce Defensive Value by 1.
- Stabilizers hit. All turns cost 1 extra movement point.
- Sayf ad-Din Power Feed malfunctions. Reduce Damage rating to Medium.
- Gunner A's Pulse Lasers damaged. Further To Hit attempts by this weapon suffer a -3 penalty.
- Gunner dazed. One random gunner may not fire his weapon until after the next game turn.
- Temporary Maneuvering Thruster malfunction. If the Sentry moves at all next Movement Phase, it may not make a turn.
- Massive structural collapse. Sentry buckles and explodes.

SAYF AD-DIN SPECS

Short Range: 1-6 hexes (+1 To Hit).
 Medium Range: 7-14 hexes.
 Long Range: 15-18 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤14.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

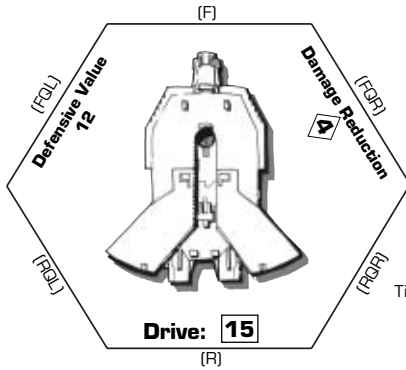
TPV

Mk. 50 Torp

Mk. 10 Torps

Pilot
1 Turbo Laser (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 9/25/30
 Target SR ≤8

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10



Tight Turn Cost: _____+3

Decoys: ○○○○
 P-D: 1-6 (2)
 Dmg Con: 1-6
 Tons: 800

Gunner
1 Pulse Laser (R)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

Gunner
4 Pulse Lasers
 (RQL) (R) (RQR)
 To Hit: 2D8+ADB+3
 Damage: Low+3
 Range: 3/9/10

Gunner Missile Launcher
 (360°)
 Lock-on < _____

○ ○ ○ ○
 ○ ○ ○ ○
 ○ ○ ○ ○
 ○ ○ ○ ○
 ○ ○ ○ ○
 ○ ○ ○ ○

DAMAGE TRACK

					15			w		14	t	
w		13	*		t	12		W				11
		4		10		3		9	T	w		8
2		7	*		t			1	6			
				5						4		
w				3	*		t					2
				1			×					

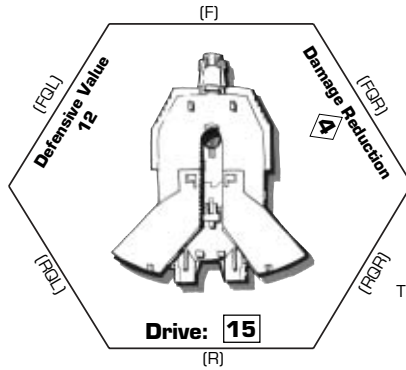
TPV

Mk. 50 Torp

Mk. 10 Torps

Pilot
1 Turbo Laser (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 9/25/30
 Target SR ≤8

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10



Tight Turn Cost: _____+3

Decoys: ○○○○
 P-D: 1-6 (2)
 Dmg Con: 1-6
 Tons: 800

Gunner
1 Pulse Laser (R)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

Gunner
4 Pulse Lasers
 (RQL) (R) (RQR)
 To Hit: 2D8+ADB+3
 Damage: Low+3
 Range: 3/9/10

Gunner Missile Launcher
 (360°)
 Lock-on < _____

○ ○ ○ ○
 ○ ○ ○ ○
 ○ ○ ○ ○
 ○ ○ ○ ○
 ○ ○ ○ ○
 ○ ○ ○ ○

DAMAGE TRACK

					15			w		14	t	
w		13	*		t	12		W				11
		4		10		3		9	T	w		8
2		7	*		t			1	6			
				5						4		
w				3	*		t					2
				1			×					

CRITICAL HITS

- Pilot dazed.** Seraph may not move or fire the pilot's weapons until after the next game turn. The gunner may still fire while the pilot is dazed.
- Missile Launcher jam.** Seraph's Missile Launcher may not be fired until after the next game turn.
- Electronic Warfare knocked out.** Seraph may no longer jam torps. Reduce Defensive Value by 3.
- Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform.
- Shields damaged.** Reduce Defensive Value by 1.
- Decoys blown away.** Seraph loses all its decoys.
- Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- Torp Discharger malfunction.** Lose 1D4 remaining torps of the pilot's choice. Reduce Defensive Value by 2.
- Gunner dazed.** Gunner may not fire weapons until after the next game turn.
- Turbo Laser performance impeded.** Reduce Damage rating to Medium.
- Reactor hit.** Sadly, the Seraph is no more.

TURBO LASER SPECS

Short Range: 1-9 hexes (+1 To Hit).
Medium Range: 10-25 hexes.
Long Range: 26-30 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤8.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

SERAPH II

I.D.

BPV: 121

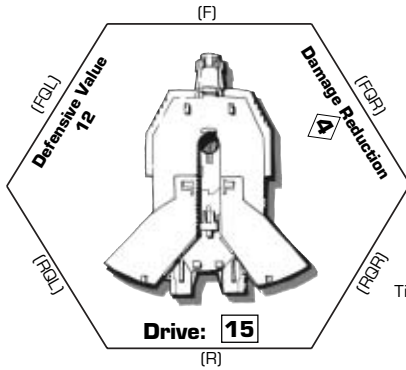
TPV

**Mk. 50
Torp**

**Mk. 10
Torps**

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

Pilot
2 Meld Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1
 Range: 6/18/20
 Target SR ≤12



Tight Turn Cost: _____+3

Decoys: ○○○○
 P-D: 1-6 (2)
 Dmg Con: 1-6
 Tons: 800

Gunner
1 Disruptorgun (R)
 To Hit: 2D8+ADB
 Damage: Medium §
 Range: 1/2/6

Gunner
4 Pulse Lasers
 (RQL) (R) (RQR)
 To Hit: 2D8+ADB+3
 Damage: Low+3
 Range: 3/9/10

Gunner
Missile Launcher
 (360°)
 Lock-on < _____

○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○

DAMAGE TRACK

→					15		w	14	t	
	w	13	*	t	12		W			11
		4	10	3	9	T	w			8
	2	7	*	t	1	6				
			5					4		
	w		3	*	t					2
			1		×					

SERAPH II

I.D.

BPV: 121

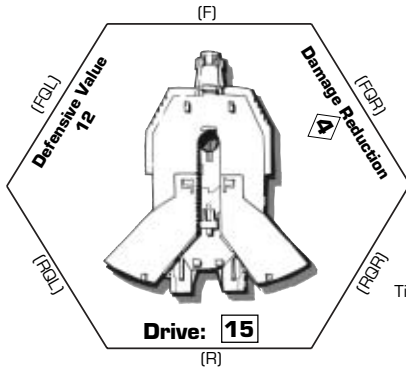
TPV

**Mk. 50
Torp**

**Mk. 10
Torps**

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

Pilot
2 Meld Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1
 Range: 6/18/20
 Target SR ≤12



Tight Turn Cost: _____+3

Decoys: ○○○○
 P-D: 1-6 (2)
 Dmg Con: 1-6
 Tons: 800

Gunner
1 Disruptorgun (R)
 To Hit: 2D8+ADB
 Damage: Medium §
 Range: 1/2/6

Gunner
4 Pulse Lasers
 (RQL) (R) (RQR)
 To Hit: 2D8+ADB+3
 Damage: Low+3
 Range: 3/9/10

Gunner
Missile Launcher
 (360°)
 Lock-on < _____

○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○

DAMAGE TRACK

→					15		w	14	t	
	w	13	*	t	12		W			11
		4	10	3	9	T	w			8
	2	7	*	t	1	6				
			5					4		
	w		3	*	t					2
			1		×					

CRITICAL HITS

- 2 — **Pilot dazed.** Seraph may not move or fire the pilot's weapons until after the next game turn. The gunner may still fire while the pilot is dazed.
- 3 — **Missile Launcher jam.** Seraph's Missile Launcher may not be fired until after the next game turn.
- 4 — **Electronic Warfare knocked out.** Seraph may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Decoys blown away.** Seraph loses all its decoys.
- 8 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- 9 — **Torp Discharger malfunction.** Lose 1D4 remaining torps of the pilot's choice. Reduce Defensive Value by 2.
- 10 — **Gunner dazed.** Gunner may not fire weapons until after the next game turn.
- 11 — **Meld Laser performance impeded.** Reduce Damage rating to Low.
- 12 — **Reactor hit.** Sadly, the Seraph is no more.

DISRUPTORGUN SPECS

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
 § If the target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

CREW INFORMATION

Squadron Chief :
Richard "Porkins" Dufault

Pilot Stats:

- Pilot 9,
- Gunner 11

Skills:

- Never a Useless Move 3,
- Hangs Fire 3,
- Sharpshooter 2.

Quirks:

- Counts Coup,
- Always Checks His Six.

MK 20 Launch Table

When Launching MK 20 torpedoes, roll a D8 for each target, then consult the table below:

- 1 — Torpedo(s) fires F as normal
- 2 — Torpedo(s) fires FQR
- 3 — Torpedo(s) fires RQR
- 4 — Torpedo(s) fires R
- 5 — Torpedo(s) fires RQL
- 6 — Torpedo(s) fires FQL
- 7 — **Misfire!** No torpedos launch this turn. Player must make a successful damage control roll to restore system to operation before a new launch attempt can be made.
- 8 — **Gangfire!** All remaining torpedos in the launcher gangfire at the originally designated target. Talk about overkill...

SERAPH EX

I.D.

BPV: 149

TPV

Decoys: ○ ○ ○
 ○ ○
 P-D: 1-7 (5)
 Dmg Con: 1-6
 Tons: 800

Crew

PILOT

Plt: _____
 Gnr: _____
 Luck: _____

Mk. 50

Torp

○

Pilot

6 Pulse Lasers (F)

To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Mk. 20

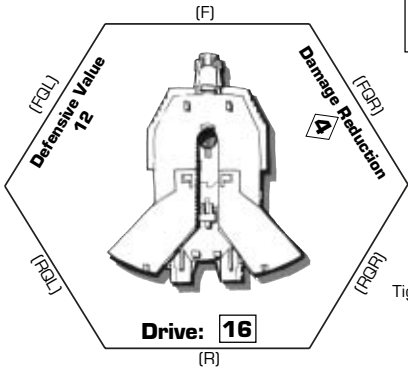
Torps

○ ○
 ○ ○
 ○ ○
 ○ ○
 ○ ○

Mk. 10

Torps

○
 ○
 ○
 ○
 ○



Pilot

Missile Launcher (F)

Lock-on < _____

○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Pilot

Missile Launcher (F)

Lock-on < _____

○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

DAMAGE TRACK

→	t		16			15	T		14	t	
	w		13	*	t		12				
	11	t	4		10	3	t		9	T W	
	2	8		7	*	T		1	6		
	T		t	5				t		4	T
	w			3	*		t			2	
			T	t	1		×				

CRITICAL HITS

- 2 — **Pilot dazed.** Seraph may not move or fire the pilot's weapons until after the next game turn.
- 3 — **Missile Launcher jam.** Random Missile Launcher may not be fired until after the next game turn.
- 4 — **Electronic Warfare knocked out.** Seraph may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Decoys blown away.** Seraph loses all its decoys.
- 8 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- 9 — **Torp Discharger malfunction.** Lose 1D4 remaining torps of the pilot's choice. Reduce Defensive Value by 2.
- 10 — **Pilot dazed.** Seraph may not move or fire the pilot's weapons until after the next game turn.
- 11 — **Pulse Laser performance impeded.** Reduce Damage rating to Low +1.
- 12 — **Reactor hit.** Sadly, the Seraph is no more.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

SHARK

I.D. ■

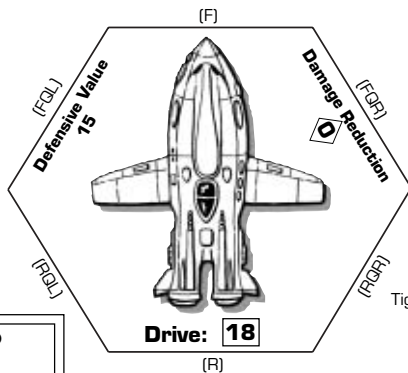
BPV: 42

TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Ion Ram (F)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15



Drive: **18**

Tight Turn Cost: _____+3

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 300

DAMAGE TRACK

→			18			16			14	W
	*	12			10			8		W
	6	*	4			2				×

SHARK

I.D. ■

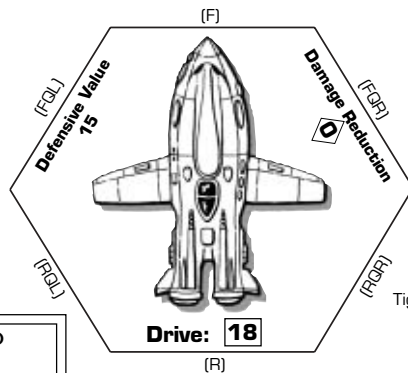
BPV: 42

TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Ion Ram (F)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15



Drive: **18**

Tight Turn Cost: _____+3

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 300

DAMAGE TRACK

→			18			16			14	W
	*	12			10			8		W
	6	*	4			2				×

CRITICAL HITS

- 2 — **Pilot killed.** Shark may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Shark may only use 3 movement points next turn. Reduce Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Shark may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Ion Ram damaged.** Reduce Damage to High.
- 8 — **Impulsegun Targeting damaged.** Reduce chance To Hit by 3.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Severe structural damage.** Reduce Defensive Value by 6. Modify Shark's further To Hit attempts by -4.
- 11 — **Pilot dazed.** Shark may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Shark is destroyed.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).

ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).
 Medium Range: 6-13 hexes.
 Long Range: 14-15 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤15.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

SHARK II

I.D.

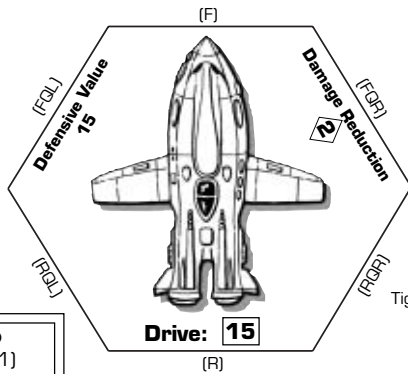
BPV: 39

TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Ion Ram (F)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15



Decoys: ○
 P-D: 1-3 (1)
 Dmg Con: 1-2
 Tons: 300

DAMAGE TRACK

→				15	2			14		W
	*	12	1		10			8		W
	6	*		4				2		×

SHARK II

I.D.

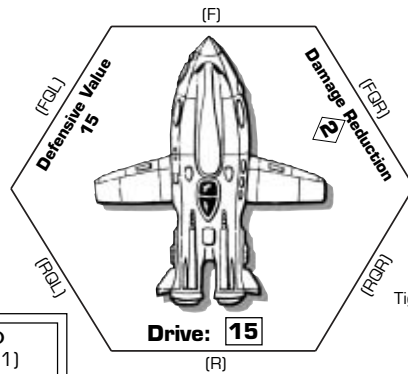
BPV: 39

TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Ion Ram (F)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15



Decoys: ○
 P-D: 1-3 (1)
 Dmg Con: 1-2
 Tons: 300

DAMAGE TRACK

→				15	2			14		W
	*	12	1		10			8		W
	6	*		4				2		×

CRITICAL HITS

- 2 — **Pilot killed.** Shark may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Shark may only use 3 movement points next turn. Reduce Defensive Value by 5.
- 4 — **Electronic Warfare knocked out.** Shark may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Ion Ram damaged.** Reduce Damage to High.
- 8 — **Impulsegun Targeting damaged.** Reduce chance To Hit by 3.
- 9 — **Hull compromised.** Reduce Defensive Value by 3.
- 10 — **Severe structural damage.** Reduce Defensive Value by 5. Modify Shark's further To Hit attempts by -4.
- 11 — **Pilot dazed.** Shark may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Shark is destroyed.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).

ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).
 Medium Range: 6-13 hexes.
 Long Range: 14-15 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤15.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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SHEDU

I.D.

BPV: 87

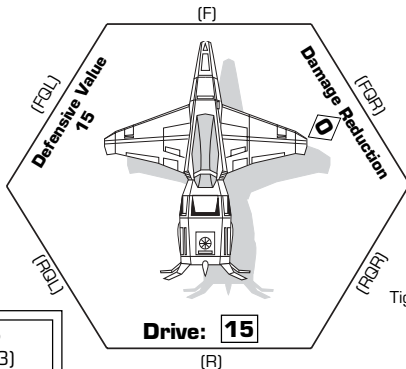
TPV

Pilot
6 Splatterguns(F)
 To Hit: 2D6+ADB+5
 Damage: Medium +10
 Range: 2/6/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____

Mk. 40
Torps
<input type="radio"/>
<input type="radio"/>
<input type="radio"/>
<input type="radio"/>
<input type="radio"/>

Pilot
Missile Launcher (F)
Lock-on < _____
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>



Decoys: ○
P-D: 1-7 (3)
Dmg Con: 1-2
Tons: 400

DAMAGE TRACK

→				15			t	13	w	11	t
	*	9			t	7			5	t	*
	3	w		1	t			t	×		

SHEDU

I.D.

BPV: 87

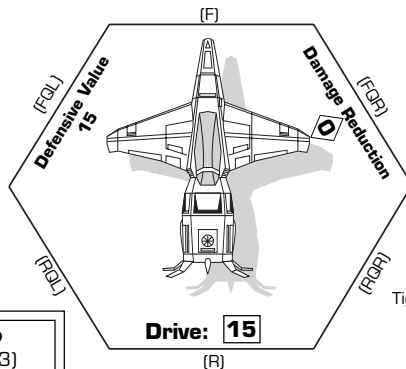
TPV

Pilot
6 Splatterguns(F)
 To Hit: 2D6+ADB+5
 Damage: Medium +10
 Range: 2/6/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____

Mk. 40
Torps
<input type="radio"/>
<input type="radio"/>
<input type="radio"/>
<input type="radio"/>
<input type="radio"/>

Pilot
Missile Launcher (F)
Lock-on < _____
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>



Decoys: ○
P-D: 1-7 (3)
Dmg Con: 1-2
Tons: 400

DAMAGE TRACK

→				15			t	13	w	11	t
	*	9			t	7			5	t	*
	3	w		1	t			t	×		

CRITICAL HITS

- 2 — **Pilot killed.** Shedu may perform no further actions. Defensive Value drops to 5.
- 3 — **Hull breached.** Reduce Shedu's Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Shedu may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Splattergun targeter hit.** Splattergun may not fire until after next game turn.
- 6 — **Stabilizers Hit.** All turns cost +1 to perform.
- 7 — **Heavy Structural damage.** Mark off another 1D6 boxes.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Missile Launcher damaged.** Loose 1D8 missiles.
- 10 — **Engines momentarily lose power.** Reduce current Drive value to 3 until after next game turn.
- 11 — **Pilot dazed.** Shedu may not move or discharge any weapon until after the next game turn.
- 12 — **Reactor hit.** With a bright flash the Shedu vanishes, never to return.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

BPV: 34 I.D. ■ SHRYAK SHUTTLE

TPV

Pilot

Missile Launcher (F)

Lock-on < _____

○ ○ ○ ○ ○

○ ○ ○ ○ ○

Crew

PILOT

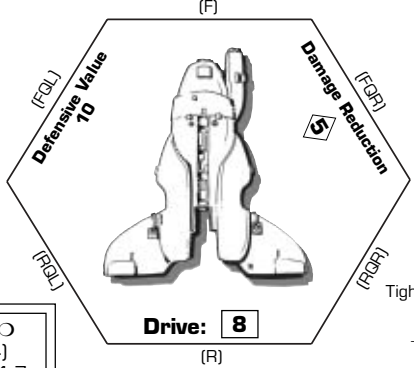
Plt: _____

Gnr: _____

Luck: _____

GUNNER

Gnr: _____



Decoys: ○ ○

P-D: 1-4 (4)

Dmg Con: 1-7

Tons: 275

Gunner

4 Pulse Lasers (360°)

To Hit: 2D8+ADB+3

Damage: Low+3

Range: 3/9/10

DAMAGE TRACK

→								8		w		5
	7	*		4	6						3	5
		w	2	4		3	1	2	1			×

TPV

Pilot

Missile Launcher (F)

Lock-on < _____

○ ○ ○ ○ ○

○ ○ ○ ○ ○

Crew

PILOT

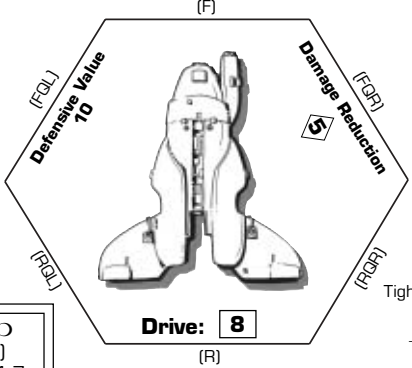
Plt: _____

Gnr: _____

Luck: _____

GUNNER

Gnr: _____



Decoys: ○ ○

P-D: 1-4 (4)

Dmg Con: 1-7

Tons: 275

Gunner

4 Pulse Lasers (360°)

To Hit: 2D8+ADB+3

Damage: Low+3

Range: 3/9/10

DAMAGE TRACK

→								8		w		5
	7	*		4	6						3	5
		w	2	4		3	1	2	1			×

- ### CRITICAL HITS

 - 2 — **Pilot dazed.** Craft may not move and Missile Launcher may not be fired until after the next game turn.
 - 3 — **Engines sputter.** Shryak Shuttle may only use 2 movement points next game turn. Reduce Defensive Value by 4 due to additional damage.
 - 4 — **Electronic Warfare knocked out.** Shryak Shuttle may no longer jam torps. Reduce Defensive Value by 3.
 - 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
 - 6 — **Shields damaged.** Reduce Defensive Value by 1.
 - 7 — **Armor is too tough!** No extra damage.
 - 8 — **Pulse Laser Targeters damaged.** Pulse Lasers may not be fired until after the next game turn.
 - 9 — **Missile malfunction.** Missile Launcher loses 1D4 of its remaining missiles.
 - 10 — **Gunner killed.** Shryak Shuttle may no longer fire its Pulse Lasers.
 - 11 — **Armor Plate compromised.** Damage Reduction equals 0.
 - 12 — **Reactor hit.** Shryak Shuttle suffers cataclysmic destruction.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).

Medium Range: 4-9 hexes.

Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

BPV: 34 I.D. ■ SHRYAK SHUTTLE II

TPV

Pilot
Missile Launcher (F)
 Lock-on < _____

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Defensive Value 10 (FDL) (FQR) (FQR) (FQR)

Damage Reduction 5 (FQR)

Drive: 12 (R)

Tight Turn Cost: _____+3

Decoys: ○ ○ ○
 P-D: 1-6 (6)
 Dmg Con: 1-6
 Tons: 275

Gunner
1 Impulsegun (360°)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

DAMAGE TRACK

→	12			11				W	9	5
	*		8	4			7		3	6
	5	W	2	4		3	1	2	1	×

TPV

Pilot
Missile Launcher (F)
 Lock-on < _____

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Defensive Value 10 (FDL) (FQR) (FQR) (FQR)

Damage Reduction 5 (FQR)

Drive: 12 (R)

Tight Turn Cost: _____+3

Decoys: ○ ○ ○
 P-D: 1-6 (6)
 Dmg Con: 1-6
 Tons: 275

Gunner
1 Impulsegun (360°)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

DAMAGE TRACK

→	12			11				W	9	5
	*		8	4			7		3	6
	5	W	2	4		3	1	2	1	×

- ### CRITICAL HITS

 - 2 — **Pilot dazed.** Craft may not move and Missile Launcher may not be fired until after the next game turn.
 - 3 — **Engines sputter.** Shryak Shuttle may only use 2 movement points next game turn. Reduce Defensive Value by 4 due to additional damage.
 - 4 — **Electronic Warfare knocked out.** Shryak Shuttle may no longer jam torps. Reduce Defensive Value by 3.
 - 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
 - 6 — **Shields damaged.** Reduce Defensive Value by 1.
 - 7 — **Armor is too tough!** No extra damage.
 - 8 — **Impulsegun Targeters damaged.** Pulse Lasers may not be fired until after the next game turn.
 - 9 — **Missile malfunction.** Missile Launcher loses 1D4 of its remaining missiles.
 - 10 — **Gunner killed.** Shryak Shuttle may no longer fire its Pulse Lasers.
 - 11 — **Armor Plate compromised.** Damage Reduction equals 0.
 - 12 — **Reactor hit.** Shryak Shuttle suffers cataclysmic destruction.
- ### IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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BPV: 41 I.D. ■ SHRYAK SHUTTLE III

TPV

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

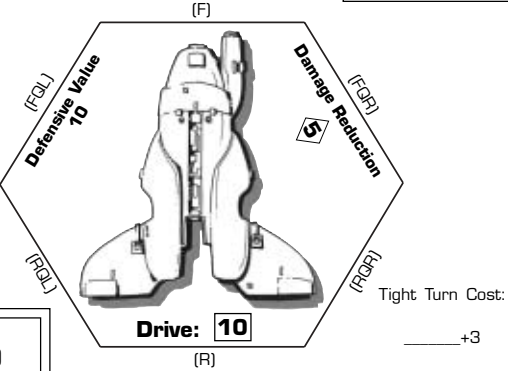
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Para-site Torps

○ ○
 ○ ○

C-Torps

○ ○ ○ ○



Decoys: —
 P-D: 1-3 (3)
 Dmg Con: 1-4
 Tons: 290

Gunner
2 Splatterguns
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

DAMAGE TRACK

→		T		10	t		8	T	w		5
	7	*	t		4	6	T		t	3	5
	T		w	2	4	t	3	1	2	1	×

BPV: 41 I.D. ■ SHRYAK SHUTTLE III

TPV

Pilot
1 Pulse Laser (F)
 To Hit: 2D8+ADB
 Damage: Low
 Range: 3/9/10

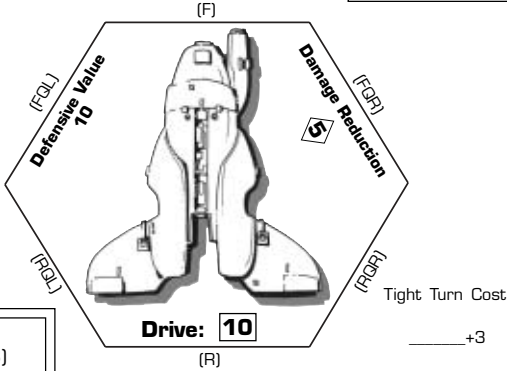
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Para-site Torps

○ ○
 ○ ○

C-Torps

○ ○ ○ ○



Decoys: —
 P-D: 1-3 (3)
 Dmg Con: 1-4
 Tons: 290

Gunner
2 Splatterguns
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

DAMAGE TRACK

→		T		10	t		8	T	w		5
	7	*	t		4	6	T		t	3	5
	T		w	2	4	t	3	1	2	1	×

CRITICAL HITS

- 2 — **Pilot dazed.** Shryak Shuttle may not move and Pulse Laser may not be fired until after the next turn.
- 3 — **Engines sputter.** Shryak Shuttle may only use 2 movement points next game turn. Reduce Defensive Value by 4 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Shryak Shuttle may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Torpedoes hit.** Lose all remaining torps.
- 8 — **Pulse Laser Targeters damaged.** Pulse Lasers may not be fired until after the next turn.
- 9 — **Splattergun malfunction.** Reduce Damage to Low.
- 10 — **Gunner killed.** Shryak Shuttle may no longer fire its Splatterguns.
- 11 — **Armor Plate compromised.** Damage Reduction equals 0.
- 12 — **Reactor hit.** Shryak Shuttle suffers cataclysmic destruction.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

TPV

Gunner A
Ion Ram
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

Gunner A
Missile Launcher
 (BRQL) (BFQL) (F)
 Lock-on < ___
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gun Crew E
Keel Cannon
 (KF)
 To Hit: 2D8+ADB
 Damage: All x 2
 Range: 10/15/20

Gunner B
Missile Launcher
 (F) (BFQR) (BRQR)
 Lock-on < ___
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner B
Ion Ram
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

Gun Crew F
Quad Repeating Blaster
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D6+ADB+3
 Damage: (High+6) x 2
 Range: 3/8/15

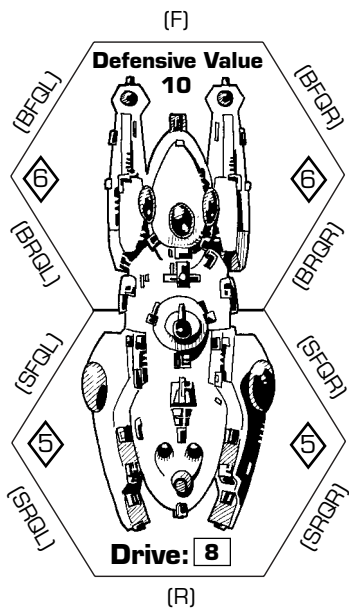
Gunner A

Gunner B

Gun Crew G
Quad Repeating Blaster
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D6+ADB+3
 Damage: (High+6) x 2
 Range: 3/8/15

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
CREW E
 Gnr: _____
CREW F
 Gnr: _____
CREW G
 Gnr: _____

◆ P-DB: 1-4
FRONT LEFT QUARTER DAMAGE TRACK



◆ P-DB: 1-4
FRONT RIGHT QUARTER DAMAGE TRACK

◆ P-DB: 1-3
REAR LEFT QUARTER DAMAGE TRACK

◆ P-DB: 1-3
REAR RIGHT QUARTER DAMAGE TRACK

Gunner C
6 Splatterguns
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner C
Missile Launcher
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 Lock-on < ___
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner C

Gunner D
Missile Launcher
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 Lock-on < ___
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner D
6 Splatterguns
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner D

FRONT LEFT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Badger may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Structural Damage.** Take 10 more hits on this track.
- 4 — **Minor structural damage.** Take 5 more hits on this track.
- 5 — **Keel Cannon loses power.** Weapon may not fire until after next turn.
- 6 — **Repeating Blaster F loses power.** Weapon may not fire until after next turn.
- 7 — **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 8 — **No Extra Damage.**
- 9 — **Front Left Point Defense Battery hit.** It is down until after next game turn.
- 10 — **Gunner A killed.** This gunner's weapons may not be fired.
- 11 — **ECM suite hit.** ECM spread drops by 1.
- 12 — **Bridge hit!** Bridge crew is stunned. Badger may not move next turn.

REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Badger may no longer use Captain points.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Engine ports hit.** Reduce Drive by 2 and take 5 more hits to this track.
- 5 — **Sext Splattergun C damaged.** Weapon suffers -2 penalty to hit.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8 — **Drives sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner C killed.** This gunner's weapons may not be fired.
- 10 — **Engineering hit!** Damage Control not available next turn.
- 11 — **Engineering section destroyed.** Damage control is not available. Lose 2 engineers.
- 12 — **Reactor hit.** Badger becomes a gaseous cloud.

BADGER

Tons: 5000

Bow Torpedo Magazine

Electronics

Jam: 1-2 on 1D4

ECM: 1-5 (5)



Bridge

Captain: _____

Pilot: _____

TOC: None

Engineering

Damage Control 1-5



FRONT RIGHT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Badger may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Structural Damage.** Take 10 more hits on this track.
- 4 — **Minor structural damage.** Take 5 more hits on this track.
- 5 — **Repeating Blaster G loses power.** Weapon may not fire until after next turn.
- 6 — **Sext Blatgun loses power.** Weapon may not fire until after next turn.
- 7 — **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 8 — **No Extra Damage.**
- 9 — **Front Right Point Defense Battery hit.** It is down until after next game turn.
- 10 — **Gunner A killed.** This gunner's weapons may not be fired.
- 11 — **ECM suite hit.** ECM spread drops by 1.
- 12 — **Bridge hit!** Bridge crew is stunned. Badger may not move next turn.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Badger may no longer use Captain points.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Engine ports hit.** Reduce Drive by 2 and take 5 more hits to this track.
- 5 — **Sext Splattergun D damaged.** Weapon suffers -2 penalty to hit.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Missile Launcher D malfunction.** Lose 1D10 missiles.
- 8 — **Drives sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner D killed.** This gunner's weapons may not be fired.
- 10 — **Engineering hit!** Damage Control not available next turn.
- 11 — **Engineering section destroyed.** Damage control is not available. Lose 2 engineers.
- 12 — **Reactor hit.** Badger becomes a gaseous cloud.

TPV

--

Gunner A
Ion Ram
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

Gunner A
Missile Launcher
(BRQL) (BFQL) (F)
Lock-on < ___
○○○○○
○○○○○
○○○○○
○○○○○

Gun Crew E
Quad Hyper Cannon (F)
To Hit: 2D6+ADB+5
Damage: (High +3) x2†
Range: 8/15/30
Target SR: ≤8
○○○○○
○○○○○

Gunner B
Missile Launcher
(F) (BFQR) (BRQR)
Lock-on < ___
○○○○○
○○○○○
○○○○○
○○○○○

Gunner B
Ion Ram
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

Crew
CAPTAIN
Cpn: _____
PILOT
Plt: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
CREW E
Gnr: _____
CREW F
Gnr: _____
CREW G
Gnr: _____

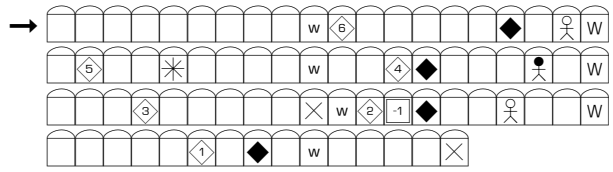
Gunner A

Gun Crew F
Quad Gatling Cannon (F)
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB+5
Damage: (Low+3) x 2†
Range: 4/8/16
Target SR: ≤15
○○○○○○○
○○○○○○○

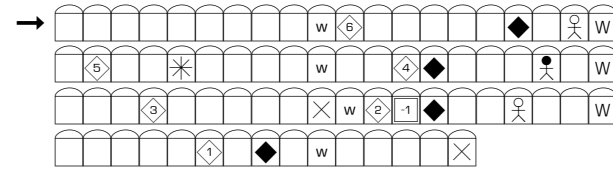
Gun Crew G
Quad Gatling Cannon (F)
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB+5
Damage: (Low+3) x 2†
Range: 4/8/16
Target SR: ≤15
○○○○○○○
○○○○○○○

Gunner B

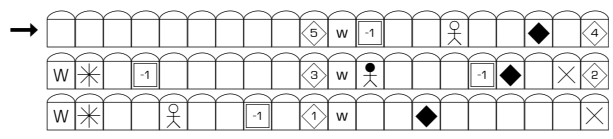
◆ P-DB: 1-4
FRONT LEFT QUARTER DAMAGE TRACK



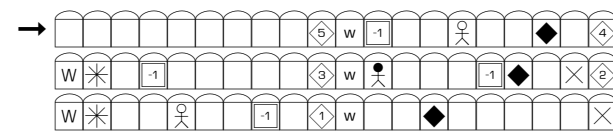
◆ P-DB: 1-4
FRONT RIGHT QUARTER DAMAGE TRACK



◆ P-DB: 1-3
REAR LEFT QUARTER DAMAGE TRACK



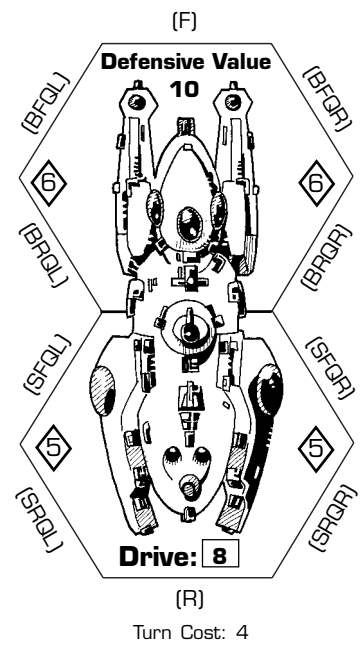
◆ P-DB: 1-3
REAR RIGHT QUARTER DAMAGE TRACK



Gunner C
6 Splatterguns
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Gunner C
Missile Launcher
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
Lock-on < ___
○○○○○
○○○○○
○○○○○
○○○○○

Gunner C



Gunner D
Missile Launcher
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
Lock-on < ___
○○○○○
○○○○○
○○○○○
○○○○○

Gunner D
6 Splatterguns
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Gunner D

FRONT LEFT CRITICAL HITS

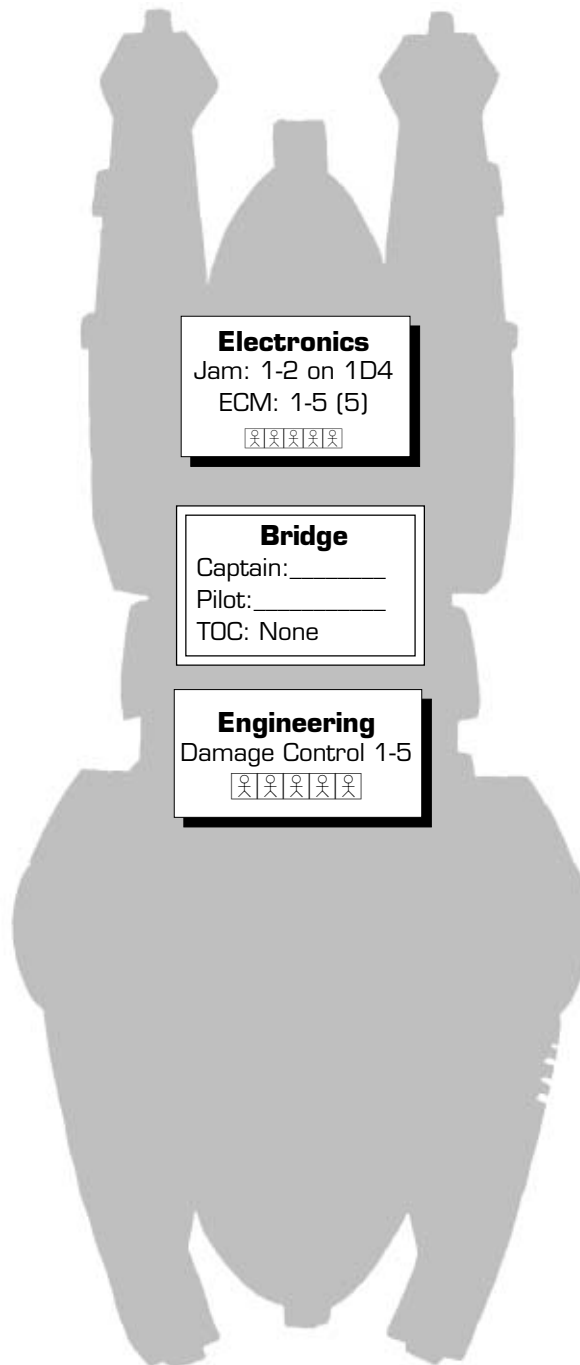
- 2 — **Electronic Warfare gone.** Badger may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Structural damage.** Take 10 more hits on this track.
- 4 — **Minor structural damage.** Take 5 more hits on this track.
- 5 — **Hyper Cannon loses power.** Weapon may not fire until after next turn.
- 6 — **Gatling Cannon F loses power.** Weapon may not fire until after next turn.
- 7 — **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 8 — **No extra damage.**
- 9 — **Front Left Point Defense Battery hit.** It is down until after next game turn.
- 10 — **Gunner A killed.** This gunner's weapons may not be fired.
- 11 — **ECM suite hit.** ECM spread drops by 1.
- 12 — **Bridge hit!** Bridge crew is stunned. Badger may not move next turn.

REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Badger may no longer use Captain points.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Engine ports hit.** Reduce Drive by 2 and take 5 more hits to this track.
- 5 — **Sext Splattergun C damaged.** Weapon suffers -2 penalty to hit.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8 — **Drives sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner C killed.** This gunner's weapons may not be fired.
- 10 — **Engineering hit!** Damage Control not available next turn.
- 11 — **Engineering section destroyed.** Damage control is not available. Lose 2 engineers.
- 12 — **Reactor hit.** Badger becomes a gaseous cloud.

BADGER II

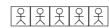
Tons: 5000



Electronics

Jam: 1-2 on 1D4

ECM: 1-5 (5)



Bridge

Captain: _____

Pilot: _____

TOC: None

Engineering

Damage Control 1-5

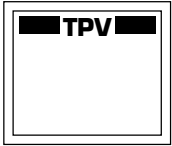


FRONT RIGHT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Badger may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Structural damage.** Take 10 more hits on this track.
- 4 — **Minor structural damage.** Take 5 more hits on this track.
- 5 — **Hyper Cannon loses power.** Weapon may not fire until after next turn.
- 6 — **Gatling Cannon G loses power.** Weapon may not fire until after next turn.
- 7 — **Missile Launcher B malfunction.** Lose 1D10 Remaining missiles.
- 8 — **No extra damage.**
- 9 — **Front Right Point Defense Battery hit.** It is down until after next game turn.
- 10 — **Gunner B killed.** This gunner's weapons may not be fired.
- 11 — **ECM suite hit.** ECM spread drops by 1.
- 12 — **Bridge hit!** Bridge crew is stunned. Badger may not move next turn.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Badger may no longer use Captain points.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Engine ports hit.** Reduce Drive by 2 and take 5 more hits to this track.
- 5 — **Sext Splattergun D damaged.** Weapon suffers -2 penalty to hit.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Missile Launcher D malfunction.** Lose 1D10 missiles.
- 8 — **Drives sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner D killed.** This gunner's weapons may not be fired.
- 10 — **Engineering hit!** Damage Control not available next turn.
- 11 — **Engineering section destroyed.** Damage control is not available. Lose 2 engineers.
- 12 — **Reactor hit.** Badger becomes a gaseous cloud.



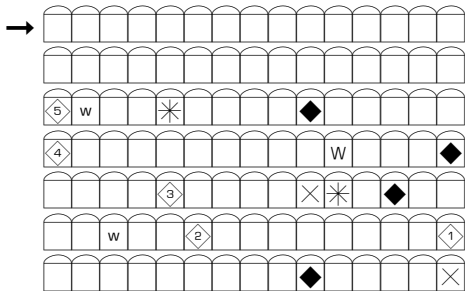
Weapon 1
Plazma Beam
(Plazgun)
 (BFQL) (F) (BFQR)
 To Hit: 2D6+ADB
 Damage: All ¥
 Range: 2/4/10

Weapon 2
Plazma Beam
(Plazgun)
 (BFQL) (F) (BFQR)
 To Hit: 2D6+ADB
 Damage: All ¥
 Range: 2/4/10

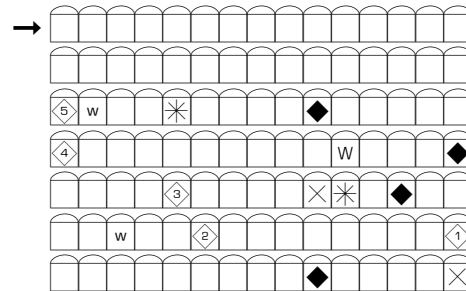
Wpns
WEAPON 1
 Gnr: _____
WEAPON 2
 Gnr: _____
WEAPON 3
 Gnr: _____

Weapon 3
Plazma Ray
(Plazprojector) (F)
 To Hit: XD12+ADB
 Damage: All
 Range: -/1-5/-

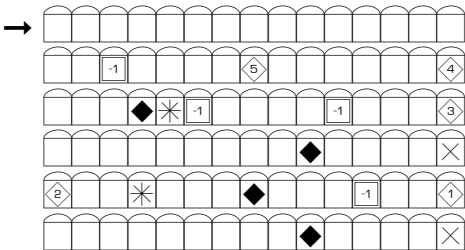
◆ P-DB: 1-5
FRONT LEFT QUARTER
DAMAGE TRACK



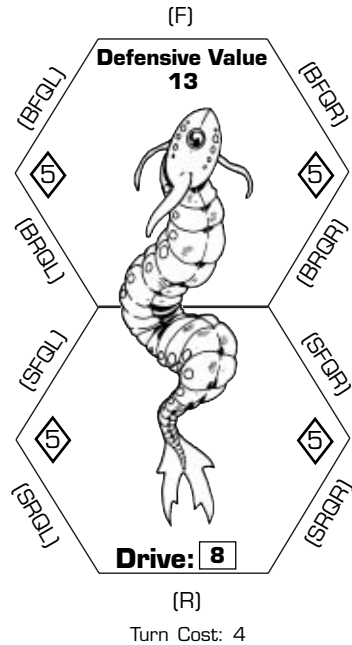
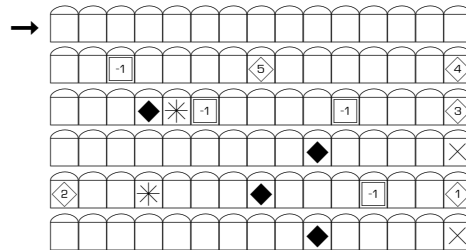
◆ P-DB: 1-5
FRONT RIGHT QUARTER
DAMAGE TRACK



◆ P-DB: 1-5
REAR LEFT QUARTER
DAMAGE TRACK



◆ P-DB: 1-5
REAR RIGHT QUARTER
DAMAGE TRACK



FRONT LEFT CRITICAL HITS

- 2 — **Crack the worm's skull.** Additional 20 points of damage to this track.
- 3 — **Puncture the skin.** Reduce Defensive Value by 2.
- 4 — **Torn muscles.** All turns cost +1 movement point.
- 5 — **Left eye damaged.** Reduce Weapon 1's chance To Hit by 2.
- 6 — **Right eye damaged.** Reduce Weapon 2's chance To Hit by 2.
- 7 — **Something caught in its throat.** Reduce Weapon 3's chance To Hit by 2.
- 8 — **Hit its heart.** The solar worm wriggles for a few moments, then dies.

SOLAR WORM

Ton:

Electronics

Jam: 1-2 on 1D4
ECM: None

Bridge

TOC: +1

Engineering

Damage Control: 1-4
EFS: None

FRONT RIGHT CRITICAL HITS

- 2 — **Crack the worm's skull.** Additional 20 points of damage to this track.
- 3 — **Puncture the skin.** Reduce Defensive Value by 2.
- 4 — **Torn muscles.** All turns cost +1 movement point.
- 5 — **Left eye damaged.** Reduce Weapon 1's chance To Hit by 2.
- 6 — **Right eye damaged.** Reduce Weapon 2's chance To Hit by 2.
- 7 — **Something caught in its throat.** Reduce Weapon 3's chance To Hit by 2.
- 8 — **Hit its heart.** The solar worm wriggles for a few moments, then dies.

REAR LEFT CRITICAL HITS

- 2 — **Throat Shot.** Weapon 3 is destroyed.
- 3 — **Antibodies Overloaded.** Reduce Damage Control by 2.
- 4 — **Overheated.** PD does not work until end of next turn.
- 5 — **Trigger Something in Spinal Cord.** Solar Worm must make a right turn during next move phase.
- 6 — **Skin Punctured.** Reduce Defensive Value by 1.
- 7 — **Hit a Sensitive Organ.** Solar Worm may not jam.
- 8 — **Sever Spinal Cord.** Space Worm may not move. Drive is now 0.

REAR RIGHT CRITICAL HITS

- 2 — **Throat Shot.** Weapon 3 is destroyed.
- 3 — **Antibodies Overloaded.** Reduce Damage Control by 2.
- 4 — **Overheated.** PD does not work until end of next turn.
- 5 — **Trigger Something in Spinal Cord.** Solar Worm must make a right turn during next move phase.
- 6 — **Skin Punctured.** Reduce Defensive Value by 1.
- 7 — **Hit a Sensitive Organ.** Solar Worm may not jam.
- 8 — **Sever Spinal Cord.** Space Worm may not move. Drive is now 0.

SORENSEN II

I.D. ■

BPV: 47

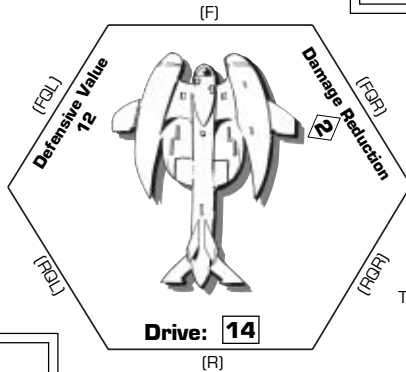
TPV

Mk. 20
Torps
○
○
○
○

Mk. 10
Torps
○
○
○

Decoys: ○
P-D: —
Dmg Con: 1-3
Tons: 600

Pilot
2 Blatguns (F)
To Hit: 2D6+ADB+1
Damage: High+2
Range: 4/10/15
Target SR ≤13



Tight Turn Cost: _____+3

Gunner
1 Pulse Laser
(RQL) (R) (RQR)
To Hit: 2D8+ADB
Damage: Low
Range: 3/9/10

DAMAGE TRACK

→			14	t	◇		*		13		T		12	t
	w		11	*		t	10		◇		9		8	T
		7			6		w	5		t	4	*		3
			2					1						t
														×

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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SORENSEN II

I.D. ■

BPV: 47

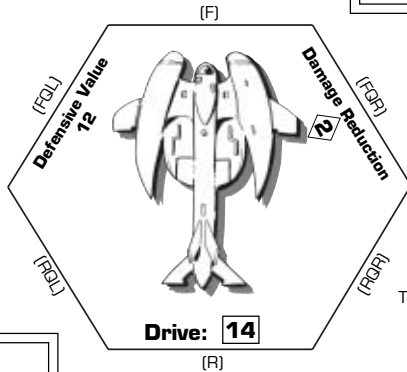
TPV

Mk. 20
Torps
○
○
○
○

Mk. 10
Torps
○
○
○

Decoys: ○
P-D: —
Dmg Con: 1-3
Tons: 600

Pilot
2 Blatguns (F)
To Hit: 2D6+ADB+1
Damage: High+2
Range: 4/10/15
Target SR ≤13



Tight Turn Cost: _____+3

Gunner
1 Pulse Laser
(RQL) (R) (RQR)
To Hit: 2D8+ADB
Damage: Low
Range: 3/9/10

DAMAGE TRACK

→			14	t	◇		*		13		T		12	t
	w		11	*		t	10		◇		9		8	T
		7			6		w	5		t	4	*		3
			2					1						t
														×

CRITICAL HITS

- 2 — **Crew killed.** Sorensen II may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Sorensen II may only use 2 movement points next game turn. Reduce Defensive Value by 3 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Sorensen II may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Maneuver Thrusters damaged.** All turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Pulse Laser damaged.** Reduce chance To Hit by 2.
- 8 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- 9 — **Hull breached.** Reduce Defensive Value by 3 and lose two torps of the pilot's choice.
- 10 — **Gunner killed.** Gunner Pulse Laser may no longer be fired.
- 11 — **Pilot dazed.** Sorensen II may not move or fire the Blatguns until after the next game turn. The gunner may still fire while the pilot is dazed.
- 12 — **Reactor hit.** Sorensen II bursts into an array of dust and space junk.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

SORENSEN III

I.D.

BPV: 68

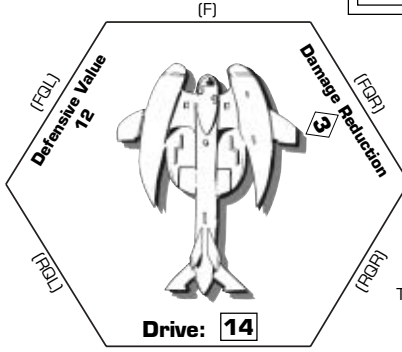
TPV

Mk. 20 Torps
○
○
○
○

Mk. 10 Torps
○
○
○
○

Decoys: ○
P-D: 1-4 (2)
Dmg Con: 1-3
Tons: 600

Pilot
2 Blatguns (F)
To Hit: 2D6+ADB+1
Damage: High+2
Range: 4/10/15
Target SR ≤13



Gunner
2 Blatguns (360°)
To Hit: 2D6+ADB+1
Damage: High+2
Range: 4/10/15
Target SR ≤13

DAMAGE TRACK

		14	t	3	*		13	T		12	t
W		11	*		t	10	2	9		8	T
	7		6	w	5		t	4	*	1	3
	2			1						t	

Tight Turn Cost: ____+3

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

SORENSEN III

I.D.

BPV: 68

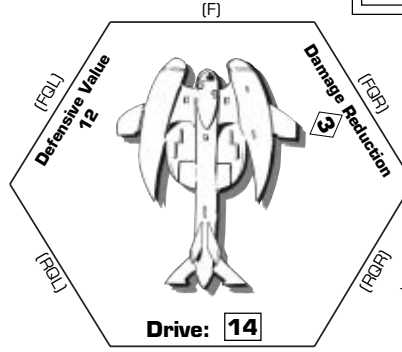
TPV

Mk. 20 Torps
○
○
○
○

Mk. 10 Torps
○
○
○
○

Decoys: ○
P-D: 1-4 (2)
Dmg Con: 1-3
Tons: 600

Pilot
2 Blatguns (F)
To Hit: 2D6+ADB+1
Damage: High+2
Range: 4/10/15
Target SR ≤13



Gunner
2 Blatguns (360°)
To Hit: 2D6+ADB+1
Damage: High+2
Range: 4/10/15
Target SR ≤13

DAMAGE TRACK

		14	t	3	*		13	T		12	t
W		11	*		t	10	2	9		8	T
	7		6	w	5		t	4	*	1	3
	2			1						t	

Tight Turn Cost: ____+3

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

CRITICAL HITS

- 2 — **Crew killed.** Sorensen III may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Sorensen III may only use 2 movement points next game turn. Reduce Defensive Value by 3 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Sorensen III may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Maneuver Thrusters damaged.** All turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Blatguns damaged.** Reduce chance To Hit by 2 on random Blatgun system.
- 8 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- 9 — **Hull breached.** Reduce Defensive Value by 3 and lose two torps of the pilot's choice.
- 10 — **Gunner killed.** Gunner Blatguns may no longer be fired.
- 11 — **Pilot dazed.** Sorensen III may not move or fire the Blatguns until after the next game turn. The gunner may still fire while the pilot is dazed.
- 12 — **Reactor hit.** Sorensen III bursts into an array of dust and space junk.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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SORENSEN IV

I.D.

BPV: 68

TPV

Mk. 10 Torps

○
○
○
○

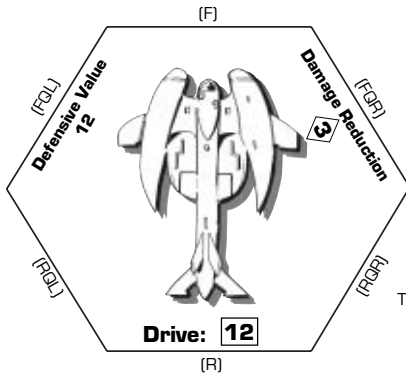
Mk. 40 Torps

○
○

Decoys: ○○○○
P-D: 1-4 (2)
Dmg Con: 1-6
Tons: 600

Pilot
4 Autocannons (F)
To Hit: 2D6+ADB+3
Damage: Med+3†
Range: 3/10/24
Target SR ≤12
○○○○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____



Tight Turn Cost: _____+3

Gunner
4 Miniguns (360°)
To Hit: 2D6+ADB+3
Damage: Low+3†
Range: 2/5/12
○○○○○○

DAMAGE TRACK

			t	3		*		12		T			t
W		11	*		t	10		2		9		8	T
	7			6	w	5		t	4	*	1	3	
	2				1							t	

SORENSEN IV

I.D.

BPV: 68

TPV

Mk. 10 Torps

○
○
○
○

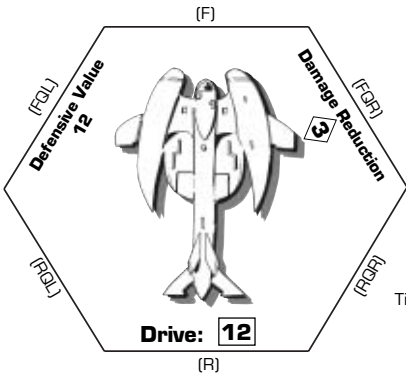
Mk. 40 Torps

○
○

Decoys: ○○○○
P-D: 1-4 (2)
Dmg Con: 1-6
Tons: 600

Pilot
4 Autocannons (F)
To Hit: 2D6+ADB+3
Damage: Med+3†
Range: 3/10/24
Target SR ≤12
○○○○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____



Tight Turn Cost: _____+3

Gunner
4 Miniguns (360°)
To Hit: 2D6+ADB+3
Damage: Low+3†
Range: 2/5/12
○○○○○○

DAMAGE TRACK

			t	3		*		12		T			t
W		11	*		t	10		2		9		8	T
	7			6	w	5		t	4	*	1	3	
	2				1							t	

CRITICAL HITS

- 2 — **Crew killed.** Sorenson may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Sorenson may only use 2 movement points next game turn. Reduce Defensive Value by 3 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Sorenson may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Maneuver Thrusters damaged.** All turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Weapon system damaged.** Randomly reduce chance To Hit by 2 on Minigun or Autocannon.
- 8 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- 9 — **Hull breached.** Reduce Defensive Value by 3 and lose two torps of the pilot's choice.
- 10 — **Gunner killed.** Gunner Miniguns may no longer be fired.
- 11 — **Pilot dazed.** Sorenson may not move or fire the Autocannons until after the next game turn. The gunner may still fire while the pilot is dazed.
- 12 — **Reactor hit.** Sorenson bursts into an array of dust and space junk.

AUTOCANNON SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-10 hexes.
Long Range: 11-24 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

MINIGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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SPECTRE

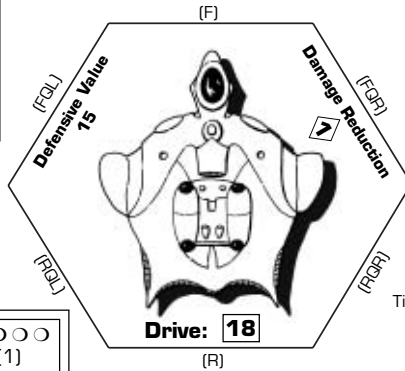
BPV: 55 I.D. ■

TPV

Pilot
2 Disruptorguns (F)
 To Hit: 2D8+ADB+1§
 Damage: Medium+4
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20
Torp
 ○ ○ ○ ○ ○ ○ ○ ○



Tight Turn Cost: _____+3

Decoys: ○ ○ ○ ○
 P-D: 1-3 (1)
 Dmg Con: 1-4
 Tons: 300

DAMAGE TRACK

→	18	t	*	17		16	t		15
	t	14	◇		*	w	12	t	
	10		t	6	t	4	2	1	×

SPECTRE

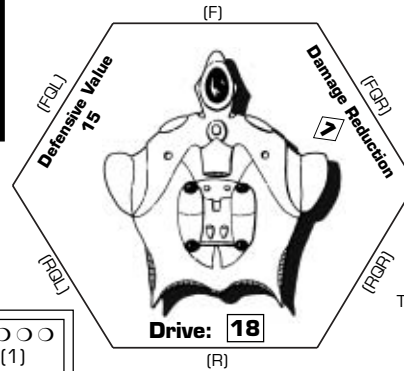
BPV: 55 I.D. ■

TPV

Pilot
2 Disruptorguns (F)
 To Hit: 2D8+ADB+1§
 Damage: Medium+4
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20
Torp
 ○ ○ ○ ○ ○ ○ ○ ○



Tight Turn Cost: _____+3

Decoys: ○ ○ ○ ○
 P-D: 1-3 (1)
 Dmg Con: 1-4
 Tons: 300

DAMAGE TRACK

→	18	t	*	17		16	t		15
	t	14	◇		*	w	12	t	
	10		t	6	t	4	2	1	×

CRITICAL HITS

- 2 — **Armored Cockpit.** Plink! Nothing has happened.
- 3 — **Engines sputter.** Spectre may only use 3 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Spectre may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Torp Load Jettison.** Mark off all remaining torps.
- 8 — **Disruptorgun Targeters damaged.** Disruptorguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Controls lock up.** Spectre must move straight ahead at maximum speed next movement phase. Afterwards Spectre may move normally.
- 11 — **Pilot dazed.** Spectre may not move until after the next game turn.
- 12 — **Reactor hit.** Spectre explodes and is destroyed.

DISRUPTORGUN SPECS

Short Range: 1 hexes (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
Special Note: If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore target's Damage Reduction when resolving a hit.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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SPECTRE II

BPV: 57 I.D. ■

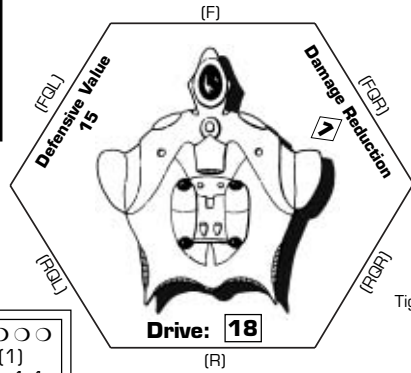
TPV

Pilot
Quad Stiletto (F)
 To Hit: 2D8+ADB+3
 Damage: Low *
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20
Torp

○ ○ ○ ○ ○ ○ ○ ○



Tight Turn Cost: _____+3

Decoys: ○ ○ ○ ○
 P-D: 1-3 (1)
 Dmg Con: 1-4
 Tons: 300

DAMAGE TRACK

→	18	t	*	17		16	t		15
	t	14	◇		*	w	12	t	
	10		t	6	t	4	2	1	×

SPECTRE II

BPV: 57 I.D. ■

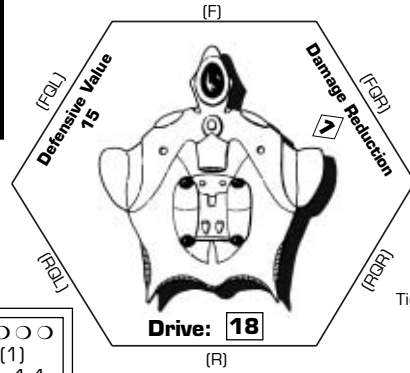
TPV

Pilot
Quad Stiletto (F)
 To Hit: 2D8+ADB+3
 Damage: Low *
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20
Torp

○ ○ ○ ○ ○ ○ ○ ○



Tight Turn Cost: _____+3

Decoys: ○ ○ ○ ○
 P-D: 1-3 (1)
 Dmg Con: 1-4
 Tons: 300

DAMAGE TRACK

→	18	t	*	17		16	t		15
	t	14	◇		*	w	12	t	
	10		t	6	t	4	2	1	×

CRITICAL HITS

- 2 — **Armored Cockpit.** Plink! Nothing has happened.
- 3 — **Engines sputter.** Spectre may only use 3 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Spectre may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Torp Load Jettison.** Mark off all remaining torps.
- 8 — **Stiletto damaged.** Further To Hit attempts by this weapon suffer a -3.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Controls lock up.** Spectre must move straight ahead at maximum speed next movement phase. Afterwards Spectre may move normally.
- 11 — **Pilot dazed.** Spectre may not move until after the next game turn.
- 12 — **Reactor hit.** Spectre explodes and is destroyed.

STILETTO SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

* For every 2 points the To Hit total is over the targets DV the Stiletto does +1 damage.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

TPV

Decoys: ○○○
P-D: 1-6 [6]
Dmg Con: 1-6

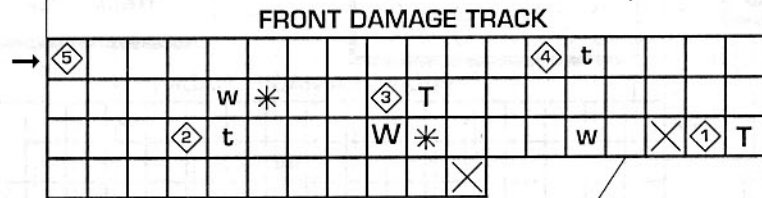
Pilot
1 Turbo Laser (F)
To Hit: 2D8+ADB
Damage: High

Pilot
Tractor Beam (F)
Lock-on < _
Effect: Tow

Gunner A
1 Ion Ram (360°)
To Hit: 2D8+ADB
Damage: All

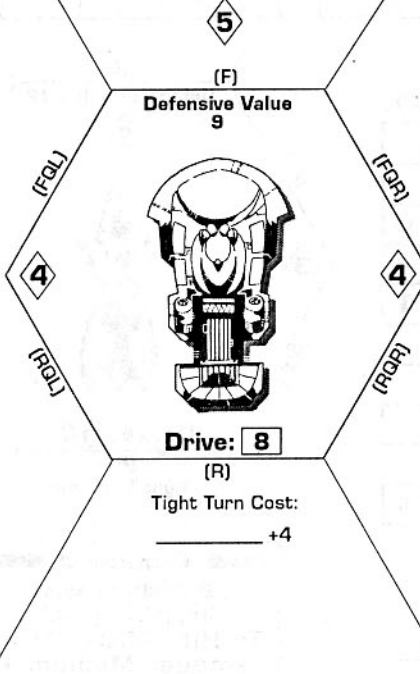
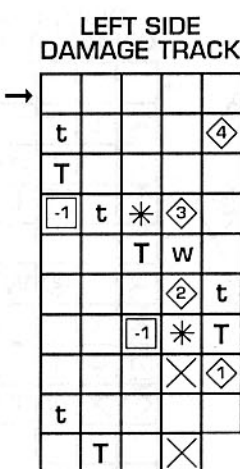
Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____

Gunner B
2 Meld Lasers (360°)
To Hit: 2D8+ADB +1
Damage: Medium+1



Mk.10 Torps

○○○
○○○
○○○
○○○
○○○



Mk.20 Torps

○○○
○○○
○○○
○○○

Gunner B
Missile Launcher (360°)
Lock-on < _

○○○○○
○○○○○
○○○○○
○○○○○



- FRONT CRITICAL HITS**
- 2—Pilot Killed. Spider may neither move nor fire pilots weapons. Defensive value drops to 5.
 - 3—Too tough! No extra damage.
 - 4—Shields damaged. Reduce Defensive Value by 1.
 - 5—Piloting Controls lock up. Spider may not turn until after next Movement Phase.
 - 6—Gunner A killed. Gunner A's Ion Ram may not be used.
 - 7—Cascading Hull collapse. Take 1d6 damage on all Damage Tracks.
 - 8—Pilot dazed. Spider may not move until after next game turn.

- LEFT SIDE CRITICAL HITS**
- 2—Structural damage. Take 2d4 more hits on Left and Right Damage Tracks.
 - 3—Torp jettison. All remaining torps are lost.
 - 4—Targeting System damaged. All weapons systems suffer -1 To Hit.
 - 5—Gunner B stunned. Gunner B's weapons may not fire until after next game turn.
 - 6—Maneuver Thrusters hit. All turns cost 1 extra movement point to perform.
 - 7—Gunner B killed. Weapons may not fire.
 - 8—Electronic Warfare gone. Spider cannot jam torps. Reduce Defensive Value by 2

- RIGHT SIDE CRITICAL HITS**
- 2—Structural damage. Take 2d4 more hits on Left and Right Damage Tracks.
 - 3—Torp jettison. All remaining torps are lost.
 - 4—Targeting System damaged. All weapons systems suffer -1 To Hit.
 - 5—Gunner B stunned. Weapons may not fire until after next game turn.
 - 6—Maneuver Thrusters hit. All turns cost 1 extra movement point to perform.
 - 7—Gunner B killed. Gunner B's weapons may not fire.
 - 8—Electronic Warfare gone. Spider cannot jam torps. Reduce Defensive Value by 2

- REAR CRITICAL HITS**
- 2—Rear Bulkhead folds. Take 2d6 more hits to Rear Damage Track and 2d4 on Right and Left Damage Tracks.
 - 3—Maneuver Thrusters hit. All turns cost 1 extra movement point to perform.
 - 4—Engine Hit. Drive is reduced by half, round up.
 - 5—Electronic Warfare damaged. Reduce Defensive Value by 2.
 - 6—Engine destroyed. Drive is reduced to 0 and Defensive Value drops to 5.
 - 7—Engine Stalls. For next turn only Drive is reduced to 0 and Defensive Value drops to 5.
 - 8—Reactor detonates. The Spider is consumed in a flash of destruction.

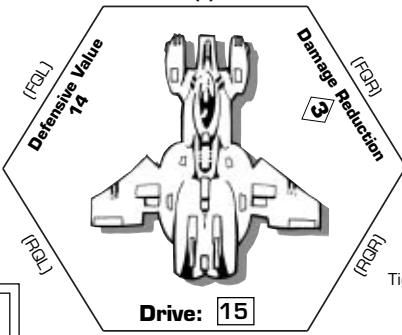
TPV

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torps

○
○



Defensive Value 14
Damage Reduction 3

Drive: 15

Tight Turn Cost: _____+3

Decoys: ○
 P.D: —
 Dmg Con: 1-3
 Tons: 125

DAMAGE TRACK

3	15			2	12
1	9	w	*	6	2

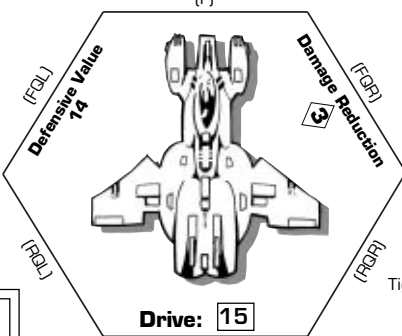
TPV

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torps

○
○



Defensive Value 14
Damage Reduction 3

Drive: 15

Tight Turn Cost: _____+3

Decoys: ○
 P.D: —
 Dmg Con: 1-3
 Tons: 125

DAMAGE TRACK

3	15			2	12
1	9	w	*	6	2

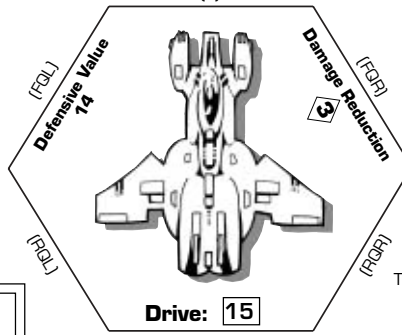
TPV

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torps

○
○



Defensive Value 14
Damage Reduction 3

Drive: 15

Tight Turn Cost: _____+3

Decoys: ○
 P.D: —
 Dmg Con: 1-3
 Tons: 125

DAMAGE TRACK

3	15			2	12
1	9	w	*	6	2

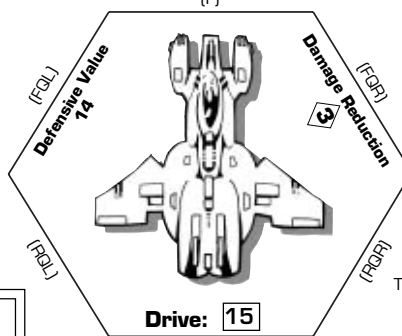
TPV

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torps

○
○



Defensive Value 14
Damage Reduction 3

Drive: 15

Tight Turn Cost: _____+3

Decoys: ○
 P.D: —
 Dmg Con: 1-3
 Tons: 125

DAMAGE TRACK

3	15			2	12
1	9	w	*	6	2

CRITICAL HITS

- 2 — **Pilot killed.** Spirit Rider may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines destroyed.** Spirit Rider may not move or turn. Reduce Defensive Value to 5.
- 4 — **Electronic Warfare knocked out.** Spirit Rider may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Spirit Rider may no longer turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Splattergun Targeters hit.** Reduce chance To Hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Engines severely damaged.** Spirit Rider reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 11 — **Pilot dazed.** Spirit Rider may not move or fire torps until after the next game turn.
- 12 — **Reactor hit.** Power supply detonates; Spirit Rider is destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

BPV: 17 I.D. SPIRIT RIDER II

TPV

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20 Torp

Decoys: ○
 P.D: —
 Dmg Con: —
 Tons: 125

Defensive Value 14
 Damage Reduction 3
 Drive: 16

Tight Turn Cost: _____+3

DAMAGE TRACK

→	3	16		2	13
1	9	w	*	6	2

BPV: 17 I.D. SPIRIT RIDER II

TPV

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20 Torp

Decoys: ○
 P.D: —
 Dmg Con: —
 Tons: 125

Defensive Value 14
 Damage Reduction 3
 Drive: 16

Tight Turn Cost: _____+3

DAMAGE TRACK

→	3	16		2	13
1	9	w	*	6	2

BPV: 17 I.D. SPIRIT RIDER II

TPV

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20 Torp

Decoys: ○
 P.D: —
 Dmg Con: —
 Tons: 125

Defensive Value 14
 Damage Reduction 3
 Drive: 16

Tight Turn Cost: _____+3

DAMAGE TRACK

→	3	16		2	13
1	9	w	*	6	2

BPV: 17 I.D. SPIRIT RIDER II

TPV

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20 Torp

Decoys: ○
 P.D: —
 Dmg Con: —
 Tons: 125

Defensive Value 14
 Damage Reduction 3
 Drive: 16

Tight Turn Cost: _____+3

DAMAGE TRACK

→	3	16		2	13
1	9	w	*	6	2

CRITICAL HITS

- 2 — **Pilot killed.** Spirit Rider may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines destroyed.** Spirit Rider may not move or turn. Reduce Defensive Value to 5.
- 4 — **Electronic Warfare knocked out.** Spirit Rider may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Spirit Rider may no longer turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Splattergun Targeters hit.** Reduce chance To Hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Engines severely damaged.** Spirit Rider reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 11 — **Pilot dazed.** Spirit Rider may not move or fire torps until after the next game turn.
- 12 — **Reactor hit.** Power supply detonates; Spirit Rider is destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

BPV: 20 I.D. SPIRIT RIDER III

TPV

Pilot

4 Splatterguns (F)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-3
 Tons: 125

Tight Turn Cost: _____+3

DAMAGE TRACK

→											
			15			2	12				
	1	9	w	*	6	2	×				

BPV: 20 I.D. SPIRIT RIDER III

TPV

Pilot

4 Splatterguns (F)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-3
 Tons: 125

Tight Turn Cost: _____+3

DAMAGE TRACK

→											
			15			2	12				
	1	9	w	*	6	2	×				

BPV: 20 I.D. SPIRIT RIDER III

TPV

Pilot

4 Splatterguns (F)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-3
 Tons: 125

Tight Turn Cost: _____+3

DAMAGE TRACK

→											
			15			2	12				
	1	9	w	*	6	2	×				

BPV: 20 I.D. SPIRIT RIDER III

TPV

Pilot

4 Splatterguns (F)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-3
 Tons: 125

Tight Turn Cost: _____+3

DAMAGE TRACK

→											
			15			2	12				
	1	9	w	*	6	2	×				

CRITICAL HITS

- 2 — **Pilot killed.** Spirit Rider may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines destroyed.** Spirit Rider may not move or turn. Reduce Defensive Value to 5.
- 4 — **Electronic Warfare knocked out.** Spirit Rider may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Spirit Rider may no longer turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Splattergun Targeters hit.** Reduce chance To Hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Engines severely damaged.** Spirit Rider reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 11 — **Pilot dazed.** Spirit Rider may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Power supply detonates; Spirit Rider is destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

BPV: 26 I.D. SPIRIT RIDER IV

TPV

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Special Equipment

Pilot Biolink*

Parasite Torp

Decoys:
 P-D: 1-2 (1)
 Dmg Con: —
 Tons: 125

Drive: 18

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 3 18 2 12 1 9 w * 6 2 X

BPV: 26 I.D. SPIRIT RIDER IV

TPV

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Special Equipment

Pilot Biolink*

Parasite Torp

Decoys:
 P-D: 1-2 (1)
 Dmg Con: —
 Tons: 125

Drive: 18

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 3 18 2 12 1 9 w * 6 2 X

BPV: 26 I.D. SPIRIT RIDER IV

TPV

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Special Equipment

Pilot Biolink*

Parasite Torp

Decoys:
 P-D: 1-2 (1)
 Dmg Con: —
 Tons: 125

Drive: 18

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 3 18 2 12 1 9 w * 6 2 X

BPV: 26 I.D. SPIRIT RIDER IV

TPV

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Special Equipment

Pilot Biolink*

Parasite Torp

Decoys:
 P-D: 1-2 (1)
 Dmg Con: —
 Tons: 125

Drive: 18

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 3 18 2 12 1 9 w * 6 2 X

CRITICAL HITS

- 2 — **Pilot killed.** Spirit Rider may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines destroyed.** Spirit Rider may not move or turn. Reduce Defensive Value to 5.
- 4 — **Electronic Warfare knocked out.** Spirit Rider may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Spirit Rider may no longer turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Splattergun Targeters hit.** Reduce chance To Hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Engines severely damaged.** Spirit Rider reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 11 — **Feedback: Pilot Brain Dead.** Spirit Rider may perform no further actions. Defensive Value drops to 5.
- 12 — **Reactor hit.** Power supply detonates; Spirit Rider is destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

* Pilot fires during Gunner Phase.

TPV

Mk. 30 Torps

Mk. 20 Torps

Gunner A
4 Pulse Lasers (FQL) (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 6/8/20

Pilot
1 Disintegrator (F)
To Hit: 2D8+ADB
Damage: High §
Range: 1/3/12
Target SR ≤11

Gunner A
1 Disintegrator (F)
To Hit: 2D8+ADB
Damage: High §
Range: 1/3/12
Target SR ≤11

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____

Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

Gunner B
1 Disintegrator (F)
To Hit: 2D8+ADB
Damage: High §
Range: 1/3/12
Target SR ≤11

FRONT DAMAGE TRACK

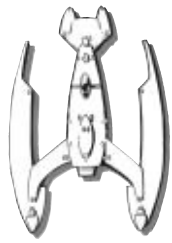
		4			3		w		2
	t		1				w		t
	t		t			*		W	
	w								
w			×			*			×

Gunner B
4 Pulse Lasers (F) (FQR)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 6/8/20

LEFT SIDE DAMAGE TRACK

		2					1
		*					-1
		t					w
		*		w			
	×		-1			t	
							×

Defensive Value 11



Drive: 11 (R)

Tight Turn Cost: _____ +4

(FQL)

(FQR)

(RQL)

(RQR)

RIGHT SIDE DAMAGE TRACK

		2					1
		*					-1
		t					w
		*		w			
	×		-1			t	
							×

Decoys: ○○○○
P-D: 1-7 (6)
Dmg Con: 1-7
Tons: 1200

Gunner C
Missile Launcher (360°)
Lock-on < _____

Gunner C
4 Pulse Lasers (RQL) (R) (RQR)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 6/8/20

REAR DAMAGE TRACK

		2		-1	1		-1	*	-1		-1		W		-1
	×		-1		*		w	-1		-1		-1	w	-1	-1

- FRONT CRITICAL HITS**
- 2 — **Pilot dazed.** Raven may not move nor fire Pilot weapons until after next game turn.
 - 3 — **Torps jettison.** All remaining torps are lost.
 - 4 — **Shields damaged.** Reduce Defensive Value by 1.
 - 5 — **Meld Lasers Targeting system hit.** Reduce each Meld Laser's chance To Hit by 1.
 - 6 — **Disintegrator loses power.** It cannot fire until after next turn.
 - 7 — **Heavy structural damage.** 3 hits on each Damage Track.
 - 8 — **Pilot killed.** Raven cannot fire Pilot weapons or move. Defensive Value drops to 5.

- LEFT SIDE CRITICAL HITS**
- 2 — **Structural damage.** 5 hits on the Left and 2 on the Right.
 - 3 — **Gunner A's Disintegrator damaged.** Weapon system suffers -3 To Hit.
 - 4 — **Shields damaged.** Reduce Defensive Value by 2.
 - 5 — **Structural damage.** Take 3 hits to the Front damage track.
 - 6 — **Gunner A's Pulse Lasers damaged.** Weapon system suffers -2 To Hit.
 - 7 — **Gunner A killed.** His or her weapons may not be fired.
 - 8 — **Electronic Warfare gone.** Raven may no longer jam torps. Reduce Defensive Value by 2.

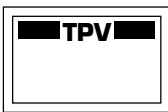
- RIGHT SIDE CRITICAL HITS**
- 2 — **Structural damage.** 5 hits on the Right and 2 on the Left.
 - 3 — **Gunner B's Disintegrator damaged.** Weapon system suffers -3 To Hit.
 - 4 — **Shields damaged.** Reduce Defensive Value by 2.
 - 5 — **Structural damage.** Take 3 hits to the Front damage track.
 - 6 — **Gunner B's Pulse Lasers damaged.** Weapon system suffers -2 To Hit.
 - 7 — **Gunner B killed.** His or her weapons may not be fired.
 - 8 — **Electronic Warfare gone.** Raven may no longer jam torps. Reduce Defensive Value by 2.

- REAR CRITICAL HITS**
- 2 — **Rear bulkhead collapses.** Take 10 more hits on this Damage Track.
 - 3 — **Gunner C's Pulse Lasers damaged.** Weapon system suffers -1 To Hit.
 - 4 — **Shields damaged.** Reduce Defensive Value by 1.
 - 5 — **Missile Launcher hit.** It loses 1D6 missiles.
 - 6 — **Maneuver Thrusters hit.** All turns cost 1 extra movement point to perform.
 - 7 — **Gunner C killed.** His or her weapons may not be fired.
 - 8 — **Reactor detonates.** Star Raven is completely destroyed.

STINGER

I.D.

BPV: 18

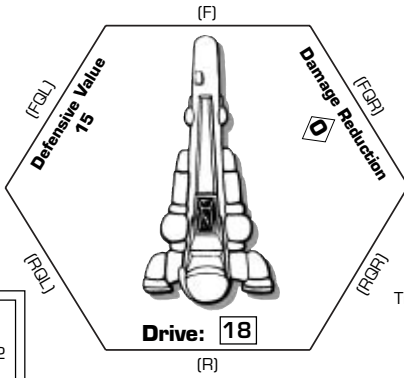


Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

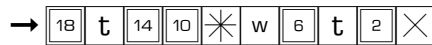
Mk. 40 Torps

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-2
 Tons: 100



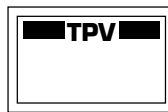
Tight Turn Cost: _____+3

DAMAGE TRACK

**STINGER**

I.D.

BPV: 18

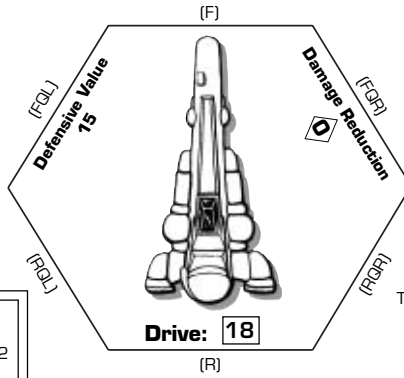


Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 40 Torps

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-2
 Tons: 100



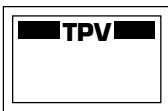
Tight Turn Cost: _____+3

DAMAGE TRACK

**STINGER**

I.D.

BPV: 18

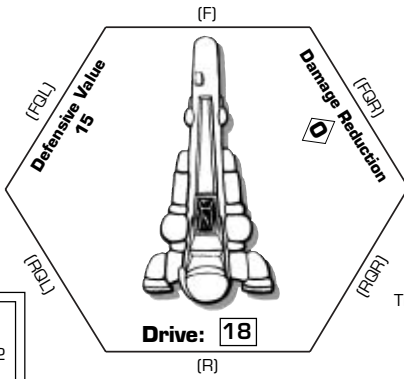


Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

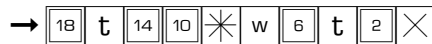
Mk. 40 Torps

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-2
 Tons: 100



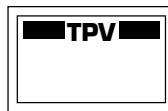
Tight Turn Cost: _____+3

DAMAGE TRACK

**STINGER**

I.D.

BPV: 18

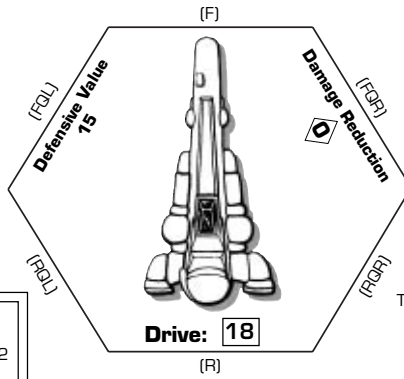


Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

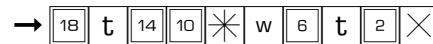
Mk. 40 Torps

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-2
 Tons: 100



Tight Turn Cost: _____+3

DAMAGE TRACK

**CRITICAL HITS**

- 2 — **Pilot killed.** Stinger may perform no further actions. Defensive Value drops to 5.
- 3 — **Torp Loads jettison.** Remove any remaining torp load.
- 4 — **Electronic Warfare knocked out.** Stinger may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Major Structural Damage inflicted.** Stinger takes 1D4 more hits.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Splattergun Targeter hit.** Reduce chance To Hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 4.
- 9 — **Splattergun hit.** Weapon may no longer be fired.
- 10 — **Engines damaged.** Stinger reduced to a Drive value of 1. Reduce Defensive Value by 6.
- 11 — **Pilot dazed.** Stinger may not move or fire until after the next game turn.
- 12 — **Reactor hit.** This Stinger's been swatted.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

TPV

Gunner A
Missile Launcher
 (BFQL) (F) (BFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner A
2 Splatterguns
 (BFQL) (F) (BFQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 1-2/3-6/7-10

Gun Crew E
Plazprojector
 ☒ ☒ ☒ ☒
 (BFQL)(F)(BFQR)
 To Hit: xD8+ADB
 Damage: All
 -/1-5/-

Gun Crew D
2 Ion Cannons
 ☒ ☒ ☒
 (BFQL) (F) (BFQR)
 To Hit: 2D8+ADB+1
 Damage: (All+2) X 2
 1-8/9-16/17-30
 Target SR ≤ 6

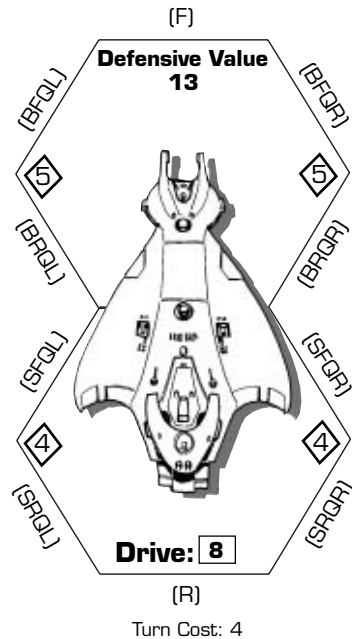
Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
CREW D
 Gnr: _____
CREW E
 Gnr: _____
T CREW F
 Gnr: _____
T CREW G
 Gnr: _____

◆ P-DB: 1-6
FRONT LEFT QUARTER DAMAGE TRACK

→

◆ P-DB: 1-5
REAR LEFT QUARTER DAMAGE TRACK

→



◆ P-DB: 1-6
FRONT RIGHT QUARTER DAMAGE TRACK

→

◆ P-DB: 1-5
REAR RIGHT QUARTER DAMAGE TRACK

→

Gunner B
Missile Launcher
 (SFQL) (SRQL) (R)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner B
2 Splatterguns
 (SFQL) (SRQL) (R)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 1-2/3-6/7-10

Torp Crew F
2 Torpedo Tubes
 ☒ ☒
 (SFQL)

Torp Crew G
2 Torpedo Tubes
 ☒ ☒
 (SFQR)

Gunner C
2 Splatterguns
 (SFQR) (SRQR) (R)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 1-2/3-6/7-10

Gunner C
Missile Launcher
 (SFQR) (SRQR) (R)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

FRONT LEFT CRITICAL HITS

- 2— **Electronic Warfare gone.** Stingray may no longer jam torps. Reduce Defensive Value by 2.
- 3— **Point defense system destroyed.**
- 4— **Minor structural damage.** Take 5 more hits on this track.
- 5— **Plazprojector loses power.** Weapon may not fire next turn.
- 6— **Hull stability compromised.** -3 Defensive Value
- 7— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 8— **Twin splatterguns A damaged.** Penalize to Hit attempts by -2.
- 9— **Plazprojector damaged.** Penalize to Hit attempts by -2.
- 10— **Gunner A killed.** This gunner's weapons may not be fired.
- 11— **Plazprojector crew killed.** Blast kills 1D4 crew.
- 12— **Bridge hit!** Bridge crew is stunned. Stingray may not use bridge functions next turn.

REAR LEFT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Player may no longer use Captain die.
- 3— **Major structural damage.** Take 10 more hits on this damage track.
- 4— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.
- 5— **Twin Splattergun B damaged.** Weapon suffers -2 penalty to hit.
- 6— **Torpedo room loses power.** No torps may be fired next turn.
- 7— **Missile Launcher B malfunction.** Lose 1D10 missiles.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Torpedo room hit.** Torpedo room loses a crew.
- 10— **Gunner B killed.** This gunner's weapons may not be fired.
- 11— **Engineering section destroyed.** Damage control is not available. Lose 1D4 crew.
- 12— **Reactor hit.** Stingray becomes a gaseous cloud.

STINGRAY

Electronics

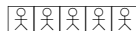
Jam: 1-2 on 1D4
ECM: none

Bridge

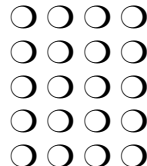
Captain: _____
Pilot: _____
TOC: None

Engineering

Damage Control: 1-5



Mk. 20



**Stern Torpedo
Magazine**

FRONT RIGHT CRITICAL HITS

- 2— **Electronic Warfare gone.** Stingray may no longer jam torps. Reduce Defensive Value by 2.
- 3— **Point defense system destroyed.**
- 4— **Minor structural damage.** Take 5 more hits on this track.
- 5— **Plazprojector loses power.** Weapon may not fire next turn.
- 6— **Hull stability compromised.** -3 Defensive Value
- 7— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 8— **Twin splatterguns A damaged.** Penalize to Hit attempts by -2.
- 9— **Plazprojector damaged.** Penalize to Hit attempts by -2.
- 10— **Gunner A killed.** This gunner's weapons may not be fired.
- 11— **Ion cannon crew killed.** Blast kills 1D4 crew.
- 12— **Bridge hit!** Bridge crew is stunned. Stingray may not use bridge functions next turn.

REAR RIGHT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Player may no longer use Captain die.
- 3— **Major structural damage.** Take 10 more hits on this damage track.
- 4— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.
- 5— **Twin Splattergun C damaged.** Weapon suffers -2 penalty to hit.
- 6— **Torpedo room loses power.** No torps may be fired next turn.
- 7— **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Torpedo room hit.** Torpedo room loses a crew.
- 10— **Gunner C killed.** This gunner's weapons may not be fired.
- 11— **Engineering section destroyed.** Damage control is not available. Lose 1D4 crew.
- 12— **Reactor hit.** Stingray becomes a gaseous cloud.

TPV

Gunner A
6 Pulse Lasers
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gun Crew I
"Evil Eye" (3KF)
 ☒☒☒☒☒
 To Hit: 2D10+ADB
 Damage: All x 1D4
 Range: 8/17/25

Gunner B
6 Pulse Lasers
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
GUNNER F
 Gnr: _____
GUNNER G
 Gnr: _____
GUNNER H
 Gnr: _____
CREW I
 Gnr: _____
CREW J
 Gnr: _____

Gunner A
Missile Launcher
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner A
Mine Sweeper
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB
 Damage: High+2
 Range: 2/5/6
 Target SR≤5

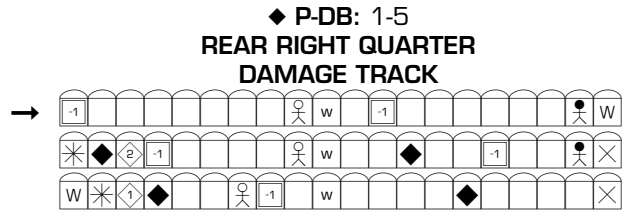
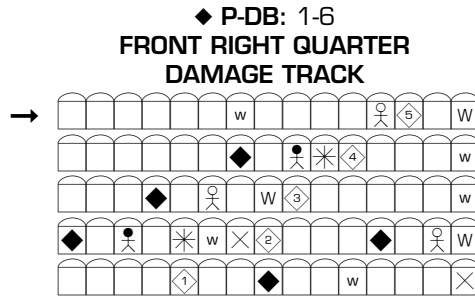
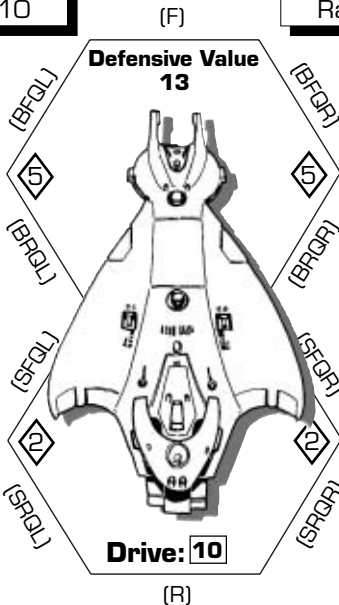
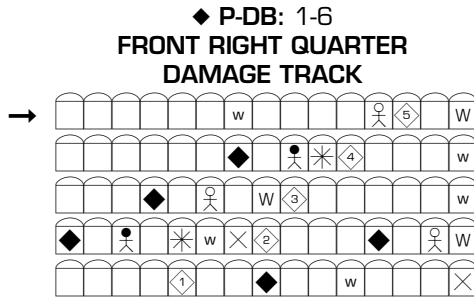
Gunner A
 ☒

Gunner C
6 Pulse Lasers ☒
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner B
 ☒

Gunner D
6 Pulse Lasers ☒
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner B
Mine Sweeper
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB
 Damage: High+2
 Range: 2/5/6
 Target SR≤5



Turn Cost: 4

Gunner E
6 Pulse Lasers ☒
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner F
6 Pulse Lasers ☒
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner G
6 Pulse Lasers ☒
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner H
6 Pulse Lasers ☒
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gun Crew J
**3 Repeating
 Blasters** ☒☒☒
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D6+ADB+2
 Damage: (High+4) x2
 Range: 3/8/15

FRONT LEFT CRITICAL HITS

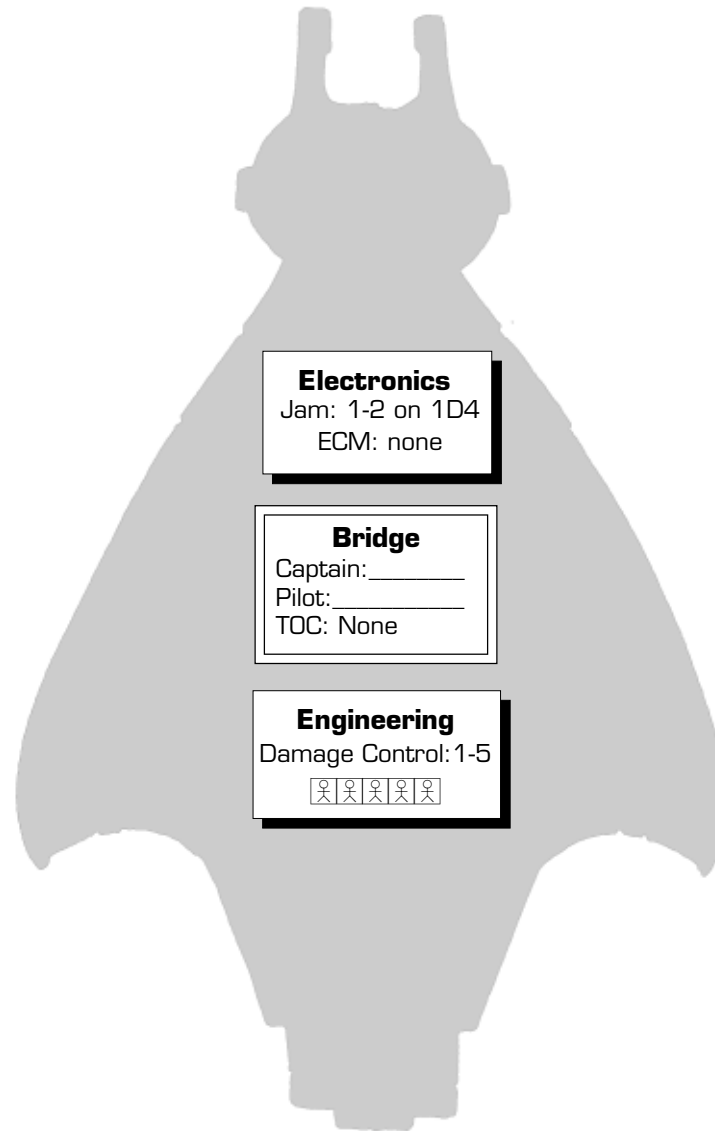
- 2 — **Electronic Warfare gone.** Stingray may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Point defense system destroyed.**
- 4 — **Minor structural damage.** Take 5 more hits on this track.
- 5 — **Evil Eye loses power.** Weapon may not fire next turn.
- 6 — **Hull stability compromised.** Reduce Defensive Value by 3.
- 7 — **Gunner A Killed.** This gunner's weapons may not be fired.
- 8 — **Pulse Laser A damaged.** Penalize to Hit attempts by -2.
- 9 — **Evil Eye damaged.** Penalize to Hit attempts by -2.
- 10 — **Gunner C killed.** This gunner's weapons may not be fired.
- 11 — **Evil Eye crew killed.** Blast kills 1D4 crew.
- 12 — **Bridge hit!** Bridge crew is stunned. Stingray may not use bridge functions next turn.

REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Player may no longer use Captain die.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Pulse Laser F damaged.** Weapon suffers -4 penalty to hit.
- 5 — **Pulse Laser E damaged.** Weapon suffers -4 penalty to hit.
- 6 — **Repeating Blaster J loses power.** Weapon may not be fired next turn.
- 7 — **Drive hit.** Reduce Drive by 2.
- 8 — **Engineering hit!** Damage Control is not available until after next turn.
- 9 — **Repeating Blaster hit.** Weapon loses 1 crew.
- 10 — **Gunner killed.** Randomly mark off Gunner E or F. That weapon may not be fired.
- 11 — **Engineering section destroyed.** Damage control is not available. Lose 1D4 crew.
- 12 — **Reactor hit.** Stingray becomes a gaseous cloud.

STINGRAY QVP

Tons: 5100



Electronics

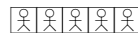
Jam: 1-2 on 1D4
ECM: none

Bridge

Captain: _____
Pilot: _____
TOC: None

Engineering

Damage Control: 1-5

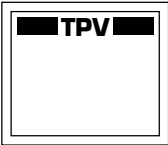


FRONT RIGHT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Stingray may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Point defense system destroyed.**
- 4 — **Minor structural damage.** Take 5 more hits on this track.
- 5 — **Evil Eye loses power.** Weapon may not fire next turn.
- 6 — **Hull stability compromised.** Reduce Defensive Value by 3.
- 7 — **Gunner B Killed.** This gunner's weapons may not be fired.
- 8 — **Pulse Laser B damaged.** Penalize to Hit attempts by -2.
- 9 — **Evil Eye damaged.** Penalize to Hit attempts by -2.
- 10 — **Gunner D killed.** This gunner's weapons may not be fired.
- 11 — **Evil Eye crew killed.** Blast kills 1D4 crew.
- 12 — **Bridge hit!** Bridge crew is stunned. Stingray may not use bridge functions next turn.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Player may no longer use Captain die.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Pulse Laser G damaged.** Weapon suffers -4 penalty to hit.
- 5 — **Pulse Laser H damaged.** Weapon suffers -4 penalty to hit.
- 6 — **Repeating Blaster loses power.** Weapon may not be fired next turn.
- 7 — **Drive hit.** Reduce Drive by 2.
- 8 — **Engineering hit!** Damage Control is not available until after next turn.
- 9 — **Repeating Blaster hit.** Weapon loses 1 crew.
- 10 — **Gunner killed.** Randomly mark off Gunner G or H. That weapon may not be fired.
- 11 — **Engineering section destroyed.** Damage control is not available. Lose 1D4 crew.
- 12 — **Reactor hit.** Stingray becomes a gaseous cloud.



Gunner A
6 Pulse Lasers
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner A

Gun Crew E
"Evil Eye" (3KF)

 To Hit: 2D10+ADB
 Damage: All x 1D4
 Range: 8/17/25

Gunner B

Gunner B
6 Pulse Lasers
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

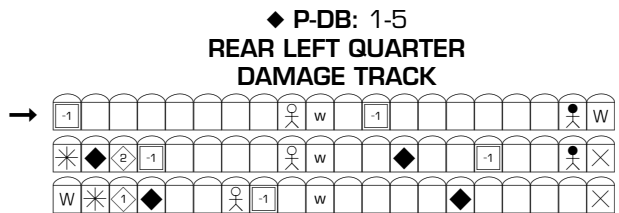
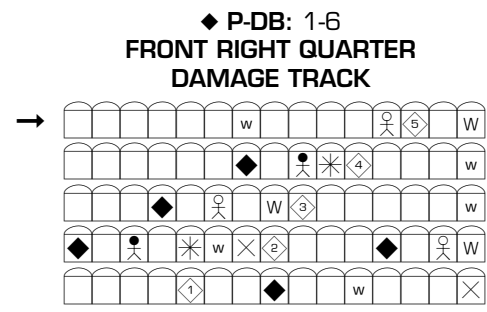
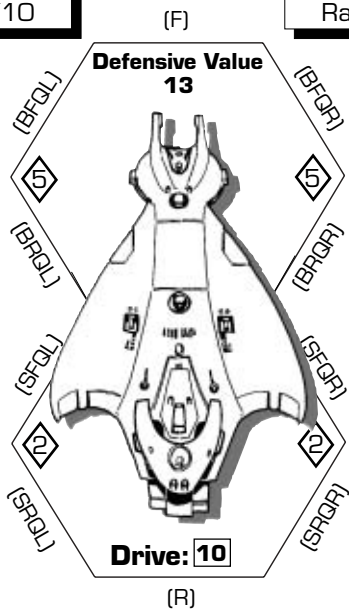
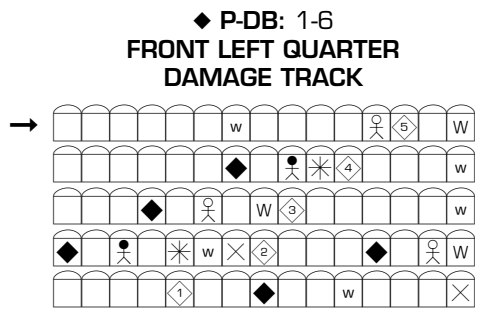
Gunner A
Mine Sweeper
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB
 Damage: High+2
 Range: 2/5/6

Gunner C
6 Pulse Lasers
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner D
6 Pulse Lasers
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner B
Mine Sweeper
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB
 Damage: High+2
 Range: 2/5/6

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
GUNNER F
 Gnr: _____
GUNNER G
 Gnr: _____
GUNNER H
 Gnr: _____
CREW I
 Gnr: _____
M CREW J
 Gnr: _____
M CREW K
 Gnr: _____



Crew J
2 Mine Layers
 (Stern)

Gunner E
6 Pulse Lasers
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner F
6 Pulse Lasers
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner G
6 Pulse Lasers
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner H
6 Pulse Lasers
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Crew K
2 Mine Layers
 (Stern)

May place 1 minefield of any size per Mine Crew, per Movement Phase. At end of the Movement Phase each living Mine Crew may activate 1 new minefield placed by this ship by rolling under its gunner skill. Otherwise the minefield activates as normal.

FRONT LEFT CRITICAL HITS

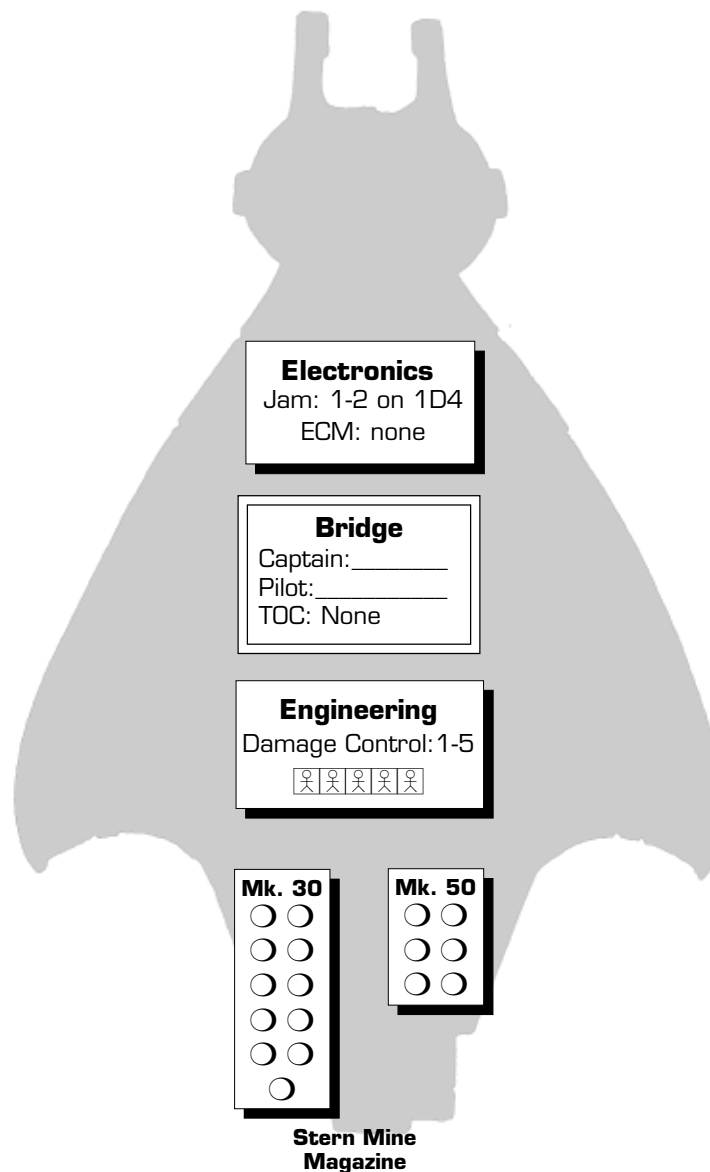
- 2 — **Electronic Warfare gone.** Stingray may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Point defense system destroyed.**
- 4 — **Minor structural damage.** Take 5 more hits on this track.
- 5 — **Evil Eye loses power.** Weapon may not fire next turn.
- 6 — **Hull stability compromised.** Reduce Defensive Value by 3.
- 7 — **Gunner A Killed.** This Gunner's weapons may not be fired.
- 8 — **Pulse Laser A damaged.** Penalize to Hit attempts by -2.
- 9 — **Evil Eye damaged.** Penalize to Hit attempts by -2.
- 10 — **Gunner C killed.** This gunner's weapons may not be fired.
- 11 — **Evil Eye crew killed.** Blast kills 1D4 crew.
- 12 — **Bridge hit!** Bridge crew is stunned. Stingray may not use bridge functions next turn.

REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Player may no longer use Captain die.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Pulse Laser F damaged.** Weapon suffers -4 penalty To Hit.
- 5 — **Pulse Laser E damaged.** Weapon suffers -2 penalty to hit.
- 6 — **Mine laying bay J loses power.** It may not deploy mines this turn.
- 7 — **Drive hit.** Reduce Drive by 2.
- 8 — **Engineering hit!** Damage Control is not available until after next turn.
- 9 — **Mine Magazine hit.** 1D10 mines are destroyed.
- 10 — **Gunner killed.** Randomly mark off Gunner E or F. That weapon may not be fired.
- 11 — **Engineering section destroyed.** Damage control is not available. Lose 1D4 crew.
- 12 — **Reactor hit.** Stingray becomes a gaseous cloud.

STINGRAY QVP (ML)

Tons: 5100



FRONT RIGHT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Stingray may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Point defense system destroyed.**
- 4 — **Minor structural damage.** Take 5 more hits on this track.
- 5 — **Evil Eye loses power.** Weapon may not fire next turn.
- 6 — **Hull stability compromised.** Reduce Defensive Value by 3.
- 7 — **Gunner B Killed.** This gunner's weapons may not be fired.
- 8 — **Pulse Laser B damaged.** Penalize to Hit attempts by -2.
- 9 — **Evil Eye damaged.** Penalize to Hit attempts by -2.
- 10 — **Gunner D killed.** This gunner's weapons may not be fired.
- 11 — **Evil Eye crew killed.** Blast kills 1D4 crew.
- 12 — **Bridge hit!** Bridge crew is stunned. Stingray may not use bridge functions next turn.

REAR RIGHT CRITICAL HITS

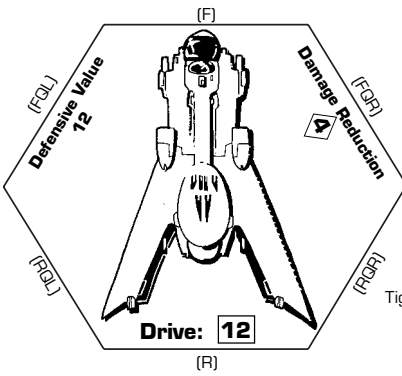
- 2 — **Bridge hit!** The captain is killed. Player may no longer use Captain die.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Pulse Laser G damaged.** Weapon suffers -4 penalty To Hit.
- 5 — **Pulse Laser H damaged.** Weapon suffers -2 penalty to hit.
- 6 — **Mine laying bay K loses power.** It may not deploy mines this turn.
- 7 — **Drive hit.** Reduce Drive by 2.
- 8 — **Engineering hit!** Damage Control is not available until after next turn.
- 9 — **Mine Magazine hit.** 1D10 mines are destroyed.
- 10 — **Gunner killed.** Randomly mark off Gunner G or H. That weapon may not be fired.
- 11 — **Engineering section destroyed.** Damage control is not available. Lose 1D4 crew.
- 12 — **Reactor hit.** Stingray becomes a gaseous cloud.

TPV

Pilot
1 Gungnir (F)
To Hit: 2D8+ADB+6
Damage: Medium+2
Range: 5/10/16
Target SR ≤13

Crew
PILOT
Pit:
Gnr:
Luck:
GUNNER A
Gnr:
GUNNER B
Gnr:

Pilot
Missile Launcher (F)
Lock-on <
Progress indicator with 16 circles



Decoys:
P-D: 1-6 (3)
Dmg Con: 1-3
Tons: 995

Gunner A
1 Impulsegun (360°)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

Gunner B
Missile Launcher (RQL) (R) (RQR)
Lock-on <
Progress indicator with 16 circles

Gunner B
2 Blatguns (R)
To Hit: 2D6+ADB+1
Damage: High
Range: 2/6/10
Target SR ≤13

DAMAGE TRACK

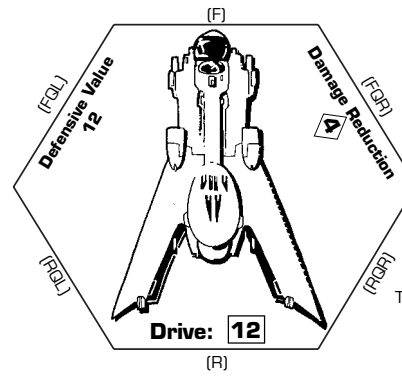
Damage track grid showing damage values (1-12) and status markers (W, X, asterisks) across 10 columns and 6 rows.

TPV

Pilot
1 Gungnir (F)
To Hit: 2D8+ADB+6
Damage: Medium+2
Range: 5/10/16
Target SR ≤13

Crew
PILOT
Pit:
Gnr:
Luck:
GUNNER A
Gnr:
GUNNER B
Gnr:

Pilot
Missile Launcher (F)
Lock-on <
Progress indicator with 16 circles



Decoys:
P-D: 1-6 (3)
Dmg Con: 1-3
Tons: 995

Gunner A
1 Impulsegun (360°)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

Gunner B
Missile Launcher (RQL) (R) (RQR)
Lock-on <
Progress indicator with 16 circles

Gunner B
2 Blatguns (R)
To Hit: 2D6+ADB+1
Damage: High
Range: 2/6/10
Target SR ≤13

DAMAGE TRACK

Damage track grid showing damage values (1-12) and status markers (W, X, asterisks) across 10 columns and 6 rows.

CRITICAL HITS

- 2 - Pilot killed. Storm may not move, nor may Pilot's weapons fire. Defensive value drops to 5.
3 - Missile Launcher Destroyed
4 - Compartment depressurization. Gunner A killed instantly.
5 - Magnetic fluctuation. Gungnir may not fire next turn.
6 - Crystantium crack. Reduce Damage Reduction to 0.
7 - Impulsegun rotator hit. Impulsegun loses 360° arc. Roll 1D6 to randomly determine what arc weapon is stuck in for remainder of encounter.
8 - Engine hit. Reduce Drive by 3.
9 - Gungnir Targeter damaged. Modify To Hit by -5.
10 - Wiring short. Gunner B is electrocuted.
11 - Blat jam. Blatguns may not fire until after next game turn.
12 - Hull fractured. Storm cracks up into useless space junk.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

GUNGNIR SPECS

Short Range: 1-5 hexes (+1 To Hit).
Medium Range: 6-10 hexes.
Long Range: 11-16 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

May hit all torps in one hex targeting one ship, if at short range.

IMPULSEGUN SPECS

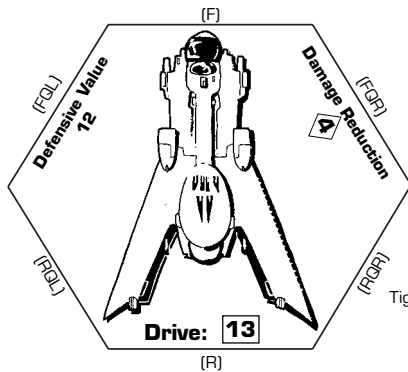
Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-8 hexes.
Long Range: 9-10 hexes (-1 To Hit).

TPV

Pilot
1 Gungnir (F)
 To Hit: 2D8+ADB+6
 Damage: Medium+2 Ⓜ
 Range: 5/10/16
 Target SR ≤13

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○



Tight Turn Cost: _____+3

Decoys: ○○○○
 P-D: 1-8 (3)
 Dmg Con: 1-4
 Tons: 995

Gunner A
1 Impulsegun (360°)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Gunner B
Missile Launcher
 (RQL) (R) (RQR)
 Lock-on < _____
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○

Gunner B
Ion Ram
 (RQL) (R) (RQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

DAMAGE TRACK

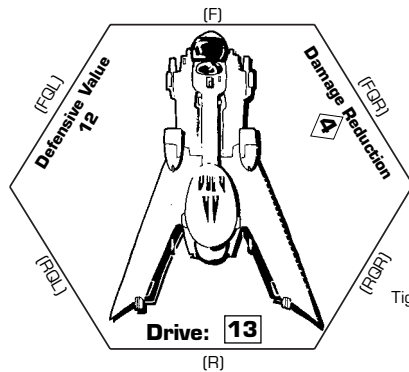
			13					W		12		
w			4	*				10				
	W				8	3	*					
		w			6					2	*	
			w	4								3
			1			2						
			1									

TPV

Pilot
1 Gungnir (F)
 To Hit: 2D8+ADB+6
 Damage: Medium+2 Ⓜ
 Range: 5/10/16
 Target SR ≤13

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○



Tight Turn Cost: _____+3

Decoys: ○○○○
 P-D: 1-8 (3)
 Dmg Con: 1-4
 Tons: 995

Gunner A
1 Impulsegun (360°)
 To Hit: 2D8+ADB
 Damage: High
 Range: 3/8/10

Gunner B
Missile Launcher
 (RQL) (R) (RQR)
 Lock-on < _____
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○

Gunner B
Ion Ram
 (RQL) (R) (RQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

DAMAGE TRACK

			13					W		12		
w			4	*				10				
	W				8	3	*					
		w			6					2	*	
			w	4								3
			1			2						
			1									

CRITICAL HITS

- 2 — **Pilot killed.** Storm may not move, nor may Pilot's weapons fire. Defensive Value drops to 5.
- 3 — **Missile Launcher Destroyed.** Random Missile Launcher is destroyed, and may no longer be used.
- 4 — **Compartment depressurization.** Gunner A killed instantly.
- 5 — **Magnetic fluctuation.** Gungnir may not fire next turn.
- 6 — **Crystantium crack.** Reduce Damage Reduction to 0.
- 7 — **Impulsegun rotator hit.** Impulsegun loses 360° arc. Roll 1D6 to randomly determine what arc weapon is stuck in for remainder of encounter.
- 8 — **Engine hit.** Reduce Drive by 3.
- 9 — **Gungnir Targeter hit.** Modify To Hit by -5.
- 10 — **Wiring short.** Gunner B is electrocuted. Gunner B's weapons may not be fired.
- 11 — **Ionizer short.** Ion Ram may not fire until after next game turn.
- 12 — **Hull fractured.** Storm cracks up into useless space junk.

GUNGNIR SPECS Ⓜ

Short Range: 1-5 hexes (+1 To Hit).
 Medium Range: 6-10 hexes.
 Long Range: 11-16 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤13.

Ⓜ May hit all torps in one hex targeting one ship, if at short range.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).

ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).
 Medium Range: 6-13 hexes.
 Long Range: 14-15 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤15.

STRATA

I.D.

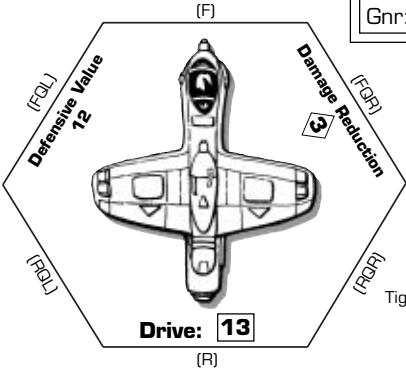
BPV: 111

TPV

Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 30 Torps
 ○ ○ ○ ○ ○ ○ ○ ○



Tight Turn Cost: _____+3

Gunner
5 Pulse Lasers
 (RQL) (R) (RQR)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 Range: 3/9/10

Gunner
1 Plexar Gun (360°)
 To Hit: 2D10+ADB
 Damage: High ∞
 Range: 4/10/12
 Target SR ≤14

Decoys: ○ ○ ○ ○
 P-D: 1-6 (4)
 Dmg Con: 1-4
 Tons: 725

Gunner
Missile Launcher (360°)
 Lock-on < _____
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

						13					t
*	w	3	11	t		9					W
		t	7	2	*		w	t			
		5		t	1	*	w				3
t					1						X

STRATA

I.D.

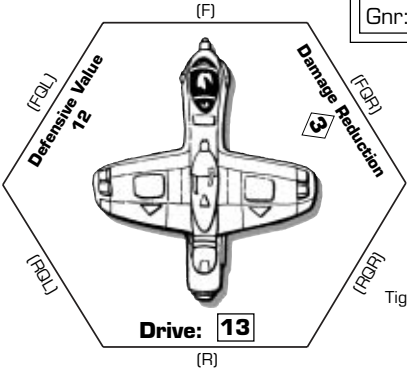
BPV: 111

TPV

Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 30 Torps
 ○ ○ ○ ○ ○ ○ ○ ○



Tight Turn Cost: _____+3

Gunner
5 Pulse Lasers
 (RQL) (R) (RQR)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 Range: 3/9/10

Gunner
1 Plexar Gun (360°)
 To Hit: 2D10+ADB
 Damage: High ∞
 Range: 4/10/12
 Target SR ≤13

Decoys: ○ ○ ○ ○
 P-D: 1-6 (4)
 Dmg Con: 1-4
 Tons: 725

Gunner
Missile Launcher (360°)
 Lock-on < _____
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

						13					t
*	w	3	11	t		9					W
		t	7	2	*		w	t			
		5		t	1	*	w				3
t					1						X

CRITICAL HITS

- 2 — **Pilot killed.** Strata may not move or fire Pilot's Pulse Lasers. Defensive Value drops to 5.
- 3 — **Pilot dazed.** Strata may not move or fire Pilot's Pulse Lasers until after next turn. Defensive Value drops to 6.
- 4 — **Pulse Laser short.** Pilot's Pulse Lasers may not fire until after next turn.
- 5 — **Power flux.** Plexar may not fire until after next turn.
- 6 — **Missile Launcher misfire.** Lose 1D6 missiles.
- 7 — **Hull buckles.** Reduce Defensive Value by 2.
- 8 — **Hull cracks.** Take 1D8 additional hits.
- 9 — **Gunner's Pulse Lasers damaged.** Reduce chance To Hit by 2.
- 10 — **Electronic Warfare damaged.** Strata may no longer jam torps. Reduce Defensive Value by 2.
- 11 — **Gunner dazed.** Strata may not fire Gunner's weapons until after next turn.
- 12 — **Reactor hit.** Strata becomes microscopic particles.

PLEXAR GUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-12 hexes (-1 To Hit).
 ∞ If the Attack Dice roll triples, reduce the firing ship's defensive value by 2.
Target Speed Restriction: Target's Drive value must be ≤14.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

STRELLA

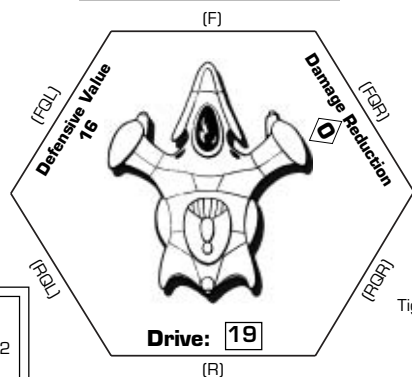
I.D.

BPV: 10

TPV

Pilot
Triple Stiletto (F)
 To Hit: 2D8+ADB+2
 Damage: Low *
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 50

Tight Turn Cost: _____+3

DAMAGE TRACK



STRELLA

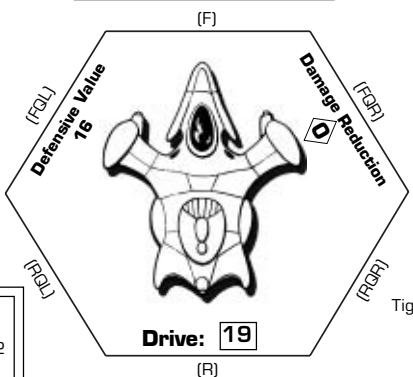
I.D.

BPV: 10

TPV

Pilot
Triple Stiletto (F)
 To Hit: 2D8+ADB+2
 Damage: Low *
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 50

Tight Turn Cost: _____+3

DAMAGE TRACK



STRELLA

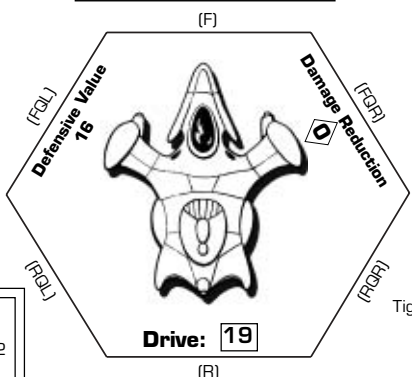
I.D.

BPV: 10

TPV

Pilot
Triple Stiletto (F)
 To Hit: 2D8+ADB+2
 Damage: Low *
 Range: 3/9/10

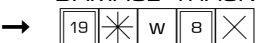
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 50

Tight Turn Cost: _____+3

DAMAGE TRACK



STRELLA

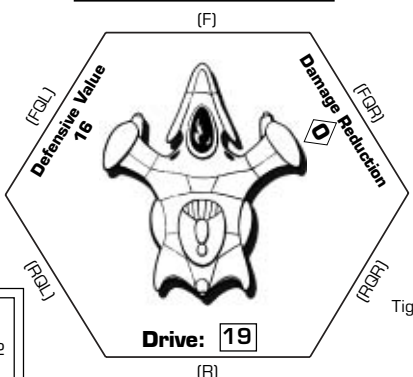
I.D.

BPV: 10

TPV

Pilot
Triple Stiletto (F)
 To Hit: 2D8+ADB+2
 Damage: Low *
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 50

Tight Turn Cost: _____+3

DAMAGE TRACK



CRITICAL HITS

- 2 — Pilot killed. Strella may perform no further actions. Defensive Value drops to 5.
- 3 — Pilot dazed. Strella may not move or fire until after the end of the next game turn.
- 4 — Electronic Warfare knocked out. Strella may no longer jam torps. Reduce Defensive Value by 5.
- 5 — Maneuver Thrusters hit. Strella may no longer make Tight Turns.
- 6 — Shields damaged. Reduce Defensive Value by 3.
- 7 — Stiletto damaged. Reduce chance To Hit by 2.
- 8 — Maneuver Thrusters hit. Strella may not turn until after next game turn.
- 9 — Engines severely damaged. Strella reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 10 — Engines destroyed. Strella may not move or turn. Reduce Defensive Value to 5.
- 11 — Hull breached. Reduce Defensive Value by 5. At the end of next game turn, Strella will disintegrate and be destroyed.
- 12 — Reactor hit. Power generator detonates. Strella is destroyed.

STILETTO SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

* For every 2 points the To Hit total is over the targets DV the Stiletto does +1 damage.

BPV: 10 I.D. STRELLA II

TPV

Pilot

2 Splatterguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Defensive Value 16 (FGL) (RGL) (RGR) (FGR)

Damage Reduction

Drive: 19 (R)

Tight Turn Cost: _____+3

Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 50

DAMAGE TRACK

→ [19] [*] [w] [8] [X]

BPV: 10 I.D. STRELLA II

TPV

Pilot

2 Splatterguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Defensive Value 16 (FGL) (RGL) (RGR) (FGR)

Damage Reduction

Drive: 19 (R)

Tight Turn Cost: _____+3

Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 50

DAMAGE TRACK

→ [19] [*] [w] [8] [X]

BPV: 10 I.D. STRELLA II

TPV

Pilot

2 Splatterguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Defensive Value 16 (FGL) (RGL) (RGR) (FGR)

Damage Reduction

Drive: 19 (R)

Tight Turn Cost: _____+3

Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 50

DAMAGE TRACK

→ [19] [*] [w] [8] [X]

BPV: 10 I.D. STRELLA II

TPV

Pilot

2 Splatterguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Crew

PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Defensive Value 16 (FGL) (RGL) (RGR) (FGR)

Damage Reduction

Drive: 19 (R)

Tight Turn Cost: _____+3

Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 50

DAMAGE TRACK

→ [19] [*] [w] [8] [X]

CRITICAL HITS

- 2 — **Pilot killed.** Strella may perform no further actions. Defensive Value drops to 5.
- 3 — **Pilot dazed.** Strella may not move or fire until after the end of the next game turn.
- 4 — **Electronic Warfare knocked out.** Strella may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Strella may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 3.
- 7 — **Splattergun damaged.** Reduce chance To Hit by 2.
- 8 — **Maneuver Thrusters hit.** Strella may not turn until after next game turn.
- 9 — **Engines severely damaged.** Reduce Drive value to 1. Reduce Defensive Value by 7.
- 10 — **Engines destroyed.** Strella may not move or turn. Reduce Defensive Value to 5.
- 11 — **Hull breached.** Reduce Defensive Value by 5. At the end of next game turn, Strella will disintegrate and be destroyed.
- 12 — **Reactor hit.** Power generator detonates. Strella is destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

TPV

Pilot

1 Blatgun (F)

To Hit: 2D6+ADB
Damage: High
Range: 4/10/15
Target SR ≤13

Crew

PILOT

Plt: _____
Gnr: _____
Luck: _____

Decoys: ○○
P-D: 1-4 (3)
Dmg Con: 1-3
Tons: 315

Pilot

Missile Launcher (F)

Lock-on < _____

○○○○○○○○○○○○○○○○○○

Pilot

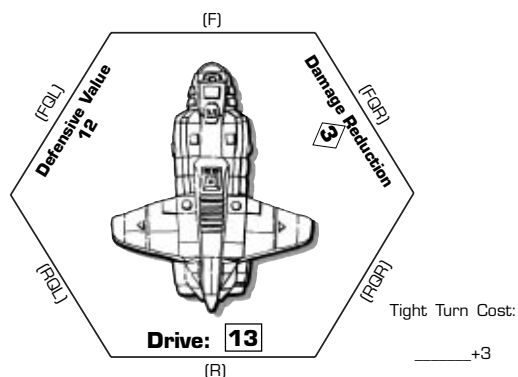
2 Disruptorguns (F)

To Hit: 2D8+ADB+1
Damage: Medium+1 §
Range: 1/2/6

Pilot

2 Pulse Lasers (F)

To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10



DAMAGE TRACK

→				13			11	w		W
	*	9	3			7		w	2	5
		*		3	1			1	w	×

TPV

Pilot

1 Blatgun (F)

To Hit: 2D6+ADB
Damage: High
Range: 4/10/15
Target SR ≤13

Crew

PILOT

Plt: _____
Gnr: _____
Luck: _____

Decoys: ○○
P-D: 1-4 (3)
Dmg Con: 1-3
Tons: 315

Pilot

Missile Launcher (F)

Lock-on < _____

○○○○○○○○○○○○○○○○○○

Pilot

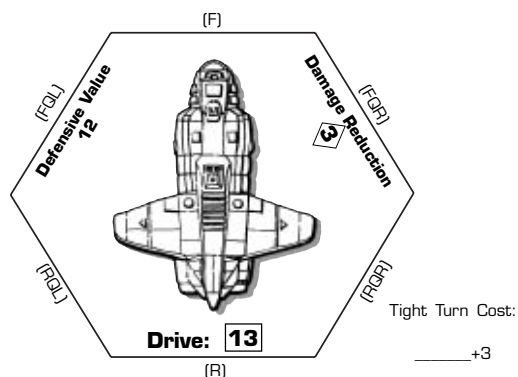
2 Disruptorguns (F)

To Hit: 2D8+ADB+1
Damage: Medium+1 §
Range: 1/2/6

Pilot

2 Pulse Lasers (F)

To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10



DAMAGE TRACK

→				13			11	w		W
	*	9	3			7		w	2	5
		*		3	1			1	w	×

CRITICAL HITS

- 2 — **Pilot killed.** Surya may perform no further actions. Defensive Value drops to 5.
- 3 — **Lock-on compromised.** Missiles may not fire until after next turn.
- 4 — **Pulse Lasers short.** Pulse Lasers may not fire until after next turn.
- 5 — **Engines sputter.** Reduce Drive by 3 until after next turn.
- 6 — **Maneuver Thrusters hit.** Surya may no longer make tight turns.
- 7 — **Wham! Armor too tough.** Leaves a dent though...
- 8 — **ECM destroyed.** Surya may no longer jam torps. Reduce Defensive Value by 2.
- 9 — **Shields down.** Reduce Defensive Value by 3.
- 10 — **Blatgun damaged.** Reduce chance to hit by 2.
- 11 — **Pilot stunned.** Surya may not move or fire until after the next turn.
- 12 — **Reactor hit.** For a short moment, Surya becomes a sun.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

DISRUPTORGUN SPECS§

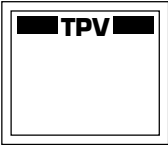
Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
 § If the target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----



Gunner A
Mine Sweeper
 (360°)
 To Hit: 2D8+ADB
 Damage: High+2
 Range: 2/5/6
 Target SR≤5

◆ P-DB: 1-3
FRONT LEFT QUARTER DAMAGE TRACK

◆ P-DB: 1-3
REAR LEFT QUARTER DAMAGE TRACK

Gunner B
6 Pulse Lasers
 (360°) [X]
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner B
 [X]

Gunner B
Missile Launcher
 (360°)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gun Crew D
4 Repeating Blasters [X][X]
 (360°)
 To Hit: 2D6+ADB+3
 Damage: (High+6) x2
 Range: 3/8/15

◆ P-DB: 1-3
FRONT RIGHT QUARTER DAMAGE TRACK

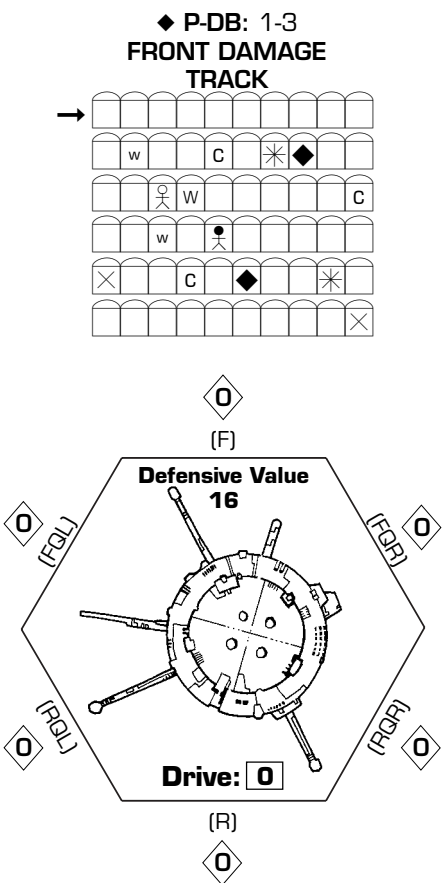
◆ P-DB: 1-3
REAR RIGHT QUARTER DAMAGE TRACK

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
CREW D
 Gnr: _____
M CREW E
 Gnr: _____

Gunner C
6 Pulse Lasers
 (360°) [X]
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner C
 [X]

Gunner C
Missile Launcher
 (360°)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○



Crew E
1 Mine Layer
 [X]

May place 1 minefield of any size per Mine Crew, per Movement Phase. At end of the Movement Phase each living Mine Crew may activate 1 new minefield placed by this ship by rolling under its gunner skill. Otherwise the minefield activates as normal.

FRONT CRITICAL HITS

- 2 — **Gunner B killed.** Gunner B's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 4.
- 4 — **Cargo Bay Ejection System short.** 1 random Cargo bay ejects.
- 5 — **Random Cargo Bay hit.** Roll for Cargo Loss.
- 6 — **Repeating Blaster hit.** Change Damage to High x 2.
- 7 — **Mine Sweeper damaged.** Mine Sweeper's Damage drops to Medium +1.
- 8 — **Reactor hit.** They will remember your sacrifice.

FRONT LEFT CRITICAL HITS

- 2 — **Gunner A killed.** Gunner A's weapons may not fire.
- 3 — **Electronic Defenses crippled.** Tachanah now jams only on 1. Reduce Defensive Value by 2
- 4 — **Cargo Bay Ejection System locks up.** 1 random Cargo Bay May not eject.
- 5 — **Random Cargo Bay hit.** Roll for Cargo Loss.
- 6 — **Mine Bay compromised.** Mark off unused minefield.
- 7 — **Gunner C's Missile Launcher damaged.** Mark off 1D6 missiles.
- 8 — **Power Coupling hit.** No cannons may be fired until after next game turn.

REAR LEFT CRITICAL HITS

- 2 — **Gunner B killed.** Gunner B's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 4.
- 4 — **Cargo bay Ejection System short.** 1 random Cargo Bay ejects.
- 5 — **Random Cargo Bay hit.** Roll for Cargo Loss.
- 6 — **Repeating Blaster hit.** Change Damage to High x 2.
- 7 — **Gunner C's Pulse Laser damaged.** Gunner C's Pulse Laser is -5 To Hit.
- 8 — **Bridge hit, Captain Killed.** Tachanah may not use captain's die.

TACHANAH

Tons: 7000

■ **Cargo Bay 1** ■

Cargo _____

Cargo Loss: _____

■ **Cargo Bay 2** ■

Cargo _____

Cargo Loss: _____

■ **Cargo Bay 3** ■

Cargo _____

Cargo Loss: _____

■ **Cargo Bay 4** ■

Cargo _____

Cargo Loss: _____

■ **Cargo Bay 5** ■

Cargo _____

Cargo Loss: _____

Electronics
Jam: 1-2 on 1D4
ECM: None

Engineering
Damage Control: 1-2

Bridge
Captain: _____

Mk. 50 Mine

Stern Mine Magazine

FRONT RIGHT CRITICAL HITS

- 2 — **Gunner C killed.** Gunner C's weapons may not fire.
- 3 — **Electronic Defenses crippled.** Tachanah now jams only on 1. Reduce Defensive Value by 2
- 4 — **Cargo Bay Ejection System locks up.** 1 random Cargo Bay May not eject.
- 5 — **Random Cargo Bay hit.** Roll for Cargo Loss.
- 6 — **Mine Layer knocked off-line.** Tachanah may not lay a minefield until after next game turn.
- 7 — **Gunner B's Pulse Laser damaged.** Gunner C's Pulse Laser is -5 To Hit.
- 8 — **Bridge hit, Pilot killed.** Tachanah may not turn.

REAR RIGHT CRITICAL HITS

- 2 — **Gunner A killed.** Gunner A's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 2.
- 4 — **Cargo Bay Ejection System short.** 1 random Cargo bay ejects.
- 5 — **Random Cargo Bay hit.** Roll for Cargo Loss.
- 6 — **Repeating Blaster hit.** Change Damage to High x 2.
- 7 — **Gunner B's Missile Launcher damaged.** mark off 1D6 missiles.
- 8 — **Power Coupling hit.** No cannons may be fired until after next game turn.

REAR CRITICAL HITS

- 2 — **Gunner C killed.** Gunner C's weapons may not fire.
- 3 — **Electronic Defenses crippled.** Tachanah now jams only on 1. Reduce Defensive Value by 2
- 4 — **Cargo Bay Ejection System locks up.** 1 random Cargo Bay May not eject.
- 5 — **Random Cargo Bay hit.** Roll for Cargo Loss.
- 6 — **Engineering hit.** Eliminate Engineers.
- 7 — **Mine Sweeper damaged.** Mine Sweeper's Damage drops to Medium +1.
- 8 — **Reactor hit.** They will remember your sacrifice.

TALON**I.D.****BPV: 33**

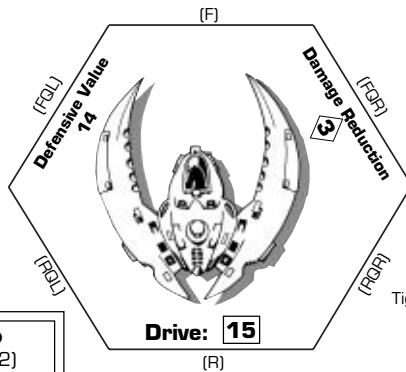
TPV

Pilot
2 Disruptorguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1 §
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torp

Pilot
2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10



Decoys: ○
 P-D: 1-5 (2)
 Dmg Con: 1-3
 Tons: 270

DAMAGE TRACK

→	3		2	15	*	1	14	13	12	11	
		W	10	*		9		w		8	
			7		6	5	3	1	t		×

TALON**I.D.****BPV: 33**

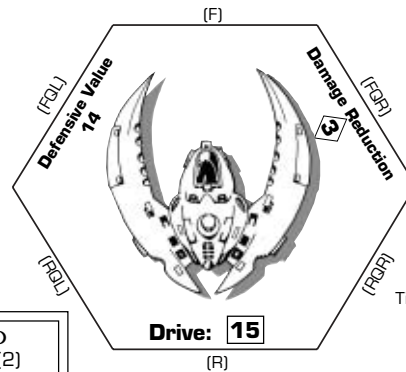
TPV

Pilot
2 Disruptorguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1 §
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torp

Pilot
2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10



Decoys: ○
 P-D: 1-5 (2)
 Dmg Con: 1-3
 Tons: 270

DAMAGE TRACK

→	3		2	15	*	1	14	13	12	11	
		W	10	*		9		w		8	
			7		6	5	3	1	t		×

CRITICAL HITS

- 2 — **Pilot killed.** Talon may perform no further actions. Defensive Value drops to 5.
- 3 — **Hull breached.** Reduce Talon's Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Talon may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform. Reduce Defensive Value by 2.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Stabilizers damaged.** All turns cost 1 extra movement point.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 2.
- 9 — **Disruptorgun Targeters damaged.** All further Disruptorgun To Hit attempts suffer a -2 modifier.
- 10 — **Engines momentarily lose power.** Reduce current Drive value to 4 until after next game turn.
- 11 — **Pilot dazed.** Talon may not move or discharge any weapon until after the next game turn.
- 12 — **Reactor hit.** Talon explodes into a ball of molten slag.

DISRUPTORGUN SPECS

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
 § If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore target's Damage Reduction when resolving a hit.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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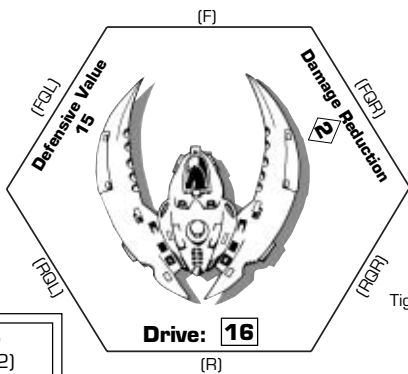
TPV

Pilot
2 Disruptorguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1 §
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torp

Pilot
2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10



Tight Turn Cost: _____+3

Decoys: ○
 P-D: 1-5 (2)
 Dmg Con: 1-3
 Tons: 270

DAMAGE TRACK

→	t	16	2	t	15	*	1	14	13	12	11
	W		10	*	t	9		w			8
		7		6	5	3	1	t			×

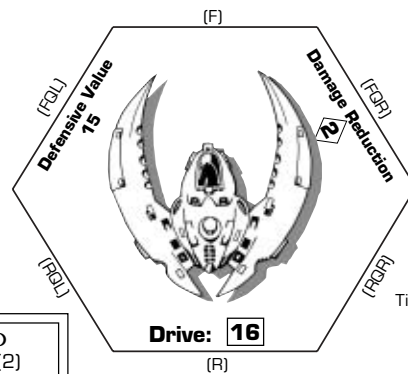
TPV

Pilot
2 Disruptorguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1 §
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torp

Pilot
2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10



Tight Turn Cost: _____+3

Decoys: ○
 P-D: 1-5 (2)
 Dmg Con: 1-3
 Tons: 270

DAMAGE TRACK

→	t	16	2	t	15	*	1	14	13	12	11
	W		10	*	t	9		w			8
		7		6	5	3	1	t			×

CRITICAL HITS

- 2 — **Pilot killed.** Talon may perform no further actions. Defensive Value drops to 5.
- 3 — **Hull breached.** Reduce Talon's Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Talon may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform. Reduce Defensive Value by 2.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Stabilizers damaged.** All turns cost 1 extra movement point.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 2.
- 9 — **Disruptorgun Targeters damaged.** All further Disruptorgun To Hit attempts suffer a -2 modifier.
- 10 — **Engines momentarily lose power.** Reduce current Drive value to 4 until after next game turn.
- 11 — **Pilot dazed.** Talon may not move or discharge any weapon until after the next game turn.
- 12 — **Reactor hit.** Talon explodes into a ball of molten slag.

DISRUPTORGUN SPECS

Short Range: 1 hex (+1 To Hit).

Medium Range: 2 hexes.

Long Range: 3-6 hexes (-1 To Hit).

§ If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore target's Damage Reduction when resolving a hit.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).

Medium Range: 4-9 hexes.

Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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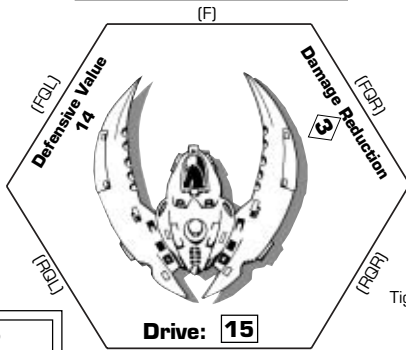
TPV

Pilot
2 Disruptorguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1 §
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torp

Pilot
Missile Launcher (F)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○



Tight Turn Cost: _____+3

Decoys: ○
 P-D: 1-5 (2)
 Dmg Con: 1-3
 Tons: 270

DAMAGE TRACK

→	3		2	15	*	1	14	13	12	11	
		W	10	*		9		w		8	
			7		6	5	3	1	t		×

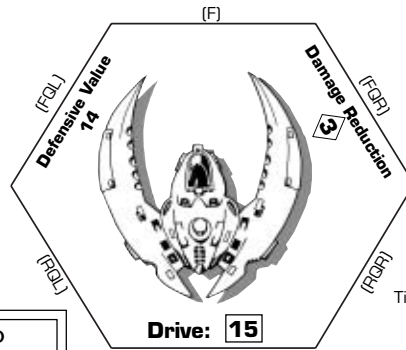
TPV

Pilot
2 Disruptorguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1 §
 Range: 1/2/6

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torp

Pilot
Missile Launcher (F)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○



Tight Turn Cost: _____+3

Decoys: ○
 P-D: 1-5 (2)
 Dmg Con: 1-3
 Tons: 270

DAMAGE TRACK

→	3		2	15	*	1	14	13	12	11	
		W	10	*		9		w		8	
			7		6	5	3	1	t		×

CRITICAL HITS

- 2 — **Pilot killed.** Talon may perform no further actions. Defensive Value drops to 5.
- 3 — **Hull breached.** Reduce Talon's Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Talon may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform. Reduce Defensive Value by 2.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Stabilizers damaged.** All turns cost 1 extra movement point.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 2.
- 9 — **Disruptorgun Targeters damaged.** All further Disruptorgun To Hit attempts suffer a -2 modifier.
- 10 — **Engines momentarily lose power.** Reduce current Drive value to 4 until after next game turn.
- 11 — **Pilot dazed.** Talon may not move or discharge any weapon until after the next game turn.
- 12 — **Reactor hit.** Talon explodes into a ball of molten slag.

DISRUPTORGUN SPECS

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
 § If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore target's Damage Reduction when resolving a hit.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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TALON QVP

I.D.

BPV: 44

TPV

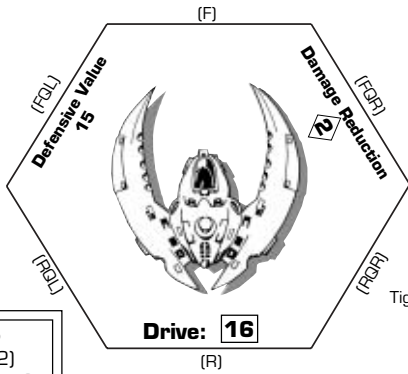
Pilot
1 Khanjar (F)
 To Hit: 2D8+ADB
 Damage: Low x1D4
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torp

Pilot
Missile Launcher (F)
 Lock-on < _____

Mk. 40
Torp



Tight Turn Cost: _____+3

Decoys:
 P-D: 1-5 (2)
 Dmg Con: 1-3
 Tons: 270

DAMAGE TRACK

→	T		16	2		15	*	1	14	13	12	11
	t	W		10		*	t	9		w		8
	T		7		6	5	t	3	1			×

TALON QVP

I.D.

BPV: 44

TPV

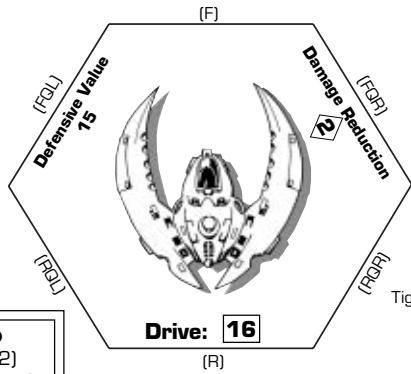
Pilot
1 Khanjar (F)
 To Hit: 2D8+ADB
 Damage: Low x1D4
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torp

Pilot
Missile Launcher (F)
 Lock-on < _____

Mk. 40
Torp



Tight Turn Cost: _____+3

Decoys:
 P-D: 1-5 (2)
 Dmg Con: 1-3
 Tons: 270

DAMAGE TRACK

→	T		16	2		15	*	1	14	13	12	11
	t	W		10		*	t	9		w		8
	T		7		6	5	t	3	1			×

CRITICAL HITS

- 2 — **Pilot killed.** Talon may perform no further actions. Defensive Value drops to 5.
- 3 — **Hull breached.** Reduce Talon's Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Talon may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform. Reduce Defensive Value by 2.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Stabilizers damaged.** All turns cost 1 extra movement point.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 2.
- 9 — **Khanjar damaged.** Reduce damage to low.
- 10 — **Engines momentarily lose power.** Reduce current Drive value to 4 until after next game turn.
- 11 — **Pilot dazed.** Talon may not move or discharge any weapon until after the next game turn.
- 12 — **Reactor hit.** Talon explodes into a ball of molten slag.

KHANJAR SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-8 hexes.
Long Range: 9-10 hexes (-1 To Hit).
 ▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

TAURUS

I.D.

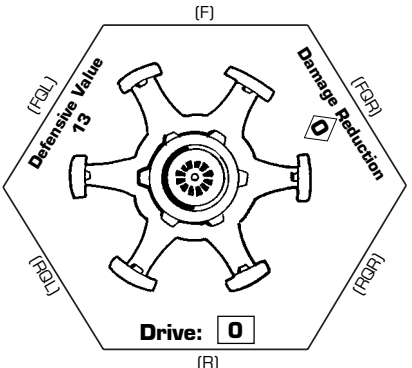
BPV: 41

TPV
41

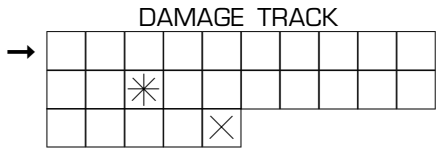
Crew
PILOT
Plt: 7
Gnr: 6

Mk. 40
Torps
○ ○
○ ○
○ ○

Weapon A
2 Meld Lasers
(360°)
To Hit: 2D8+1D6+1
Damage: Medium+1
Range: 6/18/20
Target SR ≤12



Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 250



TAURUS

I.D.

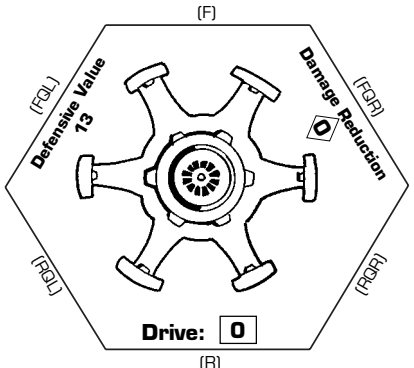
BPV: 41

TPV
41

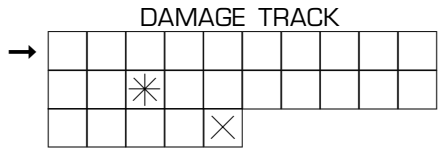
Crew
PILOT
Plt: 7
Gnr: 6

Mk. 40
Torps
○ ○
○ ○
○ ○

Weapon A
2 Meld Lasers
(360°)
To Hit: 2D8+1D6+1
Damage: Medium+1
Range: 6/18/20
Target SR ≤12



Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 250



TAURUS

I.D.

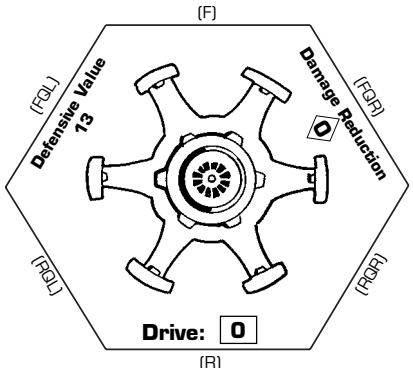
BPV: 41

TPV
41

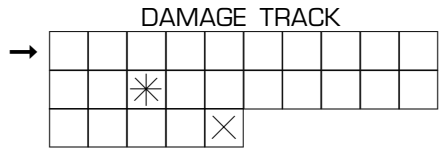
Crew
PILOT
Plt: 7
Gnr: 6

Mk. 40
Torps
○ ○
○ ○
○ ○

Weapon A
2 Meld Lasers
(360°)
To Hit: 2D8+1D6+1
Damage: Medium+1
Range: 6/18/20
Target SR ≤12



Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 250



* — Reduce Pilot skill by 4, and destroy one half of weapons (round up). Randomly determine which weapons the satellite loses. Consider torpedo launchers as weapons. If the satellite loses a torpedo launcher, it loses half of its remaining torpedoes.

MELD LASER SPECS
Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

TPV

Gunner A Missile Launcher (360°)
Lock-on < _____

○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

Gun Crew E 2 Torpedo Tubes (360°)

Mk. 40 Torps

○	○
○	○
○	○
○	○
○	○
○	○

Gunner A 2 Splatterguns (360°)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Gunner A

◆ P-DB: 1-4 FQL DAMAGE TRACK

□	□	□	□	□	□	□	□	□	□
✱	◆	○	□	②	W	□	□	□	□
✕	✱	◆	◇	◆	✕	□	□	□	□

◆ P-DB: 1-4 RQL DAMAGE TRACK

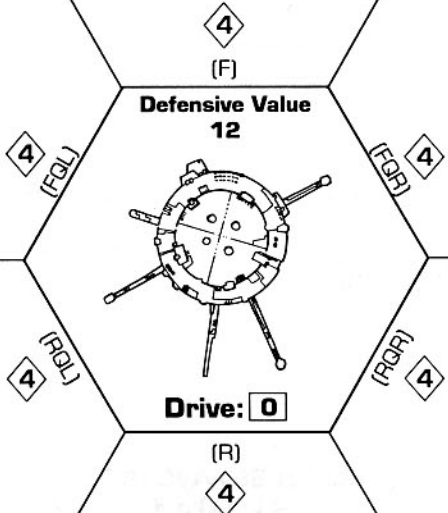
□	□	□	□	□	□	□	□	□	□
✱	◆	○	□	②	W	□	□	□	□
✕	✱	◆	◇	◆	✕	□	□	□	□

Gunner B 1 Turbo Laser (360°)
To Hit: 2D8+ADB
Damage: High
Range: 9/25/30
Target SR ≤8

Gunner B

◆ P-DB: 1-4 FRONT DAMAGE TRACK

□	□	□	□	□	□	□	□	□	□
✱	◆	○	□	④	W	□	□	□	□
✕	✱	◆	◇	◆	✕	□	□	□	□



◆ P-DB: 1-4 REAR DAMAGE TRACK

□	□	□	□	□	□	□	□	□	□
✱	◆	○	□	②	W	□	□	□	□
✕	✱	◆	◇	◆	✕	□	□	□	□

Gunner C 2 Meld Lasers (360°)
To Hit: 2D8+ADB+1
Damage: Medium+1
Range: 6/18/20
Target SR ≤12

Gunner C

◆ P-DB: 1-4 FQR DAMAGE TRACK

□	□	□	□	□	□	□	□	□	□
✱	◆	○	□	②	W	□	□	□	□
✕	✱	◆	◇	◆	✕	□	□	□	□

◆ P-DB: 1-4 RQR DAMAGE TRACK

□	□	□	□	□	□	□	□	□	□
✱	◆	○	□	②	W	□	□	□	□
✕	✱	◆	◇	◆	✕	□	□	□	□

Gunner D 2 Splatterguns (360°)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Gunner D Missile Launcher (360°)
Lock-on < _____

○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

Crew
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
T CREW E
Gnr: _____

TBD HITS

□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□

Dmg Con: 1-8 Tons: 2000

Gunner D

FRONT CRITICAL HITS

- Sensor Array hit. Reduce chance To Hit for all weapons by 1.
- Shield buckles. Reduce Defensive Value by 3.
- Severe TBD damage. TBD takes two hits.
- Rotator System hit. Twin Meld Laser loses 360° arc. Roll 1D6 to randomly determine in which arc weapon is stuck for the rest of encounter.
- Torp Bay hit. Lose 1D4 torps.
- Meld Laser Targeting damaged. Reduce chance To Hit by 1.
- TBD reactor hit. TBD is destroyed.

FQL CRITICAL HITS

- Gunner A killed.
- Electronic warfare damaged. Reduce Defensive Value by 1.
- Shield buckles. Reduce Defensive Value by 3.
- Rotator System hit. Twin Meld Laser loses 360° arc. Roll 1D6 to randomly determine in which arc weapon is stuck for the rest of encounter.
- Missile Rack hit. Lose 1D6 missiles from Gunner A's rack.
- Gunner A's Splattergun hit. Reduce chance To Hit by 1.
- TBD reactor hit. TBD is destroyed.

FQR CRITICAL HITS

- Gunner C killed.
- Shield buckles. Reduce Defensive Value by 3.
- Severe TBD damage. TBD takes two hits.
- Rotator System hit. Twin Meld Laser loses 360° arc. Roll 1D6 to randomly determine in which arc weapon is stuck for the rest of encounter.
- Torp Bay hit. Lose 1D4 torps.
- Meld Laser Targeting damaged. Reduce chance To Hit by 1.
- TBD reactor hit. TBD is destroyed.

RQL CRITICAL HITS

- Torpedo detonates. Torp is destroyed; does 1D4 to each damage track, ignoring DR.
- Turbo Laser Targeting damaged. Reduce chance To Hit by 1.
- Structural damage. Take 3 hits on all damage tracks.
- Rotator System hit. Turbo Laser loses 360° arc. Roll 1D6 to randomly determine in which arc weapon is stuck for the rest of encounter.
- Torp Tube destroyed.
- Clank! Armor too tough! No extra damage.
- TBD reactor hit. TBD destroyed.

RQR CRITICAL HITS

- Gunner D killed.
- Electronic warfare crippled. Reduce Defensive Value by 1.
- Severe TBD damage. TBD takes two hits.
- Rotator System hit. Twin Meld Laser loses 360° arc. Roll 1D6 to randomly determine in which arc weapon is stuck for the rest of encounter.
- Missile Rack hit. Lose 1D6 missiles from Gunner D's rack.
- Gunner D's Splattergun hit. Reduce chance To Hit by 1.
- TBD reactor hit. TBD is destroyed.

REAR CRITICAL HITS

- Gunner B killed.
- Turbo Laser Targeting damaged. Reduce chance To Hit by 1.
- Structural damage. Take 3 hits on all damage tracks.
- Rotator System hit. Twin Meld Laser loses 360° arc. Roll 1D6 to randomly determine in which arc weapon is stuck for the rest of encounter.
- Torp Tube destroyed.
- Clank! No damage. Armor is too tough.
- TBD reactor hit. TBD is destroyed.

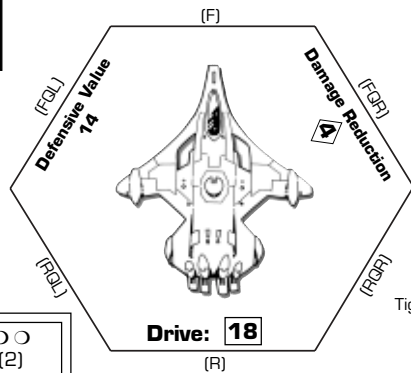
BPV: 43 I.D. ■ TEAL HAWK

TPV

■ Pilot or Gunner ■
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13

■ Crew ■
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 10
Torp



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-3 (2)
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	18	4	*	17	16	3	t	15			
	2	14	1	13	w	12	11				
	10	9	8	7	6	5	4	3	2	1	×

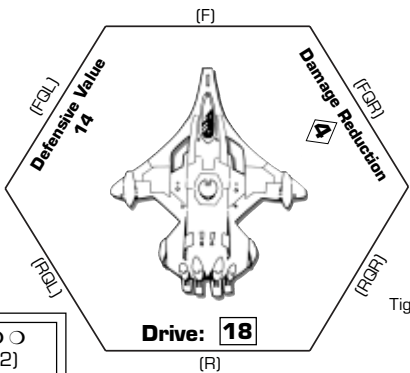
BPV: 43 I.D. ■ TEAL HAWK

TPV

■ Pilot or Gunner ■
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13

■ Crew ■
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 10
Torp



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-3 (2)
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	18	4	*	17	16	3	t	15			
	2	14	1	13	w	12	11				
	10	9	8	7	6	5	4	3	2	1	×

CRITICAL HITS

- 2 — Crew killed. Teal Hawk may perform no further actions. Defensive Value drops to 5.
- 3 — Engines sputter. Teal Hawk may only use 4 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 4 — Electronic Warfare knocked out. Teal Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — Maneuver Thrusters damaged. All turns, including tight turns, cost one extra movement point to perform.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 7 — Pilot's Trigger Mechanism jams. Pilot may not use Blatguns.
- 8 — Blatgun Targeters damaged. Blatguns may not be fired until after the next game turn.
- 9 — Hull compromised. Reduce Defensive Value by 4.
- 10 — Gunner killed. Teal Hawk may not use the gunner's ADB for the Blatgun weapon system.
- 11 — Pilot dazed. Teal Hawk may not move until after the next game turn. Only the gunner may fire the Blatguns while the pilot is dazed.
- 12 — Reactor hit. Teal Hawk explodes and is destroyed.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.
Special Note: The Teal Hawk's Blatgun weapons may be fired by the Pilot or the Gunner, and the firer may change turn to turn. Use the correct ADB.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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BPV: 47 I.D. ■ TEAL HAWK II

TPV

■ Pilot or Gunner ■
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13

■ Crew ■
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 10
Torps

○
○
○
○

Drive: **18**

Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-3 (2)
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	t	18		4	*	17		16	3	t		15
	2		14	1	t		13	*	w	12		11
	10		9	8	7	6	5	4	3	2	1	×

BPV: 47 I.D. ■ TEAL HAWK II

TPV

■ Pilot or Gunner ■
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13

■ Crew ■
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 10
Torps

○
○
○
○

Drive: **18**

Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: 1-3 (2)
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→	t	18		4	*	17		16	3	t		15
	2		14	1	t		13	*	w	12		11
	10		9	8	7	6	5	4	3	2	1	×

CRITICAL HITS

- 2 — **Crew killed.** Teal Hawk may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Teal Hawk may only use 4 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Teal Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Pilot's Trigger Mechanism jams.** Pilot may not use Blatguns.
- 8 — **Blatgun Targeters damaged.** Blatguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Gunner killed.** Teal Hawk may not use the gunner's ADB for the Blatgun weapon system.
- 11 — **Pilot dazed.** Teal Hawk may not move until after the next game turn. Only the gunner may fire the Blatguns while the pilot is dazed.
- 12 — **Reactor hit.** Teal Hawk explodes and is destroyed.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.
Special Note: The Teal Hawk's Blatgun weapons may be fired by the Pilot or the Gunner, and the firer may change turn to turn. Use the correct ADB.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

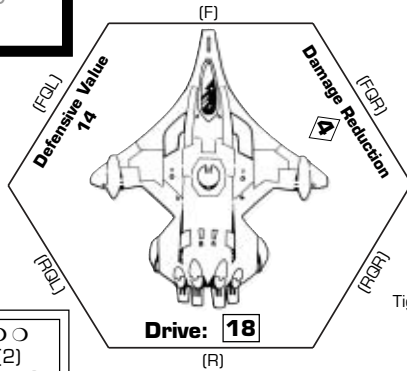
BPV: 40 I.D. ■ TEAL HAWK III

TPV

Pilot
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Bay 1
Cargo _____
 Cargo Loss:
 CLD



Decoys: ○ ○
 P-D: 1-3 (2)
 Dmg Con: 1-3
 Tons: 300

Tight Turn Cost: _____+3

DAMAGE TRACK

→		18		4	*	17		16	3		15
	2		14	1	C		13	w	12		11
	10		9	8	7	6	5	4	3	2	1
											×

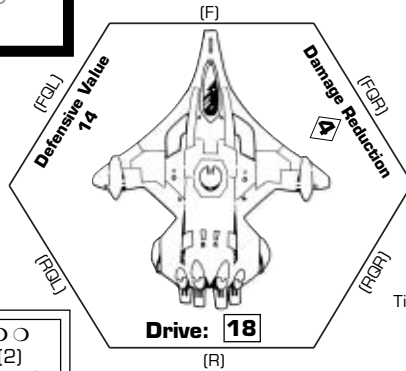
BPV: 40 I.D. ■ TEAL HAWK III

TPV

Pilot
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Bay 1
Cargo _____
 Cargo Loss:
 CLD



Decoys: ○ ○
 P-D: 1-3 (2)
 Dmg Con: 1-3
 Tons: 300

Tight Turn Cost: _____+3

DAMAGE TRACK

→		18		4	*	17		16	3		15
	2		14	1	C		13	w	12		11
	10		9	8	7	6	5	4	3	2	1
											×

CRITICAL HITS

- 2 — **Pilot killed.** Teal Hawk may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Teal Hawk may only use 4 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Teal Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Pilot's Trigger Mechanism jams.** Pilot may not use Blatguns.
- 8 — **Blatgun Targeters damaged.** Blatguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Cargo Hit!** Roll a Cargo critical.
- 11 — **Pilot dazed.** Teal Hawk may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Teal Hawk explodes and is destroyed.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

CREW INFORMATION

Squadron Leader:
18U "Spam" Model 240

Pilot Stats:

- Pilot 10,
- Gunner 12

Skills:

- Assassin 3,
- Hangs Fire 3,
- Sharpshooter 2.

Quirks:

- Flies by the Book,
- Natural Pilot.

TEAL HAWK EX

BPV: 73 I.D.

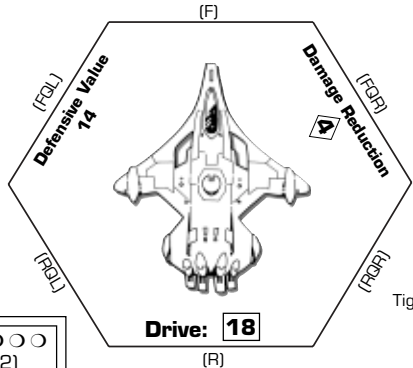
TPV

Pilot
Ion Ram (F)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10
Torp
 ○
 ○
 ○
 ○

Pilot
6 Pulse Lasers (F)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10



Decoys: ○ ○ ○
 P-D: 1-6 (2)
 Dmg Con: 1-2
 Tons: 300

Tight Turn Cost: _____+3

DAMAGE TRACK

		18	4	*	17		16	3	t		
15		2	14	1		13	*	w	12		
11			10	9	8	7	6	5	4		
3	2	1	X								

CRITICAL HITS

- 2 — **Pilot dazed.** Teal Hawk may not move or fire until after the next game turn.
- 3 — **Engines sputter.** Teal Hawk may only use 4 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Teal Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Ion capacitors Short.** Reduce Ion Ram Damage to High.
- 8 — **Pulse laser Targeters damaged.** Lower Pulse lasers may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Gunner killed.** Teal Hawk may not use the gunner's ADB for the Blatgun weapon system.
- 11 — **Pilot dazed.** Teal Hawk may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Teal Hawk explodes and is destroyed.

ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).
Medium Range: 6-13 hexes.
Long Range: 14-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤15.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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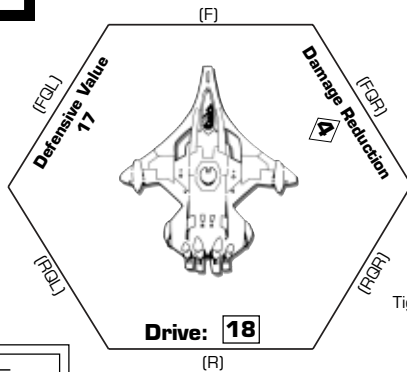
BPV: 50 I.D. TEAL HAWK NW

TPV

Pilot or Gunner
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 10
 DLT
 Torp



Tight Turn Cost: _____+3

Decoys: —
 P-D: —
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

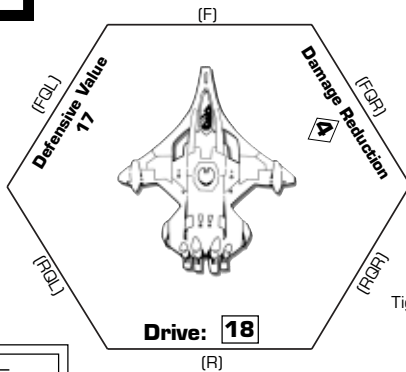
→		18		4	*	17		16	3	t		15
	2		14	1		13	*	w	12		11	
	10		9	8	7	6	5	4	3	2	1	×

TPV

Pilot or Gunner
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 10
 DLT
 Torp



Tight Turn Cost: _____+3

Decoys: —
 P-D: —
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

→		18		4	*	17		16	3	t		15
	2		14	1		13	*	w	12		11	
	10		9	8	7	6	5	4	3	2	1	×

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

CRITICAL HITS

- 2 — **Crew killed.** Teal Hawk may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Teal Hawk may only use 4 movement points next game turn. Reduce Defensive Value by 7 due to additional damage.
- 4 — **Datalink knocked out.** Teal Hawk may no longer benefit from scanning. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 3.
- 7 — **Pilot's Trigger Mechanism jams.** Pilot may not use Blatguns.
- 8 — **Blatgun Targeters damaged.** Blatguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 5.
- 10 — **Gunner killed.** Teal Hawk may not use the gunner's ADB for the Blatgun weapon system.
- 11 — **Pilot dazed.** Teal Hawk may not move until after the next game turn. Only the gunner may fire the Blatguns while the pilot is dazed.
- 12 — **Reactor hit.** Teal Hawk explodes and is destroyed.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.
Special Note: The Teal Hawk's Blatgun weapons may be fired by the Pilot or the Gunner, and the firer may change turn to turn. Use the correct ADB.

BPV: 25 I.D. THUNDER BIRD

TPV

Pilot

4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 20

Torp

Mk. 10

Torps

Decoys: ○ ○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 200

Drive: 16

Tight Turn Cost: _____+3

DAMAGE TRACK

→	16	1	*	14	t	11		
	T	*		9	w	5	t	1

BPV: 25 I.D. THUNDER BIRD

TPV

Pilot

4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 20

Torp

Mk. 10

Torps

Decoys: ○ ○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 200

Drive: 16

Tight Turn Cost: _____+3

DAMAGE TRACK

→	16	1	*	14	t	11		
	T	*		9	w	5	t	1

BPV: 25 I.D. THUNDER BIRD

TPV

Pilot

4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 20

Torp

Mk. 10

Torps

Decoys: ○ ○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 200

Drive: 16

Tight Turn Cost: _____+3

DAMAGE TRACK

→	16	1	*	14	t	11		
	T	*		9	w	5	t	1

BPV: 25 I.D. THUNDER BIRD

TPV

Pilot

4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 20

Torp

Mk. 10

Torps

Decoys: ○ ○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 200

Drive: 16

Tight Turn Cost: _____+3

DAMAGE TRACK

→	16	1	*	14	t	11		
	T	*		9	w	5	t	1

CRITICAL HITS

- 2— **Pilot killed.** Thunder Bird may perform no further actions. Defensive Value drops to 5.
- 3— **Engines severely damaged.** Thunder Bird reduced to a Drive value of 1. Reduce Defensive Value by 7 due to additional damage.
- 4— **Electronic Warfare knocked out.** Thunder Bird may no longer jam torps. Reduce Defensive Value by 5.
- 5— **Maneuver Thrusters damaged.** All turns, including Tight Turns, cost one extra movement point to perform.
- 6— **Shields damaged.** Reduce Defensive Value by 2.
- 7— **Pulse Laser Targeters damaged.** Reduce chance To Hit by 4.
- 8— **Laser Targeters damaged.** Pulse Lasers may not be fired until after the next game turn.
- 9— **Torp Load jettison.** Thunder Bird loses 1D4 remaining torps of the pilot's choice.
- 10— **Engines sputter.** Thunder Bird may only use 2 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 11— **Pilot dazed.** Thunder Bird may not move or fire until after the next game turn.
- 12— **Reactor hit.** Thunder Bird detonates and is destroyed.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

THUNDER BIRD II

I.D.
BPV: 24

Pilot
Missile Launcher (F)
Lock-on <
○○○○○
○○○○○

Pilot
4 Miniguns (F)
To Hit: 2D6+ADB+3
Damage: Low+3 †
Range: 2/5/12
○○○○○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Decoys: ○○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 200

TPV

Mk. 10 Torps
○○○○○

DAMAGE TRACK

→	16	1	*	14	t	11			
	W	*		9	w	5	t	1	×

THUNDER BIRD II

I.D.
BPV: 24

Pilot
Missile Launcher (F)
Lock-on <
○○○○○
○○○○○

Pilot
4 Miniguns (F)
To Hit: 2D6+ADB+3
Damage: Low+3 †
Range: 2/5/12
○○○○○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Decoys: ○○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 200

TPV

Mk. 10 Torps
○○○○○

DAMAGE TRACK

→	16	1	*	14	t	11			
	W	*		9	w	5	t	1	×

THUNDER BIRD II

I.D.
BPV: 24

Pilot
Missile Launcher (F)
Lock-on <
○○○○○
○○○○○

Pilot
4 Miniguns (F)
To Hit: 2D6+ADB+3
Damage: Low+3 †
Range: 2/5/12
○○○○○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Decoys: ○○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 200

TPV

Mk. 10 Torps
○○○○○

DAMAGE TRACK

→	16	1	*	14	t	11			
	W	*		9	w	5	t	1	×

THUNDER BIRD II

I.D.
BPV: 24

Pilot
Missile Launcher (F)
Lock-on <
○○○○○
○○○○○

Pilot
4 Miniguns (F)
To Hit: 2D6+ADB+3
Damage: Low+3 †
Range: 2/5/12
○○○○○

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Decoys: ○○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 200

TPV

Mk. 10 Torps
○○○○○

DAMAGE TRACK

→	16	1	*	14	t	11			
	W	*		9	w	5	t	1	×

CRITICAL HITS

- 2 — **Pilot killed.** Thunder Bird may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines severely damaged.** Thunder Bird reduced to a Drive value of 1. Reduce Defensive Value by 7 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Thunder Bird may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including Tight Turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Missile Launcher Targeters hit.** -2 on all Lock-on attempts.
- 8 — **Minigun Targeters damaged.** Miniguns may not be fired until after the next game turn.
- 9 — **Torp Load jettison.** Thunder Bird loses 1D4 remaining torps.
- 10 — **Engines sputter.** Thunder Bird may only use 2 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 11 — **Pilot dazed.** Thunder Bird may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Thunder Bird detonates and is destroyed.

MINIGUN SPECS †

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).
 † Whenever two Attack Dice roll doubles, multiply base damage by 2.

I.D. ■ THUNDER BIRD NW BPV: 32

TPV

Pilot
4 Pulse Lasers (F)
 To Hit: 2D8+ADB+3
 Damage: Low+3
 Range: 3/9/10

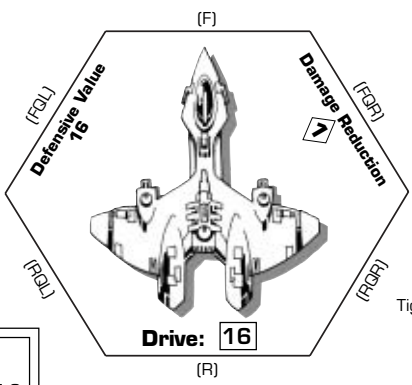
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10 DLT Torps

○
○
○
○

Pilot
Hammerhead Missile Launcher (F)
 Lock-on < ____

○ ○ ○ ○ ○
○ ○ ○ ○ ○



Tight Turn Cost: _____+3

Decoys: —
 P-D: —
 Dmg Con: 1-3
 Tons: 200

DAMAGE TRACK

→		16	◇	*	14	w	t		11	
	t	*		9	w		5	t	1	×

I.D. ■ THUNDER BIRD NW BPV: 32

TPV

Pilot
4 Pulse Lasers (F)
 To Hit: 2D8+ADB+3
 Damage: Low+3
 Range: 3/9/10

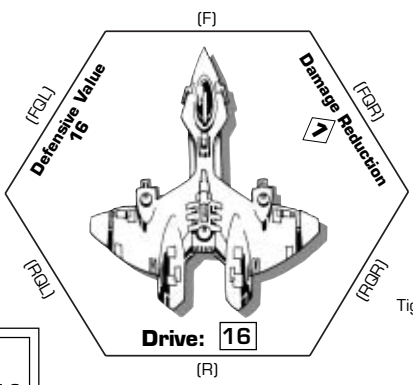
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10 DLT Torps

○
○
○
○

Pilot
Hammerhead Missile Launcher (F)
 Lock-on < ____

○ ○ ○ ○ ○
○ ○ ○ ○ ○



Tight Turn Cost: _____+3

Decoys: —
 P-D: —
 Dmg Con: 1-3
 Tons: 200

DAMAGE TRACK

→		16	◇	*	14	w	t		11	
	t	*		9	w		5	t	1	×

- CRITICAL HITS**
- 2 — **Pilot killed.** Thunder Bird may perform no further actions. Defensive Value drops to 5.
 - 3 — **Engines severely damaged.** Thunder Bird reduced to a Drive value of 1. Reduce Defensive Value by 7 due to additional damage.
 - 4 — **Datalink knocked out.** Thunder Bird may no longer benefit from scanning. Reduce Defensive Value by 6.
 - 5 — **Maneuver Thrusters damaged.** All turns, including Tight Turns, cost one extra movement point to perform.
 - 6 — **Shields damaged.** Reduce Defensive Value by 3.
 - 7 — **Targeters damaged.** Reduce chance To Hit and Lock-on by 4.
 - 8 — **Targeters damaged.** Weapons may not be fired until after the next game turn.
 - 9 — **Torp Load jettison.** Thunder Bird loses 1D4 remaining torps of the pilot's choice.
 - 10 — **Engines sputter.** Thunder Bird may only use 2 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
 - 11 — **Pilot dazed.** Thunder Bird may not move or fire until after the next game turn.
 - 12 — **Reactor hit.** Thunder Bird detonates and is destroyed.
- PULSE LASER SPECS**
- Short Range:** 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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TPV

Gun Crew I
3 Laztubes (F) (F) (F)
 (BRQL) (BFQL) (F)
 To Hit: 2D10+ADB+4
 Damage:(High+2) x 2
 Range: 10/20/40
 Target SR: ≤6

Gun Crew J
3 Laztubes (F) (F) (F)
 (F) [BFQR] [BRQR]
 To Hit: 2D10+ADB+4
 Damage:(High+2) x 2
 Range: 10/20/40
 Target SR: ≤6

Gun Crew K
2 Ion Cannons
 (F) (F) (F)
 (BRQL) (BFQL) (F)
 To Hit: 2D8+ADB+1
 Damage:(All+2) x 2
 1-8/9-16/30
 Target SR: ≤6

Gun Crew L
2 Ion Cannons
 (F) (F) (F)
 (F) [BFQR] [BRQR]
 To Hit: 2D8+ADB+1
 Damage:(All+2) x 2
 1-8/9-16/30
 Target SR: ≤6

Gun Crew M
2 Repeating Blasters
 (F) (F)
 (BRQL) (BFQL) (F)
 To Hit: 2D6+ADB+1
 Damage:(High+2) x 2
 Range: 3/8/15

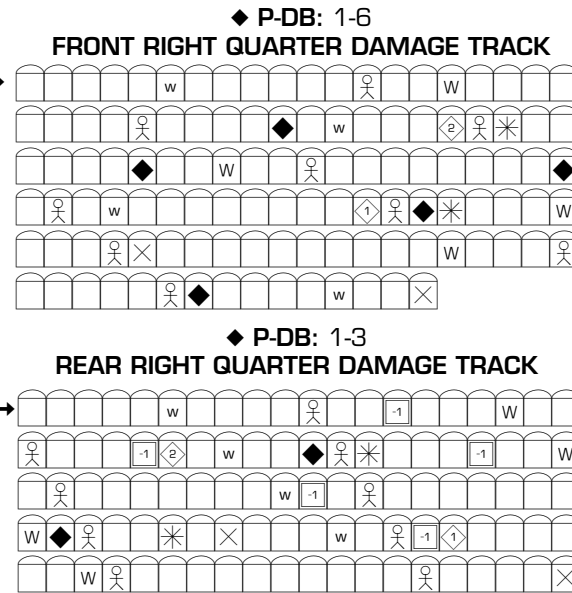
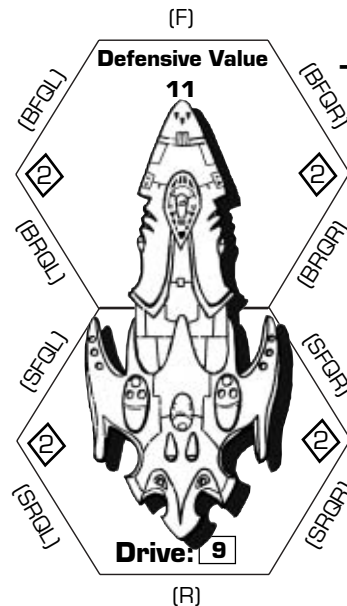
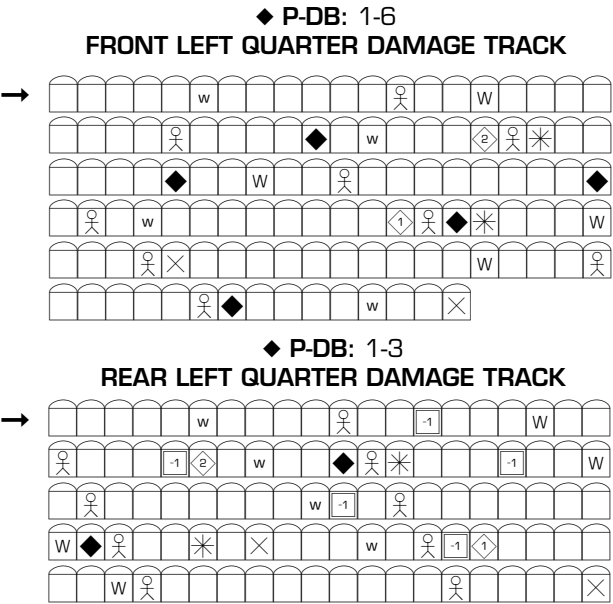
Gun Crew N
2 Repeating Blasters
 (F) (F)
 (BRQL) (BFQL) (F)
 To Hit: 2D6+ADB+1
 Damage:(High+2) x 2
 Range: 3/8/15

Gun Crew O
2 Repeating Blasters
 (F) (F)
 (F) [BFQR] [BRQR]
 To Hit: 2D6+ADB+1
 Damage:(High+2) x 2
 Range: 3/8/15

Gun Crew P
2 Repeating Blasters
 (F) (F)
 (F) [BFQR] [BRQR]
 To Hit: 2D6+ADB+1
 Damage:(High+2) x 2
 Range: 3/8/15

Gunner A
Ion Ram
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR: ≤15

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
GUNNER F
 Gnr: _____
GUNNER G
 Gnr: _____
GUNNER H
 Gnr: _____
CREW I
 Gnr: _____
CREW J
 Gnr: _____
CREW K
 Gnr: _____
CREW L
 Gnr: _____
CREW M
 Gnr: _____
CREW N
 Gnr: _____
CREW O
 Gnr: _____
CREW P
 Gnr: _____



Turn Cost: 4

Gunner B
Ion Ram
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR: ≤15

Gunner C
Ion Ram
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR: ≤15

Gunner D
Ion Ram
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR: ≤15

Gunner E
Quad Splatterguns
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gunner F
Quad Splatterguns
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gunner G
Quad Splatterguns
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

Gunner H
Quad Splatterguns
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

FRONT LEFT CRITICAL HITS

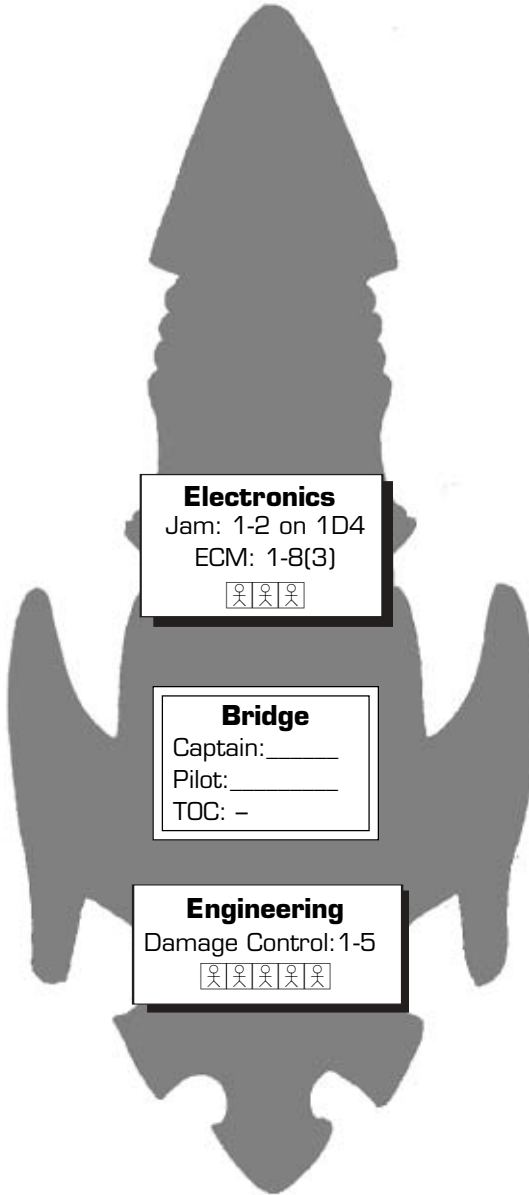
- 2— **ECM destroyed.** Totenkopf may no longer perform screening.
- 3— **Major structural damage.** Mark off 1D6 boxes on each damage track.
- 4— **Lastube I hit.** Damage drops to High +2.
- 5— **Repeating Blaster lost.** Repeating blaster M or N is destroyed.
- 6— **Crew killed.** Lose 1D4 Gun Crew.
- 7— **Defensive screens compromised.** - 3 Defensive Value.
- 8— **Outer Bulkhead collapses.** Front Left Quarter takes 8 more hits and its Damage Reduction drops to 0.
- 9— **Ion Cannon power flickering.** Reduce Ion Cannon K's damage to (High +1) x 2.
- 10— **Power Coupling short.** No Repeating Blasters may fire until after next game turn.
- 11— **Bridge hit!** Bridge crew is stunned. Totenkopf may not move next turn.
- 12— **Point Defense Battery destroyed.** Front Left Point Defense Battery is now 0.

REAR LEFT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Totenkopf may no longer use Captain Die.
- 3— **Ioniozer destroyed.** Random remaining Ion Ram has damage reduced to High.
- 4— **Shields damaged.** Reduce Defensive Value by 2.
- 5— **Power coupling severed.** No weapons may be fired next turn.
- 6— **Quad Splatterguns damaged.** Random Splattergun suffers -3 penalty to hit.
- 7— **Structural Damage.** Take 10 more hits on this Damage track.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Drives sputter.** Reduce drive by 2 until after next turn.
- 10— **Gunner killed.** Random living Gunner is now dead.
- 11— **Engineering section destroyed.** Damage control is not available.
- 12— **Reactor hit.** Totenkopf becomes a gaseous cloud.

TOTENKOPF

Tons: 10000



Electronics

Jam: 1-2 on 1D4

ECM: 1-8(3)



Bridge

Captain: _____

Pilot: _____

TOC: -

Engineering

Damage Control: 1-5



FRONT RIGHT CRITICAL HITS

- 2— **ECM destroyed.** Totenkopf may no longer perform screening.
- 3— **Major structural damage.** Mark off 1D6 boxes on each damage track.
- 4— **Lastube J hit.** Damage drops to High +2.
- 5— **Repeating Blaster lost.** Repeating blaster O or P is destroyed.
- 6— **Crew killed.** Lose 1D4 Gun Crew.
- 7— **Defensive screens compromised.** - 3 Defensive Value.
- 8— **Outer Bulkhead collapses.** Front Right Quarter takes 8 more hits and its Damage Reduction drops to 0.
- 9— **Ion Cannon power flickering.** Reduce Ion Cannon L's damage to (High +1) x 2.
- 10— **Power Coupling short.** No Repeating Blasters may fire until after next game turn.
- 11— **Bridge hit!** Bridge crew is stunned. Totenkopf may not move next turn.
- 12— **Point Defense Battery destroyed.** Front Right Point Defense Battery is now 0.

REAR RIGHT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Totenkopf may no longer use Captain Die.
- 3— **Ioniozer destroyed.** Random remaining Ion Ram has damage reduced to High.
- 4— **Shields damaged.** Reduce Defensive Value by 2.
- 5— **Power coupling severed.** No weapons may be fired next turn.
- 6— **Quad Splatterguns damaged.** Random Splattergun suffers -3 penalty to hit.
- 7— **Structural Damage.** Take 10 more hits on this Damage track.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Drives sputter.** Reduce drive by 2 until after next turn.
- 10— **Gunner killed.** Random living Gunner is now dead.
- 11— **Engineering section destroyed.** Damage control is not available.
- 12— **Reactor hit.** Totenkopf becomes a gaseous cloud.

TPV

Gun Crew I
Twin Sabre (F) (F)
 (BRQL) (BFQL) (F)
 To Hit: 2D10+ADB+2
 Damage: (High+1) x 2*
 Range: 9/18/36
 Target SR: ≤6

Gun Crew J
Twin Sabre (F) (F)
 (F) [BFQR] [BRQR]
 To Hit: 2D10+ADB+2
 Damage: (High+1) x 2*
 Range: 9/18/36
 Target SR: ≤6

Gun Crew K
2 Ion Cannons
 (F) (F) (F)
 (BRQL) (BFQL) (F)
 To Hit: 2D8+ADB+1
 Damage: (All+2) x 2
 1-8/9-16/30
 Target SR: ≤6

Gun Crew L
2 Ion Cannons
 (F) (F) (F)
 (F) [BFQR] [BRQR]
 To Hit: 2D8+ADB+1
 Damage: (All+2) x 2
 1-8/9-16/30
 Target SR: ≤6

Gunner A
Ion Ram
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR: ≤15

Gun Crew M
2 Repeating Blasters
 (F) (F)
 (BRQL) (BFQL) (F)
 To Hit: 2D6+ADB+1
 Damage: (High+2) x 2
 Range: 3/8/15

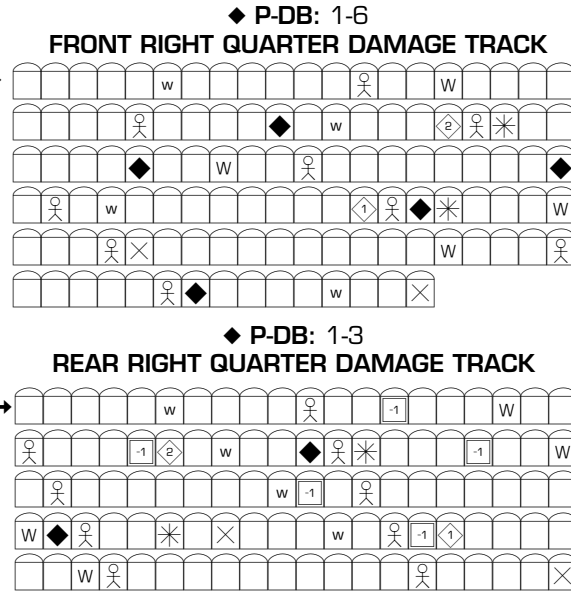
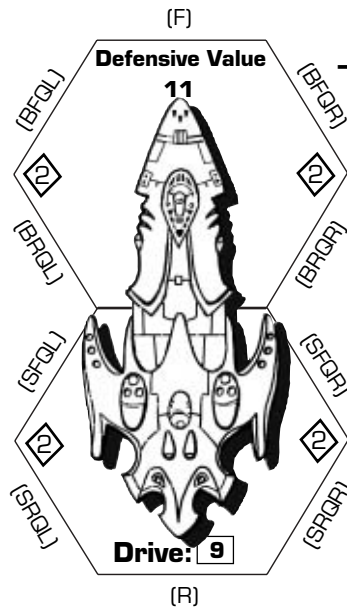
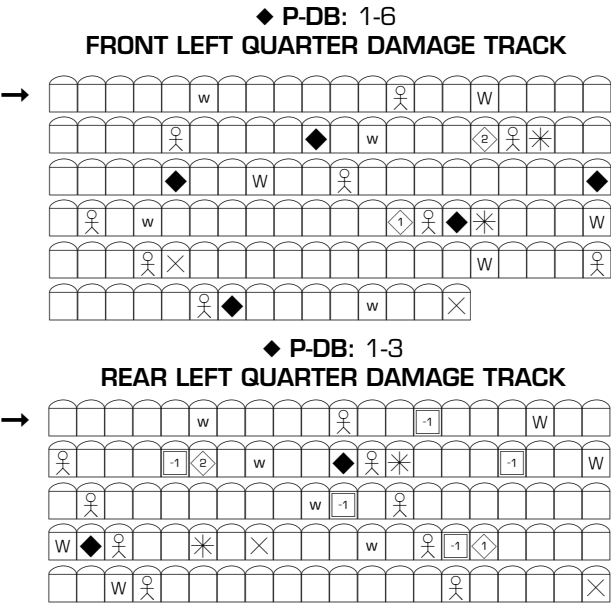
Gun Crew N
2 Repeating Blasters
 (F) (F)
 (BRQL) (BFQL) (F)
 To Hit: 2D6+ADB+1
 Damage: (High+2) x 2
 Range: 3/8/15

Gun Crew O
2 Repeating Blasters
 (F) (F)
 (F) [BFQR] [BRQR]
 To Hit: 2D6+ADB+1
 Damage: (High+2) x 2
 Range: 3/8/15

Gun Crew P
2 Repeating Blasters
 (F) (F)
 (F) [BFQR] [BRQR]
 To Hit: 2D6+ADB+1
 Damage: (High+2) x 2
 Range: 3/8/15

* For every 2 points the To Hit total is over the targets DV:
 Stiletto does +1 Damage
 Epee does +2 Damage
 Rapier does +3 Damage
 Sabre does +4 Damage

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
GUNNER F
 Gnr: _____
GUNNER G
 Gnr: _____
GUNNER H
 Gnr: _____
CREW I
 Gnr: _____
CREW J
 Gnr: _____
CREW K
 Gnr: _____
CREW L
 Gnr: _____
CREW M
 Gnr: _____
CREW N
 Gnr: _____
CREW O
 Gnr: _____
CREW P
 Gnr: _____



Turn Cost: 4

Gunner B
Ion Ram
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR: ≤15

Gunner C
Twin Rapier
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+1
 Damage: High*
 Range: 9/25/30
 Target SR: ≤8

Gunner D
Twin Rapier
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+1
 Damage: High*
 Range: 9/25/30
 Target SR: ≤8

Gunner E
Triple Stiletto
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+2
 Damage: Low*
 Range: 3/9/10

Gunner F
Triple Stiletto
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+2
 Damage: Low*
 Range: 3/9/10

Gunner G
Quad Epee
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+3
 Damage: Medium*
 Range: 6/18/20
 Target SR: ≤12

Gunner H
Quad Epee
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D8+ADB+3
 Damage: Medium*
 Range: 6/18/20
 Target SR: ≤12

FRONT LEFT CRITICAL HITS

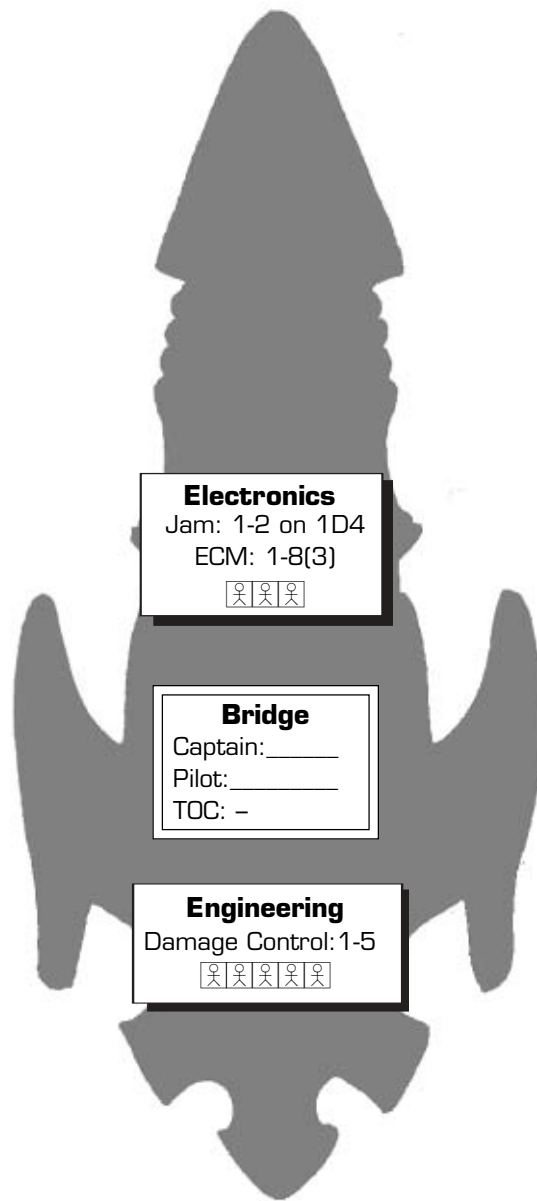
- 2— **ECM destroyed.** Totenkopf may no longer perform screening.
- 3— **Major structural damage.** Mark off 1D6 boxes on each damage track.
- 4— **Sabre I hit.** Damage drops to High +1.
- 5— **Repeating Blaster lost.** Repeating blaster M or N is destroyed.
- 6— **Crew killed.** Lose 1D4 Gun Crew.
- 7— **Defensive screens compromised.** - 3 Defensive Value.
- 8— **Outer Bulkhead collapses.** Front Left Quarter takes 8 more hits and its Damage Reduction drops to 0.
- 9— **Ion Cannon power flickering.** Reduce Ion Cannon K's damage to (High +1) x 2.
- 10— **Power Coupling short.** No Repeating Blasters may fire until after next game turn.
- 11— **Bridge hit!** Bridge crew is stunned. Totenkopf may not move next turn.
- 12— **Point Defense Battery destroyed.** Front Left Point Defense Battery is now 0.

REAR LEFT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Totenkopf may no longer use Captain Die.
- 3— **Ioniozer destroyed.** Random remaining Ion Ram has damage reduced to High.
- 4— **Shields damaged.** Reduce Defensive Value by 2.
- 5— **Power coupling severed.** No weapons may be fired next turn.
- 6— **Maxim Sensors damaged.** All Rapier, Stiletto, and Epee systems suffer a -2 penalty to hit.
- 7— **Structural Damage.** Take 10 more hits on this Damage track.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Drives sputter.** Reduce drive by 2 until after next turn.
- 10— **Gunner killed.** Random living Gunner is now dead.
- 11— **Engineering section destroyed.** Damage control is not available.
- 12— **Reactor hit.** Totenkopf becomes a gaseous cloud.

TOTENKOPF II

Tons: 10000



Electronics

Jam: 1-2 on 1D4

ECM: 1-8(3)



Bridge

Captain: _____

Pilot: _____

TOC: -

Engineering

Damage Control: 1-5

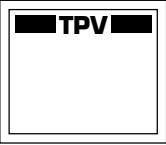


FRONT RIGHT CRITICAL HITS

- 2— **ECM destroyed.** Totenkopf may no longer perform screening.
- 3— **Major structural damage.** Mark off 1D6 boxes on each damage track.
- 4— **Sabre J hit.** Damage drops to High +1.
- 5— **Repeating Blaster lost.** Repeating blaster O or P is destroyed.
- 6— **Crew killed.** Lose 1D4 Gun Crew.
- 7— **Defensive screens compromised.** - 3 Defensive Value.
- 8— **Outer Bulkhead collapses.** Front Right Quarter takes 8 more hits and its Damage Reduction drops to 0.
- 9— **Ion Cannon power flickering.** Reduce Ion Cannon L's damage to (High +1) x 2.
- 10— **Power Coupling short.** No Repeating Blasters may fire until after next game turn.
- 11— **Bridge hit!** Bridge crew is stunned. Totenkopf may not move next turn.
- 12— **Point Defense Battery destroyed.** Front Right Point Defense Battery is now 0.

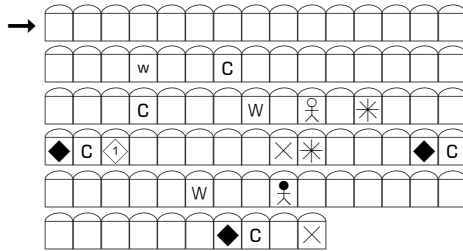
REAR RIGHT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Totenkopf may no longer use Captain Die.
- 3— **Ioniozer destroyed.** Random remaining Ion Ram has damage reduced to High.
- 4— **Shields damaged.** Reduce Defensive Value by 2.
- 5— **Power coupling severed.** No weapons may be fired next turn.
- 6— **Maxim Sensors damaged.** All Rapier, Stiletto, and Epee systems suffer a -2 penalty to hit.
- 7— **Structural Damage.** Take 10 more hits on this Damage track.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Drives sputter.** Reduce drive by 2 until after next turn.
- 10— **Gunner killed.** Random living Gunner is now dead.
- 11— **Engineering section destroyed.** Damage control is not available.
- 12— **Reactor hit.** Totenkopf becomes a gaseous cloud.

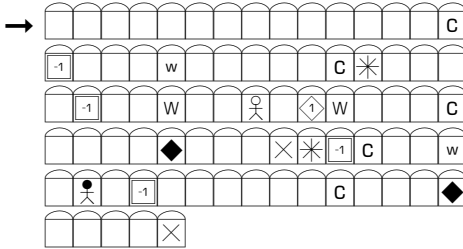


Gunner B
2 Pulse Lasers
 (BRQL) (BFQL) (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

◆ P-DB: 1-3
**FRONT LEFT QUARTER
 DAMAGE TRACK**



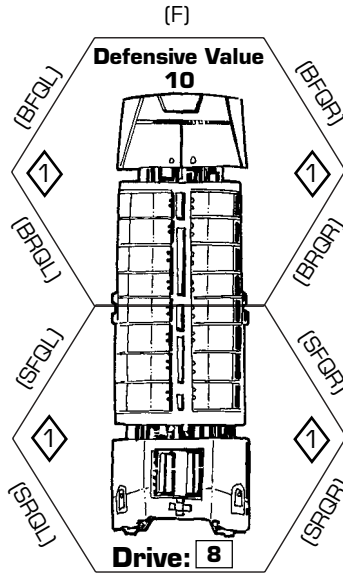
◆ P-DB: 1-2
**REAR LEFT QUARTER
 DAMAGE TRACK**



Gunner E
2 Pulse Lasers
 (SFQL) (SRQL) (R)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Gun Crew A
Repeating Blaster
 (BFQL) (F) (BFQR)
 To Hit: 2D6+ADB
 Damage: High x 2
 Range: 3/8/15

Gunner C
2 Pulse Lasers
 (BFQL) (F) (BFQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

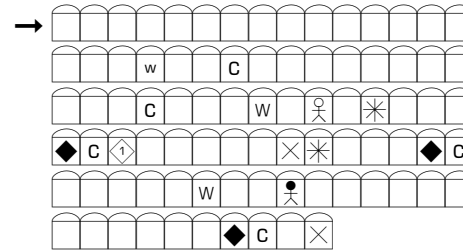


(R)
 Turn Cost: 4

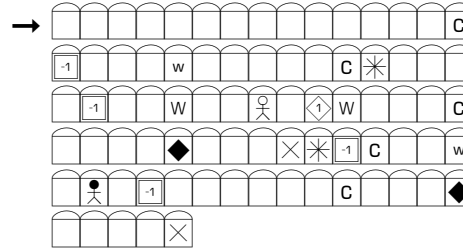
Gunner F
2 Pulse Lasers
 (SRQL) (R) (SRQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Gunner D
2 Pulse Lasers
 (F) (BFQR) (BRQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

◆ P-DB: 1-3
**FRONT RIGHT QUARTER
 DAMAGE TRACK**



◆ P-DB: 1-2
**REAR RIGHT QUARTER
 DAMAGE TRACK**



Gunner G
2 Pulse Lasers
 (R) (SRQR) (SFQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
CREW A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
GUNNER F
 Gnr: _____
GUNNER G
 Gnr: _____

FRONT LEFT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Ushas may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Buckled Armor.** Reduce Damage Reduction on Front Left and Rear Left Damage Tracks by 1.
- 4 — **Cargo Bay Ejection System triggered.** Cargo Bay 1 ejects.
- 5 — **Repeating Blaster loses power.** Repeating Blaster may not fire until after next game turn.
- 6 — **Pulse Laser B damaged.** Reduce chance To Hit by 2.
- 7 — **Too Tough!** No extra damage.
- 8 — **Shields damaged.** Reduce Defensive Value by 2.
- 9 — **Gunner B killed.** Gunner B's weapon may not be fired.
- 10 — **Cargo Bay 1 Ejection System destroyed.** Bay 1 may no longer be ejected.
- 11 — **Bridge hit.** Bridge crew is stunned. Ushas may not move or use Captain's Die next turn.
- 12 — **Major structural damage.** Take 15 more hits on this track.

REAR LEFT CRITICAL HITS

- 2 — **Bridge Hit.** Captain killed. Ushas may no longer use Captain's die.
- 3 — **Major structural damage.** Take 10 more hits on this Damage Track.
- 4 — **Power Coupling hit.** No weapons may be fired until after next turn.
- 5 — **Pulse Laser E loses power.** Pulse Laser E may not fire until after next game turn.
- 6 — **Pulse Laser E damaged.** Reduce chance To Hit by 2.
- 7 — **Cargo Bay 1 hit.** Roll for cargo loss.
- 8 — **Engines sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner E killed.** Gunner E's weapons may no longer be fired.
- 10 — **Electronic Warfare destroyed.** Ushas may no longer jam torps. Reduce Defensive Value by 2.
- 11 — **Bridge Hit.** Bridge crew is stunned. Captain's die may not be used until after next game turn.
- 12 — **Major structural damage.** Take 15 more hits on this Damage Track.

USHAS

Tons: 7000

Electronics

Jam: 1-2 on 1D4
ECM: None

Bridge

Captain: _____
Pilot: _____
TOC: +0

Bay 1

Cargo _____
Cargo Loss:
CLD

Bay 2

Cargo _____
Cargo Loss:
CLD

Engineering

Damage Control: 1-2
EFS: None



FRONT RIGHT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Ushas may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Buckled Armor.** Reduce Damage Reduction on Front Right and Rear Right Damage Tracks by 1.
- 4 — **Cargo Bay Ejection System triggered.** Cargo Bay 2 ejects.
- 5 — **Repeating Blaster loses power.** Repeating Blaster may not fire until after next game turn.
- 6 — **Pulse Laser D damaged.** Reduce chance To Hit by 2.
- 7 — **Too Tough!** No extra damage.
- 8 — **Shields damaged.** Reduce Defensive Value by 2.
- 9 — **Gunner D killed.** Gunner D's weapon may not be fired.
- 10 — **Cargo Bay 2 Ejection System destroyed.** Bay 2 may no longer be ejected.
- 11 — **Bridge hit.** Bridge crew is stunned. Ushas may not move or use Captain's Die next turn.
- 12 — **Major structural damage.** Take 15 more hits on this track.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge Hit.** Captain killed. Ushas may no longer use Captain's die.
- 3 — **Major structural damage.** Take 10 more hits on this Damage Track.
- 4 — **Power Coupling hit.** No weapons may be fired until after next turn.
- 5 — **Pulse Laser G loses power.** Pulse Laser G may not fire until after next game turn.
- 6 — **Pulse Laser G damaged.** Reduce chance To Hit by 2.
- 7 — **Cargo Bay 2 hit.** Roll for cargo loss.
- 8 — **Engines sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner G killed.** Gunner G's weapons may no longer be fired.
- 10 — **Electronic Warfare destroyed.** Ushas may no longer jam torps. Reduce Defensive Value by 2.
- 11 — **Bridge Hit.** Bridge crew is stunned. Captain's die may not be used until after next game turn.
- 12 — **Major structural damage.** Take 15 more hits on this Damage Track.

USHAS BATTLE PODS

SLOTS: 110 (2 PER BAY)

POD U1

GUN CREW 1A Gnr: _____

Gun Crew 1A
Quad Repeating Blaster
 (☒☒) (3 Arcs)
 [][][]
 To Hit: 2D6+ADB+3
 Damage: (High+6) x 2
 Range: 3/8/15

GUNNER 1B Gnr: _____

Gunner 1B
6 Splatterguns (5 Arcs)
 [][][][][]
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner 1B
Missile Launcher
 (3 Arcs)
 [][][]
 Lock-on < _____
 ○○○○○○○○○○○○○○○○○○○

Gunner 1B
Missile Launcher
 (3 Arcs)
 [][][]
 Lock-on < _____
 ○○○○○○○○○○○○○○○○○○○

BPV: 100

POD U4

Carrier Bay
400-ton Fighter x1
 Type: _____ ID: _____

Carrier Bay
300-ton Fighter x1
 Type: _____ ID: _____

BPV: 7

POD U2

Carrier Bay
100-ton Fighter x5
 Type: _____ ID: _____
 Type: _____ ID: _____
 Type: _____ ID: _____
 Type: _____ ID: _____

GUN CREW 2A Gnr: _____

Gun Crew 2A
Blast Cannon (☒☒)
 (3 Arcs)
 [][][]
 To Hit: 2D6+ADB
 Damage: Medium x 2
 Range: 8/20/25
 Target SR ≤9

GUN CREW 2B Gnr: _____

Gun Crew 2B
Blast Cannon (☒☒)
 (3 Arcs)
 [][][]
 To Hit: 2D6+ADB
 Damage: Medium x 2
 Range: 8/20/25
 Target SR ≤9

BPV: 45

POD U

GUN _____ Gnr: _____

GUN _____ Gnr: _____

GUN _____ Gnr: _____

GUN _____ Gnr: _____

BPV: (110 SLOTS)

POD U3

GUN CREW 3A Gnr: _____

Gun Crew 3A
Hyper Cannon (☒☒)
 (3 Arcs)
 [][][]
 To Hit: 2D6+ADB
 Damage: High x 2
 Range: 3/8/15
 Target SR ≤15
 ○○○○○○○○○○○○○○○○○○○

GUNNER 3B Gnr: _____

Gunner 3B
Ion Ram (5 Arcs)
 [][][][][]
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

GUNNER 3C Gnr: _____

Gunner 3C
Plazgun
 (5 Arcs)
 [][][][][]
 To Hit: 2D6+ADB
 Damage: All ¥
 Range: 2/4/10

BPV: 89

¥ If the attack dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.

POD VY

Concealed Wpns/Bays
GUNNER _____ Gnr: _____

GUNNER _____ Gnr: _____

GUNNER _____ Gnr: _____

GUNNER _____ Gnr: _____

BPV: (50 SLOTS)

Note: Ushas Battle Pods fill one-half of an Ushas cargo bay. You may place up to two pods in each bay: one forward, one rear. You may combine Battle Pods and Cargo in the same bay.

VARUNA

I.D.

BPV: 120

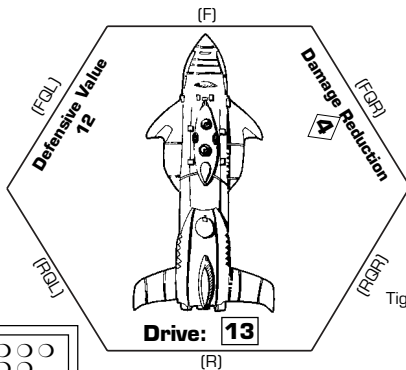
TPV

Pilot
3 Pulse Lasers (F)
To Hit: 2D8+ADB+2
Damage: Low+2
Range: 3/9/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____

Mk. 10 Torps
○ ○
○ ○
○ ○

Gunner A
1 Ion Ram (360°)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15



Tight Turn Cost: _____+3

Decoys: ○ ○ ○
P-D: 1-5 (3)
Dmg Con: 1-4
Tons: 1000

Gunner B
4 Splatterguns (RQL) (R) (RQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

DAMAGE TRACK

																	13	t
		t	4														11	
		*				3	w	9	t									
					*	7	t	W	2									w
	*	5	1				t											
				1			X											

VARUNA

I.D.

BPV: 120

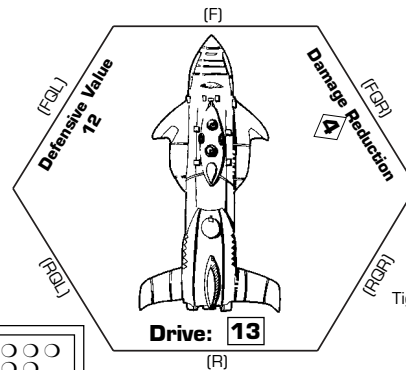
TPV

Pilot
3 Pulse Lasers (F)
To Hit: 2D8+ADB+2
Damage: Low+2
Range: 3/9/10

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____

Mk. 10 Torps
○ ○
○ ○
○ ○

Gunner A
1 Ion Ram (360°)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15



Tight Turn Cost: _____+3

Decoys: ○ ○ ○
P-D: 1-5 (3)
Dmg Con: 1-4
Tons: 1000

Gunner B
4 Splatterguns (RQL) (R) (RQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

DAMAGE TRACK

																		13	t
		t	4															11	
		*																	
					*	7	t	W	2										w
	*	5	1				t												
				1			X												

CRITICAL HITS

- 2 — Pilot killed. Varuna may not move nor may Pilot weapons fire. Defensive Value drops to 5.
- 3 — Gunner B dazed. Gunner B may not fire his weapon until after next game turn.
- 4 — Electronic Warfare disabled. Varuna may no longer jam torps. Reduce Defensive Value by 3.
- 5 — Ion Ram damaged. Reduce chance To Hit by 2.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 7 — Clank! No vital systems hit.
- 8 — Splattergun Power Feed damaged. Damage is now Low+3.
- 9 — Pulse Lasers damaged. Reduce chance To Hit by 4.
- 10 — Decoys destroyed. Varuna loses all remaining decoys.
- 11 — Gunner A dazed. Gunner A may not fire his weapon until after the next game turn.
- 12 — Reactor hit. Varuna detonates into a thousand tiny pieces.

ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).
Medium Range: 6-13 hexes.
Long Range: 14-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤15.

PULSE LASER SPECS

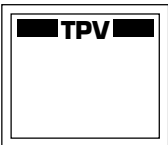
Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

SPLATTERGUN SPECS

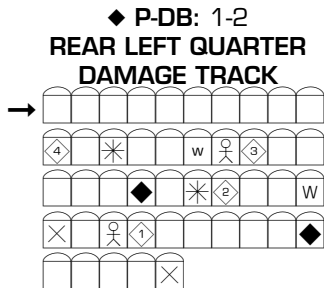
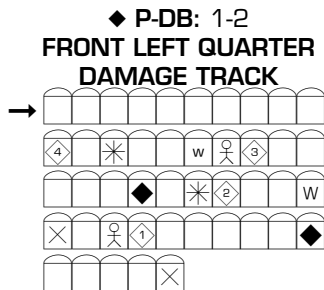
Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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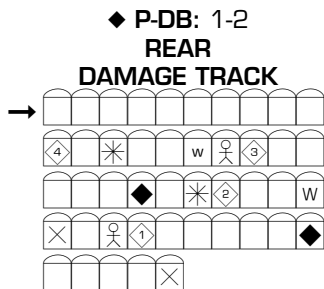
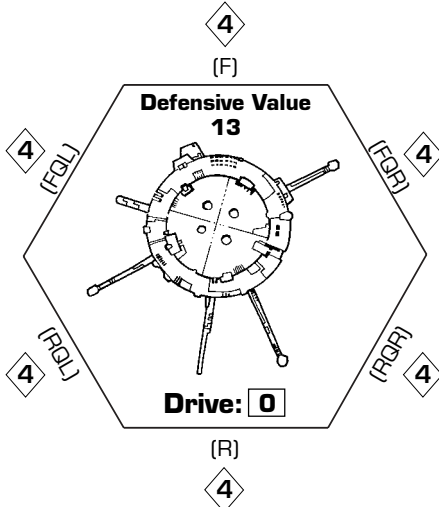
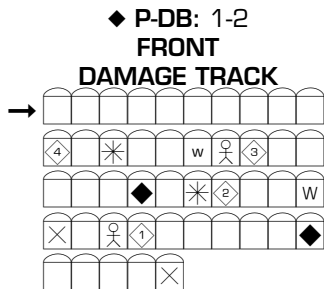


Gunner A
2 Splatterguns (360°)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

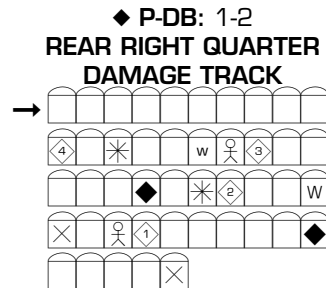
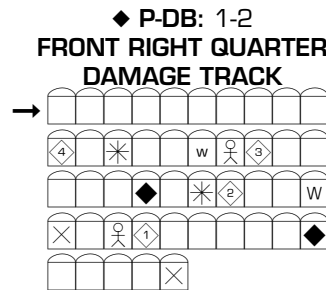


Gunner C
2 Splatterguns (360°)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10

Gun Crew E
2 Torpedo Tubes
 (F)



Gunner B
2 Blatguns (360°)
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13



Gun Crew D
Blast Cannon (360°)
 To Hit: 2D6+ADB
 Damage: Medium x 2
 Range: 8/20/25
 Target SR ≤9

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
CREW D
 Gnr: _____
T CREW E
 Gnr: _____

Carrier Bay 1
300-ton Fighter x1
 Type: _____ ID: _____

Carrier Bay 2
300-ton Fighter x1
 Type: _____ ID: _____

FRONT CRITICAL HITS

- 2 — **Engineering hit.** Mark off 1D6 crew.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **ECM damaged.** Wakizashi may only make 3 screens per turn.
- 6 — **TOC damaged.** Bonus is now only +1.
- 7 — **Torp detonates.** Take 1D12 hits on this track.
- 8 — **Reactor hit.** Banzai!

FRONT LEFT CRITICAL HITS

- 2 — **Gunner A killed.** Gunner A's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **TOC damaged.** Bonus is now only +1.
- 7 — **Gunner A's Splatterguns damaged.** Gunner A's Spatterguns are -1 To Hit.
- 8 — **Blast Cannon damaged.** Reduce damage to Low x2.

REAR LEFT CRITICAL HITS

- 2 — **Gunner B killed.** Gunner B's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **Carrier Bay 1 is destroyed.** Any contents are destroyed.
- 7 — **Gunner B's Blatguns damaged.** Gunner B's Blatguns are -1 To Hit.
- 8 — **Blatguns destroyed.** Blatguns may not fire.

WAKAZASHI

Tons: 5000

Electronics

Jam: 1-2 on 1D4

ECM: 1-5 [5]



Bridge

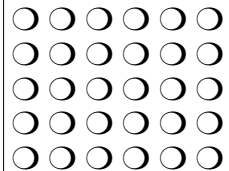
Captain: _____

Engineering

Damage Control: 1-2



Mk. 10



**Torpedo
Magazine**

FRONT RIGHT CRITICAL HITS

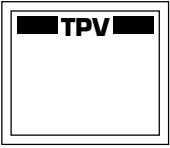
- 2 — **Gunner C killed.** Gunner C's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **Hit Nothing Important.** No extra damage.
- 7 — **Gunner C's Splatterguns damaged.** Gunner C's Splatterguns are -1 To Hit.
- 8 — **Torp Room destroyed.** No torps may fire.

REAR RIGHT CRITICAL HITS

- 2 — **Torp Room hit.** Lose 1D4 Crew.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **Carrier Bay 2 hit.** Any contents are destroyed.
- 7 — **Blast Cannon Surge.** Lose 1D4 Crew.
- 8 — **Blast Cannon destroyed.** Weapon may not fire.

REAR CRITICAL HITS

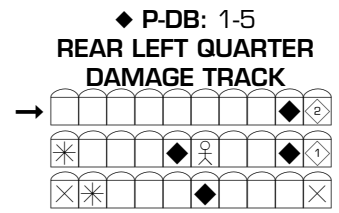
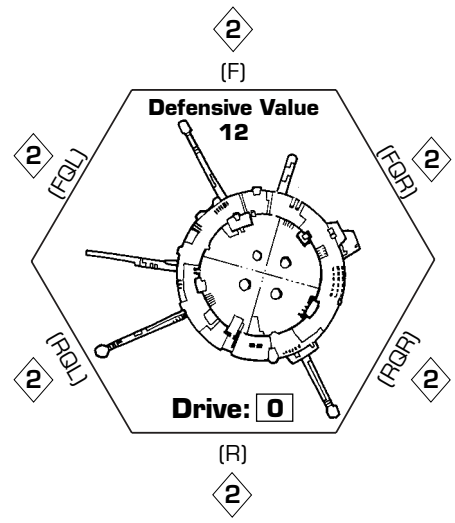
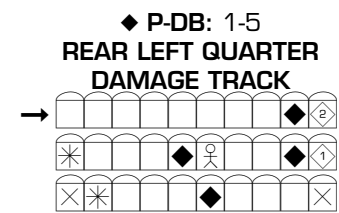
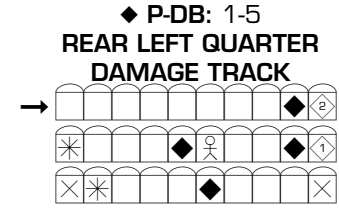
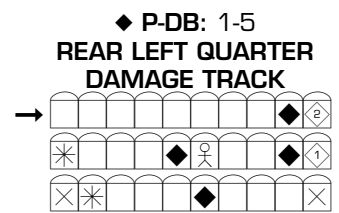
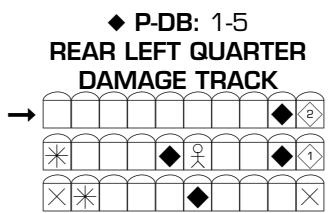
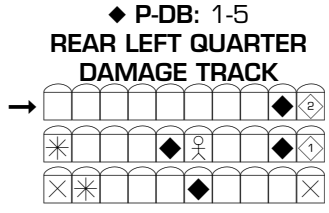
- 2 — **Power Coupling hit.** No weapons may be fired next turn.
- 3 — **Electronic Warfare crippled.** Reduce Defensive Value by 3.
- 4 — **Engineering destroyed.** Wakizashi may not use damage control.
- 5 — **ECM damaged.** Wakizashi may only make 3 screening attempts per turn.
- 6 — **TOC destroyed.**
- 7 — **Crew Quarters hit.** Lose 1D4 crew.
- 8 — **Reactor hit.** Banzai!



Crew

CAPTAIN
Cpn: _____

PILOT
Plt: _____



FRONT CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Defensive Screens pierced.** Reduce Defensive Value by 2.
- 4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
- 6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Bridge hit, Pilot killed.** Wasp's Nest may not turn.

WASP'S NEST I

Tons: 7000

Fighter Bay 1

1000-ton Fighter

○ ○ ○ ☒ ☒ ☒ ID: _____

Type: _____

Fighter Bay 2

1000-ton Fighter

○ ○ ○ ☒ ☒ ☒ ID: _____

Type: _____

FRONT RIGHT CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Point-Defense Battery lock.** You may not shut down you P-DB until after next Game turn.
- 6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Explosive Decompression.** All crew on board are killed.

FRONT LEFT CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Point-Defense Battery lock.** You may not shut down you P-DB until after next Game turn.
- 6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Explosive Decompression.** All crew on board are killed.

Electronics

Jam: 1-2 on 1D4

ECM: -

Bridge

Captain: _____

TOC: -

Engineering

Damage Control: -

REAR RIGHT CRITICAL HITS

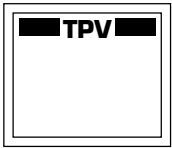
- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Defensive Screens pierced.** Reduce Defensive Value by 2.
- 4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
- 6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Reactor hit.** They will remember your sacrifice.

REAR LEFT CRITICAL HITS

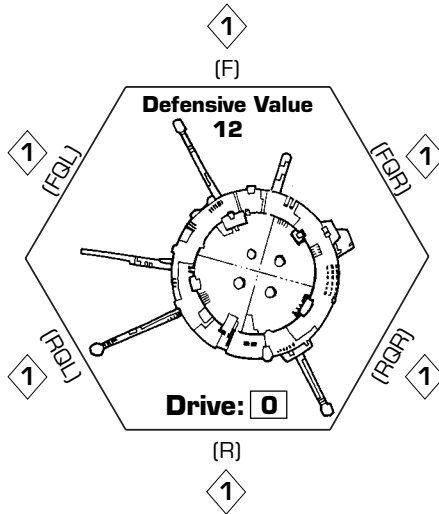
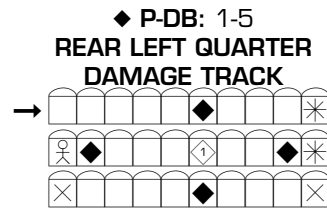
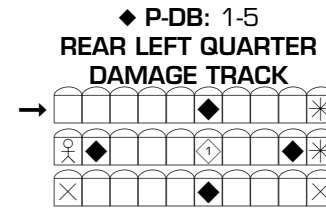
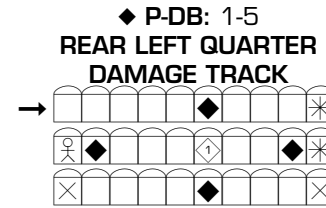
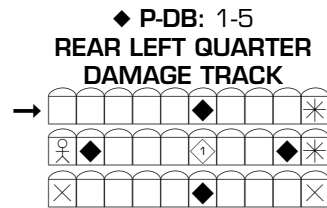
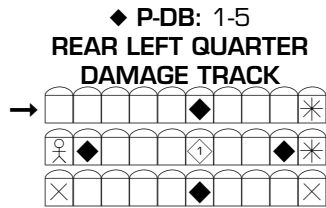
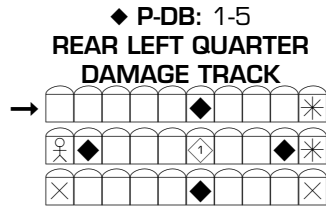
- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Defensive Screens pierced.** Reduce Defensive Value by 2.
- 4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
- 6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Explosive Decompression.** All crew on board are killed.

REAR CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Point-Defense Battery lock.** You may not shut down you P-DB until after next Game turn.
- 6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Bridge hit, Captain Killed.** Wasp's Nest may not use captain's die.



Crew
CAPTAIN
Cpn: _____
PILOT
Plt: _____



FRONT CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Defensive Screens pierced.** Reduce Defensive Value by 2.
- 4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
- 6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Bridge hit, Pilot killed.** Wasp's Nest may not turn.

FRONT LEFT CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Bay 3 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Point-Defense Battery lock.** You may not shut down you P-DB until after next Game turn.
- 6 — **Bay 4 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Explosive Decompression.** All crew on board are killed.

REAR LEFT CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Defensive Screens pierced.** Reduce Defensive Value by 2.
- 4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
- 6 — **Bay 3 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Explosive Decompression.** All crew on board are killed.

WASP'S NEST 2

Tons: 7000

Fighter Bay 1

400-ton Fighter

○○○ ☒☒ ID: _____

Type: _____

Fighter Bay 2

400-ton Fighter

○○○ ☒☒ ID: _____

Type: _____

Fighter Bay 3

400-ton Fighter

○○○ ☒ ID: _____

Type: _____

Fighter Bay 4

400-ton Fighter

○○○ ☒ ID: _____

Type: _____

Electronics

Jam: 1-2 on 1D4

Bridge

Captain: _____

TOC: -

Engineering

Damage Control

-

FRONT RIGHT CRITICAL HITS

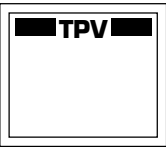
- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Bay 3 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Point-Defense Battery lock.** You may not shut down you P-DB until after next Game turn.
- 6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Explosive Decompression.** All crew on board are killed.

REAR RIGHT CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Defensive Screens pierced.** Reduce Defensive Value by 2.
- 4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
- 6 — **Bay 4 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Reactor hit.** They will remember your sacrifice.

REAR CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Bay 4 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Point-Defense Battery lock.** You may not shut down you P-DB until after next Game turn.
- 6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Bridge hit, Captain Killed.** Wasp's Nest may not use captain's die.



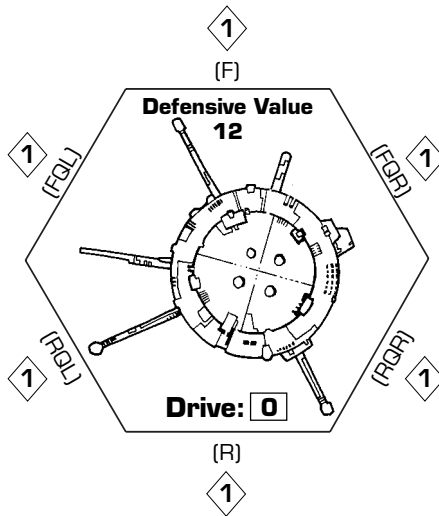
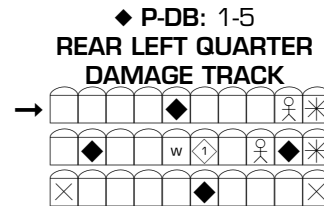
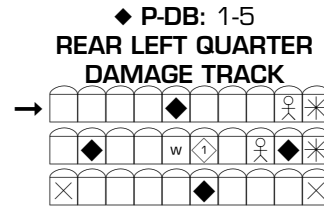
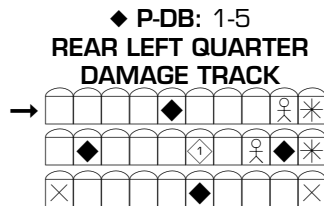
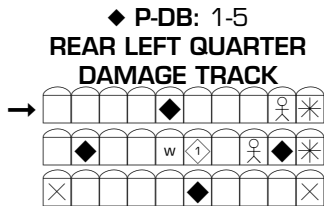
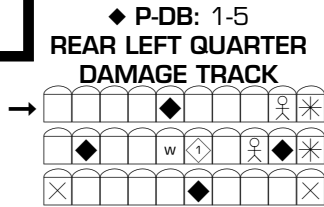
Gunner C
Turbo Laser (360°)
 To Hit: 2D8+ADB
 Damage: High
 Range: 9/25/30
 Target SR ≤8

Gunner B
6 Pulse Lasers
 (360°)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 Range: 3/9/10

Gunner A
2 Meld Lasers (360°)
 To Hit: 2D8+ADB+1
 Damage: Medium+1
 Range: 5/18/20
 Target SR ≤12

Gunner A
Missile Launcher
 (360°)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____



FRONT CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Defensive Screens pierced.** Reduce Defensive Value by 2.
- 4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
- 6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Bridge hit, Pilot killed.** Wasp's Nest may not turn.

FRONT LEFT CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Bay 3 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Meld Laser Rotater locks up.** It may only fire one random arc.
- 6 — **Bay 4 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Explosive Decompression.** All crew on board are killed.

REAR LEFT CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Defensive Screens pierced.** Reduce Defensive Value by 2.
- 4 — **Bay 5 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
- 6 — **Bay 6 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Explosive Decompression.** All crew on board are killed.

WASP NEST 3

Tons: 7000

Engineering

—

Bridge

Captain: _____
TOC: +2

Electronics

Jam: 1-2 on 1D4

Fighter Bay 1

100-ton Fighter
○ ○ ☒ ID: _____

Type: _____

Fighter Bay 2

100-ton Fighter
○ ○ ☒ ID: _____

Type: _____

Fighter Bay 3

100-ton Fighter
○ ○ ☒ ID: _____

Type: _____

Fighter Bay 4

100-ton Fighter
○ ○ ☒ ID: _____

Type: _____

Fighter Bay 5

100-ton Fighter
○ ○ ☒ ID: _____

Type: _____

Fighter Bay 6

100-ton Fighter
○ ○ ☒ ID: _____

Type: _____

Fighter Bay 7

100-ton Fighter
○ ○ ☒ ID: _____

Type: _____

Fighter Bay 8

100-ton Fighter
○ ○ ☒ ID: _____

Type: _____

Fighter Bay 9

100-ton Fighter
○ ○ ☒ ID: _____

Type: _____

Fighter Bay 10

100-ton Fighter
○ ○ ☒ ID: _____

Type: _____

FRONT RIGHT CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Bay 7 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Turbo Laser Rotater locks up.** Turbo Laser may only fire one random arc.
- 6 — **Bay 8 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Explosive Decompression.** All crew on board are killed.

REAR RIGHT CRITICAL HITS

- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Defensive Screens pierced.** Reduce Defensive Value by 2.
- 4 — **Bay 10 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Pulse Laser hit.** Pulse Laser is now -5 to hit.
- 6 — **Bay 9 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Reactor hit.** They will remember your sacrifice.

REAR CRITICAL HITS

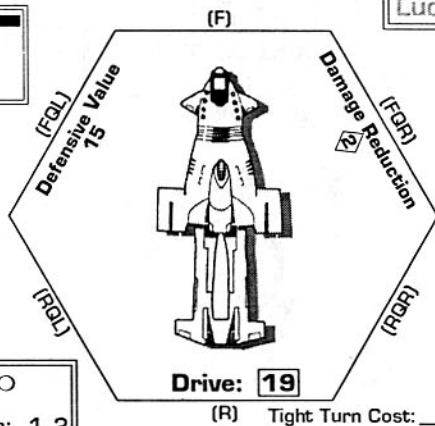
- 2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Bay 8 hit.** Roll on Fighter Bay Hit Table.
- 5 — **Turbo Laser Rotater locks up.** Turbo Laser may only fire in one random arc.
- 6 — **Bay 7 hit.** Roll on Fighter Bay Hit Table.
- 7 — **Catapult seizure.** No fighters may launch until after next game turn.
- 8 — **Bridge hit, Captain Killed.** Wasp's Nest may not use captain's die.

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1

Pilot
1 EMP Ray (F)
To Hit: 2D8+ADB
Damage: Medium/2 π

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

TPV



Decoys: ○
P-D: -
Dmg Con: 1-2

(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

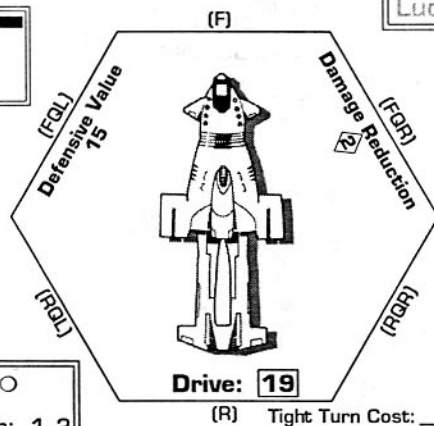
→	2	19	*	18	W	17	15	1	13
11		10	*	9	7	W	5		1

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1

Pilot
1 EMP Ray (F)
To Hit: 2D8+ADB
Damage: Medium/2 π

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

TPV



Decoys: ○
P-D: -
Dmg Con: 1-2

(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

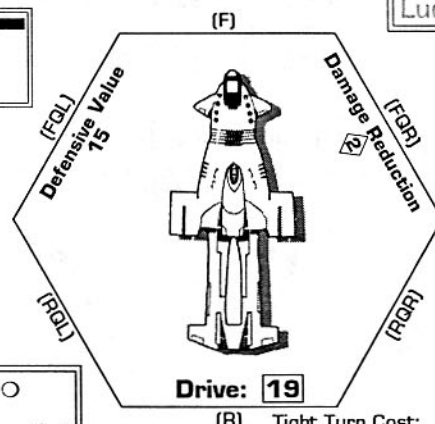
→	2	19	*	18	W	17	15	1	13
11		10	*	9	7	W	5		1

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1

Pilot
1 EMP Ray (F)
To Hit: 2D8+ADB
Damage: Medium/2 π

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

TPV



Decoys: ○
P-D: -
Dmg Con: 1-2

(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

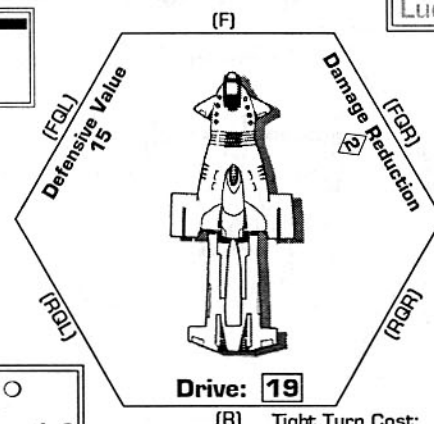
→	2	19	*	18	W	17	15	1	13
11		10	*	9	7	W	5		1

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1

Pilot
1 EMP Ray (F)
To Hit: 2D8+ADB
Damage: Medium/2 π

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

TPV



Decoys: ○
P-D: -
Dmg Con: 1-2

(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

→	2	19	*	18	W	17	15	1	13
11		10	*	9	7	W	5		1

CRITICAL HITS

- Structural collapse. Wavecutter folds up. It is destroyed.
- Engines severely damaged. Reduce Wavecutter Drive value to (1D4+1).
- Electronic Warfare knocked out. Wavecutter may no longer jam torps. Reduce Defensive Value by 4.
- Maneuver Thrusters malfunction. Wavecutter may no longer make Tight Turns.
- Shields damaged. Reduce Defensive Value by 2.
- EMP Damaged. If fired Wavecutter takes a critical hit, may fire as normal.
- Evade Thrusters hit. Reduce Defensive Value by 3.
- Pulse Laser Capacitors overheat. Wavecutter takes one more hit on damage track due to internal flash fire.
- Controls momentarily lock up. Wavecutter must move straight ahead at maximum speed next Movement Phase. Afterwards, Wavecutter may move normally.
- Pilot killed. Wavecutter may perform no further actions. Defensive Value drops to 5.
- Reactor hit. This ship is gone.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

EMP Ray SPECS π

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-4 hexes.
Long Range: 5-8 hexes (-1 To Hit).

π Ignores Damage Reduction
Whenever doubles or triples are rolled on a hit, the target takes a critical in addition to other damage.

TPV

Gunner A
5 Pulse Lasers (360°)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 Range: 3/9/10

Bridge

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____

◆ P-DB: 1-5
FQL DAMAGE TRACK

◆ P-DB: 1-5
FRONT DAMAGE TRACK

Defensive Value 14

Drive: 0

◆ P-DB: 1-5
REAR DAMAGE TRACK

◆ P-DB: 1-5
FQR DAMAGE TRACK

Electronics
 Jam: 1-2 on 1D4

◆ P-DB: 1-5
RQL DAMAGE TRACK

◆ P-DB: 1-5
RQR DAMAGE TRACK

P-D: 1-5 (?)
 Dmg Con: 1-3
 Tons: 2000

Engineering
 Damage Control: 1-3

Snooper

Gunner B
2 Meld Lasers (360°)
 To Hit: 2D8+ADB+1
 Damage: Medium+1
 Range: 6/18/20
 Target SR ≤12

Gunner B

Gunner B
Missile Launcher (360°)
 Lock-on < _____

FRONT CRITICAL HITS

- 2 — Structural hit. Take 6 more hits on this track.
- 3 — Shield buckles. Reduce Defensive Value by 3.
- 4 — Sensor Suite damaged. May not operate for 5 turns.
- 5 — 2 Pulse Lasers destroyed. Damage Low+2; To Hit 2D8+2.
- 6 — Clank! No damage. Armor too tough.
- 7 — Meld Laser Targeting damaged. Reduce chance To Hit by 2.
- 8 — Reactor hit. Platform is a whisper in space.

FQL CRITICAL HITS

- 2 — Gunner A killed.
- 3 — Electronic warfare damaged. Reduce Defensive Value by 1.
- 4 — Shield buckles. Reduce Defensive Value by 3.
- 5 — Missile Rack destroyed. Weapon may not fire.
- 6 — Missile Rack hit. Lose 1D6 missiles.
- 7 — Gunner A's Pulse Lasers damaged. Reduce chance To Hit by 1.
- 8 — Reactor hit. Platform is a whisper in space.

FQR CRITICAL HITS

- 2 — Gunner B killed.
- 3 — Meld Laser Targeting damaged. Reduce chance To Hit by 2.
- 4 — Structural damage. 4 more hits to each side.
- 5 — Meld Lasers destroyed. Weapon may not fire.
- 6 — Clank! No damage; armor too tough.
- 7 — Sensor Equipment destroyed.
- 8 — Reactor hit. Platform is a whisper in space.

RQL CRITICAL HITS

- 2 — Gunner A killed.
- 3 — Electronic warfare damaged. Reduce Defensive Value by 1.
- 4 — Shield buckles. Reduce Defensive Value by 3.
- 5 — Missile Rack destroyed. Weapon may not fire.
- 6 — Missile Rack hit. Lose 1D6 missiles.
- 7 — Gunner A's Pulse Lasers damaged. Reduce chance To Hit by 1.
- 8 — Reactor hit. Platform is a whisper in space.

RQR CRITICAL HITS

- 2 — Gunner B killed.
- 3 — Meld Laser Targeting damaged. Reduce chance To Hit by 2.
- 4 — Structural damage. 4 more hits to each side.
- 5 — Meld Lasers destroyed. Weapon may not fire.
- 6 — Clank! No damage; armor too tough.
- 7 — Sensor Equipment destroyed.
- 8 — Reactor hit. Platform is a whisper in space.

REAR CRITICAL HITS

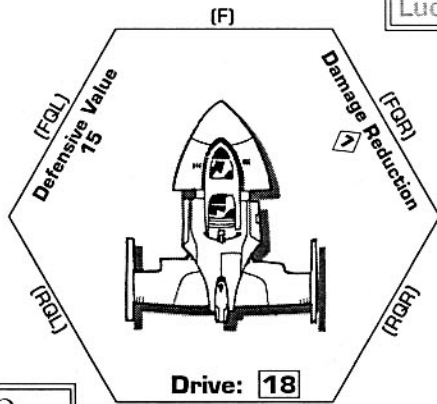
- 2 — Power Coupling hit. No weapons may be fired until after next turn.
- 3 — Electronic Warfare crippled. Reduce Defensive Value by 3.
- 4 — Engineering destroyed. May not perform damage control.
- 5 — Missile Rack destroyed. Weapon may not be fired.
- 6 — Missile Rack hit. Lose 1D6 missiles.
- 7 — Crew Quarters hit. Lose 1D4 Crew.
- 8 — Sensor Suite destroyed.

WINDJAMMER**BPV: 13 I.D.**

TPV

Pilot
5 Pulse Lasers (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: —
 Dmg Con: 1-2

(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

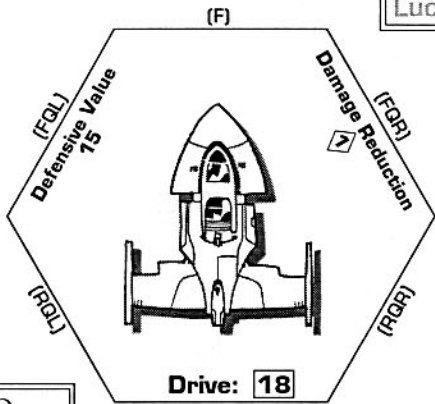
→		18	15	*	12
1	9	7	W	4	X

WINDJAMMER**BPV: 13 I.D.**

TPV

Pilot
5 Pulse Lasers (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: —
 Dmg Con: 1-2

(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

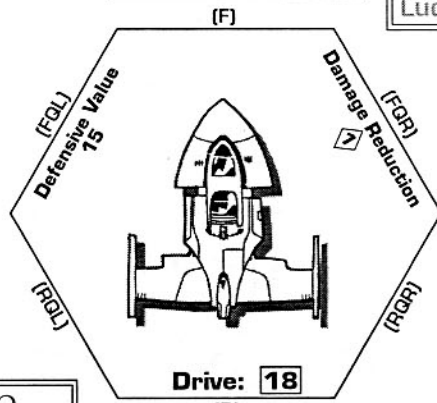
→		18	15	*	12
1	9	7	W	4	X

WINDJAMMER**BPV: 13 I.D.**

TPV

Pilot
5 Pulse Lasers (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: —
 Dmg Con: 1-2

(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

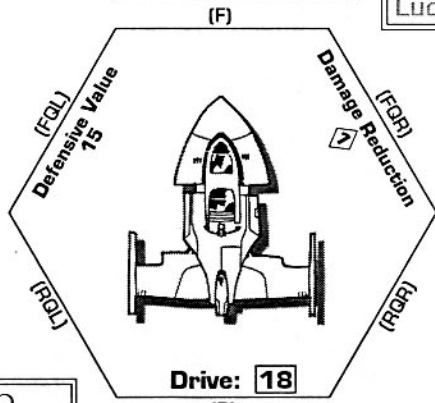
→		18	15	*	12
1	9	7	W	4	X

WINDJAMMER**BPV: 13 I.D.**

TPV

Pilot
5 Pulse Lasers (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: —
 Dmg Con: 1-2

(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

→		18	15	*	12
1	9	7	W	4	X

CRITICAL HITS

- 2 — Pilot killed. Windjammer may perform no further actions.
- 3 — Pilot dazed. Windjammer may not move or fire until after the end of the next game turn.
- 4 — **Electronic Warfare knocked out.** Windjammer may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters hit.** Windjammer may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 3.
- 7 — **Pulse Laser damaged.** Reduce chance To Hit by 1.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 4.
- 9 — **Engines severely damaged.** Windjammer reduced to a Drive value of 1. Reduce Defensive Value by 6.
- 10 — **Engines destroyed.** Windjammer may not move or turn. Reduce Defensive Value to 5.
- 11 — **Hull breached.** Reduce Defensive Value by 5. At the end of next game turn, Windjammer will disintegrate and be destroyed.
- 12 — **Reactor hit.** Power generator detonates; vessel is destroyed.

PULSE LASER SPECS

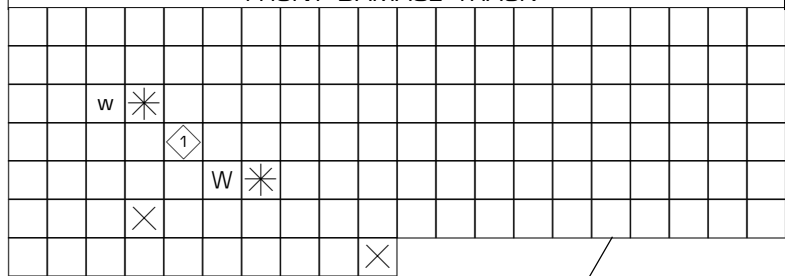
Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

TPV

Pilot
2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____

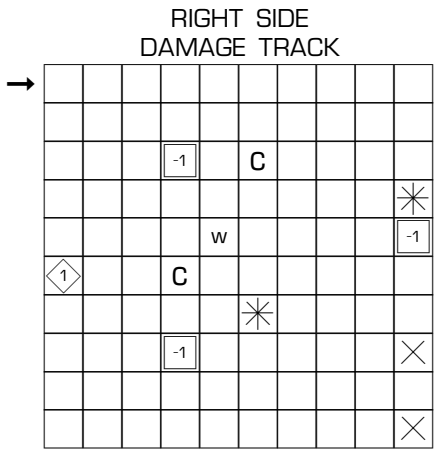
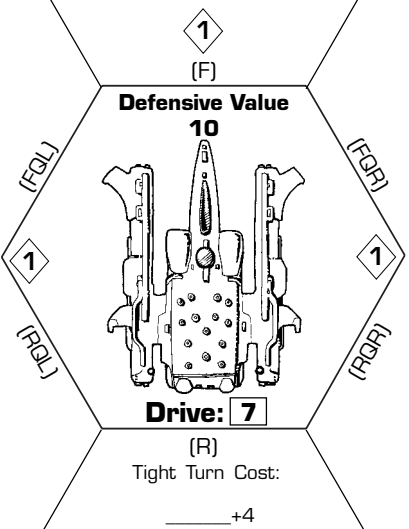
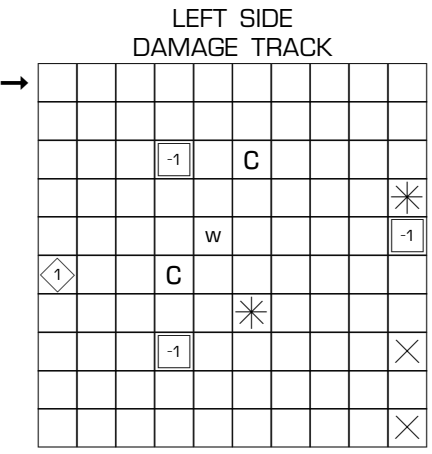
Bay 1
Battle Pod
 # _____



Bay 2
Battle Pod
 # _____

Gunner A
2 Pulse Lasers
 (FQL) (RQL) (R)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

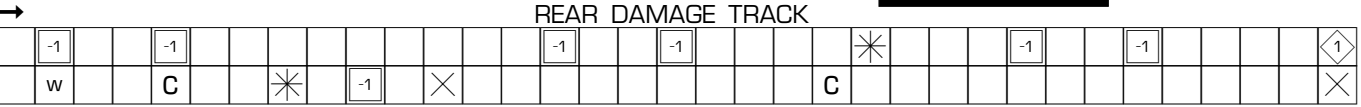
Gunner B
2 Pulse Lasers
 (R) (RQR) (FQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10



Gunner C
2 Pulse Lasers
 (RQL) (R) (RQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Bay 3
Battle Pod
 # _____

Decoys: O
 P-D: 1-4 (2)
 Dmg Con: 1-2
 Tons: 2000



- FRONT CRITICAL HITS**
- 2 — **Pilot killed.** Yama may not move or fire pilot weapon. Defensive Value drops to 5.
 - 3 — **Pilot Targeter damaged.** Reduce chance To Hit for all pilot weapons by 2.
 - 4 — **Point Defense hit.** Reduce Point Defense to 1-1 [1].
 - 5 — **Pilot Pulse Laser damaged.** Reduce chance To Hit by 2.
 - 6 — **Pilot Pulse Laser loses power.** May not fire until after next game turn.
 - 7 — **Gunner A killed.** Lose use of all Gunner A's weapons.
 - 8 — **Controls smashed.** Yama may not move. Defensive Value drops to 5.

- LEFT SIDE CRITICAL HITS**
- 2 — **Structure damaged.** Take 5 more hits to Left Damage Track.
 - 3 — **Battle Pod hit.** Battle Pod 1 destroyed.
 - 4 — **Pulse Laser A destroyed.** May not fire Pulse Laser A.
 - 5 — **Structural damage.** Take 5 more hits on Left Damage Track and 3 hits on Right.
 - 6 — **Maneuver Thruster hit.** Yama must make one left turn during its next move.
 - 7 — **Gunner A killed.** Lose use of Gunner A's weapon.
 - 8 — **Electronic Warfare gone.** Yama may no longer jam torps. Reduce Defensive Value by 2.

- RIGHT SIDE CRITICAL HITS**
- 2 — **Structure damaged.** Take 5 more hits to Left Damage Track.
 - 3 — **Battle Pod hit.** Battle Pod 2 destroyed.
 - 4 — **Pulse Laser B destroyed.** May not fire Pulse Laser B.
 - 5 — **Structural damage.** Take 5 more hits on Right Damage Track and 3 hits on Left.
 - 6 — **Maneuver Thruster hit.** Yama must make one left turn during its next move.
 - 7 — **Gunner B killed.** Lose use of Gunner B's weapon.
 - 8 — **Electronic Warfare gone.** Yama may no longer jam torps. Reduce Defensive Value by 2.

- REAR CRITICAL HITS**
- 2 — **Catastrophic structural damage.** Take 2D8 more hits to Rear Damage Track.
 - 3 — **Battle Pod hit.** Battle Pod 3 destroyed.
 - 4 — **Gunner C killed.** Lose use of Gunner C's weapon.
 - 5 — **Good Hit!** Take 5 more hits on Rear Damage Track.
 - 6 — **Maneuver Thrusters hit.** Yama may no longer make tight turns.
 - 7 — **Engine destroyed.** Reduce Drive to 0. Defensive Value drops to 5.
 - 8 — **Reactor detonates.** Yama disappears, permanently.

YISHNU/YAMA BATTLE PODS

SLOTS: 50

POD VY1

BPV: 60

Concealed Weapons/Bays
GUNNER 1A Gnr: _____

Gunner 1A
4 Blatguns (360°)
To Hit: 2D6+ADB+3
Damage: High+6
Range: 4/10/15
Target SR ≤13

Gunner 1A
Missile Launcher (360°)
Lock-on < _____
○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○

Gunner 1A
Missile Launcher (360°)
Lock-on < _____
○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○

POD VY2

BPV: 33

Concealed Weapons/Bays
GUNNER 2A Gnr: _____

Gunner 2A
Ion Ram (360°)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

GUNNER 2B Gnr: _____
Gunner 2B
Turbo Laser (360°)
To Hit: 2D8+ADB
Damage: High
Range: 9/25/30
Target SR ≤8

Gunner 2B
Missile Launcher (360°)
Lock-on < _____
○○○○○○○○○○○○○○○○

BPV: 18 POD VY3

Concealed Weapons/Bays

Carrier Bay
100-ton Fighter x1
Type: _____ ID: _____
100-ton RP x1 ○

GUNNER 3A Gnr: _____

Gunner 3A
2 Impulseguns (360°)
To Hit: 2D8+ADB+1
Damage: High+2
Range: 3/8/10

POD VY4

BPV: 25

Concealed Weapons/Bays

Carrier Bay
100-ton Fighter x1
Type: _____ ID: _____
100-ton RP x1 ○

GUNNER 4A Gnr: _____
Gunner 4A
2 Autocannons
(1 Arc)
To Hit: 2D6+ADB+1
Damage: Medium+1 †
Range: 3/10/24
○○○○

Gunner 4A
Missile Launcher (360°)
Lock-on < _____
○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○

† Whenever two of the attack dice roll doubles, multiply the base damage by 2.

POD VY5

BPV: 70

Concealed Weapons/Bays

GUNNER 5A Gnr: _____
Gunner 5A
4 Splatterguns (360°)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gunner 5A
Missile Launcher (360°)
Lock-on < _____
○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○

GUNNER 5B Gnr: _____
Gunner 5B
4 Splatterguns (360°)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gunner 5B
Missile Launcher (360°)
Lock-on < _____
○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○

POD VY6

BPV: 40

GUNNER 6A Gnr: _____

Gunner 6A
2 Impulseguns (3 Arcs)
To Hit: 2D8+ADB+1
Damage: High+2
Range: 3/8/10

GUNNER 6B Gnr: _____

Gunner 6B
4 Pulse Lasers (360°)
To Hit: 2D8+ADB+3
Damage: Medium+3
Range: 2/9/10

Gunner 6B
Railrepeater (3 arcs)
To Hit: 2D6+ADB
Damage: High †
Range: 4/15/36
Target SR ≤6
○○○○○○○○○○○○○○

† Whenever two of the attack dice roll doubles, multiply the base damage by 2.

POD VY7

BPV: 50

Concealed Weapons/Bays

GUNNER 7A Gnr: _____
Gunner 7A
4 Blatguns (360°)
To Hit: 2D6+ADB+3
Damage: High+6
Range: 4/10/15
Target SR ≤13

Gunner 7A
1 Protobolt Projector (360°)
To Hit: 2D6+ADB
Damage: 10/8/6
Range: 5-8/12/16
Target SR ≤14
○○○○○○○○○○○○○○

BPV: 5 POD VY8

Concealed Weapons/Bays

Carrier Bay
100-ton Fighter x1
Type: _____ ID: _____

BPV: 25 POD VY9

GUNNER 9A Gnr: _____

Gunner 9A
Heavy Plazgun (360°)
To Hit: 2D6+ADB
Damage: All x 2 ¥
Range: 4/8/15
Target SR ≤11

¥ If the attack dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.

TPV

Tons: 1040

Type 1 Drones

○ ○
○ ○
○ ○

Type 4 Drones

○ ○
○ ○
○ ○

Special Equipment

Tow Hook
 Drone Mover 4

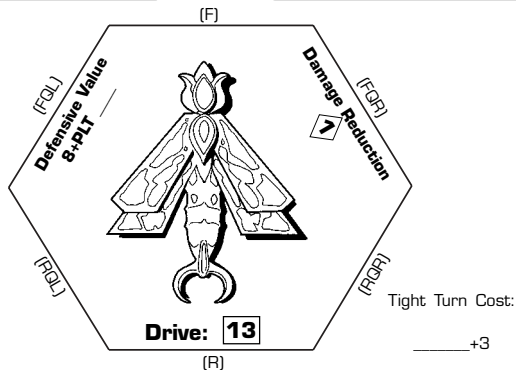
Weapon 1 Z-Beam (F)
To Hit: 2D8+ADB
Damage: High x 2
Range: 3/20/22
Target SR ≤10

Weapon 2 Z-Beam (F)
To Hit: 2D8+ADB
Damage: High x 2
Range: 3/20/22
Target SR ≤10

Weapon 3 Z-Beam (F)
To Hit: 2D8+ADB
Damage: High x 2
Range: 3/20/22
Target SR ≤10

Jump Pods

②
②
②
③
③
④



Weapon 4 X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Weapon 5 X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

DAMAGE TRACK

				D	●	13	*			w
12	d	●	1	11		D	10			
	w	9	d	●	D	*	8			d
	7		w		D		6	●		
5			d	*	4	D		w		3
		D	●		2	d				
			1	w	d	●	×			

Hatchling

Plt: _____

WEAPON 1
Gnr: _____

WEAPON 2
Gnr: _____

WEAPON 3
Gnr: _____

WEAPON 4
Gnr: _____

WEAPON 5
Gnr: _____

TPV

Tons: 1040

Type 1 Drones

○ ○
○ ○
○ ○

Type 4 Drones

○ ○
○ ○
○ ○

Special Equipment

Tow Hook
 Drone Mover 4

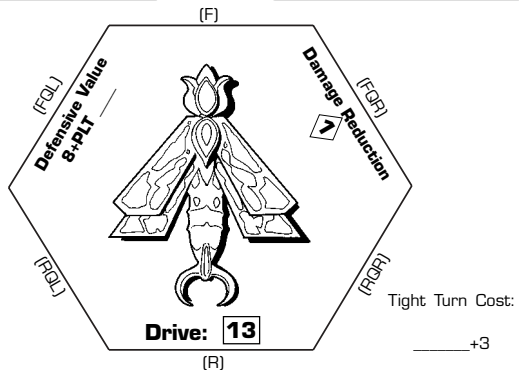
Weapon 1 Z-Beam (F)
To Hit: 2D8+ADB
Damage: High x 2
Range: 3/20/22
Target SR ≤10

Weapon 2 Z-Beam (F)
To Hit: 2D8+ADB
Damage: High x 2
Range: 3/20/22
Target SR ≤10

Weapon 3 Z-Beam (F)
To Hit: 2D8+ADB
Damage: High x 2
Range: 3/20/22
Target SR ≤10

Jump Pods

②
②
②
③
③
④



Weapon 4 X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Weapon 5 X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

DAMAGE TRACK

				D	●	13	*			w
12	d	●	1	11		D	10			
	w	9	d	●	D	*	8			d
	7		w		D		6	●		
5			d	*	4	D		w		3
		D	●		2	d				
			1	w	d	●	×			

CRITICAL HITS

- Shields damaged. Reduce Defensive Value by 3.
- Hull cracks. Dragonfly takes 1D8 more damage.
- Beam power drops. Change damage to "Low" on one random X-Beam.
- Beam power short. Hatchling may not fire a beam weapon until after next game turn.
- Electronic Warfare Rig damaged. Dragonfly may no longer jam torps.
- Special Equipment shredded. Hatchling may no longer use Drone Mover or Tow Hook.
- Drone Mover seizures. When this Drone Mover is used, target drone has 2 in 4 chance of being destroyed.
- Drone Launcher damaged. Dragonfly takes 1D4 hits for each additional drone launched.
- Hatchling stunned. Dragonfly may take no further actions until after D4 turns.
- Hull snaps apart. The Dragonfly is destroyed.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

Z-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-20 hexes.
Long Range: 21-22 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤10.

LAMPREY

I.D. ■

BPV: 93

TPV

Tons: 670

Type 3 Drones



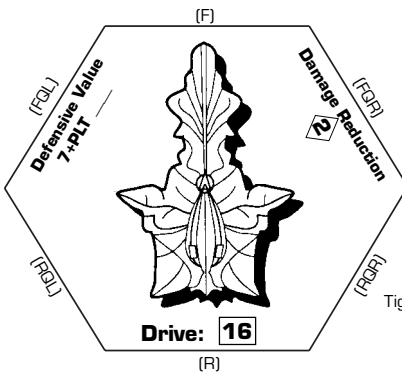
Weapon 1
Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2
Range: 3/16/18
Target SR ≤13

Weapon 2
Drive Leech (F)
To Hit: 2D6+ADB
Damage: Low *
Range: 1/2/4
○○○○○

Weapon 3
X-Beam (F) (R)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____
WEAPON 3
Gnr: _____

Jump Pods
②
③
④



Tight Turn Cost: _____+3

Special Equipment
 Grappling Tube
 Tow Hook

DAMAGE TRACK

→	d			16		d	w		15	●				
	d		14		*	●	13	W			d			
		12		2	11	*	d		10					
	w		9	1			7		5		3	2	1	×

LAMPREY

I.D. ■

BPV: 93

TPV

Tons: 670

Type 3 Drones



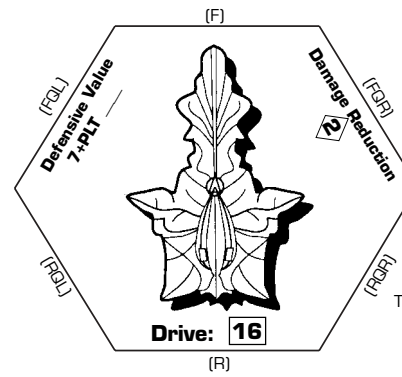
Weapon 1
Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2
Range: 3/16/18
Target SR ≤13

Weapon 2
Drive Leech (F)
To Hit: 2D6+ADB
Damage: Low *
Range: 1/2/4
○○○○○

Weapon 3
X-Beam (F) (R)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____
WEAPON 3
Gnr: _____

Jump Pods
②
③
④



Tight Turn Cost: _____+3

Special Equipment
 Grappling Tube
 Tow Hook

DAMAGE TRACK

→	d			16		d	w		15	●				
	d		14		*	●	13	W			d			
		12		2	11	*	d		10					
	w		9	1			7		5		3	2	1	×

CRITICAL HITS

- Shields damaged. Reduce Defensive Value by 1.
- Hull cracks. Lamprey takes 2D4 more hits.
- Tow Hook damaged. Mark off this piece of equipment.
- Drones destroyed. Lose all remaining drones.
- Electronic Warfare Rig damaged. Lamprey may no longer jam torps.
- Grappling Tube destroyed. Mark off this piece of equipment.
- Y-Beam power drops. Modify Damage code by -3.
- Drive Leech power duct damaged. Modify Damage code by -1.
- Hatchling killed. Lamprey may take no further actions. Defensive Value is reduced to 5.
- Attack guts through Lamprey. It is destroyed.

DRIVE LEECH SPECS

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-4 hexes (-1 To Hit).
* Low Damage is distributed only to target's Drive Damage boxes, ignoring Damage Reduction value.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

Y-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-16 hexes.
Long Range: 17-18 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

LARVA

TPV

Weapon 1 X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Hatchling
Plt: _____
WEAPON 1
Gnr: _____

Tons: 250

Type 1 Drones

Jump Pods
②
③
③
④

Special Equipment
 Drone Mover 2

Drive: 15

Tight Turn Cost: _____+3

DAMAGE TRACK

→	d	15	d	14	●	13	12
*	11	●	w	10	d	5	1
					●	2	×

LARVA

TPV

Weapon 1 X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Hatchling
Plt: _____
WEAPON 1
Gnr: _____

Tons: 250

Type 1 Drones

Jump Pods
②
③
③
④

Special Equipment
 Drone Mover 2

Drive: 15

Tight Turn Cost: _____+3

DAMAGE TRACK

→	d	15	d	14	●	13	12
*	11	●	w	10	d	5	1
					●	2	×

- CRITICAL HITS**
- Shields damaged. Reduce Defensive Value by 2.
 - Hull fibers shredded. Take 1 extra hit.
 - Weapon power flow hindered. Change X-Beam Damage to Low.
 - Drone Dispenser damaged. Lose 1D6 of remaining drone.
 - Electronic Warfare Rig damaged. Larva may no longer jam torps.
 - Drone Mover destroyed. Mark off this piece of equipment.
 - Jump Pods malfunction. Larva may no longer use Jump Pods.
 - Hatchling Drive Link destroyed. Drive Value drops to 0. Defensive Value drops to 5.
 - Hatchling killed. Larva may take no further actions. Defensive Value drops to 5.
 - Catastrophic Hull breach. Larva is destroyed.

LARVA

TPV

Weapon 1 X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Hatchling
Plt: _____
WEAPON 1
Gnr: _____

Tons: 250

Type 1 Drones

Jump Pods
②
③
③
④

Special Equipment
 Drone Mover 2

Drive: 15

Tight Turn Cost: _____+3

DAMAGE TRACK

→	d	15	d	14	●	13	12
*	11	●	w	10	d	5	1
					●	2	×

LARVA

TPV

Weapon 1 X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Hatchling
Plt: _____
WEAPON 1
Gnr: _____

Tons: 250

Type 1 Drones

Jump Pods
②
③
③
④

Special Equipment
 Drone Mover 2

Drive: 15

Tight Turn Cost: _____+3

DAMAGE TRACK

→	d	15	d	14	●	13	12
*	11	●	w	10	d	5	1
					●	2	×

- X-BEAM SPECS**
- Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

TPV

Tons: 770

Weapon 1 Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2
Range: 3/16/18
Target SR ≤13

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____
WEAPON 3
Gnr: _____
WEAPON 4
Gnr: _____

Type 2 Drones

○ ○

○ ○

○ ○

○ ○

Weapon 2 Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2
Range: 3/16/18
Target SR ≤13

Jump Pods

②

③

③

④

Drive: 12

Tight Turn Cost: _____+3

Weapon 3 Spore Mole Launcher (360°)
Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Weapon 4 X-Beam (FQL) (RQL) (R) (RQR) (FQR)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Special Equipment

Drone Mover 4

Tow Hook

Ink Dispenser

○ ○ ○

DAMAGE TRACK

→		d		d		12	●	w	D	
		11	d	●		*	W	10	D	●
	d			9	d			w		8
	*	◇	2			7	D			◇
	6			w	5	4	3	2	1	×

TPV

Tons: 770

Weapon 1 Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2
Range: 3/16/18
Target SR ≤13

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____
WEAPON 3
Gnr: _____
WEAPON 4
Gnr: _____

Type 2 Drones

○ ○

○ ○

○ ○

○ ○

Weapon 2 Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2
Range: 3/16/18
Target SR ≤13

Jump Pods

②

③

③

④

Drive: 12

Tight Turn Cost: _____+3

Weapon 3 Spore Mole Launcher (360°)
Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Weapon 4 X-Beam (FQL) (RQL) (R) (RQR) (FQR)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Special Equipment

Drone Mover 4

Tow Hook

Ink Dispenser

○ ○ ○

DAMAGE TRACK

→		d		d		12	●	w	D	
		11	d	●		*	W	10	D	●
	d			9	d			w		8
	*	◇	2			7	D			◇
	6			w	5	4	3	2	1	×

CRITICAL HITS

- 1 — **Shields damaged.** Reduce Defensive Value by 1.
- 2 — **Hull stressed.** Manta takes 2D4 more hits.
- 3 — **Tow Hook damaged.** Mark off this piece of equipment.
- 4 — **Massive Drone malfunction.** Lose 1D4 of each remaining drone type. Roll separately.
- 5 — **Electronic Warfare Rig Damaged.** Manta may no longer jam torps.
- 6 — **Drone Mover performance impeded.** Reduce Drone Mover by 1 rating level.
- 7 — **Ink Dispenser malfunctions.** Mark off all remaining ink munitions.
- 8 — **Spore Mole Launcher misfire.** Lose 1D8 of remaining spore moles.
- 9 — **Hatchling stunned.** Manta may not move or fire until after next game turn.
- 10 — **Catastrophic Hull collapse.** Manta is destroyed.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

Y-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-16 hexes.
Long Range: 17-18 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

TPV

Tons: 430

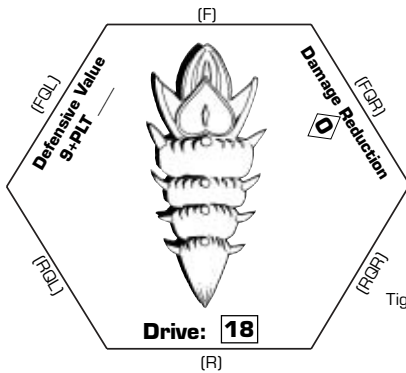
Type 2 Drones

○ ○
○ ○
○ ○
○ ○

Weapon 1
X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Weapon 2
X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Ink Dispenser
○ ○ ○



Weapon 3
Spore Mole Launcher (360°)
Lock-on < _____
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

→			18		17				d	15	*
			12	w	d	11	●	d			9
	●	d	w	8		d	7	*			6
●	5	d	w	4	d		3	2	1		×

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____
WEAPON 3
Gnr: _____

Jump Pods
②
②
③
③

TPV

Tons: 430

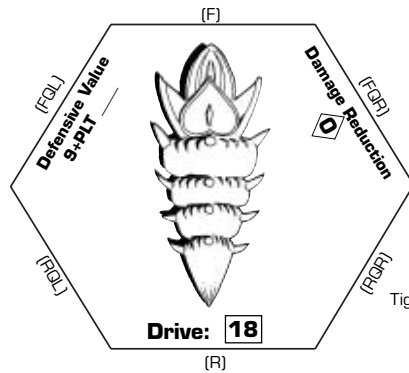
Type 2 Drones

○ ○
○ ○
○ ○
○ ○

Weapon 1
X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Weapon 2
X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Ink Dispenser
○ ○ ○



Weapon 3
Spore Mole Launcher (360°)
Lock-on < _____
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

→			18		17				d	15	*
			12	w	d	11	●	d			9
	●	d	w	8		d	7	*			6
●	5	d	w	4	d		3	2	1		×

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____
WEAPON 3
Gnr: _____

Jump Pods
②
②
③
③

CRITICAL HITS

- Shields damaged. Reduce Defensive Value by 1D6.
- Hull Plates melt. Muckworm takes 1D4 more damage.
- Beam link damaged. Random X-Beam may not fire until after next game turn. Reduce damage for that X-Beam to Low x 2.
- Drone Launcher jammed. Muckworm takes 1D4 hits for each additional drone launched.
- Electronic Warfare Rig Damaged. Hatchling may no longer jam torps.
- Spore Moles triggered. Muckworm loses D4 Spores and takes the same amount of additional damage.
- Jump Pods fractured. Lose 1D4 of remaining jump pods of Hatchling's choice.
- Ink Dispenser collapse. Mark off all remaining ink munitions and dispenser.
- Hatchling killed. Muckworm may take no further actions. Defensive Value is reduced to 5.
- Hull disappears. The Muckworm is gone.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

MUSKELLUNGE

I.D.

BPV: 210

TPV

Tons: 1150

Type 1 Drones

Type 5 Drones

Weapon 1
Z-Beam (F)
 To Hit: 2D8+ADB
 Damage: High x 2
 Range: 3/20/22
 Target SR ≤10

Weapon 2
Y-Beam (F) (R)
 To Hit: 2D8+ADB
 Damage: Medium x 2
 Range: 3/16/18
 Target SR ≤13

Weapon 3
Y-Beam (FQL) (F)
 To Hit: 2D8+ADB
 Damage: Medium x 2
 Range: 3/16/18
 Target SR ≤13

Weapon 4
Y-Beam (F) (FQR)
 To Hit: 2D8+ADB
 Damage: Medium x 2
 Range: 3/16/18
 Target SR ≤13

Hatchling
 Plt: _____
WEAPON 1
 Gnr: _____
WEAPON 2
 Gnr: _____
WEAPON 3
 Gnr: _____
WEAPON 4
 Gnr: _____
WEAPON 5
 Gnr: _____

Jump Pods

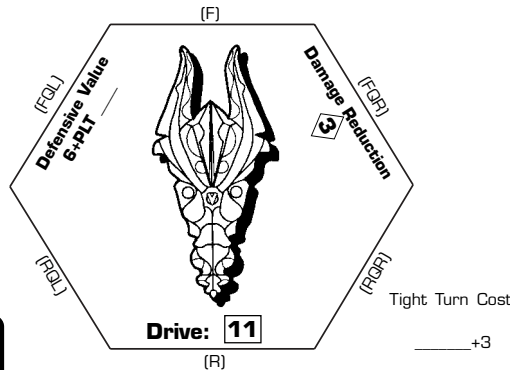
Weapon 5
X-Beam (360°)
 To Hit: 2D8+ADB
 Damage: Low x 3
 Range: 3/14/16

Ink Dispenser

Special Equipment

Tow Hook

Drone Mover 5



DAMAGE TRACK

→				3	d	w		11		●		D	
		*				d			W			10	
	●	d					D			D		w	
			9					d		*			
				W	8			2		d		d	
	●	d				7					*		
			6						D			5	
	w			D	1	4		3			2	1	X

CRITICAL HITS

- 1 — Hull fibers absorb damage. No effect.
- 2 — Hull cracks. Muskellunge takes 2D4 more damage.
- 3 — Tow Hook damaged. Mark off this piece of equipment.
- 4 — Drone Discharger temporarily jammed. Muskie may not lay drones until after next game turn.
- 5 — Electronic Warfare Rig damaged. Muskie may no longer jam torps.
- 6 — Drone Mover performance impeded. Reduce Drone Mover by 1 rating level.
- 7 — Hatchling Link to Z-Beam disrupted. Z-Beam may not fire until after next game turn.
- 8 — Power Routing to weapons disrupted. No Beam weapons may fire until after next game turn.
- 9 — Hatchling stunned. Muskie may not move or fire until after next game turn.
- 10 — Critical Hull breach. Take 5D10 more hits.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-14 hexes.
 Long Range: 15-16 hexes (-1 To Hit).

Y-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-16 hexes.
 Long Range: 17-18 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤13.

Z-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-20 hexes.
 Long Range: 21-22 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤10.

REMORA

I.D. ■

BPV: 46

TPV

Tons: 370

Type 1 Drones

○ ○

○ ○

Weapon 1
X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Weapon 2
Drive Leech (F)
To Hit: 2D6+ADB
Damage: Low *
Range: 1/2/4
○ ○ ○ ○

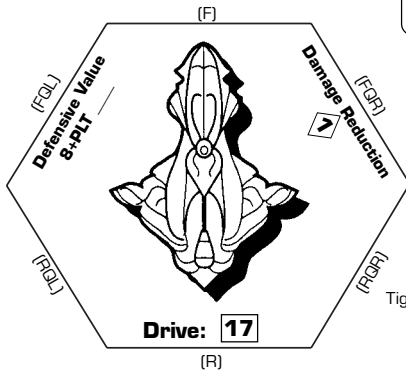
Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____

Jump Pods

②

③

④



Tight Turn Cost: _____+3

Special Equipment

Grappling Tube

Tow Hook

DAMAGE TRACK

→		17	d		16	●	d	15		*		
	14	w		13		12	●	w	9	d	5	◇
	4	3	2	×								

REMORA

I.D. ■

BPV: 46

TPV

Tons: 370

Type 1 Drones

○ ○

○ ○

Weapon 1
X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Weapon 2
Drive Leech (F)
To Hit: 2D6+ADB
Damage: Low *
Range: 1/2/4
○ ○ ○ ○

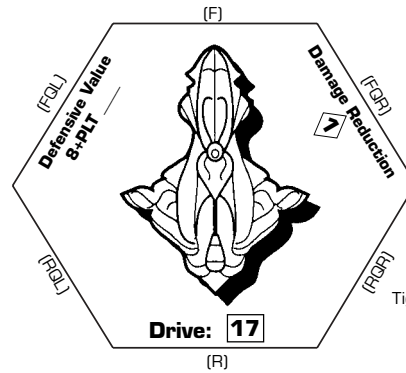
Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____

Jump Pods

②

③

④



Tight Turn Cost: _____+3

Special Equipment

Grappling Tube

Tow Hook

DAMAGE TRACK

→		17	d		16	●	d	15		*		
	14	w		13		12	●	w	9	d	5	◇
	4	3	2	×								

CRITICAL HITS

- Shields damaged. Reduce Defensive Value by 2.
- Hull cracks. Remora takes 1D6 more hits.
- Tow Hook damaged. Mark off this piece of equipment.
- Drone Dispenser destroyed. Lose all remaining drones.
- Electronic Warfare Rig damaged. Remora may no longer jam torps.
- Grappling Tube destroyed. Mark off this piece of equipment.
- Jump Pod controls fused. Lose use of Jump Pods.
- Drive Leech power duct damaged. Modify Damage code to Low-1*.
- Hatchling killed. Remora may take no further actions. Defensive Value is reduced to 5.
- Blast snaps Structural Spine. Remora is destroyed.

DRIVE LEECH SPECS

Short Range: 1 hex (+1 To Hit).

Medium Range: 2 hexes.

Long Range: 3-4 hexes (-1 To Hit).

* Low Damage is distributed only to target's Drive Damage boxes, ignoring Damage Reduction value.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).

Medium Range: 4-14 hexes.

Long Range: 15-16 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

SHAGGAI

I.D.

BPV: 39

TPV

Weapon 1 X-Beam (F) To Hit: 2D8+ADB Damage: Low x 3 Range: 3/14/16

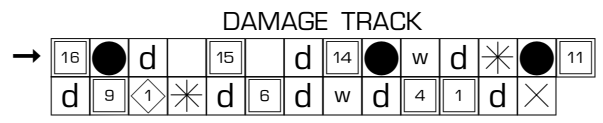
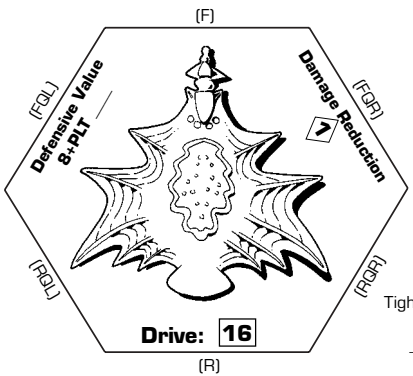
Hatchling Plt: WEAPON 1 Gnr: WEAPON 2 Gnr:

Tons: 270

Type 1 Drones

Weapon 2 Spore Mole Launcher (360°) Lock-on

Jump Pods



SHAGGAI

I.D.

BPV: 39

TPV

Weapon 1 X-Beam (F) To Hit: 2D8+ADB Damage: Low x 3 Range: 3/14/16

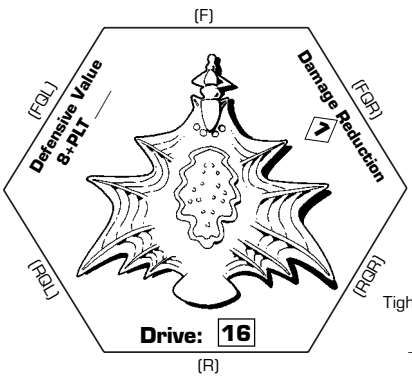
Hatchling Plt: WEAPON 1 Gnr: WEAPON 2 Gnr:

Tons: ???

Type 1 Drones

Weapon 2 Spore Mole Launcher (360°) Lock-on

Jump Pods



CRITICAL HITS

- 1 - Shields damaged. Reduce Defensive Value by 3.
2 - Hull Fibers shred. Shaggai takes 1D6 more damage.
3 - Jump pods fractured. Lose 1D4 of remaining jump pods of Hatchling's choice.
4 - Beam power drops. Change X-Beam damage to "Low."
5 - Electronic Warfare Rig Damaged. Hatchling may no longer jam torps.
6 - Drone Layer damaged. Shaggai may not lay Drones until after next game turn.
7 - Shaggai stunned. Shaggai may perform no actions until after next turn.
8 - Spore Moles triggered. Shaggai loses D4 Spores and takes the same amount of additional damage.
9 - Hatchling is killed. Shaggai may perform no further actions. Defensive Value is reduced to 5.
10 - Hull unravels. The Shaggai is destroyed.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

GAME TURN RECORD TRACK

Table with 20 numbered columns for game turn record.

TPV

Tons: 520

Weapon 1
Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2
Range: 3/16/18
Target SR ≤13

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____

Type 1 Drones

○ ○ ○ ○ ○ ○ ○ ○

Weapon 2
X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Ink Dispenser
○ ○ ○ ○ ○

Jump Pods

②
②
③
③
④
④

Drive: **13**

Tight Turn Cost: _____+3

Special Equipment

Drone Mover 3

DAMAGE TRACK

→	d	D		13	●	d	d		12	D		
●	d		*		11	d	●	w	②	10	D	
	9	d	*	●	7	w	①	5	4	3	2	×

TPV

Tons: 520

Weapon 1
Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2
Range: 3/16/18
Target SR ≤13

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____

Type 1 Drones

○ ○ ○ ○ ○ ○ ○ ○

Weapon 2
X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Ink Dispenser
○ ○ ○ ○ ○

Jump Pods

②
②
③
③
④
④

Drive: **13**

Tight Turn Cost: _____+3

Special Equipment

Drone Mover 3

DAMAGE TRACK

→	d	D		13	●	d	d		12	D		
●	d		*		11	d	●	w	②	10	D	
	9	d	*	●	7	w	①	5	4	3	2	×

CRITICAL HITS

- 1 — Shields damaged. Reduce Defensive Value by 1.
- 2 — Hull Fibers melted. Squidge takes 1D6 more damage.
- 3 — Hatchling link to X-Beam damaged. X-Beam may not fire until after next game turn.
- 4 — Drone Storage Bay rupture. Lose 1D4 of each remaining drone type. Roll separately.
- 5 — Electronic Warfare Rig Damaged. Squidge may no longer jam torps.
- 6 — Drone Mover performance impeded. Reduce Drone Mover by one rating level.
- 7 — Massive Jump Pod malfunction. Lose 1D4 of remaining Jump Pods. Hatchling's choice.
- 8 — Y-Beam power drops. Modify Damage code by -4.
- 9 — Hatchling killed. Squidge may take no further actions. Defensive Value is reduced to 5.
- 10 — Hull buckles under stress. Squidge is destroyed.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-14 hexes.
 Long Range: 15-16 hexes (-1 To Hit).

Y-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-16 hexes.
 Long Range: 17-18 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤13.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

THISTLE

I.D.

BPV: 59

TPV

Tons: 360

Type 1 Drones

○ ○

○ ○

Type 2 Drones

○ ○

○ ○

Weapon 1
X-Beam (F)
 To Hit: 2D8+ADB
 Damage: Low x 3
 Range: 3/14/16

Weapon 2
X-Beam (360°)
 To Hit: 2D8+ADB
 Damage: Low x 3
 Range: 3/14/16

Ink Dispenser

○ ○ ○ ○ ○

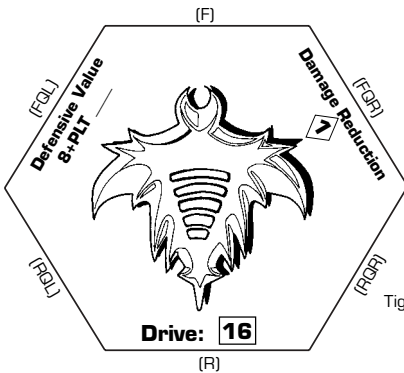
Hatchling
 Plt: _____
WEAPON 1
 Gnr: _____
WEAPON 2
 Gnr: _____

Jump Pods

②

③

④



Tight Turn Cost: _____+3

DAMAGE TRACK

→	D	16	*	1	d	14	w	12	●	D	10
	d	8	●	D	6	d	*	5	D	4	
	3	w	●	2	1	d	×				

THISTLE

I.D.

BPV: 59

TPV

Tons: 360

Type 1 Drones

○ ○

○ ○

Type 2 Drones

○ ○

○ ○

Weapon 1
X-Beam (F)
 To Hit: 2D8+ADB
 Damage: Low x 3
 Range: 3/14/16

Weapon 2
X-Beam (360°)
 To Hit: 2D8+ADB
 Damage: Low x 3
 Range: 3/14/16

Ink Dispenser

○ ○ ○ ○ ○

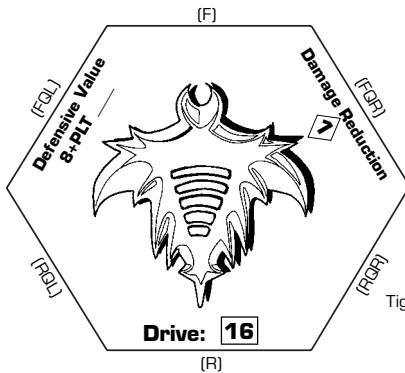
Hatchling
 Plt: _____
WEAPON 1
 Gnr: _____
WEAPON 2
 Gnr: _____

Jump Pods

②

③

④



Tight Turn Cost: _____+3

DAMAGE TRACK

→	D	16	*	1	d	14	w	12	●	D	10
	d	8	●	D	6	d	*	5	D	4	
	3	w	●	2	1	d	×				

CRITICAL HITS

- Shields damaged. Reduce Defensive Value by 4.
- Hull Fibers melt. Thistle takes 2D4 more damage.
- Beam link damaged. Random X-Beam may not fire until after next game turn.
- Drone Launcher jammed. Take 1D4 hits for each additional drone launched.
- Electronic Warfare Rig Damaged. Hatchling may no longer jam torps.
- Beam power drops. Change damage to Low on random X-Beam.
- Jump Pods fractured. Lose 1D4 of remaining Jump Pods. Hatchling's choice.
- Ink Dispenser collapse. Mark off all remaining ink munitions and dispenser.
- Hatchling killed. Thistle may take no further actions. Defensive Value is reduced to 5.
- Hull disappears. The Thistle is gone.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-14 hexes.
 Long Range: 15-16 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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TPV

Tons: 450

Type 2 Drones

Weapon 1
X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Ink Dispenser
○○○

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____

Jump Pods

②
②
③
③
④
④

Weapon 2
Spore Mole Launcher (360°)
Lock-on < _____

○○○○○○○○○○○○○○○○○○○○

Drive: **16**

Tight Turn Cost: _____+3

DAMAGE TRACK

→		16	●	15	13	d	●		10	*
	d	●	9	w	●	d	8	●	d	6
	d	4	d	*	3	d	w	2		×

TPV

Tons: 450

Type 2 Drones

Weapon 1
X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3
Range: 3/14/16

Ink Dispenser
○○○

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____

Jump Pods

②
②
③
③
④
④

Weapon 2
Spore Mole Launcher (360°)
Lock-on < _____

○○○○○○○○○○○○○○○○○○○○

Drive: **16**

Tight Turn Cost: _____+3

DAMAGE TRACK

→		16	●	15	13	d	●		10	*
	d	●	9	w	●	d	8	●	d	6
	d	4	d	*	3	d	w	2		×

CRITICAL HITS

- 1 — **Shields damaged.** Reduce Defensive Value by 1D4.
- 2 — **Hull Fibers shred.** Vartak takes 1D4 more damage.
- 3 — **Jump pod fractured.** Lose 1D4 of remaining jump pods of Hatchling's choice.
- 4 — **Beam power drops.** Change X-Beam damage to "Low."
- 5 — **Electronic Warfare Rig Damaged.** Hatchling may no longer jam torps.
- 6 — **Drone Launcher hit.** Remove 1D4 additional drones.
- 7 — **Hatchling stunned.** Vartak may perform no actions until after next turn.
- 8 — **Spore Moles triggered.** Vartak loses D4 Spores and takes the same amount of additional damage.
- 9 — **Hatchling is killed.** Vartak may perform no further actions.
- 10 — **Hull shreds.** The Vartak is destroyed.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-14 hexes.
 Long Range: 15-16 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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Conestoga	Gunboat	215	Espan Rebellion	5	25
Drakar	Gunboat	121	Stock	5	42
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Epping	Gunboat	119	Stock	4	47
Epping Alpha	Gunboat	119	Hostile Takeover	4	48
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Epping Prime	Gunboat	78	Operation Drydock	4	50
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Remora	Fighter	46	Nightbrood		243
Shaggai	Fighter	39	Nightbrood		244
Squidge	Fighter	90	Nightbrood		245
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Pteradon	Warhound	781	ASP Technocracy	27	136
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Saucer Shuttle	Fighter	6	Espan Rebellion	1	152
Conestoga	Gunboat	215	Espan Rebellion	5	25
Eagle	Gunboat	170	Espan Rebellion	5	45
Black Widow	Fighter	157	Fighter Tactics Manual	3	14
Chupacabra	Fighter	18	Fighter Tactics Manual	1	24
Shark	Fighter	42	Fighter Tactics Manual	1	161
Stinger	Fighter	18	Fighter Tactics Manual	1	186
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Kosmos III	Fighter	30	Hostile Takeover	1	89
Prowler	Fighter	78	Hostile Takeover	1	135
Strata	Fighter	111	Hostile Takeover	2	195
Surya	Fighter	40	Hostile Takeover	1	198
Astrohauler	Gunboat	34	Hostile Takeover	2	4
Eagle Beta	Gunboat	167	Hostile Takeover	5	46
Epping Alpha	Gunboat	119	Hostile Takeover	4	48
Scorpion Beta	Gunboat	125	Hostile Takeover	4	154
Dracula	Fighter	90	House Colos	3	41
Spectre	Fighter	55	House Colos	1	177
Spectre II	Fighter	57	House Colos	1	178
Strella	Fighter	10	House Colos	1	196
Strella II	Fighter	10	House Colos	1	197
Predator	Gunboat	131	House Colos	4	134
Fletcher HCR	Warhound	902	House Colos	26	60
Totenkopf	Warhound	1191	House Colos	38	215
Totenkopf II	Warhound	1204	House Colos	38	217
Ushas	Warhound	345	House Colos	10	219
Pod U1	Battle Pod	100	Kashmere Commonwealth	1	221
Pod U2	Battle Pod	45	Kashmere Commonwealth	7	221
Pod U3	Battle Pod	89	Kashmere Commonwealth	4	221
Pod U4	Battle Pod	7	Kashmere Commonwealth	2	221
Pod VY 1	Battle Pod	60	Kashmere Commonwealth	1	236
Pod VY 2	Battle Pod	33	Kashmere Commonwealth	2	236

Name	Type	BPV	House	Crew	Page
Pod VY 3	Battle Pod	18	Kashmere Commonwealth	2	236
Pod VY 4	Battle Pod	25	Kashmere Commonwealth	2	236
Pod VY 5	Battle Pod	70	Kashmere Commonwealth	2	236
Pod VY 6	Battle Pod	40	Kashmere Commonwealth	2	236
Pod VY 7	Battle Pod	50	Kashmere Commonwealth	1	236
Pod VY 8	Battle Pod	5	Kashmere Commonwealth	1	236
Pod VY 9	Battle Pod	25	Kashmere Commonwealth	1	236
Pod VY_	Battle Pod	Not given	Kashmere Commonwealth	NA	221
Pos U_	Battle Pod	Not given	Kashmere Commonwealth	NA	221
Lakshmi	Fighter	83	Kashmere Commonwealth	2	92
Marut	Fighter	15	Kashmere Commonwealth	1	100
Teal Hawk III	Fighter	40	Kashmere Commonwealth	2	209
Karttikeya	Gunboat	150	Kashmere Commonwealth	4	86
Varuna	Gunboat	120	Kashmere Commonwealth	3	222
Vishnu	Gunboat	50	Kashmere Commonwealth	4	223
Yama	Gunboat	50 + pod	Kashmere Commonwealth	4	235
Kali	Warhound	633	Kashmere Commonwealth	17	84
Black Widow II	Fighter	162	More Than Valor	3	15
Death Wind III	Fighter	61	More Than Valor	2	36
Hayabusa	Fighter	31	More Than Valor	1	71
Night Hawk EX	Fighter	64	More Than Valor	1	120
Salamander III	Fighter	64	More Than Valor	2	148
Samurai	Fighter	68	More Than Valor	2	150
Samurai II	Fighter	75	More Than Valor	2	151
Seraph EX	Fighter	149	More Than Valor	1	160
Shark II	Fighter	39	More Than Valor	1	162
Sorenson IV	Fighter	68	More Than Valor	2	176
Talon III	Fighter	33	More Than Valor	1	203
Teal Hawk EX	Fighter	73	More Than Valor	1	210
Drakar EX	Gunboat	165	More Than Valor	5	44
Dragonfly	Fighter	172	Nightbrood		237
Lamprey	Fighter	36	Nightbrood	4	93
Lamprey	Fighter	93	Nightbrood		238
Larva	Fighter	38	Nightbrood		239
Manta	Fighter	136	Nightbrood		240
Muckworm	Fighter	63	Nightbrood		241
Muskellunge	Fighter	210	Nightbrood		242
Remora	Fighter	24	Nightbrood	3	141
Remora	Fighter	46	Nightbrood		243
Shaggai	Fighter	39	Nightbrood		244
Squidge	Fighter	90	Nightbrood		245
Thistle	Fighter	59	Nightbrood		246
Tiger Moth	Fighter	120	Nightbrood		247
Vartak	Fighter	83	Nightbrood		248

Name	Type	BPV	House	Crew	Page
Blizzard II	Fighter	18	Operation Drydock	1	17
Dart II	Fighter	20	Operation Drydock	1	31
Death Wind II	Fighter	64	Operation Drydock	2	35
Glaive II	Fighter	107	Operation Drydock	2	65
Hell Bender II	Fighter	33	Operation Drydock	1	73
Hell Bender K	Fighter	26	Operation Drydock	1	74
Kosmos II	Fighter	29	Operation Drydock	1	88
Lance Electra II	Fighter	60	Operation Drydock	2	95
Night Hawk II	Fighter	55	Operation Drydock	1	119
Pharsii II	Fighter	120	Operation Drydock	3	127
Pit ViperT	Fighter	8	Operation Drydock	1	132
Revenge II	Fighter	120	Operation Drydock	2	143
Salamander II	Fighter	66	Operation Drydock	2	147
Sentry II	Fighter	80	Operation Drydock	3	156
Seraph II	Fighter	121	Operation Drydock	2	159
Shryak Shuttle II	Fighter	34	Operation Drydock	2	166
Sorenson III	Fighter	68	Operation Drydock	2	175
Spirit Rider II	Fighter	17	Operation Drydock	1	181
Talon II	Fighter	38	Operation Drydock	1	202
Teal Hawk II	Fighter	47	Operation Drydock	2	208
Thunder Bird II	Fighter	24	Operation Drydock	1	213
Betafortress Alpha	Gunboat	218	Operation Drydock	6	10
Betafortress Beta	Gunboat	220	Operation Drydock	6	11
Drakar Alpha	Gunboat	125	Operation Drydock	5	43
Epping Prime	Gunboat	78	Operation Drydock	4	50
Orca	Gunboat	210	Operation Drydock	5	124
Star Raven Alpha	Gunboat	128	Operation Drydock	4	185
Djinn	Fighter	188	Q'raj Void Protectorate	3	38
Jambiya	Fighter	16	Q'raj Void Protectorate	1	81
Mujahadeen	Fighter	101	Q'raj Void Protectorate	2	109
Sentry QVP	Fighter	80	Q'raj Void Protectorate	3	157
Shedu	Fighter	87	Q'raj Void Protectorate	1	163
Talon QVP	Fighter	44	Q'raj Void Protectorate	1	204
Epping QVP	Gunboat	217	Q'raj Void Protectorate	2	51
Lilith	Gunboat	405	Q'raj Void Protectorate	7	97
Nemesis QVP	Gunboat	298	Q'raj Void Protectorate	6	117
Golan	Platform	230	Q'raj Void Protectorate	13	67
Masada Type I	Platform	529	Q'raj Void Protectorate	30	101
Masada Type II	Platform	391	Q'raj Void Protectorate	25	103
Tachanah	Platform	391	Q'raj Void Protectorate	10	199
Wasp's Nest I	Platform	348	Q'raj Void Protectorate	8	226
Wasp's Nest II	Platform	284	Q'raj Void Protectorate	8	228
Wasp's Nest III	Platform	152	Q'raj Void Protectorate	15	230
Ba'al Mapteach I	Satellite	26	Q'raj Void Protectorate	0	7

Name	Type	BPV	House	Crew	Page
Ba'al Mapteach II	Satellite	34	Q'raj Void Protectorate	0	8
Shomer Sha'ar	Satellite	26	Q'raj Void Protectorate	0	164
Fletcher QVP	Warhound	917	Q'raj Void Protectorate	26	62
Megafortress QVP	Warhound	531	Q'raj Void Protectorate	25	107
Saladin	Warhound	960	Q'raj Void Protectorate	32	144
Singray QVP Minelayer	Warhound	914	Q'raj Void Protectorate	23	181
Stingray QVP	Warhound	636	Q'raj Void Protectorate	21	189
Dagger	Fighter	50	Sigurd Archdiocese	1	28
Glaive III	Fighter	104	Sigurd Archdiocese	2	66
Hammer	Fighter	60	Sigurd Archdiocese	2	69
Hound	Fighter	19	Sigurd Archdiocese	1	76
Pit Viper II	Fighter	17	Sigurd Archdiocese	1	131
Spirit Rider III	Fighter	20	Sigurd Archdiocese	1	182
Storm	Fighter	90	Sigurd Archdiocese	3	193
Storm II	Fighter	100	Sigurd Archdiocese	3	194
Iceberg	Gunboat	207	Sigurd Archdiocese	6	77
TBD Platform	Platform	210	Sigurd Archdiocese	2nd	206
Whisper	Platform	157	Sigurd Archdiocese	7	233
Longboat	Warhound	921	Sigurd Archdiocese	32	98
Dain	Fighter	151	Spacejunk	2	29
Dauntless	Platform	391	Spacejunk	9	32
Wakazashi	Platform	260	Spacejunk	16	224
Atlatl	Satellite	30	Spacejunk	0	5
Octopus	Satellite	42	Spacejunk	0	123
Taurus	Satellite	41	Spacejunk	0	205
Solar Worm	Warhound	605	Spacejunk	0	172
Blizzard	Fighter	18	Stock	1	16
Dart	Fighter	21	Stock	1	30
Death Wind	Fighter	60	Stock	2	34
Glaive	Fighter	106	Stock	2	64
Hell Bender	Fighter	32	Stock	1	72
Kosmos	Fighter	27	Stock	1	87
Lance Electra	Fighter	60	Stock	2	94
Night Hawk	Fighter	47	Stock	1	118
Pharsii	Fighter	110	Stock	4	126
Pit Viper	Fighter	12	Stock	1	130
Revenge	Fighter	120	Stock	2	142
Salamander	Fighter	66	Stock	2	146
Sentry	Fighter	80	Stock	3	155
Seraph	Fighter	121	Stock	2	158
Shryak Shuttle	Fighter	34	Stock	2	165
Sorenson II	Fighter	47	Stock	2	174
Spirit Rider	Fighter	18	Stock	1	180
Talon	Fighter	33	Stock	1	201

Name	Type	BPV	House	Crew	Page
Teal Hawk	Fighter	43	Stock	2	207
Thunder Bird	Fighter	25	Stock	1	212
Betafortress	Gunboat	216	Stock	5	9
Drakar	Gunboat	121	Stock	5	42
Epping	Gunboat	119	Stock	4	47
Star Raven	Gunboat	125	Stock	4	184
Aosho	Warhound	764	Stock	34	2
Fletcher	Warhound	894	Stock	27	58
Megafortress	Warhound	482	Stock	19	105
Narwhal II	Warhound	623	Stock	25	110
Narwhal III	Warhound	628	Stock	25	112
Stingray	Warhound	551	Stock	21	187
Avenger	Fighter	78	Sunrunners	3	6
Crescent	Fighter	52	Sunrunners	3	26
Curtis Shuttle	Fighter	30	Sunrunners	1	27
Havoc	Fighter	59	Sunrunners	2	70
Wavecutter	Fighter	25	Sunrunners	1	232
Windjammer	Fighter	13	Sunrunners	1	234
Borax Freighter	Gunboat	18	Sunrunners	1	20
Catastrophe	Gunboat	142	Sunrunners	4	21
Scorpion	Gunboat	122	Sunrunners	4	153
Dolphin	Fighter	50	Tournament	1	39
Dolphin II	Fighter	50	Tournament	1	40
Executioner	Fighter	115	Tournament	2	53
Executioner II	Fighter	115	Tournament	2	54
Piranha	Fighter	81	Tournament	1	128
Pirhana II	Fighter	81	Tournament	1	129
Orca Alpha	Gunboat	217	Tournament	5	125
Snarling Badger	Warhound	689	Tournament	27	168
Snarling Badger II	Warhound	689	Tournament	22	170
Equalizer	Fighter	123	Universal Nightwatch	2	52
Firebat NW	Fighter	57	Universal Nightwatch	2	57
Hornet NW	Fighter	97	Universal Nightwatch	2	75
Lance Electra NW	Fighter	56	Universal Nightwatch	2	96
Night Hawk NW	Fighter	49	Universal Nightwatch	1	121
Praying Mantis NW	Fighter	167	Universal Nightwatch	3	133
Rattler NW	Fighter	70	Universal Nightwatch	2	140
Salamander NW	Fighter	67	Universal Nightwatch	2	149
Teal Hawk NW	Fighter	50	Universal Nightwatch	2	211
Thunder Bird NW	Fighter	32	Universal Nightwatch	1	214
Betafortress NW	Gunboat	160	Universal Nightwatch	3	12
Epping NW	Gunboat	119	Universal Nightwatch	4	49
Javelin NW	Gunboat	131	Universal Nightwatch	3	82
Falcon NW	Warhound	499	Universal Nightwatch	18	55

Name	Type	BPV	House	Crew	Page
Death Wind YS	Fighter	63	Yokashan Warworld	2	37
Iklwa	Fighter	15	Yokashan Warworld	1	78
Iklwa	Fighter	16	Yokashan Warworld	1	79
Iwisa	Fighter	60	Yokashan Warworld	1	80
Jii	Fighter	46	Yokashan Warworld	1	83
Kraal	Gunboat	302	Yokashan Warworld	5	90
Kraal ECM	Gunboat	250	Yokashan Warworld	5	91
Cetshwayo	Warhound	575	Yokashan Warworld	26	22
Spider	Gunboat	129		3	179
Brood Ships					
Dragonfly	Fighter	172	Nightbrood		237
Lamprey	Fighter	93	Nightbrood		238
Larva	Fighter	38	Nightbrood		239
Manta	Fighter	136	Nightbrood		240
Muckworm	Fighter	63	Nightbrood		241
Muskellunge	Fighter	210	Nightbrood		242
Remora	Fighter	46	Nightbrood		243
Shaggai	Fighter	39	Nightbrood		244
Squidge	Fighter	90	Nightbrood		245
Thistle	Fighter	59	Nightbrood		246



PDF Annex

Hangar 51™

This exclusive PDF Annex for Silent Death contains the complete ship sheets for all 228 *Silent Death* ships, including the Dolphin, Orca, Piranha, Executioner and Snarling Badger prize ships.

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