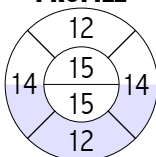


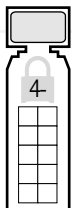
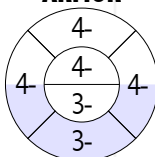
1-4: Thruster
5-6: Particle Beam Cannon
7-9: Particle Beam Accel
10: Barrage Rkt Launcher
11-12: Scatter Blaster
13-16: Structure
17-18: Armor
19: Fire
20: Critical Hit

FORWARD

PROFILE

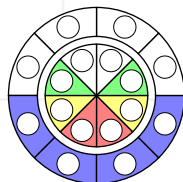


ARMOR



SENSORS: 3

INITIATIVE: ☐ 1 ☐ 2 ☐ 3 ☒ 4 ☐ 5 ☐ 6 ☐



LOS Locator



Use small dots for pitch adjustments



Use small dots for roll adjustments & do not shift outer ring

1-4: Thruster
5: Particle Beam Cannon
5-8: Particle Beam Accel
9-10: Barrage Rkt Launcher
11: Scatter Blaster
12-16: Structure
17-18: Armor
19: Fire
20: Critical Hit

PORT / STARBOARD

1-5: Thruster
6-9: Particle Beam Cannon
10-11: Scatter Blaster
12-16: Structure
17-18: Armor
19: Fire
20: Critical Hit

AFT

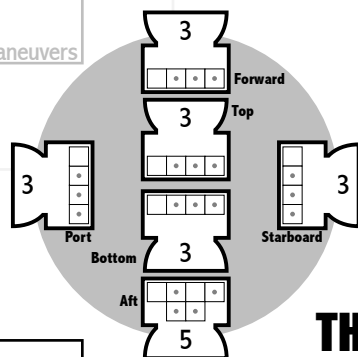
1-4: Thruster
5-6: Particle Beam Cannon
7-8: Particle Beam Accel
9-10: Scatter Blaster
11-12: Hangar/
Barrage Rkt Launcher
13-16: Structure
17-18: Armor
19: Fire
20: Critical Hit

TOP / BOTTOM

1-6: Fire
7-8: Sensors
9-10: FTL System
11-12: Engine
13: Fuel
14-15: Reactor
16: Cargo
17-18: Crew
19-20: Command

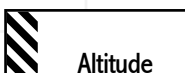
CRITICAL HIT

Evasive Maneuvers



THRUST

2 Thrust per inch of speed



Altitude

Up / Down

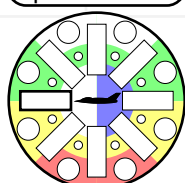
North / South

East / West

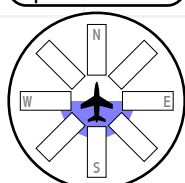
Pitch Speed:

Yaw Speed:

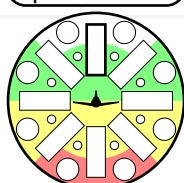
Roll Speed:



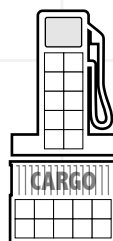
PITCH



YAW

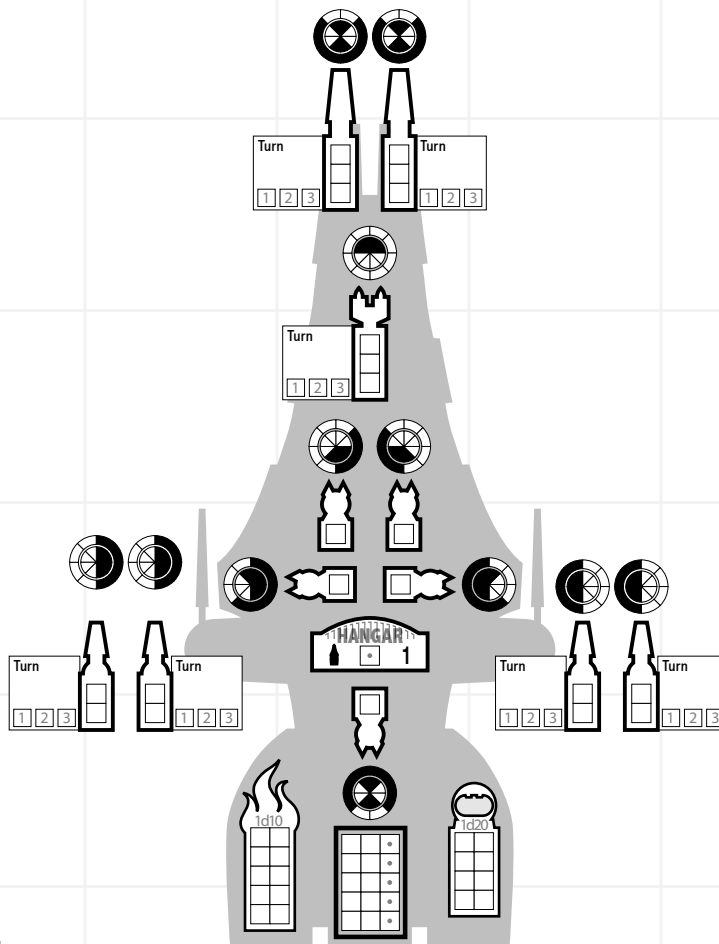


ROLL



CARGO

Turn 1 2 3 Turn 2 3 Turn 3 3 Turn 4 3 Turn 5 3 Turn 6 3 Turn 7 3 Turn 8 3 Turn 9 3 Turn 10 3



SHIP DATA

Ram: 4d6
Command Points: 4
Command Cost: 4
Hangar Capacity: 0 (+2 Shuttles)
Max Pivot Rate: 1
Structure Stress Save: 5-

Particle Beam Cannon

Armor Save: -1
Damage: 1d6+1
Range: 7 / 14 / 21 / 28 / 35
Cycle Rate: 4
Raking, Non-Interceptable

Particle Beam Accelerator

Armor Save: -1
Damage: 1d5+1
Range: 6 / 12 / 18 / 24 / 30
Cycle Rate: 3
Raking, Non-Interceptable

Scatter Blaster

Armor Save: 0
Damage: 1d3
Range: 4 / 8 / 12 / 16 / 20
Cycle Rate: 1
Scatter, Anti-Fighter, Interceptor

Barrage Rocket Launcher

Armor Save: 0
Damage Per Attack: 1
Attacks Per Unit: 1d10/1d6/1d3
Move: 10/2
Profile: 2
Cycle Rate: 3
Ballistic, Barrage, Destination

FTL Hyperfield Drive

Cycle Rate: 6
Method: Field
Thrust Multiplier: x10

8- 6- 3- 1

FTL Hypergate Torpedo

Cycle Rate: 12
Method: Portal, Instant
Move: 2/4
Ballistic, Restricted
Torpedo Rack