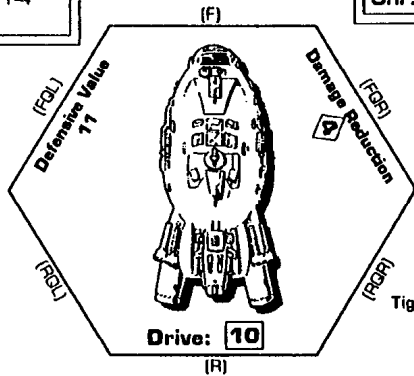


TPV

Pilot
Meld Laser (F)
To Hit: 2d8+
Damage: Medium
Range: 6/18/20
Target SR ≤ 12

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

Decoys: ○○○○
P-D: 1-5(5)
Dmg Con: 1-4
Tons: 690



Tight Turn Cost: _____+3

Gunner A
4 Autocannons
(RQL) (FQL) (F)
To Hit: 2d6+3+
Damage: Medium+3
Range 3/10/24
SR<=10
○○○○○

Gunner B
4 Autocannons
(F) (FQR) (RQR)
To Hit: 2d6+3+
Damage: Medium+3
Range 3/10/24
SR<=10
○○○○○

Gunner A
Missile Launcher
(RQL) (FQL) (F)
Lock-on: _____
○○○○○ ○○○○○
○○○○○ ○○○○○

Gunner B
Missile Launcher
(F) (FQR) (RQR)
Lock-on: _____
○○○○○ ○○○○○
○○○○○ ○○○○○

DAMAGE TRACK

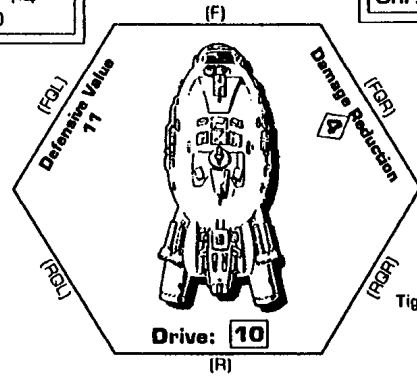
				10	W		4				W	
*	9			3			8				W	
		7		2	W		6	*		5		
	W		1			4						
	3								2			
				1								X

TPV

Pilot
Meld Laser (F)
To Hit: 2d8+
Damage: Medium
Range: 6/18/20
Target SR ≤ 12

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

Decoys: ○○○○
P-D: 1-5(5)
Dmg Con: 1-4
Tons: 690



Tight Turn Cost: _____+3

Gunner A
4 Autocannons
(RQL) (FQL) (F)
To Hit: 2d6+3+
Damage: Medium+3
Range 3/10/24
SR<=10
○○○○○

Gunner B
4 Autocannons
(F) (FQR) (RQR)
To Hit: 2d6+3+
Damage: Medium+3
Range 3/10/24
SR<=10
○○○○○

Gunner A
Missile Launcher
(RQL) (FQL) (F)
Lock-on: _____
○○○○○ ○○○○○
○○○○○ ○○○○○

Gunner B
Missile Launcher
(F) (FQR) (RQR)
Lock-on: _____
○○○○○ ○○○○○
○○○○○ ○○○○○

DAMAGE TRACK

				10	W		4				W	
*	9			3			8				W	
		7		2	W		6	*		5		
	W		1			4						
	3								2			
				1								X

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 Autocannons 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 Autocannons damaged. Further To Hit attempts by this weapon suffer a -3 penalty.
- 9 — Meld Laser Malfunction. Reduce Laser damage to Low.
- 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.

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

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