

1082 **TERMIGANT-class VITORAN BATTLESHIP**

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

ENGINES					
4	4	4	4	4	3
3	3	3	2	2	2
2	2	1	1	1	1

SHIELDS					
4	4	4	4	4	3
3	3	3	2	2	2
2	2	1	1	1	1

WEAPONS					
1	2	3	4	5	6
X	X	Y	Y	Y	

STARMADA

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	RNG	ROF	ACC	IMP	DMG
X	6	2	4+	1	1
	<i>Pulse Laser</i>				
	<i>Anti-Fighter; Increased Hits; Inv. Range-Based ROF</i>				
	[ACE] [ACE] [ACE] [BDF] [BDF] [BDF]				

	RNG	ROF	ACC	IMP	DMG
Y	12	2	4+	1	1
	<i>Plasma Pulse Cannon Mk II</i>				
	<i>Increased Hits; Inv. Range-Based ROF; Slow-Firing</i>				
	[HGI] [HGI] [HGI] [HGI] [HGI] [JLK] [JLK] [JLK] [JLK]				

Z					

SPECIAL	<i>Hyperdrive; Armor Plating; Countermeasures; Fire Control</i>

GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			<input type="checkbox"/>	
2			<input type="checkbox"/>	
3			<input type="checkbox"/>	
4			<input type="checkbox"/>	
5			<input type="checkbox"/>	
6			<input type="checkbox"/>	
7			<input type="checkbox"/>	
8			<input type="checkbox"/>	
9			<input type="checkbox"/>	
10			<input type="checkbox"/>	

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	<i>Anti-Fighter; Increased Hits; Inv. Range-Based ROF</i>				
	[ACE] [ACE] [ACE] [BDF] [BDF] [BDF]				

	RNG	ROF	ACC	IMP	DMG
Y	12	2	4+	1	1
	<i>Plasma Pulse Cannon Mk II</i>				
	<i>Increased Hits; Inv. Range-Based ROF; Slow-Firing</i>				
	[HGI] [HGI] [HGI] [HGI] [HGI] [JLK] [JLK] [JLK] [JLK]				

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7			<input type="checkbox"/>	
8			<input type="checkbox"/>	
9			<input type="checkbox"/>	
10			<input type="checkbox"/>	

(1082) Termigant-class Vitoran Battleship

Hull: 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

Engines: 4 4 4 4 4 3 3 3 3 2 2 2 2 2 1 1 1 1

Shields: 4 4 4 4 4 3 3 3 3 2 2 2 2 2 1 1 1 1

Weapons:

1:X 2:X 3:Y 4:Y 5:Y 6:

X: Pulse Laser: 2/4/6, 2/4+/1/1

Anti-Fighter; Increased Hits; Inv. Range-Based ROF

[ACE] [ACE] [ACE] [BDF] [BDF] [BDF]

Y: Plasma Pulse Cannon Mk II: 4/8/12, 2/4+/1/1

Increased Hits; Inv. Range-Based ROF; Slow-Firing

[HGI] [HGI] [HGI] [HGI] [HGI] [JLK] [JLK] [JLK] [JLK]

Special: Hyperdrive; Armor Plating; Countermeasures; Fire Control