


Dynamo \_\_\_\_\_



Incoming Missiles

3+
4+
5+
6+
7+
8+
9+
10+
11+
12

6. Life Support :  ○○

5. Gun :  1 ○

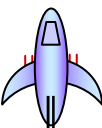
4. Acceleration :  1  2  3  4

3. Agility :  1  2 ○

1,2. Structural Integrity : 


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Harpy \_\_\_\_\_



Incoming Missiles

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11+
12

6. Life Support :  ○○○

5. Guns :  1  2 ○○

Missiles:     ○

4. Acceleration :  1  2 ○○


3. Agility :  1  2 ○○

1,2. Structural Integrity : 


 ○

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Lancer \_\_\_\_\_



Incoming Missiles

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10+
11+
12

6. Life Support :  ○○○○

5. Guns :  1  2  3  4 ○

Missiles:   ○


4. Acceleration :  1  2 ○○○

3. Agility :  1  2  3  4 ○

1,2. Structural Integrity : 


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Dynamo \_\_\_\_\_



Incoming Missiles

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11+
12

6. Life Support :  ○○

5. Gun :  1 ○

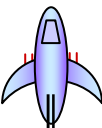
4. Acceleration :  1  2  3  4

3. Agility :  1  2 ○

1,2. Structural Integrity : 


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Harpy \_\_\_\_\_



Incoming Missiles

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11+
12

6. Life Support :  ○○○

5. Guns :  1  2 ○○

Missiles:    ○

4. Acceleration :  1  2 ○○


3. Agility :  1  2 ○○

1,2. Structural Integrity : 


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Lancer \_\_\_\_\_



Incoming Missiles

3+
4+
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11+
12

6. Life Support :  ○○○○

5. Guns :  1  2  3  4 ○

Missiles:   ○

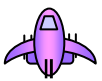
4. Acceleration :  1  2 ○○○

3. Agility :  1  2  3  4 ○

1,2. Structural Integrity : 


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Bandit \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○ ○

5. Guns :  1

Missiles :


4. Acceleration :  1  2 ○ ○

3. Agility :  1  2  3

1,2. Structural Integrity :     ○

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Kahutek \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○ ○ ○ ○

5. Gun :  1 ○

Missiles :     ○

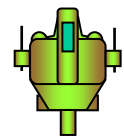
4. Acceleration :  1  2 ○ ○ ○

3. Agility :  1  2 ○ ○

1,2. Structural Integrity :      ○

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Toso Gunship ("ToG") \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○ ○ ○ ○

5. Guns :  1  2 Left ○  
 1  2 Right ○

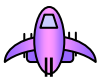
4. Acceleration :  1  2 ○ ○ ○

3. Agility :  1  2 ○ ○

1,2. Structural Integrity :      ○

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Bandit \_\_\_\_\_



Incoming Missiles

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12

6. Life Support :  ○ ○

5. Guns :  1

Missiles :


4. Acceleration :  1  2 ○ ○

3. Agility :  1  2  3

1,2. Structural Integrity :     ○

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Kahutek \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○ ○ ○ ○

5. Gun :  1 ○

Missiles :     ○


4. Acceleration :  1  2 ○ ○ ○

3. Agility :  1  2 ○ ○

1,2. Structural Integrity :      ○

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Toso Gunship ("ToG") \_\_\_\_\_



Incoming Missiles

3+
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12

6. Life Support :  ○ ○ ○ ○

5. Guns :  1  2 Left ○  
 1  2 Right ○

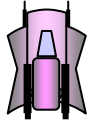
4. Acceleration :  1  2 ○ ○ ○

3. Agility :  1  2 ○ ○

1,2. Structural Integrity :      ○

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Angel \_\_\_\_\_



Incoming Missiles

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11+
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6. Life Support :  ○○○○

5. Guns : 

1	2	3
4	5	6

 ○○

Missiles : 


 ○

4. Acceleration : 

1	2
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 ○○○

3. Agility : 

1	2
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 ○○○○

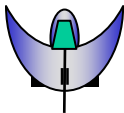
1,2. Structural Integrity : 

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Cobra \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○

5. Gun : 

1
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 ○○

4. Acceleration : 

1	2	3
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 ○

3. Agility : 

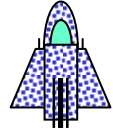
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1,2. Structural Integrity : 

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Owl \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○

5. Guns : 

1	2
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 ○○

Missiles : 

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 ○

4. Acceleration : 

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3. Agility : 

1	2
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 ○○

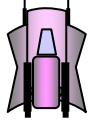
1,2. Structural Integrity : 

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Angel \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○○

5. Guns : 

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4	5	6

 ○○

Missiles : 


 ○

4. Acceleration : 

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 ○○○

3. Agility : 

1	2
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 ○○○○

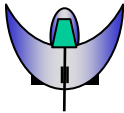
1,2. Structural Integrity : 

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Cobra \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○

5. Gun : 

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 ○○

4. Acceleration : 

1	2	3
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 ○

3. Agility : 

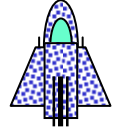
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1,2. Structural Integrity : 

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Owl \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○

5. Guns : 

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Missiles : 

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 ○

4. Acceleration : 

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3. Agility : 

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 ○○


1,2. Structural Integrity : 

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Toso Transport ("ToT") \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○○

5. Gun :  1 ○○

4. Acceleration :  1  2 ○○○


3. Agility :  1  2  3 ○○

2. Cargo :   ○○

1. Structural Integrity :      ○

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Fang \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○○

5. Gun :  1 ○○○

Missiles :

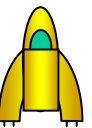
4. Acceleration :  1  2 ○○○

3. Agility :  1  2  3  4 ○○

1,2. Structural Integrity :     ○

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Matador \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○

5. Guns :  1 ○

Missiles :    ○


4. Acceleration :  1  2  3 ○○

3. Agility :  1  2 ○

1,2. Structural Integrity :      ○

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Toso Transport ("ToT") \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○○

5. Gun :  1 ○○

4. Acceleration :  1  2 ○○○


3. Agility :  1  2  3 ○○

2. Cargo :   ○○

1. Structural Integrity :      ○

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Fang \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○○

5. Gun :  1 ○○○

Missiles :

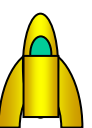
4. Acceleration :  1  2 ○○○

3. Agility :  1  2  3  4 ○○

1,2. Structural Integrity :     ○

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Matador \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○

5. Guns :  1 ○

Missiles :    ○

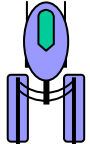
4. Acceleration :  1  2  3 ○○

3. Agility :  1  2 ○

1,2. Structural Integrity :      ○

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Vampire \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○○

5. Guns :  1  2  3  ○

Missile :   ○

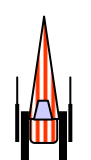
4. Acceleration :  1  2  3 ○

3. Agility :  1  2  3 ○

1,2. Structural Integrity :      ○

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Ghost \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○○

5. Guns :  1  2 ○

Missiles :

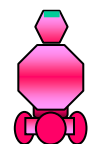
4. Acceleration :  1  2 ○○

3. Agility :  1  2 ○○

1,2. Structural Integrity :

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Faisal \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○○

4. Acceleration :  1 ○

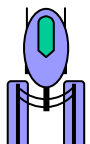
3. Agility :  1 ○

2. Cargo :

1, 5. Structural Integrity :

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Vampire \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○○

5. Guns :  1  2  3 ○

Missile :   ○

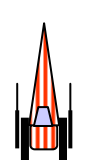
4. Acceleration :  1  2  3 ○

3. Agility :  1  2  3 ○

1,2. Structural Integrity :     ○

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Ghost \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○○

5. Guns :  1  2 ○

Missiles :


4. Acceleration :  1  2 ○○

3. Agility :  1  2 ○○

1,2. Structural Integrity :

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Faisal \_\_\_\_\_



Incoming Missiles

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6. Life Support :  ○○○○

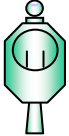
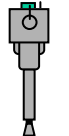
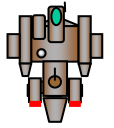
4. Acceleration :  1 ○

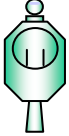
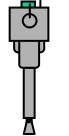
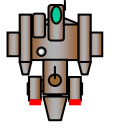
3. Agility :  1 ○





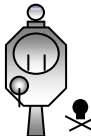









2. Cargo :

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Three of the cards on this page have been intentionally left blank for players to use for their own designs.  
The automated defence platforms on this page don't require movement plot sections, so none are included