

FORWARD HITS

1-3: Retro Thrust
4-6: Solar Blaster
7-8: Medium Bolter
9-10: EM Shield
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: EM Shield
9-10: Hangar/Jump Drive/
Medium Bolter
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Stbd/Port Thruster
9-11: Point Part Cannon
12-13: Sensors
14-15: Engine
16-18: Reactor
19-20: C&C

SPECIAL NOTES

Modular Ship
Special Hull Arrangement

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Version 1: 2E/Paul Brown

Name: _____

Counter: _____

Exile Wanderer

SPECS

Class: Capital Ship
In Service: 1731
Point Value: 840
Ramming Factor: 245
Jump Delay: 12 Turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

MANEUVERING

Turn Cost: 1x Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 6+6 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 15 (12)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0



2ND EDITION

WEAPON DATA

Solar Blaster

Class: Particle
Mode: Standard
Damage: 1d10+12
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Damage scored is repeated on the structure

Medium Bolter

Class: Particle
Mode: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

FORWARD

Section 1

Section 2

PORT

STBD

Point Particle Cannon

Class: Particle
Mode: Standard
Damage: 2d6+5
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -1
Rate of Fire: 1 per turn

Section 3

Section 4

AFT



Section 1

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

Section 2

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

Section 3

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

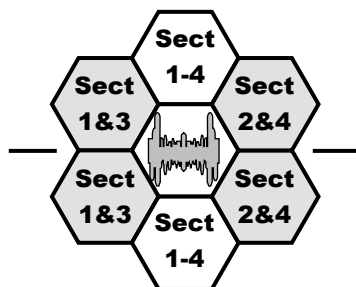
Section 4

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

Hit Location

Fore Hit Chart



Aft Hit Chart

Exile Wanderer (4 section stats)

SPECS

Class: Capital Ship
In Service: 1731
Point Value:
Ramming Factor: 245
Jump Delay: 12 Turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

MANEUVERING

Turn Cost: 1x Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 6+6 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 15 (12)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

Exile Wanderer (2 section stats)

SPECS

Class: HCV
In Service: 1731
Point Value: N/A
Ramming Factor: 120
Jump Delay: 12 Turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	3	4	5	5	6	7	7	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 15 (12)
Stb/Port Defense: 12 (11)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

Exile Wanderer (individual stats)

SPECS

Class: Medium Ship
In Service: 1731
Point Value: N/A
Ramming Factor: 60
Jump Delay: 12 Turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13 (10)
Stb/Port Defense: 14 (11)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +12

Modular Ship Rules

Ship is treated as one unit composed of four Medium Class Vessels. Each unit may be comprised of one, two or four segments.

Ship may declare its intention to separate into two or more ships during the fighter launch phase of each turn. Next turn, separated ships act normally as individual units. Ship may not separate while pivoted or while in the middle of a roll maneuver.

To join with another segment, both must begin the turn in the same hex with the same speed. Intention to join is declared during the power segment. Over the course of the turn ships may not expend any thrust but may fire weapons as normal. Ships are considered joined in the end phase of that same turn.

Segments may NOT transfer power or thrust to other segments when joined to form larger vessels.

Taking Fire: When taking fire from enemy units, consult chart below to determine which vessels are legal targets and roll randomly.

If segment is destroyed (either due to loss of structure, or loss of reactor), the entire unit will automatically separate into individual segments to avoid damage from exploding ship. Note that this overrides any separating restrictions during pivots or rolls.

If a joined segment loses its engine due to damage, it may remain as part of the larger vessel and fire weapons as normal. If the C&C is destroyed, the segment remains with the ship but may NOT fire any weapons or expend any thrust.

Thrust: When multiple segments joined, all engines and thrust ratings apply towards movement and turning. Inner side thrusters (1 point thrusters) may not be used when two or more segments are joined together.

Sensors: When multiple segments joined, sensors are NOT combined. Instead, only the highest sensor value applies. If two or more sensor arrays are tied for the highest value, add +1 to the value per additional sensor (therefore, a four segment ship with no damage/extra power would have 11 sensors; two segments would have 9 sensors).

WEAPON DATA

Solar Blaster

Class: Particle
Mode: Standard
Damage: 1d10+12
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Damage scored is repeated on the structure

Medium Bolter

Class: Particle
Mode: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Point Particle Cannon

Class: Particle
Mode: Standard
Damage: 2d6+5
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -1
Rate of Fire: 1 per turn

EM Shield

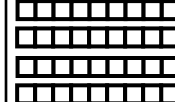
Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

HANGAR

0 Fighters

4 Shuttles: Thrust: 4

Armor: 2 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Solar Blaster
- Medium Bolter
- Point Particle Cannon
- EM Shield