

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: Sbd/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

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

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



WEAPON DATA

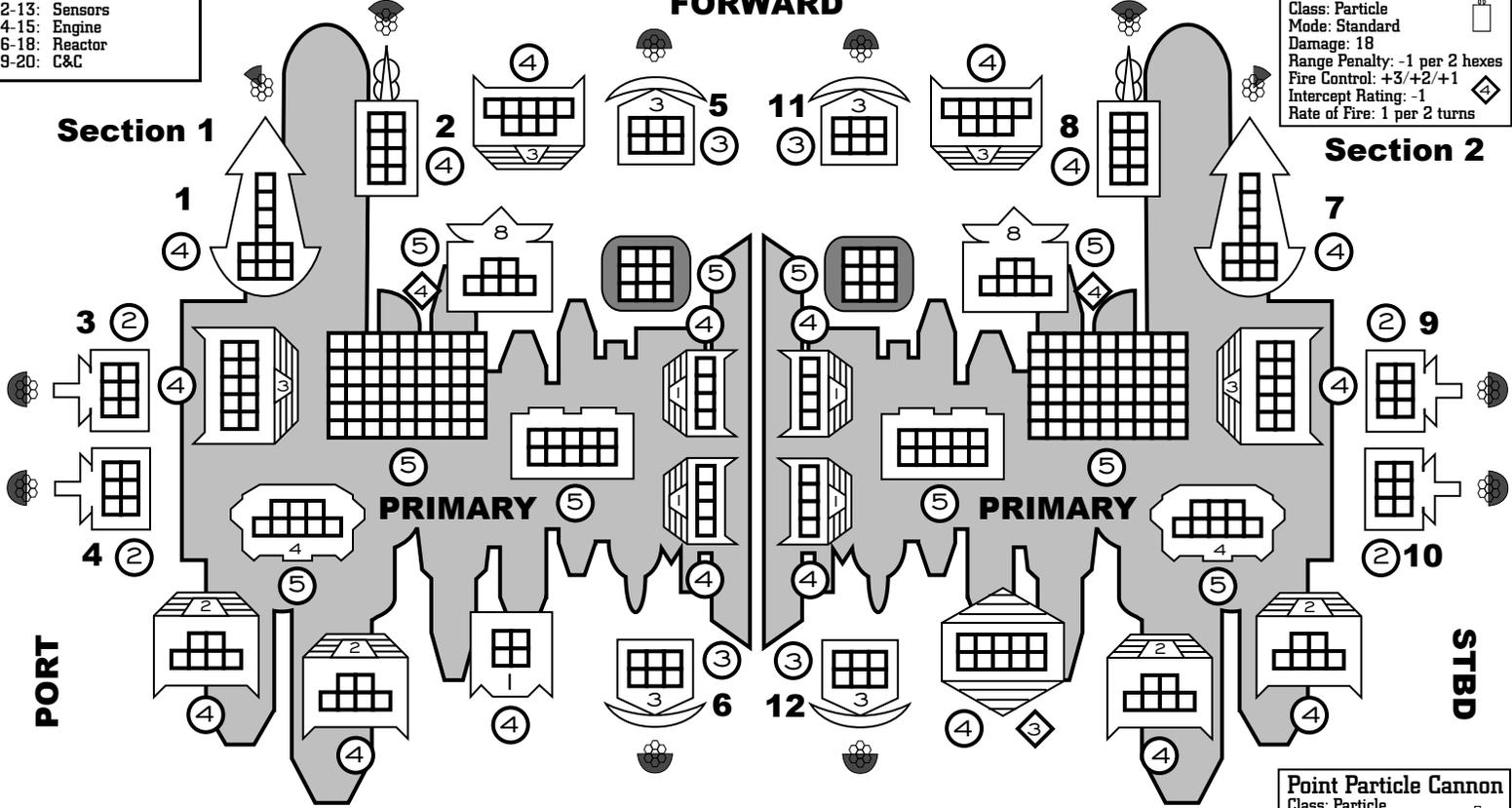
Solar Blaster
 Class: Particle
 Mode: Standard
 Damage: 1d10+12
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+4/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Special: Damage scored is repeated on the structure

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

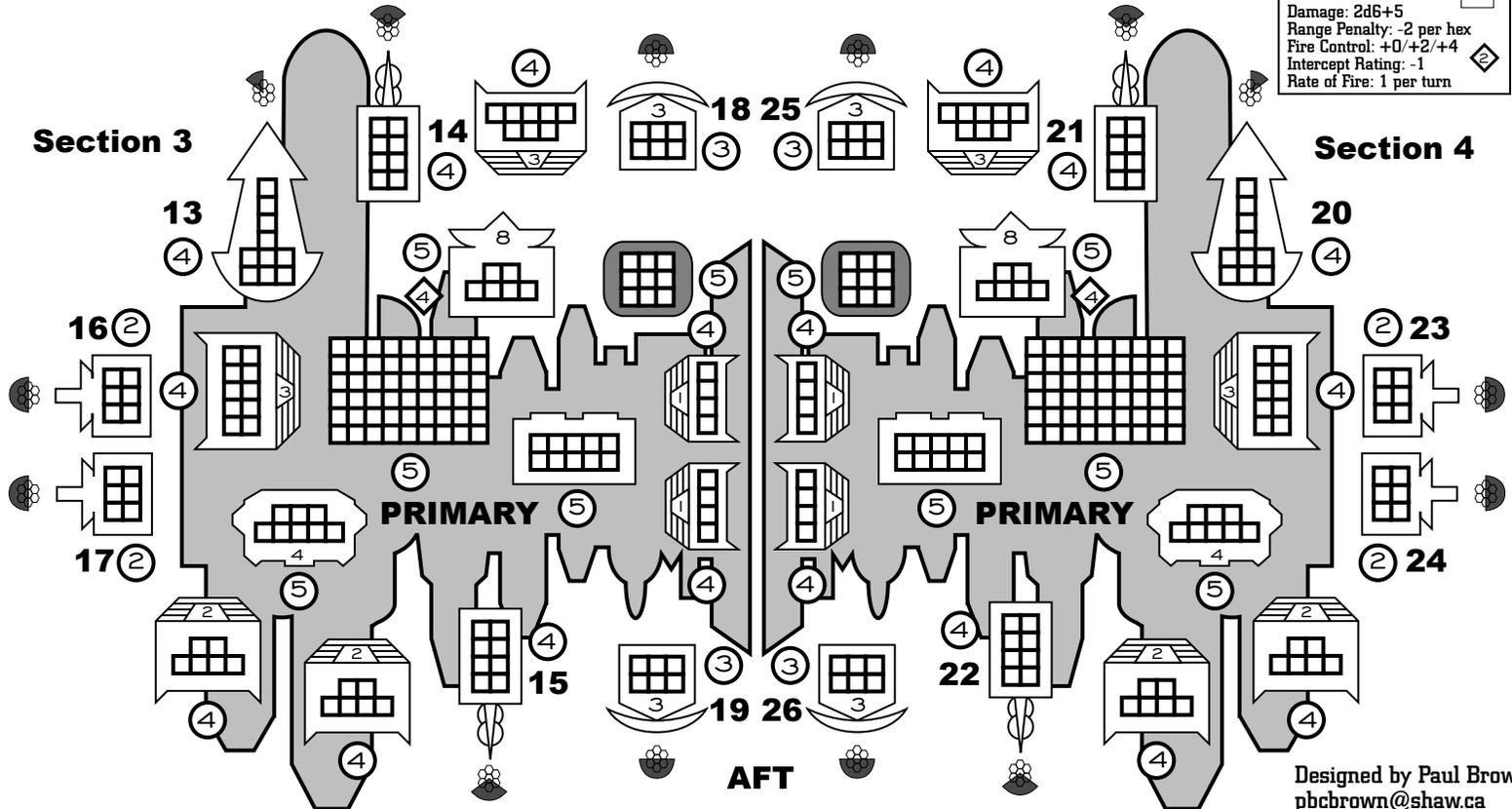
Section 2



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





Exile Wanderer (4 section stats)

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

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 <i>Special: Damage scored is repeated on the structure</i>	

Section 1

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

Exile Wanderer (2 section stats)

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

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.	

Section 2

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

Exile Wanderer (individual stats)

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

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	

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 manoeuvre.

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).

HANGAR

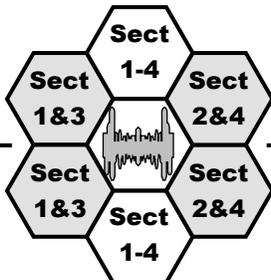
0 Fighters	Thrust: 4																																
4 Shuttles:	Armor: 2 Defense: 8/10																																
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ICON RECOGNITION

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

Hit Location

Fore Hit Chart



Aft Hit Chart