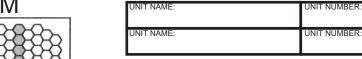


SUPPORT CRAFT DATA **SUPPORT CRAFT: 3** (SHUTTLES & RECON)

SUPPORT CRAFT DATA MAXIMUM SUPPORT **CRAFT POINTS CARRIED: 100**



Earth Defense Force



CIRCA 2203

460/557* POINTS

	KPM3 IK	PLE WAV	E MOTION	DUN (EXPER	IMENIALI	
R5W3	RANGE	POWER SUCCES		DAMAGE	SPREAD EFFECT	
	15	15 8 8		2d10+25	1 HEX	
	15	14	80%	30% 4d10+50		
	15	50	80%	6d10+75	3 HEXES	

	MEDIUM SHOCK CANNON										
F	5AME 70		5HORT 50%		MEDIUM 30% 5-8		20%				
	0						9-12				
	1d10 10		1d8	8	1d6	Б	1d6	5			

	SPACE DI	EFENSE I	BATTERY	
SD	5AME HEX 50%	5HORT 40%	MEDIUM 30%	20% LONG
P-9650 111	0	1	5-3	4
	1.00	, pro p	ATTERV	T 344

	MINE SWEE	PING SYSTE	M - TYPE 1	
M55	RANGE	ATTACK5	DAMAGE	
	6	1	1d6	

	MEDIUM 9	БНОСК СА	NNON / DE	MODE		
F/DP	SAME HEX 20%	5HORT 10%				
	0	1-4	5-8	9-12		
	1 8011	DEB 2 B	ATTERIES	1:14		

	LIGHT MI	SSILE LA	UNCHER			OP MODE				
M2	5AME HEX 70%	5HORT 50%	MEDIUM 30%	20%	DAMAGE A5	5AME HEX 50%	5HORT 40%	MEDIUM 30%	20%	DAMAGE POINTS
	0	1-6	7-12	13-18	3	DAMAGI AM / AT	1	DAMAGI ABC	1	1

	TYPE 1 A	NTI-SHIP	TORPED	O LAUNC	HER	OP MODE		100		
T1	5AME HEX 70%	5HORT 50%	MEDIUM 30%	20% LON6	DAMAGE A5	5AME HEX 50%	5HORT 40%	MEDIUM 30%	20%	DAMAGE POINTS
	0	1-5	6-10	11-15	3	DAMAGI AM / AT	1	DAMAGE	1	1

MISSILE DEFENSE SYSTEM SHORT MEDIUM LONG SAME HEX MDS 20% 1-3 4-6 7-9 1 ROLL PER 4 SALVO BURST 1d4 1 ROLL PER BATTERY 1 ROLL PER 8 SALVO BURST

1 A P	WARSHIP HULL STRUCTURE	2	WARSHIP HULL STRUCTURE
17 🗸	TITLE 1		JINOUTUKE 1
Dew	1	PSW	1
$\left(\frac{\text{RSW}}{3}\right)$	1	(RSW)	1
	1		1
	1		1
	1		1
no (A) on	2	fan (1) nas	2
	2		2
	* 2		* 2
	2	(<u>(F</u>)	2
	2		2
h 1111 d	2	h 1111-a	2
F	E		E
	SPACE DEFENSE		SPACE DEFENSE
Y WAY I	SYSTEMS		SYSTEMS
	SPACE		SPACE
	DEFENSE BRIDGE		DEFENSE BRIDGE
4 4	(SD)(SD)	4 00 4	((SD)((SD)
	SHIP SYSTEMS	LA VIA	SHIP SYSTEMS
MDS 414	COMMAND	/ VMDS	COMMAND
M2 M2	BRIDGE	M2 = 44 = M2	BRIDGE
5 F 1 5	BATTLE		BATTLE
	BRIDGE		BRIDGE
	NAVIGATION BRIDGE		NAVIGATION BRIDGE
\ 	RADAR	I ₩ #	RADAR
	RANGE: 40		RANGE: 40
	SPECIAL		SPECIAL
	WEAPON	 	WEAPON
	SYSTEM		SYSTEM

POWER ACCUMULATION LOG-1D6 STATIONARY/1D4 MOVING

	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Turn 7	Turn 8	Turn 9	Turn 10
1										
2										

MOVEMENT LOG

	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Turn 7	Turn 8	Turn 9	Turn 10
1										
2										



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WADCHID DATA

WARSHIP	DAIA					
WARSHIF	WARSHIP CLASS			SHIP CLAS ON SYSTE	-	<u> </u>
POWER RATI	NG FACTOR	4		CAPABILIT		4
TACTICAL W	ARP COST	15	STRATE	GIC WARP	COS	ST 30
TURN MODE	CURRENT SPEED		QUIRED VEMENT	TURNING COST		ESLIP OST
	1-6	1	HEX	1.0 PRF	1.0	PRF
	7-12	2 F	IEXES	1.0 PRF	1.0	PRF

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