

GRF-1N
GRIFFIN

PV: 31

TP: BM SZ: 2 TMM: 2 MV: 10"j
ROLE: **Sniper** SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	1	2	2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

SPECIAL: IF1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○○ +2 To-Hit Each
MP ○○○○○ 1/2 MV Each
WEAPONS ○○○○○ -1 Damage Each

ALPHA STRIKE STATS



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CRD-3R
CRUSADER

PV: 32

TP: BM SZ: 3 TMM: 1 MV: 8"
ROLE: **Missile Boat** SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	2

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

SPECIAL: IF1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○○ +2 To-Hit Each
MP ○○○○○ 1/2 MV Each
WEAPONS ○○○○○ -1 Damage Each

ALPHA STRIKE STATS



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ASN-21
ASSASSIN

PV: 20

TP: BM SZ: 2 TMM: 3 MV: 14"j
ROLE: **Scout** SKILL: 5

DAMAGE	S (+0)	M (+2)	L (+4)
	1	1	0*

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

SPECIAL: IF0*

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○○ +2 To-Hit Each
MP ○○○○○ 1/2 MV Each
WEAPONS ○○○○○ -1 Damage Each

ALPHA STRIKE STATS



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SHD-2H
SHADOW HAWK

PV: 27

TP: BM SZ: 2 TMM: 2 MV: 10"/6"j
ROLE: **Skirmisher** SKILL: 5

DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

SPECIAL: IF0*, JMPW1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○○ +2 To-Hit Each
MP ○○○○○ 1/2 MV Each
WEAPONS ○○○○○ -1 Damage Each

ALPHA STRIKE STATS



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WHM-6R
WARHAMMER

PV: 32

TP: BM SZ: 3 TMM: 1 MV: 8"
ROLE: **Brawler** SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	3	3	2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

SPECIAL:

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○○ +2 To-Hit Each
MP ○○○○○ 1/2 MV Each
WEAPONS ○○○○○ -1 Damage Each

ALPHA STRIKE STATS



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SHD-2H
SHADOW HAWK

PV: 30

TP: BM SZ: 2 TMM: 2 MV: 10"/6"j
ROLE: **Skirmisher** SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

SPECIAL: IF0*, JMPW1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○○ +2 To-Hit Each
MP ○○○○○ 1/2 MV Each
WEAPONS ○○○○○ -1 Damage Each

ALPHA STRIKE STATS



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PXH-1
PHOENIX HAWK

PV: 26

TP: BM SZ: 2 TMM: 2 MV: 12"j
ROLE: **Skirmisher** SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

SPECIAL:

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○○ +2 To-Hit Each
MP ○○○○○ 1/2 MV Each
WEAPONS ○○○○○ -1 Damage Each

ALPHA STRIKE STATS



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CPLT-C1
CATAPULT

PV: 32

TP: BM SZ: 3 TMM: 1 MV: 8"j
ROLE: **Missile Boat** SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	2	3	2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

SPECIAL: IF1, LRM1/1/1

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○○ +2 To-Hit Each
MP ○○○○○ 1/2 MV Each
WEAPONS ○○○○○ -1 Damage Each

ALPHA STRIKE STATS



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