

D'Kora Class Marauder

3

1

4

2

Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining .

Choose Action

(first entry that applies)

- 1) Remove 1 if you have any.
- 2) if any Enemies are within Range 3.
- 3) if any Enemies are within Range 3.
- 4) Fix Damage.
- 5) if none of the above apply.

Combat Phase

(first entry that applies)

- 1) Fire **Primary Weapon** at nearest Target.
- 2) **Secondary Weapon**: If there is no Target in your forward firing arc, make this Attack with 3 dice against the nearest Target at Range 1-2 in any direction.

4	↑
3	↑
2	↑

2	↑
2	↗
3	↗
3	↗

1	↑
1	↗
1	↑
2	↑
3	↗

1	↑
1	↗
2	↗
2	↗
3	↗

1	↑
2	↗
2	↗
3	↗

1	↑
2	↗
2	↗
3	↗

1	↑
2	↗
2	↗
3	↗

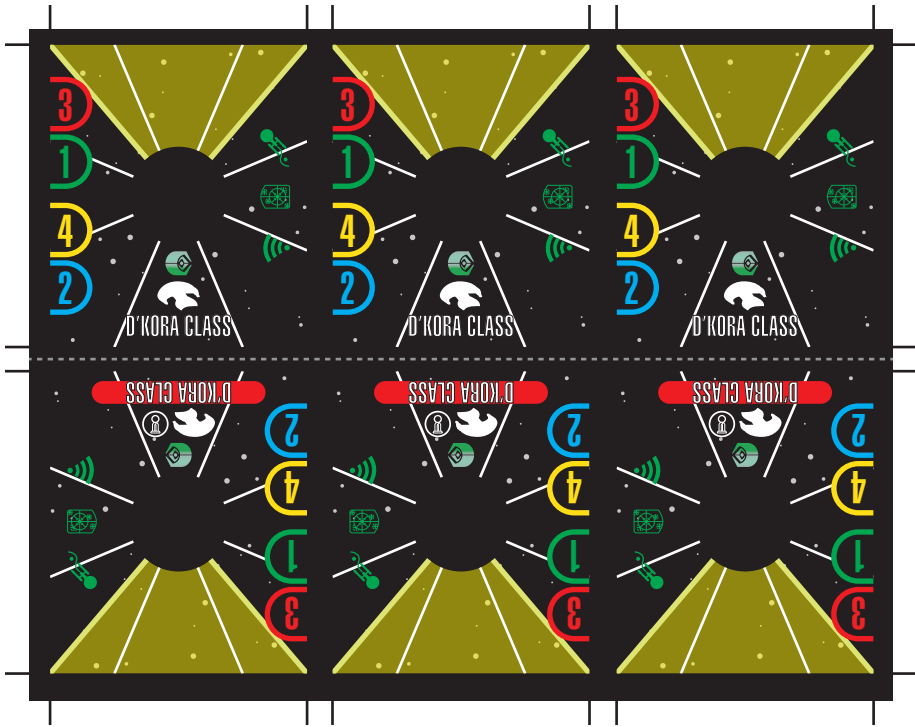
1	↑
2	↗
2	↗
3	↗


1	↑
2	↗
2	↗
3	↗

2	↑
2	↗
3	↗

2	↑
3	↗
2	↗

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
 Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.





Ju'Day Class Raider

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Choose Maneuver

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction, then Roll on the matching maneuver table, right:
- 3) Perform the Maneuver rolled.
If **Red**, skip **Action** instead of gaining .

Choose Action

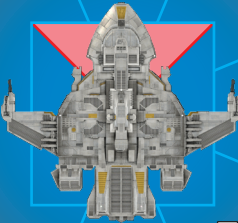
(first entry that applies)

- 1) Remove 1 if you have any.
- 2) if you have a shot with your Primary Weapon.
- 3) if any Enemies are within Range 3.
- 4) Fix Damage.
- 5) if none of the above apply.

Combat Phase

(first entry that applies)

- 1) Fire **Primary Weapon** at nearest Target.



4	↑
3	↑
2	↑

1	↖
1	↗
1	↑
2	↑
3	↻

1	↑
1	↗
2	↗
2	↘
3	↻

2	↑
2	↗
3	↗
3	↘


1	↗
2	↘
3	↘
3	↻

1	↗
2	↘
2	↘
3	↘

3	↻
2	↘
3	↘

3	↻
3	↘
3	↘

Use the **Blue Ring** if Target is Range 1, or closing at Range 2.
Use the **Black Ring** if Target is Range 3, or fleeing at Range 2.




JU'DAY CLASS

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JU'DAY CLASS

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