

FRAME AND PILOT CARDS

Pilot Name					
Arcology			Experience		
Experience	Endurance	Manoeuvre Skill	Gunnery Skill	Technical Skill	Pilot Value
Rookie	2	5+	5+	5+	2
Quirks:					
Talents:					
Injuries: <input type="checkbox"/> = <input type="checkbox"/> = <input type="checkbox"/>					
Advances: <input type="checkbox"/> = <input type="checkbox"/> = <input type="checkbox"/>					

Pilot Name:					
Arcology			Experience		
Experience	Endurance	Manoeuvre Skill	Gunnery Skill	Technical Skill	Pilot Value
Trained	3	4+	4+	4+	3
Quirks:					
Talents:					
Injuries: <input type="checkbox"/> = <input type="checkbox"/> = <input type="checkbox"/>					
Advances: <input type="checkbox"/> = <input type="checkbox"/> = <input type="checkbox"/>					

GAMMA WOLVES

Pilot Name:					
Arcology			Experience		
Experience	Endurance	Manoeuvre Skill	Gunnery Skill	Technical Skill	Pilot Value
Veteran	4	3+	3+	3+	4
Quirks:					
Talents:					
Injuries:	<input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/>				
Advances:	<input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/>				

Name:			Materiel Cost:	
Frame Size	Speed	Reactor	Hardpoints	Weight Tolerance
Light	8" ()	2	1 x Prim, 1 x Sec.	15
(1) Sensors	(2) Hardpoint	(3-5) Body	(6) Propulsion	Total Weight
<input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/> <input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/>	Prim. <input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/> <input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/> Sec. <input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/> <input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/>	<input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/> <input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/> <input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/> <input type="checkbox"/> · <input type="checkbox"/> · <input type="checkbox"/> <input type="checkbox"/> · <input type="checkbox"/>	
Primary Loadout	Bonus Dice	Damage	Effective Range	Traits
Secondary Loadout	Bonus Dice	Damage	Effective Range	Traits
Technical Loadouts			Propulsion Type	Encumbrance
Special Rules:	Light Frames receive +1 to Evade Test results and may Evade one additional time, even after a Pilot is fully Stressed.			

Name:				Materiel Cost:	
Frame Size	Speed	Reactor	Hardpoints	Weight Tolerance	
Medium	6" ()	4	2 x Prim (L & R), 1 x Sec.	25	
(1) Sensors	(2) Hardpoint	(3-5) Body	(6) Propulsion	Total Weight	
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Primary Loadouts	Bonus Dice	Damage	Effective Range	Traits	
L: R:					
Secondary Loadout	Bonus Dice	Damage	Effective Range	Traits	
Technical Loadouts			Propulsion Type	Encumbrance	
Special Rules:	None.				

GAMMA WOLVES

Name:				Materiel Cost:	
Frame Size	Speed	Reactor	Hardpoints	Weight Tolerance	
Heavy	4" ()	6	2 x Prim (L & R), 2 x Sec (L & R)	30	
(1) Sensors	(2) Hardpoint	(3-5) Body	(6) Propulsion	Total Weight	
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Primary Loadouts	Bonus Dice	Damage	Effective Range	Traits	
L: R:					
Secondary Loadouts	Bonus Dice	Damage	Effective Range	Traits	
L: R:					
Technical Loadouts			Propulsion Type	Encumbrance	
Special Rules:	Heavy Frames suffer -1 to Evade Test results.				