UNSC Eion Light Carrier — Capital Ship, Medium (85 PTS)

Movement	7"	Systems Loadouts
Damage Track	5•4•4	Carrier Action (1)
Build Rating	2	Hard Burn (2")
		Missile Barrage*
Hangers	3	Point Defence (4)
Boarding Craft	0	Titanium Armor (3)
Security Detail	2	

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MAC	10/20"	MAC (1)	F	5
-	-	-	-	-

Secondary Weapon	Range	Weapon Loadouts	Arc	Dice
Missile Batteries	12/24"	Missles	F* or P+S	6
-	-	-	-	-

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UNSC Supported Eion Light Carrier — Capital Ship, Medium (100 PTS)

Movement	7"	Systems Loadouts
Damage Track	6•4•4	Carrier Action (1)
Build Rating	3	Hard Burn (2")
		Missile Barrage*
Hangers	4	Point Defence (4)
Boarding Craft	0	Titanium Armor (3)
Security Detail	3	

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MAC	10/20"	MAC (2)	F	6
-	-	-	-	-

Secondary Weapon	Range	Weapon Loadouts	Arc	Dice
Missile Batteries	12/24"	Missles	F* or P+S	8
-	-	-	-	-

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Paris Class Frigates (Arrowhead Formation)
Small Ships (25 pts)

Movement	10"	Hangars	0
Damage Track	3 · 3 · 3	Boarding Craft	0
Build Rating	1	Security Detail	1

Primary Weapon	Range	Arc	Dice
Light MAC [4] (1)	10/20	F	4
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	2
--	--	--	--

Systems Loadouts

Titanium Armor (2)   Hard Burn (3")
Point Defense (2)   Elusive
                      Missile Barrage*

[3] Missiles, [4] MAC (x)

Paris Class Frigates (Shield Formation)
Small Ships (40 pts)
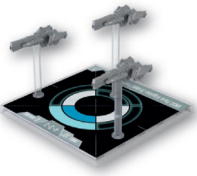
Movement	10"	Hangars	0
Damage Track	4 · 4 · 4	Boarding Craft	0
Build Rating	2	Security Detail	2

Primary Weapon	Range	Arc	Dice
Light MAC [4] (2)	10/20	F	6
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	4
--	--	--	--

Systems Loadouts

Titanium Armor (2)   Hard Burn (3")
Point Defense (3)   Elusive
                      Missile Barrage*

[3] Missiles, [4] MAC (x)

Paris Class Frigates (Trident Formation)
Small Ships (25 pts)

Movement	10"	Hangars	0
Damage Track	4 · 3 · 3	Boarding Craft	0
Build Rating	1	Security Detail	1

Primary Weapon	Range	Arc	Dice
Light MAC [4] (1)	10/20	F	3
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	3
--	--	--	--

Systems Loadouts

Titanium Armor (2)   Hard Burn (3")
Point Defense (2)   Elusive
                      Missile Barrage*

[3] Missiles, [4] MAC (x)

Halberd Destroyers (Axe Formation)
Small Ships (50 pts)

Movement	10"	Hangars	0
Damage Track	4 · 4 · 4	Boarding Craft	1
Build Rating	2	Security Detail	1

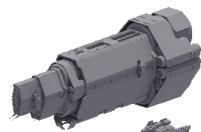| Primary Weapon	Range	Arc	Dice
Light MAC [4] (2)	10/20	F	8
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	3
--	--	--	--

Systems Loadouts

Titanium Armor (3)   Hard Burn (3")
Point Defense (3)   Elusive
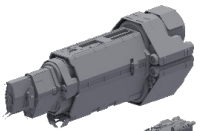   Missile Barrage*

[3] Missiles, [4] MAC (x)

Halcyon Light Cruiser — Medium, Capital Ship (75 pts)

Movement	6"
Damage Track	6 · 5 · 3
Build Rating	2

Hangars	2
Boarding Craft	2
Security Detail	3

Systems Loadouts

Titanium Armor (2) Hard Burn (2")
Point Defense (2) Hard Target
 Lumbering
 Missile Barrage*

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (2)	16/32	F	5
--	--	--	--

Secondary Weapon			
Missile Batteries	12/24	F* or P+S	4
--	--	--	--

[3] Missiles, [4] MAC (x)

Halcyon Light Cruiser (Supported) — Medium, Capital Ship (90 pts)

Movement	6"
Damage Track	7 · 5 · 3
Build Rating	3

Hangars	2
Boarding Craft	2
Security Detail	4

Systems Loadouts

Titanium Armor (2) Hard Burn (2")
Point Defense (3) Hard Target
 Lumbering
 Missile Barrage*

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (2)	16/32	F	6
--	--	--	--

Secondary Weapon			
Missile Batteries	12/24	F* or P+S	6
--	--	--	--

[3] Missiles, [4] MAC (x)

Halcyon Light Cruiser (Escorted) — Medium, Capital Ship (95 pts)

Movement	6"
Damage Track	7 · 5 · 3
Build Rating	3

Hangars	2
Boarding Craft	3
Security Detail	4

Systems Loadouts

Titanium Armor (3) Hard Burn (2")
Point Defense (3) Hard Target
 Lumbering
 Missile Barrage*

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (2)	16/32	F	7
--	--	--	--

Secondary Weapon			
Missile Batteries	12/24	F* or P+S	5
--	--	--	--

[3] Missiles, [4] MAC (x)

Halcyon Light Cruiser (Defended) — Medium, Capital Ship (120 pts)

Movement	6"
Damage Track	7 · 5 · 4
Build Rating	4

Hangars	2
Boarding Craft	3
Security Detail	4

Systems Loadouts

Titanium Armor (4) Hard Burn (2")
Point Defense (3) Hard Target
 Lumbering
 Missile Barrage*

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (3)	16/32	F	9
--	--	--	--

Secondary Weapon			
Missile Batteries	12/24	F* or P+S	6
--	--	--	--

[3] Missiles, [4] MAC (x)

Halcyon Light Cruiser (Reinforced) — Medium, Capital Ship (110 pts)
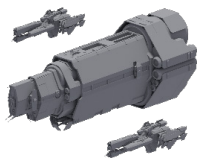
Movement	6"	Hangars	2
Damage Track	8 · 6 · 4	Boarding Craft	2
Build Rating	3	Security Detail	4

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (3)	16/32	F	8
--	--	--	--

Secondary Weapon			
Missile Batteries	12/24	F* or P+S	7
--	--	--	--

[3] Missiles, [4] MAC (x)

Systems Loadouts

Titanium Armor (3)   Hard Burn (2")
Point Defense (3)   Hard Target
                       Lumbering
                       Missile Barrage*

UNSC Specialist Battle Group Rules

Orthus (2x Epoch Heavy Carriers)
Prototype Wings - Interceptor wings deployed by this group may be replaced with Sabre (Interceptors). Sabres launched by this battlegroups take up ONE flight slot, not two.

Cyclops (1x Supported Marathon, 3x Paris (Trident) elements)
Carrier Refit - The Supported Marathon loses its Missile Barrage Loadout but gains the **Carrier (1)** Loadout. Additionally, the Supported Marathon in the Cyclops SBG has a Hanger Rating of **5**, instead of the 2 it would normally have.

UNSC Specialist Battle Group Rules

Cerberus (1x Paired Marathons)
Wall of Fire - The Cerberus Battle Group may roll 2 Halo dice rather than 1 when when resolving the effects of MAC Loadout, prior to the Defense Dice Pool being rolled

Shield Wall (3x Paris, Shield formation)
Pack Hunters - All Elements in this Battle Group may re-roll any Initial Rolls of a [skull] when firing MACs - These re-rolled dice may NOT generate any further re-rolls.

Barrage (2x Reinforced Marathons)
Advanced Targeting Solution - All Attacks made by this Battle Group may re-roll any attempt to cause a Critical Hit.
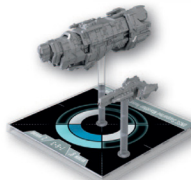
Chimera (2x Reinforced Halcyons)
Wall of Fire - The Chimera Battle Group may roll 2 Halo dice rather than 1 when when resolving the effects of MAC Loadout, prior to the Defense Dice Pool being rolled
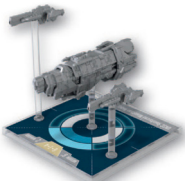
Marathon Heavy Cruiser — Medium, Capital Ship (95 pts)

Movement	8”	Hangars	2
Damage Track	6 · 6 · 3	Boarding Craft	2
Build Rating	2	Security Detail	3

Systems Loadouts

Titanium Armor (3) Hard Burn (2”)
Point Defense (3) Missile Barrage*

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (2)	16/32	F	7
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	6
--	--	--	--

[3] Missiles, [4] MAC (x)

Marathon Heavy Cruiser (Supported) — Medium, Capital Ship (110 pts)

Movement	8”	Hangars	2
Damage Track	7 · 6 · 3	Boarding Craft	2
Build Rating	3	Security Detail	4

Systems Loadouts

Titanium Armor (3) Hard Burn (2”)
Point Defense (4) Missile Barrage*

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (2)	16/32	F	9
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	7
--	--	--	--

[3] Missiles, [4] MAC (x)

Marathon Heavy Cruiser (Reinforced) — Medium, Capital Ship (135 pts)

Movement	8”	Hangars	2
Damage Track	8 · 7 · 4	Boarding Craft	2
Build Rating	4	Security Detail	4

Systems Loadouts

Titanium Armor (4) Hard Burn (2”)
Point Defense (5) Missile Barrage*

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (3)	16/32	F	11
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	9
--	--	--	--

[3] Missiles, [4] MAC (x)

Marathon Heavy Cruiser (Paired) — Medium, Capital Ship (200 pts)

Movement	8”	Hangars	4
Damage Track	10 · 10 · 5	Boarding Craft	4
Build Rating	6	Security Detail	6

Systems Loadouts

Titanium Armor (7) Hard Burn (2”)
Point Defense (7) Missile Barrage*

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (4)	16/32	F	16
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	12
--	--	--	--

[3] Missiles, [4] MAC (x)

Autumn Heavy Cruiser — Medium, Capital Ship (100 pts)

Movement	6"	Hangars	2
Damage Track	6 · 6 · 3	Boarding Craft	2
Build Rating	2	Security Detail	3

Systems Loadouts

Titanium Armor (2)   Hard Burn (2")
Point Defense (2)   Missile Barrage*
Defense Arrays (2)

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (2)	16/32	F	7
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	5
--	--	--	--

[3] Missiles, [4] MAC (x)

UNSC Special Rules

Autumn-class Heavy Cruiser

Advanced Targeting
This Formation may choose to re-roll any INITIAL rolls of a [skull] when performaing an attack with its Heavy MAC Cannon. These dice must be rolled separately. The Attack then moves to the Re-roll Step as normal

ODST Strike Teams
This Formation begins the game with all its Pelican Boarding Craft embarked with ODST Strike Teams for an additional +5 points each.

Autumn Heavy Cruiser (Escorted) — Medium, Capital Ship (120 pts)

Movement	6"	Hangars	2
Damage Track	7 · 6 · 3	Boarding Craft	2
Build Rating	3	Security Detail	4

Systems Loadouts

Titanium Armor (3)   Hard Burn (2")
Point Defense (2)   Missile Barrage*
Defense Arrays (2)

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (3)	16/32	F	9
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	6
--	--	--	--

[3] Missiles, [4] MAC (x)

Valiant Super-Heavy Cruiser — Medium, Capital Ship (115 pts)

Movement	7"	Hangars	2
Damage Track	7 · 6 · 3	Boarding Craft	2
Build Rating	3 (2*)	Security Detail	4

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (2)	16/32	F	10
--	--	--	--

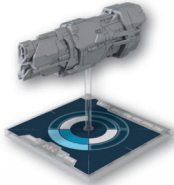| Secondary Weapon			
Missile Batteries	12/24	F* or P+S	8
--	--	--	--

Systems Loadouts

Titanium Armor (4) — Hard Burn (2")
Point Defense (4) — Missile Barrage*

[3] Missiles, [4] MAC (x)

Valiant Super-Heavy Cruiser (Supported) — Medium, Capital Ship (135 pts)

Movement	7"	Hangars	3
Damage Track	8 · 6 · 3	Boarding Craft	3
Build Rating	4 (3*)	Security Detail	5

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (2)	16/32	F	12
--	--	--	--

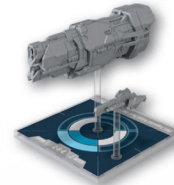| Secondary Weapon			
Missile Batteries	12/24	F* or P+S	10
--	--	--	--

Systems Loadouts

Titanium Armor (4) — Hard Burn (2")
Point Defense (5) — Missile Barrage*

[3] Missiles, [4] MAC (x)

Valiant Super-Heavy Cruiser (Escorted) — Medium, Capital Ship (135 pts)
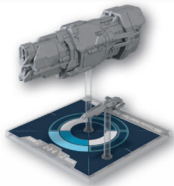
Movement	7"	Hangars	2
Damage Track	8 · 6 · 3	Boarding Craft	3
Build Rating	4 (3*)	Security Detail	5

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (3)	16/32	F	13
--	--	--	--

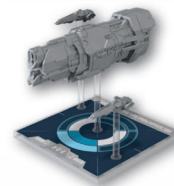| Secondary Weapon			
Missile Batteries	12/24	F* or P+S	9
--	--	--	--

Systems Loadouts

Titanium Armor (5) — Hard Burn (2")
Point Defense (4) — Missile Barrage*

[3] Missiles, [4] MAC (x)

Valiant Super-Heavy Cruiser (Defended) — Medium, Capital Ship (160 pts)

Movement	7"	Hangars	2
Damage Track	8 · 6 · 4	Boarding Craft	3
Build Rating	4 (3*)	Security Detail	6

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (3)	16/32	F	15
--	--	--	--

Secondary Weapon			
Missile Batteries	12/24	F* or P+S	10
--	--	--	--

Systems Loadouts

Titanium Armor (6) — Hard Burn (2")
Point Defense (4) — Missile Barrage*

[3] Missiles, [4] MAC (x)

Orion Assault Carrier — Medium, Capital Ship (120 pts)

Movement	6"	Hangars	3
Damage Track	7 · 6 · 4	Boarding Craft	4
Build Rating	3	Security Detail	3

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (2)	16/32	F	6
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	8
--	--	--	--

Systems Loadouts

Titanium Armor (4)   Carrier Action (1)
Point Defense (4)   Hard Burn (3")
                     Missile Barrage*

[3] Missiles, [4] MAC (x)

Orion Assault Carrier (Supported) — Medium, Capital Ship (135 pts)

Movement	6"	Hangars	3
Damage Track	8 · 6 · 4	Boarding Craft	4
Build Rating	4	Security Detail	4

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (2)	16/32	F	7
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	9
--	--	--	--

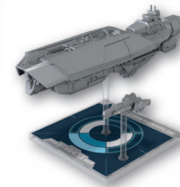**Systems Loadouts**

Titanium Armor (4)   Carrier Action (1)
Point Defense (5)   Hard Burn (3")
                     Missile Barrage*

[3] Missiles, [4] MAC (x)

Orion Assault Carrier (Escorted) — Medium, Capital Ship (145 pts)

Movement	6"	Hangars	3
Damage Track	8 · 6 · 4	Boarding Craft	5
Build Rating	4	Security Detail	4

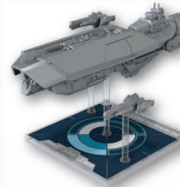| Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (3)	16/32	F	10
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	9
--	--	--	--

Systems Loadouts

Titanium Armor (5)   Carrier Action (1)
Point Defense (4)   Hard Burn (3")
                     Missile Barrage*

[3] Missiles, [4] MAC (x)

Orion Assault Carrier (Reinforced) — Medium, Capital Ship (150 pts)

Movement	6"	Hangars	3
Damage Track	8 · 6 · 5	Boarding Craft	4
Build Rating	4	Security Detail	5

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (2)	16/32	F	8
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	10
--	--	--	--

Systems Loadouts

Titanium Armor (5)   Carrier Action (1)
Point Defense (5)   Hard Burn (3")
                     Missile Barrage*

[3] Missiles, [4] MAC (x)

Orion Assault Carrier (Defended)
Medium, Capital Ship (160 pts)

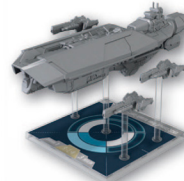| Movement	6"	Hangars	3
Damage Track	8 · 6 · 5	Boarding Craft	5
Build Rating	4	Security Detail	5

Systems Loadouts
Titanium Armor (6) Carrier Action (1)
Point Defense (4) Hard Burn (3")
Missile Barrage*

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (3)	16/32	F	12
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	10
--	--	--	--

[3] Missiles, [4] MAC (x)

Orion Assault Carrier (Combat)
Medium, Capital Ship (165 pts)
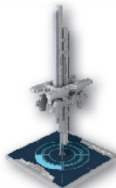
Movement	6"	Hangars	3
Damage Track	8 · 7 · 5	Boarding Craft	4
Build Rating	5	Security Detail	6

Systems Loadouts
Titanium Armor (6) Carrier Action (1)
Point Defense (6) Hard Burn (3")
Missile Barrage*

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (2)	16/32	F	9
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	11
--	--	--	--

[3] Missiles, [4] MAC (x)

MAC Platform
Medium, Capital Ship (160 pts)

Movement	0"	Hangars	4
Damage Track	7 · 6 · 3	Boarding Craft	2
Build Rating	3	Security Detail	6

Systems Loadouts
Titanium Armor (5) Emplacement
Point Defense (5)

Primary Weapon	Range	Arc	Dice
Super MAC [4] (3)	20/40	F	10
--	--	--	--
Secondary Weapon			
--	--	--	--
--	--	--	--

[4] MAC (x)

UNSC Special Rules

MAC Platform

Fighter Cover
Only Interceptors can be selected by MAC Platforms. Bombers are not available.

Vital Defensive Asset
A Maximum of 2 MAC Platforms per FULL 1000 points are permitted.

Valiant-class Superheavy Cruiser

*High Value Target
This vessel is considered to have a Build Rating of One less than listed during the process of Fleet Building, reverting to its stated Build Rating for the purposes of calculating Victory Points only.

Epoch Heavy Carrier — Large, Capital Ship (175 pts)

Movement	6"	Hangars	6
Damage Track	9 · 8 · 5	Boarding Craft	3
Build Rating	4	Security Detail	4

Systems Loadouts

Titanium Armor (4)   Carrier Action (3)
Point Defense (5)   Hard Burn (1")
                     Missile Barrage*

Primary Weapon	Range	Arc	Dice
Light MAC [4] (1)	10/20	F	10
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	12
--	--	--	--

[3] Missiles, [4] MAC (x)

Epoch Heavy Carrier (Supported) — Large, Capital Ship (190 pts)
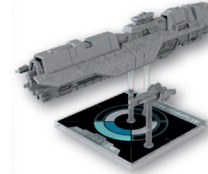
Movement	6"	Hangars	6
Damage Track	10 · 8 · 5	Boarding Craft	3
Build Rating	5	Security Detail	5

Systems Loadouts

Titanium Armor (5)   Carrier Action (3)
Point Defense (6)   Hard Burn (1")
                     Missile Barrage*

Primary Weapon	Range	Arc	Dice
Light MAC [4] (1)	10/20	F	12
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	15
--	--	--	--

[3] Missiles, [4] MAC (x)

Epoch Heavy Carrier (Defended) — Large, Capital Ship (220 pts)

Movement	6"	Hangars	6
Damage Track	10 · 8 · 6	Boarding Craft	3
Build Rating	5	Security Detail	5

Systems Loadouts

Titanium Armor (6)   Carrier Action (3)
Point Defense (5)   Hard Burn (1")
                     Missile Barrage*

Primary Weapon	Range	Arc	Dice
Light MAC [4] (2)	10/20	F	15
--	--	--	--
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	15
--	--	--	--

[3] Missiles, [4] MAC (x)

## UNSC Specialist Battle Group Rules

Orthus (2x Epoch Heavy Carriers)
Prototype Wings - Interceptor wings deployed by this group may be replaced with Sabre (Interceptors). Sabres launched by this battlegroups take up ONE flight slot, not two.

Cyclops (1x Supported Marathon, 3x Paris (Trident) elements)
Carrier Refit - The Supported Marathon loses its Missile Barrage Loadout but gains the **Carrier (1)** Loadout. Additionally, the Supported Marathon in the Cyclops SBG has a Hanger Rating of **5**, instead of the 2 it would normally have.

Phoenix-Class Colonial Support Vessel — Large, Capital Ship (200 pts)
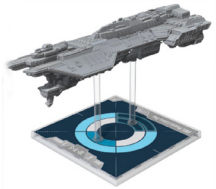
Movement	6"	Hangars	3
Damage Track	10 · 9 · 5	Boarding Craft	6
Build Rating	4	Security Detail	5

Systems Loadouts

Titanium Armor (5)   Hard Burn (2")
Point Defense (4)   Missile Barrage*

Primary Weapon	Range	Arc	Dice
Light MAC [4] (2)	10/20	F	12
Light MAC [4] (1)	10/20	P/S	8
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	10
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[3] Missiles, [4] MAC (x)

UNSC *Phoenix* (Guardian Spirit Formation) — Large, Capital Ship (260 pts)

Movement	6"	Hangars	5
Damage Track	12 · 11 · 6	Boarding Craft	7
Build Rating	6	Security Detail	7

Systems Loadouts

Titanium Armor (7)   Hard Burn (2")
Point Defense (6)   Missile Barrage*

Primary Weapon	Range	Arc	Dice
Heavy MAC [4] (4)	16/32	F	16
Light MAC [4] (1)	10/20	P/S	8
Secondary Weapon			
Missile Batteries	12/24	F* or P+S	14
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[3] Missiles, [4] MAC (x)

UNSC Special Rules

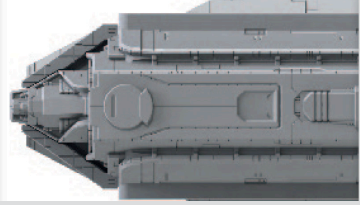### Phoenix Colony Vessel

Operational Support
During the Perform Carrier Actions step in the End Phase, you may place a single new Boarding Craft on the Phoenix's Formation Base. This Formation may never exceed its original Boarding Craft allocation at any given time.

Ammunition re-supply (Guardian Spirit Formation Only)
This Formation ignores all Damage when determining its number of Successes when firing MACs and Missile Weapons
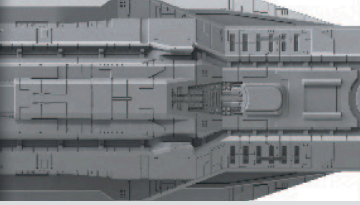
Punic-class Supercarrier (Fore) — Massive, Capital Ship (675 pts)

Movement	6”	Hangars	2
Damage Track	10 · 8 · 5	Boarding Craft	3
Build Rating	5	Security Detail	6

Systems Loadouts
Titanium Armor (8)   Hard Burn (1”)
Point Defense (7)   Labyrinthine

Primary Weapon	Range	Arc	Dice
Super MAC [4] (3)	20/40	F	10
Super MAC [4] (3)	20/40	F	10
Secondary Weapon			
Missile Batteries	12/24	F	10
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[3] Missiles, [4] MAC (x)

Punic-class Supercarrier (Mid) — Massive, Capital Ship (-- pts)
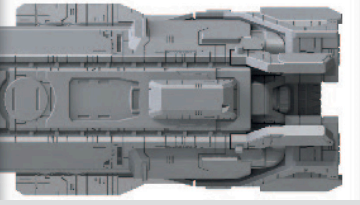
Movement	6”	Hangars	10
Damage Track	11 · 9 · 6	Boarding Craft	5
Build Rating	6	Security Detail	8

Systems Loadouts
Titanium Armor (7)   Carrier Action (3)
Point Defense (8)   Hard Burn (1”)
                     Labyrinthine

Primary Weapon	Range	Arc	Dice
Mini MAC [4] (1)	10/20	P+S	12
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Secondary Weapon			
Missile Batteries	12/24	P+S	15
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[3] Missiles, [4] MAC (x)

Punic-class Supercarrier (Aft) — Massive, Capital Ship (-- pts)

Movement	6”	Hangars	2
Damage Track	10 · 8 · 5	Boarding Craft	3
Build Rating	5	Security Detail	6

Systems Loadouts
Titanium Armor (8)   Hard Burn (1”)
Point Defense (7)   Labyrinthine

Primary Weapon	Range	Arc	Dice
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Secondary Weapon			
Missile Batteries	12/24	A/P/S	10
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[3] Missiles, [4] MAC (x)

Punic-class Supercarrier Special Rules

Frigate Resupply
During the Repairs Step of and End Phase, a Punic may allow a Single Paris Element within **10”** to remove a Single Damage Marker from its base. Where applicable, this **Can** restore Titanium Armor.

Automated Repair Systems
Each time a Vulnerable Marker is applied to a section of the Punic, roll a Halo Dice: on a [1] or [2], the Vulnerable Marker is immediately removed.

Limited Resources
All Punics exist as individual Battle Groups and are not required to follow the standard rules for Battle Group Creation.

Whilst they are not Specialist Battle Groups, they are restricted by the size of Fleet they are attached to. Therefore a single Punic can be included in a Fleet for every Full 1250 Points being played.

Broadsword Flight (Interceptor) — Flight Slots: 1 (+0 Points)

Movement	16"
System Loadouts	
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Damage Track	2

Weapons	Dice
vs. Wing Targets	2
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Longsword Flight (Bomber) — Flight Slots: 1 (+0 Points)

Movement	16"
System Loadouts	
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Damage Track	2

Weapons	Dice
vs. Wing Targets	1
vs. Element Targets	3

Pelican Boarding Craft (Boarding Craft) — Flight Slots: 0 (+0 Points)

Movement	12"
Damage Track	3
Security Rating	2

System Loadouts
Heroic Save (⌗)

Spartan-III Team (Boarding Craft) — Flight Slots: 0 (+40 Points)

Movement	12"
Damage Track	3
Security Rating	5

System Loadouts
Assault Specialist (2)
Heroic Save (⊘ ✳ ⌗)

ODST Strike Teams (Boarding Craft) — Flight Slots: 0 (+10 Points)

Movement	12"
Damage Track	3
Security Rating	4

System Loadouts
Assault Specialist (1)
Heroic Save (⊘)

Sabre Flight (Interceptor) — Flight Slots: 2 (+0 Points)

Movement	16"
System Loadouts	
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Damage Track	3

Weapons	Dice
vs. Wing Targets	3
vs. Element Targets	2

Optional Backing images for ship cards