



Destroyer

Bombard: Arcing fire ignores normal targeting rules. Concealment and cover still apply.

Executioner Axe: If a critical hit damages an arm or weapon system that system is automatically disabled. After regular damage is marked, mark any remaining boxes.

SPD	STR	MAT	RAT	DEF	ARM
4	12	5	3	10	20

Executioner Axe

Special	POW	P+S
Critical	6	18

Bombard

RNG	ROF	AOE	POW
14	1	3	14

Damage

	1	2	3	4	5	6
	L			R		
L	L	M	C	R	R	
	M	M	C	C		

System Status

Left Arm	<input type="checkbox"/>
Right Arm	<input type="checkbox"/>
Arm Cortex	<input type="checkbox"/>
Move	<input type="checkbox"/>
Hull	<input type="checkbox"/>

Points	Allow	VP
126	U	4