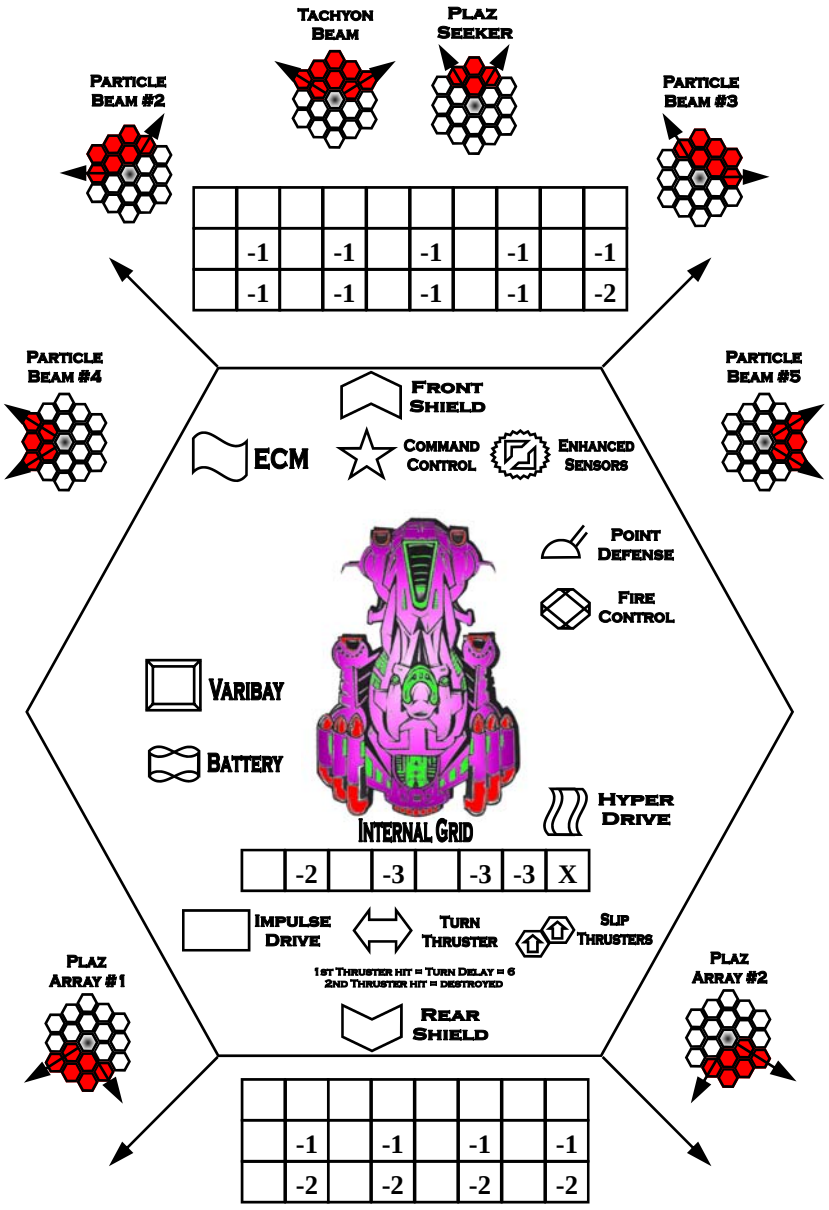
Letchum Latchana

Allocation Grid

System	Points Bought
Front Shield	①②③④
Rear Shield	①②③④
ECM	②③④⑤
Enhanced Sensors	❍❍
Command Control	①②
Fire Control	❍
Point Defense	❍
Particle Beam #1	❍
Particle Beam #2	❍
Particle Beam #3	❍
Particle Beam #4	❍
Tachyon Beam	❍❍❍
Plaz Seeker	❍❍❍❍
Hold Seeker	❍❍
Plaz Array #1	❍❍
Plaz Array #2	❍❍
Battery	❍❍❍❍❍❍❍❍❍❍
Impulse Drive	②④⑥⑧
Turn Thruster	①②
Hyper Drive	❍❍❍❍❍❍❍❍❍❍ ❍❍❍❍❍❍❍❍❍❍

Starting Power Index	31
Current Power Index	
Power Used This Turn	

Ship Type	Turn Cost / Delay	Point Value	Ship I.D.
Dreadnought +4 vs. to hit	0/3	550	



Particle Beam
Range : 15 hexes
-3 per ECM
Damage : D6
Ignoring armor

Tachyon Beam
Range : 10 hexes
-4 per ECM
-1 per Shield
Damage : 2D6

Plaz Array
Range : 5 hexes
Nothing must be present in target hex at time of firing. Place Plaz Array marker on target area. Any ship that goes through Plaz Array hex suffers D6 to all outer grids.

Plaz Seeker
Recharge : ■
Range : 15 hexes
Drive : 12
Turn Cost : 2
Turn Delay : 1
Hold Seeker : ■

Hyperdrive

Power	Roll
20	8+
18	11+
16	16+

Varibay : 4
When Varibay is hit, roll D4 for each item within Varibay. On a roll of 1, item inside Varibay takes D6 damage.

Crew Defenses
To hit marines : -5
Damage : D2

Point Defense
To hit fighters : +3
Range : 1
Damage : D4-1

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