

## Pax Arcadian Stat Lists

### Army Traits and Special Rules:

#### *Moridian Launcher / Black Gnat Missile*

To Fire the Black Gnat Missile:

Activate the Moridian Launcher formation as normal.

Nominate a target for each launcher firing this turn individually, which will be the centre of the strafe template attack.

The Black Gnat is artillery, so does not need line of site to target. Unlike most artillery, the missile is guided during flight, so never deviates.

Roll a training test (3+). If passed, place the template as you wish with any alignment over the target.

If failed, the pilot has misjudged their attack vector. Roll a D10 and use the point of the die to determine the angle of attack in the same manner as you do with deviation. Rotate the strafe template over the nominated target to line up with the point.


Any unit (friend or foe) under the template is then subject to an attack roll as normal, using the Strafe and Pinning Fire special rules.


The Black Gnat is a one-shot weapon and each launcher may only fire once per game. Remove the Launcher figures once they have been fired. They do not count as casualties, but play no further part in the battle.

#### *Castellian Exterminator:*

Even with the onboard power plant for charging the Goliath cannon, the Castellian still needs all available power to fire the massive weapon and thus must keep manoeuvres to a minimum. The Castellian Exterminator may only fire its Goliath cannon on Suppression Fire or Reactive Stance. It cannot move and shoot.

## Pax Arcadian Infantry

|  | Commander |          |        |       |         |        |     |     |        |
|--|-----------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move   | Class     | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 15cm   | Inf       | 8        | 4      | 3     | 3       | 2      | 5   | 5   | 6      |
| Special Abilities: Commander   |           |          |        |       |         |        |     |     |        |
| Weapon   |           | Range    | AI/AV  | Notes |         | TAV    |     |     |        |
| PA12 Impulse Rifle   |           | 20cm     | 3/-    | AF    |         | 7/-    |     |     |        |
| Assault Weapons  |           | Base     | 4/5    | AW    |         | 7/8    |     |     |        |


|  | Veteran Shock Troops |          |        |       |         |        |     |     |        |
|---|----------------------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move  | Class                | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 15cm  | Inf                  | 8        | 4      | 3     | 3       | 2      | 5   | 5   | 6      |
| Special Abilities: None   |                      |          |        |       |         |        |     |     |        |
| Weapon  |                      | Range    | AI/AV  | Notes |         | TAV    |     |     |        |
| PA12 Impulse Rifle  |                      | 20cm     | 3/-    | AF    |         | 7/-    |     |     |        |
| Assault Weapons   |                      | Base     | 4/5    | AW    |         | 7/8    |     |     |        |


|  | Shock Troops |          |        |       |         |        |     |     |        |
|---|--------------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move  | Class        | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 15cm  | Inf          | 7        | 3      | 2     | 2       | 2      | 4   | 4   | 5      |
| Special Abilities: None   |              |          |        |       |         |        |     |     |        |
| Weapon  |              | Range    | AI/AV  | Notes |         | TAV    |     |     |        |
| PA12 Impulse Rifle  |              | 20cm     | 3/-    | AF    |         | 6/-    |     |     |        |
| Assault Weapons   |              | Base     | 4/5    | AW    |         | 6/7    |     |     |        |

## Pax Arcadian Infantry Continued


|  | Medium Fire Support |          |        |       |         |        |     |     |        |
|---|---------------------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move  | Class               | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 15cm  | Inf                 | 7        | 3      | 2     | 2       | 2      | 4   | 4   | 5      |
| Special Abilities: None   |                     |          |        |       |         |        |     |     |        |
| Weapon  |                     | Range    | AI/AV  | Notes |         |        |     | TAV |        |
| 2 x Heavy Sorensen  |                     | 50cm     | 4/-    | AF    |         |        |     | 7/- |        |
| Assault Weapons   |                     | Base     | 3/5    | AW    |         |        |     | 5/7 |        |



|  | Heavy Fire Support |          |        |       |         |        |     |     |        |
|---|--------------------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move  | Class              | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 15cm  | Inf                | 7        | 3      | 2     | 2       | 2      | 4   | 4   | 5      |
| Special Abilities: None   |                    |          |        |       |         |        |     |     |        |
| Weapon  |                    | Range    | AI/AV  | Notes |         |        |     | TAV |        |
| 2 x Dragon ML   |                    | 50cm     | -/6    |       |         |        |     | -/9 |        |
| Assault Weapons   |                    | Base     | 3/5    | AW    |         |        |     | 5/7 |        |


|  | Scouts |          |        |       |         |        |     |     |        |
|---|--------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move  | Class  | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 15cm  | Inf    | 8        | 4      | 3     | 3       | 2      | 5   | 5   | 6      |
| Special Abilities: Advanced Deployment, Spotter (40)                                |        |          |        |       |         |        |     |     |        |
| Weapon  |        | Range    | AI/AV  | Notes |         |        |     | TAV |        |
| PA12 Impulse Rifle  |        | 20cm     | 3/-    | AF    |         |        |     | 7/- |        |
| Assault Weapons   |        | Base     | 4/5    | AW    |         |        |     | 7/8 |        |

|  | Sniper |          |        |              |         |        |     |      |        |
|---|--------|----------|--------|--------------|---------|--------|-----|------|--------|
| Move  | Class  | Training | Firing | Melee        | Defence | Armour | FDV | MDV  | Morale |
| 15cm  | Inf    | 8        | 5      | 1            | 4       | 2      | 6   | 3    | 6      |
| Special Abilities: Sniper, Independent Unit, Advanced Deployment                    |        |          |        |              |         |        |     |      |        |
| Weapon  |        | Range    | AI/AV  | Notes        |         |        |     | TAV  |        |
| Sniper Rifle  |        | 45cm     | 5/-    | Pinning Fire |         |        |     | 10/- |        |
| Knife   |        | Base     | 4/-    | AW           |         |        |     | 5/-  |        |


## Pax Arcadian Reconnaissance


|  <span style="float: right;">Javelin</span> |       |          |        |       |         |        |     |     |        |
|--|-------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move   | Class | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 35cm   | SftVh | 8        | 2      | 2     | 2       | 3      | 5   | 5   | 5      |
| Special Abilities: Spotter (40), Highly Manoeuvrable, Anti Grav  |       |          |        |       |         |        |     |     |        |
| Weapon   |       | Range    | AI/AV  | Notes |         |        |     |     | TAV    |
| Dragoon SG   |       | 30cm     | 4/5    |       |         |        |     |     | 6/7    |


|   <span style="float: right;">Buggies</span> |       |          |        |        |         |        |     |     |        |
|--|-------|----------|--------|--------|---------|--------|-----|-----|--------|
| Move   | Class | Training | Firing | Melee  | Defence | Armour | FDV | MDV | Morale |
| 35cm   | SftVh | 7        | 3      | 2      | 2       | 3      | 5   | 5   | 5      |
| Special Abilities: Highly Manoeuvrable, Spotter (40)   |       |          |        |        |         |        |     |     |        |
| Weapon   |       | Range    | AI/AV  | Notes  |         |        |     |     | TAV    |
| Crew weapons   |       | Base     | 3/-    | AW     |         |        |     |     | 5/-    |
| Unit either carries 2 PA56 Gatling Guns or 2 MPLGs   |       |          |        |        |         |        |     |     |        |
| 2 x PA56 Gatling Gun   |       | 30cm     | 4/2    | RoF(2) |         |        |     |     | 7/5    |
| 2 x MPLG   |       | 45cm     | -/5    |        |         |        |     |     | -/8    |

|  <span style="float: right;">Lance</span> |       |          |        |            |         |        |     |     |        |
|--|-------|----------|--------|------------|---------|--------|-----|-----|--------|
| Move   | Class | Training | Firing | Melee      | Defence | Armour | FDV | MDV | Morale |
| 35cm   | ArmVh | 8        | 3      | 0          | 2       | 4      | 6   | 4   | 5      |
| Special Abilities: Anti-Grav   |       |          |        |            |         |        |     |     |        |
| Weapon   |       | Range    | AI/AV  | Notes      |         |        |     |     | TAV    |
| Dual Laser   |       | 40cm     | -/5    |            |         |        |     |     | -/8    |
| Sorenson Battery   |       | 30cm     | 4/-    | RoF(3), AF |         |        |     |     | 7/-    |
| Rocket Pod   |       | 40cm     | 3/2    | AoE(4)     |         |        |     |     | 6/5    |

## Pax Arcadian Light Armour


|  | <b>Valiant IFV</b> |          |        |       |         |        |     |     |        |
|---|--------------------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move  | Class              | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 30cm  | ArmVh              | 7        | 3      | 1     | 2       | 5      | 7   | 6   | 5      |
| Special Abilities: LT(2)  |                    |          |        |       |         |        |     |     |        |
| Weapon  |                    | Range    | AI/AV  | Notes |         |        |     |     | TAV    |
| 2 x Hvy Sorensen  |                    | 50cm     | 4/-    | AF    |         |        |     |     | 7/-    |


|  | <b>Hammerjack IFV</b> |          |        |       |         |        |     |     |        |
|---|-----------------------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move  | Class                 | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 25cm  | ArmVh                 | 7        | 3      | 1     | 2       | 6      | 8   | 7   | 5      |
| Special Abilities: LT(1)  |                       |          |        |       |         |        |     |     |        |
| Weapon  |                       | Range    | AI/AV  | Notes |         |        |     |     | TAV    |
| PaxRat 90 Howitzer  |                       | 40cm     | 6/4    |       |         |        |     |     | 9/7    |
| Sorensen 13   |                       | 30cm     | 4/-    | AF    |         |        |     |     | 7/-    |

|  | <b>Ramjack</b> |          |        |       |         |        |     |     |        |
|---|----------------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move  | Class          | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 35cm  | ArmVh          | 7        | 3      | 1     | 2       | 5      | 7   | 6   | 5      |
| Special Abilities: LT(2)  |                |          |        |       |         |        |     |     |        |
| Weapon  |                | Range    | AI/AV  | Notes |         |        |     |     | TAV    |
| Hvy Sorensen  |                | 50       | 4/-    | AF    |         |        |     |     | 7/-    |
| Electrified Hull  |                | Base     | 6/-    | AW    |         |        |     |     | 7/-    |


|                         | <b>Hunter<br/>Coming Soon</b> |          |        |            |         |        |     |     |        |
|-------------------------|-------------------------------|----------|--------|------------|---------|--------|-----|-----|--------|
| Move                    | Class                         | Training | Firing | Melee      | Defence | Armour | FDV | MDV | Morale |
| 35cm                    | ArmVh                         | 6        | 2      | 1          | 2       | 3      | 5   | 4   | 5      |
| Special Abilities: None |                               |          |        |            |         |        |     |     |        |
| Weapon                  |                               | Range    | AI/AV  | Notes      |         |        |     |     | TAV    |
| BP14                    |                               | 30cm     | 5/4    |            |         |        |     |     | 7/6    |
| Sorensen 13             |                               | 30cm     | 4/-    | AF, RoF(2) |         |        |     |     | 6/-    |


## Pax Arcadian Light Armour Continued

|  | Cruiser |          |        |        |         |        |     |     |        |
|---|---------|----------|--------|--------|---------|--------|-----|-----|--------|
| Move  | Class   | Training | Firing | Melee  | Defence | Armour | FDV | MDV | Morale |
| 30cm  | ArmVh   | 7        | 3      | 1      | 2       | 4      | 6   | 5   | 5      |
| Special Abilities: Highly Manoeuvrable  |         |          |        |        |         |        |     |     |        |
| Weapon  |         | Range    | AI/AV  | Notes  | TAV     |        |     |     |        |
| Moridian Gun  |         | 40cm     | 5/3    | RoF(2) | 8/6     |        |     |     |        |
| Mardier MG  |         | 40cm     | 4/-    | AF     | 7/-     |        |     |     |        |

|  | Tiger |          |        |        |         |        |     |     |        |
|---|-------|----------|--------|--------|---------|--------|-----|-----|--------|
| Move  | Class | Training | Firing | Melee  | Defence | Armour | FDV | MDV | Morale |
| 35cm  | ArmVh | 8        | 4      | 1      | 3       | 4      | 7   | 5   | 5      |
| Special Abilities: Highly Manoeuvrable  |       |          |        |        |         |        |     |     |        |
| Weapon  |       | Range    | AI/AV  | Notes  | TAV     |        |     |     |        |
| Moridian Gun  |       | 40cm     | 5/3    | RoF(2) | 9/7     |        |     |     |        |
| Mardier MG  |       | 40cm     | 4/-    | AF     | 8/-     |        |     |     |        |

## Pax Arcadian Heavy Armour

|  | Mammoth |          |        |       |         |        |     |     |        |
|---|---------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move  | Class   | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 20cm  | ArmVh   | 6        | 2      | 0     | 1       | 7      | 8   | 7   | 5      |
| Special Abilities: None   |         |          |        |       |         |        |     |     |        |
| Weapon  |         | Range    | AI/AV  | Notes | TAV     |        |     |     |        |
| "Bruiser" BV156   |         | 40cm     | -/9    |       | -/11    |        |     |     |        |
| Hvy Sorensen  |         | 50cm     | 4/-    | AF    | 7/-     |        |     |     |        |

|  | Chasseur Heavy Tank |          |        |        |         |        |     |     |        |
|---|---------------------|----------|--------|--------|---------|--------|-----|-----|--------|
| Move  | Class               | Training | Firing | Melee  | Defence | Armour | FDV | MDV | Morale |
| 20cm  | ArmVh               | 8        | 3      | 1      | 2       | 7      | 9   | 8   | 6      |
| Special Abilities: None   |                     |          |        |        |         |        |     |     |        |
| Weapon  |                     | Range    | AI/AV  | Notes  | TAV     |        |     |     |        |
| 30G Impulse Cannon  |                     | 50cm     | -/7    | RoF(2) | -/10    |        |     |     |        |
| Sorensen 13   |                     | 30cm     | 4/-    | AF     | 7/-     |        |     |     |        |

## Pax Arcadian Heavy Armour Continued

| Rampart                 |       |          |        |        |         |        |     |     |        |
|-------------------------|-------|----------|--------|--------|---------|--------|-----|-----|--------|
| Move                    | Class | Training | Firing | Melee  | Defence | Armour | FDV | MDV | Morale |
| 25cm                    | ArmVh | 8        | 3      | 1      | 3       | 7      | 10  | 8   | 6      |
| Special Abilities: None |       |          |        |        |         |        |     |     |        |
| Weapon                  |       | Range    | AI/AV  | Notes  |         |        |     |     | TAV    |
| S100 SMC                |       | 40cm     | -/7    | RoF(3) |         |        |     |     | -/10   |
| Sorensen                |       | 30cm     | 4/-    | AF     |         |        |     |     | 7/-    |

| Bastion                 |       |          |        |       |         |        |     |     |        |
|-------------------------|-------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move                    | Class | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 15cm                    | ArmVh | 7        | 3      | 1     | 2       | 7      | 9   | 8   | 6      |
| Special Abilities: None |       |          |        |       |         |        |     |     |        |
| Weapon                  |       | Range    | AI/AV  | Notes |         |        |     |     | TAV    |
| 2 x Hvy Moridian Gun    |       | 65cm     | -/7    |       |         |        |     |     | -/10   |
| Sorensen                |       | 30cm     | 4/-    | AF    |         |        |     |     | 7/-    |

## Pax Arcadian Artillery & AA

| Firewall                               |       |          |        |                 |         |        |     |     |        |
|--|-------|----------|--------|-----------------|---------|--------|-----|-----|--------|
| Move                                   | Class | Training | Firing | Melee           | Defence | Armour | FDV | MDV | Morale |
| 20cm                                   | ArmVh | 8        | 4      | 0               | 1       | 8      | 9   | 8   | 6      |
| Special Abilities: Highly Manoeuvrable |       |          |        |                 |         |        |     |     |        |
| Weapon                                 |       | Range    | AI/AV  | Notes           |         |        |     |     | TAV    |
| "AG Rain" turret                       |       | 45cm     | -/3    | RoF (5) AA only |         |        |     |     | -/7    |

| Petard                                 |       |          |        |         |         |        |     |     |        |
|--|-------|----------|--------|---------|---------|--------|-----|-----|--------|
| Move                                   | Class | Training | Firing | Melee   | Defence | Armour | FDV | MDV | Morale |
| 30cm                                   | ArmVh | 7        | 3      | 1       | 1       | 6      | 7   | 7   | 5      |
| Special Abilities: Highly Manoeuvrable |       |          |        |         |         |        |     |     |        |
| Weapon                                 |       | Range    | AI/AV  | Notes   |         |        |     |     | TAV    |
| Dragonfly Missiles                     |       | 45cm     | -/7    | AA only |         |        |     |     | -/10   |
| Sorensen MG                            |       | 30cm     | 4/-    | AF      |         |        |     |     | 4/-    |

## Pax Arcadian Artillery & AA Continued

| Intruder SP Mortar      |       |          |        |                           |         |        |     |     |        |
|-------------------------|-------|----------|--------|---------------------------|---------|--------|-----|-----|--------|
| Move                    | Class | Training | Firing | Melee                     | Defence | Armour | FDV | MDV | Morale |
| 25cm                    | ArmVh | 7        | 3      | 1                         | 2       | 6      | 8   | 7   | 5      |
| Special Abilities: None |       |          |        |                           |         |        |     |     |        |
| Weapon                  |       | Range    | AI/AV  | Notes                     |         |        |     |     | TAV    |
| Mortar                  |       | 50cm     | 5/5    | AoE(4), RoF(2), Artillery |         |        |     |     | 8/8    |
| Sorensen 13             |       | 30cm     | 4/-    | AF                        |         |        |     |     | 7/-    |

| Firemouth                              |       |          |        |                     |         |        |     |     |        |
|--|-------|----------|--------|---------------------|---------|--------|-----|-----|--------|
| Move                                   | Class | Training | Firing | Melee               | Defence | Armour | FDV | MDV | Morale |
| 20cm                                   | ArmVh | 7        | 3      | 0                   | 1       | 6      | 7   | 6   | 5      |
| Special Abilities: Pinning Fire(ArmVh) |       |          |        |                     |         |        |     |     |        |
| Weapon                                 |       | Range    | AI/AV  | Notes               |         |        |     |     | TAV    |
| Firemouth Cannon                       |       | 100cm    | 5/6    | AoE (12), Artillery |         |        |     |     | 8/9    |


| Thunderstrike           |       |          |        |                            |         |        |     |     |        |
|-------------------------|-------|----------|--------|----------------------------|---------|--------|-----|-----|--------|
| Move                    | Class | Training | Firing | Melee                      | Defence | Armour | FDV | MDV | Morale |
| 20cm                    | ArmVh | 7        | 3      | 0                          | 1       | 5      | 6   | 5   | 5      |
| Special Abilities: None |       |          |        |                            |         |        |     |     |        |
| Weapon                  |       | Range    | AI/AV  | Notes                      |         |        |     |     | TAV    |
| Thunder Cannon          |       | 120cm    | 3/4    | AoE (4), RoF (2) Artillery |         |        |     |     | 6/7    |

| Moridian Launcher            |       |          |        |  |         |        |     |     |        |
|------------------------------|-------|----------|--------|--|---------|--------|-----|-----|--------|
| Move                         | Class | Training | Firing | Melee  | Defence | Armour | FDV | MDV | Morale |
| 15cm                         | ArmVh | 7        | 3      | 0  | 1       | 5      | 6   | 5   | 5      |
| Special Abilities: See notes |       |          |        |  |         |        |     |     |        |
| Weapon                       |       | Range    | AI/AV  | Notes  |         |        |     |     | TAV    |
| Black Gnat Missile           |       | 150cm    | 7/7    | Artillery, Strafe Only, Pinning Fire, See notes. |         |        |     |     | 10/10  |


## Pax Arcadian Aircraft


| Piranha                 |         |          |        |              |         |        |     |     |        |
|-------------------------|---------|----------|--------|--------------|---------|--------|-----|-----|--------|
| Move                    | Class   | Training | Firing | Melee        | Defence | Armour | FDV | MDV | Morale |
| 0cm                     | Fighter | 8        | 2      | -            | 2       | 3      | 5   | -   | 6      |
| Special Abilities: VTOL |         |          |        |              |         |        |     |     |        |
| Weapon                  |         | Range    | AI/AV  | Notes        |         |        |     |     | TAV    |
| SL15 Cannon             |         | 30cm     | 5/6    | RoF (2)      |         |        |     |     | 7/8    |
| SLM Pods                |         | 30cm     | 4/7    | RoF (2), LFA |         |        |     |     | 6/9    |

## Pax Arcadian Aircraft Continued

|  Cavalier Cargo Helicopter |         |          |        |       |         |        |     |     |        |
|---|---------|----------|--------|-------|---------|--------|-----|-----|--------|
| Move  | Class   | Training | Firing | Melee | Defence | Armour | FDV | MDV | Morale |
| 0cm   | Fighter | 7        | 2      | -     | 2       | 4      | 6   | -   | 5      |
| Special Abilities: Light Transport (4), Firing Ports (2LS, 2RS, 1R), VTOL                                   |         |          |        |       |         |        |     |     |        |
| Weapon  |         | Range    | AI/AV  | Notes |         |        |     |     | TAV    |
| Sorenson  |         | 30cm     | 4/-    |       |         |        |     |     | 6/-    |

## Pax Arcadian War Machines

|  Ravaline Dropship |                           |          |   |                  |         |                                 |     |     |        |
|---|---------------------------|----------|---|------------------|---------|---------------------------------|-----|-----|--------|
| Move  | Class                     | Training | Firing  | Melee            | Defence | Armour                          | FDV | MDV | Morale |
| 25cm  | Dropship                  | 8        | 3   | -                | 1       | 7                               | 8   | 7   | 5      |
| Size  | 1-4 Structure             |          | 5-7 Systems   |                  |         | 8-10 Weapons                    |     |     |        |
| 5   | OO                        |          | OO  |                  |         | O                               |     |     |        |
|   | Destroyed = Armour Halved |          | Destroyed = No Turning - if airbourne move in a straight line. If on the ground, may not move or take off |                  |         | Destroyed = Ranged Weapons gone |     |     |        |
| Special Abilities: LT (16), Available turns: 2 x 45°  |                           |          |   |                  |         |                                 |     |     |        |
| Weapon  |                           | Range    | AI/AV   | Notes            |         |                                 |     |     | TAV    |
| Quake Bomb Payload  |                           | 30cm     | 5/6   | AoE(12), RoF (2) |         |                                 |     |     | 8/9    |

|  Castellian Exterminator |                           |          |                                  |           |         |                                 |     |     |        |
|---|---------------------------|----------|----------------------------------|-----------|---------|---------------------------------|-----|-----|--------|
| Move  | Class                     | Training | Firing                           | Melee     | Defence | Armour                          | FDV | MDV | Morale |
| 15cm  | WM                        | 8        | 3                                | 0         | 1       | 9                               | 10  | 9   | 6      |
| Size  | 1-3 Structure             |          | 4-7 Systems                      |           |         | 8-10 Weapons                    |     |     |        |
| 4   | OO                        |          | OO                               |           |         | OO                              |     |     |        |
|   | Destroyed = Armour Halved |          | Destroyed = No movement or melee |           |         | Destroyed = Ranged Weapons gone |     |     |        |
| Special Abilities: None   |                           |          |                                  |           |         |                                 |     |     |        |
| Weapon  |                           | Range    | AI/AV                            | Notes     |         |                                 |     |     | TAV    |
| Moridian Gun  |                           | 40cm     | 5/3                              | RoF(3)    |         |                                 |     |     | 8/6    |
| Mardier MG  |                           | 40cm     | 4/-                              | AF        |         |                                 |     |     | 7/-    |
| Goliath Cannon  |                           | 75cm     | -11                              | See Notes |         |                                 |     |     | -/14   |

## Pax Arcadian War Machines Continued

| Trident                 |                           |          |                                  |        |         |                                 |     |     |        |
|-------------------------|---------------------------|----------|----------------------------------|--------|---------|---------------------------------|-----|-----|--------|
| Move                    | Class                     | Training | Firing                           | Melee  | Defence | Armour                          | FDV | MDV | Morale |
| 20cm                    | WM                        | 8        | 3                                | 1      | 2       | 8                               | 10  | 9   | 6      |
| Size                    | 1-3 Structure             |          | 4-7 Systems                      |        |         | 8-10 Weapons                    |     |     |        |
| 4                       | OO                        |          | OO                               |        |         | OO                              |     |     |        |
|                         | Destroyed = Armour Halved |          | Destroyed = No movement or melee |        |         | Destroyed = Ranged Weapons gone |     |     |        |
| Special Abilities: None |                           |          |                                  |        |         |                                 |     |     |        |
| Weapon                  |                           | Range    | AI/AV                            | Notes  |         |                                 |     |     | TAV    |
| Dual 40G Impulse Cannon |                           | 60cm     | -/7                              | RoF(4) |         |                                 |     |     | -/10   |
| Dual Moridian Gun       |                           | 40cm     | 5/3                              | RoF(4) |         |                                 |     |     | 9/7    |