

## PENGUIN STATS

	<u>WW1</u>	<u>WW2</u>	<u>JET</u>	<u>SPACE</u>
DAMAGE POINTS	12	15	18	9 <sup>5</sup>
TARGET MODIFIER <sup>1</sup>	+1 to range	-	-1 from range	-
WEAPON DAMAGE	1d -1	1d	1d+1 or 3d <sup>2</sup>	1d or 2d <sup>4</sup>
WEAPON ACCURACY	+1 to range	-	- or note <sup>3</sup>	-1 from range
TOP SPEED	5	7	9	none
THRUST	1	1 or 2	1 to 3	1 to 5
MANEUVER TEST MODIFIER	+2	-	-1	+1

<sup>1</sup> Apply range modifier when other figures fire on figure

<sup>2</sup> In addition to cannon (1d+1) Jets have two missiles that do 3d damage

<sup>3</sup> Missile To Hit # by range: 9 at 1-5, 7 at 6-10, 6 at 11-20, 9 at >20. Arc of fire +2 per 5 range

<sup>4</sup> Spacecraft must use energy to fire: Subtract 1 or 2 from either/both thrust and/or shields

<sup>5</sup> Shields: 12 points of shield-power is allocated to the six sides at the start of the game  
Points can be placed wherever player desires, but may not be switched later  
When hit, subtract shield strength before applying damage points to the figure

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