

STARSHIP STRIKE

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

→ → →

Armour C3 DCP HULL

01

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

→ → →

Armour HSD Thrust HULL

01

Point Defence : 1 Missile shoot down
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 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

→ → →

Armour DCP Marines HULL

01

STARSHIP STRIKE

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
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 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

→ →

Armour Marines HULL

01

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

→ → → →

Armour Pacs Mission Pod Cargo HULL

02

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

→ → → →

Armour Pacs Mission Pod Cargo HULL

02

STARSHIP STRIKE

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

→ → → →

Armour Pacs Mission Pod Cargo HULL

02

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

→ →

Armour Thrust HULL

02

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

DAMAGE

→ →

Armour Thrust HULL

03

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
 ...OTHERWISE DAMAGE**

03

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 ...OTHERWISE DAMAGE**

03

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 MISS IF LONG RANGE
 ...OTHERWISE DAMAGE**

03

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

Point Defence : 1 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
 Close-In CSP = 1 Intercept
 Intercept shoots down target

Anti-Pacifier Fire = HIT

MISS

04

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

04

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

04

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

04

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

05

Point Defence : 2 Missile shoot down
 Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE

05

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

- Point Defence : 2 Missile shoot down
- Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
 ...OTHERWISE DAMAGE**



05

- Point Defence : 2 Missile shoot down
- Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 ...OTHERWISE DAMAGE**



05

- Point Defence : 2 Missile shoot down
- Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 MISS IF LONG RANGE
 ...OTHERWISE DAMAGE**



06

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

- Point Defence : 2 Missile shoot down
- Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

MISS

06

- Point Defence : 2 Missile shoot down
- Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE



06

- Point Defence : 2 Missile shoot down
- Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE



06

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

- Point Defence : 2 Missile shoot down
- Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE



07

- Point Defence : 2 Missile shoot down
- Damage Control SUCCESSFUL

Intercept CSP = 1 intercept
 Close-In CSP = 1 Intercept
 Intercept drives off target

Anti-Pacifier Fire = HIT

DAMAGE



07

- Point Defence : 2 Missile shoot down
- Damage Control FAILED

Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target



Anti-Pacifier Fire = MISS


DAMAGE



07

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

 Point Defence : 2 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target


  Anti-Pacifier Fire = MISS

**MISS IF FIRER C3 OUT
 ...OTHERWISE DAMAGE**

  
 Missile HULL



07

 Point Defence : 2 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target


  Anti-Pacifier Fire = MISS

**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 ...OTHERWISE DAMAGE**

  
 Point Defence HULL




08

 Point Defence : 2 Missile shoot down
 Damage Control FAILED

 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target



  Anti-Pacifier Fire = MISS


**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 MISS IF LONG RANGE
 ...OTHERWISE DAMAGE**

  
 Point Defence HULL

08

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

 Point Defence : 2 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target


  Anti-Pacifier Fire = MISS

**MISS IF FIRER C3 OUT
 ...OTHERWISE DAMAGE**

  
 Missile HULL




08

 Point Defence : 2 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target


  Anti-Pacifier Fire = MISS

**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 ...OTHERWISE DAMAGE**

  
 Point Defence HULL




08

 Point Defence : 2 Missile shoot down
 Damage Control FAILED

 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target



  Anti-Pacifier Fire = MISS


**MISS IF FIRER C3 OUT
 MISS IF MISSILE
 MISS IF LONG RANGE
 ...OTHERWISE DAMAGE**

  
 Point Defence HULL

09

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE



 Point Defence : 2 Missile shoot down
 Damage Control FAILED


 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target

  Anti-Pacifier Fire = MISS

MISS

09



 Point Defence : 2 Missile shoot down
 Damage Control FAILED


 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target

  Anti-Pacifier Fire = MISS

MISS




09

 Point Defence : 2 Missile shoot down
 Damage Control FAILED

 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target

  Anti-Pacifier Fire = MISS

DAMAGE

  
 PAD HULL

09

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

Point Defence : 2 Missile shoot down
 Damage Control FAILED

Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target

Anti-Pacifier Fire = MISS

DAMAGE

10

Point Defence : 2 Missile shoot down
 Damage Control FAILED

Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target

Anti-Pacifier Fire = MISS

DAMAGE

10

Point Defence : 2 Missile shoot down
 Damage Control FAILED

Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 2 intercept (1 if OSP)
 Intercept drives off target

Anti-Pacifier Fire = MISS

DAMAGE

10

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

Point Defence : 3 Missile shoot down
 Damage Control FAILED

Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy

Anti-Pacifier Fire = MISS

DAMAGE

10

Point Defence : 3 Missile shoot down
 Damage Control FAILED

Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy

Anti-Pacifier Fire = MISS

DAMAGE

11

Point Defence : 3 Missile shoot down
 Damage Control FAILED

Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy

Anti-Pacifier Fire = MISS

DAMAGE

11

STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

Point Defence : 3 Missile shoot down
 Damage Control FAILED

Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy

Anti-Pacifier Fire = MISS

DAMAGE

11

Point Defence : 3 Missile shoot down
 Damage Control FAILED

Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy

Anti-Pacifier Fire = MISS

DAMAGE

11

Point Defence : 3 Missile shoot down
 Damage Control FAILED



Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy


Anti-Pacifier Fire = MISS

DAMAGE

12




STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

 Point Defence : 3 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy


  Anti-Pacifier Fire = MISS

DAMAGE

  
 Cannon HULL




12

 Point Defence : 3 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy


  Anti-Pacifier Fire = MISS

DAMAGE

  
 Cannon HULL




12

 Point Defence : 3 Missile shoot down
 Damage Control FAILED

 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy



  Anti-Pacifier Fire = MISS


DAMAGE

  
 Cannon HULL

12




STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

 Point Defence : 3 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy


  Anti-Pacifier Fire = MISS

DAMAGE

  
 Missile HULL




13

 Point Defence : 3 Missile shoot down
 Damage Control FAILED



 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy


  Anti-Pacifier Fire = MISS

DAMAGE

  
 Missile HULL



13

 Point Defence : 3 Missile shoot down
 Damage Control FAILED

 Intercept CSP = 2 intercept (1 if OSP)
 Close-In CSP = 3 intercept (2 if OSP)
 Intercept fails to stop enemy



  Anti-Pacifier Fire = MISS


DAMAGE

  
 Missile HULL

13




STARSHIP STRIKE STARSHIP STRIKE STARSHIP STRIKE

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DAMAGE

  
 Missile HULL

13



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