



SHIELDS 0

MOVE 5

ARMOR 22

SPARK 3

HULL 12

280 PTS.

LIBERTY BELL MK. I CATEGORY 3

WEAPONS

Death Ray: (C) F 2d3(+3/+2/+1) 6"/12"/18"

Machine Gun: (A) F 2d3(+1/0/-1) 4"/8"/12"

Plasma Rockets: (B) RF/F/LF 4d3 5"/10"/15" (See note below)

SPECIAL NOTES

Trieste Coalition (United States)

Hover: This unit moves through all hindering terrain without any movement penalty.

Plasma Rockets: 4 attacks only.

Death Ray
+1d3 Dmg

SPARK
DIE

Death Ray
+1d3 Dmg

SPARK
DIE

Rockets
+1d3 Dmg

SPARK
DIE

Movement
+1d3 Pts

SPARK
DIE

Shields
+1d3 Pts

SPARK
DIE



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