



**SHIELDS 0**

**MOVE 5**

**ARMOR 20**

**SPARK 3**

**HULL 15**

**280 PTS.**

**VICKERS MK. IV**
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**

**Baltic League (United Kingdom)**

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

**Tesla Plasma Rockets:** 4 attacks only.

**Death Ray**  
+1d3 Dmg

**SPARK**  
DIE

**Death Ray**  
+1d3 Rng

**SPARK**  
DIE

**Rockets**  
+1d3 Dmg

**SPARK**  
DIE

**Movement**  
+1d3 Pts

**SPARK**  
DIE

**Shields**  
+1d3 Pts

**SPARK**  
DIE



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