



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.

Abilities:

Death Ray +1d3 Dmg	Death Ray +1d3 Rng	Rockets +1d3 Dmg	Movement +1d3 Pts	Shields +1d3 Pts
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Attack Cards:

SPARK DIE	SPARK DIE	SPARK DIE	SPARK DIE	SPARK DIE
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