

except as noted on this card.

SIZE NOTE: Despite having a squadron-sized base, an Auto Defense Platform is considered a ship-sized object, and follows all of the standard rules for a ship.

- * The ADP has only AutoOfficer weaponry.
- * The ADP cannot repair itself.
- * The ADP has no Special Order options.
- * The ADP cannot move. Stationary platform.

LIMITATIONS

Loss.

The Automated Defense Platform does not receive, nor require orders. Do not count it as a vessel for Orders

AUTOMATED DEVICE

The Sathrican ADP is a remnant Geowar orbital technology that has found new utility in expanding the Sathrican Empire. Recoiled for deep-space defensive perimeters the ADP is a valuable strategic asset.

SATHRICAN SHIP
AUTO DEFENSE PLATFORM

15
P1

ENVIRONMENTAL BODY ASTEROID CLUSTER	
PLACEMENT	(scenarios in guide)
Asteroid clusters are placed either at a random board-side (in the center, heading straight into the board) or as specified by a scenario.	
BASIC MOVEMENT	(more movement details in guide)
During Initiative band 0 roll a D6 to determine movement. Reference base for move outcomes. Turning radius is dictated by the turn arc on the base.	
ASTEROID DAMAGE TRACKING	
Place a D6 in the first damage box (above status boxes) to represent total damage for that damage phase. When the die reaches 6 move it to the next phase and place a debris field under the cluster before it's next move. When the die passes into "Vaporized" remove the cluster, replacing it with a final debris field.	
COLLISIONS OUTCOMES / FLYING THROUGH	
(Advanced "Flying Through"/Outcome rules and bonuses in guide)	
Squadrons:	Fly through unharmed Super-ship-sized object collision
Ships:	Fly through unharmed Super-ship-sized object collision Super-ship-sized object collision Capital Ships cannot pass through asteroid clusters

MODCHIP
DATA INSERT
Mission Briefing
Dodge Asteroids.
+1 to move safely
through asteroid tiles