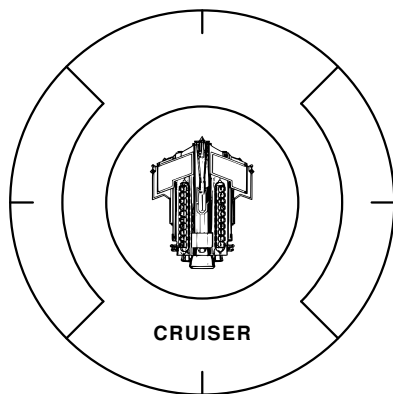
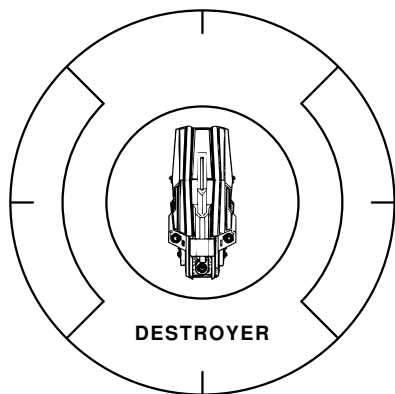
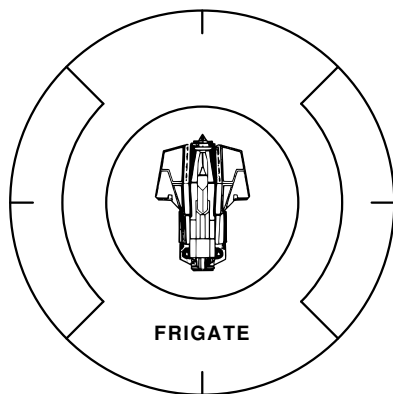
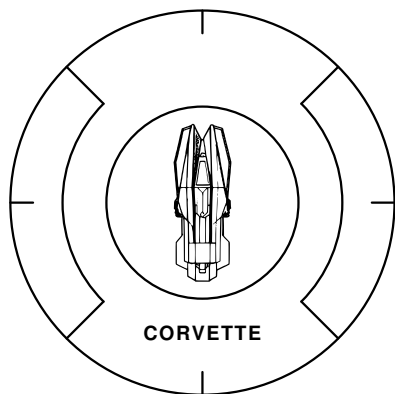
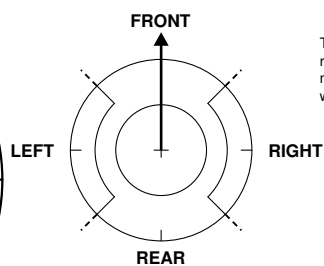


Free Void Flotilla, Token Sheet

Aeon Eclipse Games



FIRING ARCS



The base is divided into four equal arcs: front, right, rear and left. The front line runs through the middle of the front arc. Each arc is 4 vector degrees wide.

TOKEN KEY



Ship base

Every ship is mounted on a 2" base, divided into front, right, rear and left arcs.



Escort

Small 10-point craft attached to a ship or void element; harasses enemy ships, helps stop torpedoes, takes objectives.



Torpedo token

On a ship's base it shows the ship is Loaded; on a salvo it is one torpedo.



Burn

Gained for each point of thrust; easier to hit, can cause G-force damage, removed when the ship next moves.



Vector 1-6

Shows the direction of travel; the number is velocity, the inches moved each turn. 5 and 6 are red.



Torpedo salvo

1" round base with a marked front, placed in the firing ship's front arc; damages ships it impacts.



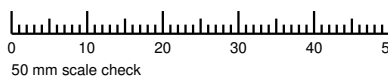
Chaff

Covers a third of the base edge; cover against gun shots through it until the ship next moves.



Target

Placed by the Target action; stacks without limit, adds 1" of gun range against the ship.



Print at 100% / Actual size.
Do not scale to fit.

