

STANDARD MISSILE: 1 Max Acceleration: 6G						STANDARD MISSILE: 2 Max Acceleration: 6G						STANDARD MISSILE: 3 Max Acceleration: 6G					
Fuel Used (hexes of course change)						Fuel Used (hexes of course change)						Fuel Used (hexes of course change)					
DAMAGE TABLE						DAMAGE TABLE						DAMAGE TABLE					
Hit Type	M-Drive	NE		TOTAL		Hit Type	M-Drive	NE		TOTAL		Hit Type	M-Drive	NE		TOTAL	
Turn	If > 0: No course changes	Counts toward successive damage				Turn	If > 0: No course changes	Counts toward successive damage				Turn	If > 0: No course changes	Counts toward successive damage			
STANDARD MISSILE: 4 Max Acceleration: 6G						STANDARD MISSILE: 5 Max Acceleration: 6G						STANDARD MISSILE: 6 Max Acceleration: 6G					
Fuel Used (hexes of course change)						Fuel Used (hexes of course change)						Fuel Used (hexes of course change)					
DAMAGE TABLE						DAMAGE TABLE						DAMAGE TABLE					
Hit Type	M-Drive	NE		TOTAL		Hit Type	M-Drive	NE		TOTAL		Hit Type	M-Drive	NE		TOTAL	
Turn	If > 0: No course changes	Counts toward successive damage				Turn	If > 0: No course changes	Counts toward successive damage				Turn	If > 0: No course changes	Counts toward successive damage			