

ROGUE ACES: QUICK REFERENCE

SETUP

- Print one character sheet per player
- Set each character's Buyout Price to 1,000,000 cR
- Choose/assign each player a Callsign
- Each player receives 5,000 cR to immediately spend (Ammunition and Upgrades only)

SHIP SELECTION

TIER ONE

- SV-51 "Lance" Scout
- SAC-30 "Lance" Attack Craft

TIER TWO

(Unlocked after 5+ kills with any Tier One craft)

- XF-23 "Sabre" Interceptor
- XB-04 "Sabre" Light Bomber
- XR-01 "Sabre" Fast Recon
- XG-07 "Sabre" Gunship

TIER THREE

(Unlocked after 5+ kills with any Tier Two craft)

- SC-41 "Falx" Escort
- GA-15 "Falx" Ground Assault
- XF-8 "Falx" Experimental Fighter

KILL CREDITS

(The player whose attack destroys the enemy craft is credited with the kill)

$$\text{Kill cR} = \text{Point Cost} \times 1500$$

REPAIRS

$$\text{Repair cR} = \text{Repair Cost} \times 1000$$

AMMUNITION

(The Activation Cost used must be the most expensive one)

$$\text{Ammo cR} = \text{Activation Cost} \times 500$$

UPGRADES

(The Activation Cost used must be the most expensive one. If no Activation Cost is listed, pay 1,000 cR)

$$\text{Upgrade cR} = \text{Activation Cost} \times 2000$$

SHIPS

(A new ship comes as the preset model without weapons)

$$\text{Ship cR} = \text{Point Cost} \times 2500$$

BUYOUT

A player's penal contract can either be paid off in full, or in installments of 10,000 cR.