



Ship Datacard

Wolf Raider

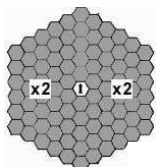
SHIP NAME: _____

ID: _____

SQUADRON: _____

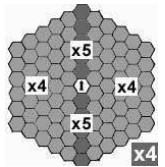
Class: Particle
Range: 4/8/12/16
Fire Control: d12/d10/d8
Damage: 2d10+1
Max Shots/Turn: 2

Particle Cannon



Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d10
Damage: d8
Max Shots/Turn: 3

Std. Particle Beam



CMD RATING: 4
CMD COST: 2
DEF RATING: 15
ARMOR: 3
SENSOR: 9
AVAIL: Common

RACE: Raider
CLASS: Wolf Raider Raider
CATEGORY: Medium
YEAR IN SERVICE: 2190
Jump Drive: No
POINT VALUE:

NOTES:

All even die roll Structure damage is marked as Cargo hits instead of Structure.

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Particle Cannon																														
Std. Particle Beam																														
Cargo																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Version 1.0



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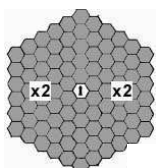
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ID: _____

SQUADRON: _____

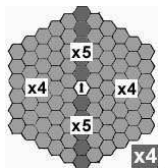
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