



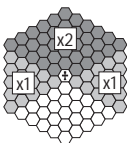
SHIP NAME:

ID: _____

SQUADRON: _____

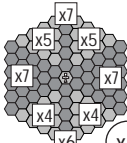
Class: Laser
Range: 4/8/12/16
Fire Control: d10/d10/-
Damage: 3d10
Max Shots/Turn: 1

Laser Lance



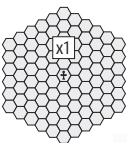
Gatling Railgun

Class: Matter
Range: 1/2/3/4
Fire Control: d8/d10/d12
Damage: 1 (-2)
Max Shots/Turn: 3



Class-SO Missile Rack

Class: Ballistic
Range: 12
Fire Control: d8/d8/d8
Damage: by missile
Max Shots/Turn: 2



CMD RATING: 8
CMD COST: 3
DEF RATING: 14
ARMOR: 4/4/4
SENSOR: 10
AVAIL: Uncommon

RACE: Orieni Imperium
CLASS: Benevolent Scout
CATEGORY: Capital
YEAR IN SERVICE: 1791
Jump Drive: Yes
POINT VALUE: 300

(NOTES:

ELINT Ship
Level 1

Fighter Loadout (1791-1998)(375 points):
1 Flight Templar
1 Flight Shining Light

Fighter Loadout (1791-1998)(380 points):
1 Flight Templar
1 Flight Shining Star

Version 1.0

STRUCTURAL DATA

[illegible]

MANEUVERING DATA

[illegible]

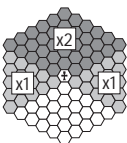
Benevolent Heavy Scout (2007 refit)

SHIP NAME:

ID: _____
SQUADRON: _____

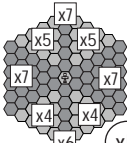
Hvy. Laser Lance

Class: Laser
Range: 4/8/12/16
Fire Control: d10/d10/-
Damage: 4d10
Max Shots/Turn: 1



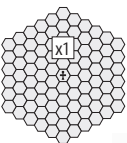
Rapid Gatling Railgun

Class: Matter
Range: 1/2/3/4
Fire Control: d8/d10/d12
Damage: 1 (-2)
Max Shots/Turn: 3x2



Class-S Missile Rack

Class: Ballistic
Range: 12
Fire Control: d8/d8/d8
Damage: by missile
Max Shots/Turn: 2



CMD RATING: 8
CMD COST: 3
DEF RATING: 14
ARMOR: 4/4/4
SENSOR: 10
AVAIL: Uncommon

RACE: Orieni Imperium
CLASS: Benevolent Scout
CATEGORY: Capital
YEAR IN SERVICE: 2007
Jump Drive: Yes
POINT VALUE: 335

NOTES:

ELINT Ship
Level 1

Fighter Loadout (1791-2006):
1 Flight Templar
1 Flight Shining Star
(415 points)

Version 1.0

STRUCTURAL DATA

[illegible]

MANEUVERING DATA

[illegible]