Quintus Patrol Ship

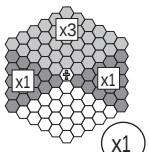
FLEET ACTION

Ship Datacard

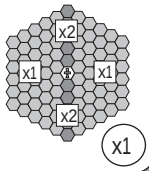
ID:

SHIP NAME: SQUADRON:

Molecular Pulse Blaster
Class: Molecular/Pulse
Range: 2/4/6/8
Fire Control: d12/d10/d10
Damage:d6+1 (d6) per 2 over
Max Shots/Turn: 2 (3)



Shard Cannon
Class: Matter/Pulse
Range: 1/2/3/4
Fire Control: -/d8/d10
Damage: 1 per 2 over
Max Shots/Turn: 3



CMD RATING: 2
CMD COST: 2
DEF RATING: 15
ARMOR: 5
SENSOR: 10
AVAIL: Common

RACE: The Hand
CLASS: Quintus Patrol Ship
CATEGORY: Medium
YEAR IN SERVICE: Classified
Jump Drive:No
POINT VALUE: 290

NOTES:
Adaptive Armor
Level 1

Gravitic Drive

Version 1.0

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																														
Shard Cannon																														
Mol. Pulse Blaster																														

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																														

Quintus Patrol Ship

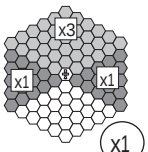
FLEET ACTION

Ship Datacard

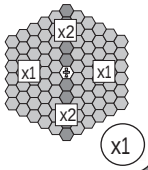
ID:

SHIP NAME: SQUADRON:

Molecular Pulse Blaster
Class: Molecular/Pulse
Range: 2/4/6/8
Fire Control: d12/d10/d10
Damage:d6+1 (d6) per 2 over
Max Shots/Turn: 2 (3)



Shard Cannon
Class: Matter/Pulse
Range: 1/2/3/4
Fire Control: -/d8/d10
Damage: 1 per 2 over
Max Shots/Turn: 3



CMD RATING: 2
CMD COST: 2
DEF RATING: 15
ARMOR: 5
SENSOR: 10
AVAIL: Common

RACE: The Hand
CLASS: Quintus Patrol Ship
CATEGORY: Medium
YEAR IN SERVICE: Classified
Jump Drive:No
POINT VALUE: 290

NOTES:
Adaptive Armor
Level 1

Gravitic Drive

Version 1.0

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																														
Shard Cannon																														
Mol. Pulse Blaster																														

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																														