



Ship Datacard

Erlorra Raiding Cruiser

SHIP NAME: _____

ID: _____

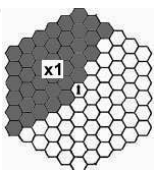
SQUADRON: _____

CMD RATING: 8
CMD COST: 3
DEF RATING: 13
ARMOR: 5/4/5
SENSOR: 10
AVAIL: Common

RACE: Llort
CLASS: Erlorra Cruiser
CATEGORY: CAPITAL
YEAR IN SERVICE: 2243
Jump Drive: Yes
POINT VALUE: 480

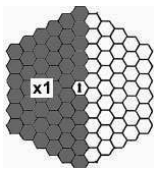
Mag Gun

Class: Flash/Plasma
Range: 2/4/6/8
Fire Control: d12/d8/-
Damage: 6d10
Max Shots/Turn: 1



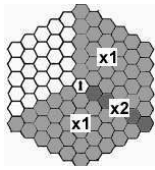
Quad Pulsar

Class: Particle
Range: 6/12/48/24
Fire Control: d10/d8/d6
Damage: d10 per 1 above
Max Shots/Turn: 1



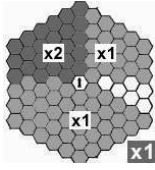
Hvy Plasma Cannon

Class: Plasma
Range: 3/6/9/12
Fire Control: d10/d8/-
Damage: 4d10/3d10/2d10/d10
Max Shots/Turn: 1



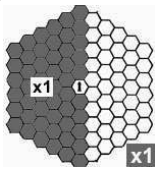
Scatter-Pulsar

Class: Particle
Range: 1/2/3/4
Fire Control: d8/10/d10
Damage: d4 per 1 above
Max Shots/Turn: 3



Scattergun

Class: Particle
Range: 1/2/3/4
Fire Control: d10/d10/d12
Damage: d6
Max Shots/Turn: 3x6



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																														
Mag Gun																														
Quad Pulsar																														
Heavy Plasma																														
Scatter-Pulsar																														
Scattergun																														
Twin Array																														
Light Particle																														

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																														

NOTES:

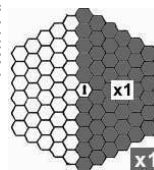
LOADOUT 1:
2 Flights Lellat-A
560 points

LOADOUT 2:
2 Flights Lellat-B
570 points

Version 1.1

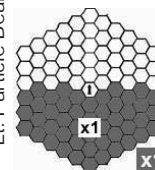
Twin Array

Class: Particle
Range: 1/2/3/4
Fire Control: d10/d12/d12
Damage: d6
Max Shots/Turn: 3x2



Lt. Particle Beam

Class: Particle
Range: 1/2/3/4
Fire Control: d8/d8/d8
Damage: d6-1
Max Shots/Turn: 3



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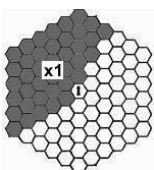
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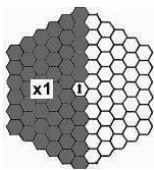
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Class: Flash/Plasma
Range: 2/4/6/8
Fire Control: d12/d8/-
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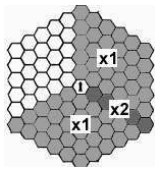
Quad Pulsar

Class: Particle
Range: 6/12/48/24
Fire Control: d10/d8/d6
Damage: d10 per 1 above
Max Shots/Turn: 1



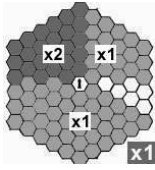
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Range: 3/6/9/12
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Max Shots/Turn: 1



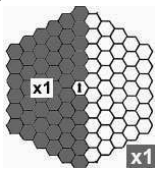
Scatter-Pulsar

Class: Particle
Range: 1/2/3/4
Fire Control: d8/10/d10
Damage: d4 per 1 above
Max Shots/Turn: 3



Scattergun

Class: Particle
Range: 1/2/3/4
Fire Control: d10/d10/d12
Damage: d6
Max Shots/Turn: 3x6



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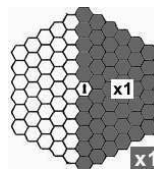
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Twin Array

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Range: 1/2/3/4
Fire Control: d10/d12/d12
Damage: d6
Max Shots/Turn: 3x2



Lt. Particle Beam

Class: Particle
Range: 1/2/3/4
Fire Control: d8/d8/d8
Damage: d6-1
Max Shots/Turn: 3

