



Ship Datacard

Erlorra Raiding Cruiser (early)

SHIP NAME: _____

ID: _____

SQUADRON: _____

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

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

Class: Particle
Range: 2/4/6/8
Fire Control: d10/10/d10
Damage: d8
Max Shots/Turn: 3

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

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

RACE: Llort
CLASS: Erlorra Cruiser (early)
CATEGORY: CAPITAL
YEAR IN SERVICE: 2215
Jump Drive: Yes
POINT VALUE: 430

NOTES:

LOADOUT 1:
2 Flights Lellat-A
510 points

LOADOUT 2:
2 Flights Lellat-B
520 points

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																														
Heavy Plasma																														
Standard Particle																														

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																														

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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Damage: 2d10+1
Max Shots/Turn: 2

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

Class: Particle
Range: 2/4/6/8
Fire Control: d10/10/d10
Damage: d8
Max Shots/Turn: 3

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

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

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Lt. Particle Beam

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