Gorremzeon Torpedo Destroyer

FLEET ACTION

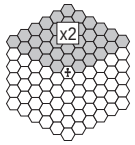
Ship Datacard

SHIP NAME:

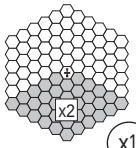
ID:

SQUADRON:

Shock Torpedo
Class: Ballistic+EM
Range: 20
Fire Control: d10/d10/d6
Damage: d10 (special)
Max Shots/Turn: 1

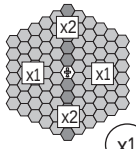


Light Flux Cannon
Class: Molecular
Range: 2/4/6/8
Fire Control: d8/d10/d12
Damage: d6-1
Max Shots/Turn: 3



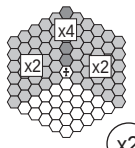
x1

Twin Flux Cannon
Class: Molecular
Range: 4/8/12/16
Fire Control: d10/d10/d10
Damage: d6
Max Shots/Turn: 3x2



x1

Flux Cannon
Class: Molecular
Range: 4/8/12/16
Fire Control: d10/d10/d10
Damage: d6
Max Shots/Turn: 3



x2

CMD RATING: 4
CMD COST: 2
DEF RATING: 14
ARMOR: 4/4
SENSOR: 10
AVAIL: Common

RACE: Lumati
CLASS: Gorremzeon Destroyer
CATEGORY: HCV
YEAR IN SERVICE: 2242
Jump Drive: No
POINT VALUE: 320

NOTES:

Gravitic Drive

Fighter Loadout (2229-present):
2 Flights Gar fighters
(420 points)

Shock Torpedo:
This weapon inflicts damage as if it were a Burst Beam (TTV, p. 29).

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																														
Lt. Flux Cannon																														
Twin Flux Cannon																														
Flux Cannon																														
Shock Torpedo																														

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																														

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Damage: d6-1
Max Shots/Turn: 3

x1

Twin Flux Cannon
Class: Molecular
Range: 4/8/12/16
Fire Control: d10/d10/d10
Damage: d6
Max Shots/Turn: 3x2

x1

Flux Cannon
Class: Molecular
Range: 4/8/12/16
Fire Control: d10/d10/d10
Damage: d6
Max Shots/Turn: 3

x2

CMD RATING: 4
CMD COST: 2
DEF RATING: 14
ARMOR: 4/4
SENSOR: 10
AVAIL: Common

RACE: Lumati
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