



# Ship Datacard

Archangel

SHIP NAME:

ID:

SQUADRON:

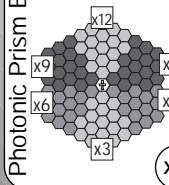
CMD RATING: 12  
CMD COST: 6  
DEF RATING: 13  
ARMOR: 8/8/8  
SENSOR: 12  
AVAIL: Common

RACE: The Triad: Order  
CLASS: Archangel  
CATEGORY: Capital  
YEAR IN SERVICE: Primordial  
JUMP DRIVE: YES  
POINT VALUE: 3200

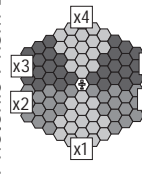
## NOTES:

Gravitic Drive System  
Adv Sensors  
Adv Armor  
Triad Self Repair - 3  
Flare Generator (EM 1 or EM2-Special)  
Elint - 3

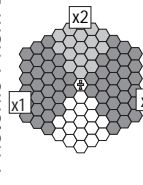
Class: Laser  
Range: 1/2/3/4  
Fire Control: d8/d10/d12  
Damage: 4d10+1  
Max Shots/Turn: 2



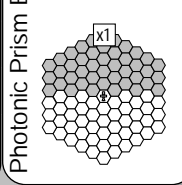
Class: Laser  
Range: 2/4/6/8  
Fire Control: d8/d10/d12  
Damage: 8d10+1  
Max Shots/Turn: 2



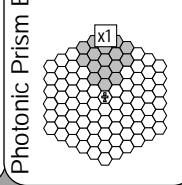
Class: Laser  
Range: 4/8/12/16  
Fire Control: d10d10/d10  
Damage: 14d10+1  
Max Shots/Turn: 2



Class: Particle  
Range: 6/12/18/24  
Fire Control: d12/d12/d10  
Damage: 20d10+1  
Max Shots/Turn: 2



Class: Particle  
Range: 10/20/30/40  
Fire Control: d12/d12/d10  
Damage: 24d10+1  
Max Shots/Turn: 2



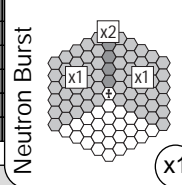
STRUCTURAL DATA

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																														
Photonic Prism Beam																														
Flare Generator																														
Neutron Burst																														

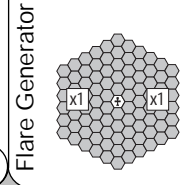
MANEUVERING DATA

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
COME ABOUT																								
HARD TURN																								
COURSE CORRECT																								
TURN																								
MAX ACCEL																								
MAX DECEL																								

Class: Electromagnetic  
Range: 4/8/12/16  
Fire Control: d12/d12/d10  
Damage: 4d10 (special)  
Max Shots/Turn: 3



Class: Electromagnetic  
Range: 8/16/24/32  
Fire Control: d12/d12/d10  
Damage: 6d10+2  
Max Shots/Turn: 2



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Archangel

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ID:

SQUADRON:

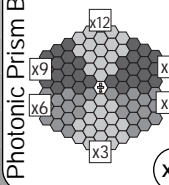
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POINT VALUE: 3200

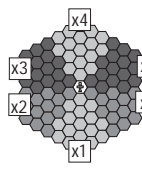
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Elint - 3

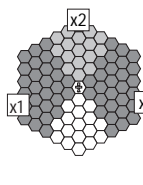
Class: Laser  
Range: 1/2/3/4  
Fire Control: d8/d10/d12  
Damage: 4d10+1  
Max Shots/Turn: 2



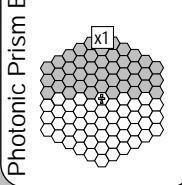
Class: Laser  
Range: 2/4/6/8  
Fire Control: d8/d10/d12  
Damage: 8d10+1  
Max Shots/Turn: 2



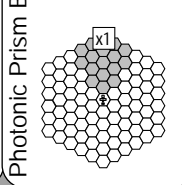
Class: Laser  
Range: 4/8/12/16  
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Damage: 14d10+1  
Max Shots/Turn: 2



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Damage: 20d10+1  
Max Shots/Turn: 2



Class: Particle  
Range: 10/20/30/40  
Fire Control: d12/d12/d10  
Damage: 24d10+1  
Max Shots/Turn: 2



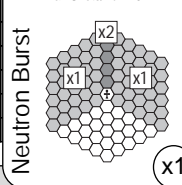
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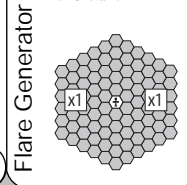
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Class: Electromagnetic  
Range: 8/16/24/32  
Fire Control: d12/d12/d10  
Damage: 6d10+2  
Max Shots/Turn: 2



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