



# Ship Datacard

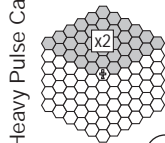
## Moas Gunship

SHIP NAME:

ID:

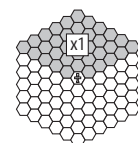
SQUADRON:

Class: Particle  
Range: 4/8/12/16  
Fire Control: d10/d10/d4  
Damage: d10 per 1 above  
Max Shots/Turn: 1



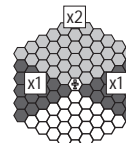
(x1)

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



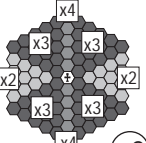
(x1)

Class: Ballistic  
Range: 14/18/22/26  
Fire Control: d10/d8/-  
Damage: 2d10  
Max Shots/Turn: 2



(x1)

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



(x3)

CMD RATING: 8  
CMD COST: 3  
DEF RATING: 14  
ARMOR: 4/4/4  
SENSOR: 10  
AVAIL: Common

RACE: Gaim Intelligence  
CLASS: Moas Gunship  
CATEGORY: Capital  
YEAR IN SERVICE: 2254  
Jump Drive: No  
POINT VALUE: 370

NOTES:

Bulkheads: 2

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																														
Heavy Pulse Cannon																														
Particle Concentrator																														
Packet Torpedo																														
Scattergun																														

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																														

WARNER BROS. © 2000 PERMISSION TO PHOTOCOPY FOR PERSONAL USE IN THE GAME



# Ship Datacard

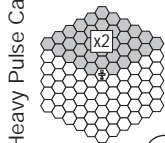
## Moas Gunship

SHIP NAME:

ID:

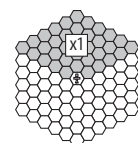
SQUADRON:

Class: Particle  
Range: 4/8/12/16  
Fire Control: d10/d10/d4  
Damage: d10 per 1 above  
Max Shots/Turn: 1



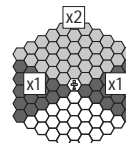
(x1)

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



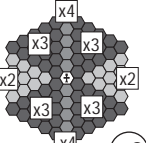
(x1)

Class: Ballistic  
Range: 14/18/22/26  
Fire Control: d10/d8/-  
Damage: 2d10  
Max Shots/Turn: 2



(x1)

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



(x3)

CMD RATING: 8  
CMD COST: 3  
DEF RATING: 14  
ARMOR: 4/4/4  
SENSOR: 10  
AVAIL: Common

RACE: Gaim Intelligence  
CLASS: Moas Gunship  
CATEGORY: Capital  
YEAR IN SERVICE: 2254  
Jump Drive: No  
POINT VALUE: 370

NOTES:

Bulkheads: 2

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																														
Heavy Pulse Cannon																														
Particle Concentrator																														
Packet Torpedo																														
Scattergun																														

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																														

WARNER BROS. © 2000 PERMISSION TO PHOTOCOPY FOR PERSONAL USE IN THE GAME