



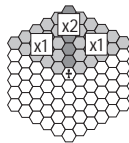
SHIP NAME:

ID: _____
SQUADRON: _____

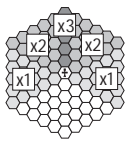
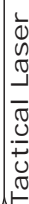
CMD RATING: 6
CMD COST: 3
DEF RATING: 14
ARMOR: 4/4/4
SENSOR: 10
AVAIL: Common

RACE: Centauri Republic
CLASS: Celerian Cruiser
CATEGORY: Capital
YEAR IN SERVICE: 1850
Jump Drive: Yes
POINT VALUE: 365

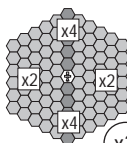
Class: Laser
Range: 6/12/18/24
Fire Control: d10/d10/-
Damage: 4d10 -1 per die
Max Shots/Turn: 1



Class: Laser
Range: 4/8/12/16
Fire Control: d10/d8/-
Damage: 2d10 -1 per die
Max Shots/Turn: 2



Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d6
Max Shots/Turn: 2



(x2)

NOTES:

Version 1.0

STRUCTURAL DATA

[illegible]

MANEUVERING DATA

[illegible]

Celerian War Cruiser (1975 refit)

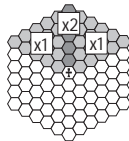
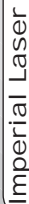
SHIP NAME:

ID: _____
SQUADRON: _____

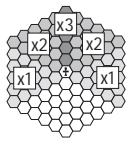
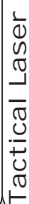
CMD RATING: 6
CMD COST: 3
DEF RATING: 14
ARMOR: 4/4/4
SENSOR: 10
AVAIL: Common

RACE: Centauri Republic
CLASS: Celerian Cruiser
CATEGORY: Capital
YEAR IN SERVICE: 1975
Jump Drive: Yes
POINT VALUE: 370

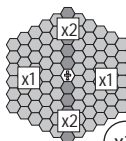
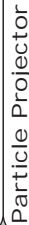
Class: Laser
Range: 6/12/18/24
Fire Control: d10/d10/-
Damage: 4d10 -1 per die
Max Shots/Turn: 1



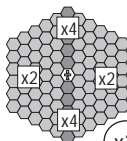
Class: Laser
Range: 4/8/12/16
Fire Control: d10/d8/-
Damage: 2d10 -1 per die
Max Shots/Turn: 2



Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d6
Max Shots/Turn: 2

 (x_1)

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

 $(x_2$

NOTES:

Version 1.0

STRUCTURAL DATA

[illegible]

MANEUVERING DATA

[illegible]