



Ship Datacard

Boroca Gunship

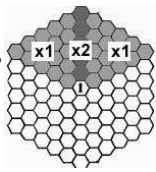
SHIP NAME: _____

ID: _____

SQUADRON: _____

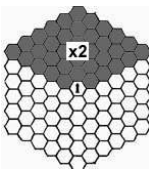
Class: Plasma
Range: 3/6/9/12
Fire Control: d10/d8/
Damage: 4d10/3d10/2d10/d10
Max Shots/Turn: 1

Heavy Plasma



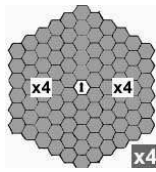
Class: Ballistic
Range: 12
Fire Control: d8/d8/d6
Damage: by missile type
Max Shots/Turn: 2

Class S Missile



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

Std. Particle



CMD RATING: 8
CMD COST: 3
DEF RATING: 13
ARMOR: 4/3/4
SENSOR: 9
AVAIL: Common

RACE: Hurr
CLASS: Boroca Gunship
CATEGORY : CAPITAL
YEAR IN SERVICE: 2225
Jump Drive: Yes
POINT VALUE: 420

NOTES:

Missiles: (reduce each rack to 12 in games set before 2240):

Rack 1 (20):

Rack 2 (20):

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 Plasma																														
S-Missile																														
Standard 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																														

Version 1.0



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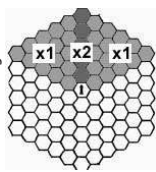
SHIP NAME: _____

ID: _____

SQUADRON: _____

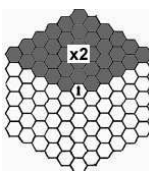
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Range: 3/6/9/12
Fire Control: d10/d8/
Damage: 4d10/3d10/2d10/d10
Max Shots/Turn: 1

Heavy Plasma



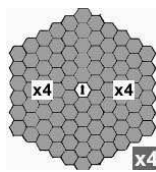
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Class S Missile



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Fire Control: d10/d10/d10
Damage: d8
Max Shots/Turn: 3

Std. Particle



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