



Ship Datacard

Strike Cruiser

SHIP NAME:

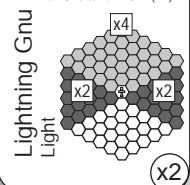
ID:

SQUADRON:

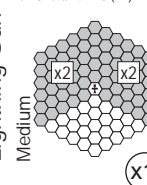
CMD RATING: 10
CMD COST: 4
DEF RATING: 13
ARMOR: 6/6/6
SENSOR: 11
AVAIL: Common

RACE: Vorlons
CLASS: Strike Cruiser
CATEGORY: Capital
YEAR IN SERVICE: Primordial
Jump Drive: Yes
POINT VALUE: 1475

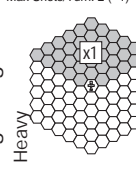
Class: Laser
Range: 2/4/6/8
Fire Control: d12/d12/d12+2
Damage: d8
Max Shots/Turn: 3x2 (=1)



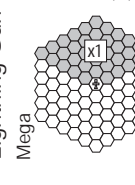
Class: Laser
Range: 4/8/12/16
Fire Control: d12/d12/d10
Damage: d10+1
Max Shots/Turn: 3 (=1)



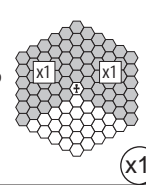
Class: Laser
Range: 6/12/18/24
Fire Control: d12/d12/d6
Damage: 2d10+2
Max Shots/Turn: 2 (=1)



Class: Laser
Range: 6/12/18/24
Fire Control: d12/d12/d12--
Damage: 4d10+3
Max Shots/Turn: 1 (=2)



Class: Laser
Range: 4/8/12/16
Fire Control: d10/d10/d12
Damage: d8 per 1 above
Max Shots/Turn: 3



NOTES:

Adv. Sensors
Adv. Armor
Grav Drive
EM Field Level 1
Adaptive Armor Level 1

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																														
Lightning Gun																														
Discharge Pulsar																														

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



Ship Datacard

Strike Cruiser

SHIP NAME:

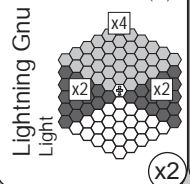
ID:

SQUADRON:

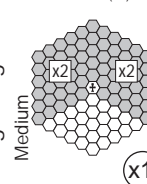
CMD RATING: 10
CMD COST: 4
DEF RATING: 13
ARMOR: 6/6/6
SENSOR: 11
AVAIL: Common

RACE: Vorlons
CLASS: Strike Cruiser
CATEGORY: Capital
YEAR IN SERVICE: Primordial
Jump Drive: Yes
POINT VALUE: 1475

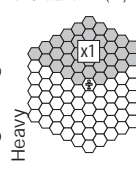
Class: Laser
Range: 2/4/6/8
Fire Control: d12/d12/d12+2
Damage: d8
Max Shots/Turn: 3x2 (=1)



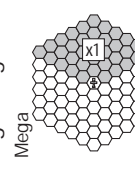
Class: Laser
Range: 4/8/12/16
Fire Control: d12/d12/d10
Damage: d10+1
Max Shots/Turn: 3 (=1)



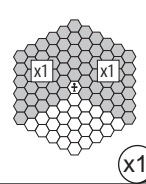
Class: Laser
Range: 6/12/18/24
Fire Control: d12/d12/d6
Damage: 2d10+2
Max Shots/Turn: 2 (=1)



Class: Laser
Range: 6/12/18/24
Fire Control: d12/d12/d12--
Damage: 4d10+3
Max Shots/Turn: 1 (=2)



Class: Laser
Range: 4/8/12/16
Fire Control: d10/d10/d12
Damage: d8 per 1 above
Max Shots/Turn: 3



NOTES:

Adv. Sensors
Adv. Armor
Grav Drive
EM Field Level 1
Adaptive Armor Level 1

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																														
Lightning Gun																														
Discharge Pulsar																														

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