



# Ship Datacard

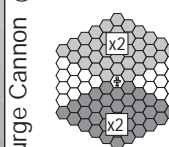
Battleglobe

SHIP NAME:

ID:

SQUADRON:

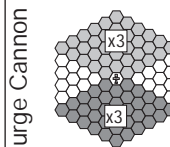
Class: Electromagnetic  
Range: 8/16/24/32  
Fire Control: d12/d12/d4  
Damage: 5d10+1  
Max Shots/Turn: 1 (=4)



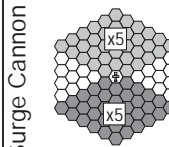
Class: Electromagnetic  
Range: 6/12/18/24  
Fire Control: d12/d12/d6  
Damage: 4d10  
Max Shots/Turn: 1 (=3)



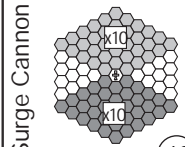
Class: Electromagnetic  
Range: 4/8/12/16  
Fire Control: d12/d12/d8  
Damage: 3d10  
Max Shots/Turn: 1 (=3)



Class: Electromagnetic  
Range: 2/4/6/8  
Fire Control: d10/d10/d8  
Damage: 2d10  
Max Shots/Turn: 2 (=2)



Class: Electromagnetic  
Range: 1/2/3/4  
Fire Control: d10/d10/d10  
Damage: d10  
Max Shots/Turn: 3 (=1)



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

RACE: Ipsha  
CLASS: Battleglobe  
CATEGORY: CAPITAL  
YEAR IN SERVICE: 2202  
Jump Drive: No  
POINT VALUE: 470

NOTES:

MG Reactor Level 6

Spark Field

EM Hardening

Singularity Drive

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																														
Surge Cannon																														
Spark Field																														

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																														

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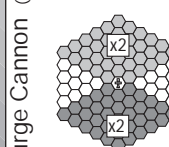
Battleglobe

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ID:

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Class: Electromagnetic  
Range: 8/16/24/32  
Fire Control: d12/d12/d4  
Damage: 5d10+1  
Max Shots/Turn: 1 (=4)



Class: Electromagnetic  
Range: 6/12/18/24  
Fire Control: d12/d12/d6  
Damage: 4d10  
Max Shots/Turn: 1 (=3)



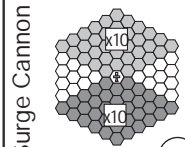
Class: Electromagnetic  
Range: 4/8/12/16  
Fire Control: d12/d12/d8  
Damage: 3d10  
Max Shots/Turn: 1 (=3)



Class: Electromagnetic  
Range: 2/4/6/8  
Fire Control: d10/d10/d8  
Damage: 2d10  
Max Shots/Turn: 2 (=2)



Class: Electromagnetic  
Range: 1/2/3/4  
Fire Control: d10/d10/d10  
Damage: d10  
Max Shots/Turn: 3 (=1)



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