



Ship Datacard

Protra-I Scoutship

SHIP NAME: _____

ID: _____

SQUADRON: _____

Class: Particle
Range: 2/4/6/8
Fire Control: d10/d8/d8
Damage: d8 per 1 above
Max Shots/Turn: 2

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

Class: Plasma
Range: 1/2/3/4
Fire Control: d8/d6/-
Damage: 4d6/3d6/2d6/d6
Max Shots/Turn: 3

Class: Laser
Range: 2/4/6/8
Fire Control: d10/d8/d4
Damage: 2d10
Max Shots/Turn: 2

CMD RATING: 10
CMD COST: 3
DEF RATING: 14
ARMOR: 3/3/3
SENSOR: 11
AVAIL: Uncommon

RACE: Dilgar Imperium
CLASS: Protra-I Scoutship
CATEGORY : CAPITAL
YEAR IN SERVICE: 2229
Jump Drive: Yes
POINT VALUE: 355

NOTES:

ELINT Ship
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 | | | N | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SENSORS | | | | | | E | | | | | | | | | | | | | | | | | | | | | | | | |
| Energy Pulsar | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Medium Bolter | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Light Bolter | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Scatter-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



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Max Shots/Turn: 2

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

Class: Plasma
Range: 1/2/3/4
Fire Control: d8/d6/-
Damage: 4d6/3d6/2d6/d6
Max Shots/Turn: 3

Class: Laser
Range: 2/4/6/8
Fire Control: d10/d8/d4
Damage: 2d10
Max Shots/Turn: 2

CMD RATING: 10
CMD COST: 3
DEF RATING: 14
ARMOR: 3/3/3
SENSOR: 11
AVAIL: Uncommon

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| STRUCTURE | | | N | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SENSORS | | | | | | E | | | | | | | | | | | | | | | | | | | | | | | | |
| Energy Pulsar | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| COURSE CORRECT | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| TURN | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MAX ACCEL | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MAX DECEL | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Version 1.0