

SHIP NAME:

ID:

SQUADRON:

CMD RATING: 4  
CMD COST: 2  
DEF RATING: 15  
ARMOR: 3  
SENSOR: 9  
AVAIL: Common


RACE: Torata  
CLASS: Atlac Corvette  
CATEGORY : Medium  
YEAR IN SERVICE: 2243  
Jump Drive: No  
POINT VALUE: 245

Class: Particle  
Range: 4/8/12/16  
Fire Control: d12/d12/d10  
Damage: 2d10/d10-1  
Max Shots/Turn: 2/3

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

Particle Accelerator

Max Shots/Turn: 2/3



Light Particle

Damage: d6-1  
Max Shots/Turn: 3



Diagram illustrating the Light Particle's attack pattern. The particle is represented by a central hexagon labeled '1'. It has six adjacent hexagons labeled 'x1', 'x2', 'x3', 'x3', 'x4', and 'x3' (representing damage values). The particle's damage is d6-1, and it has a maximum of 3 shots per turn.

NOTES:

STRUCTURAL DATA

[illegible]

## MANEUVERING DATA

[illegible]

Version 1.0

SHIP NAME: \_\_\_\_\_

ID:

SQUADRON:

CMD RATING: 4  
CMD COST: 2  
DEF RATING: 15  
ARMOR: 3  
SENSOR: 9  
AVAIL: Common

RACE: Torata  
CLASS: Atlatl Corvette  
CATEGORY : Medium  
YEAR IN SERVICE: 2243  
Jump Drive: No  
POINT VALUE: 245

Class: Particle  
Range: 4/8/12/16  
Fire Control: d12/d12/d10  
Damage: 2d10/d10-1  
Max Shots/Turn: 2/3

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

Particle Accelerator

Max Shots/Turn: 2/3

x2

x1

x1

Light Particle

Max Shots/Turn: 3

The diagram shows a hexagonal grid of cells. The cells are numbered as follows: x4 is in the top center; x3 is in the middle left and middle right; x1 is in the bottom left and bottom right; x2 is in the bottom center. A vertical arrow on the left points upwards and is labeled 'Light Particle'. Above the grid, the text 'Max Shots/Turn: 3' is displayed.

NOTES:

STRUCTURAL DATA

[illegible]

MANEUVERING DATA

[illegible]

Version 1.0