



Ship Datacard

Croscotu Frigate (early)

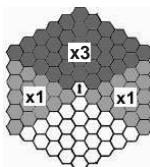
SHIP NAME: _____

ID: _____

SQUADRON: _____

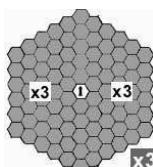
Class: Plasma
Range: 1/2/3/4
Fire Control: d8/d6/-
Damage: 4d6/3d6/2d6/d6
Max Shots/Turn: 3

Plasma Torch



Class: Particle
Range: 1/2/3/4
Fire Control: d8/d10/d10
Damage: d4+1
Max Shots/Turn: 3

Lt. Particle Bolt



CMD RATING: 4
CMD COST: 2
DEF RATING: 15
ARMOR: 3
SENSOR: 8
AVAIL: Common

RACE: Descari
CLASS: Croscotu Frigate (early)
CATEGORY : Medium
YEAR IN SERVICE: 2193
Jump Drive: No
POINT VALUE: 170

NOTES:

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																														
Plasma Torch																														
Lt. Particle Bolt																														

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

Croscotu Frigate (early)

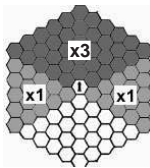
SHIP NAME: _____

ID: _____

SQUADRON: _____

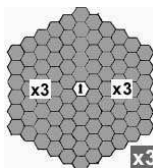
Class: Plasma
Range: 1/2/3/4
Fire Control: d8/d6/-
Damage: 4d6/3d6/2d6/d6
Max Shots/Turn: 3

Plasma Torch



Class: Particle
Range: 1/2/3/4
Fire Control: d8/d10/d10
Damage: d4+1
Max Shots/Turn: 3

Lt. Particle Bolt



CMD RATING: 4
CMD COST: 2
DEF RATING: 15
ARMOR: 3
SENSOR: 8
AVAIL: Common

RACE: Descari
CLASS: Croscotu Frigate (early)
CATEGORY : Medium
YEAR IN SERVICE: 2193
Jump Drive: No
POINT VALUE: 170

NOTES:

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																														
Plasma Torch																														
Lt. Particle Bolt																														

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