

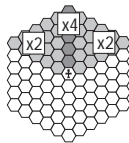


Optine Battlecruiser

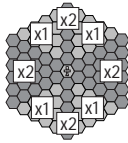
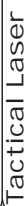
SHIP NAME:

ID: _____
SQUADRON: _____

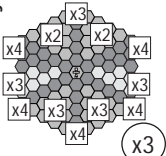
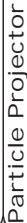
Class: Laser
Range: 6/12/18/24
Fire Control: d10/d10/-
Damage: 4d10 -1 per die
Max Shots/Turn: 1



Class: Laser
Range: 4/8/12/16
Fire Control: d10/d8/-
Damage: 2d10 -1 per die
Max Shots/Turn: 2



Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d6
Max Shots/Turn: 2



CMD RATING: 10
CMD COST: 4
DEF RATING: 14
ARMOR: 4/5/4
SENSOR: 10
AVAIL: Common

RACE: Centauri Republic
CLASS: Optine Battlecruiser
CATEGORY: Capital
YEAR IN SERVICE: 1840
Jump Drive: Yes
POINT VALUE: 480

NOTES:

Version 1.0

STRUCTURAL DATA

[illegible]

MANEUVERING DATA

[illegible]

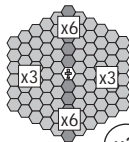
Optine Battlecruiser (1966 refit)

SHIP NAME:

ID: _____
SQUADRON: _____

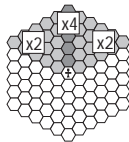
Light Particle Beam

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

 $(x_3$

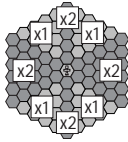
Imperial Laser

Class: Laser
Range: 6/12/18/24
Fire Control: d10/d10/-
Damage: 4d10 -1 per die
Max Shots/Turn: 1



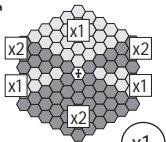
Tactical Laser

Class: Laser
Range: 4/8/12/16
Fire Control: d10/d8/-
Damage: 2d10 -1 per die
Max Shots/Turn: 2



Particle Projecto

Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d6
Max Shots/Turn: 2

 $(x$

CMD RATING: 10
CMD COST: 4
DEF RATING: 14
ARMOR: 4/5/4
SENSOR: 10
AVAIL: Common

RACE: Centauri Republic
CLASS: Optine Battlecruiser
CATEGORY: Capital
YEAR IN SERVICE: 1966
Jump Drive: Yes
POINT VALUE: 485

NOTES:

Version 1.0

STRUCTURAL DATA

[illegible]

MANEUVERING DATA

[illegible]