



Ship Datacard

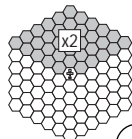
Devil

SHIP NAME:

ID:
 SQUADRON:

Class: Plasma/Pulse
Range: 4/8/12/16
Fire Control: d12/d12/d12
Damage: d12/d10/d8/d6
per 1 above (max 5)
Max Shots/Turn: 3

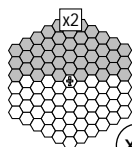
Plasma Driver



x2

Class: Antimatter/Flash
Range: 6/12/18/24
Fire Control: d12/d12/d12
Damage: 5d10(>1) (Max 4)
Max Shots/Turn: 3

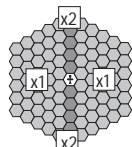
Antimatter Wave



x1

Class: Particle
Range: 8/16/24/32
Fire Control: d12/d10/-
Damage: 8d10+1
plus special effect
Max Shots/Turn: 3

Spatial Cutter



CMD RATING: 5
CMD COST: 2
DEF RATING: 16
ARMOR: 6
SENSOR: 11
AVAIL: Common

RACE: The Triad: Chaos
CLASS: Devil
CATEGORY: Medium
YEAR IN SERVICE: Primordial
JUMP DRIVE: YES
POINT VALUE: 810

NOTES:

Gravitic Drive System
Adv Sensors
Adv Armor
Triad Self Repair - 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																														
SENSORS																														
Plasma Driver																														
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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																														

WARNER BROS. c 2000 PERMISSION TO PHOTOCOPY FOR PERSONAL USE IN THE GAME



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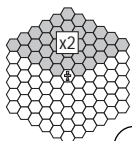
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ID:
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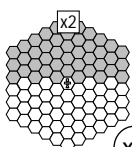
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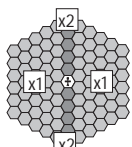
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