



# Ship Datacard

## Axor Assault Frigate

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

ID: \_\_\_\_\_

SQUADRON: \_\_\_\_\_

Class: Ballistic  
Range: 15  
Fire Control: d10/d10/d10  
Damage: per missile  
Max Shots/Turn: 3x2

Class: Particle  
Range: 2/4/6/8  
Fire Control: d10/d10/d10  
Damage: d8  
Max Shots/Turn: 3

CMD RATING: 3  
CMD COST: 1  
DEF RATING: 16  
ARMOR: 3  
SENSOR: 8  
AVAIL: Common

RACE: Kor-Lyan  
CLASS: Axor Assault Frigate  
CATEGORY: Medium  
YEAR IN SERVICE: 2223  
Jump Drive: No  
POINT VALUE: 110

NOTES:  
Atmospheric Capable

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																														
Class D Msl Rack																														
Std. Particle Beam																														

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. © 2000 PERMISSION TO PHOTOCOPY FOR PERSONAL USE IN THE GAME



# Ship Datacard

## Axor Assault Frigate

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

ID: \_\_\_\_\_

SQUADRON: \_\_\_\_\_

Class: Ballistic  
Range: 15  
Fire Control: d10/d10/d10  
Damage: per missile  
Max Shots/Turn: 3x2

Class: Particle  
Range: 2/4/6/8  
Fire Control: d10/d10/d10  
Damage: d8  
Max Shots/Turn: 3

CMD RATING: 3  
CMD COST: 1  
DEF RATING: 16  
ARMOR: 3  
SENSOR: 8  
AVAIL: Common

RACE: Kor-Lyan  
CLASS: Axor Assault Frigate  
CATEGORY: Medium  
YEAR IN SERVICE: 2223  
Jump Drive: No  
POINT VALUE: 110

NOTES:  
Atmospheric Capable

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																														
Class D Msl Rack																														
Std. Particle Beam																														

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. © 2000 PERMISSION TO PHOTOCOPY FOR PERSONAL USE IN THE GAME