



# Ship Datacard

Luxury Liner

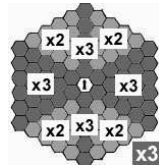
SHIP NAME: \_\_\_\_\_

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

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

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

Sid. Particle Beam



CMD RATING: 2  
CMD COST: 1  
DEF RATING: 12  
ARMOR: 3/3/3  
SENSOR: 8  
AVAIL: Common

RACE: Civilian  
CLASS: Luxury Liner  
CATEGORY: CAPITAL  
YEAR IN SERVICE: 2247  
Jump Drive: No  
POINT VALUE: 130

NOTES:

NOTES:

Even die roll  
Structure hits  
are marked as  
Passenger hits  
instead of  
Structure.

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																														
Std. Particle																														
Passenger																														

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

Luxury Liner

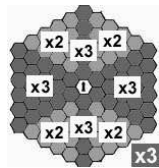
SHIP NAME: \_\_\_\_\_

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

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

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

Sid. Particle Beam



CMD RATING: 2  
CMD COST: 1  
DEF RATING: 12  
ARMOR: 3/3/3  
SENSOR: 8  
AVAIL: Common

RACE: Civilian  
CLASS: Luxury Liner  
CATEGORY: CAPITAL  
YEAR IN SERVICE: 2247  
Jump Drive: No  
POINT VALUE: 130

NOTES:

NOTES:

Even die roll  
Structure hits  
are marked as  
Passenger hits  
instead of  
Structure.

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																														
Std. Particle																														
Passenger																														

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