



Ship Datacard

Tug

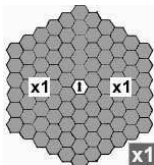
SHIP NAME: _____

ID: _____

SQUADRON: _____

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

Std. Particle Beam



CMD RATING: 1
CMD COST: 1
DEF RATING: 15
ARMOR: 2
SENSOR: 8
AVAIL: Common

RACE: Civilian
CLASS: Tug
CATEGORY : Medium
YEAR IN SERVICE: 2195
Jump Drive: No
POINT VALUE: 60

NOTES:

NOTES:

Even die roll
Structure hits
are marked as
Cargo 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																														
Cargo																														

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

Tug

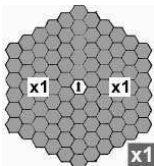
SHIP NAME: _____

ID: _____

SQUADRON: _____

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

Std. Particle Beam



CMD RATING: 1
CMD COST: 1
DEF RATING: 15
ARMOR: 2
SENSOR: 8
AVAIL: Common

RACE: Civilian
CLASS: Tug
CATEGORY : Medium
YEAR IN SERVICE: 2195
Jump Drive: No
POINT VALUE: 60

NOTES:

NOTES:

Even die roll
Structure hits
are marked as
Cargo 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																														
Cargo																														

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