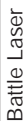


SHIP NAME:

ID:

SQUADRON:

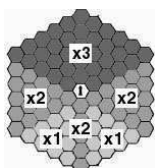
Class: Laser
Range: 8/16/24/32
Fire Control: d10/d10/d4
Damage: 4d10
Max Shots/Turn: 1



A diagram of a hexagonal lattice. A central node is labeled '1'. It is surrounded by six nodes: two are labeled 'x1', two are labeled 'x2', and two are labeled 'x3'. The nodes are arranged in a hexagonal pattern around the central node.

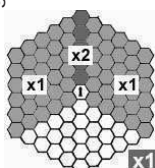
Twin Array

Class: Particle
Range: 1/2/3/4
Fire Control: d10/d12/d12
Damage: d6
Max Shots/Turn: 3x2



Scattergun

Class: Particle
Range: 1/2/3/4
Fire Control: d10/d10/d12
Damage: d6
Max Shots/Turn: 3xd6



CMD RATING: 8
CMD COST: 3
DEF RATING: 13
ARMOR: 5/4/5
SENSOR: 10
AVAIL: Uncommon

RACE: Gaim
CLASS: Skassa Cruiser
CATEGORY : CAPITAL
YEAR IN SERVICE: 2252
Jump Drive: Yes
POINT VALUE: 360

NOTES:

Bulkheads Level 2

Version 1.0

STRUCTURAL DATA

[illegible]

MANEUVERING DATA

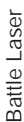
[illegible]

SHIP NAME:

ID:

SQUADRON:

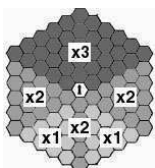
Class: Laser
Range: 8/16/24/32
Fire Control: d10/d10/d4
Damage: 4d10
Max Shots/Turn: 1



A diagram of a hexagonal lattice. A central node is labeled '1'. It is surrounded by six nodes. The nodes at the top-left and top-right positions are labeled 'x2'. The nodes at the bottom-left and bottom-right positions are labeled 'x1'. The node at the top position is labeled 'x3'. The node at the bottom position is unlabeled.

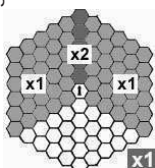
Twin Array

Class: Particle
Range: 1/2/3/4
Fire Control: d10/d12/d12
Damage: d6
Max Shots/Turn: 3x2



Scattergun

Class: Particle
Range: 1/2/3/4
Fire Control: d10/d10/d12
Damage: d6
Max Shots/Turn: 3xd6



CMD RATING: 8
CMD COST: 3
DEF RATING: 13
ARMOR: 5/4/5
SENSOR: 10
AVAIL: Uncommon

RACE: Gaim
CLASS: Skassa Cruiser
CATEGORY : CAPITAL
YEAR IN SERVICE: 2252
Jump Drive: Yes
POINT VALUE: 360

NOTES:

Bulkheads Level 2

Version 1.0

STRUCTURAL DATA

[illegible]

MANEUVERING DATA

[illegible]