



# Ship Datacard

## Tocrat Supply Barge

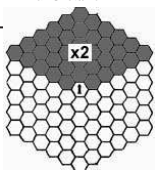
SHIP NAME: \_\_\_\_\_

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

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

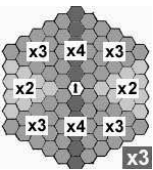
Packet Torpedo

Class: Ballistic  
Range: 14/18/22/26  
Fire Control: d10/d8/-  
Damage: 2d10  
Max Shots/Turn: 2



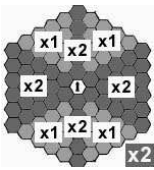
Twin Array

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



Std. Particle Beam

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



CMD RATING: 6  
CMD COST: 3  
DEF RATING: 14  
ARMOR: 4/3/3  
SENSOR: 9  
AVAIL: Uncommon

RACE: Gaim  
CLASS: Tocrat Supply Barge  
CATEGORY: CAPITAL  
YEAR IN SERVICE: 2251  
Jump Drive: No  
POINT VALUE: 325

### NOTES:

Loadout 1 (2252-present):  
2 Flights Reska  
405 points

Bulkheads Level 3

NOTE: All even  
die roll structure  
damage is  
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																														
Packet Torpedo																														
Twin Array																														
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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																														
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Version 1.0



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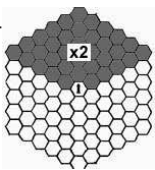
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ID: \_\_\_\_\_

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

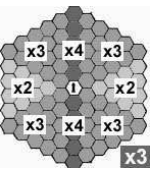
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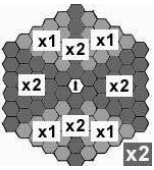
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