



Ship Datacard

Mishakur Dreadnought

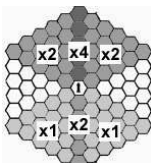
SHIP NAME: _____

ID: _____

SQUADRON: _____

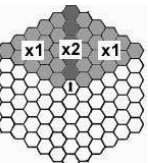
Class: Particle
Range: 6/12/18/24
Fire Control: d10/d8/d6
Damage: 2d12
Max Shots/Turn: 1

Heavy Bolter



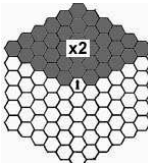
Class: Particle
Range: 6/12/48/24
Fire Control: d10/d8/d6
Damage: d10 per 1 above
Max Shots/Turn: 1

Quad Pulsar



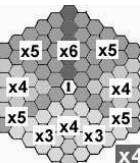
Class: Laser
Range: 4/8/12/16
Fire Control: d10/d8/d4
Damage: 3d10-1
Max Shots/Turn: 1

Medium Laser



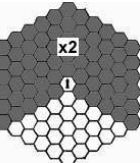
Class: Particle
Range: 1/2/3/4
Fire Control: d8/10/d10
Damage: d4 per 1 above
Max Shots/Turn: 3

Scatter-Pulsar



Class: Ballistic
Range: 12
Fire Control: d8/d8/d8
Damage: by missile type
Max Shots/Turn: 2

Class-S Missile



CMD RATING: 13
CMD COST: 5
DEF RATING: 13
ARMOR: 4/4/4
SENSOR: 10
AVAIL: Rare

RACE: Dilgar Imperium
CLASS: Mishakur Dreadnought
CATEGORY: CAPITAL
YEAR IN SERVICE: 2228
Jump Drive: Yes
POINT VALUE: 625

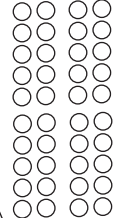
NOTES:

LOADOUT 1 (2228-2232):
2 Flights Thorun
715 Points

LOADOUT 2 (2232):
2 Flights Thorun Mk. III
735 Points

Missiles

RACK 1 RACK 2



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																														
Heavy Bolter																														
Quad Pulsar																														
Scatter-Pulsar																														
Medium Laser																														
S-Missile																														
Plasma Torch																														

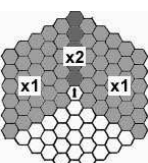
MANEUVERING DATA

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																														

Class: Plasma

Range: 1/2/3/4
Fire Control: d8/d6/-
Damage: 4d6/3d6/2d6/d6
Max Shots/Turn: 3

Plasma Torch



Ship Datacard

Mishakur Dreadnought

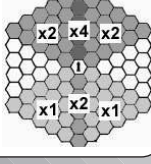
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ID: _____

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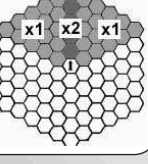
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Damage: 2d12
Max Shots/Turn: 1

Heavy Bolter



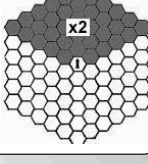
Class: Particle
Range: 6/12/48/24
Fire Control: d10/d8/d6
Damage: d10 per 1 above
Max Shots/Turn: 1

Quad Pulsar



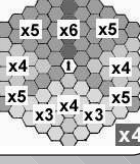
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Medium Laser



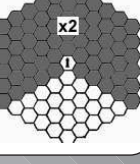
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Scatter-Pulsar



Class: Ballistic
Range: 12
Fire Control: d8/d8/d8
Damage: by missile type
Max Shots/Turn: 2

Class-S Missile



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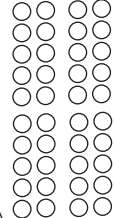
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