



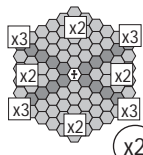
SHIP NAME:

ID:

SQUADRON:

Class: Matter
Range: 1/2/3/4
Fire Control: d8/d10/d12
Damage: 1 (-2)
Max Shots/Turn: 3

Gatling Railgun



CMD RATING: 2
CMD COST: 1
DEF RATING: 14
ARMOR: 3
SENSOR: 9
AVAIL: Common

RACE: Orieni Imperium
CLASS: Resolute Military Freighter
CATEGORY: Medium
YEAR IN SERVICE: 1802
Jump Drive: No
POINT VALUE: 185

NOTES:

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

Version 1.0

STRUCTURAL DATA

RATING/NUMBER

[illegible]

MANEUVERING DATA

SPEED/RATING

[illegible]

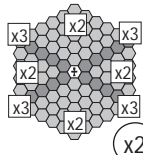
SHIP NAME:

ID:

SQUADRON:

Class: Matter
Range: 1/2/3/4
Fire Control: d8/d10/d12
Damage: 1 (-2)
Max Shots/Turn: 3x2

Rapid Gatling Railgun



CMD RATING: 2
CMD COST: 1
DEF RATING: 14
ARMOR: 3
SENSOR: 9
AVAIL: Common

RACE: Oriani Imperium
CLASS: Resolute Military Freighter
CATEGORY: Medium
YEAR IN SERVICE: 2007
Jump Drive: No
POINT VALUE: 200

NOTES:

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

Version 1.0

STRUCTURAL DATA

RATING/NUMBER

[illegible]

MANEUVERING DATA

SPEED/RATING

[illegible]Resolute Freighter
(2007 refit)

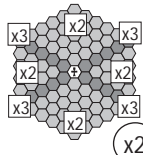
SHIP NAME:

ID:

SQUADRON:

Class: Matter
Range: 1/2/3/4
Fire Control: d8/d10/d12
Damage: 1 (-2)
Max Shots/Turn: 3x2

Rapid Gatling Railgun



CMD RATING: 2
CMD COST: 1
DEF RATING: 14
ARMOR: 3
SENSOR: 9
AVAIL: Common

RACE: Oriani Imperium
CLASS: Resolute Military Freighter
CATEGORY: Medium
YEAR IN SERVICE: 2007
Jump Drive: No
POINT VALUE: 200

NOTES:

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

Version 1.0