



Ship Datacard

Medusa Battleship (Paul Brown)

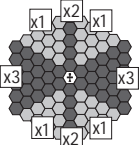
SHIP NAME:

ID:

SQUADRON:

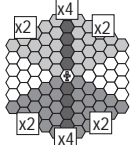
Class: Ballistic
Range: 20
Fire Control: d8/d8/d8
Damage: by missile
Max Shots/Turn: 2

Class L Msl Rack



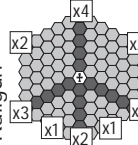
Class: Laser
Range: 4/8/12/16
Fire Control: d10/d8/d4
Damage: 3d10 (-1 per die)
Max Shots/Turn: 1

Medium Laser



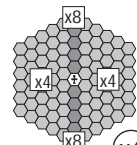
Class: Matter
Range: 4/8/12/16
Fire Control: d10/d8/d4
Damage: 2
Max Shots/Turn: 1

Railgun



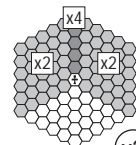
Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d10
Damage: d8
Max Shots/Turn: 3

Std Particle Beam



Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d8 per 1 above
Max Shots/Turn: 2

Medium Pulse



CMD RATING: 12
CMD COST: 4
DEF RATING: 12
ARMOR: 4/4/4
SENSOR: 10
AVAIL: Unique

RACE: EARTH ALLIANCE
CLASS: Medusa Battleship
CATEGORY: CAPITAL
YEAR IN SERVICE: 2247
JUMP DRIVE: YES
POINT VALUE: 900

Unreliable - Major Power Fluctuations:
As per power fluctuations, but occurs
each turn on a d10 roll of 9-10
regardless of structure remaining.

NOTES:
INTERCEPTORS
Level 3

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																														
Railgun																														
Medium PULSE																														
MEDIUM LASER																														
Class L Msl Rack																														
Heavy Laser Cannons																														

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: Laser
Range: 6/12/18/24
Fire Control: d10/d8/d4
Damage: 4d10 (+1 per die)
Max Shots/Turn: 1

Heavy Laser

