



Ship Datacard

Orpheus Battleship

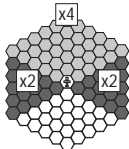
SHIP NAME:

ID:

SQUADRON:

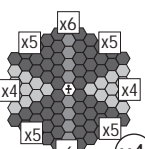
Class: Matter
Range: 6/12/18/24
Fire Control: d10/d8/-
Damage: 3
Max Shots/Turn: 1/2

Heavy Railgun



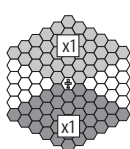
Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d8 per 1 above
Max Shots/Turn: 2

Medium Pulse



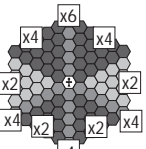
Medium Plasma

Class: Plasma
Range: 2/4/6/8
Fire Control: d10/d8/-
Damage: 4d8/3d8/2d8/d8
Max Shots/Turn: 1



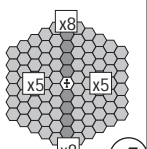
Medium Laser

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



Std Particle Beam

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



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

RACE: Earth Alliance
CLASS: Orpheus Battleship
CATEGORY: CAPITAL
YEAR IN SERVICE: 2233
Jump Drive: Yes
POINT VALUE: 825

NOTES:

Ammo:

RACK 1 RACK 2 RACK 3 RACK 4

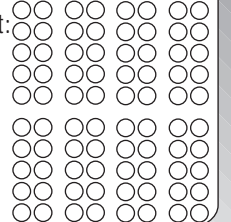
Fighter Loadout:

Loadout 1 (2233+)

4 Flights Nova

Cost: 1005

Interceptor Level 1



Version 1.0

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Orpheus Battleship

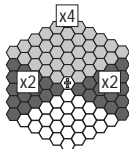
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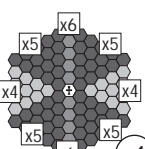
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Heavy Railgun



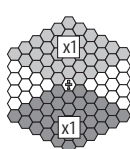
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Fire Control: d10/d10/d8
Damage: d8 per 1 above
Max Shots/Turn: 2

Medium Pulse



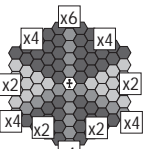
Medium Plasma

Class: Plasma
Range: 2/4/6/8
Fire Control: d10/d8/-
Damage: 4d8/3d8/2d8/d8
Max Shots/Turn: 1



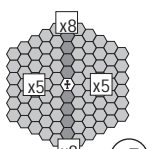
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Range: 4/8/12/16
Fire Control: d10/d8/d4
Damage: 3d10 (-1 per die)
Max Shots/Turn: 1



Std Particle Beam

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



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CMD COST: 4
DEF RATING: 13
ARMOR: 4/4/4
SENSOR: 10
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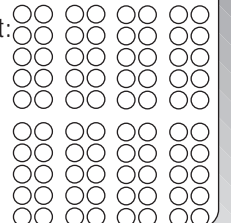
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