



Ship Datacard

Achilles Class Battleship (Beta)

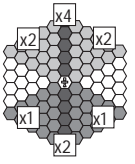
SHIP NAME:

ID:

SQUADRON:

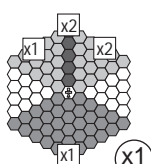
Class: Laser
Range: 6/12/18/24
Fire Control: d10/d8/d4
Damage: 4d10
Max Shots/Turn: 1

Heavy Laser



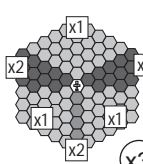
Class: Particle
Range: 4/8/12/16
Fire Control: d10/d10/d6
Damage: d10 per 1 above
Max Shots/Turn: 1

Heavy Pulse



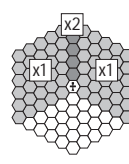
Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d8 per 1 above
Max Shots/Turn: 2

Medium Pulse



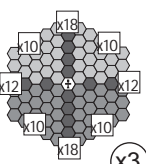
Class: Ballistic
Range: 20
Fire Control: d8/d8/d8
Damage: by missile
Max Shots/Turn: 2

Class L Missile Rack



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

Std Particle Beam



CMD RATING: 12
CMD COST: 4
DEF RATING: 12
ARMOR: 5/5/5
SENSOR: 10
AVAIL: Rare

RACE: Earth Alliance
CLASS: Achilles Battleship
CATEGORY: CAPITAL
YEAR IN SERVICE: 2261
Jump Drive: Yes
POINT VALUE: 955

NOTES:

Fighter Loadout:

Loadout 1 (2261+)
4 Flights Thunderbolts
Cost: 1295

Interceptors Level 3

Version 1.0

STRUCTURAL DATA

RATING/NUMBER
STRUCTURE
SENSORS
Heavy Laser
Heavy Pulse
Medium Pulse
Std Particle Beam
Class L Missile Rack
Class LH Missile Rack

	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 Laser																														
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Medium Pulse																														
Std Particle Beam																														
Class L Missile Rack																														
Class LH Missile Rack																														

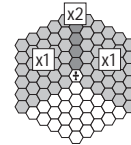
MANEUVERING DATA

SPEED/RATING
COME ABOUT
HARD TURN
COURSE CORRECT
TURN
MAX ACCEL
MAX DECEL

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
SPEED/RATING																								
COME ABOUT																								
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TURN																								
MAX ACCEL																								
MAX DECEL																								

Class LH Missile Rack

Class: Ballistic
Range: 20
Fire Control: d10/d10/d10
Damage: by missile
Max Shots/Turn: 3



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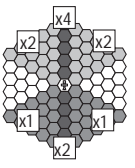
SHIP NAME:

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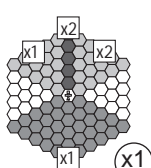
Class: Laser
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Damage: 4d10
Max Shots/Turn: 1

Heavy Laser



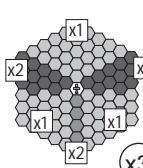
Class: Particle
Range: 4/8/12/16
Fire Control: d10/d10/d6
Damage: d10 per 1 above
Max Shots/Turn: 1

Heavy Pulse



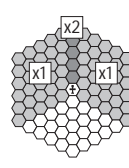
Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d8 per 1 above
Max Shots/Turn: 2

Medium Pulse



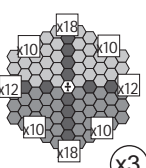
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Range: 20
Fire Control: d8/d8/d8
Damage: by missile
Max Shots/Turn: 2

Class L Missile Rack



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

Std Particle Beam



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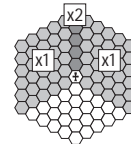
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