



Ship Datacard

Internus Dreadnaught

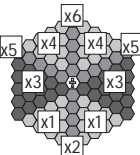
SHIP NAME: _____

ID: _____

SQUADRON: _____

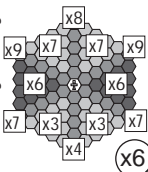
Class: Laser
Range: 8/16/24/32
Fire Control: d10/d10/d4
Damage: 4d10
Max Shots/Turn: 1

Battle Laser



Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d10
Max Shots/Turn: 3x2

Heavy Array



CMD RATING: 12
CMD COST: 3
DEF RATING: 13
ARMOR: 5/6/6
SENSOR: 10
AVAIL: Rare

RACE: Centauri
CLASS: Internus Dreadnaught
CATEGORY: CAPITAL
YEAR IN SERVICE: 2202
Jump Drive: Yes
POINT VALUE: 910

NOTES:

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 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Battle Laser | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Heavy Array | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Version 1.0

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Ship Datacard

Internus Dreadnaught

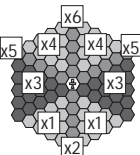
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ID: _____

SQUADRON: _____

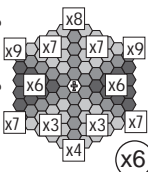
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