



# Ship Datacard

## Astarta Assault Cruiser

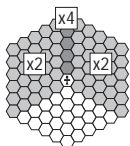
SHIP NAME: \_\_\_\_\_

ID: \_\_\_\_\_

SQUADRON: \_\_\_\_\_

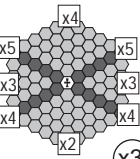
Class: Gravitic  
Range: 6/12/18/24  
Fire Control: d8/d8/d6  
Damage: 1d10  
Max Shots/Turn: 3

Grav Cannon



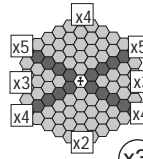
Class: Gravitic  
Range: 2/4/6/8  
Fire Control: d8/d8/d10  
Damage: d8/d10/d12 per  
2 above  
Max Shots/Turn: 3/2/1

Graviton Pulsar



Class: Gravitic  
Range: 2/4/6/8  
Fire Control: d8/d8/d10  
Damage: d6/d8/d10  
Max Shots/Turn: 3/2/1

Gravitic Bolt



CMD RATING: 9  
CMD COST: 4  
DEF RATING: 14  
ARMOR: 5/6/5  
SENSOR: 10  
AVAIL: Common

RACE: Brakiri  
CLASS: Astarta Assault Cruiser  
CATEGORY: CAPITAL  
YEAR IN SERVICE: 2225  
Jump Drive: Yes  
POINT VALUE: 320

### NOTES:

#### Fighter Loadout:

Loadout 1 (2225+)  
3 Flights Tobraki Assault Shuttles  
Cost: 395

Grav Shield Level 1

Use Bolt instead of Pulsars before  
2250 (-35 pts)

Version 1.0

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																														
Grav Cannon																														
Graviton Pulsar																														

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																														
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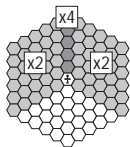
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ID: \_\_\_\_\_

SQUADRON: \_\_\_\_\_

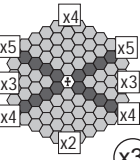
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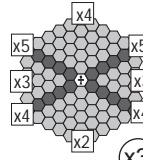
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