

Grenadier Torpedo Cruiser

GENERAL DATA

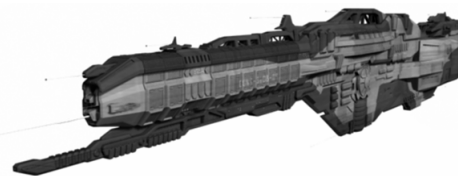
Nation: EU
Year: 2165
Availability: Uncomm
Point Value: 284
Command R/C: 6/2

OPERATIONAL DATA

Category: 4
Defensive Rating: 16
Armor: 5/5/4
Sensors: 8
Fire Control: 3/0

CARRIER DATA

Flights Aboard: 0
Control Rating: 0



INTERCEPTORS

Pin Point Rating: 3
Assist Rating: 0
Volley Rating: 0
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 0
Strafe AF Assist: 0
Stand-Off AF: 0
AF Die: n/a

Maneuvering Damage (4A)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	13	10	10	8	6	5	3	3
1	12	9	9	7	5	4	3	2
2	11	8	8	6	4	3	2	2
3	10	7	7	5	3	--	2	1
4	9	6	6	4	--	--	1	1
5	8	5	5	--	--	--	1	--

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

000000
000000
000000
000000
000000

Bertha Ammo: 000000
Vixen Ammo: 000000

Shield System Damage

Generator: 000000
Proj. #1: 000000
Proj. #2: 000000
Proj. #3: 000000
Proj. #4: 000000
Proj. #5: 000000
Proj. #6: 000000

Notes:

FCD Damage
FCD (3): 000
FCD (0): 000
FCD (-): 000
FCD (-): 000

Interceptor/Anti-Fighter Damage

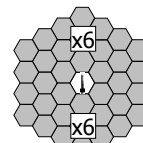
Intercept: 1 2 3
Anti-Fight: 000000

Weapon Systems Damage

Glitter Particle: 2 4 6
Bertha Torpedo: 1 2 3 4 5 6 7 8
Vixen Torpedo: 2 4 6 8

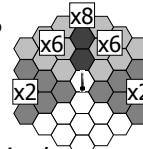
TYPE: Particle
RANGE: 3/6/9/14
TRAVERSE: 2
DELAY: 1
DAMAGE: 1d6+1
MAX X: 6
VUL: 1 (E/G/D)

Pc 14 "Glitter" Particle Gun



TYPE: Ballistic/Torpedo
TRAVERSE: 5
RANGE: +0
SALVO: 1
MAX X: 8
VUL: 3 (E/G/D)

Mk 500 "Bertha" Torpedo Launcher



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

000000
000000
000000
000000
000000

Bertha Ammo: 000000
Vixen Ammo: 000000

Shield System Damage

Generator: 000000
Proj. #1: 000000
Proj. #2: 000000
Proj. #3: 000000
Proj. #4: 000000
Proj. #5: 000000
Proj. #6: 000000

Notes:

FCD Damage
FCD (3): 000
FCD (0): 000
FCD (-): 000
FCD (-): 000

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3
Anti-Fight: 000000

Weapon Systems Damage

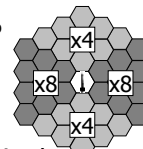
Glitter Particle: 2 4 6
Bertha Torpedo: 1 2 3 4 5 6 7 8
Vixen Torpedo: 2 4 6 8

Torpedo Data

TYPE:	Standard	Heavy	Laser Torp
RANGE:	30	20	25
DAMAGE:	2d10+1	6d10	3d10+1
SPECIAL:	None	None	V1(E/G/D)
COST:	Incl	12	12

TYPE: Ballistic/Torpedo
TRAVERSE: 2
RANGE: +5
SALVO: 3
VUL: 3 (E/G/D)

Mk 200 "Vixen" Torpedo Launcher



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

000000
000000
000000
000000
000000

Bertha Ammo: 000000
Vixen Ammo: 000000

Shield System Damage

Generator: 000000
Proj. #1: 000000
Proj. #2: 000000
Proj. #3: 000000
Proj. #4: 000000
Proj. #5: 000000
Proj. #6: 000000

Notes:

FCD Damage
FCD (3): 000
FCD (0): 000
FCD (-): 000
FCD (-): 000

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3
Anti-Fight: 000000

Weapon Systems Damage

Glitter Particle: 2 4 6
Bertha Torpedo: 1 2 3 4 5 6 7 8
Vixen Torpedo: 2 4 6 8

Torpedo Data

TYPE:	Standard	Laser Torp
RANGE:	20	15
DAMAGE:	1d6+2	2d8+1
SPECIAL:	None	V1(E/G/D)
COST:	6	9

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

000000
000000
000000
000000
000000

Bertha Ammo: 000000
Vixen Ammo: 000000

Shield System Damage

Generator: 000000
Proj. #1: 000000
Proj. #2: 000000
Proj. #3: 000000
Proj. #4: 000000
Proj. #5: 000000
Proj. #6: 000000

Notes:

FCD Damage
FCD (3): 000
FCD (0): 000
FCD (-): 000
FCD (-): 000

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3
Anti-Fight: 000000

Weapon Systems Damage

Glitter Particle: 2 4 6
Bertha Torpedo: 1 2 3 4 5 6 7 8
Vixen Torpedo: 2 4 6 8