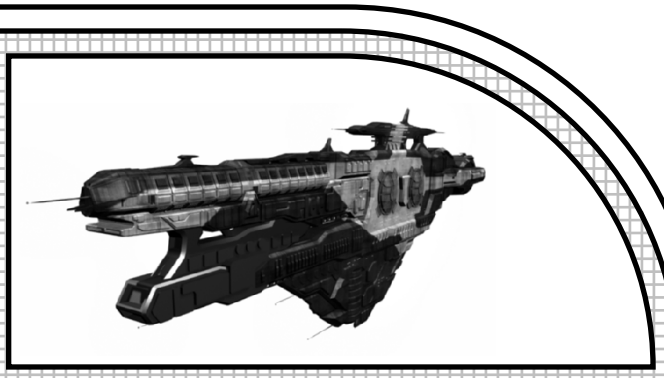
Garde Battlecruiser

GENERAL DATA
Nation: EU
Year: 2184
Availability: Common
Point Value: 484
Command R/C: 7/3

OPERATIONAL DATA
Category: 5
Defensive Rating: 12
Armor: 6/6/5
Sensors: 9
Fire Control: 3/3/0

CARRIER DATA
Flights Aboard: 0
Control Rating: 0



Maneuvering Damage (5C)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	8	6	6	5	4	3	3	2
1	7	5	5	4	3	2	3	2
2	6	4	4	3	2	1	2	1
3	5	3	3	2	1	--	2	1
4	4	2	2	1	--	--	1	1
5	3	1	1	--	--	--	1	--

INTERCEPTORS
Pin Point Rating: 6
Assist Rating: 9
Volley Rating: 6
Intercept Die: d10

ANTI-FIGHTER
Strafe AF: 6
Strafe AF Assist: 0
Stand-Off AF: 4
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage
Sensors: ①②③④⑤⑥⑦⑧⑨●●●
Maneuver: ⑤④③②①⓪●●●●●

Structural Damage
○○○○○ ○○○●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●

Vixen Ammo:○○○○○○●●●●●●●●

Shield System Damage
Generator: ●●●●●●●
Proj. #1: ●●●●●●●
Proj. #2: ●●●●●●●
Proj. #3: ●●●●●●●
Proj. #4: ●●●●●●●
Proj. #5: ●●●●●●●
Proj. #6: ●●●●●●●

Notes:

FCD Damage
FCD (3): ○○○
FCD (3): ○○●
FCD (0): ○●●
FCD (-): ●●●

Weapon Systems Damage
Firestorm Laser: ①②③④⑤⑥●●●●●
Corona Laser: ②④⑥⑧●●●●●●●
Glitter Particle: ②④⑥⑧⑩⑫⑭●●●●●
Vixen Torpedo: ②④⑥⑧●●●●●●●

Interceptor/Anti-Fighter Damage
Intercept: ①②③④⑤⑥⑦⑧⑨●
Anti-Fight: ①②③④⑤⑥●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage
Sensors: ①②③④⑤⑥⑦⑧⑨●●●
Maneuver: ⑤④③②①⓪●●●●●

Structural Damage
○○○○○ ○○○●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●

Vixen Ammo:○○○○○○●●●●●●●●

Shield System Damage
Generator: ●●●●●●●
Proj. #1: ●●●●●●●
Proj. #2: ●●●●●●●
Proj. #3: ●●●●●●●
Proj. #4: ●●●●●●●
Proj. #5: ●●●●●●●
Proj. #6: ●●●●●●●

Notes:

FCD Damage
FCD (3): ○○○
FCD (3): ○○●
FCD (0): ○●●
FCD (-): ●●●

Weapon Systems Damage
Firestorm Laser: ①②③④⑤⑥●●●●●
Corona Laser: ②④⑥⑧●●●●●●●
Glitter Particle: ②④⑥⑧⑩⑫⑭●●●●●
Vixen Torpedo: ②④⑥⑧●●●●●●●

Interceptor/Anti-Fighter Damage
Intercept: ①②③④⑤⑥⑦⑧⑨●
Anti-Fight: ①②③④⑤⑥●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage
Sensors: ①②③④⑤⑥⑦⑧⑨●●●
Maneuver: ⑤④③②①⓪●●●●●

Structural Damage
○○○○○ ○○○●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●

Vixen Ammo:○○○○○○●●●●●●●●

Shield System Damage
Generator: ●●●●●●●
Proj. #1: ●●●●●●●
Proj. #2: ●●●●●●●
Proj. #3: ●●●●●●●
Proj. #4: ●●●●●●●
Proj. #5: ●●●●●●●
Proj. #6: ●●●●●●●

Notes:

FCD Damage
FCD (3): ○○○
FCD (3): ○○●
FCD (0): ○●●
FCD (-): ●●●

Weapon Systems Damage
Firestorm Laser: ①②③④⑤⑥●●●●●
Corona Laser: ②④⑥⑧●●●●●●●
Glitter Particle: ②④⑥⑧⑩⑫⑭●●●●●
Vixen Torpedo: ②④⑥⑧●●●●●●●

Interceptor/Anti-Fighter Damage
Intercept: ①②③④⑤⑥⑦⑧⑨●
Anti-Fight: ①②③④⑤⑥●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage
Sensors: ①②③④⑤⑥⑦⑧⑨●●●
Maneuver: ⑤④③②①⓪●●●●●

Structural Damage
○○○○○ ○○○●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●

Vixen Ammo:○○○○○○●●●●●●●●

Shield System Damage
Generator: ●●●●●●●
Proj. #1: ●●●●●●●
Proj. #2: ●●●●●●●
Proj. #3: ●●●●●●●
Proj. #4: ●●●●●●●
Proj. #5: ●●●●●●●
Proj. #6: ●●●●●●●

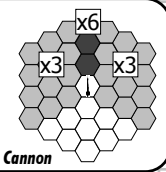
Notes:

FCD Damage
FCD (3): ○○○
FCD (3): ○○●
FCD (0): ○●●
FCD (-): ●●●

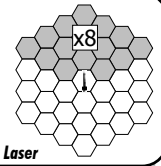
Weapon Systems Damage
Firestorm Laser: ①②③④⑤⑥●●●●●
Corona Laser: ②④⑥⑧●●●●●●●
Glitter Particle: ②④⑥⑧⑩⑫⑭●●●●●
Vixen Torpedo: ②④⑥⑧●●●●●●●

Interceptor/Anti-Fighter Damage
Intercept: ①②③④⑤⑥⑦⑧⑨●
Anti-Fight: ①②③④⑤⑥●●●

TYPE: Laser
RANGE: 8/16/24/36
TRAVERSE: 4
DELAY: 4
DAMAGE: 4d10+1
MAX X: 6
VUL: - (G/D)
Mw 85 "Firestorm" Laser Cannon

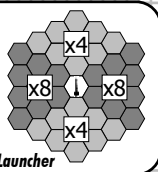


TYPE: Laser
RANGE: 10/20
TRAVERSE: 3
DELAY: 3
DAMAGE: 2d8+1
MAX X: 8
VUL: - (G/D)
Mw 45 "Corona" Sniper Laser



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

TYPE: Ballistic/Torpedo
TRAVERSE: 2
RANGE: +5
SALVO: 3
MAX X: 8
VUL: 3 (E/G/D)
Mk 200 "Vixen" Torpedo Launcher



Torpedo Data

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

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