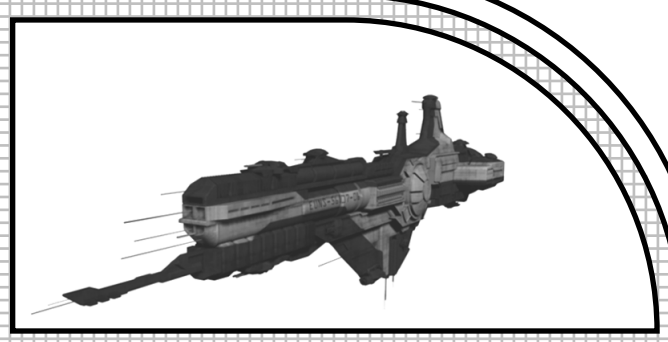
Dragoon Heavy Cruiser

GENERAL DATA
Nation: EU
Year: 2174
Availability: Common
Point Value: 364
Command R/C: 8/2

OPERATIONAL DATA
Category: 4
Defensive Rating: 14
Armor: 6/5/5
Sensors: 9
Fire Control: 4/4

CARRIER DATA
Flights Aboard: 0
Control Rating: 0



Maneuvering Damage (4D)

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

INTERCEPTORS
Pin Point Rating: 3
Assist Rating: 0
Volley Rating: 4
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
○○○○○ ○○●●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●
○○○○○ ●●●●● ●●●●● ●●●●● ●●●●●

Bertha Ammo:○○○○○○●●●●●●●●

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

Notes:

FCD Damage
FCD (4): ○○○
FCD (4): ○○●
FCD (-): ●●●
FCD (-): ●●●

Weapon Systems Damage
Firestorm Laser: ②④⑥⑥⑧⑧●●●●●
Glitter Particle: ①②③④⑤⑥⑦⑧●●●●
Bertha Torpedo: ①②③●●●●●●●●●

Interceptor/Anti-Fighter Damage
Intercept: ①②③④●●●●●
Anti-Fight: ①②③④⑤⑥●●●●

Sqdr/Ship ID:

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

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

Bertha Ammo:○○○○○○●●●●●●●●

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

Notes:

FCD Damage
FCD (4): ○○○
FCD (4): ○○●
FCD (-): ●●●
FCD (-): ●●●

Weapon Systems Damage
Firestorm Laser: ②④⑥⑥⑧⑧●●●●●
Glitter Particle: ①②③④⑤⑥⑦⑧●●●●
Bertha Torpedo: ①②③●●●●●●●●●

Interceptor/Anti-Fighter Damage
Intercept: ①②③④●●●●●
Anti-Fight: ①②③④⑤⑥●●●●

Sqdr/Ship ID:

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

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

Bertha Ammo:○○○○○○●●●●●●●●

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

Notes:

FCD Damage
FCD (4): ○○○
FCD (4): ○○●
FCD (-): ●●●
FCD (-): ●●●

Weapon Systems Damage
Firestorm Laser: ②④⑥⑥⑧⑧●●●●●
Glitter Particle: ①②③④⑤⑥⑦⑧●●●●
Bertha Torpedo: ①②③●●●●●●●●●

Interceptor/Anti-Fighter Damage
Intercept: ①②③④●●●●●
Anti-Fight: ①②③④⑤⑥●●●●

Sqdr/Ship ID:

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

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

Bertha Ammo:○○○○○○●●●●●●●●

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

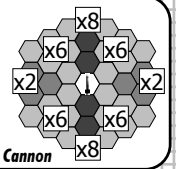
Notes:

FCD Damage
FCD (4): ○○○
FCD (4): ○○●
FCD (-): ●●●
FCD (-): ●●●

Weapon Systems Damage
Firestorm Laser: ②④⑥⑥⑧⑧●●●●●
Glitter Particle: ①②③④⑤⑥⑦⑧●●●●
Bertha Torpedo: ①②③●●●●●●●●●

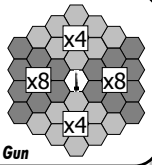
Interceptor/Anti-Fighter Damage
Intercept: ①②③④●●●●●
Anti-Fight: ①②③④⑤⑥●●●●

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



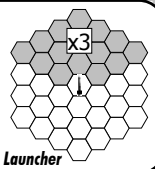
Mw 85 "Firestorm" Laser Cannon

TYPE: Particle
RANGE: 3/6/9/14
TRAVERSE: 2
DELAY: 1
DAMAGE: 1d6+1
MAX X: 8
VUL: 1 (E/G/D)



Pc 14 "Glitter" Particle Gun

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



Mk 500 "Bertha" Torpedo Launcher

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:	Incld	12	12

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