

G'ERON BATTLESHIP

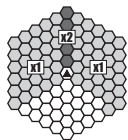
Ship Datacard

SHIP NAME:

ID:
SQUADRON:

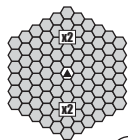
Ion Torpedo

Class: Ballistic
Range: 32
Fire Control: d10/d8/d6
Damage: 1d12
Max Shots/Turn: 2



Light Pulse

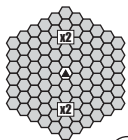
Class: Particle
Range: 1/2/3/4
Fire Control: d10/d10/d12
Damage: 1d6 per 1 above
Max Shots/Turn: 3



(x2)

Twin Array

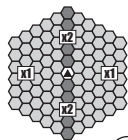
Class: Particle
Range: 1/2/3/4
Fire Control: d10/d12/d12
Damage: 1d6
Max Shots/Turn: 3X2



(x2)

Medium Pulse

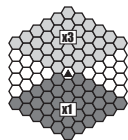
Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: 1d8 per 1 above
Max Shots/Turn: 2



(x1)

Heavy Laser

Class: Laser
Range: 4/8/12/16
Fire Control: d10/d8/d4
Damage: 3d10 (-1 per die)
Max Shots/Turn: 1

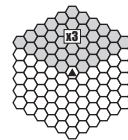


CMD RATING: 10
CMD COST: 4
DEF RATING: 14
ARMOR: 5/5/5
SENSOR: 10
AVAIL: UNIQUE

RACE: NARN REGIME
CLASS: G'ERON BATTLESHIP
CATEGORY: CAPITAL
YEAR IN SERVICE: 2243
JUMP DRIVE: YES
POINT VALUE: 483

Energy Mine

Class: Ballistic
Range: 32
Fire Control: d10/d8/d6
Damage: 1d12
Max Shots/Turn: 1



FIGHTER LOADOUTS:

LOADOUT 1 (2243-PRESENT)
2 FLIGHTS (ANY COMBINATION)

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																														
HEAVY LASER																														
ENERGY MINE																														
ION TORPEDO																														
MEDIUM PULSE																														
TWIN ARRAY																														
LIGHT PULSE																														

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																														

