

Chaos Repulsive Grand Cruiser

SPECS

Class: Enormous Ship
In Service: 35440
Point Value: 1400
Ramming Factor: 330
Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 3/2 x Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 21
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	9	10	12	13	15	16	18
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

FORWARD HITS
1-4: Retro Thrust
5-9: Torpedo Tube
10-11: Lance Turret
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-11: Plasma Projector
Battery
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-10: Defense Turret
11: Shield Generator
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Struct
8: Lance Turret
9: Defense Turret
10-11: Warp Engine
12-13: Sensors
14-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

WEAPON DATA

Lance Turret

Class: Laser
Modes: Raking
Damage: 2d10+10
Range Pen: -1 per 2 hexes
Fire Control: +4/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Note: *Ignores armor except advanced. See rules.*

Plasma Projector

Battery
Class: Particle
Modes: Standard
Dmg: 2d10+2
Range Pen: -1 per 3 hexes
Fire Control: +3/+1/-6
Interception Rating: -1
Rate of Fire: 1 per 2 turns

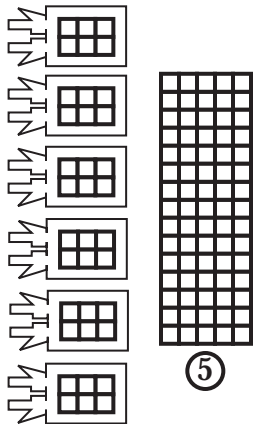
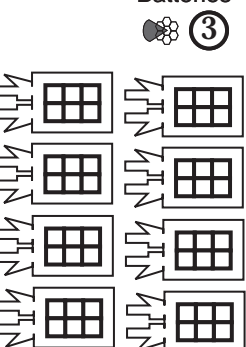
Defense Turret

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: -/-/+8
Range Penalty: -2 per hex

All Port Batteries



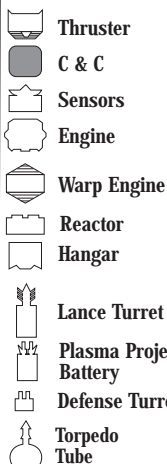
All Stbd Batteries



PORT

STARBOARD

ICON RECOGNITION



Torpedo Tube
Class: Ballistic
Mode: Standard
Damage: 30
Torpedoes: 1
Range Penalty: None
Speed: 12 hexes
Fire Control: +4/+2/n/a
Rate of Fire: 1 per 3 turns

MAIN HANGAR

0 Fighters
2 Shuttles:
No Weapons Thrust:
Armor:1 Def:8/10

