

INTENT

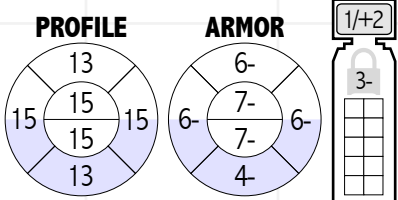
Jun-ila
Iliamalori Grove

Miliam Class Cruiser

Ship of the Line
EC:

- 1-3: Thruster
4-5: Heavy Blast Laser
6-7: Point Defense Laser
8-9: Hangar
10-16: Structure
17-18: Armor
19: Fire
20: Critical Hit

FORWARD

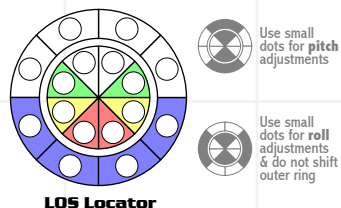


SENSORS: 2

INITIATIVE: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☒ 5 ☐ 6 ☐

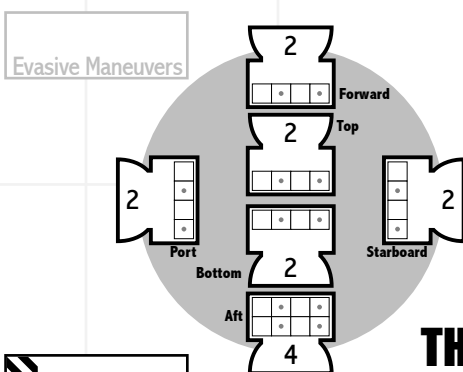
- 1-3: Thruster
4-5: Heavy Blast Laser
6-8: Plasma Torpedo
9-10: Point Defense Laser
11-16: Structure
17-18: Armor
19: Fire
20: Critical Hit

PORT / STARBOARD



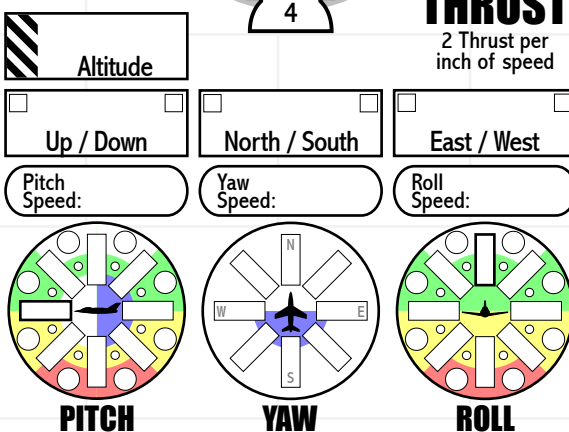
- 1-5: Thruster
6: Heavy Blast Laser
7-9: Point Defense Laser
10-16: Structure
17-18: Armor
19: Fire
20: Critical Hit

AFT



- 1-3: Thruster
4-6: Point Defense Laser
7-16: Structure
17-18: Armor
19: Fire
20: Critical Hit

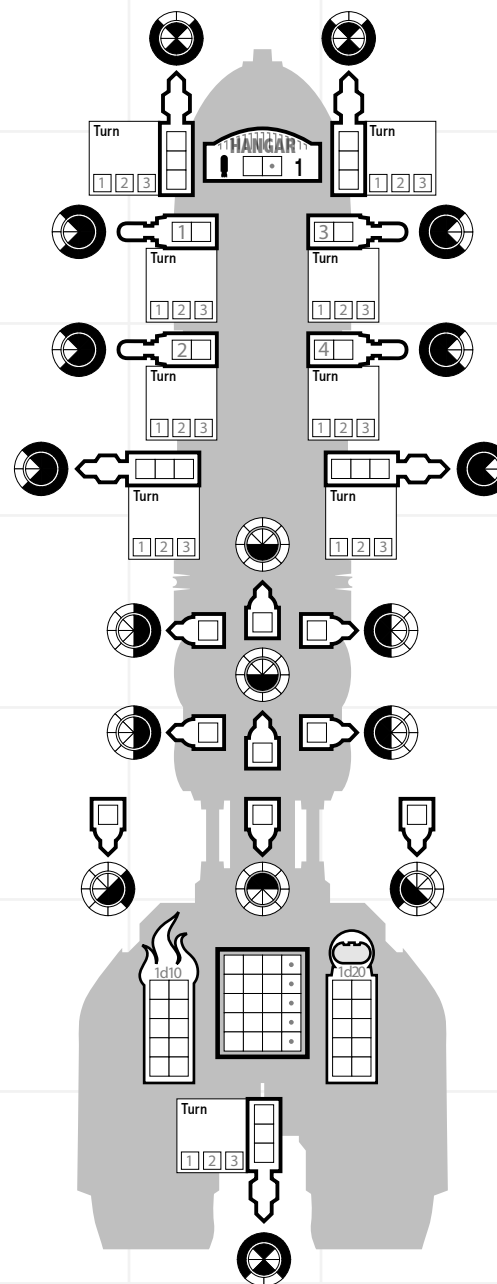
TOP / BOTTOM



- 1-6: Fire
7-8: Sensors
9-10: FTL System
11-12: Engine
13: Fuel
14-15: Reactor
16: Cargo
17-18: Crew
19-20: Command

CRITICAL HIT

Turn 1 2 3 Turn 2 3 Turn 3 3 Turn 4 3 Turn 5 3 Turn 6 3 Turn 7 3 Turn 8 3 Turn 9 3 Turn 10 3



SHIP DATA
Ram: 4d6
Command Points: 5
Command Cost: 3
Hangar Capacity: 1 (+2 Shuttles)
Max Pivot Rate: 1
Structure Stress Save: 5-

Heavy Blast Laser
Armor Save: -1
Damage: 1d6
Range: 9 / 18 / 27 / 36 / 45
Cycle Rate: 4
Blast, Non-Interceptable

Point Defense Laser
Damage: 1d2
Armor Save: 0
Range: 5 / 10 / 15 / 20 / 25
Cycle Rate: 1
Scatter, Interceptor, Anti-Fighter

Plasma Torpedo
Cycle Rate: 2
Move: 10/3
Damage: 1d3
Armor Save: -3
Profile: 5
Ballistic, Blast, Burn

Torpedo Rack 1

Torpedo Rack 2

Torpedo Rack 3

Torpedo Rack 4

FTL

Hyperfield Drive
Cycle Rate: 8
Method: Field
Thrust Multiplier: x10

8- 6- 3- 1

FTL

Hypergate Torpedo
Cycle Rate: 12
Method: Portal, Instant
Move: 2/4
Ballistic, Restricted

Torpedo Rack