

INIT

SPEED

Name:Counter:

Miliam Class Cruiser

Jun-ila

SPECS

Class: Capital Ship

In Service:

Point Value: 850

Ramming Factor:

Hyper Delay: 8 Turns

MANEUVERING

Turn Cost: 1 x Speed

Turn Delay: 1 x Speed

Accel/Decel Cost: 2 Thrust

Pivot Cost: 4+4 Thrust

Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13

Stb/Port Defense: 16

Engine Efficiency: 3/1

Extra Power: 0

Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

INTENT

WEAPON DATA

Heavy Blast Laser

Class: Laser

Mode: Standard

Damage: 3d10+20

Range Penalty: -1 per 4 Hexes

Fire Control: +4/+2/-2

Intercept Rating: n/a

Rate of Fire: 1 per 4 turns

Point Defense Laser

Class: Laser

Mode: Standard

Damage: 1d10+4

Range Penalty: -1 per 2 Hexes

Fire Control: +0/+2/+6

Intercept Rating: -4

Rate of Fire: 1 per turn

Plasma Torpedo

Class: Ballistic

Mode: Plasma

Damage: 2d10+8

Range Penalty: None

Max Range: 40 Hexes

Fire Control: +3/+1/-4

Intercept Rating: n/a

Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust

5-8: Heavy Blast Laser

9-11: Point Def Laser

12-18: Forward Struct

19-20: Primary Hit

SIDE HITS

1-4: Port/Stb Thrust

5-6: Heavy Blast Laser

7-8: Plasma Torpedo

9-10: Point Def Laser

11-18: Structure

19-20: Critical Hit

AFT HITS

1-6: Main Thrust

7-8: Heavy Blast Laser

9-10: Point Def Laser

11-18: Structure

19-20: Critical Hit

PRIMARY HITS

1-8: Primary Struct

9-10: Hyperfield Drive

11-14: Sensors

15-16: Engine

17-18: Hangar

19: Reactor

20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

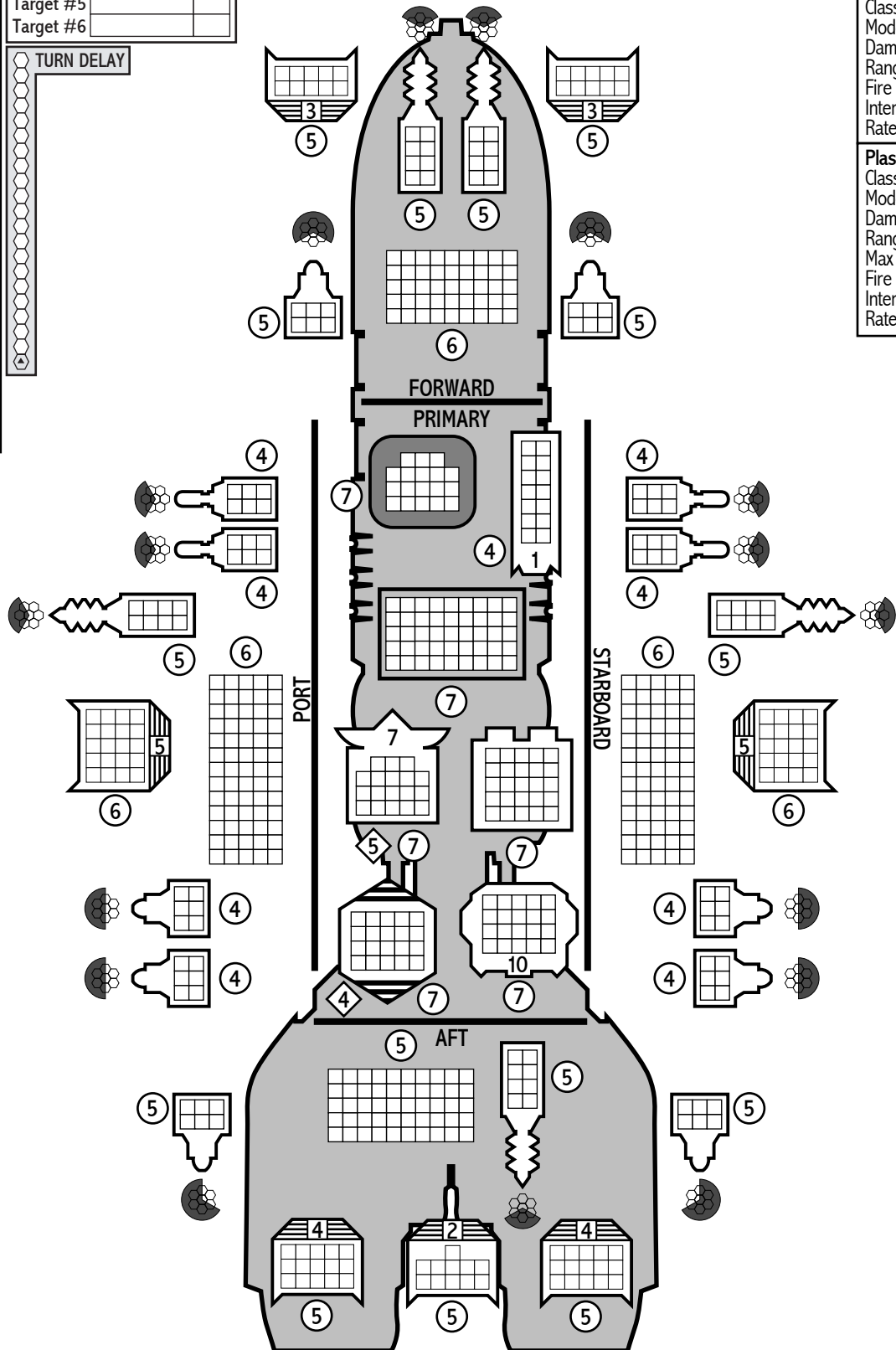
Target #3

Target #4

Target #5

Target #6

TURN DELAY



ICON RECOGNITION

C&C

Sensors

Reactor

Engine

Hangar

Hyperfield Drive

Thrustor

Heavy Blast Laser

Point Defense Laser

Plasma Torpedo

HANGAR

12 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 8/12