

Name: _____ Counter: _____

Attarn Conquerer Battleship

SPECS

Class: Capital Ship
In Service: 2217
Point Value: 1350
Ramming Factor: 360
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: -1

Speed 1 2 3 4 5 6 7 8 9 10 11 12

Turn Cost 1 2 3 4 5 6 7 8 9 10 11 12

Turn Delay 2 3 4 6 7 8 10 11 12 14 15 16

FORWARD HITS

1-2: Torpedo
3-7: Dual S-H Bil-pro
8: Chatter cannon
9-10: Dual Med Bil-pro
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Retro thrust
7-9: Heavy Bil-pro c
10: Chatter
11-12: Dual Light Bil-pro
13: Triple chatter
14-18: Port/stb Struct
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-8: Dual s-h Bil-pro
9-10: Dual med Bil-pro
11: Dual light Bil-pro
12: Chatter
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Jump Engine
9-10: Magazine
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

WEAPON DATA

Super Heavy Bil-Pro Cannon Battery

Class: Bil-Pro
Mode: Standard
Damage: 4d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +2/-1/-
Intercept Rating: --
Rate of Fire: 1 per 5 turns
OR
High Explosive Round
Mode: Flash
Damage: 4d10+8

Medium Bil-Pro Cannon Battery

Class: Bil-Pro
Mode: Standard
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-
Intercept Rating: --
Rate of Fire: 1 per 2 turns
OR
High Explosive Round
Mode: Flash
Damage: 2d10+2

Heavy Bil-Pro Cannon

Class: Bil-Pro
Mode: Standard
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +1/-1/-
Intercept Rating: --
Rate of Fire: 1 per 4 turns
OR
High Explosive Round
Mode: Flash
Damage: 3d10+6

SENSOR DATA

Defensive EW

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Heavy Torpedo

Class: Ballistic
Mode: Standard
Damage: 35
Range Penalty: None
Max Range: 35 hexes
Fire Control: +1/-1/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

HANGAR

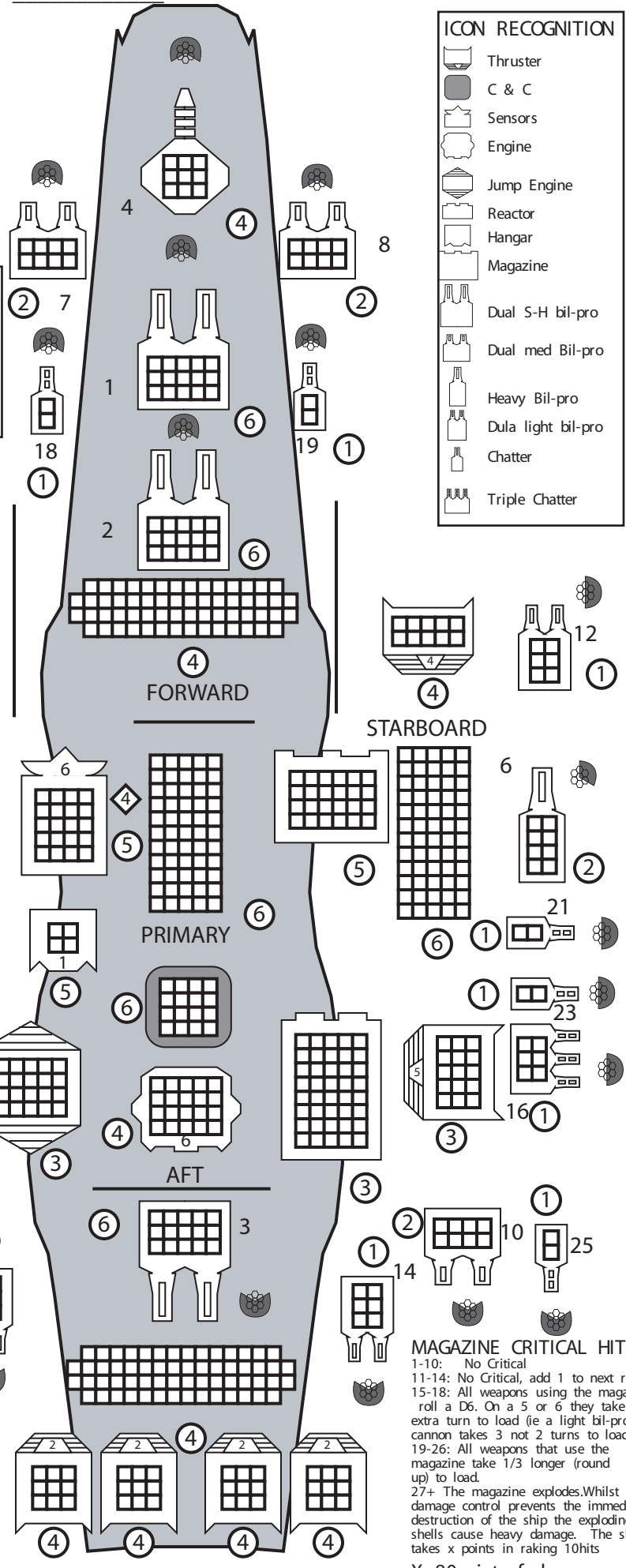
0 Fighters

4 Cargo Shuttles: Thrust:3

Airor: 1 Defense: 10/12

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Magazine
- Dual S-H bil-pro
- Dual med Bil-pro
- Heavy Bil-pro
- Dula light bil-pro
- Chatter
- Triple Chatter



MAGAZINE CRITICAL HITS

1-10: No Critical
11-14: No Critical, add 1 to next roll
15-18: All weapons using the magazine roll a D6. On a 5 or 6 they take one extra turn to load (ie a light bil-pro cannon takes 3 not 2 turns to load).
19-26: All weapons that use the magazine take 1/3 longer (round up) to load.
27+ The magazine explodes. Whilst damage control prevents the immediate destruction of the ship the exploding shells cause heavy damage. The ship takes x points in raking 10 hits

X=80point of damage