



Version 2: 2E/GM

Name: _____ Counter: _____



Lumati Loremkezon Heavy Cruiser

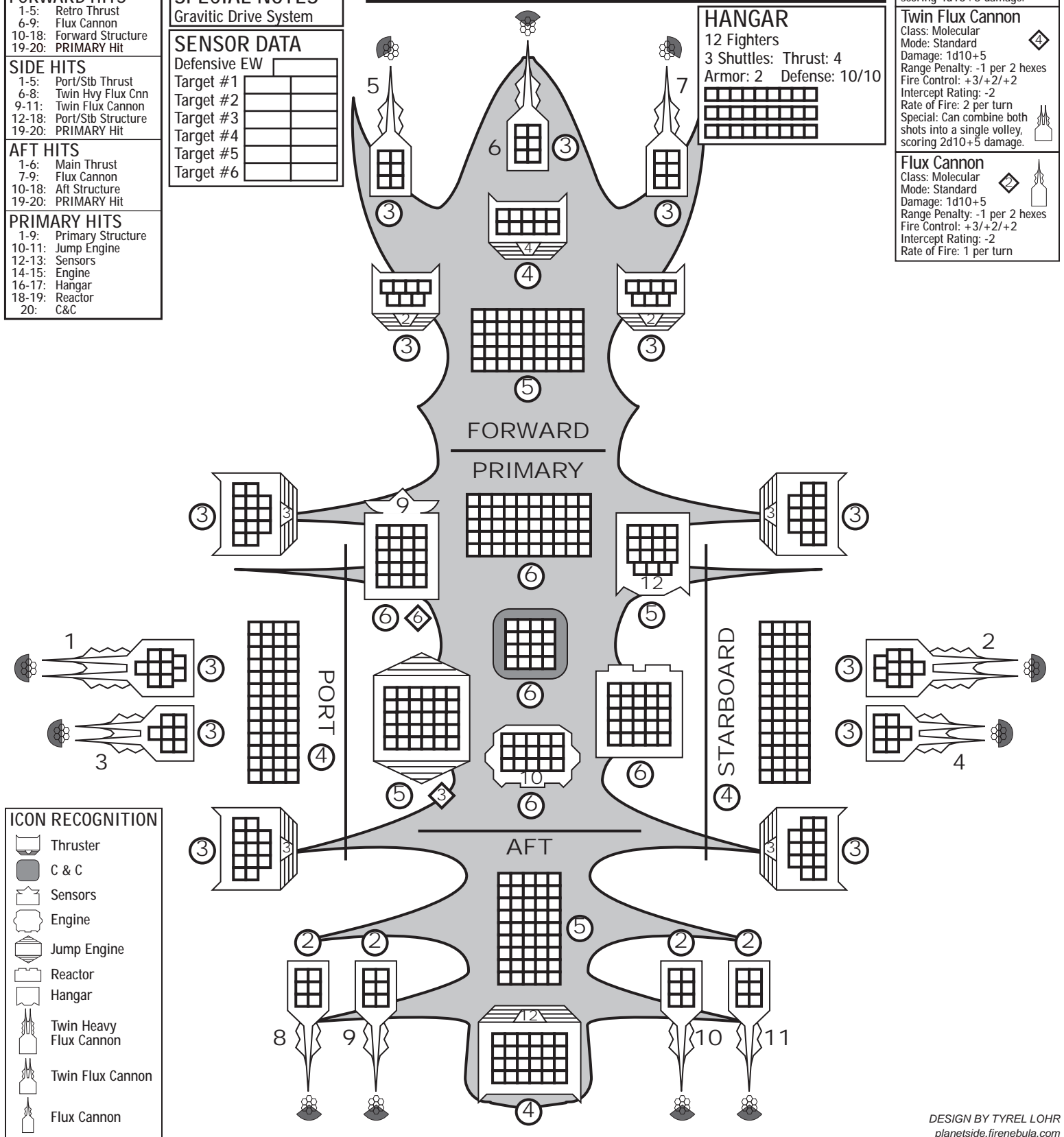
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 15
In Service: 2229	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value: 780	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 270	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 3 4 4 5 5 6 6	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Twin Heavy Flux Cannon Class: Molecular Mode: Standard Damage: 2d10+5 Range Penalty: -1 per 3 hexes Fire Control: +4/+3/+0 Intercept Rating: -2 Rate of Fire: 2 per turn Special: Can combine both shots into a single volley, scoring 4d10+5 damage.
Twin Flux Cannon Class: Molecular Mode: Standard Damage: 1d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/+2 Intercept Rating: -2 Rate of Fire: 2 per turn Special: Can combine both shots into a single volley, scoring 2d10+5 damage.
Flux Cannon Class: Molecular Mode: Standard Damage: 1d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/+2 Intercept Rating: -2 Rate of Fire: 1 per turn

FORWARD HITS
1-5: Retro Thrust
6-9: Flux Cannon
10-18: Forward Structure
19-20: PRIMARY Hit
SIDE HITS
1-5: Port/Stb Thrust
6-8: Twin Hvy Flux Cnn
9-11: Twin Flux Cannon
12-18: Port/Stb Structure
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Flux Cannon
10-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Structure
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES
Gravitic Drive System
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
12 Fighters
3 Shuttles: Thrust: 4
Armor: 2 Defense: 10/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Twin Heavy Flux Cannon
Twin Flux Cannon
Flux Cannon