

Imperial Dreadnought Cruiser

SPECS

Class: Capital Ship
In Service: --
Point Value: 900
Ramming Factor: 250
Hyper Cost: 16 Power

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Sth/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Turbolaser Turret
Class: Laser
Mode: Standard
Damage: 1d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/+1
Interception Rating: -1
Rate of Fire: 1 per turn

Quad Laser

Class: Laser
Mode: Standard
Damage: 2 x 1d10
Range Penalty: -1 per hex
Fire Control: +2/+3/+5
Interception Rating: -2
Rate of Fire: 1 per turn

Light Ion Cannon

Class: Ion
Mode: Standard
Damage: 2/+8
Range Penalty: -1 per hex
Fire Control: +3/+1/-1
Interception Rating: n/a
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-7: Twin Turbolaser
8-9: Light Ion Cannon
10-11: Quad Laser
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Sth Thrust
6-9: Twin Turbolaser
10-18: Port/Sth Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Engine
10-11: Quad Laser
12-13: Light Ion Cannon
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Shield Generator
12-13: Hyperdrive
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

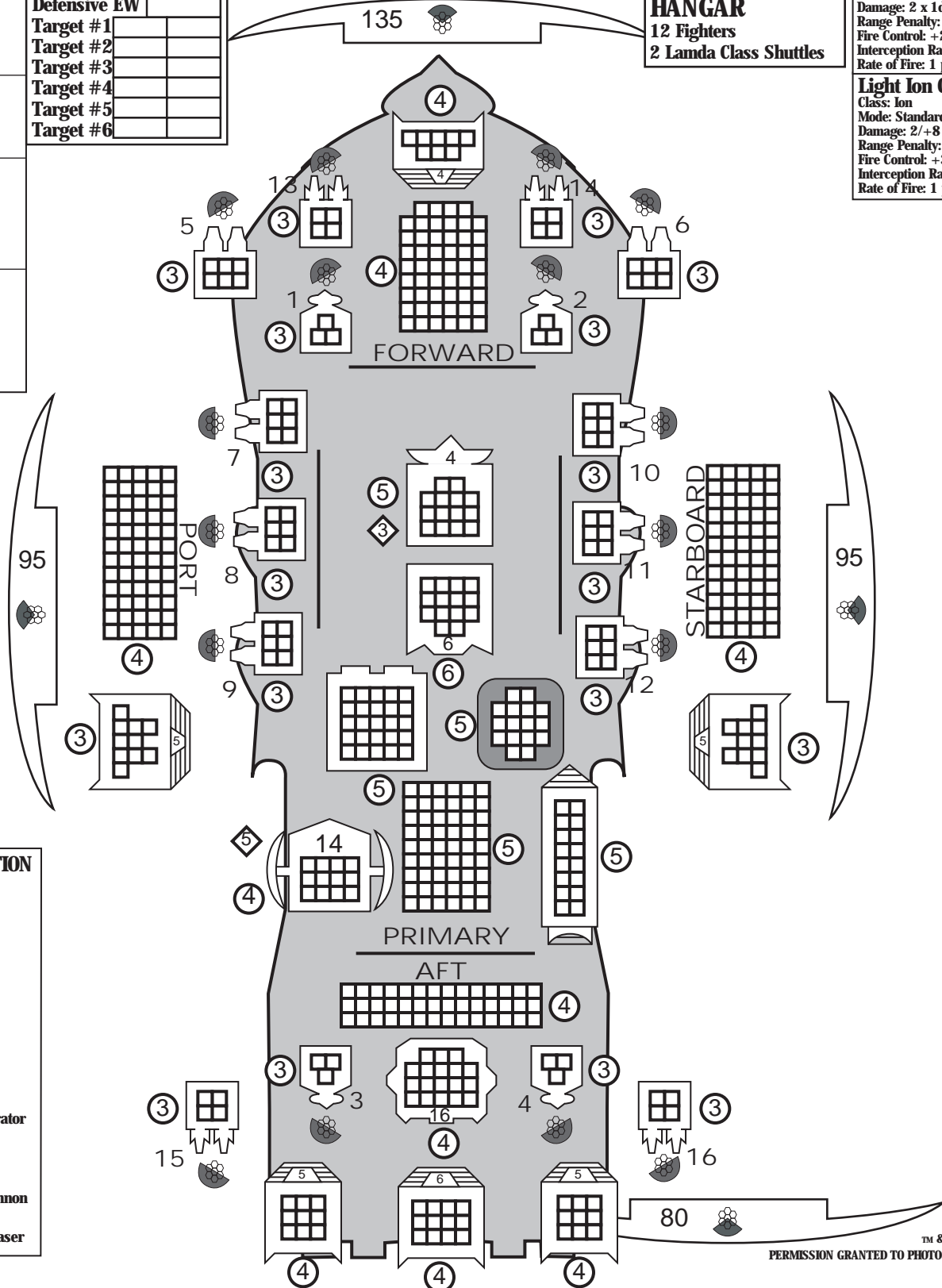
Target #4

Target #5

Target #6

HANGAR

12 Fighters
2 Lambda Class Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Quad Laser
- Light Ion Cannon
- Twin Turbolaser