

Bulk Cruiser

SPECS

Class: Capital Ship

In Service: --

Point Value: 625

Ramming Factor: 380

Hyper Cost: 16 Power

MANEUVERING

Turn Cost: 2 x Speed

Turn Delay: 4/3 x Speed

Accel/Decel Cost: 4 Thrust

Pivot Cost: 3+3 Thrust

Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16

Sth/Port Defense: 18

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

Laser Turret

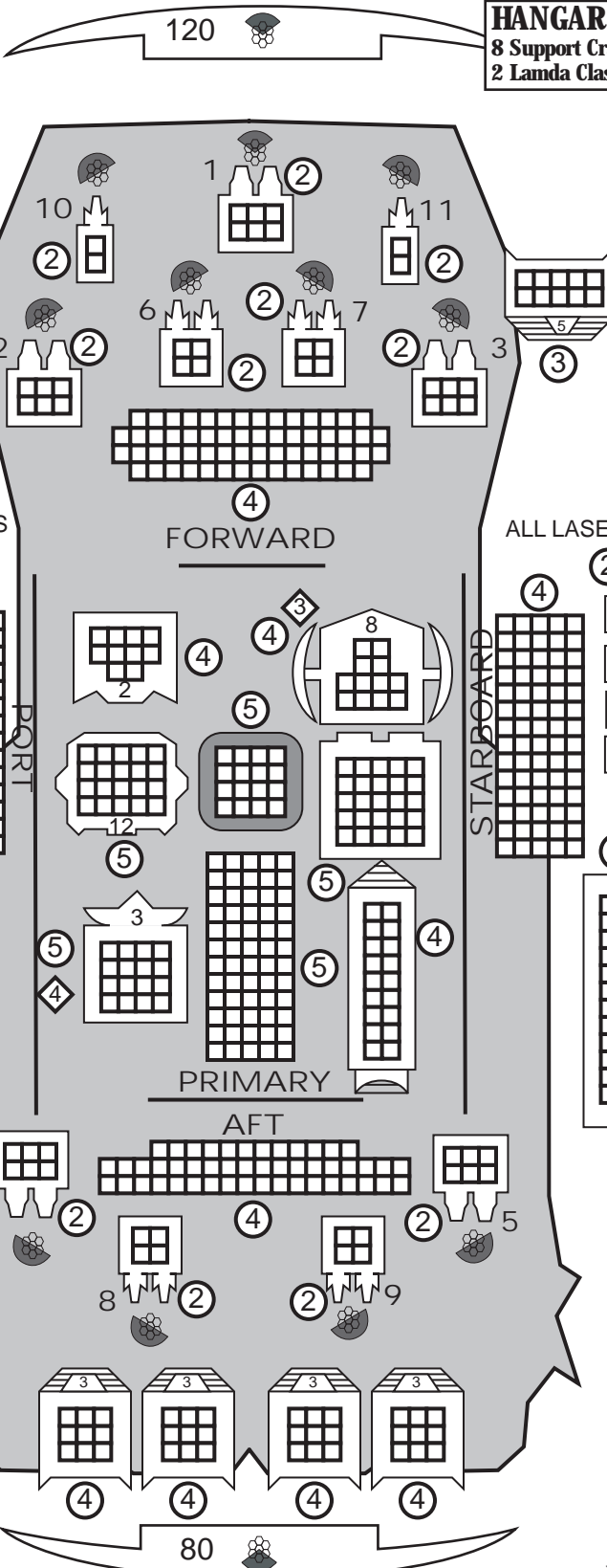
Class: Laser
 Mode: Standard
 Damage: 1d10
 Range Penalty: -1 per hex
 Fire Control: +2/+3/+4
 Interception Rating: -4
 Rate of Fire: 1 per turn

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

HANGAR

8 Support Craft

2 Lambda Class Shuttles



FORWARD HITS

1-3: Retro Thrust
 4-6: Twin Turbolaser
 7-8: Quad Laser
 9-10: Laser Cannon
 12-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
 5-9: Laser Cannon
 10-12: Cargo
 13-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-9: Twin Turbolaser
 10-12: Quad Laser
 13-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
 9-10: Hyperdrive
 11-12: Shield Generator
 13-14: 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

ALL LASER CANNONS

FORWARD

ALL LASER CANNONS

PRIMARY

AFT

ICON RECOGNITION

