Name: _____ Counter: _____

Attarn Furious Super Dreadnaught

SPECS
Class: Capital Ship
In Service: 2218
Point Value: 1500
Ramming Factor:360
Jump Delay: 24 Turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 4/3 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 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
1-4:	Triple S-H Bil-pro
5-8:	Dual S-H Bil-pro
9-10:	Triple Chatter cann
11-18:	Forward Struct
19-20:	PRIMARY Hit

SIDE HITS
1-4:	Retro thrust
5-7:	Dual med Bil-pro
8-10:	Dual Light Bil-pro
11:	Triple chatter
12-13:	Port/Stbd thrust
14-18:	Port/stb Struct
19-20:	PRIMARY Hit

AFT HITS
1-4:	Main Thrust
5-10:	Dual s-h Bil-pro
11-12:	Triple 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

SENSOR DATA
Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

Light Bil-Pro Cannon Battery ◇2
Class: Bil-Pro
Mode: Standard
Damage: 1d10+3
Range Penalty: -2 per hex
Fire Control: +2/+2/+0
Intercept Rating: --
Rate of Fire: 2 per 2 turns

Triple Chatter Cannon ◇3
Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 3 per turn

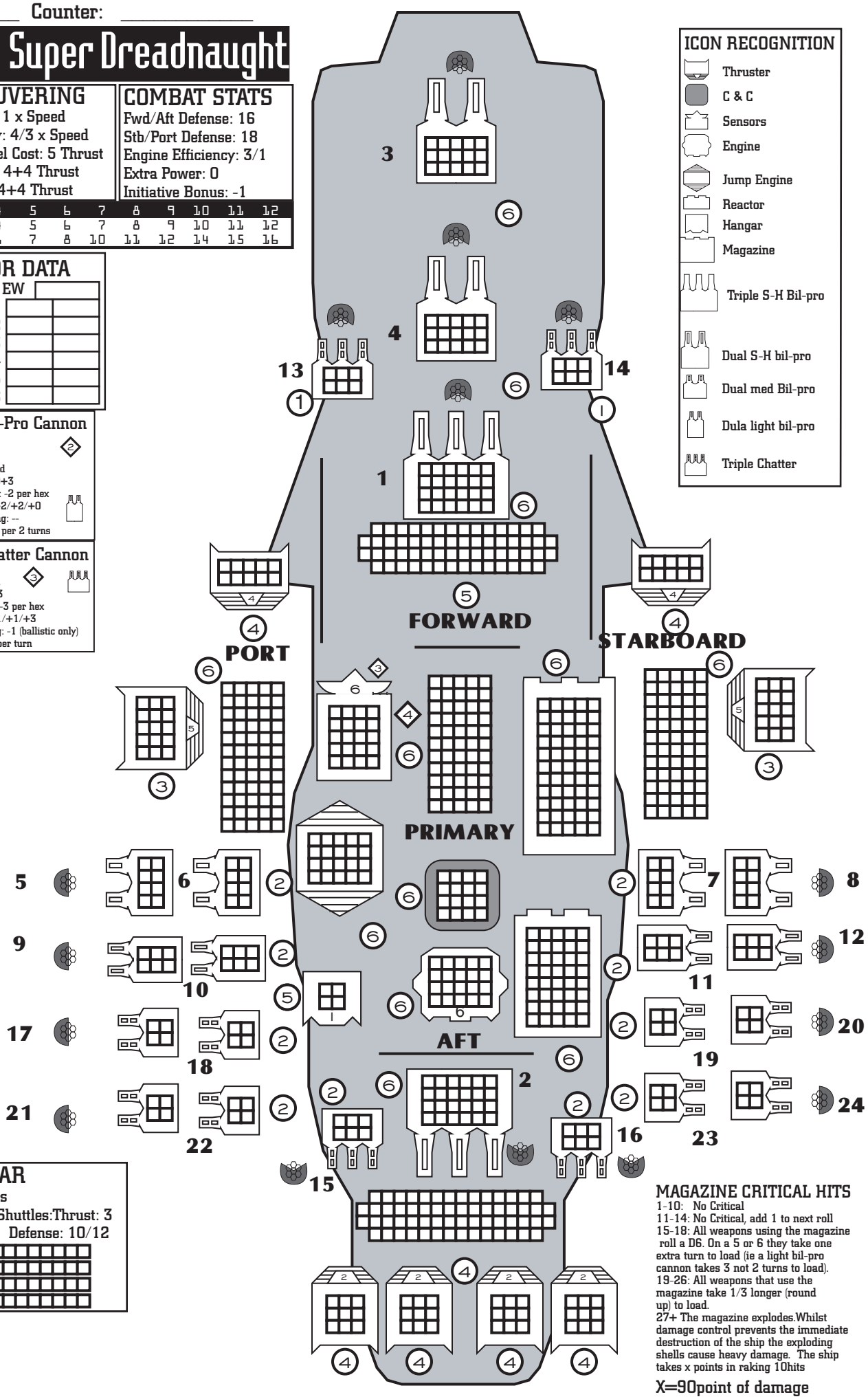
WEAPON DATA

Super Heavy Bil-Pro Cannon Battery ◇12
Class: Bil-Pro
Mode: Standard
Damage: 4d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +2/-1/--
Intercept Rating: --
Rate of Fire: 2 per 5 turns
OR
High Explosive Round
Mode: Flash
Damage: 4d10+8

Medium Bil-Pro Cannon Battery ◇4
Class: Bil-Pro
Mode: Standard
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/--
Intercept Rating: --
Rate of Fire: 2 per 2 turns
OR
High Explosive Round
Mode: Flash
Damage: 2d10+2

Triple Super Hvy Bil-Pro Cannon Battery ◇18
Class: Bil-Pro
Mode: Standard
Damage: 4d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +2/-1/--
Intercept Rating: --
Rate of Fire: 3 per 5 turns
OR
High Explosive Round
Mode: Flash
Damage: 4d10+8

HANGAR
0 Fighters
4 Cargo Shuttles:Thrust: 3
Armor: 0 Defense: 10/12



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Magazine
- Triple S-H Bil-pro
- Dual S-H bil-pro
- Dual med Bil-pro
- Dula light bil-pro
- 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 10hits

X=90point of damage