Name: _____ Counter: _____

Attarn Warrior Heavy Cruiser

SPECS
Class: Capital Ship
In Service: 2017
Point Value: 750
Ramming Factor: 290
Jump Delay: 24 Turns

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

COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

FORWARD HITS
1-2:	Chatter
3-10:	Dual Hvy Bil-pro
11-18:	Forward Struct
19-20:	PRIMARY Hit

SIDE HITS
1-4:	Retro thrust
5-7:	Dual Med Bil-pro
8:	Chatter
9-11:	Light Bil-pro
12-14:	Port/stb thrust
15-18:	Port/stb Struct
19-20:	PRIMARY Hit

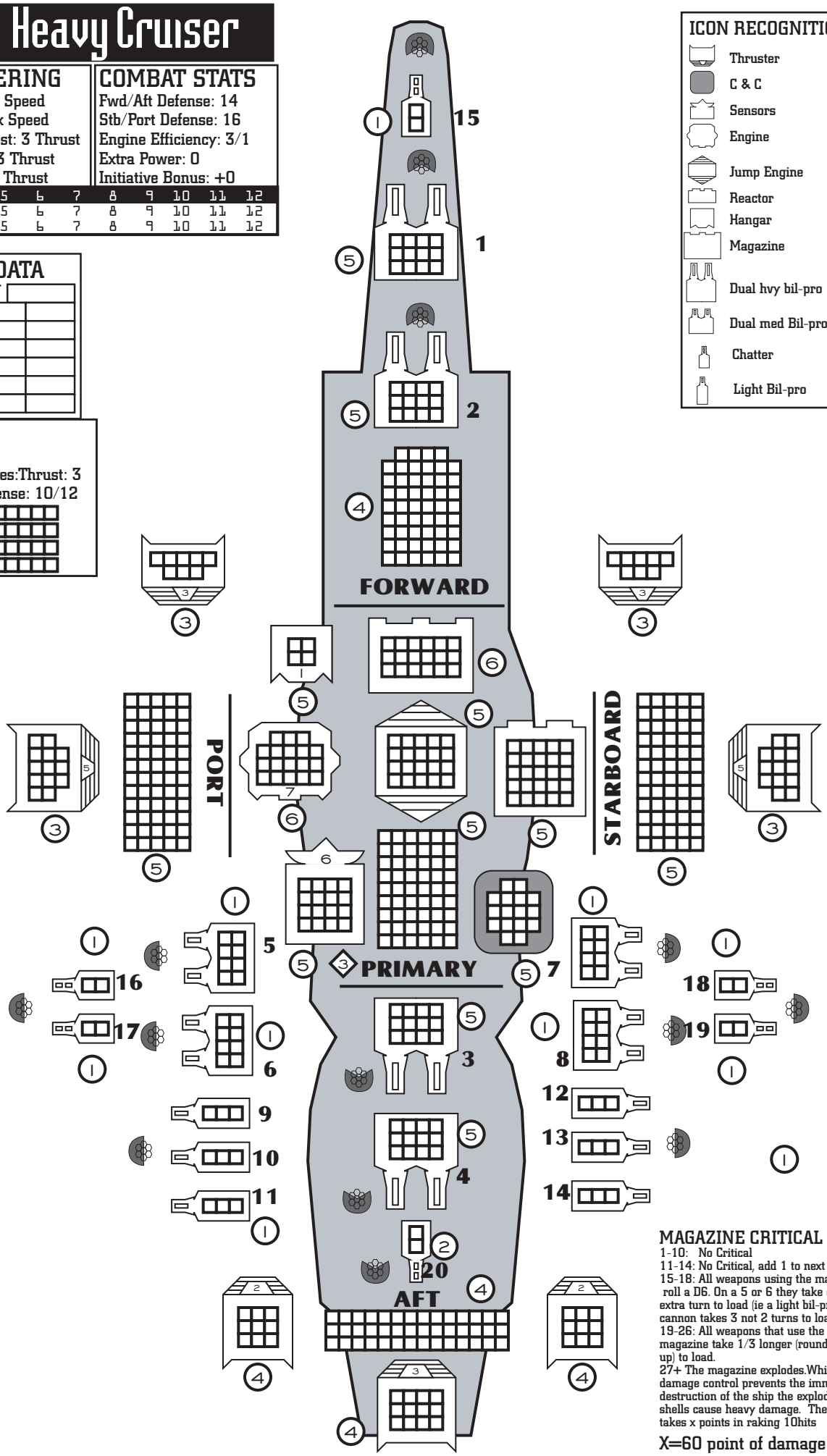
AFT HITS
1-4:	Main Thrust
5-10:	Dual Hvy Bil-pro
11-12	chatter
13-18:	Aft Struct
19-20:	PRIMARY Hit

PRIMARY HITS
1-8:	Primary Struct
9-10:	Jump Engine
11:	Magazine
12-13:	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

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
- Dual hvy bil-pro
- Dual med Bil-pro
- Chatter
- Light Bil-pro



WEAPON DATA

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

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: 2 per 2 turns
OR
High Explosive Round
Mode: Flash
Damage: 2d10+2

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

Chatter Cannon
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: 1 per turn

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 1Ohits

X=60 point of damage