

Ge'ka'dian Hrum'belic Cruiser

SPECS

Class: Capital Ship
In Service: 2200
Point Value: 500
Ramming Factor: 210
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 12
Engine Efficiency: 3/1
Extra Power: +1
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Blast Laser

Class: Laser
Modes: Standard
Damage: 2d10+14
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Bolter

Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

HANGAR

12 Fighters
4 Sh'dro Breaching Pods
2 Shuttles: Thrust: 6
Armor: 4 Defense: 7/8

FORWARD HITS

1-5: Retro Thrust
6-9: Blast Laser
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-10: Light Bolter
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-13: Hangar
14-15: Sensors
16-17: Engine
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

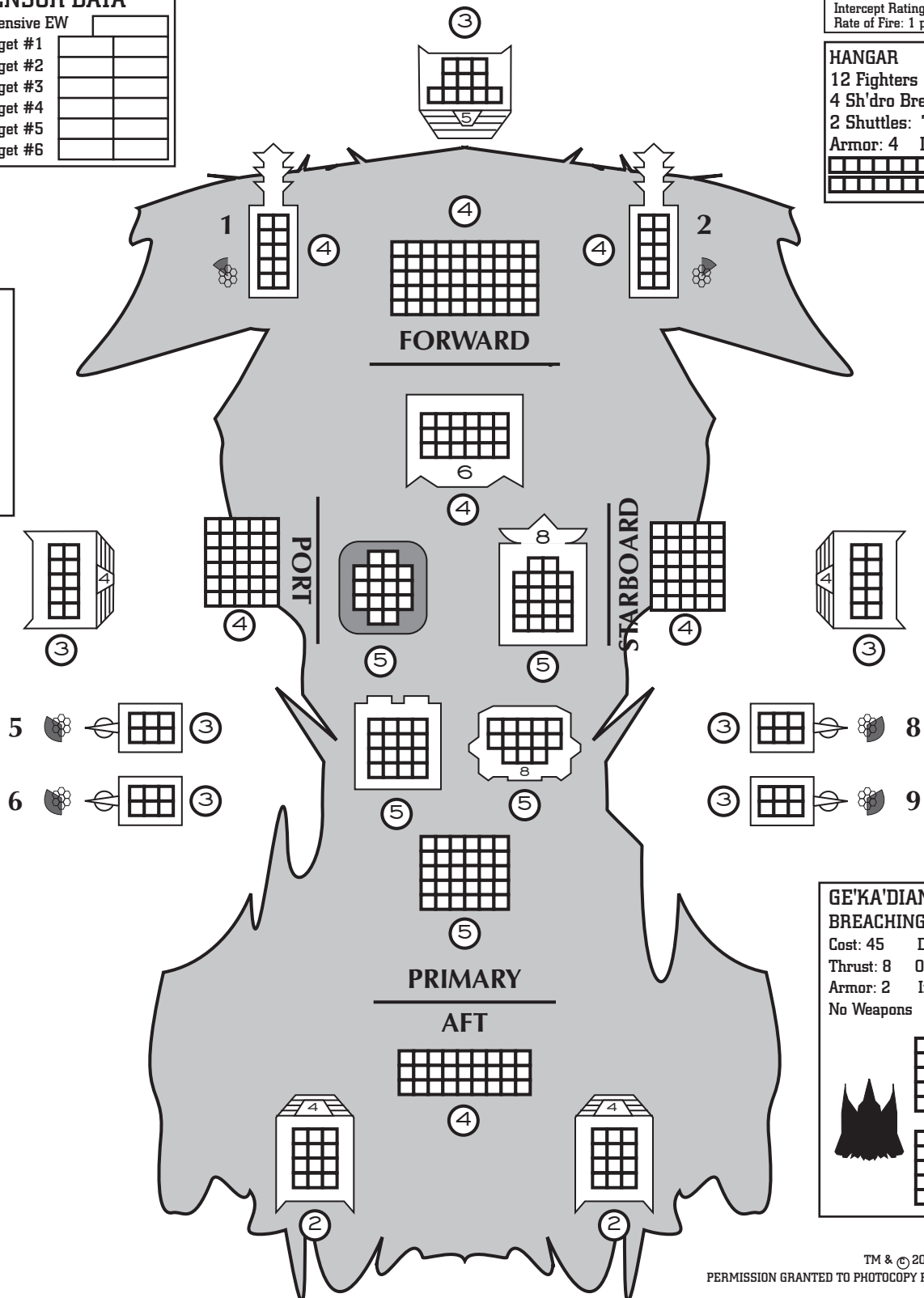
ADAPTIVE ARMOR: 2

Weapon Type Available/Assigned

Note: Max 2 pts per weapon type
Can have 1 points pre-assigned

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Blast Laser
- Light Bolter



GE'KA'DIAN SH'DRO BREACHING POD

Cost: 45 Defense: 8/9
Thrust: 8 Offense: 0
Armor: 2 Initiative: +9
No Weapons

