



Version 1: 2E/CST

Name: _____ Counter: _____



Great Machine Exiles Cruiser Combined

SPECS

Class: Capital Ship
In Service: c. 1760
Point Value: unknown
Ramming Factor: 280
Jump Delay: 20 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: 15
Stb/Port Defense: 15
Engine Efficiency: 4/1
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

WEAPON DATA

Fusor Bolter

Class: Plasma
Mode: Flash
Damage: 70 - 1 / hex
Range Penalty: -1 per hex
Fire Control: +3/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per 5 turns

Medium Plasma Bolter

Class: Plasma
Mode: Standard
Dmg: 16 - 1 / 2 hexes after 10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Twin Pulse Array

Class: Particle
Mode: Pulse
Damage: 8 1d5 times
Maximum Pulses: 5
Pulse Grouping: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 2 per turn
Alternative Fire: May combine both shots into a single volley.
Damage: 8 1d10 times
Maximum Pulses: 10
Pulse Grouping: +1 per 2
Rate of Fire: 1 per turn

FORWARD/AFT HITS

1-5: Module #1
6-10: Module #2
11-15: Module #3
16-20: Module #4

PORT HITS

1-10: Module #1
11-20: Module #2

STARBOARD HITS

1-10: Module #3
11-20: Module #4

MODULE FORE HITS

1-5: Retro Thrust
6-7: Heavy Weapon
8-9: Medium Weapon
10-11: Twin Pulse Array
12-18: Structure
19-20: PRIMARY Hit

MODULE AFT HITS

1-6: Main Thrust
7-9: Twin Pulse Array
10-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Port/Stb Thrust
10-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hanger
18-19: Reactor
20: C & C

SPECIAL NOTES

Special Hull Arrangement
(Hull is 4 modules)

ELINT Ship
Unique Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGER MODULE #1

0 Fighters

2 Shuttles: Thrust: 3

Armour: 0 Defence: 8/8



HANGER MODULE #2

0 Fighters

2 Shuttles: Thrust: 3

Armour: 0 Defence: 8/8



HANGER MODULE #3

0 Fighters

2 Shuttles: Thrust: 3

Armour: 0 Defence: 8/8



HANGER MODULE #4

0 Fighters

2 Shuttles: Thrust: 3

Armour: 0 Defence: 8/8



FORWARD

PORT

STARBOARD

NOTE:

Use Four single module SCSs to record system status.

AFT

MODULE #1 MODULE #2

MODULE #1 MODULE #2

ICON RECOGNITION

