

# Grome Trokan Margus Command Flagship

## SPECS

Class: Capital Ship  
In Service: 2260  
Point Value: 1200  
Ramming Factor: 510  
Jump Delay: 36 Turns

## MANEUVERING

Turn Cost: 4/3 Speed  
Turn Delay: 4/3 Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 18  
Stb/Port Defense: 19  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +2

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

## HANGAR

12 Fighters  
2 Shuttles: Thrust: 4  
Armor: 0 Defense: 9/10

## WEAPON DATA

**Heavy Railgun**  
Class: Matter  
Modes: Standard  
Damage: 5d10+7  
Range Penalty: -1 per 3 hexes  
Fire Control: +2/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

**Medium Railgun**  
Class: Matter  
Modes: Standard  
Damage: 3d10+3  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

**Flak Cannon**  
Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Matter  
Mode: Flash  
Damage: 1d10+2  
Range Penalty: -2 per hex  
Fire Control: --/--/+4

**Targeting Array**  
Maximum Range: 15  
Adds fire control to all weapons against specified target. Degradation occurs if multiple targeting arrays are used on same target. Cannot be used on fighters or smaller units.

## FORWARD HITS

1-5: Retro Thrust  
6-7: Heavy Railgun  
8-12: Flak Cannon  
13-15: Forward Strut  
16-18: Connecting Strut  
19-20: PRIMARY Hit

## SIDE HITS

1-7: Port/Stb Thrust  
8: Medium Railgun  
9-10: Heavy Railgun  
11-12: Flak Cannon  
13-15: Port/Stb Strut  
16-18: Connecting Strut  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-10: Flak Cannon  
11-15: Aft Strut  
16-18: Connecting Strut  
19-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Strut  
7-9: Targeting Array  
10-11: Jump Drive  
12-13: Engine  
14-15: Sensors  
16-17: Hangar  
18-19: Reactor  
20: C & C

Note: "Connecting Strut" hits score double damage to the facing structure (after armor).

## SPECIAL NOTES

Antiquated Sensors  
Restricted Deployment (10%)  
Unreliable Ship  
Communications Problems  
Power Fluctuations  
Sensor Fluctuations  
Engine Fluctuations  
Poor Defensive Targeting  
Sluggish

## SENSOR DATA

Defensive EW

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

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Targeting Array
- Heavy Railgun
- Medium Railgun
- Flak Cannon

