

SENSOR DATA

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

Grome Gromarth Bombardment Cruiser (Prototype)

SPECS

Class: Capital Ship
In Service: 2248
Point Value: 550
Ramming Factor: 440
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: NA

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: -3
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

Spinal Railgun

May Fire in 2 Modes

"Spinal Railgun" Mode
Class matter
Mode Standard
Damage 6d10 + 20
Range Penalty: -1 per 3 hexes
Fire Control: +2/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per 5 turns
Special : After firing in Spinal mode, Roll d20, add current weapon damage, and consult weapon failure chart.

"Medium Railgun" Mode
Stats identical to Med Railgun, inc power requirement.
Special : Roll as above, subtracting 5 from result.

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
Modes: Flash
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: -/-/+4

FORWARD HITS

1-4: Retro Thrust
5-8: Medium Railgun
9-11: Spinal Railgun
12-15: Forward Struct
17-18: Connecting Strut
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-10: Flak Cannon
11-15: Port/Stb Struct
16-18: Connecting Strut
19-20: PRIMARY Hit

AFT HITS

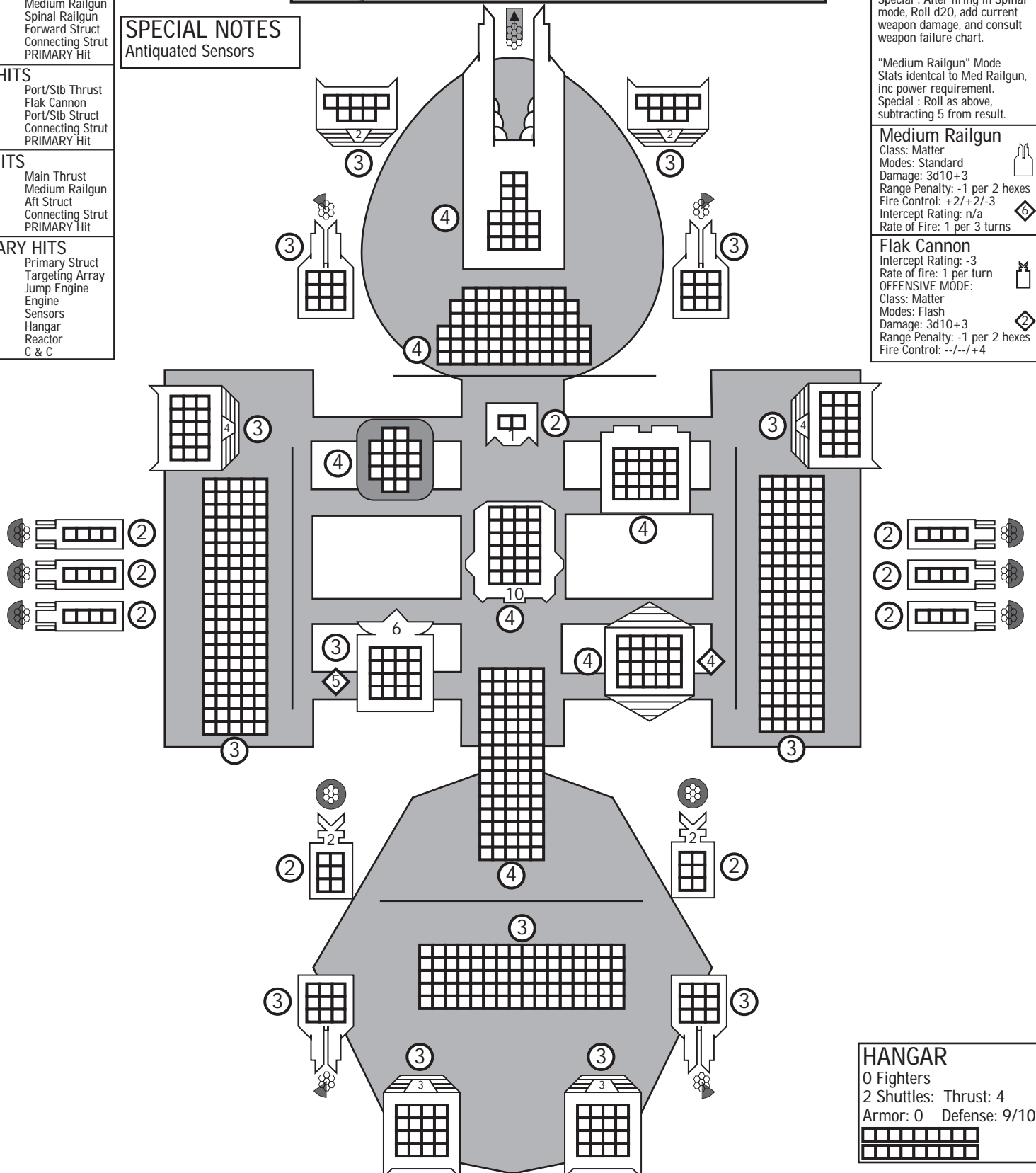
1-6: Main Thrust
7-10: Medium Railgun
11-15: Aft Struct
16-18: Connecting Strut
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Targeting Array
10-11: Jump Engine
12-13: Engine
14-16: Sensors
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Antiquated Sensors



HANGAR

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