

# Grome Mogorna Barrage Cruiser

## SPECS

Class: CapitalShip  
In Service: 2228  
Point Value: 670  
Ramming Factor: 440  
Jump Delay: NA

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
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

### Light Railgun

Class: Matter  
Mode: Standard  
Damage: 1d10+5  
Range Penalty: -1 per hex  
Fire Control: +0/+2/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 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. Degredation occurs if multiple targeting arrays are used on same target.  
Cannot be used on fighters or smaller units.

## FORWARD HITS

1-4: Retro Thrust  
5-8: Light Railgun  
9-15: Forward Strut  
16-18: Connecting Strut  
19-20: PRIMARY Hit

## SIDE HITS

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

## AFT HITS

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

## PRIMARY HITS

1-7: Primary Strut  
8-9: Targeting Array  
10-11: Flak Cannon  
12-13: Engine  
14-16: Sensors  
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  
Uncommon Variant

## SENSOR DATA

Defensive EW

Target #1

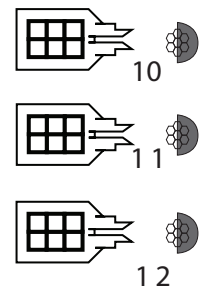
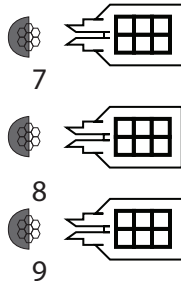
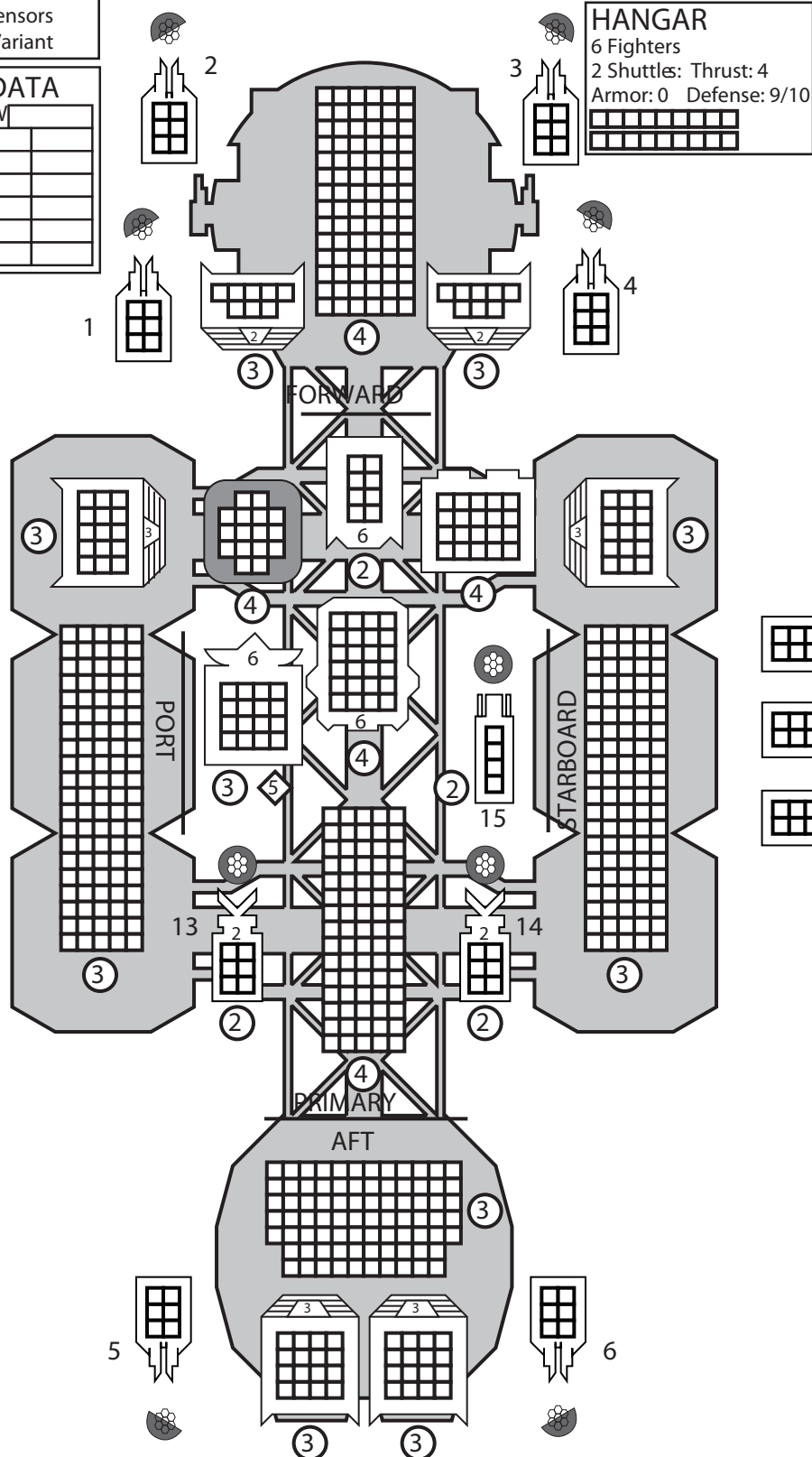
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

