

Grome Mogorta Warship

SPECS

Class: Capital Ship
In Service: 2214
Point Value: 650
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: 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

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. 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: Medium Railgun
9-15: Forward Strut
16-18: Connecting Strut
19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

1-6: Main Thrust
7-10: Medium 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: Jump Drive
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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

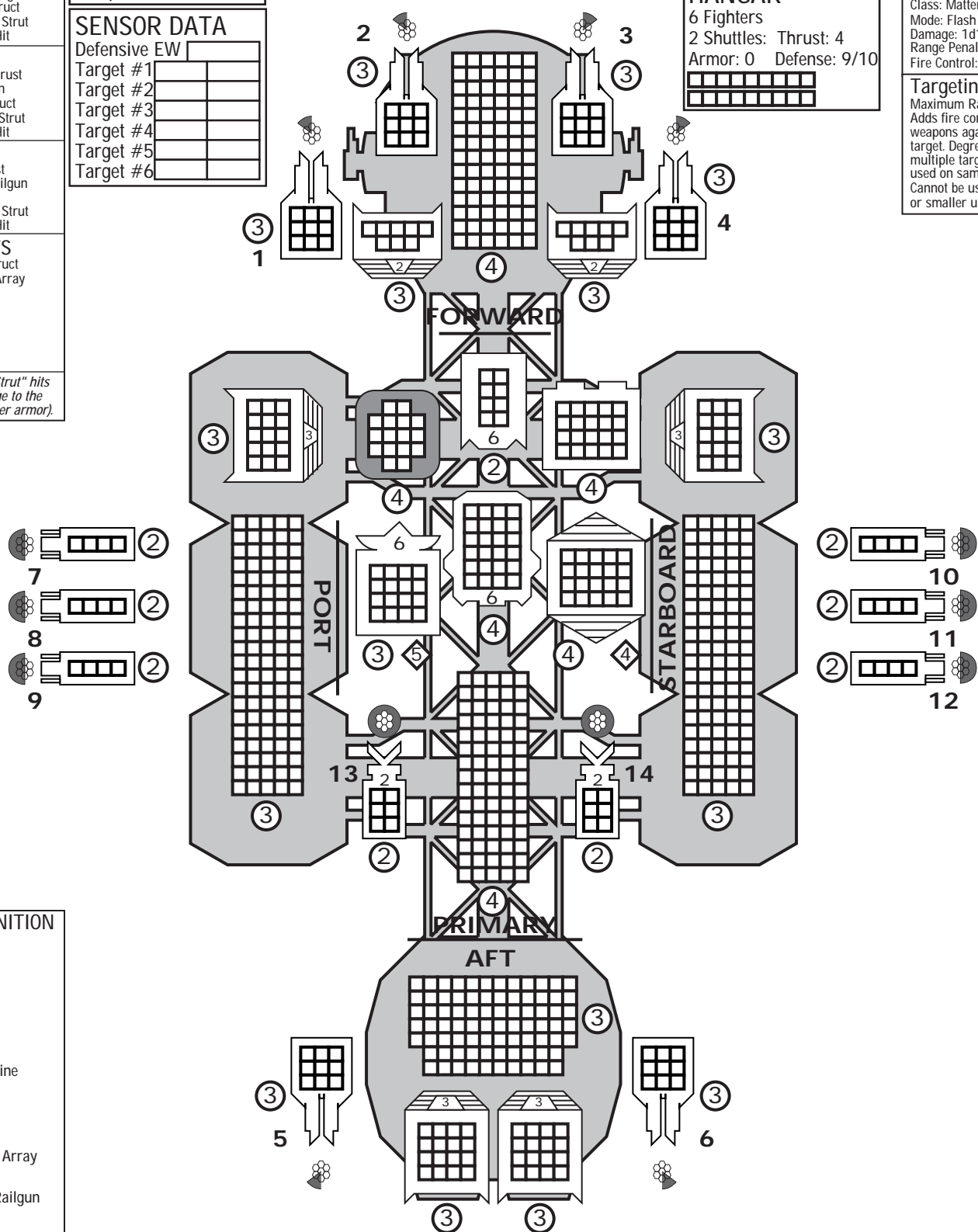
Target #6

HANGAR

6 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 9/10



ICON RECOGNITION

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