

Grome Magyor Electronics Cruiser

SPECS

Class: Capital Ship
 In Service: 2224
 Point Value: 700
 Ramming Factor: 400
 Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 3/2 Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 4+4 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
 Stb/Port Defense: 18
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	6	7	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	7	9	11	12	14	15	17	18

WEAPON DATA

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: 1d10+2
 Range Penalty: -2 per hex
 Fire Control: -/-/+4

Targeting Array

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

FORWARD HITS

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

SIDE HITS

1-5: Port/Stb Thrust
 6-7: Flak Cannon
 8-9: Port/Stb Sensors
 10: Port/Stb Hangar
 11-15: Port/Stb Structure
 16-18: Connecting Strut
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7: Railgun
 8-15: Aft Structure
 16-18: Connecting Strut
 19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
 9-10: Targeting Array
 11-12: Jump Engine
 13-14: Engine
 15-17: Sensors
 18-19: Reactor
 20: C&C

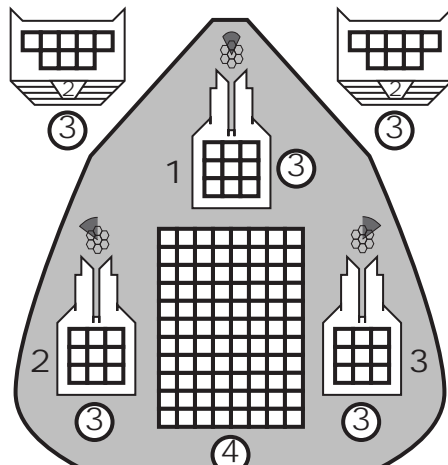
SPECIAL NOTES

Limited Availability (33%)
 Constrained ELINT Ship
 Antiquated Sensors
 Unreliable Ship:
 Sensor Fluctuations

SENSOR DATA

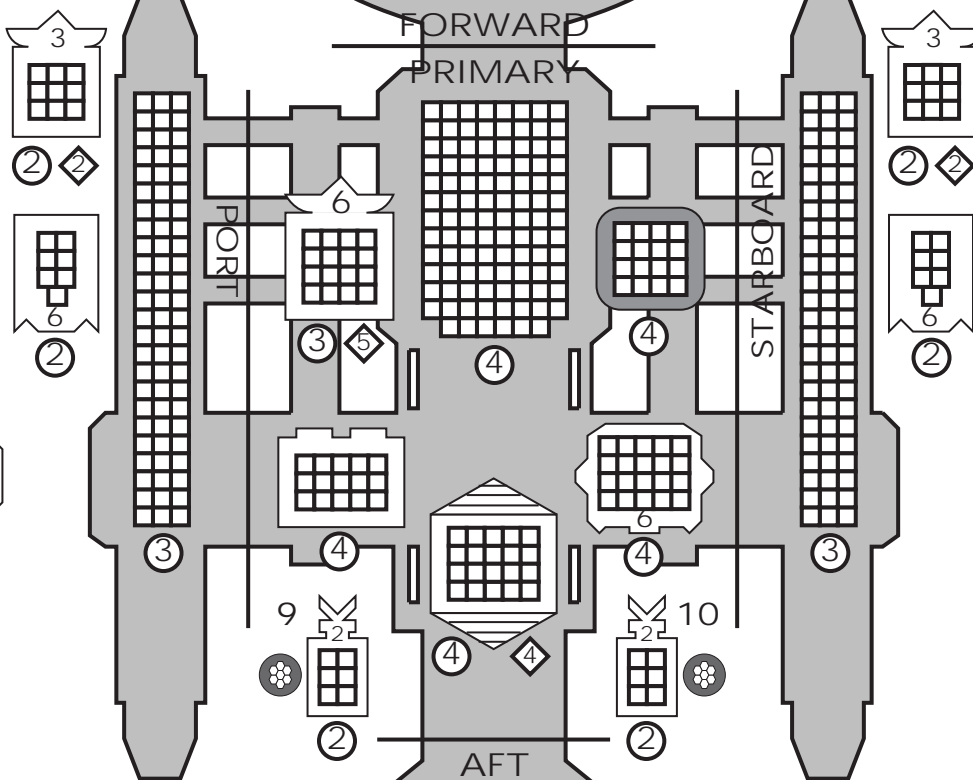
Defensive EW

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



HANGARS

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



ICON RECOGNITION

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