

Grome Adrina War Escort

SPECS

Class: Capital Ship
In Service: 2253
Point Value: 700
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: +4

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 (Escort)

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. Can combine with other ships (escort role)

FORWARD HITS

1-4: Retro Thrust
5-6: Targeting Array
7-8: 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: Targeting Array
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
Escort Arrays
Unreliable Ship:
Haphazard Targeting Syst.

SENSOR DATA

Defensive EW

Target #1

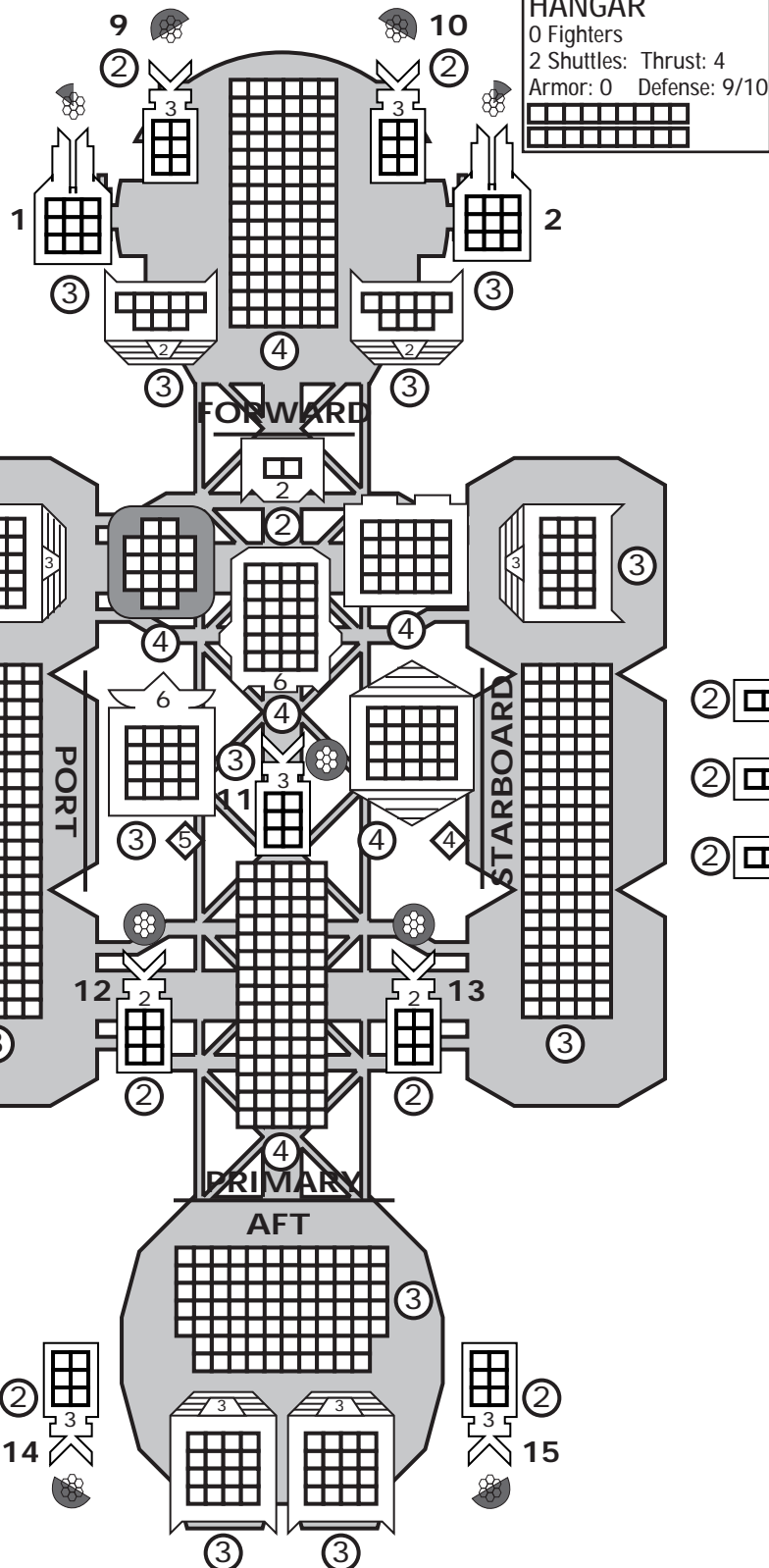
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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