



Version 3: 2E/GM

Name: _____

Counter: _____



Lumati Loremkezon Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 2229
Point Value: 780
Ramming Factor: 270
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
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	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Twin Heavy Flux Cannon
Class: Molecular
Mode: Standard
Damage: 2d10+5
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: -2
Rate of Fire: 2 per turn
Special: Can combine both shots into a single volley, scoring 4d10+5 damage. Requires one turn cooldown after firing in combined mode.

Twin Flux Cannon

Class: Molecular
Mode: Standard
Damage: 1d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+2
Intercept Rating: -2
Rate of Fire: 2 per turn
Special: Can combine both shots into a single volley, scoring 2d10+5 damage.

Flux Cannon

Class: Molecular
Mode: Standard
Damage: 1d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+2
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-9: Flux Cannon
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-8: Twin Hvy Flux Cnn
9-11: Twin Flux Cannon
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Flux Cannon
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

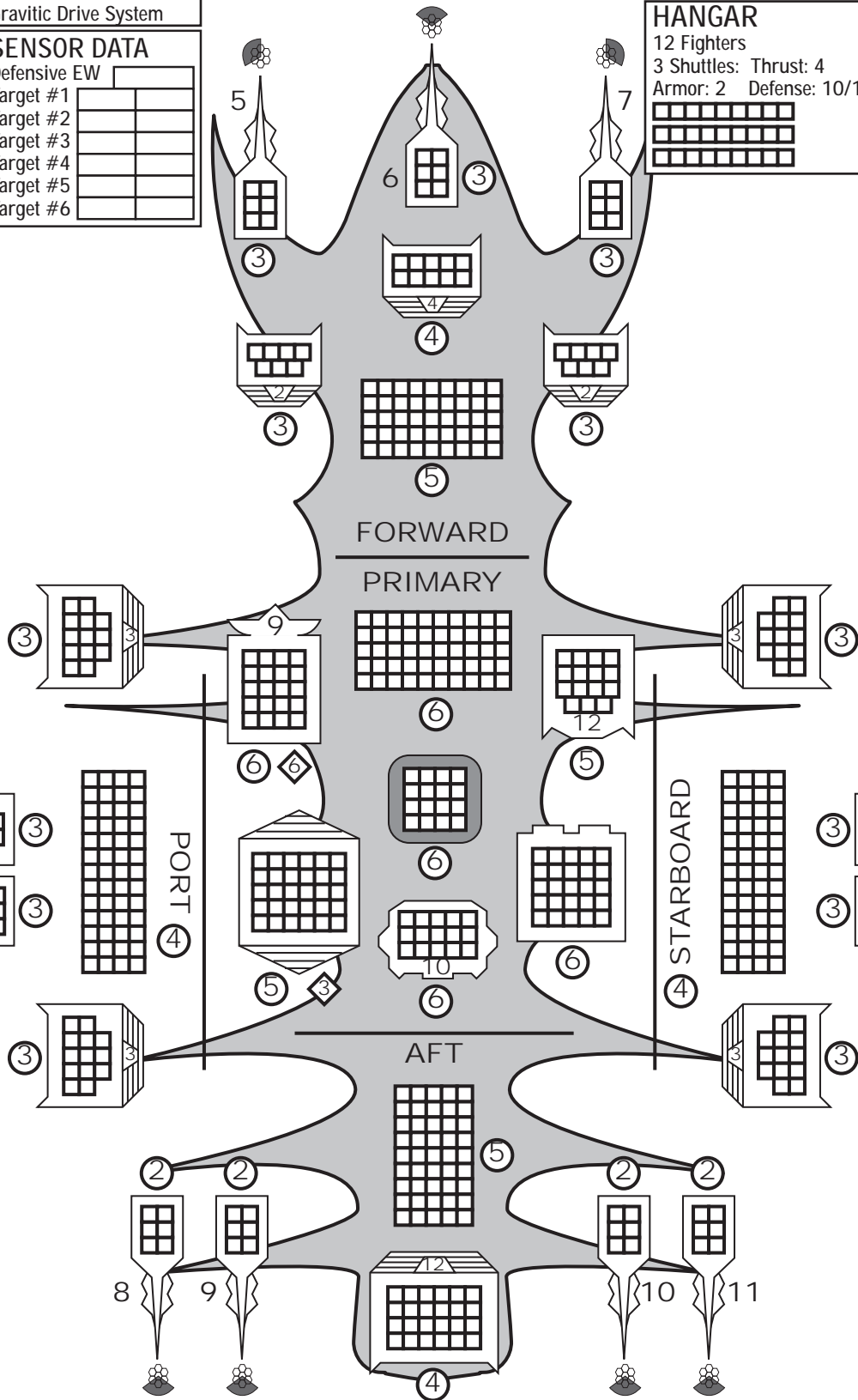
Target #6

HANGAR

12 Fighters

3 Shuttles: Thrust: 4

Armor: 2 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Heavy Flux Cannon
- Twin Flux Cannon
- Flux Cannon