

Name: _____ Counter: _____



Locurian Xrak World Devastator

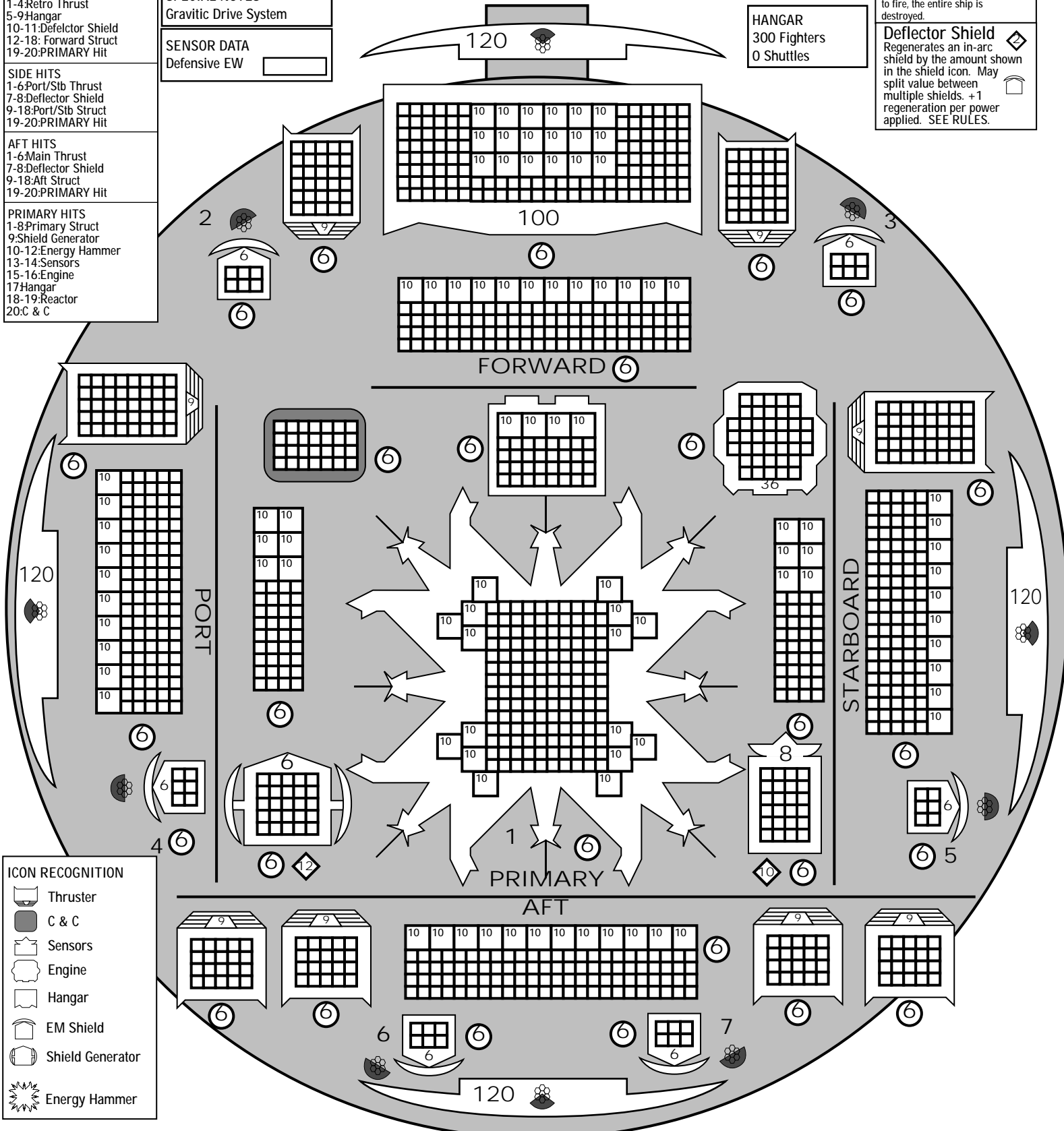
SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Unit	Turn Cost: 3 x Speed	Fwd/Aft Defense: 24
In Service: ????	Turn Delay: 3 x Speed	Stb/Port Defense: 24
Point Value: N/A	Accel/Decel Cost: 18 Thrust	Engine Efficiency: 10/1
Ramming Factor: 1000	Pivot Cost: N/A	Extra Power: +0
Jump Delay: 8 Turns	Roll Cost: N/A	Initiative Penalty: -10
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	3 6 9 12 15 18 21 24 27 30 33 36	
Turn Delay	3 6 9 12 15 18 21 24 27 30 33 36	

WEAPON DATA
Energy Hammer
Class: Anti-matter
Damage: Special
Range Penalty: -1 per hex
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 20 turns
Special: Takes six turns to fully deploy for firing. If Energy Hammer takes damage during deployment and the turn it is to fire, the entire ship is destroyed.
Deflector Shield
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

FORWARD HITS
1-4:Retro Thrust
5-9:Hangar
10-11:Deflector Shield
12-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-6:Port/Stb Thrust
7-8:Deflector Shield
9-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-6:Main Thrust
7-8:Deflector Shield
9-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-8:Primary Struct
9:Shield Generator
10-12:Energy Hammer
13-14:Sensors
15-16:Engine
17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES
Gravitic Drive System
SENSOR DATA
Defensive EW <input type="text"/>

HANGAR
300 Fighters
0 Shuttles



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Hangar
EM Shield
Shield Generator
Energy Hammer