

Medushaan Culsh Assault Cruiser

SPECS

Class: Capital Ship
In Service: 2245
Point Value: 540
Ramming Factor: 375
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
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	2	3	4	4	3	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	3	6	6	7	8	8

WEAPON DATA

Dual Gauss Cannon
Class: Matter
Modes: Standard
Damage: 2d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Gauss Accelerator
Class: Matter
Modes: Standard
Damage: 1d10+10
Range Penalty: -1 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Can fire in alternate mode.
Damage: 5 1d3 times
Fire Control: -2/-1/+2
Intercept Rating: -2
(vs ballistics)
Requires one turn to change mode.

Light Dual Plasma Cannon
Class: Plasma
Mode: Standard
Damage: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: May fire as two light plasma cannons

Light Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-7: Dual Gauss Cannon
8-10: Gauss Accelerator
11-12: Twin Ult PI Cannon
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-8: Lt Dual PI Cannon
9-10: Twin Ult PI Cannon
11-12: Hangar
13-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-11: Twin Ult PI Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Limited Availability (33%)

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

Target # 6

MEDUSHAAN PILSA BREACHING POD

Cost: 40 Defense: 9/8

Thrust: 8 Offense: 0

Armor: 2 Initiative: +8

2 Light Plasma Bolt Gun (linked)

Rate of Fire: 1 per turn

Range Penalty: -2 per hex

Damage: 1d4+4 -1 per hex

Firing Arc:



MAIN HANGAR

0 Fighters

2 Shuttle Thrust: 7

Armor: 3 Defense: 8/9



SIDE HANGARS

5 assault shuttles each

1 breaching pod each

Twin Ultra-Light Plasma Cannon

Class: Plasma
Modes: Standard
Damage: 2d6+4 (-1 per 2 hexes)
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -1
Rate of Fire: 2 per turn

MEDUSHAAN GLADA ASSAULT SHUTTLE

Cost: 35 Defense: 8/8

Thrust: 8 Offense: +3

Armor: 2 Initiative: +9

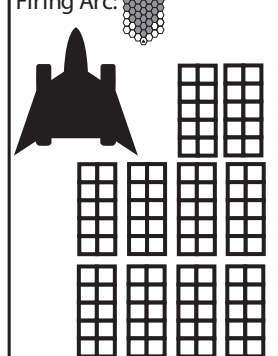
1 Light Plasma Bolt Gun

Rate of Fire: 1 per turn

Range Penalty: -2 per hex

Damage: 1d4+4 -1 per hex

Firing Arc:



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Dual Gauss Cannon
- Gauss Accelerator
- Light Dual Plasma Cannon
- Twin Ultralight Plasma Cannon

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