

## Medushaan Grumm Battle Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2250	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value: 515	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 280	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +0

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
<b>Plasma Decimator</b>
Class: Plasma
Modes: Raking
Dmg: 6d10+30
(-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +2/-2/--
Intercept Rating: n/a
Rate of Fire: 1 per 6 turns

<b>Dual Plasma Cannon</b>
Class: Plasma
Mode: Standard
Dmg: 5d10+8 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: May fire as two medium plasma cannons

<b>Kinetic Torpedo</b>
Class: Ballistic
Mode: Standard
Damage: 3d10+12
Range Penalty: None
Max Range: 15 hexes
Fire Control: +0/-3/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

<b>Twin Ultra-Light Plasma Cannon</b>
Class: Plasma
Modes: Standard
Dmg: 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

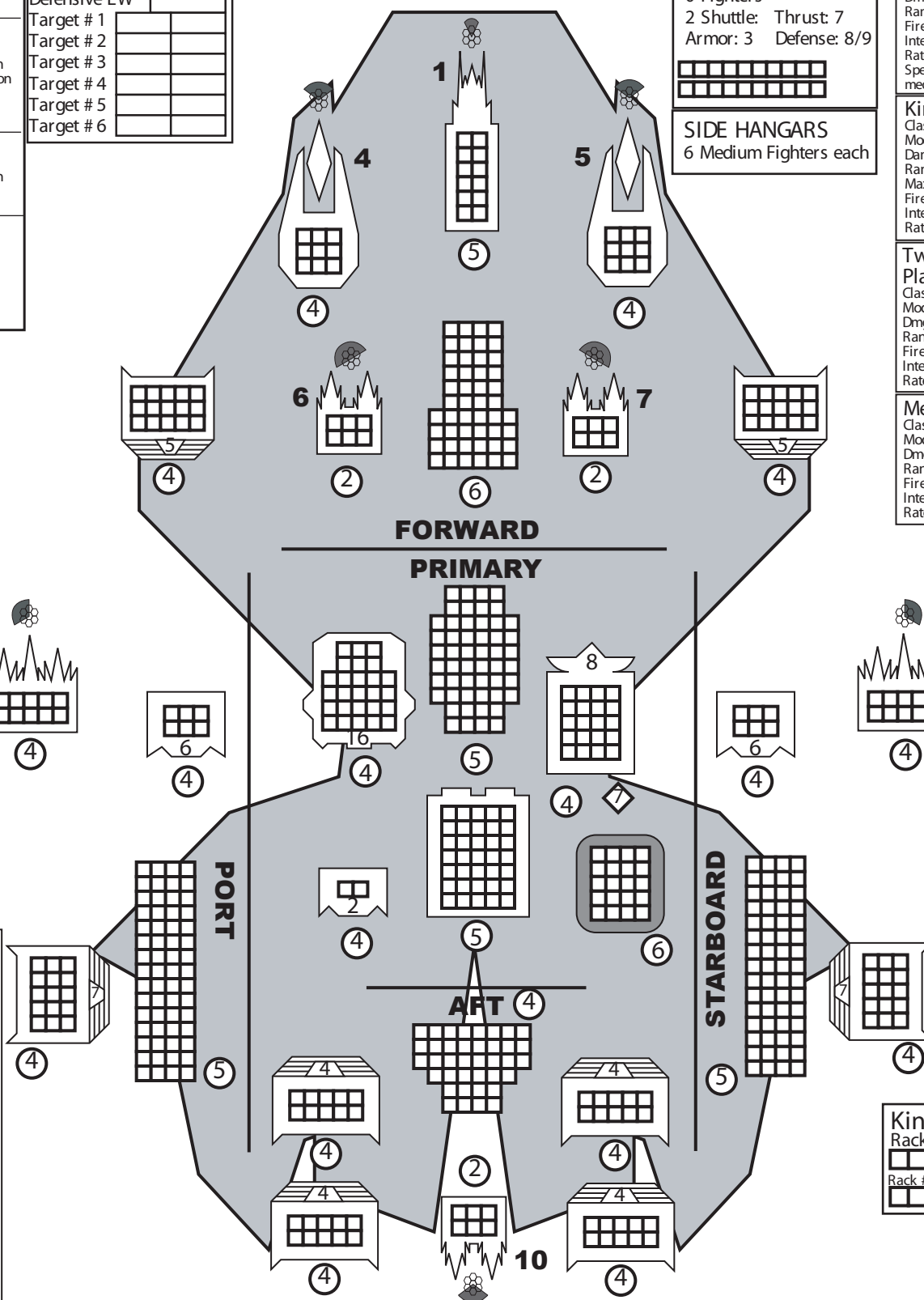
<b>Med. Plasma Cannon</b>
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS	SPECIAL NOTES
1-4: Retro Thrust	Limited Availability (33%)
5-7: Plasma Decimator	
8-10: Kinetic Torpedo	
11-12: Twin Ult Pl Cannon	
13-18: Forward Structure	
19-20: PRIMARY Hit	
SIDE HITS	SENSOR DATA
1-4: Port/Stb Thrust	Defensive EW
5-6: Twin Ult Pl Cannon	Target # 1
7-8: Dual Plasma Cannon	Target # 2
9-11: Hangar	Target # 3
12-18: Port/Stb Structure	Target # 4
19-20: PRIMARY Hit	Target # 5
AFT HITS	Target # 6
1-8: Main Thrust	
9-10: Twin Ult Pl Cannon	
12-18: Aft Structure	
19-20: PRIMARY Hit	
PRIMARY HITS	
1-10: Primary Structure	
11-13: Sensors	
14-15: Engine	
16-17: Hangar	
18-19: Reactor	
20: C&C	

MAIN HANGAR
0 Fighters
2 Shuttle: Thrust: 7
Armor: 3 Defense: 8/9

SIDE HANGARS
6 Medium Fighters each

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Plasma Decimator
Kinetic Torpedo
Dual Plasma Cannon
Twin Ultralight Plasma Cannon



Kinetic Torpedoes
Rack # 4
Rack # 5