

Medushaan Nocto Heavy Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2240	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value: 725	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 375	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 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 Plasma Cannon
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

Plasma Accelerator
Class: Plasma
Mode: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex

Light Dual Plasma Cannon
Class: Plasma
Mode: Standard
Dmg: 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

Med. Plasma Cannon
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

Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 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

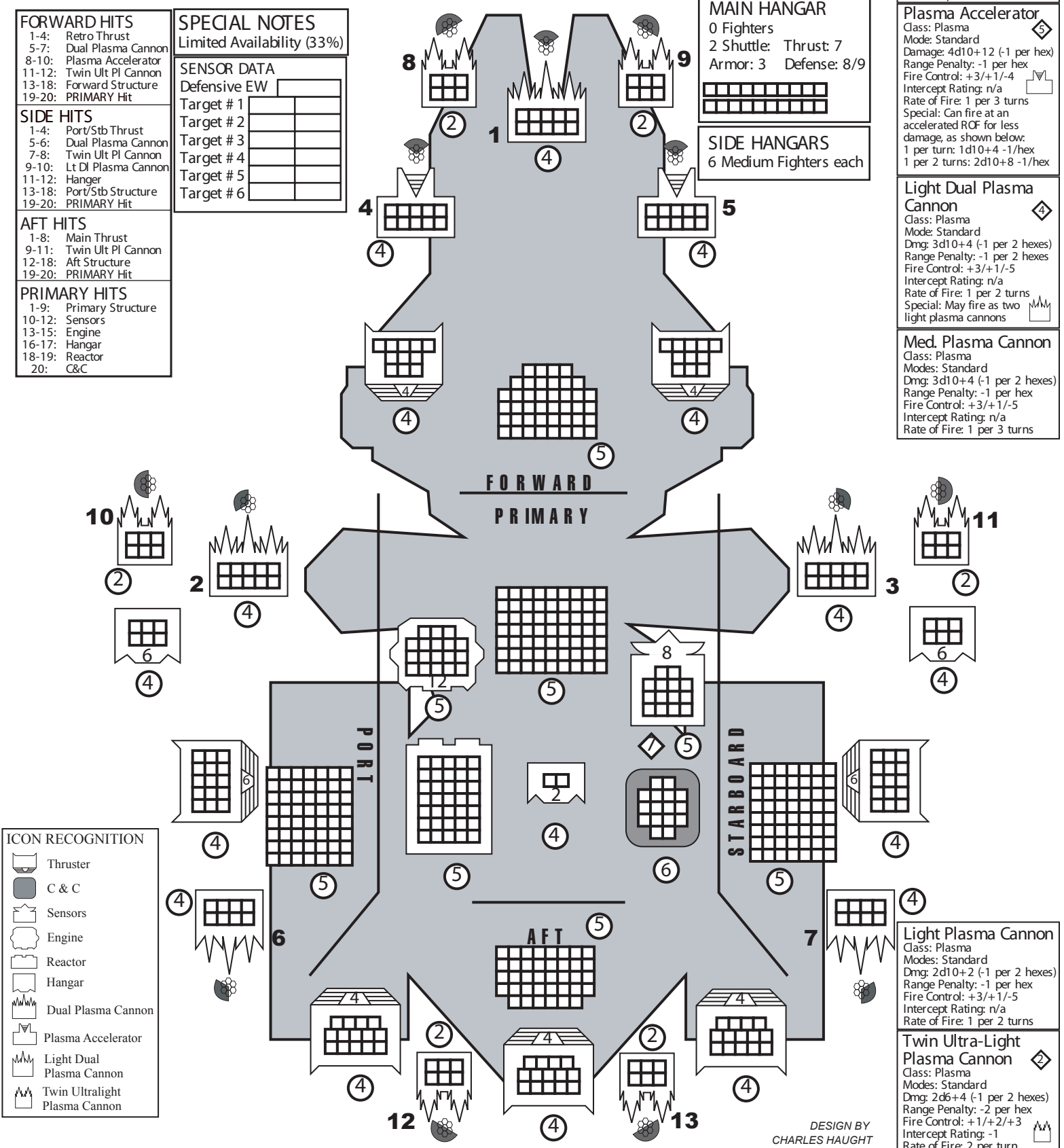
Twin Ultra-Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d6+4 (-1 per 2 hexes)
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -1
Rate of Fire: 2 per turn

FORWARD HITS
1-4: Retro Thrust
5-7: Dual Plasma Cannon
8-10: Plasma Accelerator
11-12: Twin Ult Pl Cannon
13-18: Forward Structure
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Dual Plasma Cannon
7-8: Twin Ult Pl Cannon
9-10: Lt DI Plasma Cannon
11-12: Hangar
13-18: Port/Stb Structure
19-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-11: Twin Ult Pl 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

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
Dual Plasma Cannon
Plasma Accelerator
Light Dual Plasma Cannon
Twin Ultralight Plasma Cannon

DESIGN BY
CHARLES HAUGHT
SILHOUETTE BY
BRENDAN HENRY