

Medushaan Roshan Dreadnought

SPECS

Class: Capital Ship
In Service: 2255
Point Value: 915
Ramming Factor: 350
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Plasma Decimator
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

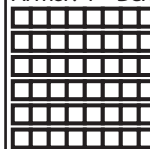
Dual Plasma Cannon
Class: Plasma
Mode: Standard
Dmg: 5d10+8 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: May fire as two medium plasma cannons

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

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

SHUTTLE HANGAR

0 Fighters
6 Shuttles: Thrust: 5
Armor: 1 Defense: 8/10



FORWARD HITS	
1-4:	Retro Thrust
5-8:	Plasma Decimator
9-11:	Gauss Accelerator
12-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-4:	Port/Stb Thrust
5-7:	Twin Ult PI Cannon
8-10:	Plasma Accelerator
11-12:	Dula Plasma Cannon
13-18:	Port/Stb Structure
19-20:	PRIMARY Hit
AFT HITS	
1-6:	Main Thrust
7-9:	Gauss Accelerator
10-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Structure
9-10:	Cargo
11-12:	Sensors
13-14:	Engine
15-16:	Hangar
17-19:	Reactor
20:	C&C

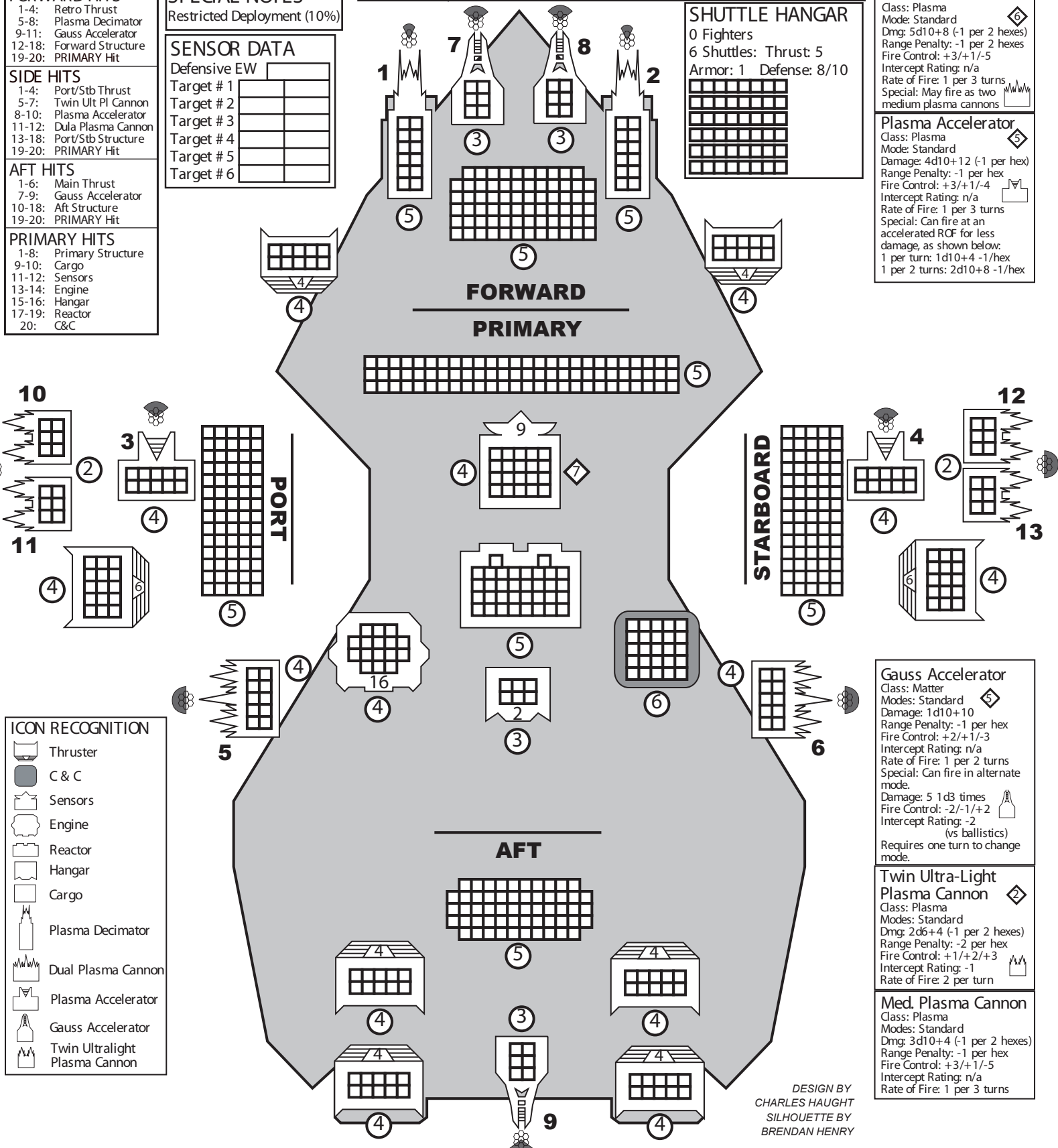
SPECIAL NOTES

Restricted Deployment (10%)

SENSOR DATA

Defensive EW

Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Plasma Decimator
	Dual Plasma Cannon
	Plasma Accelerator
	Gauss Accelerator
	Twin Ultra-Light Plasma Cannon

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.

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

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

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