



# Modrami Rassik Attack Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service:  
Point Value: 600  
Ramming Factor: 135  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14\*  
Stb/Port Defense: 14\*  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

## WEAPON DATA

### Laser Spear

Class: Laser  
Mode: Piercing  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+3/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

### Medium Blast Laser

Class: Laser  
Mode: Standard  
Damage: 2d10+6  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

### Tachyon Pulser

Class: Tachyon Particle  
Mode: Pulse  
Damage: 9 1d4 Times  
Maximum Pulses: 4  
Grouping Range: n/a  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -1  
Rate of Fire: 1 per turn

### Gatling Array Mk2

Class: Tachyon Particle  
Mode: Standard  
Damage: 2d6+3  
Range Penalty: -2 per hex  
Fire Control: -/-/+8  
Intercept Rating: -2  
Rate of Fire: 2 per turn

### Tachyon Distortion Field Generator

Subtract Field Factor from incoming chance to hit and any damage subvolley scored on ship. Random chance that shield affects incoming shot. For each shot, roll 1d10 and consult chart:  
1-3: Shield has no effect  
4+: Shield active vs shot

## FORWARD HITS

- 1-4: Retro Thrust
- 5: Medium Blast Laser
- 6-7: Laser Spear
- 8-18: Forward Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-6: Main Thrust
- 7-8: Gatling Array
- 9-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-6: Primary Structure
- 7: Tachyon Pulser
- 8-9: Port/Stb Thrust
- 10-11: Tachyon Generator
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C&C

## SPECIAL NOTES

Tachyon Distortion Field:  
(Strength 3)

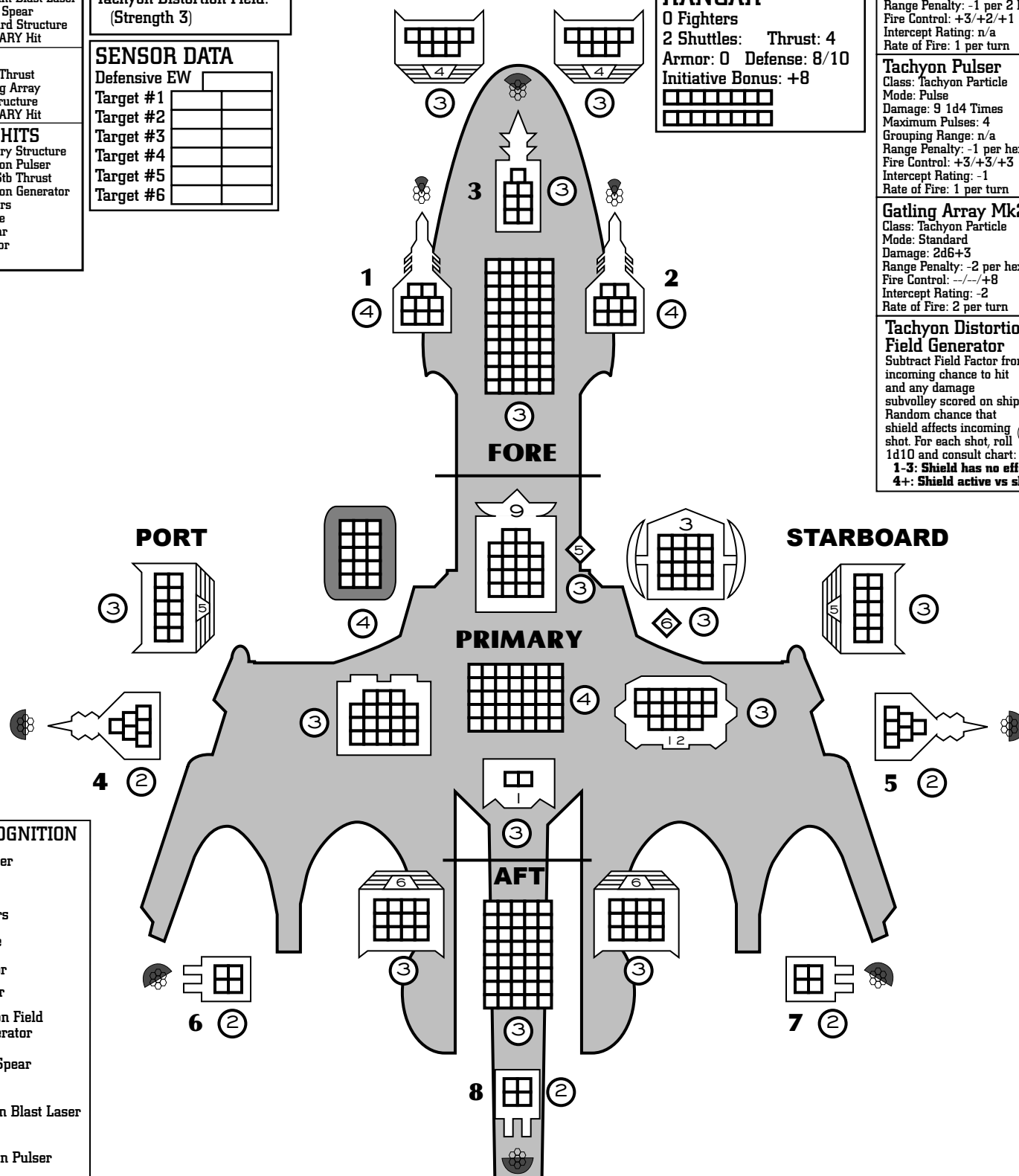
## SENSOR DATA

Defensive EW

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

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 4  
Armor: 0 Defense: 8/10  
Initiative Bonus: +8



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Tachyon Field Generator
- Laser Spear
- Medium Blast Laser
- Tachyon Pulser
- Tachyon Gatling Array