



Chaos Slaughter Cruiser

SPECS

Class: Capital Ship
In Service: 3680
Point Value: 950
Ramming Factor: 330
Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 1x Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: 0
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

Tactical Lance
Class: Laser
Modes: Raking
Damage: 2d10+10
Range Pen: -1 per 2 hexes
Fire Control: +4/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Note: *Ignores armor except advanced. See rules.*

Fusion Beamer
Class: Particle
Modes: Standard
Dmg: 2d10+2
Range Pen: -1 per 2 hexes
Fire Control: +3/+1/-6
Interception Rating: -1
Rate of Fire: 1 per 2 turns

Defense Turret
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: -/-/+8
Range Penalty: -2 per hex

FORWARD HITS

1-6: Retro Thrust
7-9: Lance Turret
10-11: Defensive Turret
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-9: Plasma Projector
9-11: Port/Stb Hanger Bay
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Defensive Turret
10: Shield Generator
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Warp Engine
12-13: Sensors
14-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Special Note:

Improved Engines

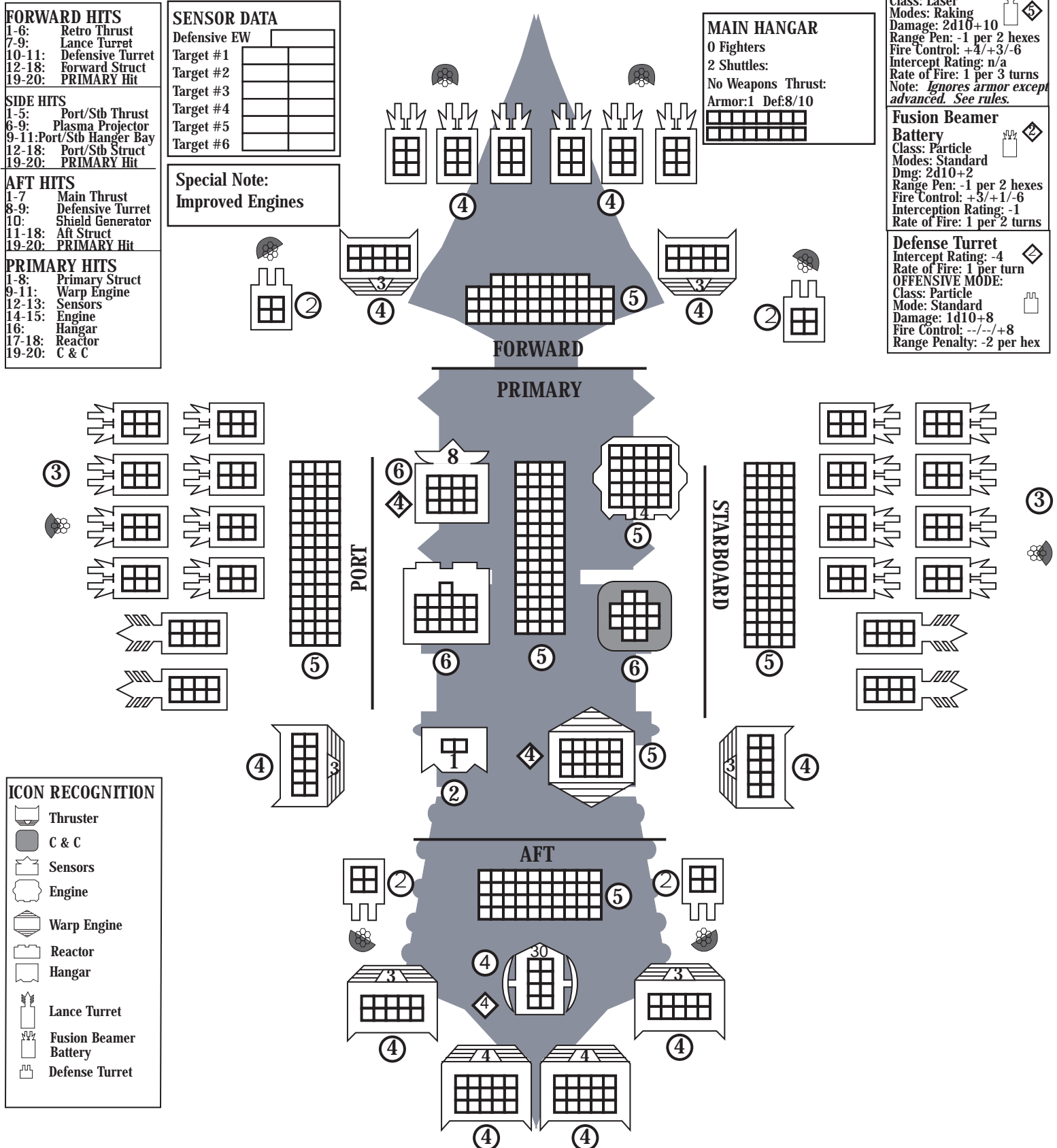
MAIN HANGAR

0 Fighters

2 Shuttles:

No Weapons Thrust:

Armor:1 Def:8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Warp Engine
- Reactor
- Hangar
- Lance Turret
- Fusion Beamer
- Defense Turret