

# Imperial Lunar Cruiser

## SPECS

Class: Capital Ship

In Service: 3680

Point Value: 1200

Ramming factor: 330

Warp Delay: 8 Turns

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

## 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: 14

Stb/Port Defense: 17

Engine Efficiency: 3/1

Extra Power: 0

Initiative Bonus: +0

## WEAPON DATA

### Lance Turret

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

Battery  
 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: +3/+1/-6  
 Range Penalty: -2 per hex

### Torpedo Tube

Class: Ballistic  
 Mode: Standard  
 Damage: 30  
 Torpedoes: 1  
 Range Penalty: None  
 Speed: 18 hexes  
 Fire Control: +4/+2/n/a  
 Rate of Fire: 1 per 3 turns

## FORWARD HITS

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

## SIDE HITS

1-5: Port/Stb Thrust  
 6-9: Fusion Beamer  
 10-11: Lance Turret  
 12-18: Port/Stb Struct  
 19-20: P PRIMARY Hit

## AFT HITS

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

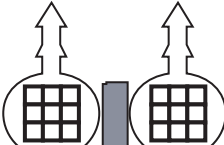
Target #5

Target #6

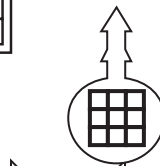
All Forward Batteries



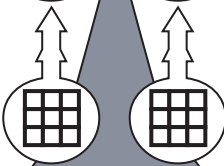
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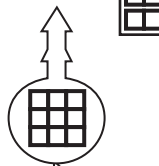
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## MAIN HANGAR

0 Fighters

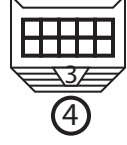
2 Shuttles:

No Weapons Thrust:

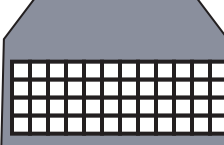
Armor:1 Def:8/10



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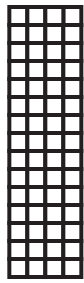
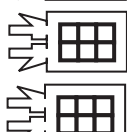
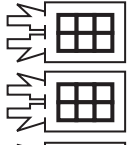
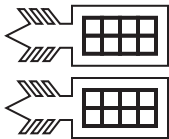
FORWARD

PRIMARY

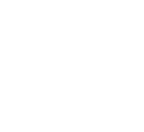
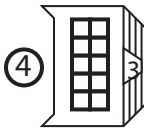
All Port Batteries



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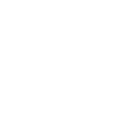
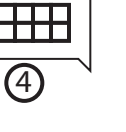
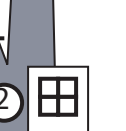
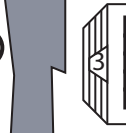
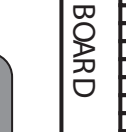
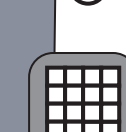
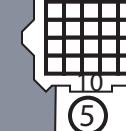
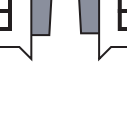
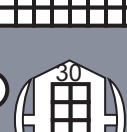
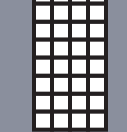
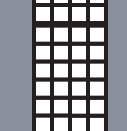
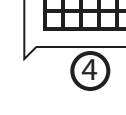
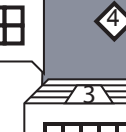
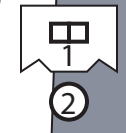
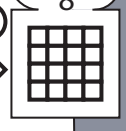
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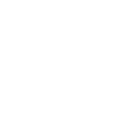
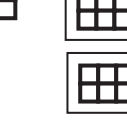
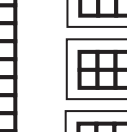
PORT

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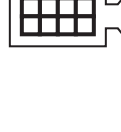
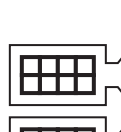
STARBOARD



All Stbd Batteries



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## ICON RECOGNITION

Thrustor

C &amp; C

Sensors

Engine

Warp Engine

Reactor

Hangar

Lance Turret

Fusion Beamer

Battery

Defense Turret

Torpedo Tube