

# Chaos Murder Cruiser

## SPECS

Class: Capital Ship  
In Service: 3680  
Point Value: 930  
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  
Sth/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

## 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/Sth Thrust  
6-11: Plasma Projector  
Battery  
12-18: Port/Sth 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

## MAIN HANGAR

0 Fighters

2 Shuttles:

No Weapons Thrust:

Armor: 1 Def: 8/10

## WEAPON DATA

### Lance Turret

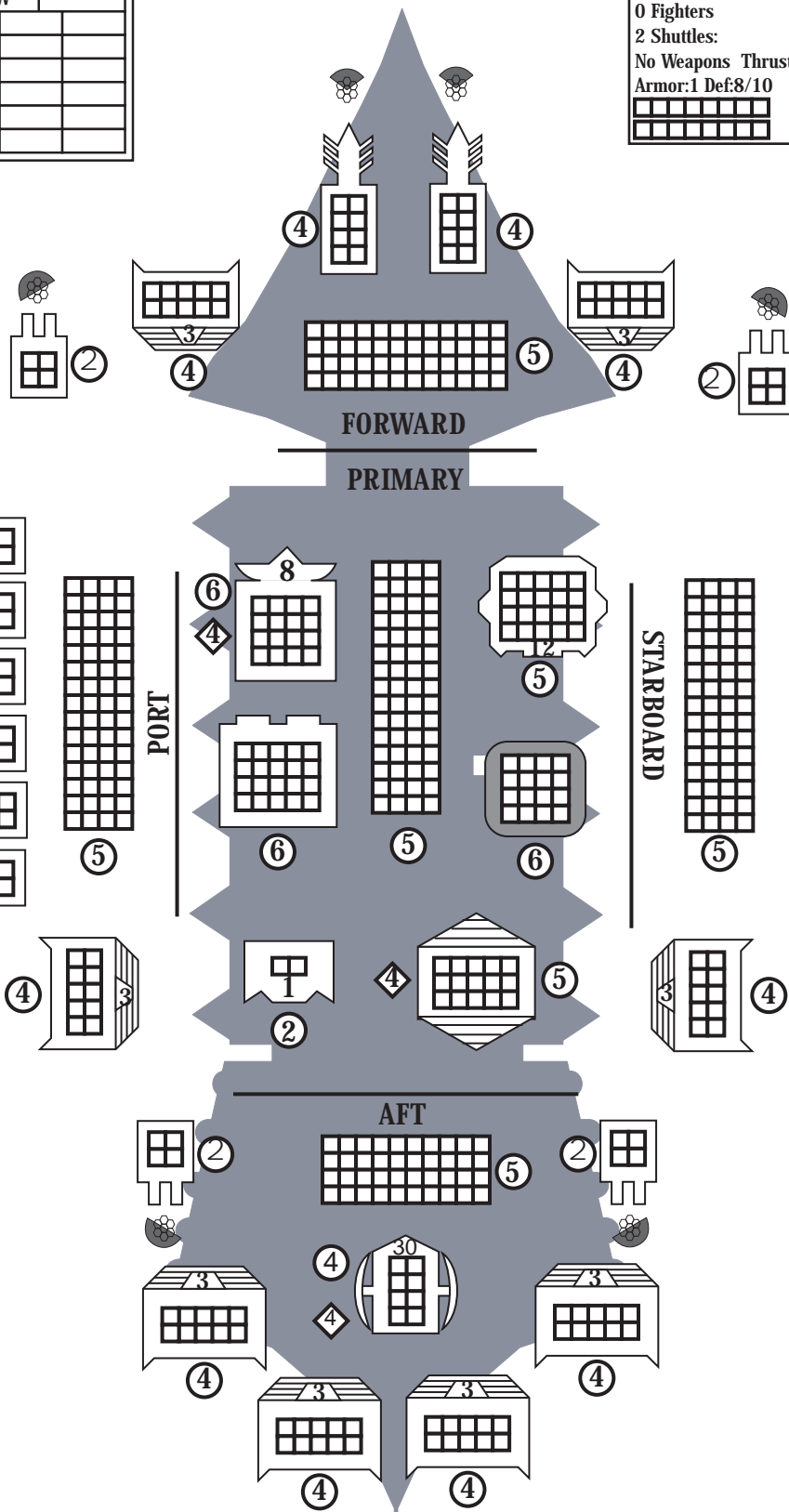
Class: Laser  
Modes: Raking  
Damage: 2d10+10  
Range Pen: -1 per 4 hexes  
Fire Control: +4/+3/-6  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Note: *Ignores armor except advanced. See rules.*

### Plasma Projector

Battery  
Class: Particle  
Modes: Standard  
Dmg: 2d10+2  
Range Pen: -1 per 3 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  
Modes: Standard  
Damage: 1d10+8  
Fire Control: -/-/+8  
Range Penalty: -2 per hex



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Warp Engine
- Reactor
- Hangar
- Lance Turret
- Plasma Projector Battery
- Defense Turret

