

Sovietskii Soyuz Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 2375
Point Value: 900
Ramming Factor: 200
Warp Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: +0
Initiative Penalty: +0

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

FORWARD HITS

1-4: Retro Thrust
5-6: Docking Collars
7: Heat Sinks
8: Whale Missile Rack
9: Barracuda Rack
10-11: Naval Laser Btty (2)
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Heat Sink
8-9: Naval Autocannon Battery (2)
10-11: Naval PPC Btty (2)
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-3: Main Thrust
4-5: Heat Sinks
7-8: KF Drive
9: Docking Collar
10-11: Naval Autocannon Battery (2)
11-12: Naval PPC Btty (2)
13: Barracuda Rack
14-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-10: Hangar
11: Docking Collar
12: Cargo A
13-14: Sensors
15-16: Engine
17-18: Reactor
19-20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

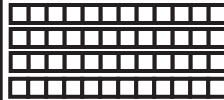
Target #6

Docking Collars

5 Drop Ships

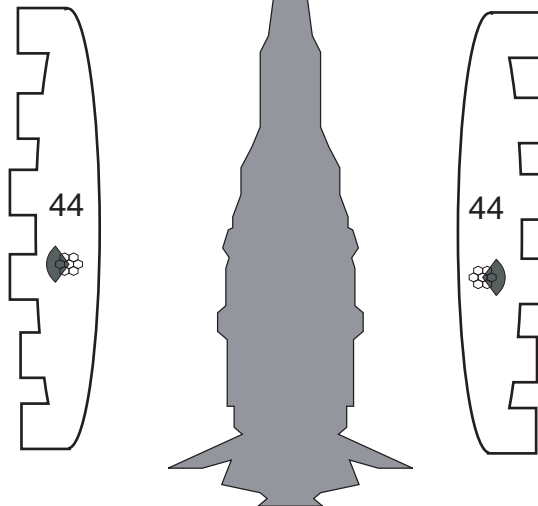
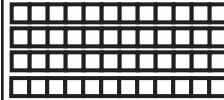
PORT HANGAR

10 Fighters
4 Small Ships
Thrust: 6 No Weapons
Armor: 0 Def: 10/10



STBD HANGAR

10 Fighters
4 Small Ships
Thrust: 6 No Weapons
Armor: 0 Def: 10/10



ARMOR DATA -

	Fwd	Port	Stbd	Aft
Turn 1				
Turn 2				
Turn 3				
Turn 4				
Turn 5				
Turn 6				
Turn 7				
Turn 8				

ICON RECOGNITION

- | | | | |
|--|----------------|--|-------------------------|
| | Thruster | | Triple Naval Autocannon |
| | C & C | | Dual Naval PPC |
| | Sensors | | Dual Naval Laser |
| | Engine | | Whale Missile |
| | Reactor | | Barracuda Missile |
| | Hangar | | |
| | Cargo | | |
| | Docking Collar | | |
| | Heat Sink | | |

WEAPON DATA

Dual Naval AutoCannon

Class: Autocannon
Modes: Standard
Damage: 3x2d10+12
Range Pen: -1 per 2 hexes
Fire Control: +2/+1/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Dual Naval PPC

Class: Particle
Modes: Standard
Damage: 2x1d10+10
Range Pen: -1 per 3 hexes
Fire Control: +4/+4/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Dual Naval Laser

Class: Laser
Modes: Raking
Damage: 2xd10+8
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Whale

Missile Rack

Class: Ballistic
Missiles: 10
Damage: 15
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

Barracuda

Missile Rack

Class: Ballistic
Missiles: 10
Damage: Y Missile 2/8
Range Penalty: None
Fire Control: +4/+4/+4
Rate of Fire: 1 per 2 turns

MISSILES

Whale #1

10 slots

10 slots

10 slots

10 slots

10 slots

10 slots

10 slots

10 slots

10 slots

10 slots

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10 slots

10 slots

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