

Magellan Jumpship (Inner Sphere)

SPECS

Class: Capital Ship
In Service: 2960
Point Value: 360
Ramming Factor: 190
KF Delay: 15 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: +0
Initiative Penalty: +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

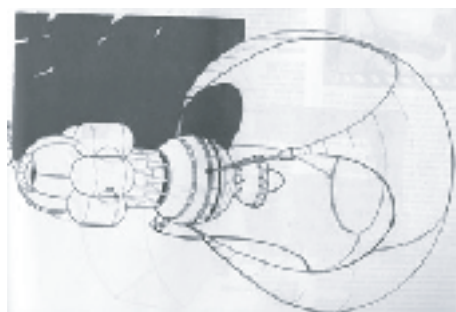
ER Laser Battery
Class: Laser
Modes: Raking (8)
Damage: d10+6
Range Penalty: -1 per hex
Fire Control: +2/+2/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn

LRM-20 Battery

Class: Ballistic
Modes: Standard
Damage: 2d6+2
Range Penalty: n/a (max 15)
Fire Control: +1/+1/+1
Intercept Rating: n/a
Rate of Fire: 1 per turn

Point Defense

Intercept Rating: -2
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+3
Fire Control: --/+4
Range Penalty: -3 per hex



FORWARD HITS

1-7: Retro Thrust
8-9: LRM20
10: Point Defense
11: Hangar
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-9: Cargo
10-11: ER Laser
12: Point Defense
13-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: LRM20
11: Point Defense
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-12: KF Drive
13-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C

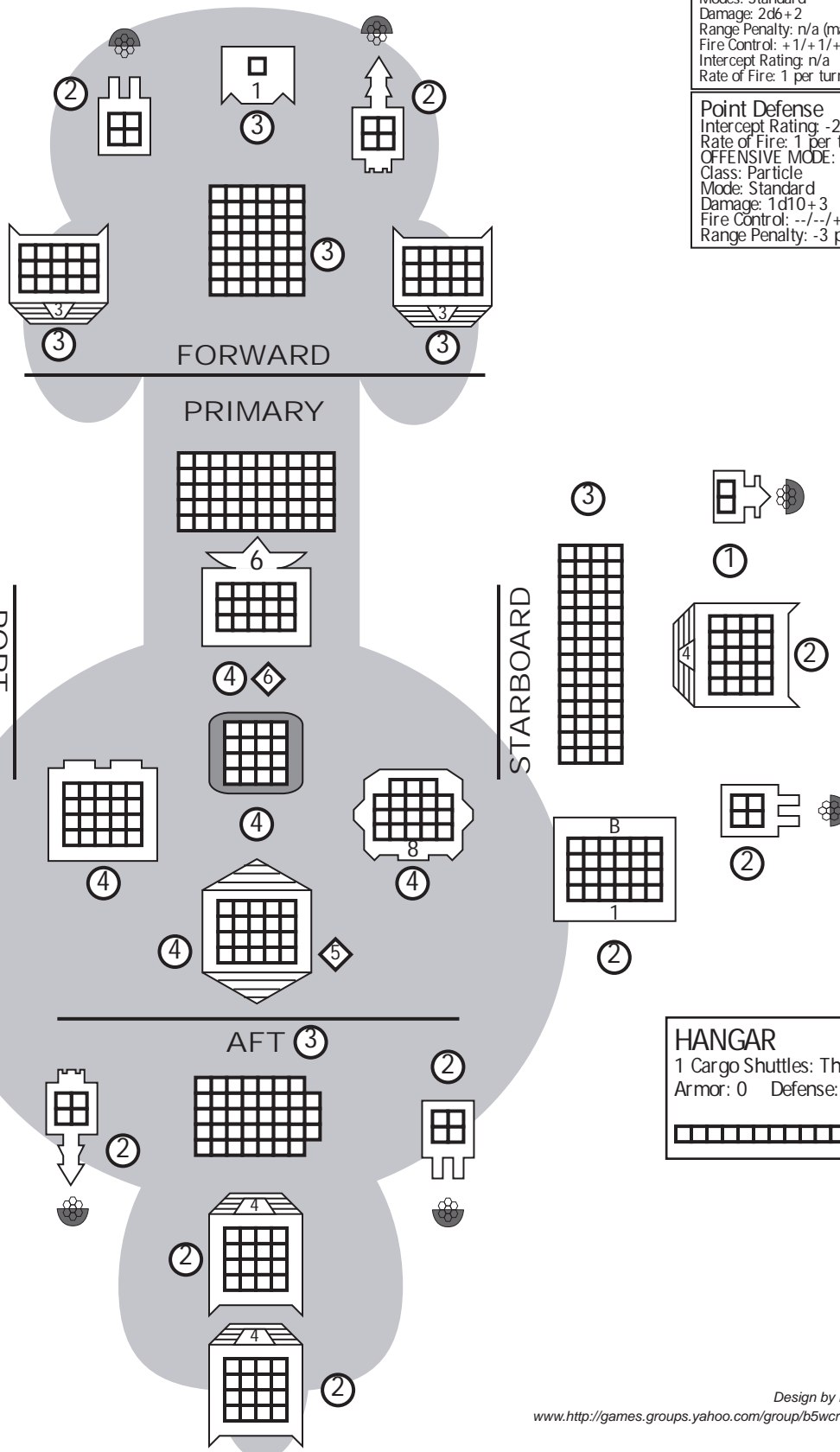
SPECIAL NOTES

Hyperpulse Generator

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- KF Drive
- Reactor
- Hangar
- Cargo
- ER Laser
- LRM20
- Point Defense

HANGAR

1 Cargo Shuttles: Thrust: 3
Armor: 0 Defense: 12/12

