



Star Spawn of Cthulhu (2)

SPECS	MANEUVERING	COMBAT STATS
Class: LCV In Service: Elder Days Point Value: ?? Ramming Factor: 25 Jinking Limit: 2 Lvl's	Turn Cost: 1/3 Speed Turn Delay: 0 Accel/Decel Cost: 1 Thrust Pivot Cost: 1 Thrust Roll Cost: 2 Thrust	Fwd/Aft Defense: 6 Stb/Port Defense: 4 Free Thrust: 9 Offensive Bonus: +2 Initiative Bonus: +12

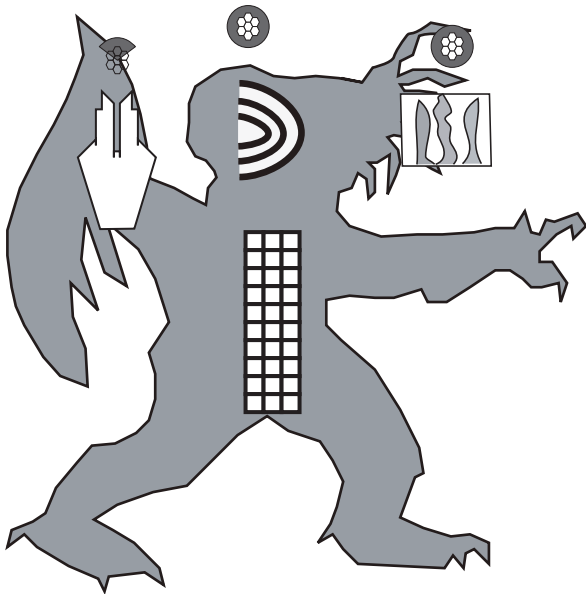
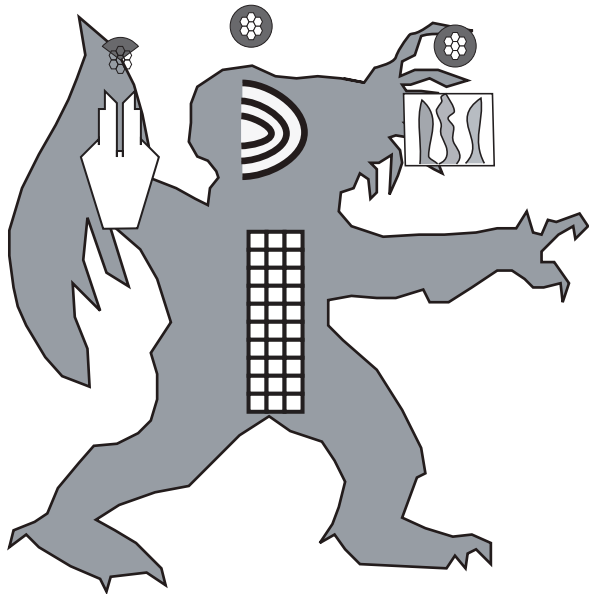
SPECIAL NOTES
Regeneration 2d6 Hardened Advanced Armor Atmospheric Capable



WEAPON DATA
Telepathic Blast Class: Psionic Mode: Special Damage: 1d3-1 Sanity Range Pen: -1 per 3 hexes Fire Control: +4/+3/+1 Intercept Rating: n/a Rate of Fire: 1 per turn
Star Projectile Class: Matter Mode: Standard Damage: 4d10+6 Range Pen: -1 per 2 hexes Fire Control: +4/+3/-3 Intercept Rating: n/a Rate of Fire: 1 per turn
Tentacle Lash Class: Matter Mode: Raking Damage: 1d10+5 Range: -2 per hex (max range 10 hexes) Fire Control: +4/+4/+5 Intercept Rating: -3 Rate of Fire: 3 per turn

Hit Chart

This creature resolves all hits to structure, using the fighter armor chart. Weapons are operational until the creature is killed.



Regeneration

As long as one structure point is left, the Star Spawn regenerates 2d6 points of structure a turn, but has a maximum limit of the 30 points it begins with.

ICON RECOGNITION

- Telepathic Blast
- Star Projectile
- Tentacle Lash