



Hunting Horror (2)



SPECS

Class: LCV
In Service: Elder Days
Point Value: ??
Ramming Factor: 40
Jinking Limit: 1 Lvl

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: n/a
Roll Cost: n/a

COMBAT STATS

Fwd/Aft Defense: 6
Stb/Port Defense: 9
Free Thrust: 11
Offensive Bonus: +6
Initiative Bonus: +12

SPECIAL NOTES

Non-Euclidean Movement
Regeneration 3d6-10,
or 3d6 in darkness
Hardened Advanced
Armor
Atmospheric Capable

ARMOR



Hit Chart

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

WEAPON DATA

Aura of Dread

Class: Psionic
Mode: Area of Effect
Damage: 1d2 Sanity
Range: 3 hexes
Fire Control: n/a (autohit)
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Can double range (6 hexes) if no other attack types made this turn.

Disintegrating Ray

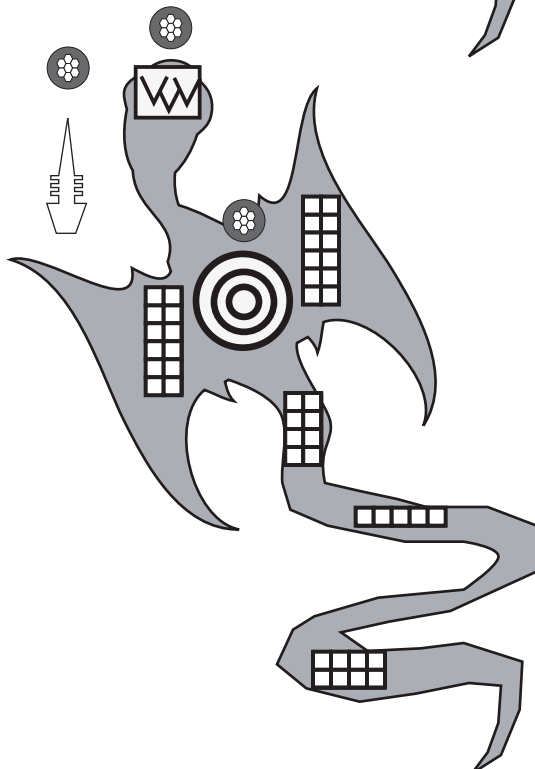
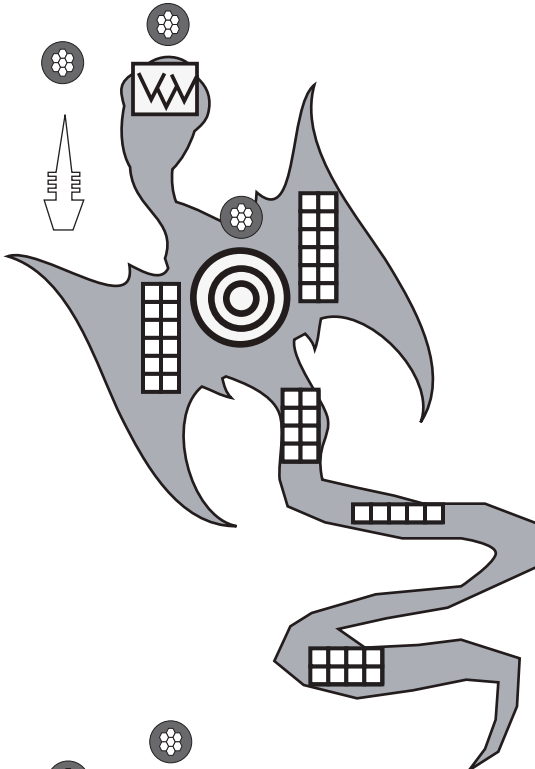
Class: Molecular
Mode: Raking
Damage: 3d10+8
Range Pen: -1 per 4 hexes
Fire Control: +4/+3/0
Intercept Rating: -3
Rate of Fire: 1 per 2 turns
Notes: Ignores Armor. Damage caused by DB cannot be repaired. All systems on facing side lose 1 point of armor. Cannot be used in same turn as Disintegrating Ray.

Ravenous Maw

Class: Matter
Mode: Standard (special)
Damage: 4d10+15
Range: 0 hexes
Fire Control: +2/+1/0
Intercept Rating: n/a
Rate of Fire: 1 or 2 per turn
Notes: May make up to 2 attacks against the same unit in firing phase, or may make 1 attack after move phase against unit in same hex, with a -1 per 3 hexes the Horror moved this turn penalty. Cannot be used in same turn as Disintegrating Ray.

SENSOR DATA

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



SENSOR DATA

Defensive EW		
Target #1		
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ICON RECOGNITION



Ravenous Maw



Disintegrating Ray



Aura of Dread