

Fiery Cthugha

SPECS

Class: MCV-ish
In Service: Elder Days
Point Value: ?????
Ramming Factor: 200
Jinking Limit: 2 Lvl

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 7
Stb/Port Defense: 7
Free Thrust: 16
Offensive Bonus: +6
Initiative Bonus: +8

SPECIAL NOTES

Special Armor - no damage from plasma, double armor vs matter, Advanced vs other Atmospheric Capable

ARMOR



WEAPON DATA

Blast of Flame

Class: Plasma
Mode: Flash
Damage: 9d10+20
(-1 per hex)
Range Pen: -1 per 3 hexes
Fire Control: +5/+2/--
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Tentacles of Flame

Class: Plasma
Mode: Raking
Damage: 2d10+15
Range: -2 per hex
(max range 10 hexes)
Fire Control: +6/+5/+4
Intercept Rating: -3
Rate of Fire: 4 per turn

Aura of Flame

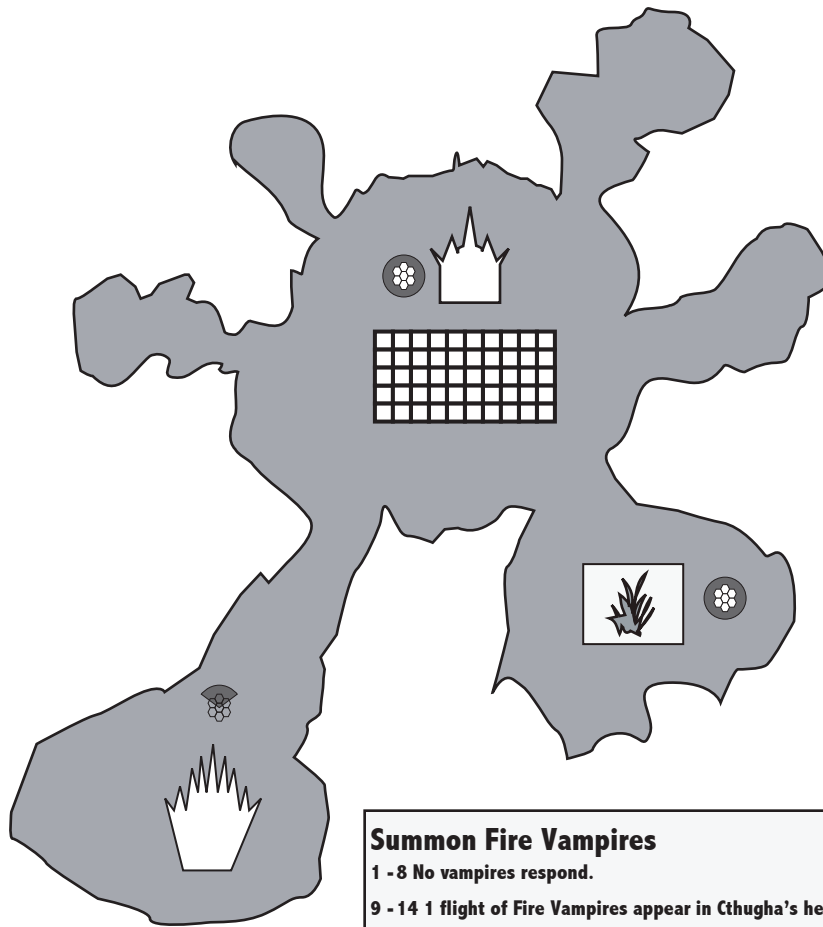
Class: Plasma
Modes: Standard
Dmg: 1d6+5 (fighters only)
Range: 2 hexes
Fire Control: n/a
Intercept Rating: -3 or -2
Rate of Fire: 1 per turn

Hit Chart

This creature resolves all hits to structure first, then regenerative struct. Weapons are operational until the creature is killed.

Fire Regeneration

Cthugha may reabsorb Fire Vampires into its structure. The Fire Vampire must end its turn in the same hex as Cthugha. Cthugha gains 1 point of structure per point of structure remaining in the flight.



ICON RECOGNITION



Aura of Flame



Blast of Flame



Tentacles of Flame

Summon Fire Vampires

1 - 8 No vampires respond.

9 - 14 1 flight of Fire Vampires appear in Cthugha's hex, speed 0, any facing.

15 - 18 2 flights of Fire Vampires appear in Cthugha's hex, speed 0, any facing.

19+ 3 flights of Fire Vampires appear in Cthugha's hex, speed 0, any facing.

If at least one flight of Fire Vampires is currently on the map, Cthugha may not summon any additional flights. However, if it destroys an enemy ship (not a fighter flight) with its attacks, immediately place a number of Fire Vampire flights in the victim's hex, speed 0, any facing, based on the ship's size:

LCV = 1d2 - 1 flights (minimum 0)

MCV = 1d2 flights

HCV = 1d3 flights

Capital Ship = 1d2+1 flights

Enormous Ship = 1d3+1 flights