



Great Cthulhu



SPECS

Class: MCV-ish
In Service: Elder Days
Point Value: ?????
Ramming Factor: 60
Jinking Limit: 2 Lvl's

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 3 Thrust

COMBAT STATS

Fwd/Aft Defense: 9
Stb/Port Defense: 6
Free Thrust: 13
Offensive Bonus: +5
Initiative Bonus: +10

SPECIAL NOTES

Hardened Advanced
Armor
Advanced Senses
Atmospheric Capable
Regeneration
4 OEW each turn

ARMOR

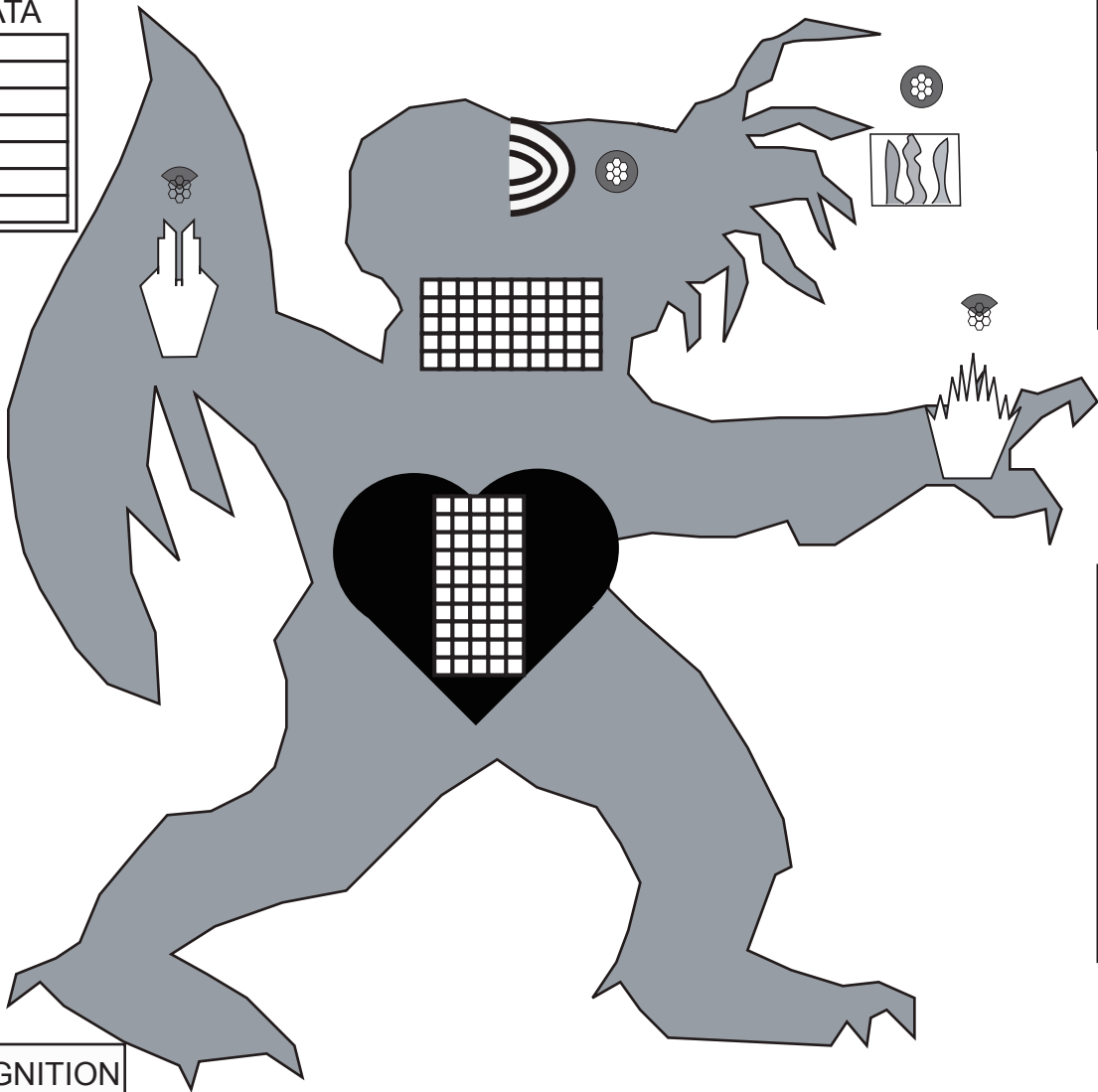


Hit Chart

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

SENSOR DATA

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



WEAPON DATA

Telepathic Blast

Class: Psionic
Mode: Special
Damage: 1d6-1 Sanity
Range Pen: -1 per 3 hexes
Fire Control: +4/+3/+1
Intercept Rating: n/a
Rate of Fire: 1 per turn

Starfire

Class: Plasma
Mode: Flash
Damage: 6d10+16
(-1 per 3 hex)
Range Pen: -1 per 3 hexes
Fire Control: +3/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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+10
Range: -2 per hex
(max range 10 hexes)
Fire Control: +4/+4/+5
Intercept Rating: -3
Rate of Fire: 6 per turn

Regeneration

As long as one structure point is left, Cthulhu acts normally. If all active structure is destroyed, Cthulhu dissolves into mist form and cannot maneuver or attack. During repair phase Cthulhu regenerates 3d6 boxes of damage, starting with Regenerative Structure. If in Mist form, he regens 6d6 boxes of damage.

ICON RECOGNITION



Telepathic Blast



Starfire



Star Projectile



Tentacle Lash



Regenerative Structure