

Ukal Relete Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 1957
Point Value: 1650
Ramming Factor: 370
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15 (12)
Stb/Port Defense: 17 (14)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

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	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Fused-Graviton Beam
Class: Gravitic + Molecular
Modes: Sustained
Damage: 6d10+40
+4 power: 6d10+48
+8 power: 6d10+64
Range Penalty: -1 per 5 hexes
Fire Control: +3/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Non-interceptable.

Force Beam

Class: Gravitic
Modes: R, P
Damage: 2d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: Non-interceptable.

Singularity Torpedo

Class: Ballistic + Gravitic
Modes: Flash
Damage: 3d10
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+2/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores armor.

Adv. Gravitic Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
Defense rating shown in parenthesis () indicates value with shield active.
Cannot be flown under by fighter or skin dancing units.

FORWARD HITS

1-3: Retro Thrust
4-5: Gravitic Shield
6-8: Force Beam
9-11: Singularity Torpedo
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Gravitic Shield
7-9: Fused-Graviton Bm
10-12: Force Beam
13-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Gravitic Shield
9-10: Force Beam
11: Singularity Torpedo
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Jump Engine
11-12: Shield Generator
13: Tractor Beam
14-15: Sensors
16: Hangar
17-18: Engine
19: Reactor
20: C&C

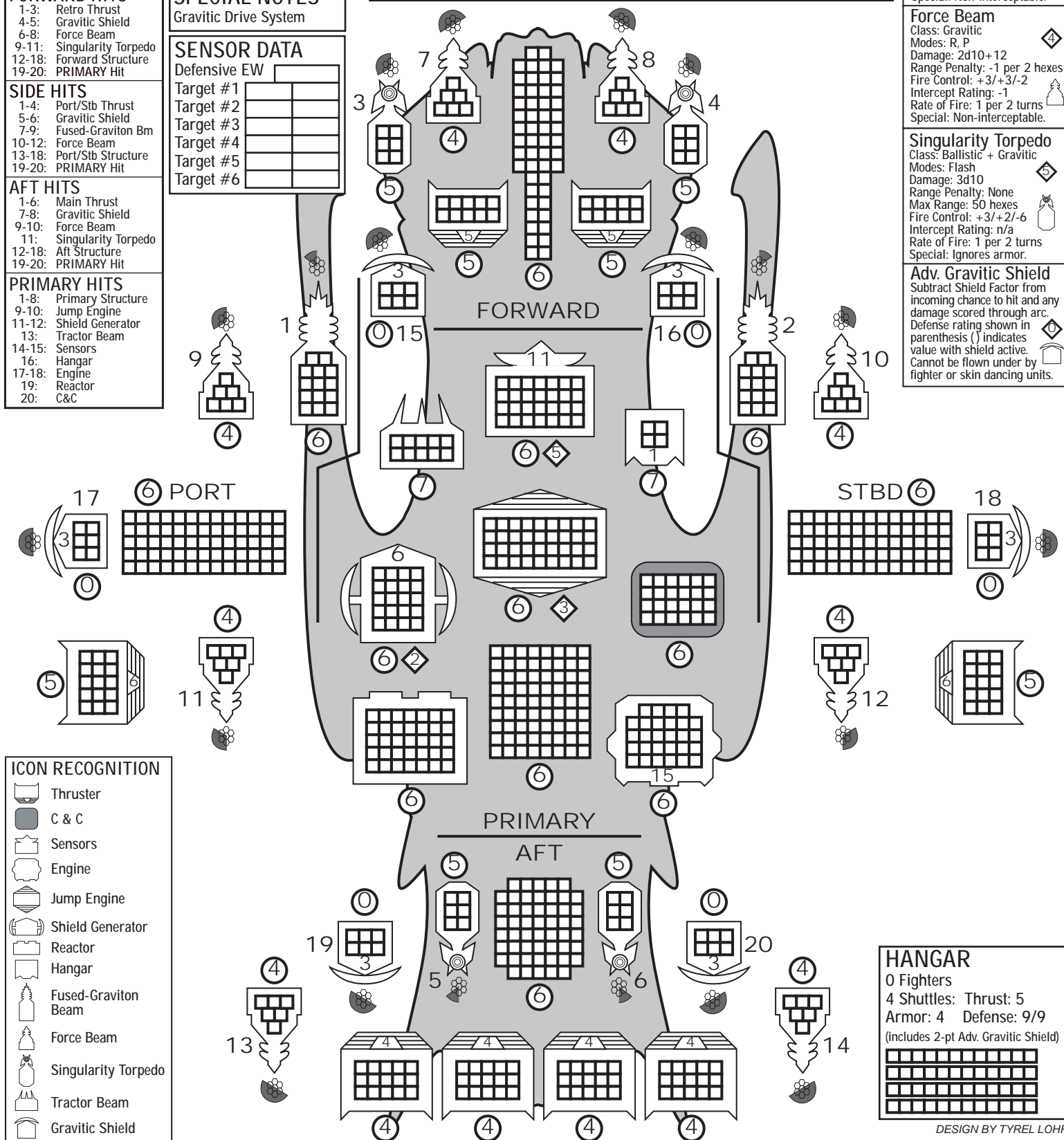
SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Shield Generator
- Reactor
- Hangar
- Fused-Graviton Beam
- Force Beam
- Singularity Torpedo
- Tractor Beam
- Gravitic Shield

HANGAR

0 Fighters
4 Shuttles: Thrust: 5
Armor: 4 Defense: 9/9
(includes 2-pt Adv. Gravitic Shield)