

Version 1: 2E/FW

Name: _____ Counter: _____

Counter:

Galactic Empire Trantor Battlecruiser

SPECS				MANEUVERING					COMBAT STATS				
Class: Capital Ship				Turn Cost: 2/3 Speed					Fwd/Aft Defense: 17				
In Service: 10550 GE				Turn Delay: 2/3 Speed					Stb/Port Defense: 17				
Point Value: 1500				Accel/Decel Cost: 3 Thrust					Engine Efficiency: 5/1				
Ramming Factor: 370				Pivot Cost: 4+4 Thrust					Extra Power: +4				
Jump Delay: 18 Turns				Roll Cost: 4+4 Thrust					Initiative Bonus: +0				
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8	
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8	



FORWARD HITS

- 1-4: Retro Thrust
5-6: Barrier Shield
7-9: Atomic Disruptor
10-11: Medium Disruptor
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

- | | |
|--------|--------------------|
| 1-4: | Port/Stbd Thrust |
| 5-6: | Barrier Shield |
| 7-8: | Atomic Disruptor |
| 9-11: | Medium Disruptor |
| 12-18: | Port/Stb Structure |
| 19-20: | PRIMARY Hit |

AFT HITS

- 1-6: Fwd Thrust
7-8: Barrier Shield
9-11: Atomic Disruptor
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Primary Structure
- 8: Grand Detector
- 9-10: Shield Generator
- 11-12: Hyperdrive
- 13-14: Sensors
- 15: Hangar
- 16-17: Engine
- 18-19: Reactor
- 20: C&C

SENSOR DATA

Defensive EW

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

HANGAR

0 Fighters

4 Shuttles: Thrust: 8

Armor: 2 Defense: 9/9

[illegible]

WEAPON DATA

Atomic Disruptor

Class: Molecular^a
Modes: R P

Damage: 2d10

Range Pen: -1 per 2
Fire Control: +1/+2/

Intercept Rating: n/a

Rate of Fire: 1 per 4 turns
Special: Destroys 1 point

Special: Destroys 1 point of structure armor on facing side

[illegible]

Medium Disruptor

Class: Molecular
Modes: Raking

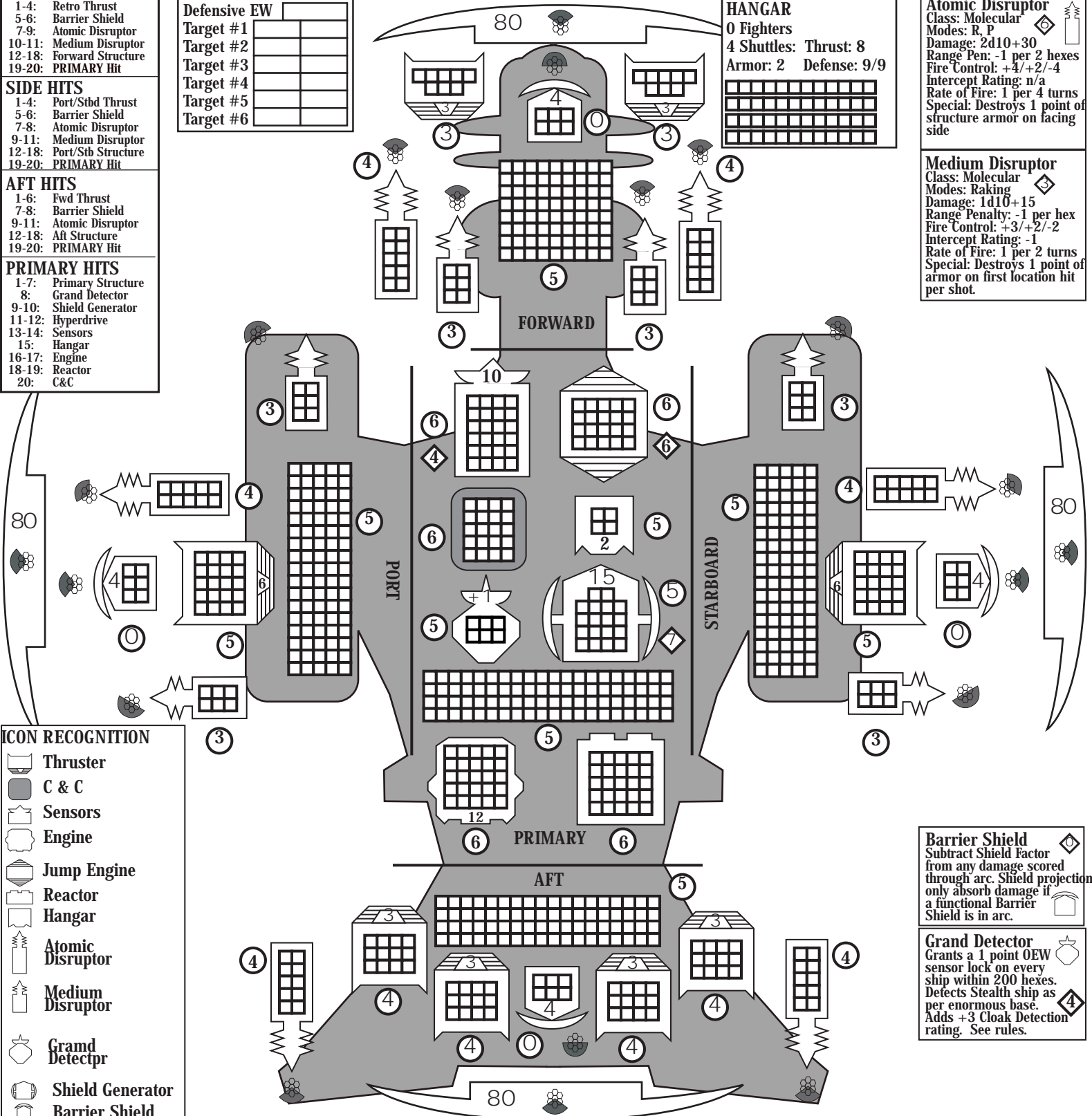
Damage: 1d10+1

Range Penalty: -1 per
Fire Control: $\pm 3/\pm 2/$













Intercept Rating: -1

Rate of Fire: 1 per 2 turn
Special: Destroys 1 point

Special: Destroys 1 point of armor on first location hit per shot.





ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Jump Engine
-  Reactor
-  Hangar
-  Atomic Disruptor
-  Medium Disruptor
-  Grand Detector
-  Shield Generator
-  Barrier Shield

Barrier Shield

Subtract Shield Factor
from any damage scored
through arc. Shield projections
only absorb damage if
a functional Barrier
Shield is in arc.

Grand Detector

Grants a 1 point OEW 
sensor lock on every
ship within 200 hexes.
Defects Stealth ship as 
per enormous base.
Adds +3 Cloak Detection
rating. See rules.