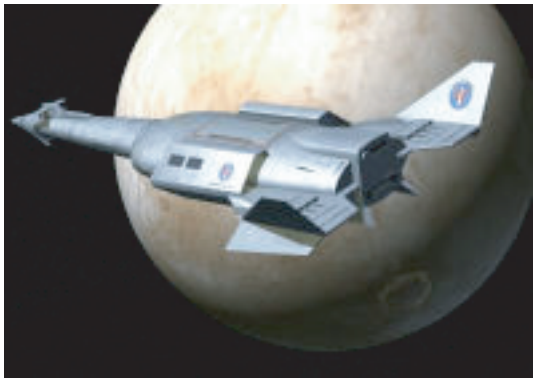


Version 2: 2E/CDW Name: _____ Counter: _____

Second Empire of Man General Battlecruiser

SPECS
Class: Hvy Combat Vsl
In Service: n/a
Point Value: 580
Ramming Factor: 120
Jump Delay: 15 Turns

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

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +5

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	7	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

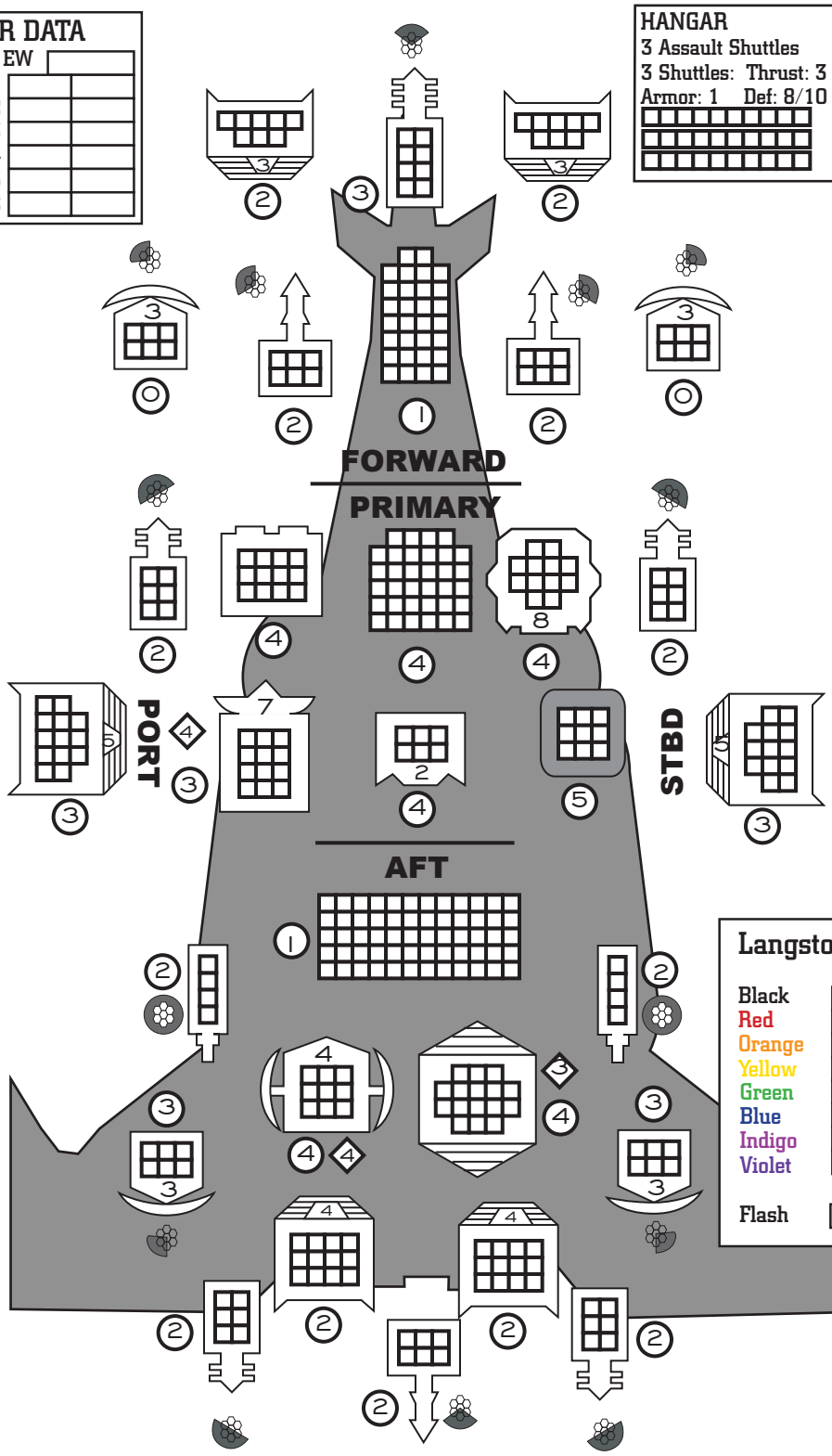
FORWARD HITS
1-3: Retro Thrusters
4-5: Langston Shunt
6-7: Hvy Laser Cannon
8-10: Hydrogen Torp
11-18: Fwd Structure
19-20: PRIMARY Hit

AFT HITS
1-3: Aft Thruster
4-5: Langston Shunt
6-7: Shield Generator
8-9: Alderson Drive
10: Hydrogen Torp
11-12: Sustained Laser
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-3: Port/Stbd Thrust
4-9: Primary Struct
10-11: Sustained Laser
12-13: Sensors
14-15: 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
3 Assault Shuttles
3 Shuttles: Thrust: 3
Armor: 1 Def: 8/10



WEAPON DATA

Heavy Laser Cannon
Class: Laser
Modes: R
Damage: 4d10+20
Range Penalty: -1 per 4 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

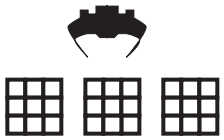
Sustained Laser Cannon
Class: Laser
Modes: S(4)
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-3
Interception Rating: n/a
Rate of Fire: 1 per 3 turns

Hydrogen Torpedo
Class: Ballistic
Missiles: 20
Max Range: 30
Range Penalty: n/a
Damage: 25
Fire Control: +4/+2/+0
Rate of Fire: 1 per 3 turns

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Langston Shunt
Removes the in-arc amount of shield damage from the Langston shield if no damage taken from that arc this round.
SEE RULES.

JONES CLASS ASSAULT SHUTTLES
Cost: 30 Defense: 8/8
Thrust: 8 Offense: +3
Armor: 1 Initiative: +9
1 Light Particle Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+2
Firing Arc:



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Langston Shunt
- Alderson Engine
- Hvy Laser Cannon
- Sustained Laser
- Hydrogen Torpedo Rack
- Std Particle Beam

Langston Shield

	Absorb	Barrier	Damage	Bleed
Black	42	25		
Red	38	22		
Orange	34	18		
Yellow	29	14		
Green	23	10		
Blue	16	8		
Indigo	8	5		
Violet	2	2		

Flash: Total _____ /2 _____ Damage per Side _____

TORPEDOES
Rack #1
Rack #2
Rack #3