Epiron Cruiser Variant (Uncommon Before 2120, Common Thereafter)

Version 1: 2E/HU

Name: _____ Counter: _____

Craytan Epiron Cruiser (Refit)

SPECS
Class: Capital Ship
In Service: 2101
Point Value: 620
Ramming Factor: 230
Jump Delay: n/a

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

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: 0

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	3	4	5	6	7	8	9	10	11	12

SENSOR DATA
Defensive EW

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

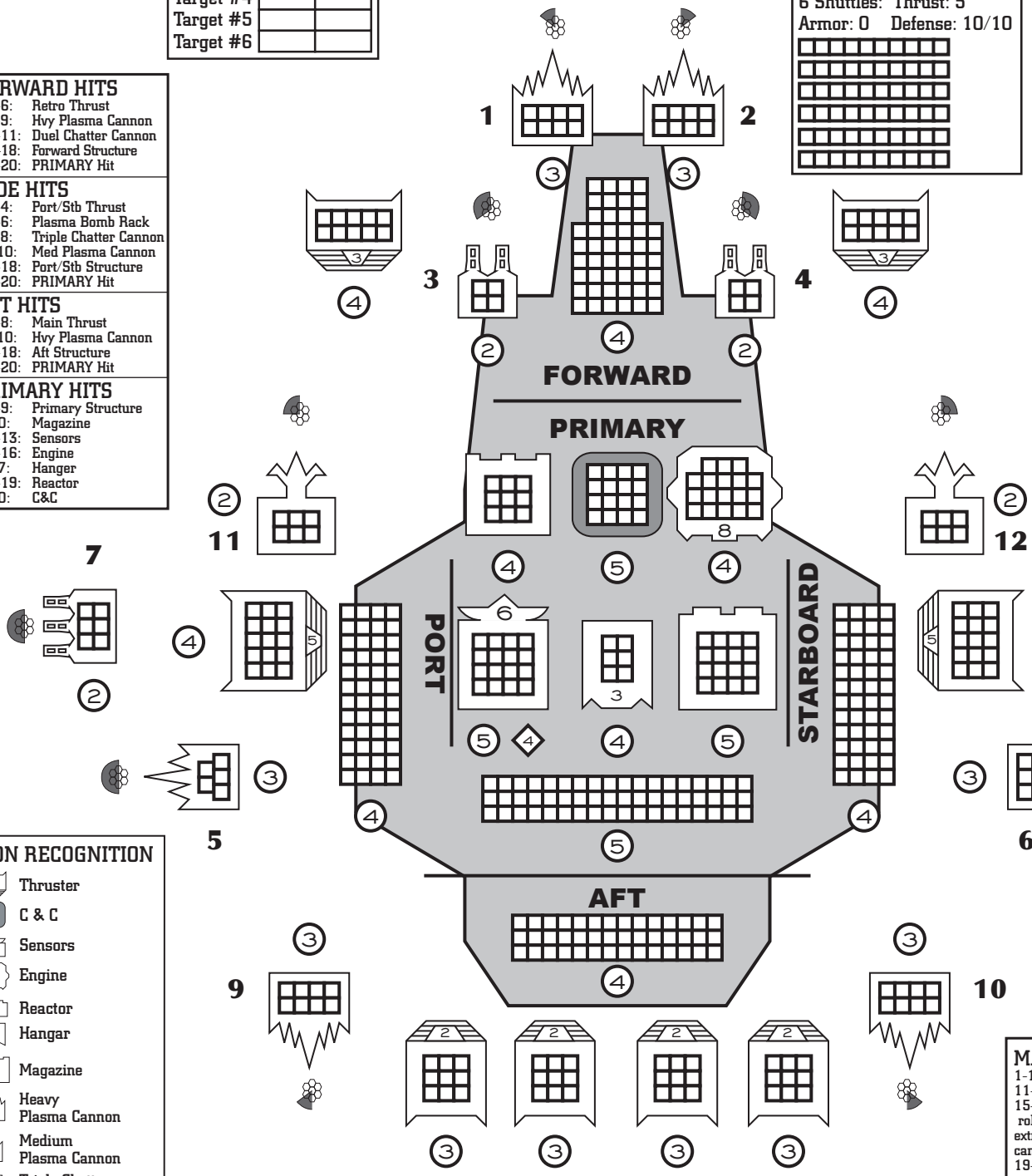
HANGAR
6 Shuttles: Thrust: 5
Armor: 0 Defense: 10/10

FORWARD HITS
1-6: Retro Thrust
7-9: Hvy Plasma Cannon
10-11: Duel Chatter Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Plasma Bomb Rack
7-8: Triple Chatter Cannon
9-10: Med Plasma Cannon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-8: Main Thrust
9-10: Hvy Plasma Cannon
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Structure
10: Magazine
11-13: Sensors
14-16: Engine
17: Hanger
18-19: Reactor
20: C&C



WEAPON DATA

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Triple Chatter Cannon
Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 3 per turn

Dual Chatter Cannon
Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 2 per turn

Plasma Bomb Rack
Class: Ballistic
Missiles: 8
Range Penalty: None
Fire Control: +1/+1/--
Rate of Fire: 1 per 2 turns

Plasma Bomb
Mode: Standard
Damage: 12 (Plasma)
Max Range: 15 hexes
Fire Control: +1/+1/--
Intercept Rating: n/a

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Magazine
- Heavy Plasma Cannon
- Medium Plasma Cannon
- Triple Chatter Cannon
- Dual Chatter Cannon
- Plasma Bomb Rack

BOMBS
Rack #11
Rack #12

MAGAZINE CRITICAL HITS
1-10: No Critical
11-14: No Critical, add 1 to next roll
15-18: All weapons using the magazine roll a D6. On a 5 or 6 they take one extra turn to load (ie a light bil-pro cannon takes 3 not 2 turns to load).
19-26: All weapons that use the magazine take 1/3 longer (round up) to load.
27+: The magazine explodes. No ammunition can be drawn from it, the ship takes raking 10 damage equal to the average damage for each weapon that drew ammo from the magazine.

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