

Craytan Bromin Jumpcruiser

SPECS

Class: Capital Ship
In Service: 2099
Point Value: 500
Ramming Factor: 230
Jump Delay: 50 turns

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
Sth/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

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

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

BOMBS

Rack #9
Rack #10

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.

DESIGN BY Geoffrey and
Jeremy Stano

Special Notes

Crude Jump Drive

HANGAR

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

FORWARD HITS	
1-6:	Retro Thrust
7-9:	Hvy Plasma Cannon
10-11:	Light Plasma Cannon
11-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-4:	Port/Sth Thrust
5-6:	Plasma Bomb Rack
7-8:	Triple Chatter Cannon
9-10:	Dual Chatter Cannon
11-18:	Port/Sth Structure
19-20:	PRIMARY Hit
AFT HITS	
1-8:	Main Thrust
9-10:	Jump Drive
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

SENSOR DATA

Defensive EW

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

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hanger
- Heavy Plasma Cannon
- Light Plasma
- Triple Chatter Cannon
- Dual Chatter Cannon
- Plasma Bomb Rack

