

Name: _____ Counter: _____



Androsynth Guardian

SPECS

Class: HCV
In Service: SC1
Point Value: XXX
Ramming Factor: 130
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (13)
Stb/Port Defense: 15 (13)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +6

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

Acid Bubble Cannon
Class: Molecular
Modes: Pulse
Damage: 24 1d2 times
Maximum Pulses: 3
Pulse Grouping: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +1/+0/+0
Intercept Rating: -2
Rate of Fire: 1 per 3 turns
Special: Weapon is fired in the ballistics launch phase but impacts in standard ships fire phase. All intercept ratings vs Acid Bubbles are reduced by one. Any pulses which miss the target may hit another ship. Roll attacks for remaining pulses against enemy ships which are within one hex of the line of fire in order of the target to launch hex until all targets are exhausted or all pulses hit.

FORWARD HITS

1-4: Retro Thrust
5-9: Acid Bubble Cannon
19-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Jump Engine
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Port/Stbd Thrust
12-13: Gravitic Comet Warp
14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drives

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

0 Fighters

2 Shuttle: Thrust: 4

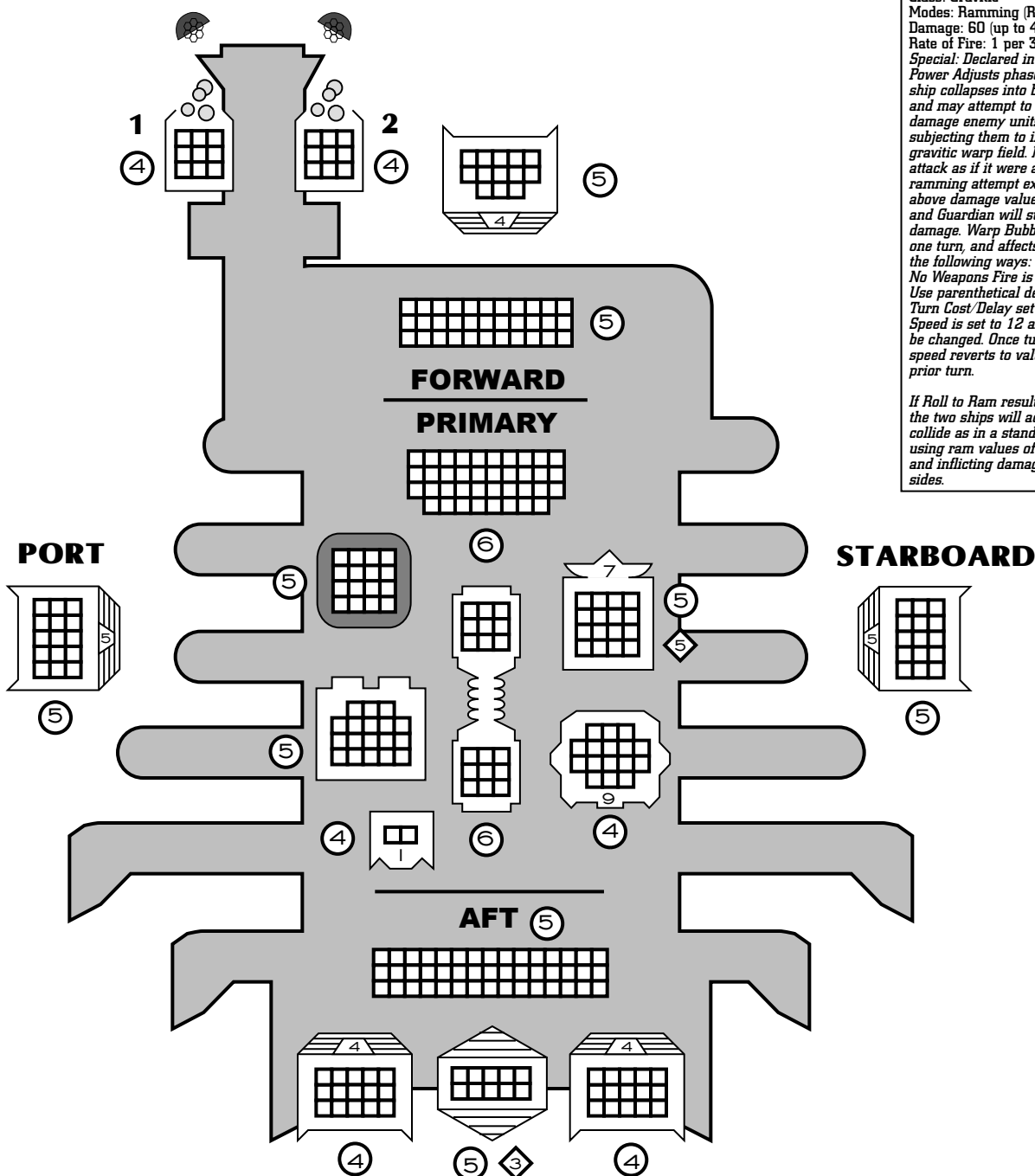
Armor: 2 Defense: 9/9



Gravitic Comet Warp

Class: Gravitic
Modes: Ramming (Raking)
Damage: 60 (up to 4 times)
Rate of Fire: 1 per 3 turns
*Special: Declared in the Power Adjusts phase, ship collapses into ball and may attempt to damage enemy units by subjecting them to intense gravitic warp field. Make attack as if it were a standard ramming attempt except above damage value used and Guardian will suffer no damage. Warp Bubble lasts one turn, and affects ship in the following ways:
No Weapons Fire is possible
Use parenthetical def ratings
Turn Cost/Delay set to 1/3
Speed is set to 12 and cannot be changed. Once turn is done, speed reverts to value of the prior turn.*

If Roll to Ram results in a "1" the two ships will accidentally collide as in a standard ram using ram values of ships, and inflicting damage to both sides.



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Hangar
- Gravitic Comet Warp
- Acid Bubble Cannon