

Ur-Quan Dreadnought

SPECS

Class: Capital Ship
In Service: SC1/2/3
Point Value: 1800
Ramming Factor: 360
Jump Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

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

WEAPON DATA

Heavy Plasma Fuser
Class: Plasma
Modes: Flash
Damage: 8d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/-1
Intercept Rating: -5
Rate of Fire: 1 per turn
Non-interceptable

FORWARD HITS

1-6: Retro Thrust
7-10: Heavy Plasma Fuser
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Port/Stb Hangar
7: Reload Rail
8-9: Warp Pod
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Sensors
13-14: Engine
15-16: Hangar
17-18: Reactor
19-20: C&C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #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	2	3	4	6	7	8	10	11	12	14	15	16

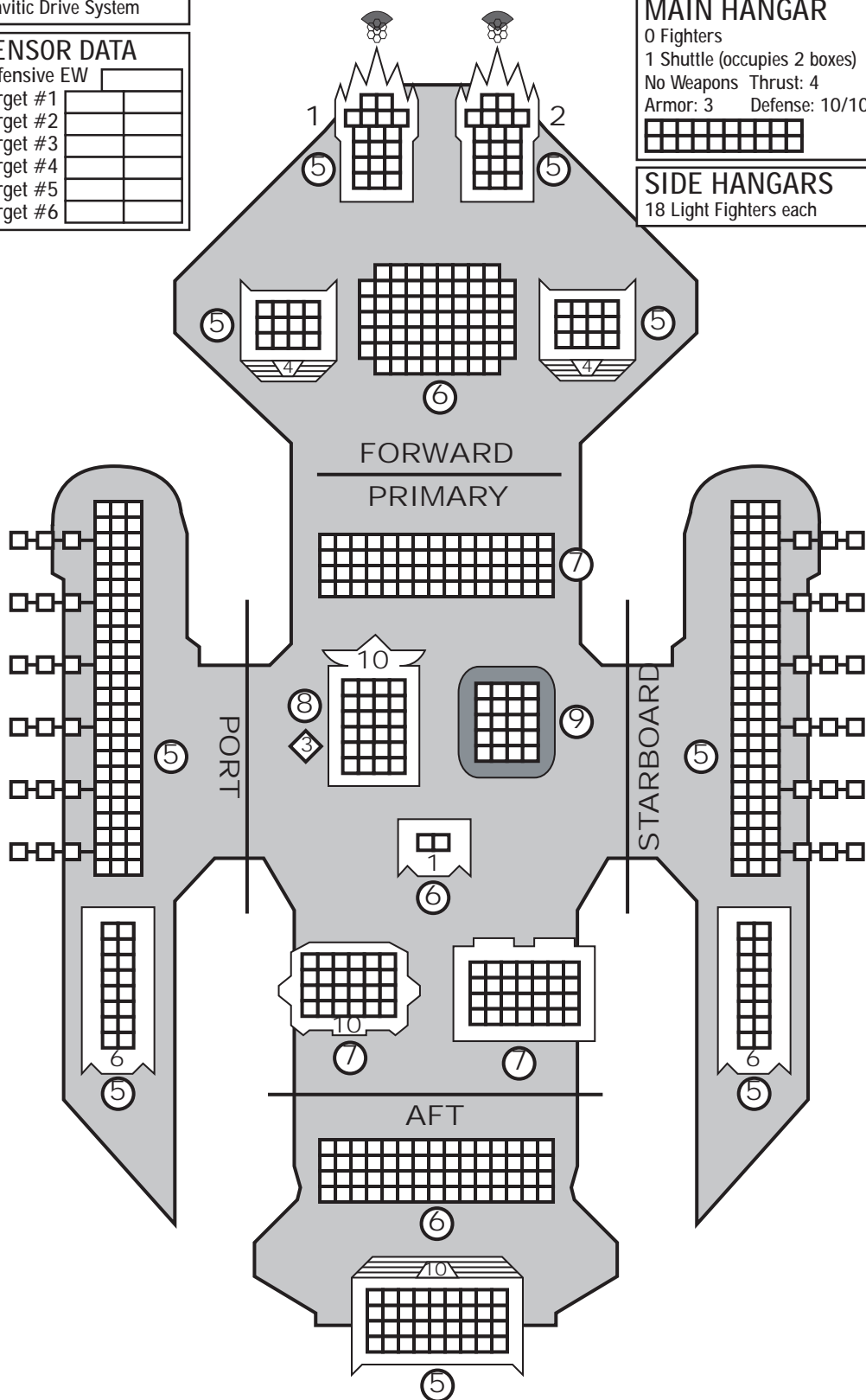
MAIN HANGAR

0 Fighters
1 Shuttle (occupies 2 boxes)
No Weapons Thrust: 4
Armor: 3 Defense: 10/10



SIDE HANGARS

18 Light Fighters each



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Warp Pod
- Reactor
- Hangar
- Heavy Plasma Fuser
- Reload Rails