

Version 1: 2E/STARCONTROL

Name: _____

Counter: _____



Precursor Flagship

SPECS

Class: Enormous Unit
In Service: SC2
Point Value: 500
Ramming Factor: 420
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 2 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 19
Engine Efficiency: 4/1
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	2	4	6	8	10	12	14	16	18	20	22	24

WEAPON DATA

Hellbore Cannon

Class: Plasma
Modes: Standard
Dmg: 6d10+28 (-1 per hex)
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Fusion Blaster

Class: Molecular
Modes: Standard
Damage: 2d10+7
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per turn

Dual Ion Bolter

Class: Ion
Modes: Standard
Damage: 8
Range Penalty: -1 per hex
Fire Control: +2/+2/+2
Intercept Rating: -2
Rate of Fire: 2 per turn

Laser Defense Grid

Class: Laser
Mode: Pulse (Special)
Damage: 1d10+2
Range Penalty: None (max 4)
Fire Control: +0/+0/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Up to 6 shots at any enemy unit per turn. Follows Pulsar Mine rules. Decreases ship profile by 1 vs non laser attacks if grid is in arc.

OEW Sensor Pod

Provides displayed amount of bonus OEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Effects are cumulative with other pods and EW.

FORWARD HITS

1-4: Retro Thrust
5-6: Module #1
7-8: Module #2
9-10: Module #3
11-12: Module #4
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6: Module #5
7: Module #6
8: Module #7
9: Module #8
10: Module #9
11: Module #10
12: Module #11
13: Module #12
14-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Module #13
9-10: Module #14
11-12: Module #15
13-14: Module #16
15-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Unique Ship
Gravitic Drive System

SENSOR DATA

Defensive EW

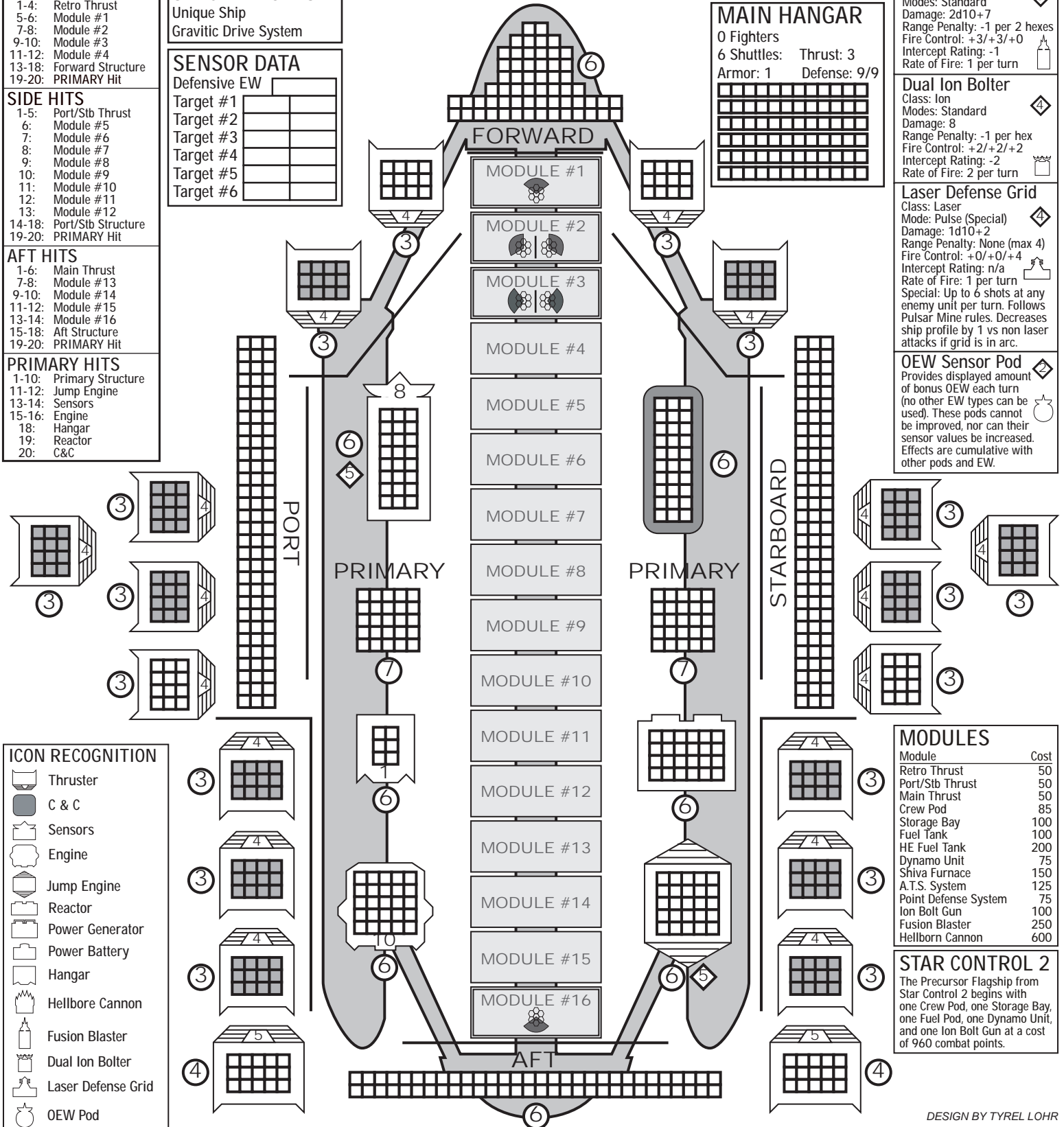
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

MAIN HANGAR

0 Fighters

6 Shuttles: Thrust: 3

Armor: 1 Defense: 9/9



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Power Generator
- Power Battery
- Hangar
- Hellbore Cannon
- Fusion Blaster
- Dual Ion Bolter
- Laser Defense Grid
- OEW Pod

MODULES

Module	Cost
Retro Thrust	50
Port/Stb Thrust	50
Main Thrust	50
Crew Pod	85
Storage Bay	100
Fuel Tank	100
HE Fuel Tank	200
Dynamo Unit	75
Shiva Furnace	150
A.T.S. System	125
Point Defense System	75
Ion Bolt Gun	100
Fusion Blaster	250
Hellbore Cannon	600

STAR CONTROL 2

The Precursor Flagship from Star Control 2 begins with one Crew Pod, one Storage Bay, one Fuel Pod, one Dynamo Unit, and one Ion Bolt Gun at a cost of 960 combat points.