



# Chmmr Avatar

## SPECS

Class: Capital Ship  
In Service: SC2/3  
Point Value: 2000  
Ramming Factor: 400  
Jump Delay: 8 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +2

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

### Terrawatt Laser

Class: Laser  
Modes: Sustained  
Damage: 4d10+20  
Range Penalty: -1 per hex  
Fire Control: +6/+4/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Special: Can fire at an accelerated ROF, for less damage, as shown below:  
1 per turn: 2d10+10

### Chmmr Tractor Beam

Class: Gravitic  
Effect: Move target closer  
1d6+1 hexes; Subtract 1 hex for an LCV or MCV, 2 hexes for a HCV or Capital Ship, 3 hexes for an enormous ship. Bases/Planets may not be tractorated.  
Range Penalty: None  
Max Range: 75 hexes  
Fire Control: n/a  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Special: Always hits when in range. Extra power increases effect:  
+12 power = 2d6+1 hexes  
+24 power = 3d6+2 hexes  
+36 power = 4d6+2 hexes  
All movement must be directly towards the Avatar.

### Zap-Sat Laser

Class: Laser  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -2 per hex  
Fire Control: +3/+4/+5  
Intercept Rating: -3  
Rate of Fire: 3 per turn

### ZAP-SATS

Can be targeted as a fighter with defense 8/8.

## FORWARD HITS

1-4: Retro Thrust  
5-8: Terrawatt Laser  
9-10: Zap-Sat  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-8: Terrawatt Laser  
9-10: Zap-Sat  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-10: Zap-Sat  
11-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Chmmr Tractor Bm  
11-12: Sensors  
13-14: Engine  
15-16: Jump Engine  
17-18: Reactor  
19: Hangar  
20: C&C

## ZAP-SAT HITS

1-6: Zap-Sat Laser  
7-20: Structure

## SPECIAL NOTES

Limited Availability (33%)  
Gravitic Drive System

## SENSOR DATA

Defensive EW

Target #1

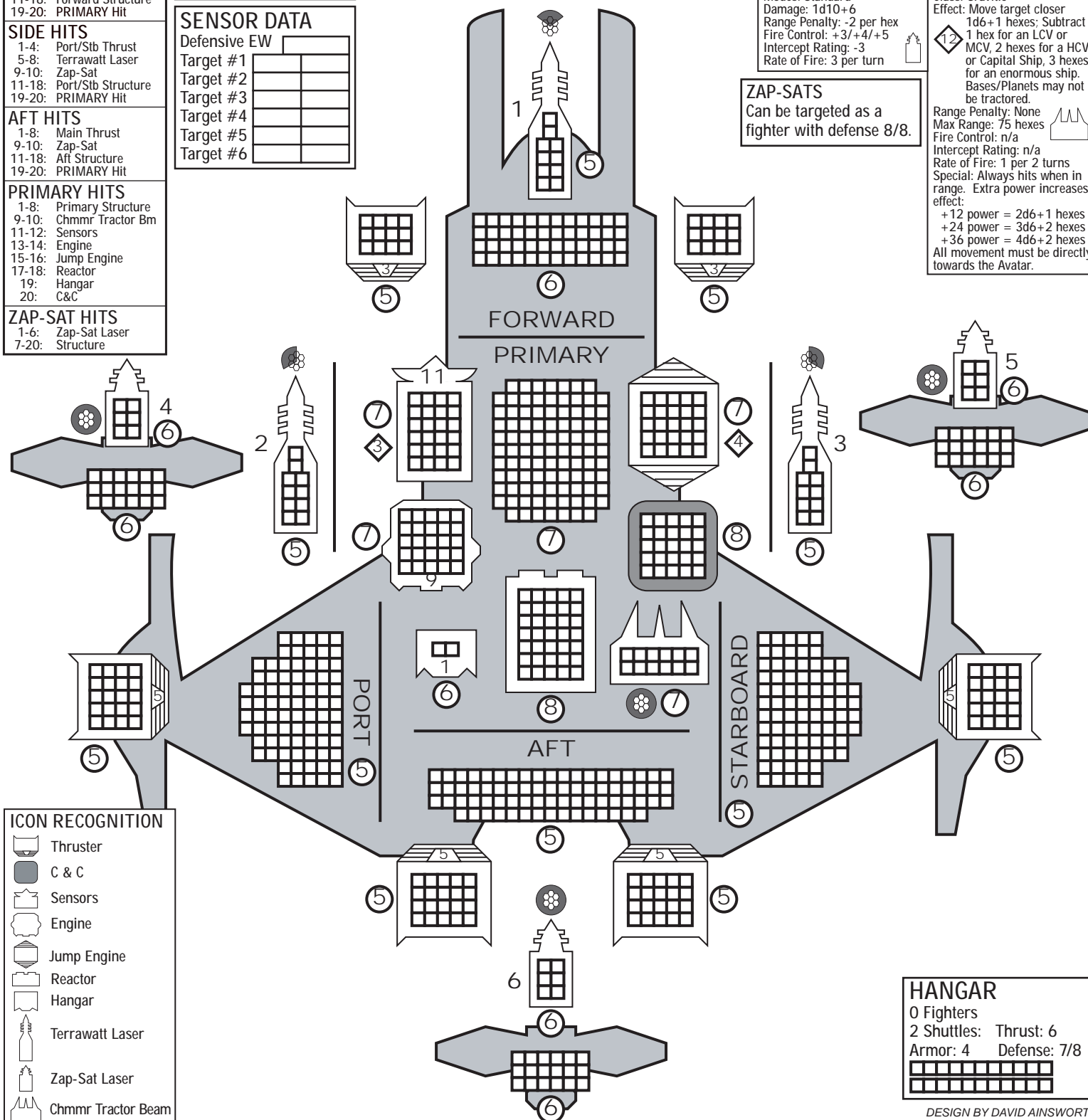
Target #2

Target #3

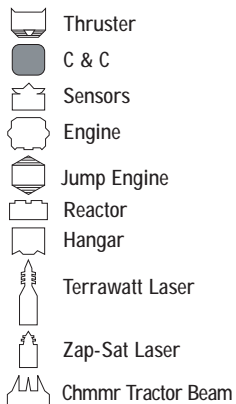
Target #4

Target #5

Target #6



## ICON RECOGNITION



## HANGAR

0 Fighters  
2 Shuttles: Thrust: 6  
Armor: 4 Defense: 7/8