



Chenjesu Broodhome

SPECS

Class: Capital Ship
In Service: SC1
Point Value: 875
Ramming Factor: 340
Jump Delay: 10 Turns

MANEUVERING

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

COMBAT STATS

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

WEAPON DATA

Photon Crystal Shard

PROXIMITY MODE:
Class: Proximity & Matter
Modes: Special
(Standard or Flash)
Damage: 36 of 15/10
Range Penalty: None
Max Range: 100 hexes
Fire Control: +2/+2/-2
Intercept Rating: Special (-2)
Rate of Fire: 1 per turn

PULSE MODE:

Class: Matter
Modes: Pulse (Flash)
Damage: 15/10 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Max Range: 10 hexes
Fire Control: +3/+2/-1
Int Rating: Special (-2/-1)
Rate of Fire: 1 per turn
Special: See Rules.

DOGI Generator

Rate of Fire: 1 per 3 turns
Special: Creates energy
draining DOGI's.
See Rules.

FORWARD HITS

1-6: Retro Thrust
7-9: Photon Crystal Shard
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-8: Port/Stb Thrust
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

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

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

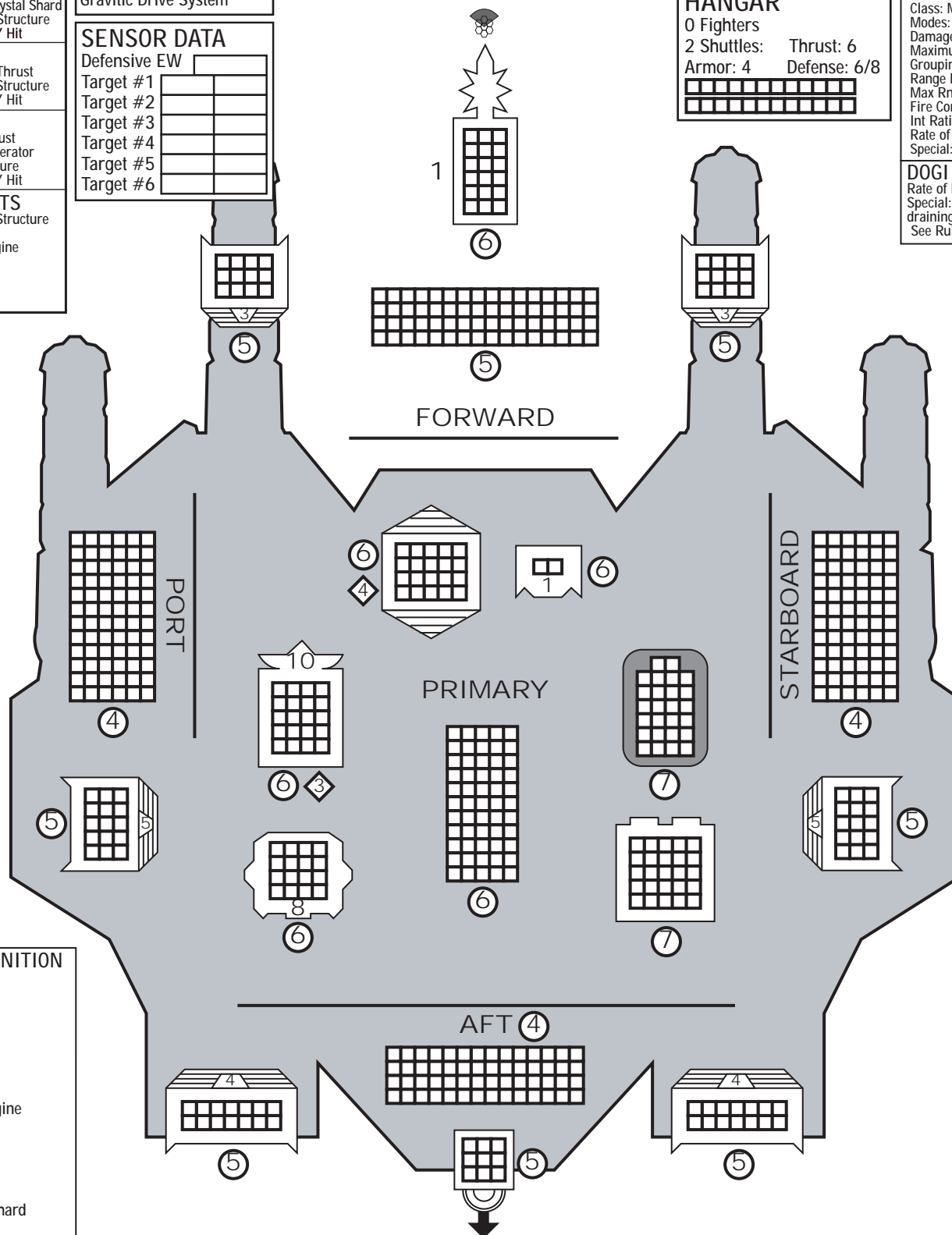
| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|---|---|---|----|----|----|----|----|----|
| Turn Cost | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |
| Turn Delay | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |

HANGAR

0 Fighters

2 Shuttles: Thrust: 6

Armor: 4 Defense: 6/8



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Photon Crystal Shard
- DOGI Generator