

Ur-Quan Dreadnought

SPECS

Class: Capital Ship
In Service: SC1/2/3
Point Value: 1000
Ramming Factor: 360
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Plasma Fusion Blast
Class: Plasma
Modes: Flash
Dmg: 9d10+20 (-1 per hex)
Range Penalty: -1 per 3 hexes
Fire Control: +5/+3/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Fusion Point Defense

Class: Molecular
Modes: Standard
Dmg: 1d10+9
Range Penalty: -2 per hex
Fire Control: +2/+2/+4
Intercept Rating: -3
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-7: Plasma Fusion Blast
8-9: Fusion Point Defense
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Fusion Point Defense
8-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Limited Availability (33%)
Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

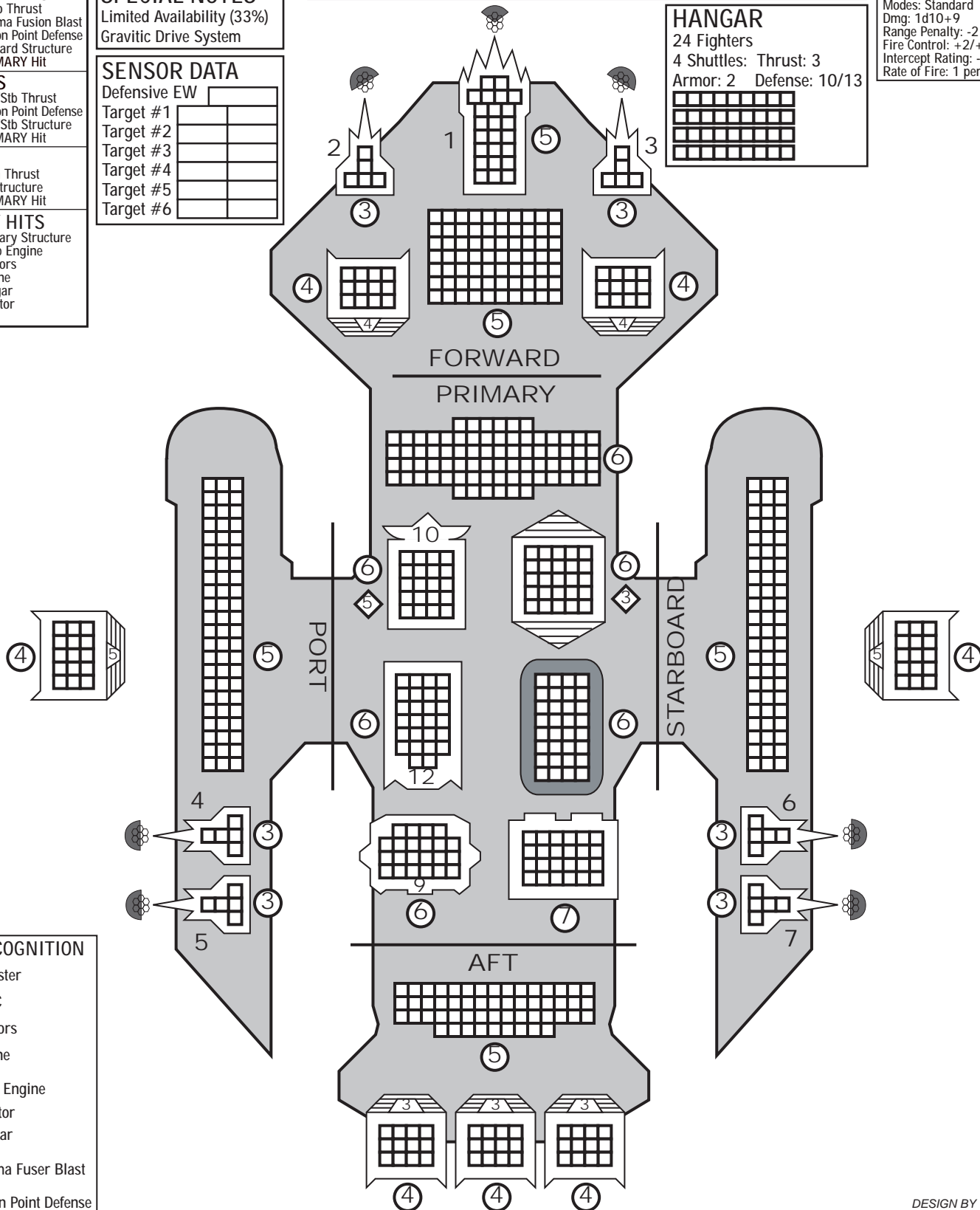
Target #6

HANGAR

24 Fighters

4 Shuttles: Thrust: 3

Armor: 2 Defense: 10/13



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Plasma Fuser Blast
- Fusion Point Defense