



Wraith Culling Cruiser

SPECS

Class: Hvy Cmbt Vsl
In Service: Ancient
Point Value: 550
Ramming Factor: 120
Hyper Delay: 12 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +8

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Medium Pulse Fusion Cannon

Class: Molecular
Mode: Pulse
Damage: 15 1d4 Times
Maximum Pulses: 5
Grouping Range: +1 per 3
Range Pen: -1 per 2 hexes
Fire Control: +4/+4/+4
Intercept Rating: -4
Rate of Fire: 1 per 2 turns

Light Pulse Fusion Cannon

Class: Molecular
Mode: Pulse
Damage: 10 1d4 Times
Maximum Pulses: 5
Grouping Range: +1 per 3
Range Pen: -1 per hex
Fire Control: +3/+2/+5
Intercept Rating: -5
Rate of Fire: 1 per turn

Wraith Transporter

Class: EM
Mode: special
Damage: special
Range Pen: -2 per hex
Fire Control: +5/+4/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special Notes: Can transport characters, marine units, and populace.
See Rules.

FORWARD HITS

1-5: Fwd Thruster
6-7: Mdm Pulse Fusion Cannon
8-9: Light Pulse Fusion Cannon
10-11: Wraith Transporter
12-18: Fwd Structure
19-20: Primary Hit

SPECIAL NOTES

Gravitic drive system
Atmospheric Capable
Limited ELINT (transporters)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

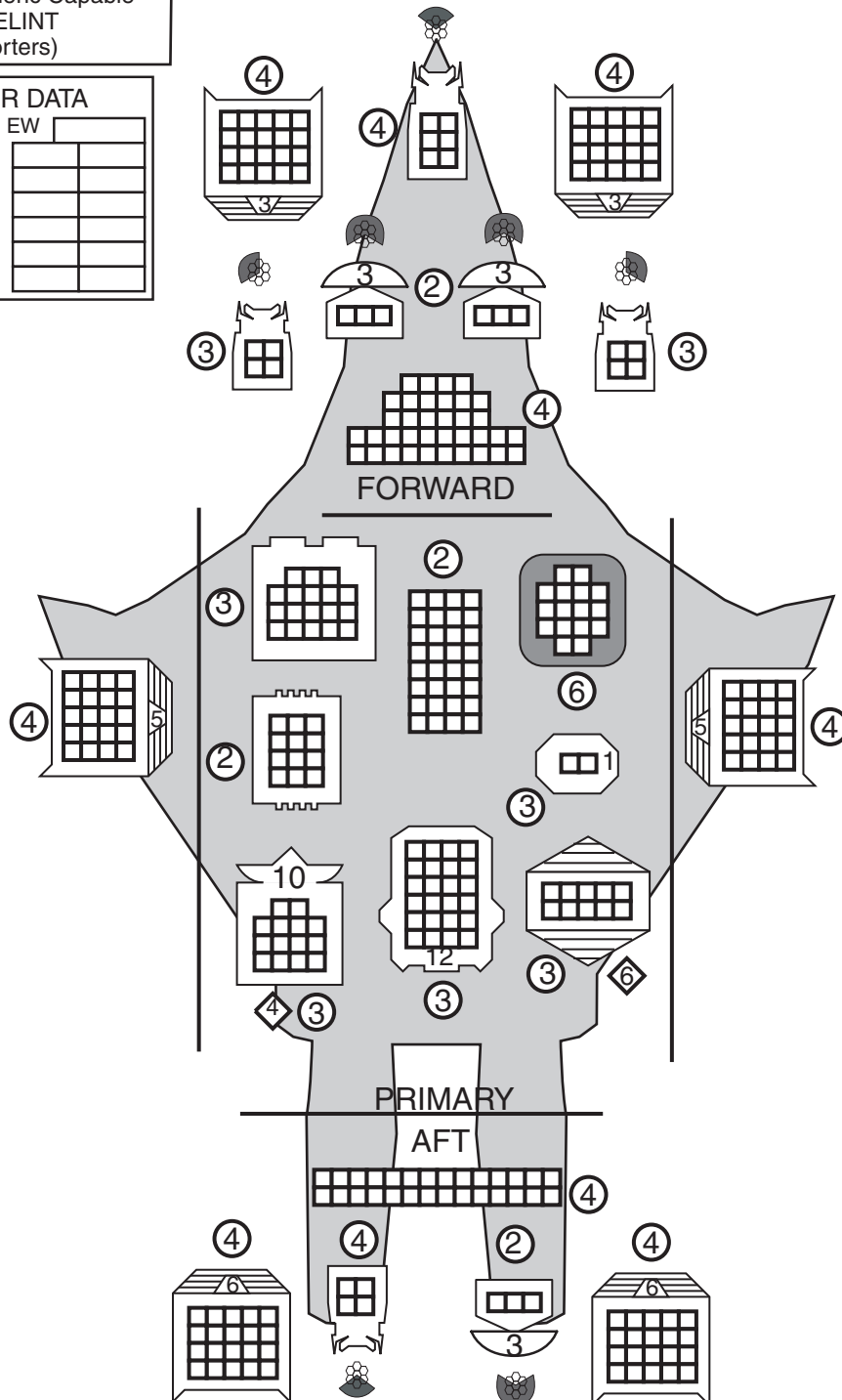
Target #6

AFT HITS

1-6: Aft Thruster
7-8: Light Pulse Fusion Cannon
9-10: Wraith Transporter
11-18: Aft Structure
19-20: Primary Hit

PRIMARY HITS

1-6: Primary Struct
7-9: Port/Stbd Thruster
10: Self-Repair
11: Prison/Barracks
12-13: Engine
14-15: Hyperspace Drive
16-17: Reactor
18-19: Sensors
20: C&C



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperspace Drive
- Reactor
- Self-Repair
- Wraith Transporter
- Medium Pulse Fusion Cannon
- Light Pulse Fusion Cannon
- Marine Barracks