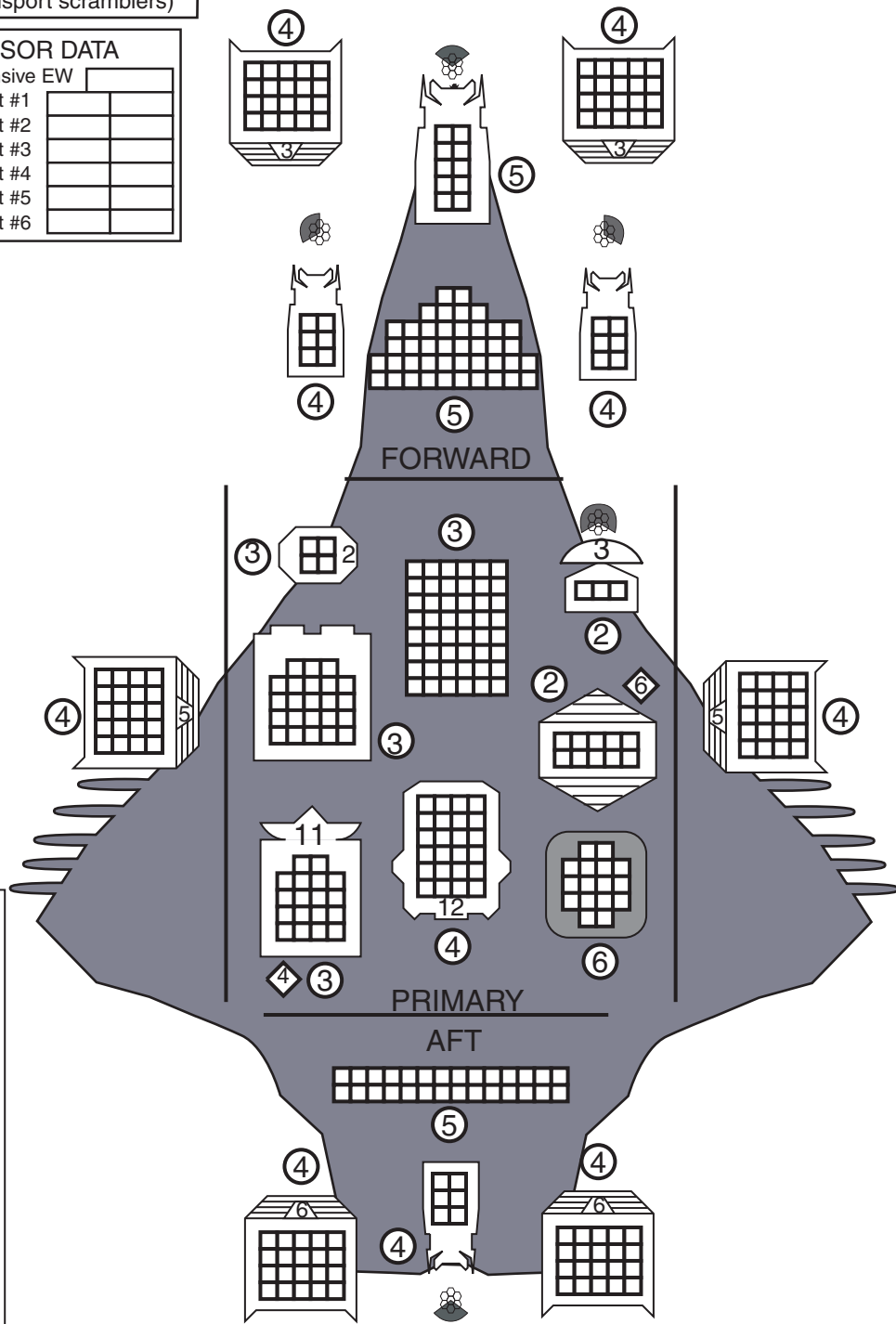


Wraith War Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Cmbt Vsl	Turn Cost: 1/2 x Speed	Fwd/Aft Defense: 14
In Service: Ancient	Turn Delay: 1/2 x Speed	Stb/Port Defense: 15
Point Value: 665	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 120	Pivot Cost: 3+3 Thrust	Extra Power: +0
Hyper Delay: 20 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +7
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
Heavy Pulse Fusion Cannon
Class: Molecular
Mode: Pulse
Damage: 20 1d3 Times
Maximum Pulses: 4
Grouping Range: +1 per 4
Range Pen: -1 per 3 hexes
Fire Control: +5/+4/+3
Intercept Rating: -3
Rate of Fire: 1 per 3 turns
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
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	SPECIAL NOTES
1-5: Fwd Thruster	Gravitic drive system
6-8: Hvy Pulse Fusion Cannon	Atmospheric Capable
9-11: Mdm Pulse Fusion Cannon	Limited ELINT
12-18: Fwd Structure	(transport scramblers)
19-20: Primary Hit	
AFT HITS	SENSOR DATA
1-6: Aft Thruster	Defensive EW
7-10: Mdm Pulse Fusion Cannon	Target #1
11-18: Aft Structure	Target #2
19-20: Primary Hit	Target #3
PRIMARY HITS	Target #4
1-6: Primary Struct	Target #5
7-9: Port/Stbd Thruster	Target #6
10: Self-Repair	
11: Wraith Transporter	
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
Heavy Pulse Fusion Cannon
Medium Pulse Fusion Cannon