



# TC Waterloo Heavy Cruiser [2660s]



## SPECS

Class: Capital Ship  
In Service: 2660s?  
Point Value: 1000  
Ramming Factor: 275  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +1

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

Anti-Matter Gun  
Class: Anti-Matter  
Modes: Standard  
Damage: 1d10+21  
Range Penalty: -1 per 2  
Fire Control: +4/+2/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

Flak Cannon  
This weapon may fire in either point defense or burst mode, chosen at the time of firing.

Burst Mode  
Class: Particle  
Modes: Flash(Special)  
Damage: 1d6  
Fire Control: -/+2  
Range Penalty: -1 per hex  
Intercept Rating: -1  
Rate of Fire: 2 per turn

Point Defense Mode  
Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Fire Control: +0/+1/+6  
Range Penalty: -2 per hex  
Intercept Rating: -2  
Rate of Fire: 2 per turn

## FORWARD HITS

1-5: Retro Thrust  
6-9: Anti-Matter Gun  
10-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
7-8: Anti-Matter Gun  
9: Flak Cannon  
10-12: Launch Bay  
13-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-9: Main Thrust  
10-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-10: Flak Cannon  
11-12: Jump Drive  
13-14: Sensors  
15-16: Engine  
17-18: Service Bay  
19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

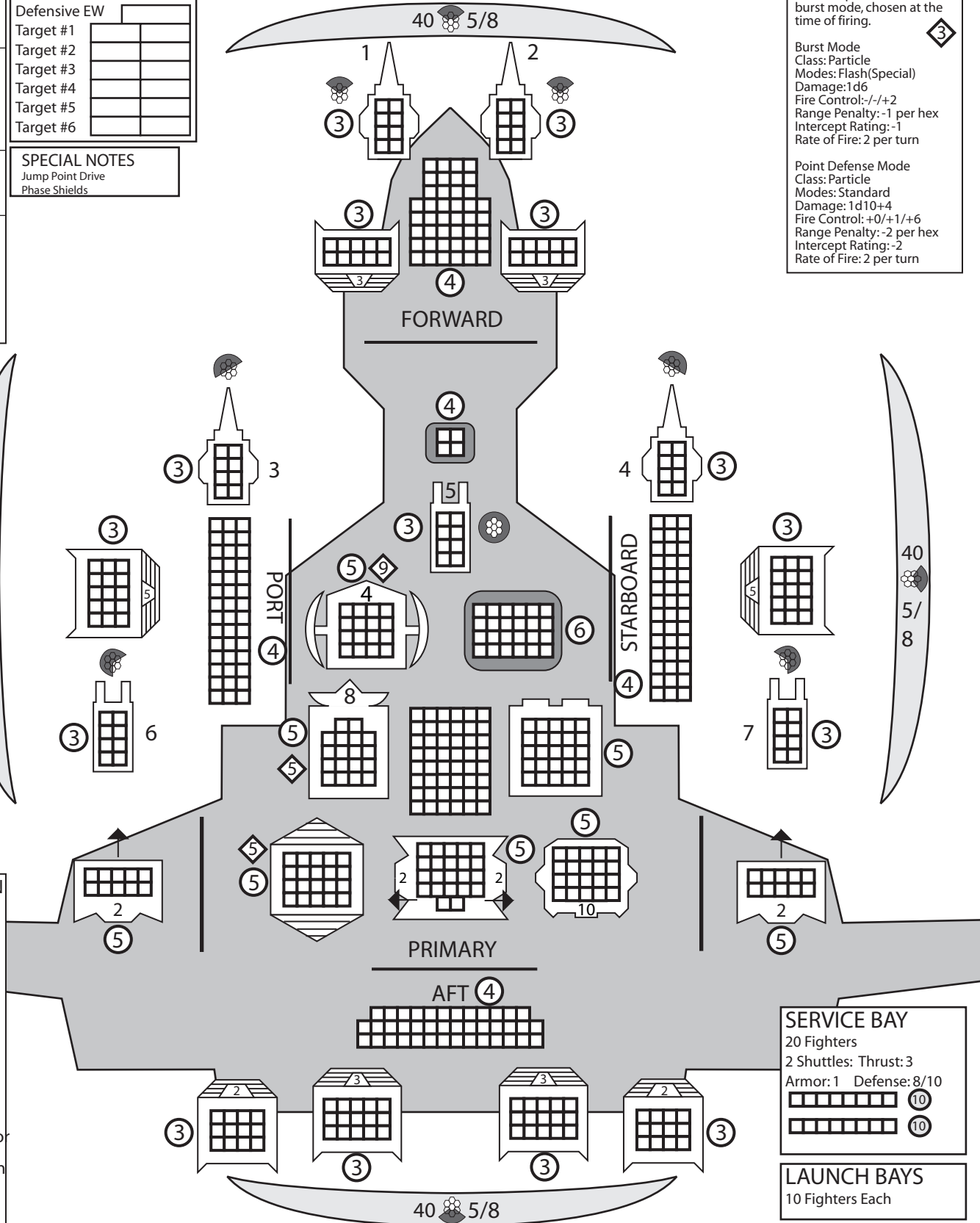
Target #5

Target #6

## SPECIAL NOTES

Jump Point Drive

Phase Shields



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Launch Bay
- Service Bay
- Shield Generator
- Anti-Matter Gun
- Flak Cannon

## SERVICE BAY

20 Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

## LAUNCH BAYS

10 Fighters Each