

**SENSOR DATA**

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

**FORWARD HITS**

1-2: Power Absorber  
 3-6: Hvy Tractor Repulsor  
 7-10: Gravitic Focuser  
 11-12: Battery  
 13-18: Forward Structure  
 19-20: PRIMARY Hit

**SIDE HITS**

1-2: Power Absorber  
 3-5: Hvy Tractor Repulsor  
 6-9: Gravitic Focuser  
 10: Battery  
 11-18: Side Structure  
 19-20: PRIMARY Hit

**AFT HITS**

1-2: Power Absorber  
 3-7: Impulse Thruster  
 8: Cargo  
 9: Tractor  
 10-13: Warp Engine  
 14-18: Aft Structure  
 19-20: PRIMARY Hit

**PRIMARY HITS**

1-8: Primary Structure  
 9-10: Displacement Device  
 11-12: Sensors  
 13-15: Hangar  
 16-17: Engine  
 18-19: Reactor  
 20: C&C

**SPECIAL NOTES**

Restricted Availability (10%)

Gravitic Drive System  
 Impulse Drive  
 Satellite Ship Launch  
 Costs 4 Power

**Andromedan Dominator****SPECS**

Class: Capital Ship  
 In Service: 2275  
 Point Value: 1445  
 Ramming Factor: 300  
 Warp Delay: 5 Turns

**MANEUVERING**

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

**COMBAT STATS**

Fwd/Aft Defense: 18  
 Stb/Port Defense: 19  
 Engine Efficiency: 4/1  
 Extra Power: 0  
 Initiative Bonus: +0

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

**WEAPON DATA****Heavy Tractor Repulsor**

Class: Gravitic  
 Mode: Raking  
 Damage: 5d10+10  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+2/+0  
 Intercept Rating: -1  
 Rate of Fire: 1 per 3 turns

**Gravitic Focuser**

Class: Gravitic  
 Mode: Standard  
 Damage: 1d10+4  
 +2 power: 1d10+7  
 +4 power: 1d10+10  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +2/+2/+3  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

**Displacement Device**

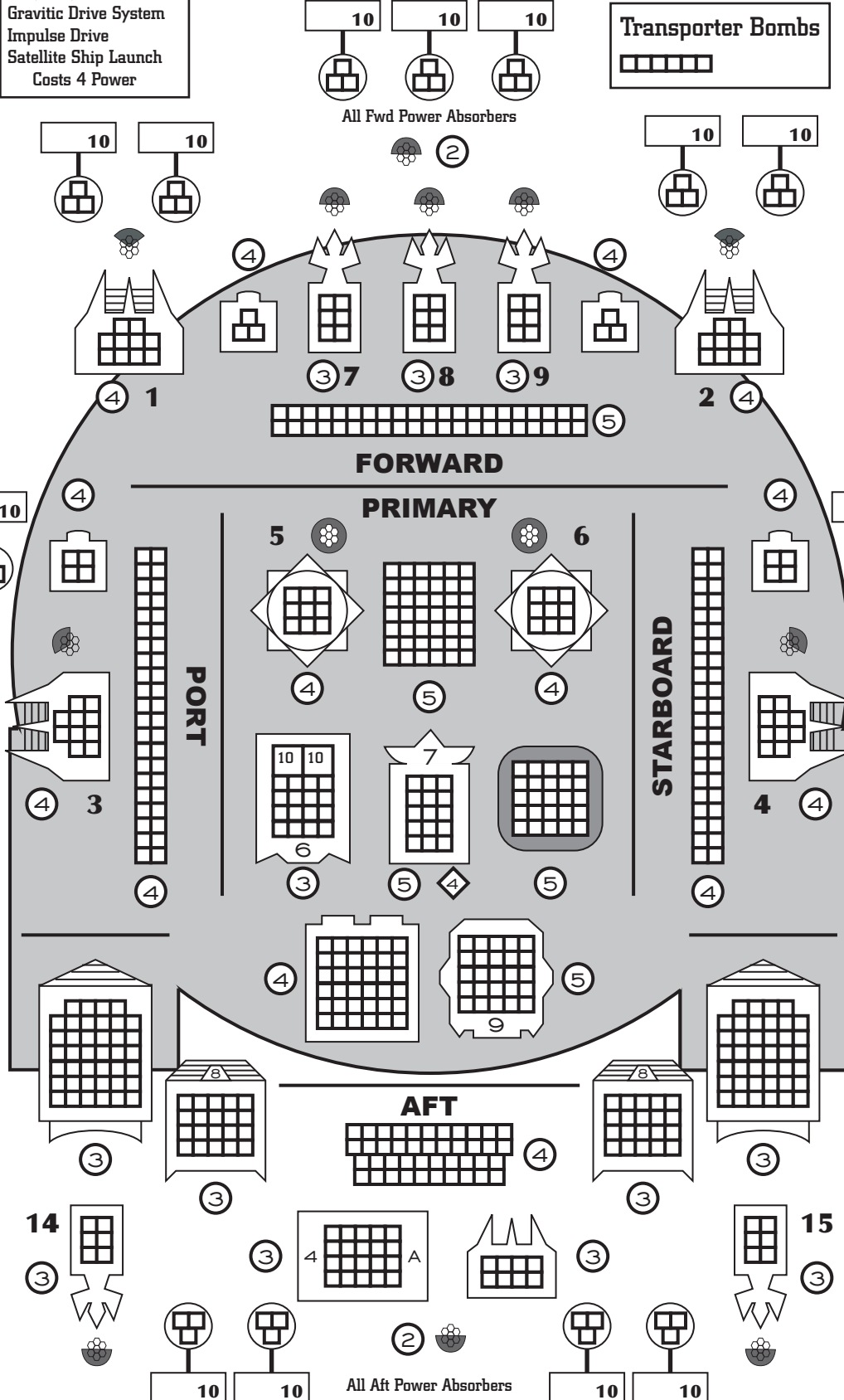
Class: Gravitic  
 Mode: Special  
 Damage: +13 Init, -4 FC (friendly)  
 -13 Init, -4 FC (enemy)  
 Range Penalty: -1 per 2 hexes  
 Max Range: 25 hexes  
 Fire Control: +3/+3/-  
 Intercept Rating: na  
 Rate of Fire: 1 per 3 turns  
 Roll 1d6 for self-displacement  
 1-5: successful (apply friendly)  
 6: roll 1d6 again  
 1-5: self-displacement fails  
 6: misfire (apply enemy)

**Tactical T-Bomb**

Class: Proximity (Antimatter)  
 Mode: Flash  
 Base to hit hex: 20  
 Damage: 2X  
 Maximum X: 15  
 Max Range: Ship's EW rating  
 Fire Control: none  
 Intercept Rating: n/a  
 Rate of Fire: 1 per transporter

**HANGAR**

9 Small Satellite Ships  
 OR  
 6 Medium Satellite Ships  
 OR  
 4 Large Satellite Ships

**ICON RECOGNITION**

- Battery
- Power Absorber
- Sensor
- Engine
- Reactor
- C&C
- Hvy Tractor Repulsor
- Gravitic Focuser
- Displacement Device
- Impulse Thruster
- Warp Engine
- Cargo