



Version 2: 2E/ST

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



# Crystalline Entity

## SPECS

Class: Enormous Unit  
In Service: Ancient  
Point Value: N/A  
Ramming Factor: 400  
Warp Delay: 2 Turns

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 1+0 Thrust  
Roll Cost: 0+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 19 (14)  
Stb/Port Defense: 19 (14)  
Engine Efficiency: 1/1  
Extra Power: +0  
Initiative Bonus: +2

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

**Hypergraviton Blaster**  
Class: Gravitic  
Mode: Raking (20)  
Damage: 5d10+40  
2 turns arming: 10d10+80  
Range Penalty: -1 per 4 hexes  
Fire Control: +6/+6/+6  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Alternate Fire: Can transfer damage (see rules).  
Special: Each 6 points of thrust applied to the weapon add +10 to damage.

**Lt Antigravity Beam**  
Class: Gravitic  
Mode: Standard  
Damage: 2d10+4  
Range Penalty: -1 per 2 hexes  
Fire Control: +1/+2/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn  
Alternate Fire: Can use 2 shots of 1d10+2 damage each

**EM Shield**  
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.  
Defense rating shown in parenthesis ( ) indicates value with shield active.

## SECTION HITS

1-4: Thruster  
5-7: EM Shield  
8-10: Lt Antigravity Beam  
11-18: Section Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Structure  
8-9: Hypergraviton Blstr  
10-11: Warp Engine  
12-13: Self Repair  
14-15: Engine  
16-18: Sensors  
19: Reactor  
20: C&C

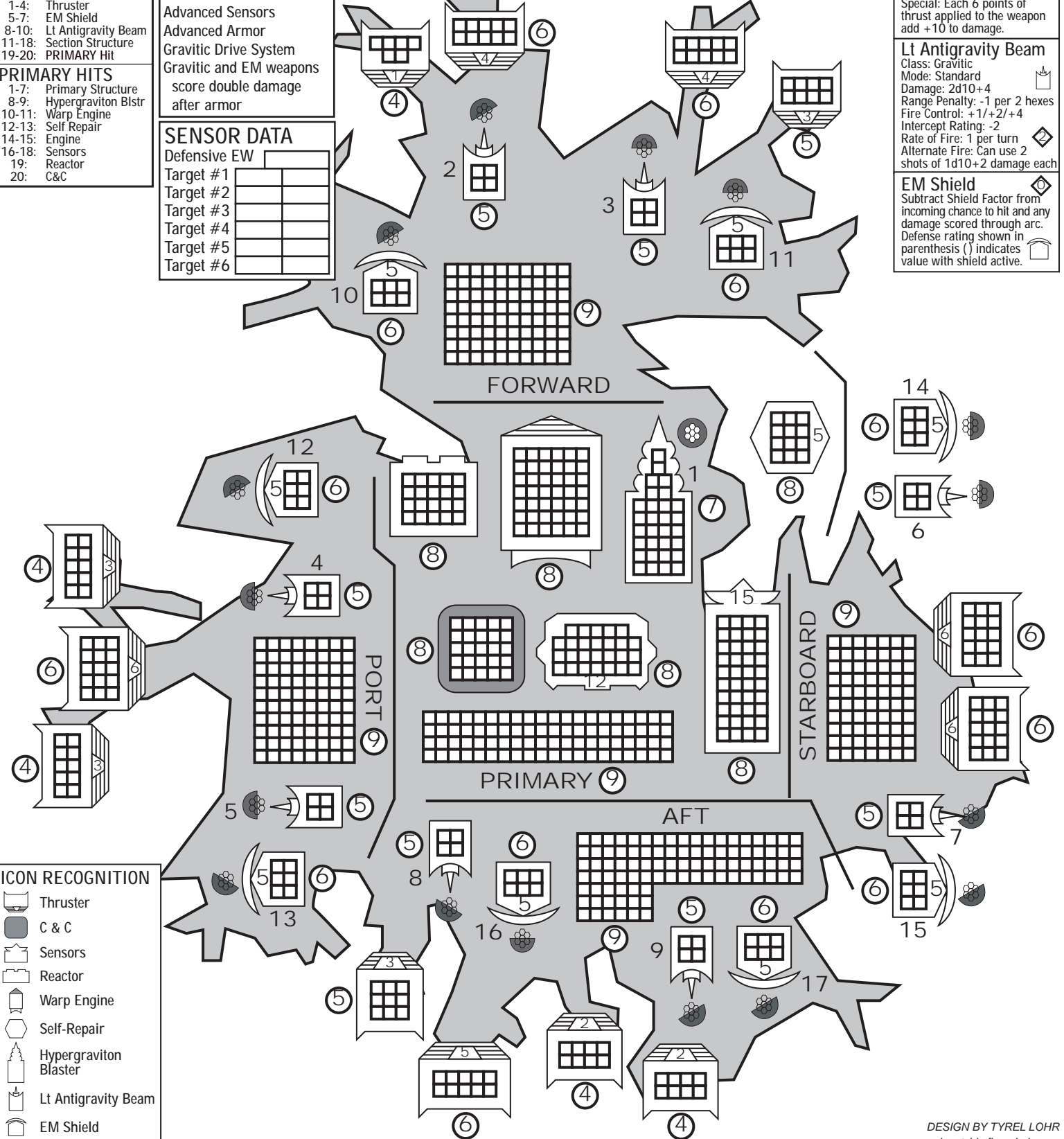
## SPECIAL NOTES

Advanced Sensors  
Advanced Armor  
Gravitic Drive System  
Gravitic and EM weapons score double damage after armor

## SENSOR DATA

Defensive EW

Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Reactor
- Warp Engine
- Self-Repair
- Hypergraviton Blaster
- Lt Antigravity Beam
- EM Shield