

Reman Evicerator Class

SPECS

Class: Capital Ship
In Service: 2379
Point Value: 1450
Ramming Factor: 375
Warp Delay: 3 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 15
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +2

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

Hvy Disruption Bolt
Class: Molecular
Mode: Standard
Damage: 22
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Disruption Bolt
Class: Molecular
Mode: Standard
Damage: 16
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Thaleron Torpedo
Class: Ballistic + Molecular
Mode: Flash
Dmg: 2X+12 (Shields)
Max X: 10
Range Penalty: -1 per 3 hexes
Max Range: 45 hexes
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: If damage scored on hull of ship then apply D10 damage to every system on facing hull representing the crew being killed off.

Light Disruption Bolt
Class: Molecular
Mode: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +3/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS
1-3: Deflector Shield
4-5: Thaleron Torpedo
6-8: Hvy Disruption Bolt
9-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-2: Impulse Thruster
3: Deflector Shield
4-5: Disruption Bolt
6-8: Lt Disruption Bolt
9-11: Warp Engine
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-4: Impulse Thruster
5-6: Deflector Shield
7-8: Hvy Disruption Bolt
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-9: Cloaking Device
10-11: Shield Generator
12: Tractor Beam
13-14: Sensors
15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

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

HANGAR

12 Fighters
4 Shuttles

Deflector Shield

Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

