



# Terran Pioneer Cruiser

## SPECS

Class: Capital Ship  
In Service: 2150  
Point Value: 425  
Ramming Factor: 180  
Warp Delay: 20 Turns

## MANEUVERING

Turn Cost: 3/2 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: N/A  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 18  
Engine Efficiency: 6/1  
Extra Power: +4  
Initiative Penalty: -2

## WEAPON DATA

**Dual Lt Tactical Laser**  
Class: Laser  
Modes: Raking  
Damage: 2d10  
Range Penalty: -1 per hex  
Fire Control: +3/+2/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

## Class-S0 Missile Rack

Class: Ballistic  
Missiles: 12  
Range Penalty: None  
Fire Control: +2/+2/+2  
Rate of Fire: 1 per 2 turns

## Class-D Missile Rack

Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per turn  
Special: Fires Spider Defense Missiles only.

**Magnetic Grappler**  
Attaches the ship to the target vessel. Once attached, functions as a tractor beam.

## Polarized Hull Plating

Active hull plating units increase the armor of all systems in their section by an amount equal to the plating unit's current value. See Rules.

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## HANGAR

0 Fighters  
10 Shuttles

## FORWARD HITS

1-3: Class-S0 Rack  
4-6: Class-D Rack  
7-9: Polarized Hull  
10-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Class-S0 Rack  
4-5: Class-D Rack  
6-7: Polarized Hull  
8-10: Warp Engine  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Impulse Thruster  
7-8: Polarized Hull  
9-17: Aft Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Structure  
8-10: Dual Lt Tactical Laser  
11: Grappling Claw  
12-13: Sensors  
14-16: Engine  
17-18: Hangar  
19: Reactor  
20: C&C

## SPECIAL NOTES

Limited Availability (33%)  
Antiquated Sensors  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

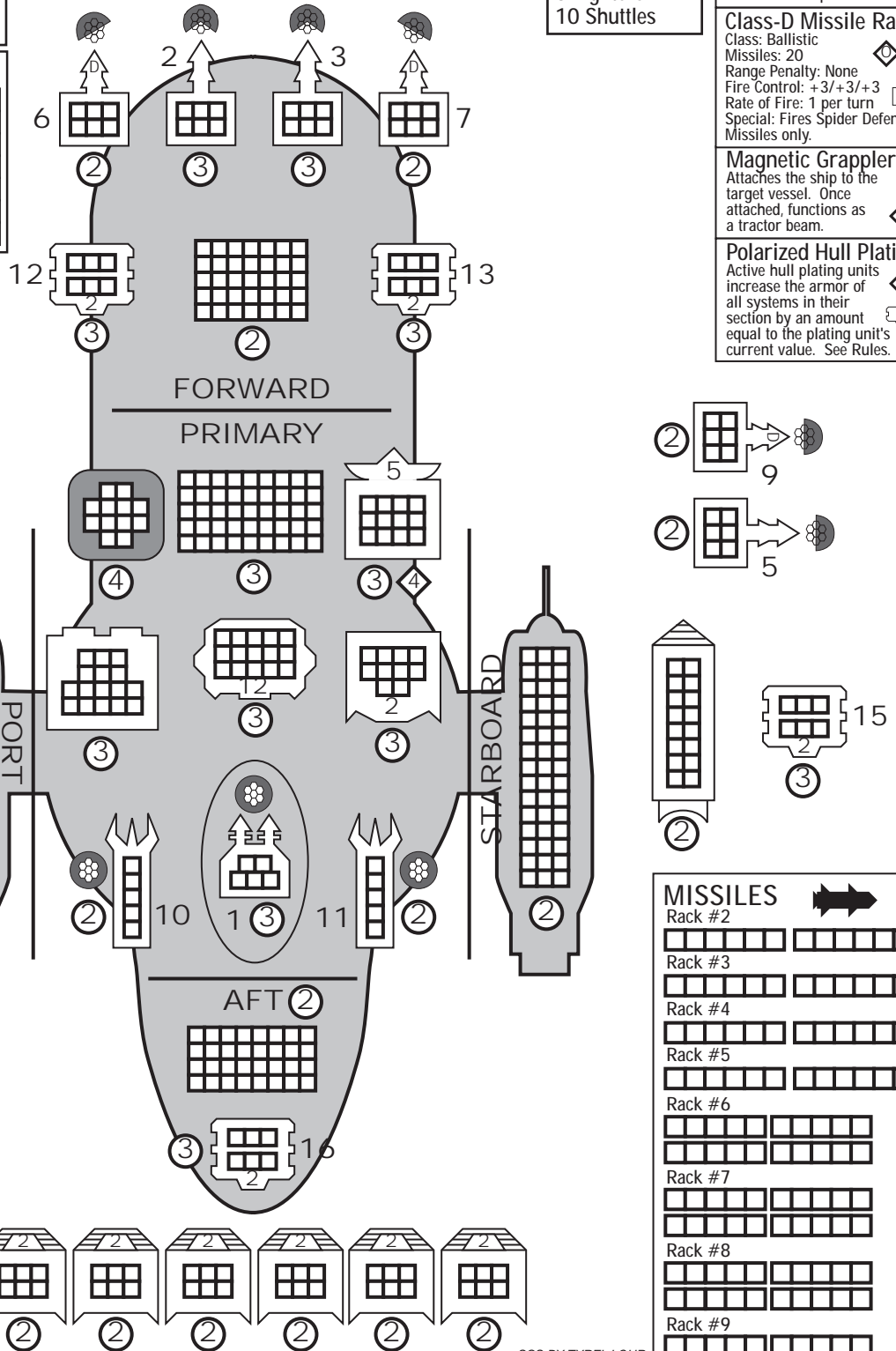
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Warp Engine
- Dual Lt Tactical Laser
- Magnetic Grappler
- Polarized Hull
- Class-S0 Missile Rack
- Class-D Missile Rack

## MISSILES

Rack #2	
Rack #3	
Rack #4	
Rack #5	
Rack #6	
Rack #7	
Rack #8	
Rack #9	