

# Tak'Cha Fir'Bolg Cruiser

## SPECS

Class: Capital Ship  
In Service: 1109  
Point Value: 690  
Ramming Factor: 260  
Jump Delay: 16 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
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

## SPECIAL NOTES

May swap Shuttle boxes for fighter boxes at a cost of 5 points per box

## SENSOR DATA

Defensive EW

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

## FORWARD HITS

1-5: Retro Thrust  
6-10: Zeon Disruptor  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
5-10: Zeon Defender  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-12: Zeon Disruptor  
13-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Struct  
7-8: Cargo  
9-10: Jump Engine  
12: Armour Repair  
11-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

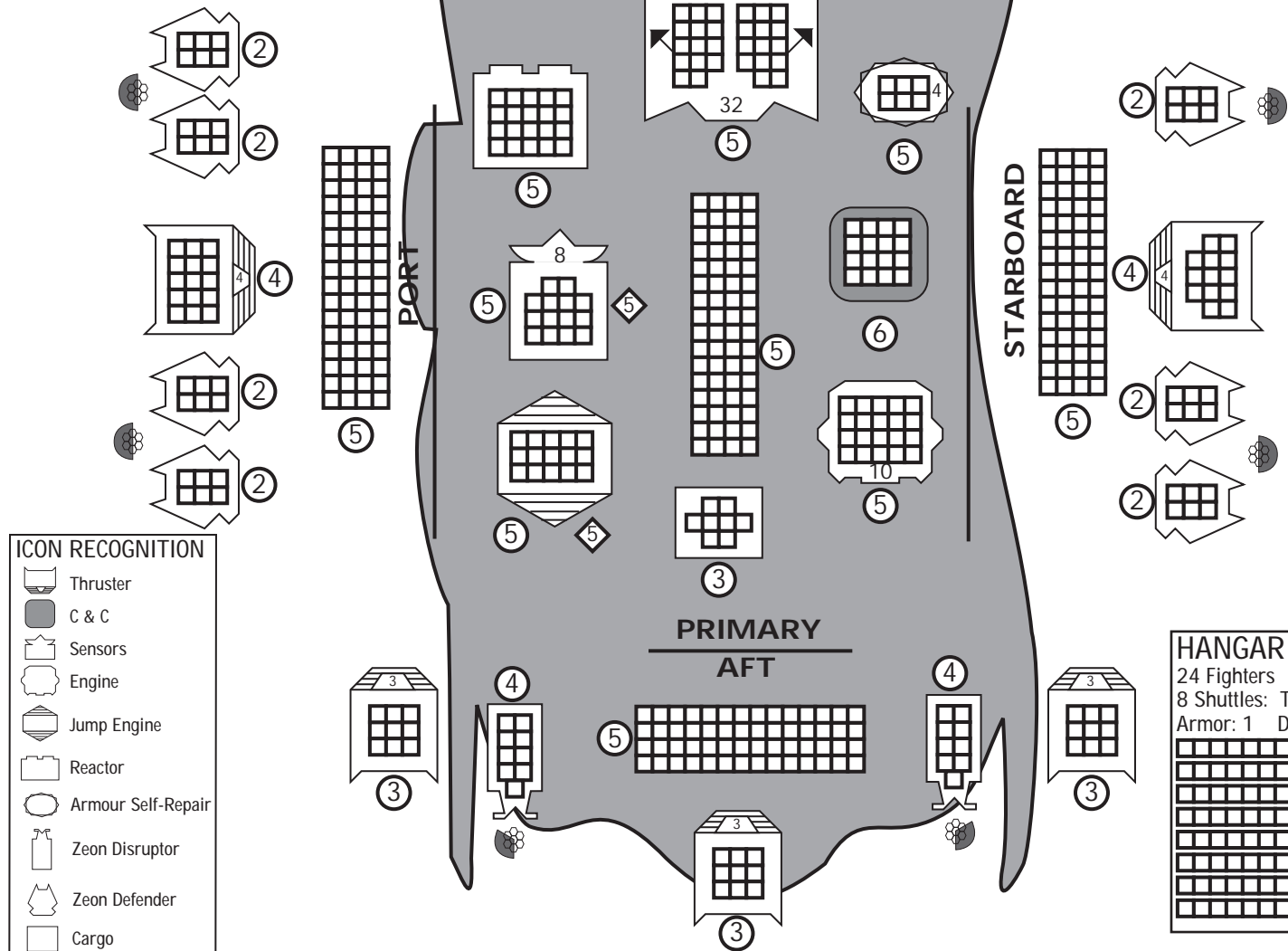
## WEAPON DATA

### Zeon Disruptor

Class: Electromagnetic  
Mode: Raking  
Damage: 4d10+22  
Range Penalty: -1 / 3 hexes  
Fire Control: +4/+0/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
*Special: Any system damaged by this weapon must make a critical roll at double its damage value.*  
*Exception: Units with Advanced Armour, Ipsha Ships*

### Zeon Defender

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE: None



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Armour Self-Repair
- Zeon Disruptor
- Zeon Defender
- Cargo

## HANGAR

24 Fighters  
8 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

