

ISA Unzadenn Strike Cruiser

SPECS

Class: Capital Ship
In Service: 2271
Point Value: 1300
Ramming Factor: 270
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: 3 + 3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

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

Limited Deployment (33%)
Gravitic Drive System

MAIN HANGAR

2 Flyers
6 Fighters

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Forward Hits

1-5: Retro Thrust
6-10: Imp. Neutron Laser
10-18: Forward Structure
19-20: Primary Hit

Side Hits

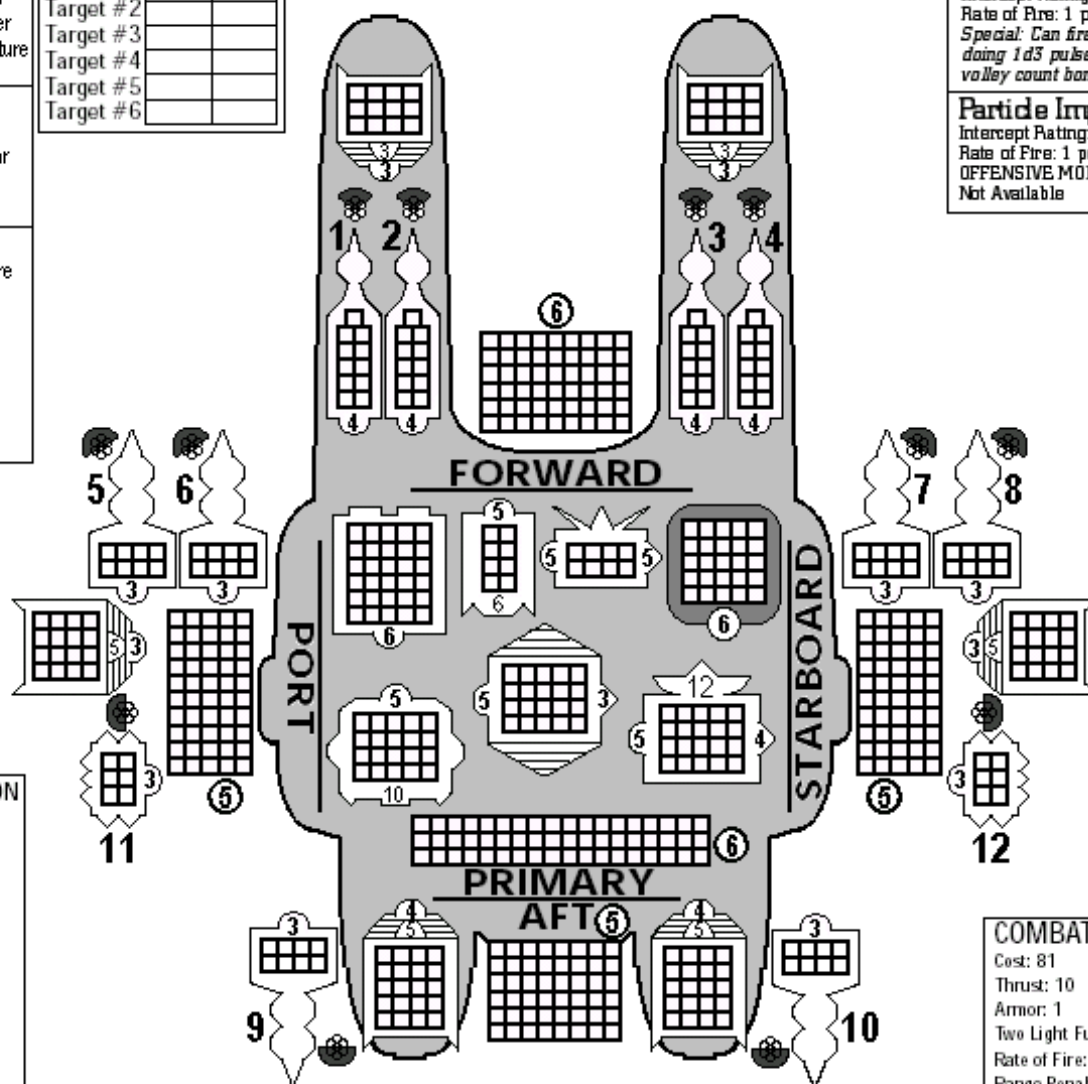
1-5: Port/Stb Thrust
6-8: Molecular Pulsar
9-10: Particle Impeder
11-18: Port/Stb Structure
19-20: Primary Hit

Aft Hits

1-6: Main Thrust
7-9: Molecular Pulsar
10-18: Aft Structure
19-20: Primary Hit

Primary Hits

1-8: Primary Structure
9-10: Jammer
11-12: Jump Drive
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jammer
- Jump Engine
- Reactor
- Hangar
- Particle Impeder
- Impr. Neutron Laser
- Molecular Pulsar

Weapon Data

Neutron Laser (Impr.)

Class: Laser
Modes: R, P, S(3)
Damage: 4d10+18
Range Penalty: -1 per 4 hexes
Fire Control: +5/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Molecular Pulsar

Class: Molecular
Mode: Standard
Damage: 10 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire every turn doing 1d3 pulses with no volley count bonus

Particle Impeder

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Not Available

COMBAT FLYERS

Cost: 81 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

