

Name: _____ Counter: _____



Grome Graan Warcruiser

SPECS

Class: Capital Ship
In Service: 2268
Point Value: 675
Ramming Factor: 400
Jump Delay: 36 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: 0

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

Medium Railgun
Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Flak Cannon
Intercept Rating: -3
Rate of fire: 1 per turn
OFFENSIVE MODE:
Class: Matter
Modes: Flash
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: -/-/+4

Lt Railgun
Class: Matter
Modes: Standard
Damage: 1d10+5
Range Penalty: -1 per hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Medium Blast Cannon
Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Heavy Blast Cannon
Class: Matter
Modes: Pulse
Damage: 8 1d6 times
Maximum Pulses: 6
Grouping Range: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

FORWARD HITS
1-4: Retro Thrust
5-6: Medium Railgun
7-8: Heavy Blast Cannon
9-10: Flak Cannon
11-15: Forward Strut
17-18: Connecting Strut
19-20: PRIMARY Hit

SIDE HITS
1-6: Port/Stb Thrust
7-8: Flak Cannon
9: Light Railgun
10: Medium Blast Cannon
11-15: Port/Stb Strut
16-18: Connecting Strut
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Flak Cannon
9-15: Aft Strut
16-18: Connecting Strut
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Strut
8-9: Targeting Array
10-11: Jump Engine
12-13: Engine
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

Note: "Connecting Strut" hits score double damage to the facing structure (after armor).

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECIAL NOTES

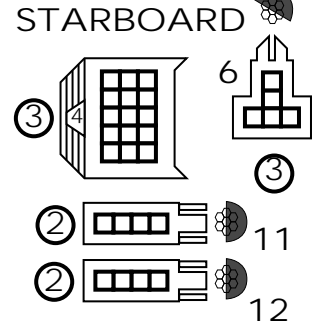
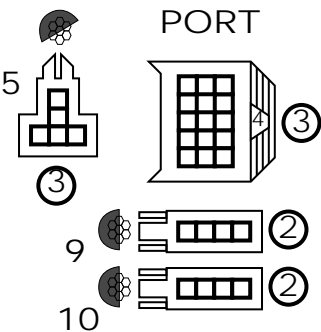
Antiquated Sensors

HANGAR

6 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Railgun
- Heavy Blast Cannon
- Med Blast Cannon
- Light Railgun
- Flak Cannon

Targeting Array (Escort)

Maximum Range: 15
Adds fire control to all weapons against specified target. Degredation occurs if multiple targeting lasers are used on same target.
Cannot be used on fighters or smaller units. Can combine with other ships (escort role)