



Nyglum Tvorum Strike Cruiser

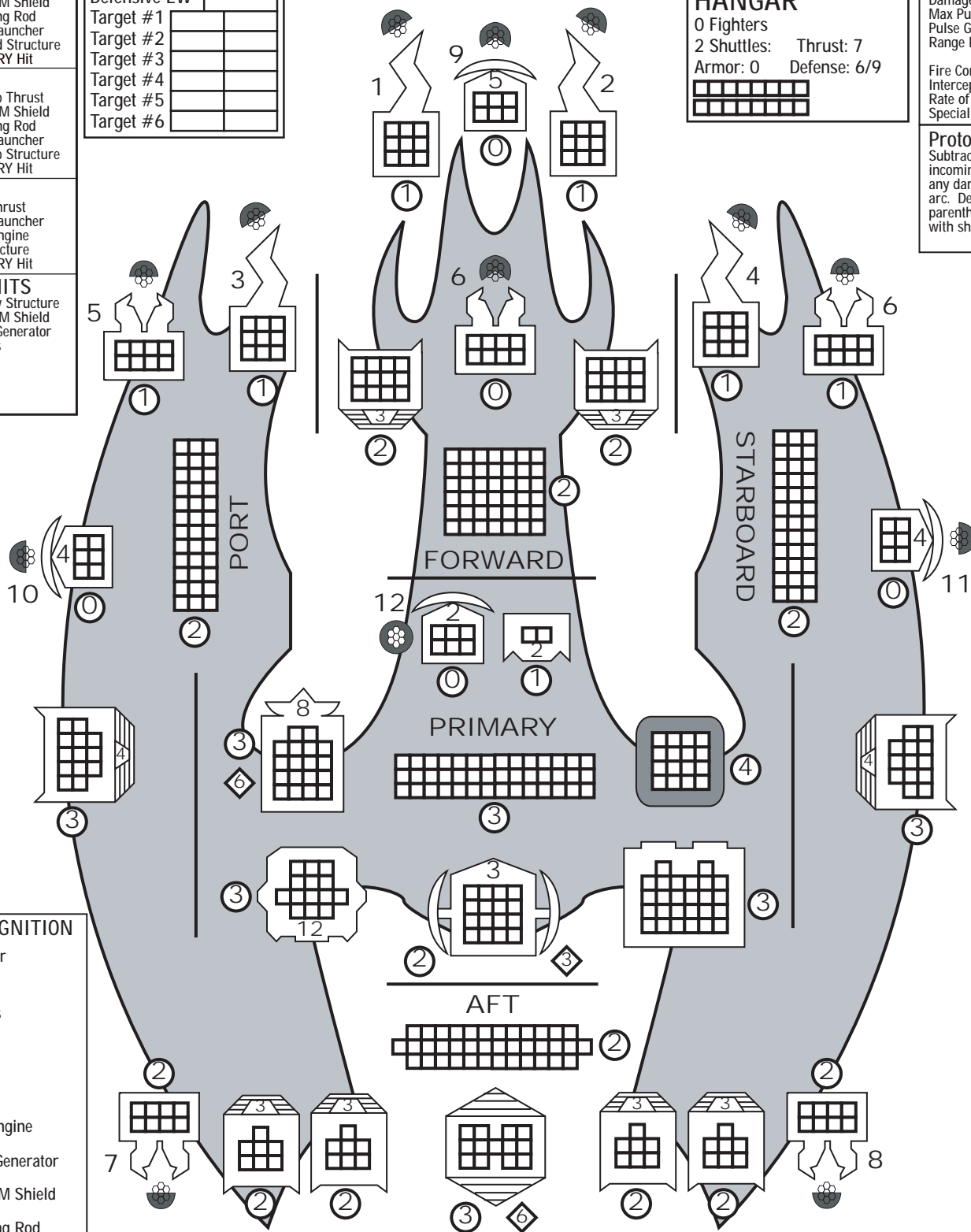
SPECS Class: Capital Ship In Service: 2057 Point Value: 500 Ramming Factor: 190 Jump Delay: 28 Turns	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 3+3 Thrust	COMBAT STATS Fwd/Aft Def: 15 (10/11) Stb/Port Defense: 17 (12) Engine Efficiency: 3/1 Extra Power: +0 Initiative Bonus: +2
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	

WEAPON DATA
Lightning Rod Class: Electromagnetic Modes: R(6),S Damage: (3d10) x 2 Range Penalty: -1 per 2 hexes Fire Control: +2/+2/-4 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Burst Launcher Class: Electromagnetic Modes: Pulse Damage: 2d6 1d3 times Max Pulses: 3 Pulse Grouping: +1 per 5 Range Penalty: -1 per hex after range 25 Fire Control: +3/+2/- Intercept Rating: -2 Rate of Fire: 1 per 2 turns Special: +5 to critical rolls.

FORWARD HITS 1-4: Retro Thrust 5-6: Proto-EM Shield 7-9: Lightning Rod 10: Burst Launcher 11-17: Forward Structure 18-20: PRIMARY Hit
SIDE HITS 1-4: Port/Stb Thrust 5-6: Proto-EM Shield 7-8: Lightning Rod 9-10: Burst Launcher 11-17: Port/Stb Structure 18-20: PRIMARY Hit
AFT HITS 1-7: Main Thrust 8-9: Burst Launcher 10-12: Jump Engine 13-17: Aft Structure 18-20: PRIMARY Hit
PRIMARY HITS 1-8: Primary Structure 9: Proto-EM Shield 10-11: Shield Generator 12-14: Sensors 15: Hangar 16-17: Engine 18-19: Reactor 20: C&C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
2 Shuttles: Thrust: 7
Armor: 0 Defense: 6/9



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Jump Engine
Shield Generator
Proto-EM Shield
Lightning Rod
Burst Launcher

Proto-EM Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.