

Name: _____ Counter: _____



Earthling Heavy Cruiser

SPECS

Class: HCV
In Service: SC1&2
Point Value: 425
Ramming Factor: 150
Jump Delay: 32 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (13)
Stb/Port Defense: 15 (14)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +6

WEAPON DATA

Class-FF Missile Rack
Class: Ballistic
Missiles: 15
Range Penalty: None
Fire Control: +3/+2/+0
Rate of Fire: 1 per 2 turns
Can fire nuclear missiles.

Laser Defence Grid

Class: Laser
Mode: Pulse (Special)
Damage: 1d10+2
Range Penalty: None (max 4)
Fire Control: +0/+0/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Up to 6 shots at any enemy unit per turn. Follows Pulsar Mine rules. Decreases ship profile by 1 vs non laser attacks if grid is in arc.

Nuclear Missile

Mode: Flash
Damage: 35
Max Range: 45 hexes
Fire Control: +0/+0/-
Interception Rating: n/a

MISSILES

Rack #1
Rack #2

FORWARD HITS

1-4: Retro Thrust
5-9: Class-FF Rack
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Port/Stbd Thrust
7-8: Jump Drive
9-10: Laser Defence Grid
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Structure
7-8: Main Thrust
9-10: Port/Stbd Thrust
11-12: Laser Defence Grid
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Agile Ship
No Snap Turns or Skindancing allowed
Atmospheric Capable

SENSOR DATA

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

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

HANGAR

0 Fighters
2 Shuttle: Thrust: 3
Armor: 0 Defense: 9/9

PORT

STARBOARD

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Hangar
- Class-FF Missile Rack
- Laser Defence Grid

