



Chmmr Avatar

SPECS

Class: Capital Ship
In Service: SC2/3
Point Value: 1200
Ramming Factor: 360
Jump Delay: 15 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
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	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

Terrawatt Laser

Class: Laser
Modes: R, S(3)
Damage: 4d10+20
Range Penalty: -2 per 3 hexes
Fire Control: +5/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Can fire at an accelerated ROF, for less damage, as shown below:
1 per turn: 2d10+10

Sub Terrawatt Laser

Class: Laser
Modes: R,S
Damage: 2d10+10
Range Penalty: -1 per hex
Fire Control: +4/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn

Zap-Sat Laser

Class: Laser
Modes: Standard
Damage: 1d10+6
Range Penalty: -2 per hex
Fire Control: +3/+4/+5
Intercept Rating: -3
Rate of Fire: 2 per turn

FORWARD HITS

1-4: Retro Thrust
5-8: Terrawatt Laser
9-10: Zap-Sat
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-8: Sub Terrawatt Laser
9-10: Zap-Sat
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Zap-Sat
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Chmmr Tractor Bm
11-12: Sensors
13-14: Engine
15-16: Warp Pod
17-18: Reactor
19: Hangar
20: C&C

ZAP-SAT HITS

1-6: Zap-Sat Laser
7-20: Structure

SPECIAL NOTES

Limited Availability (33%)
Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

ZAP-SATS

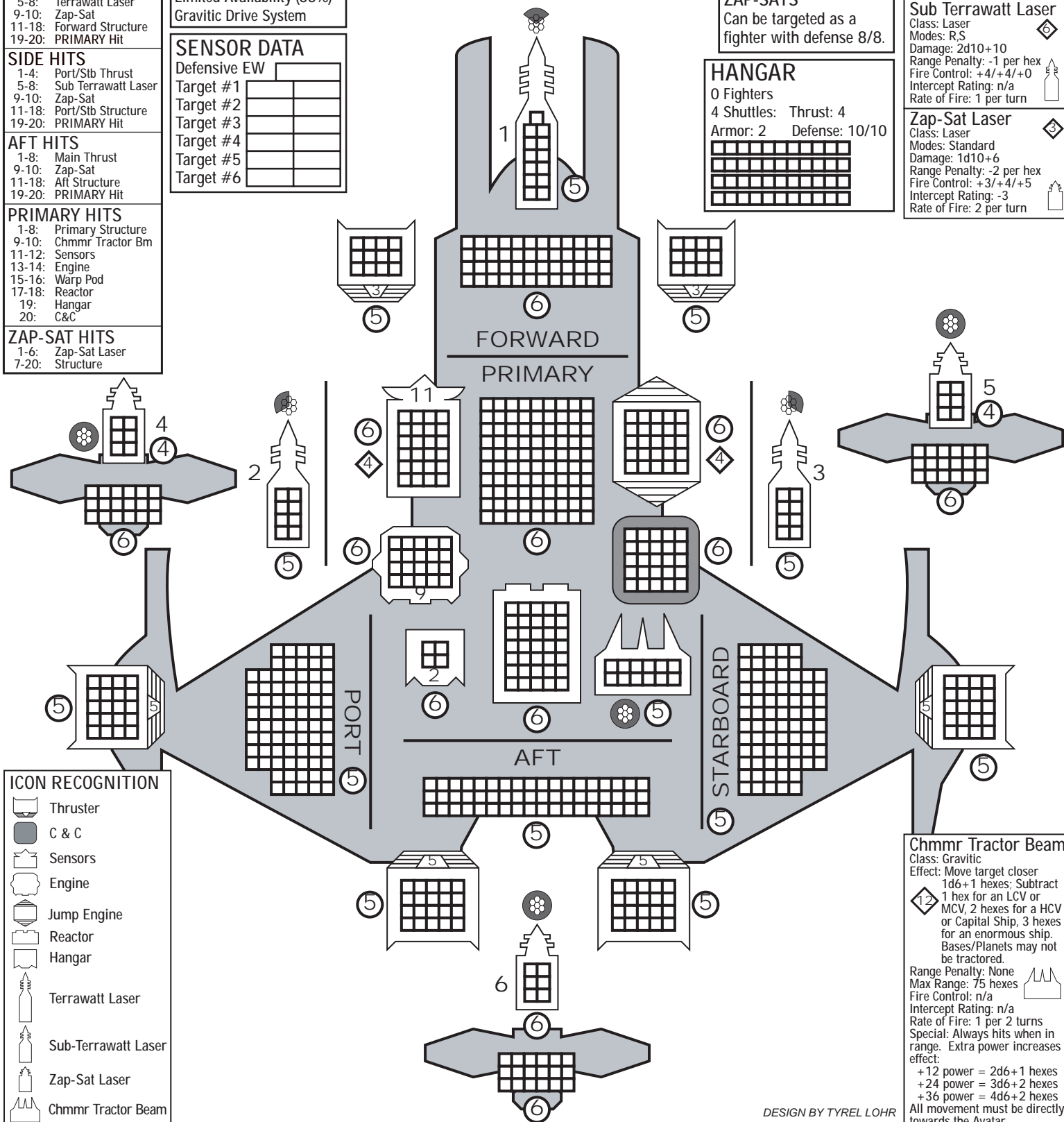
Can be targeted as a fighter with defense 8/8.

HANGAR

0 Fighters

4 Shuttles Thrust: 4

Armor: 2 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Terrawatt Laser
- Sub-Terrawatt Laser
- Zap-Sat Laser
- Chmmr Tractor Beam

Chmmr Tractor Beam

Class: Gravitic
Effect: Move target closer
1d6+1 hexes; Subtract 1 hex for an LCV or MCV, 2 hexes for a HCV or Capital Ship, 3 hexes for an enormous ship. Bases/Planets may not be tractorbeamed.
Range Penalty: None
Max Range: 75 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Always hits when in range. Extra power increases effect:
+12 power = 2d6+1 hexes
+24 power = 3d6+2 hexes
+36 power = 4d6+2 hexes
All movement must be directly towards the Avatar.