

Chenjesu Broodhome Heavy Cruiser

SPECS

Class: Capital Ship
In Service: SC1
Point Value: 1000
Ramming Factor: 320
Jump Delay: 18 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Photon Crystal Shard
Class: Ballistic
Modes: Special
Damage: 30/10
Range Penalty: n/a
Max Range: 25 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 3 per turn
Special: Targeted on enemy unit or hex. On hit, scores damage before the slash against target and number after the slash against all units within one hex of the target. On a miss, score as a proximity blast 2d6-1 hexes in a random direction (cannot be farther than the shot's maximum range) as an e-mine. If targeting a hex, functions as e-mine with no scatter/fizzle roll. Can combine multiple shots from the same weapon, increasing max range by +25 hexes per shot.

FORWARD HITS

1-5: Retro Thrust
6-7: Photon Crystal Shard
8-9: Crystalline Bolt
10-11: HK Controller
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Crystalline Bolt
7: HK Controller
8-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8: Crystalline Bolt
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Gravitic Drive System
Limited Availability (33%)

SENSOR DATA

Defensive EW

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

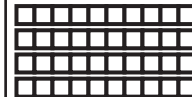
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

HANGAR

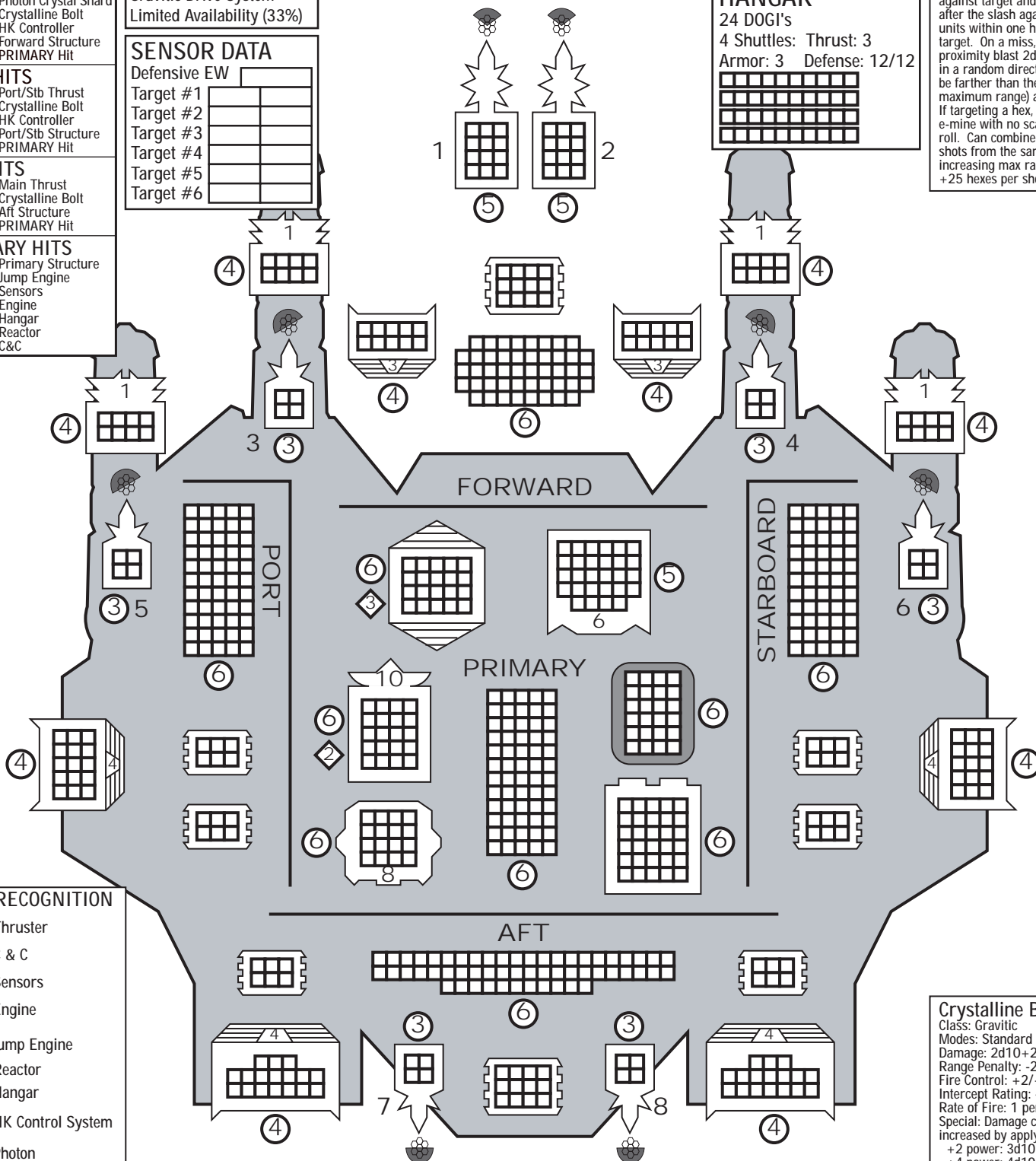
24 DOGIs

4 Shuttles: Thrust: 3

Armor: 3 Defense: 12/12

**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- HK Control System
- Photon Crystal Shard
- Crystalline Bolt
- Absorption Crystal

**Crystalline Bolt**

Class: Gravitic
Modes: Standard
Damage: 2d10+2
Range Penalty: -2 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn
Special: Damage can be increased by applying power:
+2 power: 3d10+1 damage
+4 power: 4d10 damage
One turn of cooldown required per additional power level.