

Name: _____ Counter: _____



Melnorme Trader

SPECS

Class: Capital Ship
In Service: SC2
Point Value: 1000
Ramming Factor: 200
Jump Delay: 12 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +4
Initiative Bonus: +2

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	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Power Blaster

Class: Particle
Range Penalty: -1 per 3 hexes

Green Mode:
Mode: Standard
Damage: 1d10+9
Fire Control: +2/+2/-1
Intercept Rating: Special -2
Rate of Fire: 1 per turn

Blue Mode (2 Turn Charge):
Mode: Standard
Damage: 2d10+15
Fire Control: +4/+3/+0
Intercept Rating: Special -4
Rate of Fire: 1 per 2 turns
Requires 3 extra power

Purple Mode (3 Turn Charge):
Mode: Raking (10)
Damage: 4d10+24
Fire Control: +5/+3/+1
Intercept Rating: Special -7
Rate of Fire: 1 per 3 turns
Requires 5 extra power

Red Mode (4 Turn Charge):
Mode: Raking (20)
Damage: 8d10+25
Fire Control: +6/+4/+2
Intercept Rating: Special -14
Rate of Fire: 1 per 3 turns
Requires 9 extra power

Pulse Mode:
Mode: Pulse
Damage: 15 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 4
Fire Control: +3/+3/+0
Intercept Rating: Special -2
Rate of Fire: 1 per 3 turns
Requires 5 extra power

Confusion Ray

Class: Electromagnetic
Mode: Special
Damage: n/a
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Target suffers following effects for the next two turns:
Looses 2d6 power (roll once)
All gravitic or EM shields are deactivated.
Each turn, begin pivot in a random direction in the adjust systems phase. If ship is already pivoting, begin a roll in addition to that pivot.

FORWARD HITS

1-5: Retro Thrust
6-7: Power Blaster
8: Confusion Ray
9-10: Cargo
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-9: Cargo
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-8: Primary Structure
9-10: Sensors
11-12: Engine
13-15: Hangar
16-18: Reactor
19-20: C & C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

0 Fighters

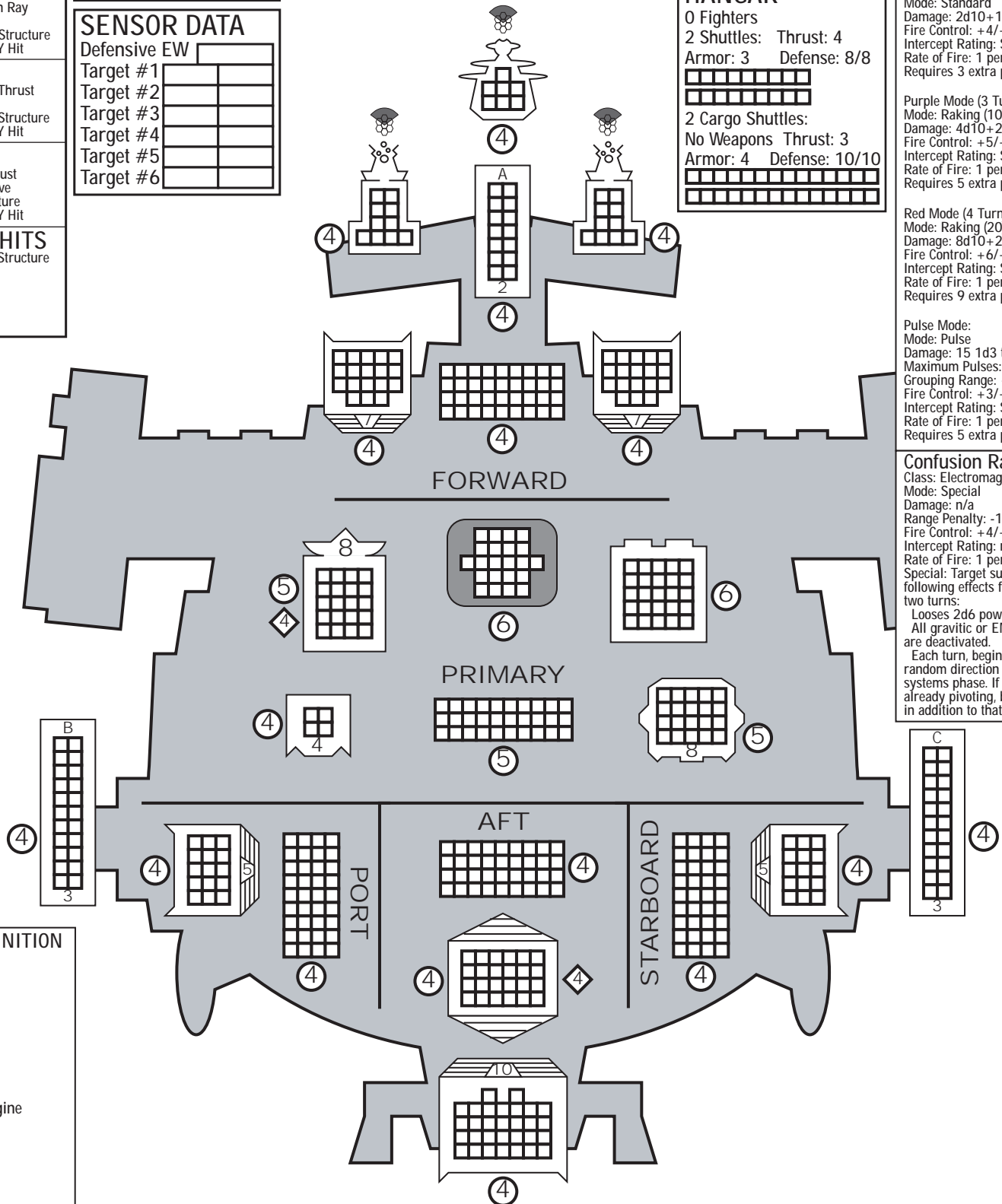
2 Shuttles: Thrust: 4

Armor: 3 Defense: 8/8

2 Cargo Shuttles:

No Weapons Thrust: 3

Armor: 4 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Hangar
- Cargo
- Power Blaster
- Confusion Ray