



Name: _____ Counter: _____



Druuge Mauler

SPECS

Class: HCV
In Service: SC2
Point Value: 750
Ramming Factor: 130
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 6/5 Speed
Turn Delay: 6/5 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	5	6	8	9	10	11	12	14	15
Turn Delay	2	3	4	5	6	8	9	10	11	12	14	15

WEAPON DATA

Kinetic Coil Gun

Class: Matter
Modes: Piercing
Damage: 3d10+25
Range Penalty: -1 per 2 hexes
Fire Control: +2/+0/-4
Intercept Rating: n/a
Rate of Fire: up to 3 per turn
Recharge Rate: 1 per 2 turns
Special: All intercept ratings are reduced by 1 versus the Coil Gun. For each shot fired from the gun, apply one point of deceleration to the Mauler. If target is hit on fore or aft, apply one point of acceleration or deceleration respectively. If target is hit on the side, move target one hex in the direction away from the impact. Each time the gun fires more than once, the hull takes damage depending on the number of shots fired that round. Roll for all structure blocks and apply any damage as a matter hit, ignoring armor.

2 Shots fired = 1d4 damage
3 Shots fired = 1d6 damage
For each additional shot past the first, apply a **cumulative -2 modifier** to the base to hit.

Accelerator Coils

Increases range of Particle Coil Gun to -1/4 hexes as long as the coil is not destroyed.

FORWARD HITS

1-3: Retro Thrust
4-8: Accelerator Coils
9-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Engine
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Structure
9-10: Port/Stb Thrust
11-14: Kinetic Coil Gun
15: Cargo
16: Jump Drive
17: Sensors
18: Hangar
19: Reactor
20: C&C

SPECIAL RULE: On any hit scored on the starboard side, a natural roll of "20" is scored on the reactor.

Special Rules

Ship may increase rate of recharge on coil gun to 2 per turn (declared in power segment). Next turn the ship suffers -3 initiative penalty and loses 1 crew factor. Each time a crew is lost, consult chart below for additional permanent effects.

All effects are cumulative:

- ① No additional effect
- ② No additional effect
- ③ Vulnerable to Criticals
- ④ Sluggish
- ⑤ Weapons Misfirings
- ⑥ Communication Problems
No further boost possible.

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Hangar
- Cargo
- Accelerator Coil
- Kinetic Coil Gun

