

Name: _____ Counter: _____



Mmrnmhrm X Form

SPECS

Class: HCV
In Service: SC1
Point Value: 380
Ramming Factor: 150
Jump Delay: 18 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 14 (16)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +6

WEAPON DATA

Xform Laser
Class: Laser
Mode: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn

Two Xform Lasers
Damage: 5d10+24
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Rate of Fire: 1 per turn

Yform Missile Rack

Class: Ballistic
Mode: Standard
Damage: 2d10+2
Range Penalty: None
Max Range: 60 hexes
Fire Control: +3/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn

Transformation

Requires 12 power to perform.
Transformation occurs during Weapons-based movement phase. Ship begins game in Xform. Both wings must have structure remaining to change from one form to the other. When ship changes to Yform, several systems move as indicated by the silhouettes.

FORWARD HITS

1-6: Retro Thrust
7-9: Hangar
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS (Xform)

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

(Yform Hits)

1-9: Main Thrust
10: Xform Laser
11-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY(Xform)

1-7: Primary Structure
8-11: Port/Stbd Thrust
12-13: Weapon
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C

(Yform Hits)

1-8: Primary Structure
9-11: Port/Stbd Thrust
12-13: Yform Missile Rack
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drive System
Special Hull Arrangement
(X/Y Form)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

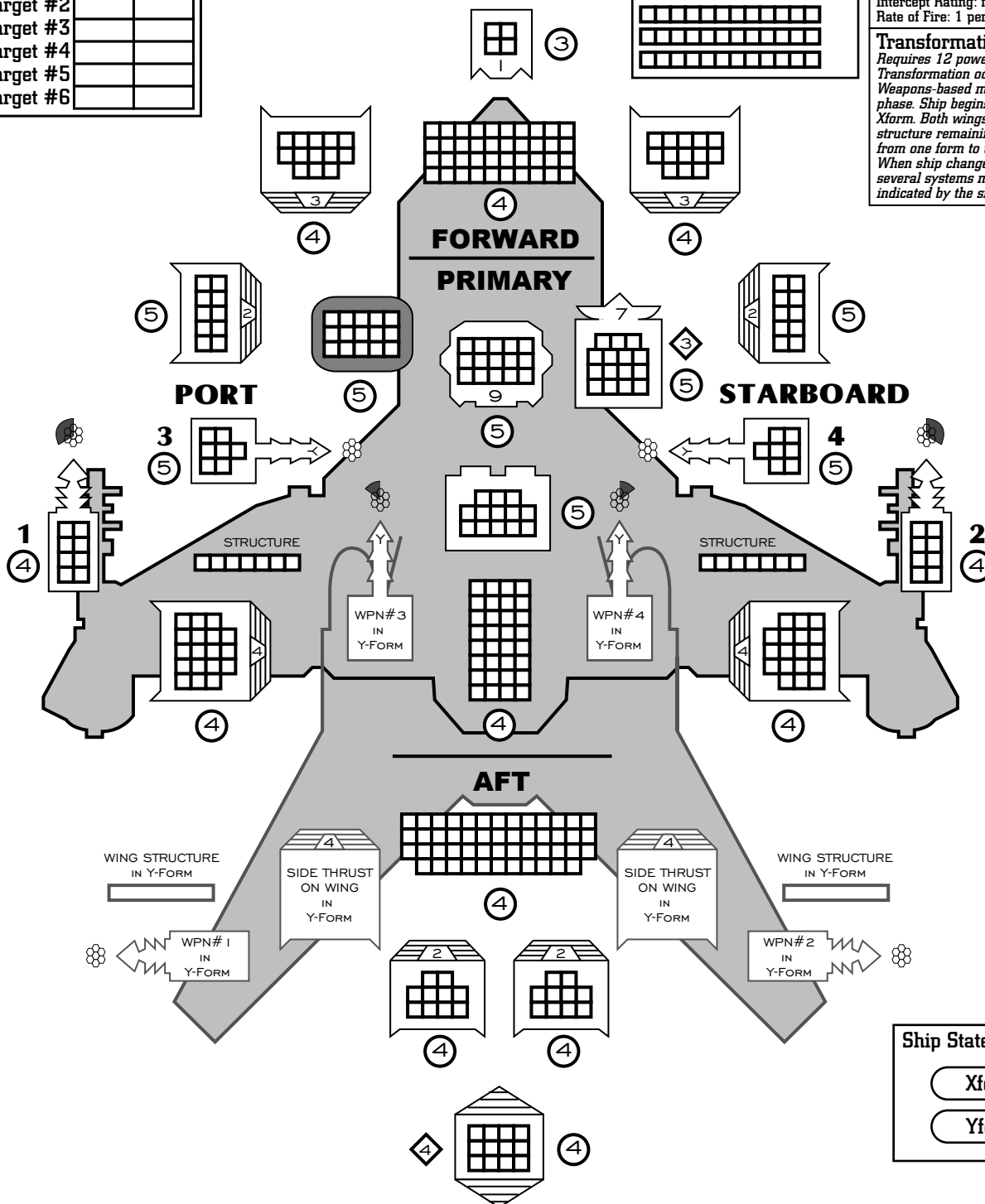
0 Fighters

1 Shuttle: Thrust: 4

Armor: 1 Defense: 8/8

3 Cargo Shuttles: Thrust: 3

Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Hangar
- Xform Laser
- Yform Missile Rack

Ship State (Indicate):

Xform

Yform