

# Koulani Sunclipper Cruiser

## SPECS

Class: Capital Ship  
In Service: 2220  
Point Value: 625  
Ramming Factor: 280  
Jump Delay: 32 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +0

## WEAPON DATA

**Heavy Plasma Flash**  
Class: Plasma  
Modes: Flash  
Damage: 4d10+9 (-1 per 3)  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## Plasma Flash

Class: Plasma  
Modes: Flash  
Damage: 3d10+6 (-1 per 3)  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

## Light Tri-Plasma Bolt

Class: Plasma  
Modes: Flash  
Dmg: 2d6+5 -1 per hex  
Range Penalty: -1 per hex  
Fire Control: +2/+3/+4  
Intercept Rating: -3  
Rate of Fire: 1 per turn

## Plasma Bolt

Class: Plasma  
Modes: Flash  
Dmg: 1d10+6 -1 per 2 hexes  
Range Penalty: -1 per hex  
Fire Control: -1/+1/+3  
Intercept Rating: -1  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-6: Plasma Flash  
7-8: Hvy Plasma Flash  
9-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-9: Plasma Bolt  
10: Lt Tri-Plasma Bolt  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Plasma Flash  
11-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Structure  
10-11: Jump Engine  
12-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C&C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

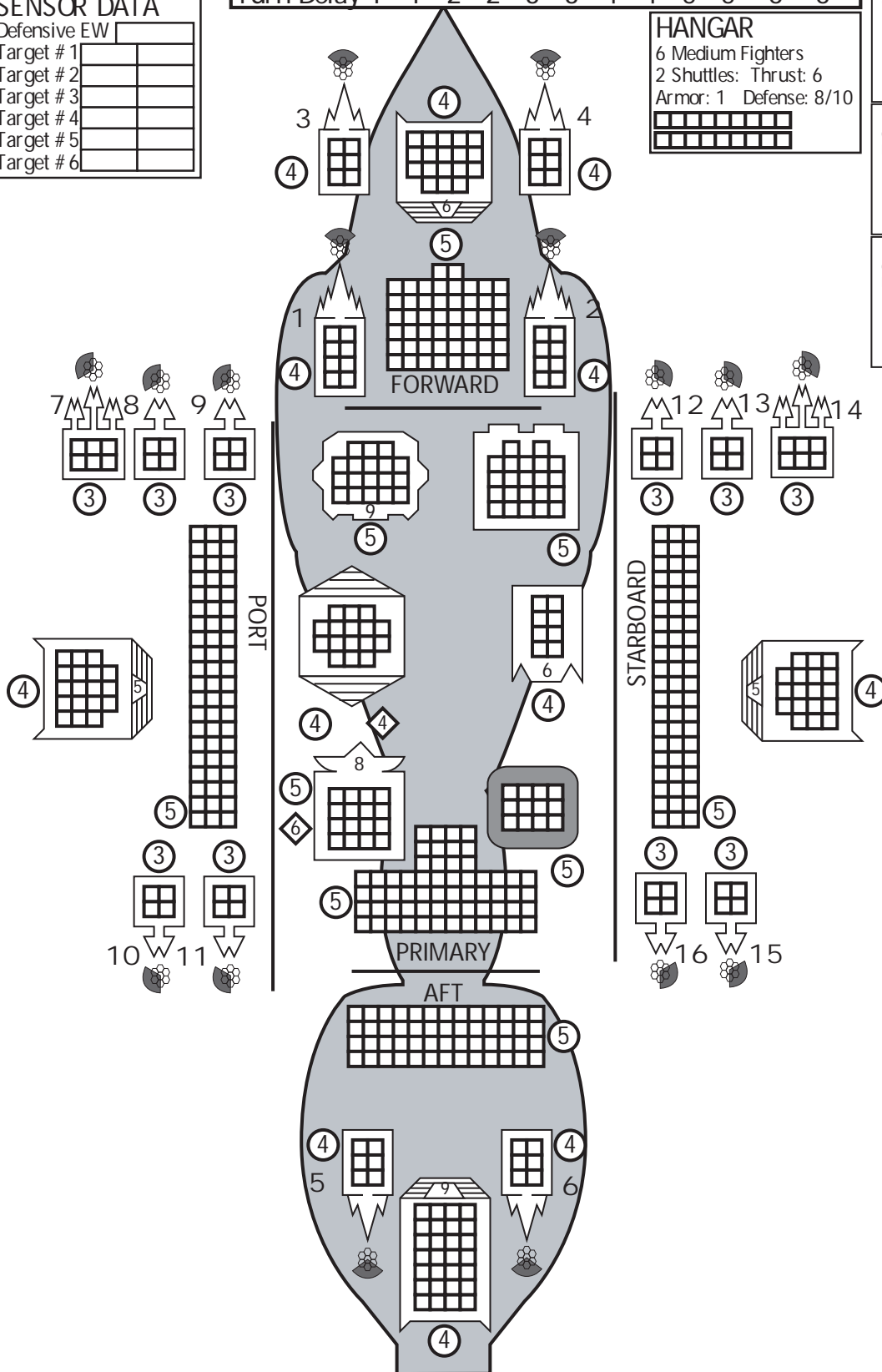
Target #4

Target #5

Target #6

## HANGAR

6 Medium Fighters  
2 Shuttles: Thrust: 6  
Armor: 1 Defense: 8/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Hvy Plasma Flash
- Plasma Flash
- Plasma Bolt
- Lt Tri-Plasma Bolt