



Krenim Temporal Weapon Ship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 18
In Service: Unknown	Turn Delay: 1 x Speed	Stb/Port Defense: 20
Point Value: N/A	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 5/1
Ramming Factor: 380	Pivot Cost: 4+4 Thrust	Power Shortage: -16
Warp Delay: 12 Turns	Roll Cost: 3+3 Thrust	Initiative Penalty: -4
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 5 6 8 9 11 12 14 15 17 18	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Incursion Cannon
Class: Temporal
Modes: Special
Damage: n/a
Range Penalty: -1 per 4 hexes
Fire Control: +0/+0/-6
Intercept Rating: n/a
Rate of Fire: 1 per 20 turns
Special: Erases target from timeline on a d6 roll of '6' or more. SEE RULES.

FORWARD HITS
1-3: Deflector Shield
4-5: Incursion Cannon
6-9: Chroniton Torpedo
10-11: Hvy Pulse Disruptor
12-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES
Unique Ship
Temporal Shielding
Gravitic Drive System
Impulse Drive

SIDE HITS
1-3: Pulse Disruptor
4-6: Lt Pulse Disruptor
7-18: Port/Stb Structure
19-20: PRIMARY Hit

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

AFT HITS
1-3: Impulse Thruster
4-5: Deflector Shield
6-8: Chroniton Torpedo
9-10: Hvy Pulse Disruptor
11-13: Warp Engine
14-18: Aft Structure
19-20: PRIMARY Hit

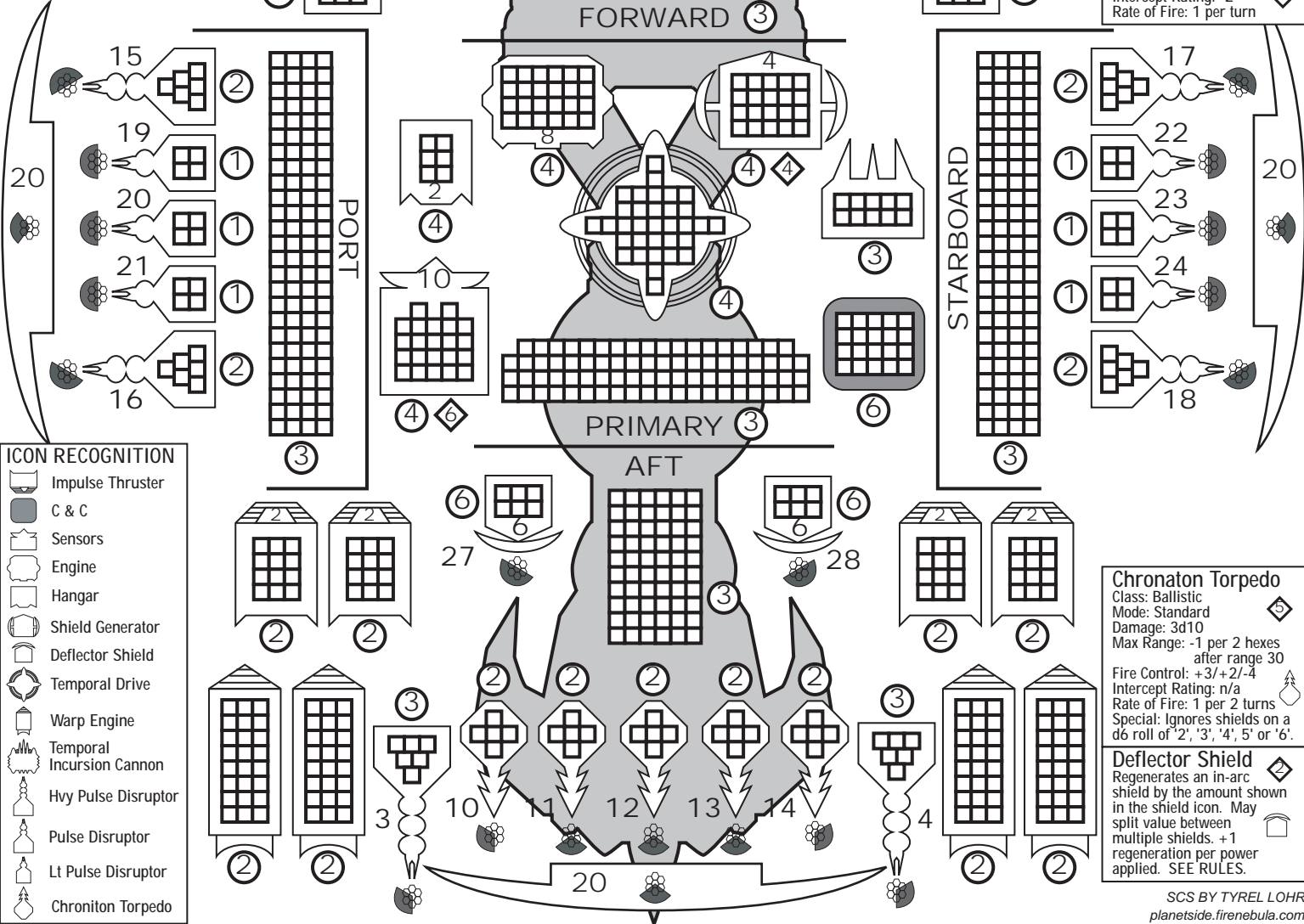
PRIMARY HITS
1-8: Primary Structure
9: Tractor Beam
10-11: Shield Generator
12-14: Sensors
15-16: Hangar
17-18: Engine
19: Temporal Drive
20: C&C

HANGAR
0 Fighters
6 Shuttles

Hvy Pulse Disruptor
Class: Molecular
Modes: Pulse
Damage: 15 1d2 times
Max Pulses: 2
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Pulse Disruptor
Class: Molecular
Modes: Pulse
Damage: 12 1d2 times
Max Pulses: 3
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Pulse Disruptor
Class: Molecular
Modes: Pulse
Damage: 7 1d2 times
Max Pulses: 4
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Hangar
Shield Generator
Deflector Shield
Temporal Drive
Warp Engine
Temporal Cannon
Hvy Pulse Disruptor
Pulse Disruptor
Lt Pulse Disruptor
Chroniton Torpedo

Chroniton Torpedo
Class: Ballistic
Mode: Standard
Damage: 3d10
Max Range: -1 per 2 hexes after range 30
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores shields on a d6 roll of '2', '3', '4', '5' or '6'.

Deflector Shield
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.