



Neutron Star Bulk Cruiser

SPECS

Class: Capital Ship
 In Service: -30 ANH
 Point Value: 585
 Ramming Factor: 180
 Hyper Cost: 16 Power
Speed 1 2 3 4 5 6 7 8 9 10 11 12
 Turn Cost 2 3 4 6 7 8 10 11 12 14 15 16
 Turn Delay 2 3 4 6 7 8 10 11 12 14 15 16

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 16
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: -1

WEAPON DATA

Quad Laser Turret
 Class: Laser
 Mode: Standard
 Damage: 2d6+2
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+3
 Interception Rating: -3
 Rate of Fire: 1 per turn

FORWARD HITS

- 1-3: Retro Thrust
- 4: Tractor Beam
- 5-8: Quad Laser
- 9-10: Cargo A
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-5: Port/Stb Thrust
- 6-11: Quad Laser
- 12-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-9: Quad Laser
- 10-12: Cargo B/C
- 11-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Struct
- 9-10: Hyperdrive
- 11-12: Shield Generator
- 13-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

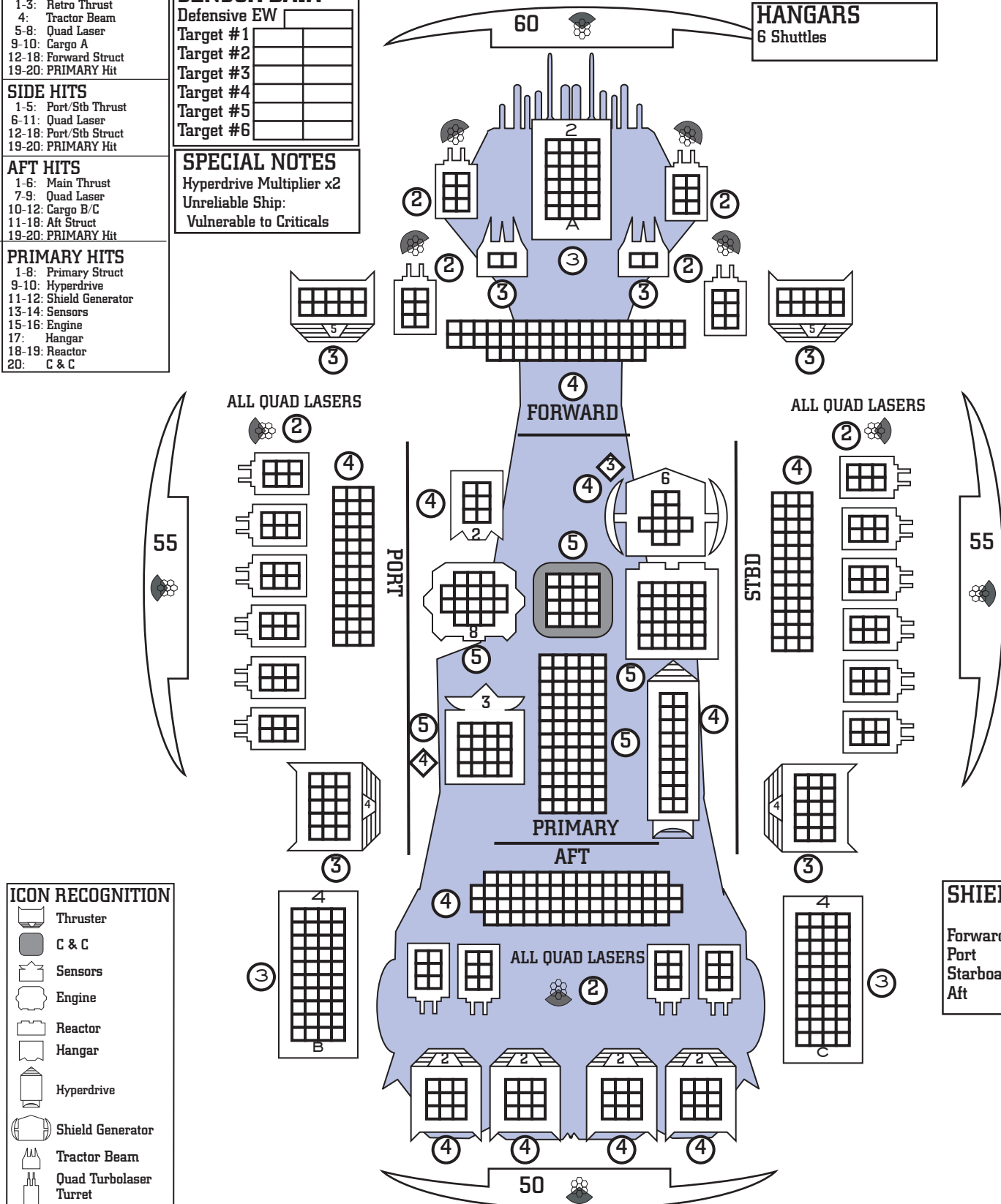
- Target #1
- Target #2
- Target #3
- Target #4
- Target #5
- Target #6

SPECIAL NOTES

- Hyperdrive Multiplier x2
- Unreliable Ship:
- Vulnerable to Criticals

HANGARS

6 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Quad Turbolaser Turret

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		