



Corrino Golden Lion Battlecruiser

| SPECS | | MANEUVERING | | COMBAT STATS | |
|---------------------|----------------------------|----------------------------|--|------------------------|--|
| Class: Capital Ship | | Turn Cost: 1x Speed | | Fwd/Aft Defense: 14 | |
| In Service: 9903 | | Turn Delay: 1x Speed | | Stb/Port Defense: 18 | |
| Point Value: 1225 | | Accel/Decel Cost: 4 Thrust | | Engine Efficiency: 4/1 | |
| Ramming Factor: 270 | | Pivot Cost: 4+4 Thrust | | Extra Power: 0 | |
| Fold Delay: n/a | | Roll Cost: 2+2 Thrust | | Initiative Bonus: +0 | |
| Speed | 1 2 3 4 5 6 7 8 9 10 11 12 | | | | |
| Turn Cost | 1 2 3 4 5 6 7 8 9 10 11 12 | | | | |
| Turn Delay | 1 2 3 4 5 6 7 8 9 10 11 12 | | | | |



WEAPON DATA

Spinal Lasgun
 Class: Laser
 Modes: R, P, S
 Damage: 6d10+30
 Range Penalty: -1 per 5 hexes
 Fire Control: +4/+2/--
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Heavy Lasgun
 Class: Laser
 Modes: R, P, S
 Damage: 4d10+15
 Range Penalty: -1 per 4 hexes
 Fire Control: +4/+3/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Class-D Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per turn

Matter Cannon
 Class: Matter
 Modes: Standard
 Damage: 2d10+2
 Range Pen: -1 per 2 hexes
 Fire Control: +3/+3/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Vulcan Railgun
 Class: Matter
 Modes: Standard
 Damage: 1d6+5
 Range Penalty: -2 per 3 hexes
 Fire Control: +2/+2/+2
 Intercept: -2 (Ballistic)
 Rate of Fire: 1 per turn

FORWARD HITS

- 1-4: Retro Thrust
- 5: Spinal Lasgun
- 6-7: Heavy Lasgun
- 7-8: Rail Interceptor
- 9-10: Matter Cannon
- 11-12: Vulcan Railgun
- 13-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-5: Port/Stb Thrust
- 6-7: Matter Cannon
- 8-9: Vulcan Railgun
- 10-11: Port/Stb Hangar
- 12-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Hvy Lasgun
- 9-10: Rail Interceptor
- 11-12: Vulcan Railgun
- 13-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Struct
- 9-11: Primary Hangar
- 12-13: Sensors
- 14-15: Engine
- 16-17: Class-D Missile
- 18-19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

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

MAIN HANGAR

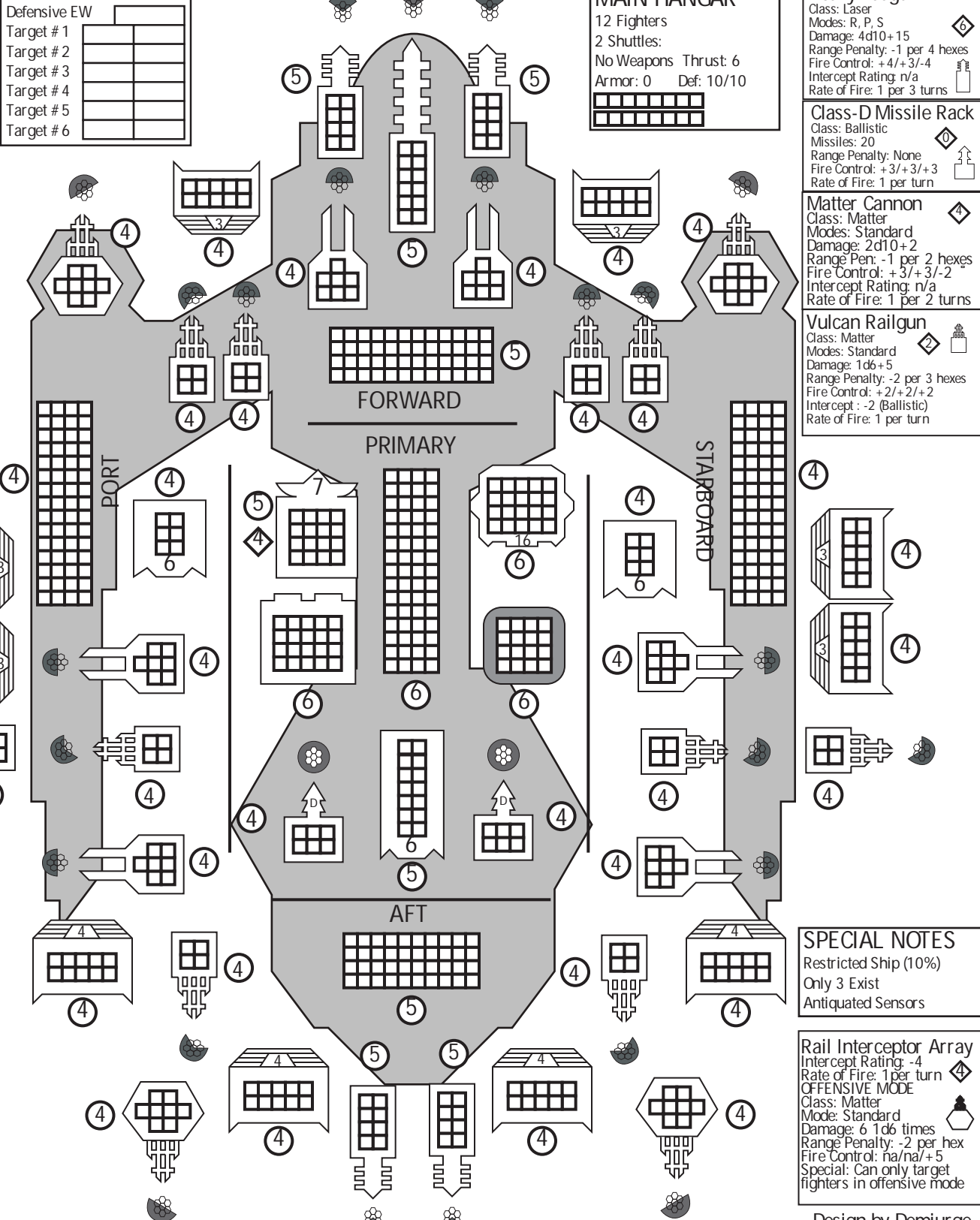
12 Fighters
 2 Shuttles
 No Weapons Thrust: 6
 Armor: 0 Def: 10/10

SIDE HANGARS

6 Fighters Each

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Spinal Lasgun
- Hvy Lasgun
- Matter Cannon
- Vulcan Railgun
- Rail Interceptor
- Class-D Missile Rack



SPECIAL NOTES

Restricted Ship (10%)
 Only 3 Exist
 Antiquated Sensors

Rail Interceptor Array
 Intercept Rating: -4
 Rate of Fire: 1 per turn
OFFENSIVE MODE
 Class: Matter
 Mode: Standard
 Damage: 6 1d6 times
 Range Penalty: -2 per hex
 Fire Control: na/na/+5
 Special: Can only target fighters in offensive mode