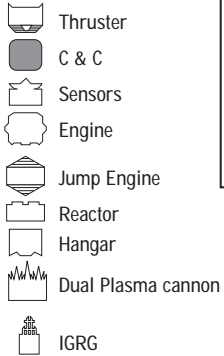


Rongolon Garantha Dreadnought

ICON RECOGNITION



SPECIAL NOTES

Limited Deployment(33%)

FORWARD HITS

1-4:	Retro Thrust
5-8:	Dual Plasma Cannon
9-10:	Particle Hammer
11:	Catapult
12-18:	Forward Struct
19-20:	PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-8: Dual plasma Cannon
9-10: IRGR
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-9: Main Thrust
10-11: Missile Rack
12-13: Dual Plasma Cannon
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Structure
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	

SPECS

Class: Capital Ship
In Service: 2260
Point Value: 1100
Ramming Factor: 440
Jump Delay: N/A

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	2	3	5	6	8	9	11	12	14	15	17	18

MANEUVERING



Turn Cost: $3/2$ Speed
Turn Delay: $3/2$ Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: $3+3$ Thrust
Roll Cost: $3+3$ Thrust

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 19
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Dual Plasma Cannon

Class: Plasma
 Mode: Standard 
 Dmg: 5d10+8 (-1 per 2 hexes)
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
Special: May fire as two medium plasma cannons 

| (imp)Particle Hammer |

Class: Particle
Modes: Standard
Damage: 3d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +4/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Class-L Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Improved Gatling Railgun

Class: Matter
Modes: Standard
Damage: 2d6+2
Range Penalty: -2 per hex
Fire Control: +3/+4/+6
Int. Rating: -1 (ballistic only)
Rate of Fire: 2 per turn

MISSILES

Rack #9

Rack #10

Rack #11

Rack #12

