



Borg Aggressor

SPECS

Class: Capital Ship
 In Service: 2369
 Point Value: 3750
 Ramming Factor: 560
 Warp Delay: 3 Turns

MANEUVERING

Turn Cost: 3/2 Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 19 (16)
 Stb/Port Defense: 15 (12)
 Engine Efficiency: 2/1
 Extra Power: +0
 Initiative Bonus: +4

WEAPON DATA

Laser Slicer
 Class: Laser
 Modes: Raking (15)
 Dmg, 1 Turn: 5d10+15
 Dmg, 2 Turn: 8d10+30
 Dmg, 3 Turn: 10d10+60
 Range Penalty: -1 per 4 hexes
 Fire Control: +5/+3/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Light Laser Slicer
 Class: Laser
 Modes: Raking
 Dmg, 1 Turn: 3d10+5
 Dmg, 2 Turn: 4d10+10
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+4/+2
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Energy Draining Tractor Beam
 Class: Gravitic
 Modes: Special
 Damage: -1d6 power
 Special: SEE RULES.

Molecular Torpedo
 Class: Ballistic
 Mode: Standard
 Damage: 30
 Max Range: 60 hexes
 Fire Control: +5/+5/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
 Special: Ignores armor on a d6 roll of '5' or '6'.

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

FORWARD HITS
 1-5: Retro Thrust
 6-9: Light Laser Slicer
 10: Tractor Beam
 11: EM Shield
 12: Self Repair
 13-18: Forward Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Restricted Deployment 10%
 Gravitic Drive System

SENSOR DATA

Defensive EW

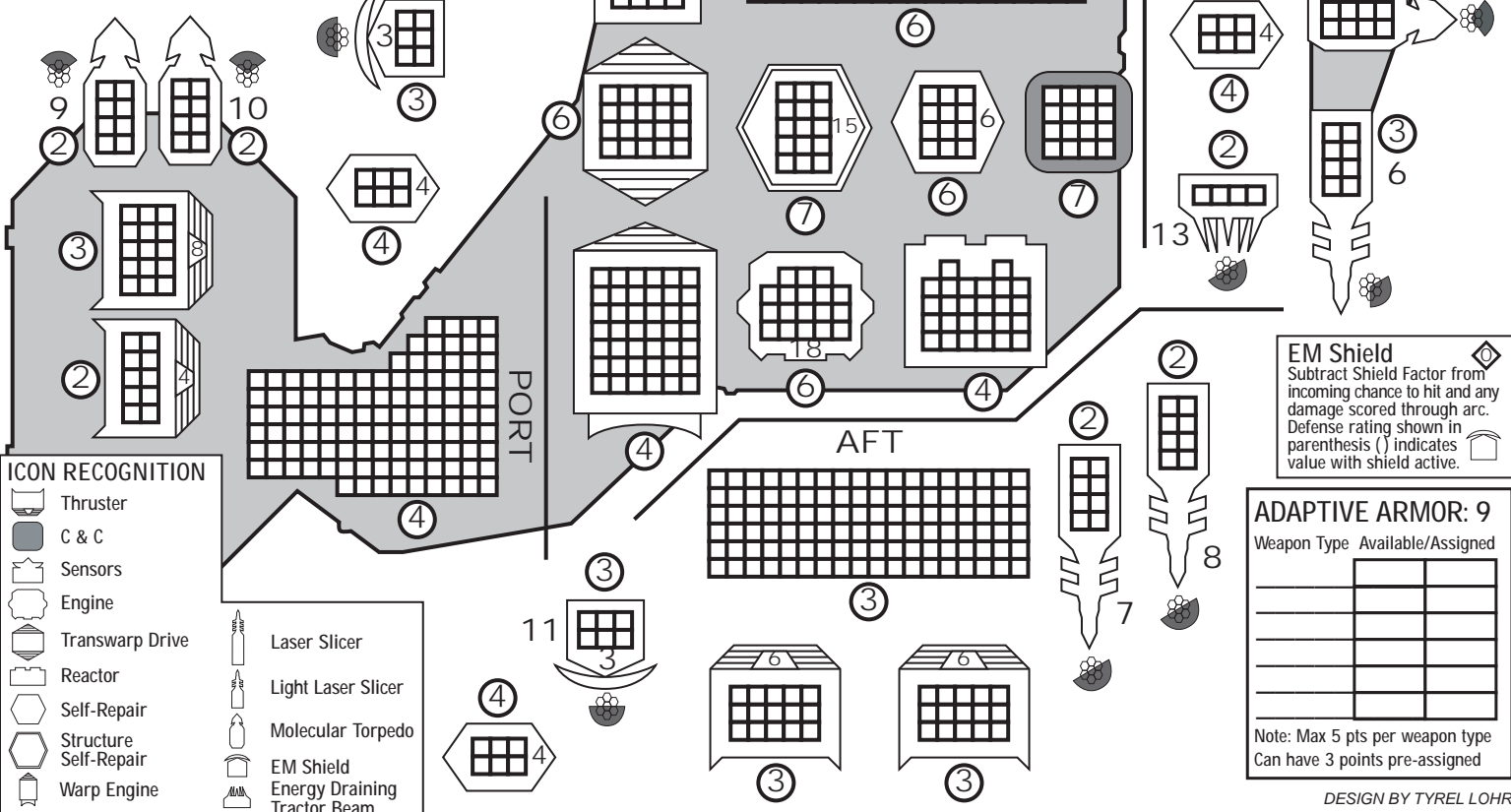
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

PORT HITS
 1-5: Port Thrust
 6-7: Laser Slicer
 8-9: Molecular Torpedo
 10: EM Shield
 11: Self Repair
 12-18: Port Structure
 19-20: PRIMARY Hit

STARBOARD HITS
 1-3: Starboard Thrust
 4-5: Light Laser Slicer
 6-7: Molecular Torpedo
 8: Tractor Beam
 9: EM Shield
 10: Self Repair
 11-18: Starboard Structure
 19-20: PRIMARY Hit

AFT HITS
 1-6: Main Thrust
 7-8: Laser Slicer
 9: EM Shield
 10: Self Repair
 11-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-6: Primary Structure
 7-9: Warp Engine
 10-11: Transwarp Drive
 12: Struct Self Repair
 13: Self Repair
 14-15: Sensors
 16-17: Engine
 18-19: Reactor
 20: C&C



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Transwarp Drive
- Reactor
- Self-Repair
- Structure Self-Repair
- Warp Engine
- Laser Slicer
- Light Laser Slicer
- Molecular Torpedo
- EM Shield
- Energy Draining Tractor Beam

EM Shield
 Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

ADAPTIVE ARMOR: 9

Weapon Type Available/Assigned

Note: Max 5 pts per weapon type
 Can have 3 points pre-assigned