



ADAPTIVE ARMOR: 12

Weap Type	Available/Assigned	Weap Type	Available/Assigned

Note: Max 6 pts per weapon type
Can have 4 points pre-assigned

Borg Cube

SPECS

Class: Enormous Unit
In Service: Ancient
Point Value: 10000
Ramming Ftr: 1100
Warp Delay: 4 Turns

MANEUVERING

Turn Cost: 2 x Speed
Turn Delay: 2 x Speed
Accel/Decel Cost: 8 Thrust
Pivot Cost: 8+8 Thrust
Roll Cost: 10+10 Thrust

COMBAT STATS

Fwd/Aft Defense: 24 (21)
Stb/Port Defense: 24 (21)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Penalty: -4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

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

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'.

SECTION HITS

- 1-3: Thruster
- 4-5: Laser Slicer
- 6-8: Light Laser Slicer
- 9: Molecular Torpedo
- 10: EM Shield
- 11: Self Repair
- 12: Tractor Beam
- 13-18: Section Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Warp Engine
- 11-12: Struct Self Repair
- 13-14: Self Repair
- 15-16: Sensors
- 17-18: Engine
- 18-19: Reactor
- 20: C&C

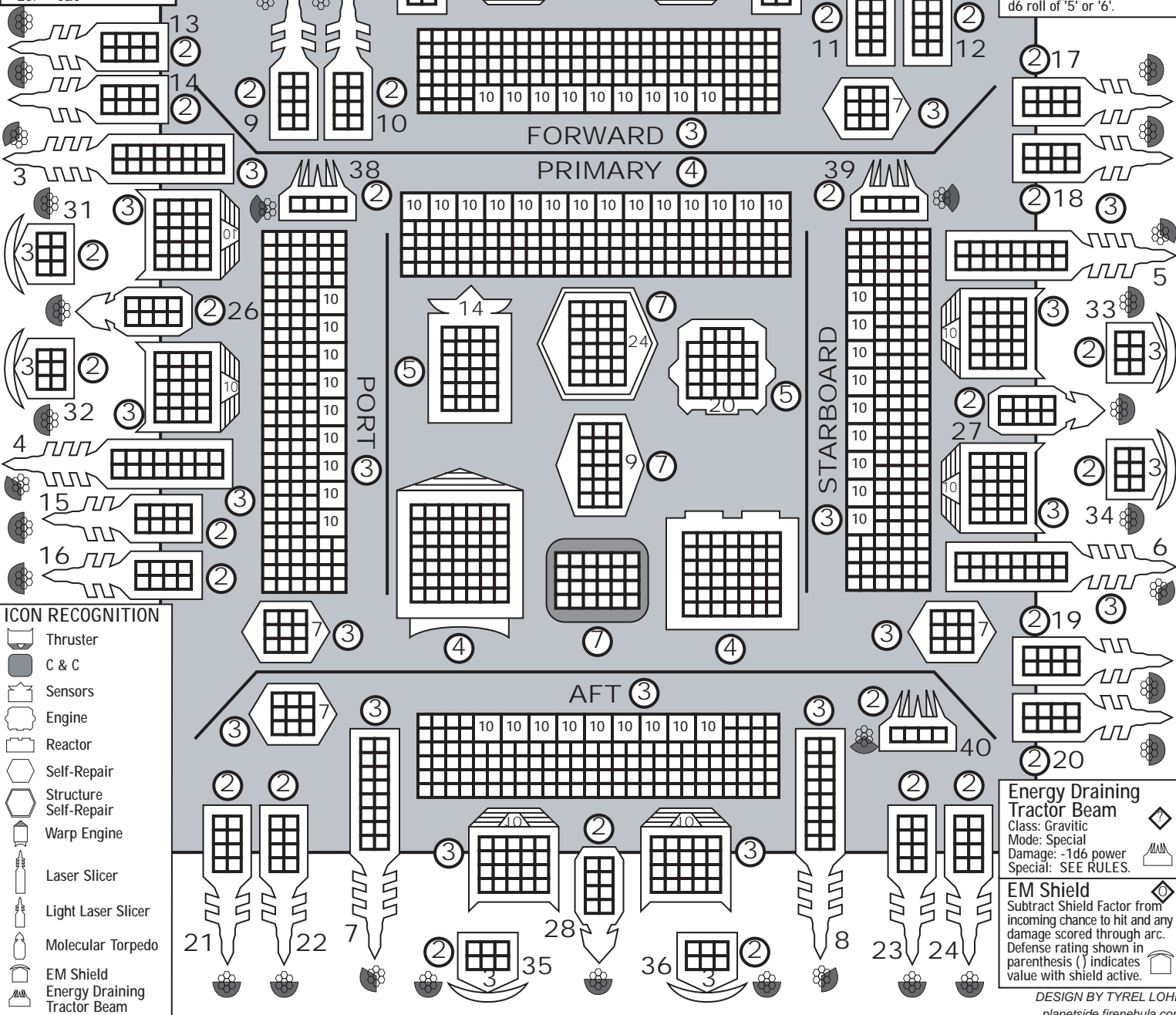
SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

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

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

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.