



Borg Unicomplex

SPECS

Class: Enormous Base
 In Service: Ancient
 Point Value: 45000
 Ramming Ftr: 4000
 Warp Delay: N/A

MANEUVERING

Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 28 (24)
 Stb/Port Defense: 28 (24)
 Engine Efficiency: N/A
 Extra Power: +0
 Initiative Bonus: N/A

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'.

Energy Draining Tractor Beam
 Class: Gravitic
 Modes: 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.

SECTION HITS

- 1-2: Laser Slicer
- 3-5: Light Laser Slicer
- 6: Molecular Torpedo
- 7: Tractor Beam
- 8: EM Shield
- 9: Struct Self Repair
- 10: Self Repair
- 11: Reactor
- 12-18: Section Structure
- 19-20: PRIMARY Hit

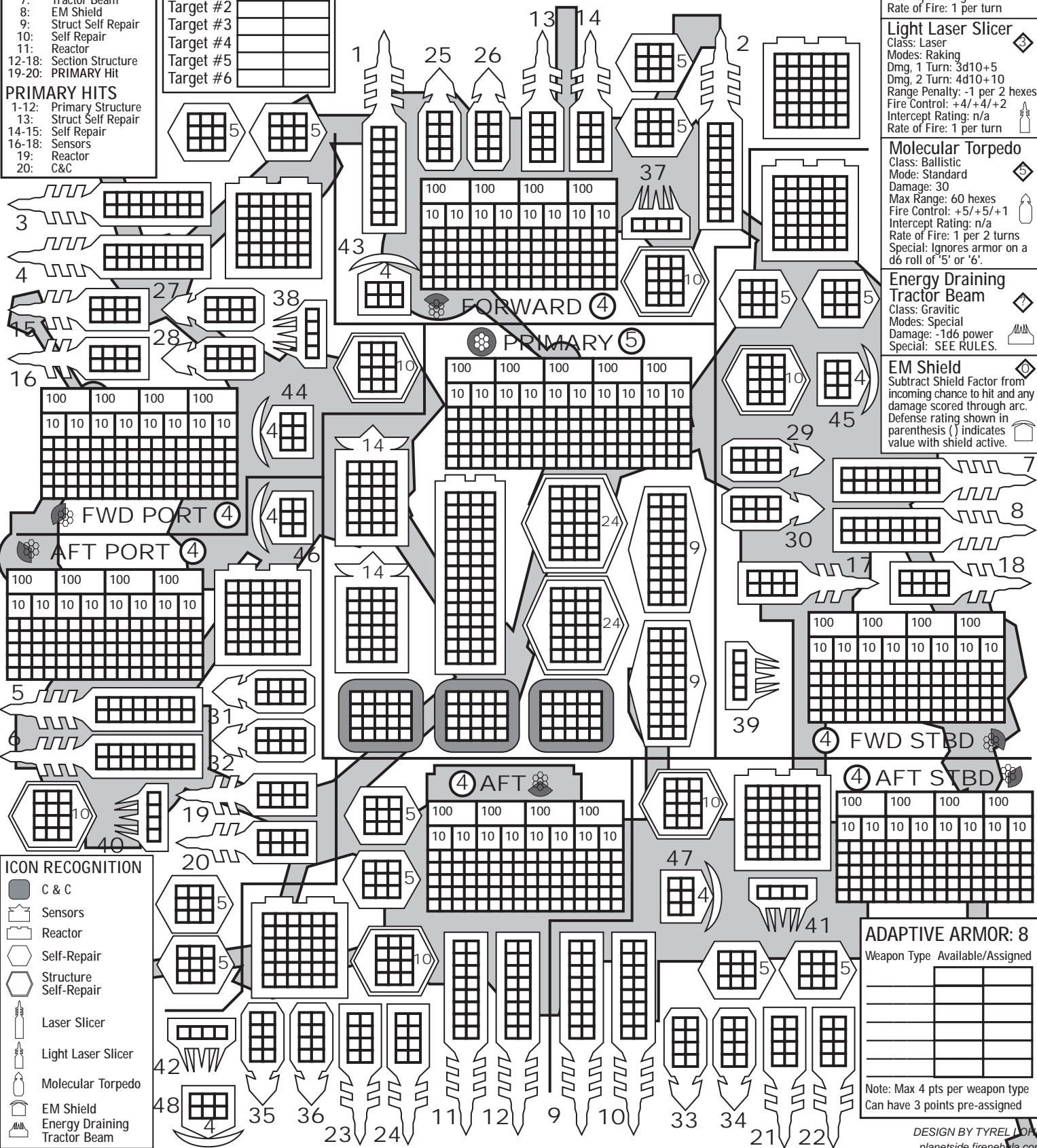
SENSOR DATA

Defensive EW

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

PRIMARY HITS

- 1-12: Primary Structure
- 13: Struct Self Repair
- 14-15: Self Repair
- 16-18: Sensors
- 19: Reactor
- 20: C&C



ICON RECOGNITION

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

ADAPTIVE ARMOR: 8

Weapon Type Available/Assigned

Note: Max 4 pts per weapon type
 Can have 3 points pre-assigned