



# Borg Tactical Cube

### SPECS

Class: Enormous Unit  
 In Service: Ancient  
 Point Value: 5000  
 Ramming Factor: 770  
 Warp Delay: 4 Turns

### MANEUVERING

Turn Cost: 3/2 x Speed  
 Turn Delay: 3/2 x Speed  
 Accel/Decel Cost: 6 Thrust  
 Pivot Cost: 6+6 Thrust  
 Roll Cost: 8+8 Thrust

### COMBAT STATS

Fwd/Aft Defense: 20 (16)  
 Stb/Port Defense: 20 (16)  
 Engine Efficiency: 2/1  
 Extra Power: 0  
 Initiative Penalty: -2

### WEAPON DATA

**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  
 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.

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

### SECTION HITS

- 1-4: Retro Thrust
- 5-8: Light Laser Slicer
- 9-10: 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
- 19: Reactor
- 20: C&C

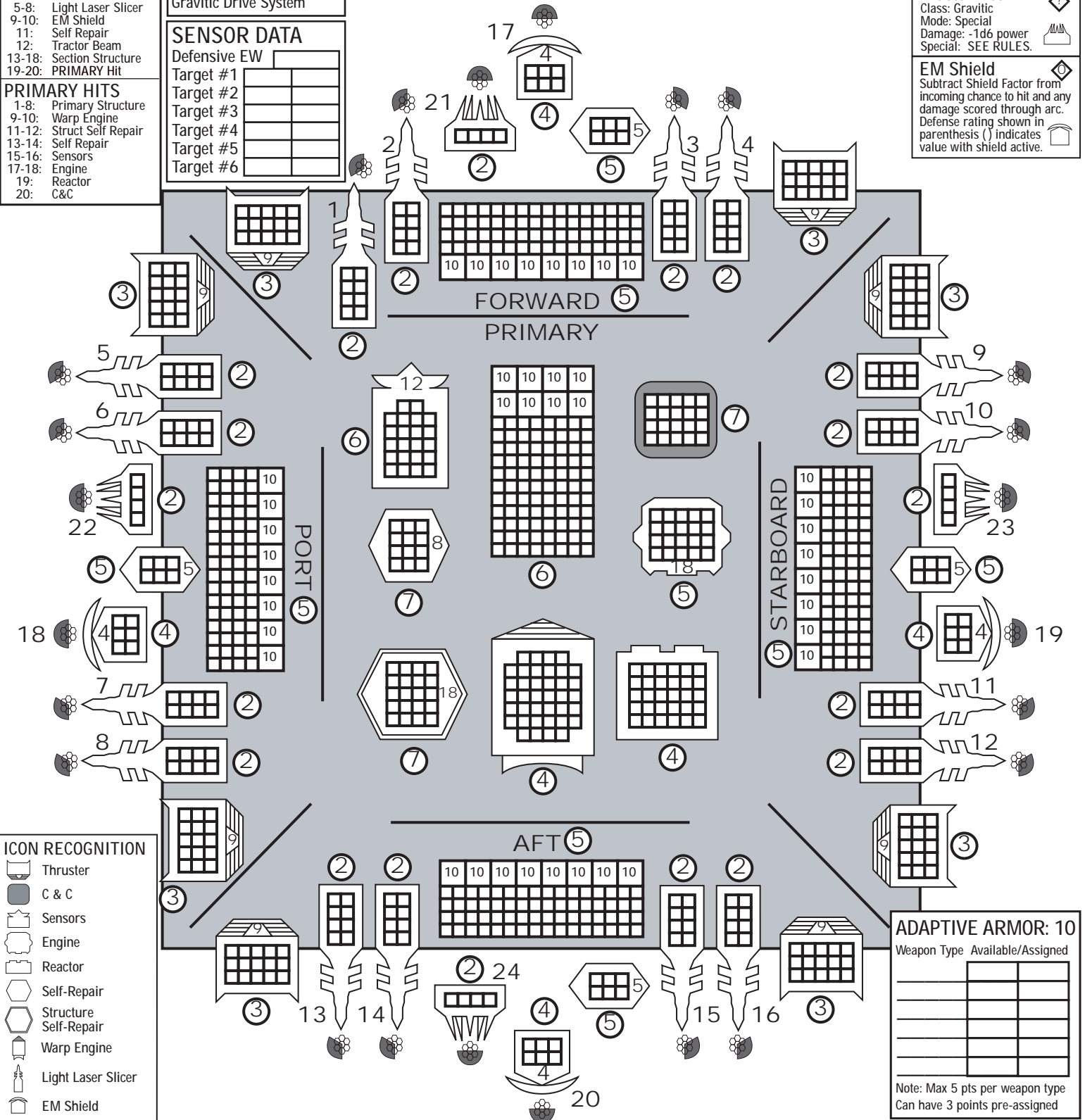
### SPECIAL NOTES

Gravitic Drive System

### SENSOR DATA

Defensive EW

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



### ICON RECOGNITION

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

### ADAPTIVE ARMOR: 10

Weapon Type	Available/Assigned

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