



# Breen Ghor Taan Battlecruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2349	Turn Delay: 1/2 Speed	Stb/Port Defense: 16
Point Value: 700	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 160	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 6 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +3
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
<b>Heavy Disruptor</b>	
Class: Molecular	Mode: R, P
Damage: 2d10+22	Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/-2	Intercept Rating: -1
Rate of Fire: 1 per 3 turns	

<b>Medium Disruptor</b>	
Class: Molecular	Mode: Standard
Damage: 1d10+10	Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/+2	Intercept Rating: -2
Rate of Fire: 1 per 2 turns	

<b>Light Disruptor</b>	
Class: Molecular	Mode: Standard
Damage: 1d6+6	Range Penalty: -1 per hex
Fire Control: +3/+3/+3	Intercept Rating: -2
Rate of Fire: 1 per turn	

<b>Hvy Plasma Cannon</b>	
Class: Plasma	Modes: Standard
Dmg: 4d10+8	Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5	Intercept Rating: n/a
Rate of Fire: 1 per 3 turns	

<b>Photon Torpedo</b>	
Class: Ballistic + Antimatter	Mode: Standard
Damage: X+10	Max X: 20
Range Penalty: -1 per 5 hexes	Max Range: 50 hexes
Fire Control: +4/+2/-3	Intercept Rating: n/a
Rate of Fire: 1 per 2 turns	

**HANGAR**  
0 Fighters  
2 Shuttles

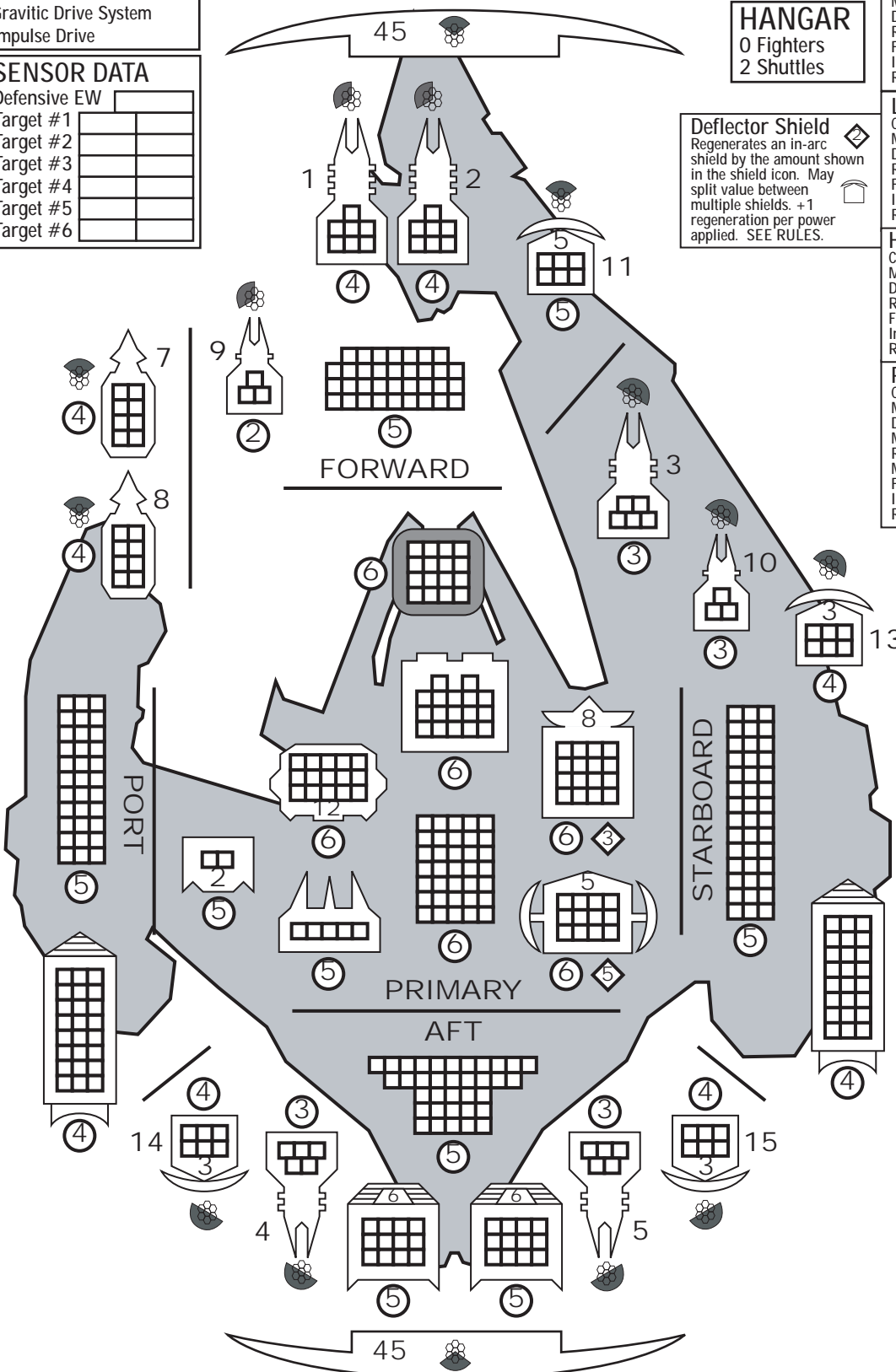
**Deflector Shield**  
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

- FORWARD HITS**  
1-3: Deflector Shield  
4-6: Heavy Disruptor  
7: Light Disruptor  
8-18: Forward Structure  
19-20: PRIMARY Hit
- PORT HITS**  
1-2: Deflector Shield  
3-5: Photon Torpedo  
6-7: Hvy Plasma Cannon  
8-11: Warp Engine  
12-18: Port Structure  
19-20: PRIMARY Hit
- STARBOARD HITS**  
1-2: Deflector Shield  
3-5: Light Disruptor  
6-9: Warp Engine  
10-18: Starboard Structure  
19-20: PRIMARY Hit
- AFT HITS**  
1-5: Impulse Thruster  
6-8: Deflector Shield  
9-10: Light Disruptor  
11-18: Aft Structure  
19-20: PRIMARY Hit
- PRIMARY HITS**  
1-8: Primary Structure  
9: Tractor Beam  
10-11: Shield Generator  
12-14: Sensors  
15-16: Hangar  
17-18: Engine  
19: Reactor  
20: C&C

**SPECIAL NOTES**  
Gravitic Drive System  
Impulse Drive

**SENSOR DATA**

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



- ICON RECOGNITION**
- Impulse Thruster
  - C & C
  - Sensors
  - Engine
  - Reactor
  - Hangar
  - Shield Generator
  - Deflector Shield
  - Warp Engine
  - Heavy Disruptor
  - Medium Disruptor
  - Light Disruptor
  - Hvy Plasma Cannon
  - Photon Torpedo