

INITIATIVE
SPEED

Name:

Counter:

SPOO Keu'lar Class Heavy Carrier

WEAPON DATA	
Pure Ray	3
Class: Psychic	
Mode: Raking	
Damage: 2d10+18	
Range Penalty: -1 per 2 Hexes	
Fire Control: +3/+3/-2	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
P-Shooter	2
Class: Psychic	
Mode: Standard	
Damage: 1d10+6	
Range Penalty: -1 per Hex	
Fire Control: +3/+3/+5	
Intercept Rating: -3	
Rate of Fire: 2 per turn	

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1x Speed	Fwd/Aft Defense: 16
In Service: 2265	Turn Delay: 1x Speed	Stb/Port Defense: 16
Point Value: 475	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 240	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 26 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: -10
Speed	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	

FORWARD HITS
 1-3: Retro Thrust
 4-5: Pure Ray
 6-11: Hangar
 12-18: Forward Struct
 19-20: Primary Hit

SIDE HITS
 1-5: Port / Stb Thrust
 6-8: P-Shooter
 9-18: Port / Stb Struct
 19-20: Primary Hit

AFT HITS
 1-7: Main Thrust
 8-9: P-Shooter
 10-18: Aft Struct
 19-20: Primary Hit

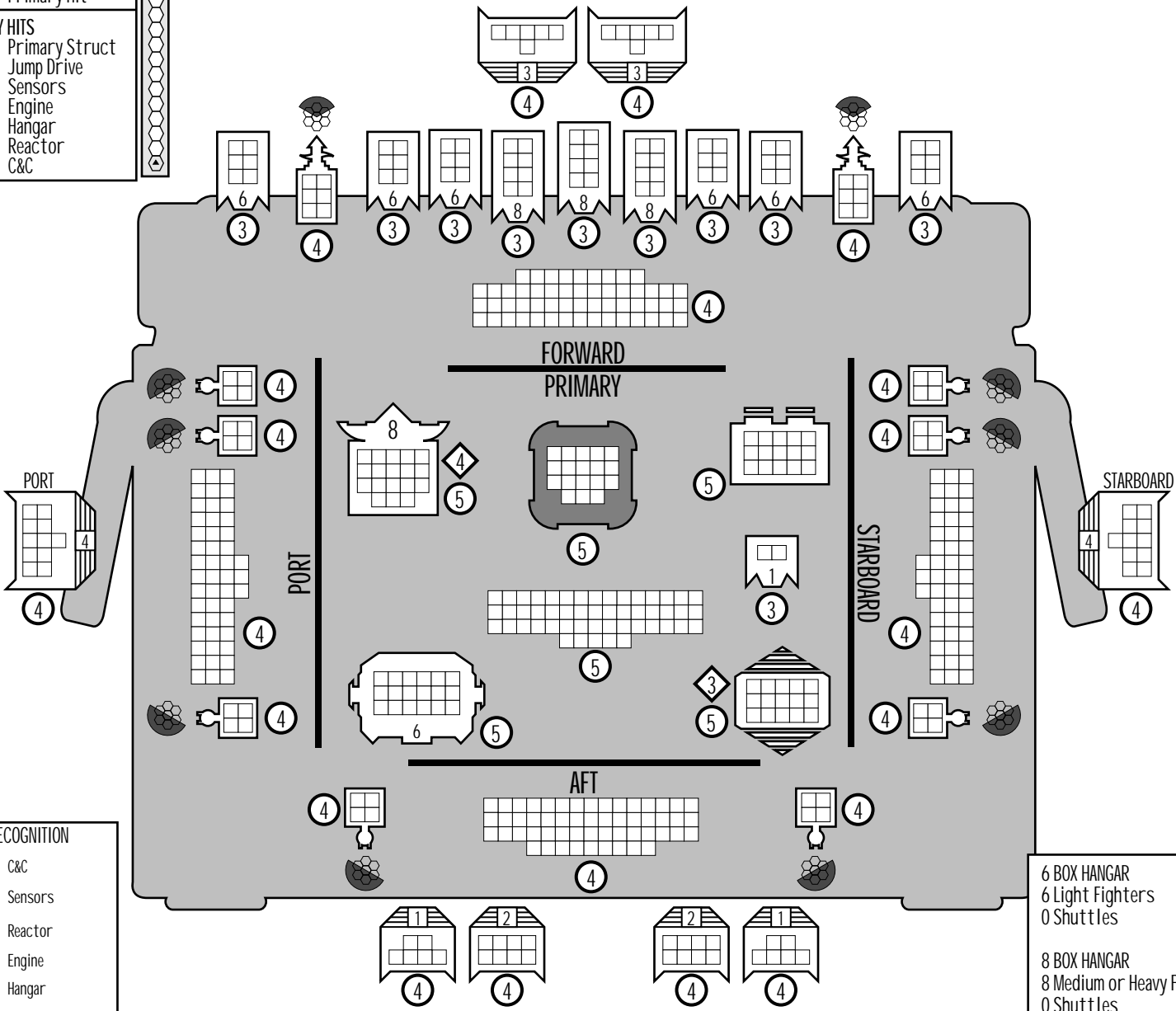
PRIMARY HITS
 1-8: Primary Struct
 9-11: Jump Drive
 12-13: Sensors
 14-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: C&C

SENSOR DATA

Defensive EW

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

TURN DELAY



ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thruster
- P-Shooter
- Pure Ray

6 BOX HANGAR
 6 Light Fighters
 0 Shuttles

8 BOX HANGAR
 8 Medium or Heavy Ftrs
 0 Shuttles

HANGAR
 2 Shuttles: Thrust: 1
 Armor: 1 Defense: 10/12
