

INITIATIVE
SPEED

Name: Counter:

SPOO Onri Class Cruiser

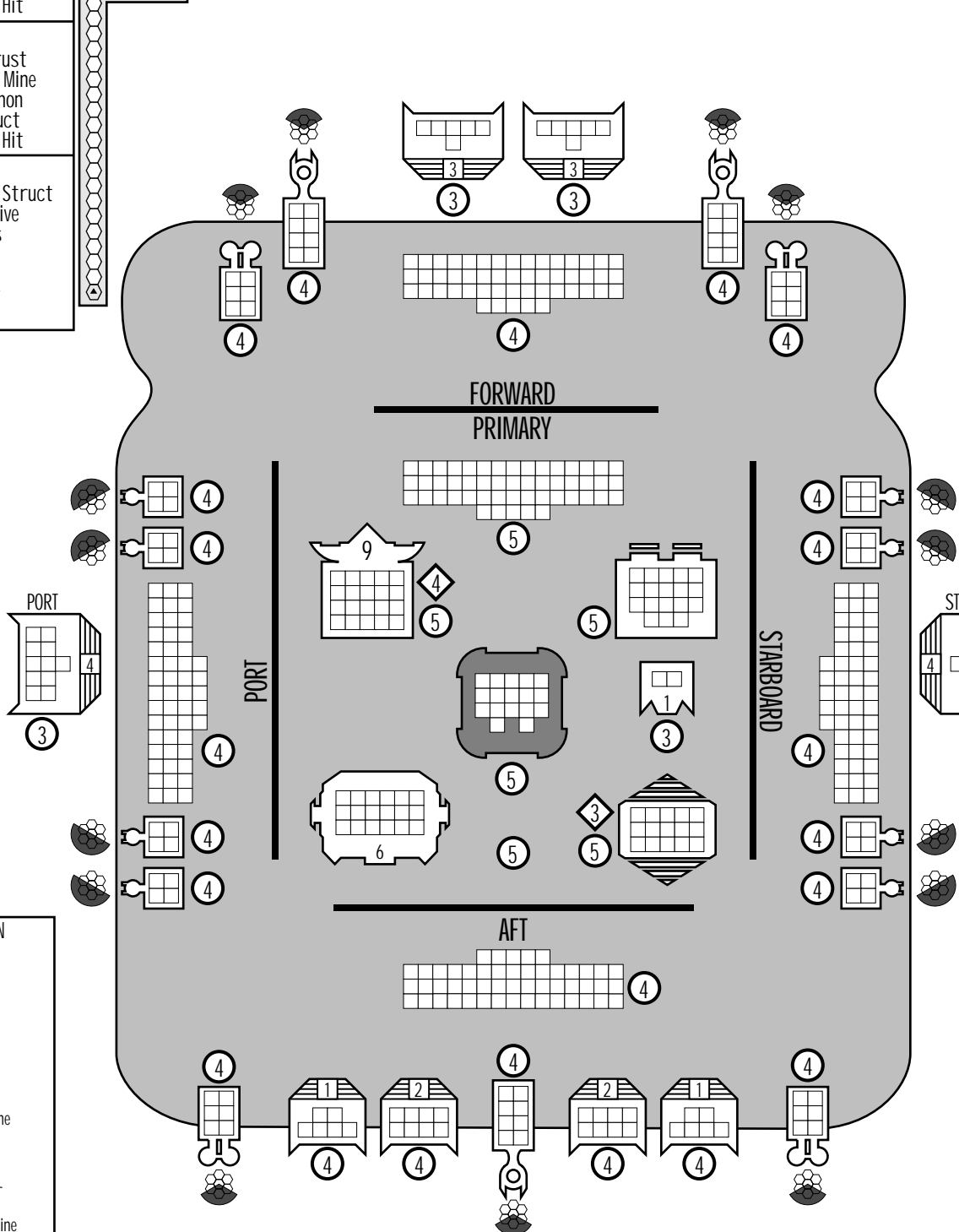
SPECS Class: Capital Ship In Service: 2265 Point Value: 550 Ramming Factor: 230 Jump Delay: 26 Turns	MANEUVERING Turn Cost: 3/4 x Speed Turn Delay: 3/4 Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 15 Engine Efficiency: 4/1 Extra Power: 0 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 3 4 5 6 6 7 8 9 9 10 11 12 12	
Turn Delay	1 2 3 3 4 5 6 6 7 8 9 9 10 11 12 12	

WEAPON DATA	
Entropy Mine Class: Ballistic Mode: Flash Damage: 25/15/5 Range Penalty: None Max Range: 40 Hexes Fire Control: n/a Intercept Rating: n/a Rate of Fire: 1 per 2 turns Special: Targeted on a hex, not a unit. Damage is scored as follows: 25 damage to impact hex, 15 damage to one hex away, 5 damage to two hexes away. Add damage from all overlapping mines together and divide the total equally between every ship in the affected hexes. All ships in the impact hex also suffer -1 power per nine thereafter and fighters automatically dropout.	3
Psi-Cannon Class: Psychic Mode: R/P Damage: 3d10+20 Range Penalty: -1 per 3 Hexes Fire Control: +4/+2/-- Intercept Rating: n/a Rate of Fire: 1 per 3 turns Special: For every 10 rolled on the damage dice apply a -1 initiative modifier to the target vessel for the remainder of the scenario.	4
P-Shooter 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	2

FORWARD HITS 1-3: Retro Thrust 4-7: Entropy Mine 8-11: Psi-Cannon 12-18: Forward Struct 19-20: Primary Hit
SIDE HITS 1-5: Port / Stb Thrust 6-9: P-Shooter 10-18: Port / Stb Struct 19-20: Primary Hit
AFT HITS 1-6: Main Thrust 7-9: Entropy Mine 10-11: Psi-Cannon 12-18: 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
Thrustor
P-Shooter
Entropy Mine
Psi-Cannon

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