

Koulani Sunclipper Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 2150
Point Value: 700
Ramming Factor: 200
Jump Delay: 32 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Medium Particle-Plasma Beam
Class: Particle, then Plasma
Modes: Std, then Flash
Damage: 2d10, then 1d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Plasma Bolt
Class: Plasma
Modes: Flash
Dmg: 1d10+4 -1 per 2 hexes
Range Penalty: -1 per 2 hexes
Fire Control: -1/+1/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-8: Medium PPB
9-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-11: Plasma Bolt
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Medium PPB
10: Hangar
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
9-11: Jump Drive
12-14: Sensors
15-17: Engine
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

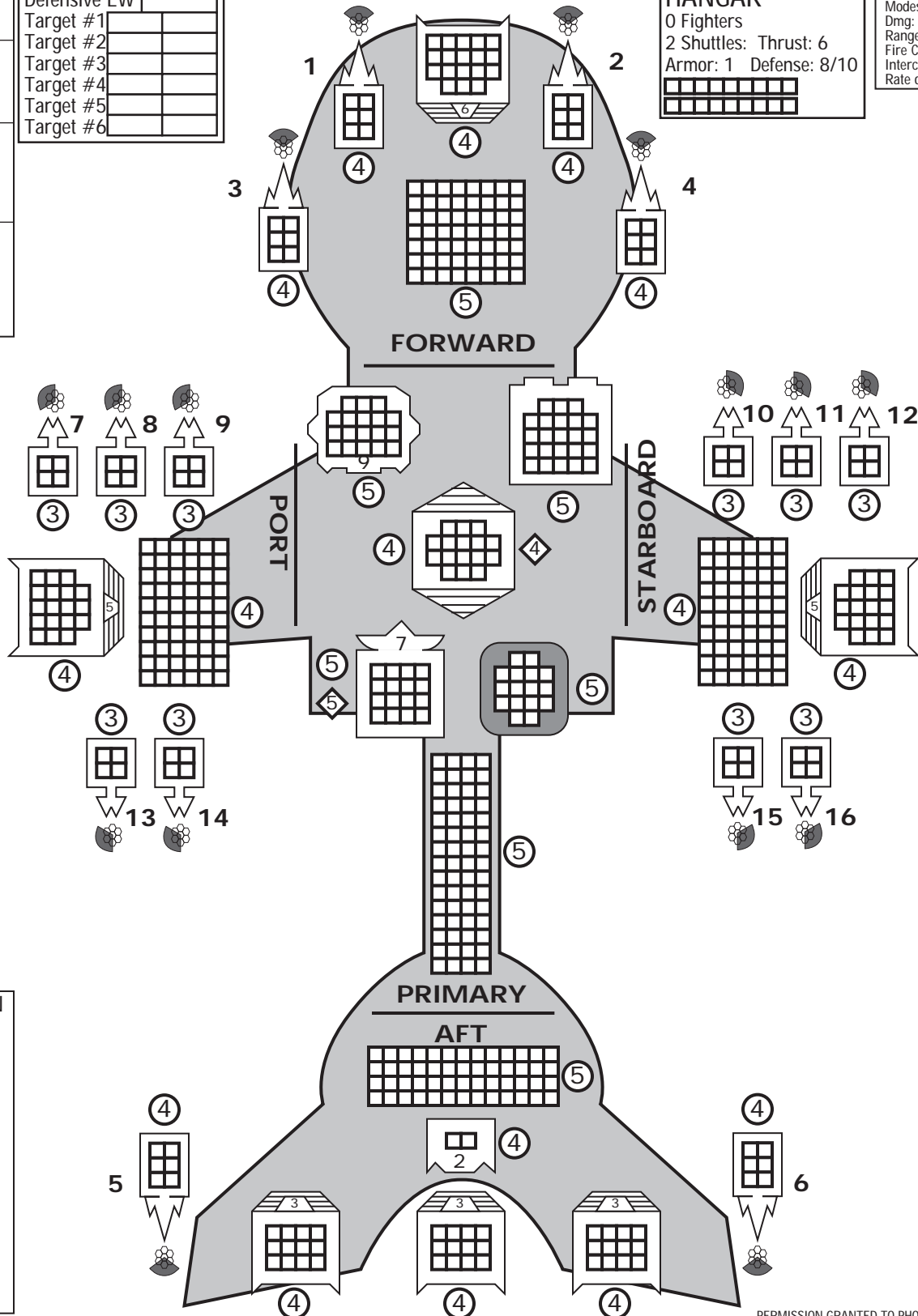
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 6

Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Medium Particle-Plasma Beam
- Plasma Bolt