**SPECS** 

Speed

Turn Cost

Turn Delay

Class: HCV

In Service: 2362

Point Value: 410

Ramming Factor: 80

2ND EDITION

### **WEAPON DATA**

# Particle Turret Class: Particle Mode: Standard Damage: 6 Ange Penalty: -3 per 2 hexes Fire Control: +3/+3/+4 Intercept Rating: -2 Rate of Fire: 3 per turn Alternate Mode: 8 damage, +3/+2/+0, RoF 2 per turn

FORWARD HITS
1-4: Retro Thrust

4-7: Particle Turret 8-18: Forward Structure 19-20: PRIMARY Hit

## AFT HITS

1-6: 7-8: Main Thrust 7-8: Jump Drive 9-18: Aft Structure 19-20: PRIMARY Hit

#### PRIMARY HITS

Primary Structure Port/Stb Thrust 11-13: 14-15: 16-17: 18-19: Particle Turret Sensors Engine Reactor C&C 20:

# **SPECIAL NOTES**

**Limited Sensors ELINT Ship** Subspace Drive Limited Deployment (33%)

SENSOR DATA		
Defensive 1	EW 🗀	
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

**PORT** 

#### **MANEUVERING**

erran Charybdıs Class AW

Turn Cost: 3/4 Speed Turn Delay: 1x Speed Accel/Decel Cost: 2 T Pivot Cost: 3+2 Thru

Jump Delay: 16 Turns | Roll Cost: 2+2 Thrus

	Fwd/Att Detense: 12
l	Stb/Port Defense: 14
Thrust	Engine Efficiency: 3/1
ıst	Extra Power: 0
at l	Initiative Bonus: +6

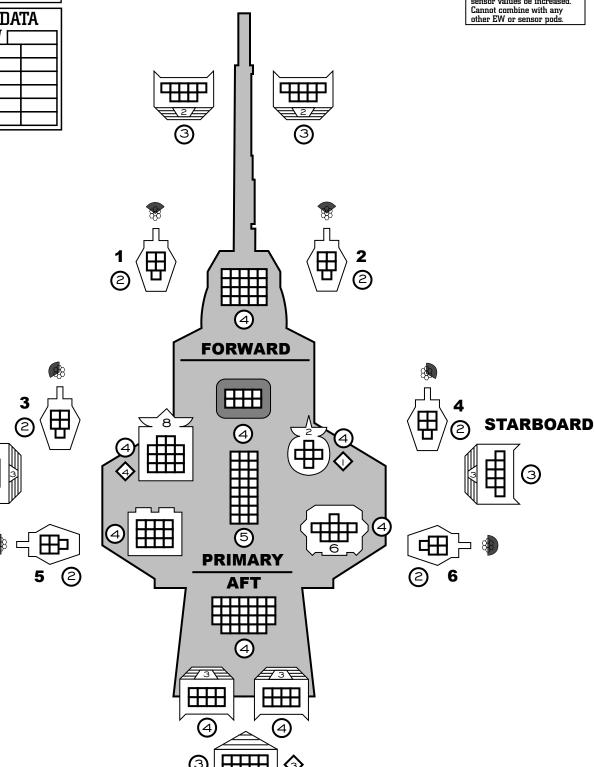
10 11

70

COMBAT STATS

# **CCEW Pod**

Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any



# ICON RECOGNITION



Thruster



Sensors



Jump Engine



**CCEW Pod** 

Designed by Paul Brown pbcbrown@shaw.ca