



Terran Aeolus Class Cruiser



SPECS

Class: Capital Ship
 In Service: 2361
 Point Value: 640
 Ramming Factor: 265
 Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 1x Speed
 Turn Delay: 1x Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 4+4 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 4/1
 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	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Photon Beam
 Class: Laser
 Mode: Raking
 Damage: 2d10+7
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+1/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 5 turns
Special: Ignores Shields

Minerva Cannon

Class: Laser
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2

Anti-Fighter Mode
 Mode: Standard
 Damage: 1d10
 Rate of Fire: 3 per turn

Anti-Ship Mode

Mode: Raking (6)
 Damage: 3d10
 Rate of Fire: 1 per turn
Special: Ignores Shields

Heavy Particle Turret

Class: Particle
 Mode: Standard
 Damage: 9
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 2 per turn
Alternate Mode: 12 damage, +3/+2/+0, RoF 1 per turn

FORWARD HITS

- 1-4: Retro Thrust
- 5: CCEW Pod
- 6-8: Photon Beam
- 9-10: Flak Turret
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5: Main Thrust
- 6: CCEW Pod
- 7-8: Minerva Cannon
- 9: Flak Turret
- 10-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7: Aft Engine
- 8-9: Flak Turret
- 10-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

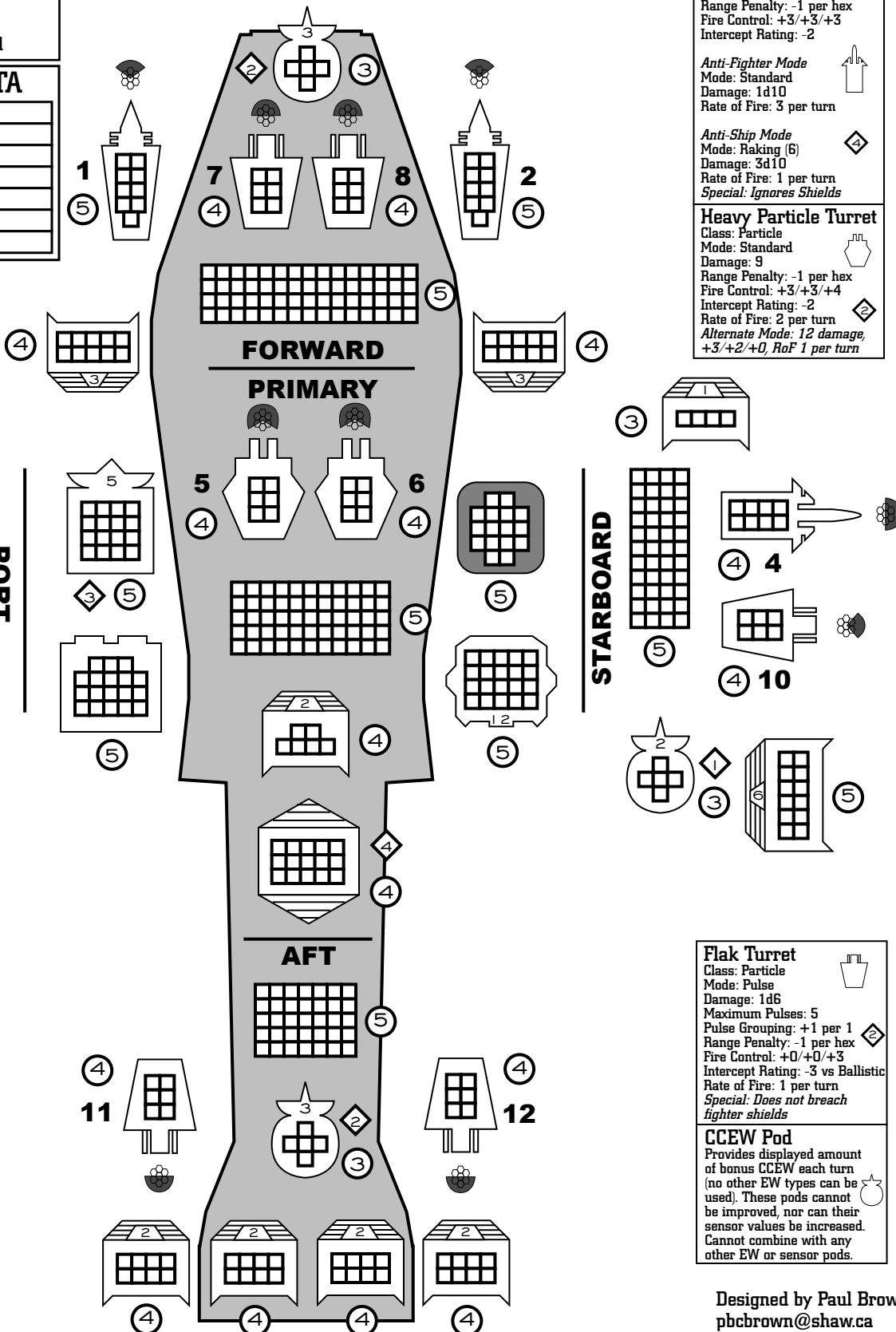
- 1-9: Primary Structure
- 10: Main Thrust
- 11-12: Hvy Particle Turret
- 13-14: Jump Drive
- 15-16: Sensors
- 17-18: Engine
- 19: Reactor
- 20: C&C

SPECIAL NOTES

Limited Sensors
 Subspace Drive
 Only 24 Constructed

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- CCEW Pod

Flak Turret

Class: Particle
 Mode: Pulse
 Damage: 1d6
 Maximum Pulses: 5
 Pulse Grouping: +1 per 1
 Range Penalty: -1 per hex
 Fire Control: +0/+0/+3
 Intercept Rating: -3 vs Ballistic
 Rate of Fire: 1 per turn
Special: Does not breach fighter shields

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 other EW or sensor pods.