

# GTVI Phoenix Dreadnought

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: 2336 Point Value: 5550 Ram Factor: 2040 Jump Delay: 25 Turns	Turn Cost: 5x Speed Turn Delay: 2x Speed Accel/Decel Cost: 15 Thrust Pivot Cost: 8+8 Thrust Roll Cost: 6+6 Thrust	Fwd/Aft Defense: 19 Stb/Port Defense: 21 Engine Efficiency: 6/1 Extra Power: 0 Initiative Bonus: +0
Speed	1 2 3 4 5 6 7	8 9 10 11 12
Turn Cost	5 10 15 20 25 30 35	40 45 50 55 60
Turn Delay	2 4 6 8 10 12 14	16 18 20 22 24

- FORWARD HITS**
- 1-4: Retro Thrust
  - 5-7: Hangar
  - 8-9: Adv. Photon Beam
  - 10: Hvy Part. Turret
  - 11: Minerva Cannon
  - 12: Sheath Shielding
  - 13: Flak Turret
  - 14-18: Forward Structure
  - 19-20: PRIMARY Hit

**SPECIAL NOTES**

Limited Sensors  
Subspace Drive  
Unique Ship

**SENSOR DATA**

Defensive EW

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

- SIDE HITS**
- 1-5: Port/Stbd Thrust
  - 6: CCEW Pod
  - 7-8: Adv. Photon Beam #2
  - 9: Hvy Part. Turret
  - 10: Minerva Cannon
  - 11: Cluster Bomb
  - 12: Flak Turret
  - 13-18: Aft Structure
  - 19-20: PRIMARY Hit

**HANGARS**

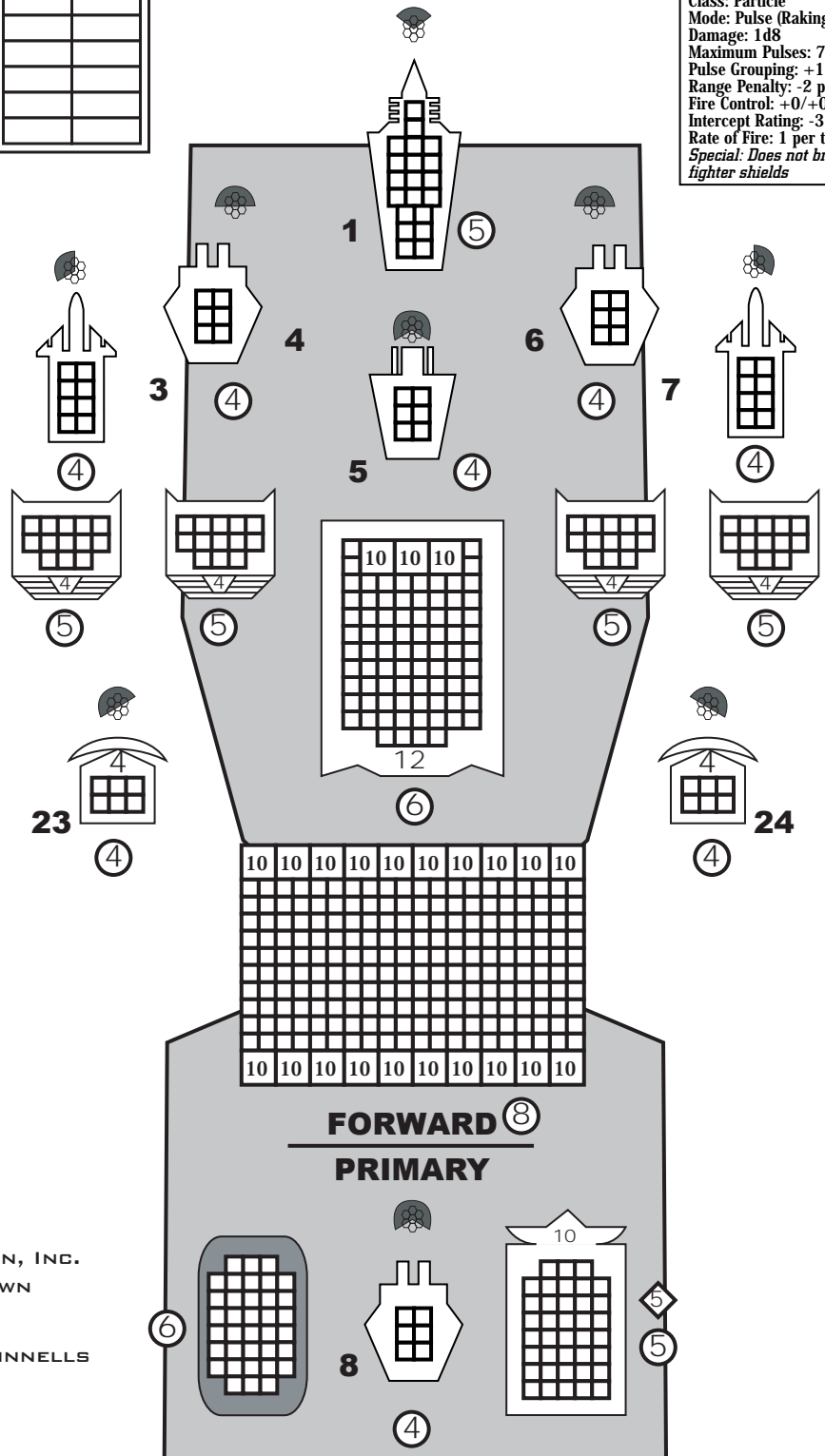
96 Fighters and Bombers  
8 Hygeia Support Craft  
6 Elysium Transports

**Heavy Flak Turret**

Class: Particle  
Mode: Pulse (Raking vs Ships)  
Damage: 1d8  
Maximum Pulses: 7  
Pulse Grouping: +1 per 1  
Range Penalty: -2 per hex  
Fire Control: +0/+0/+3  
Intercept Rating: -3 vs Ballistic  
Rate of Fire: 1 per turn  
*Special: Does not breach fighter shields*

- AFT HITS**
- 1-7: Main Thrust
  - 8: Adv. Photon Beam #2
  - 9-10: Hvy Part. Turret
  - 11: Sheath Shielding
  - 12-13: Minerva Cannon
  - 14-18: Aft Structure
  - 19-20: PRIMARY Hit

- PRIMARY HITS**
- 1-7: Primary Structure
  - 8: MX-52 Bank
  - 9: Hvy Part. Turret
  - 10-11: Adv. Photon Beam
  - 12: Jump Drive
  - 13-14: Sensors
  - 15-16: Engine
  - 17-19: Reactor
  - 20: C&C



**REACTOR TOTALS**

Reactor#1: 24  
Reactor#2: 24  
Reactor#3: 24  
Reactor#4: 24

*Destruction of any one active reactor will result in a catastrophic chain reaction which will destroy the ship. Player may choose to shutdown damaged reactors and by doing so, suffer the above power shortages.*

**WEAPON DATA**

**Adv. Photon Beam**

Class: Laser  
Mode: Raking  
Damage: 8d10+67  
Range Penalty: -1 per 3 hexes  
Fire Control: +6/+4/-10  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
*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*

**MX-52 Launcher**

Class: Ballistic  
Mode: Raking  
Damage: 2d8+4  
Launch Range: 10  
Range Penalty: n/a  
Fire Control: +2/+2/+5  
Intercept Rating: N/A  
Rate of Fire: 1 per 3 turn

**Shivan Cluster Bomb**

Class: Proximity (Ballistic)  
Modes: Standard  
Damage: 10 (+6d6)  
*Min targets: one at range 0-1  
two at range 2-3  
four at range 4-6*

Range Penalty: n/a  
Max Range: 5 hexes  
Fire Control: -/-/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
*Special: Scores 10 damage to all units in impact hex plus an additional 6d6 damage which must be split up (before roll to hit and damage) according to the range if possible. May also be fired after ship's movement, it then detonates in fighter vs fighter combat phase.*

**Sheath Shielding**

Subtract Shield Factor from any damage scored through arc. Flash weapons are only half as effective against ships protected by Sheath Shielding. Prevents called shots. May not be flown under by fighters or other craft. Do not function while in Subspace.

**CCEW Pod**

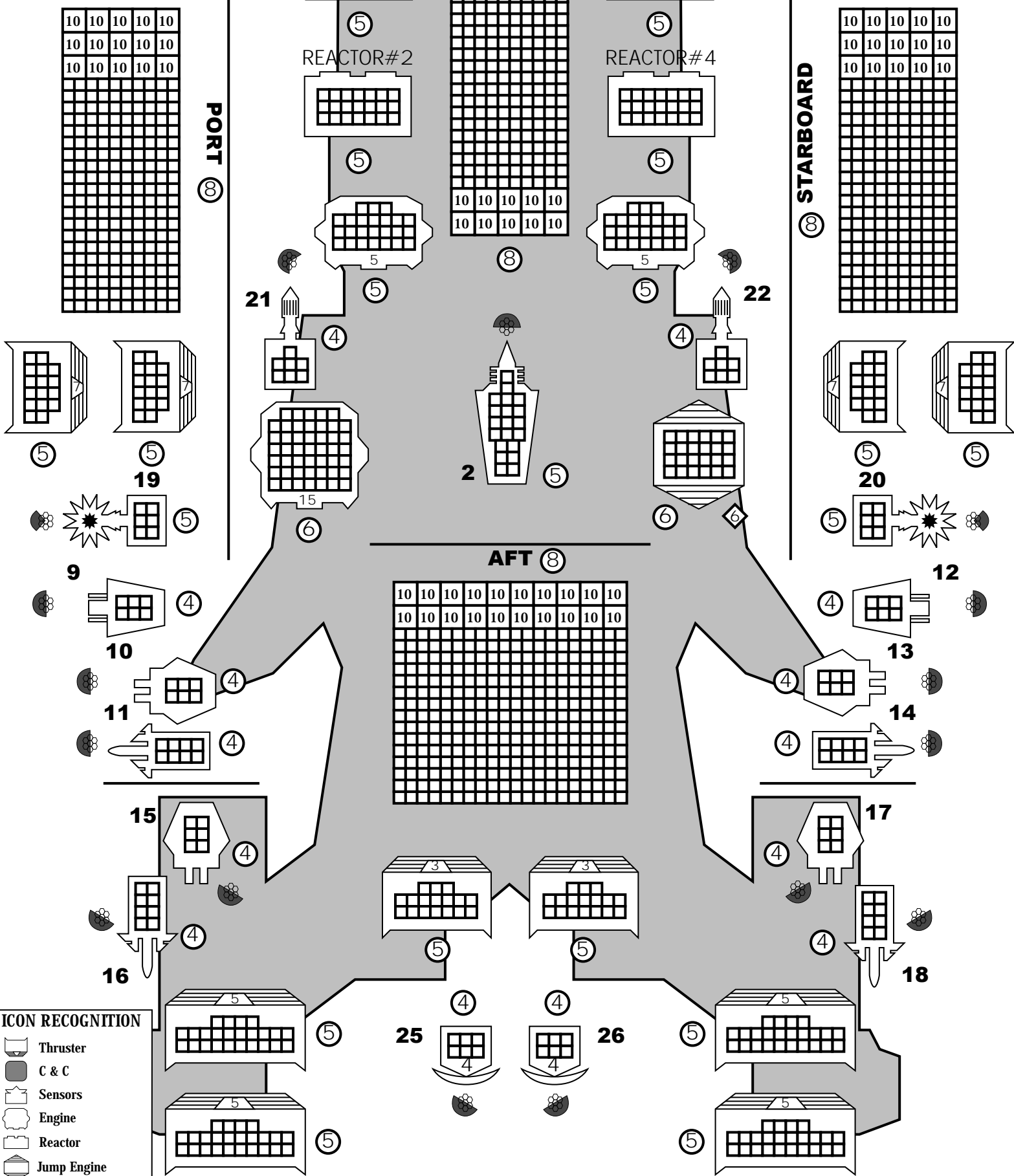
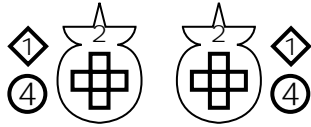
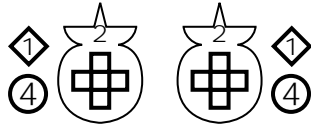
Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.

**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*



**ICON RECOGNITION**

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