



GTVA Colossus

SPECS

Class: Enormous Ship
 In Service: 2367
 Point Value: 30,000
 Ram Factor: 5750
 Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 4x Speed
 Turn Delay: 2x Speed
 Accel/Decel Cost: 20 Thrust
 Pivot Cost: 10+10 Thrust
 Roll Cost: 8+8 Thrust

COMBAT STATS

Fwd/Aft Defense: 22
 Stb/Port Defense: 26
 Engine Efficiency: 8/1
 Extra Power: 0
 Initiative Bonus: +0

| | | | | | | | | | | | | |
|------------|---|---|----|----|----|----|----|----|----|----|----|----|
| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Turn Cost | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 | 44 | 48 |
| Turn Delay | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |

WEAPON DATA

Heavy Photon Cannon
 Class: Laser
 Mode: Raking
 Damage: 9d10+58
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

May be fired at double power with the following stats:

Class: Laser
 Mode: Raking
 Damage: 13d10+85
 Range Penalty: -1 per 4 hexes
 Fire Control: +4/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns
Special: Ignores Shields. If fired in double armed mode, at the end of the turn roll one critical on one separate reactor per weapon fired.

Photon Cutter
 Class: Laser
 Mode: Raking
 Damage: 3d10+6
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 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

Flak Turret
 Class: Particle
 Mode: Pulse (Raking vs Ships)
 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.

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

Particle Turret
 Class: Particle
 Mode: Standard
 Damage: 6
 Range 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

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

SPECIAL NOTES

Unique Ship
 Limited Sensors
 Subspace Drive
 Double Thrust required for turn shortening.

SENSOR DATA

Defensive EW

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

FORWARD HITS

- 1-2: Retro Thrust
- 3-4: Main Thrust
- 5: CCEW Pod
- 6-7: Photon Cutter
- 8: Minerva Cannon
- 9: Flak Turret
- 10: Hvy Particle Turret
- 11: Particle Turret
- 12: MX-52 Launcher
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

FWD SIDE HITS

- 1-3: Port/Stb Thrust
- 4: Retro Thrust
- 5-7: Hvy Photon Cannon
- 8: Minerva Cannon
- 9-10: Flak Turret
- 11: MX-52 Launcher
- 12-18: Fore Port/Stb Struct
- 19-20: PRIMARY Hit

AFT SIDE HITS

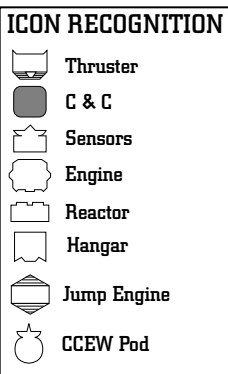
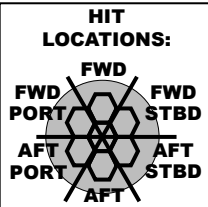
- 1-3: Port/Stb Thrust
- 4: CCEW Pod
- 5-6: Hvy Photon Cannon
- 7: Hvy Particle Turret
- 8: Particle Turret
- 9: MX-52 Launcher
- 10: Piranha Launcher
- 11-18: Aft Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-7: Aft Engine
- 8: CCEW Pod
- 9-10: Photon Cutter
- 11: Minerva Cannon
- 12: Particle Turret (any)
- 13: MX-52 Launcher
- 14-18: Aft Structure
- 19-20: PRIMARY Hit

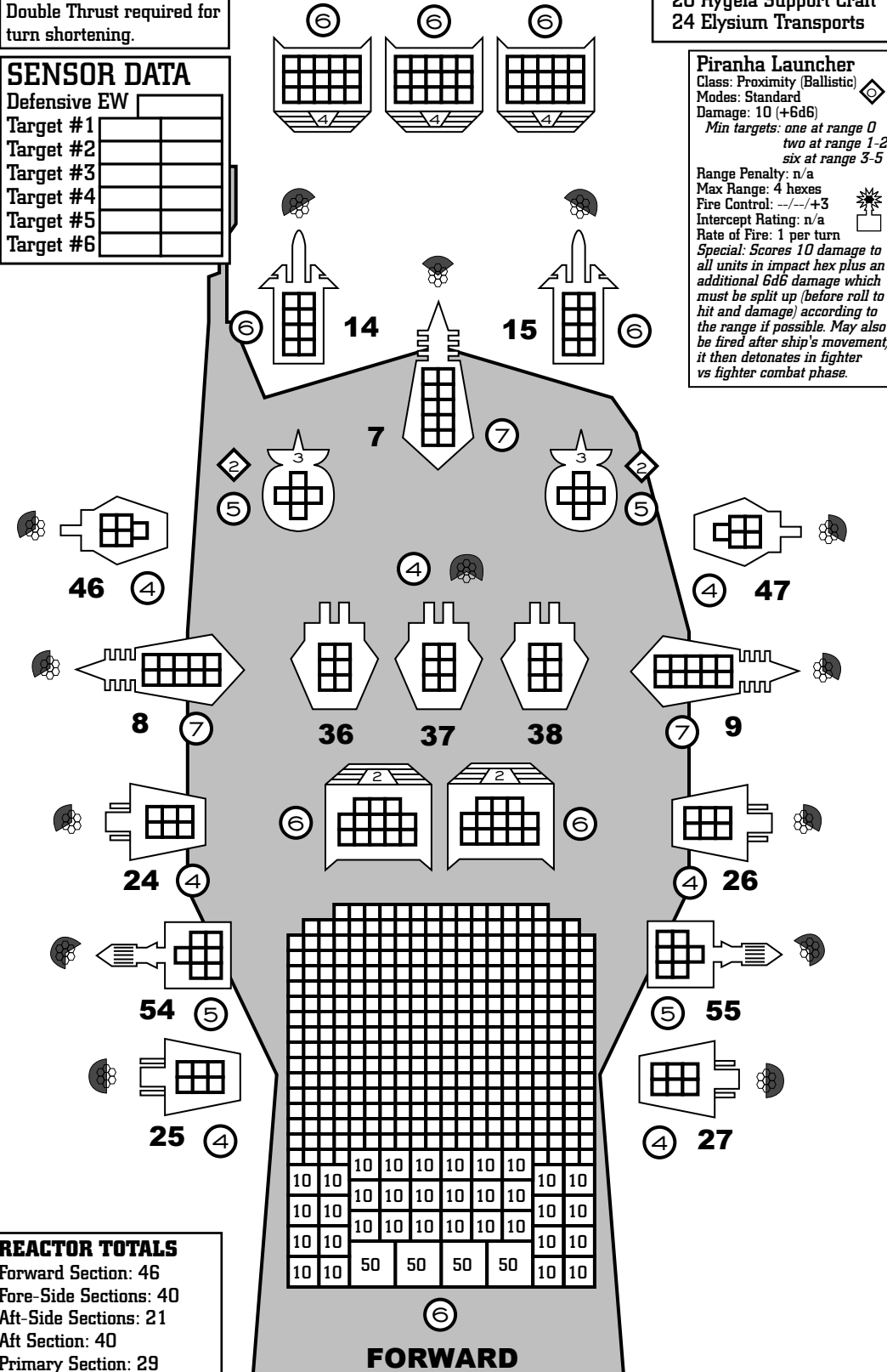
PRIMARY HITS

- 1-7: Primary Structure
- 8-9: Main Thrust
- 10: Hvy Particle Turret
- 11: Minerva Cannon
- 12: Jump Drive
- 13: Sensors
- 14: Engine
- 15-16: Hangar
- 17-19: Reactor
- 20: C&C



REACTOR TOTALS

Forward Section: 46
 Fore-Side Sections: 40
 Aft-Side Sections: 21
 Aft Section: 40
 Primary Section: 29

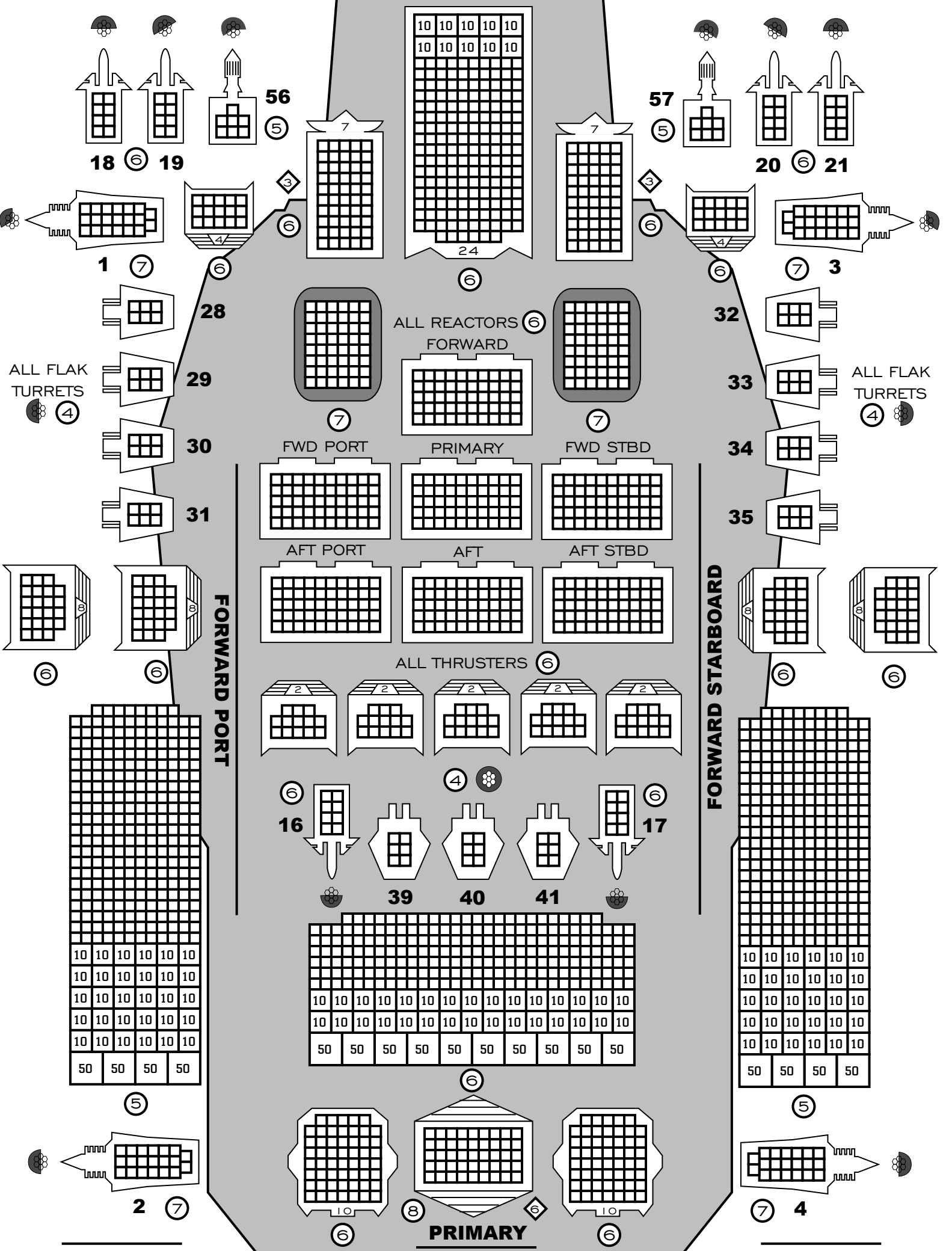


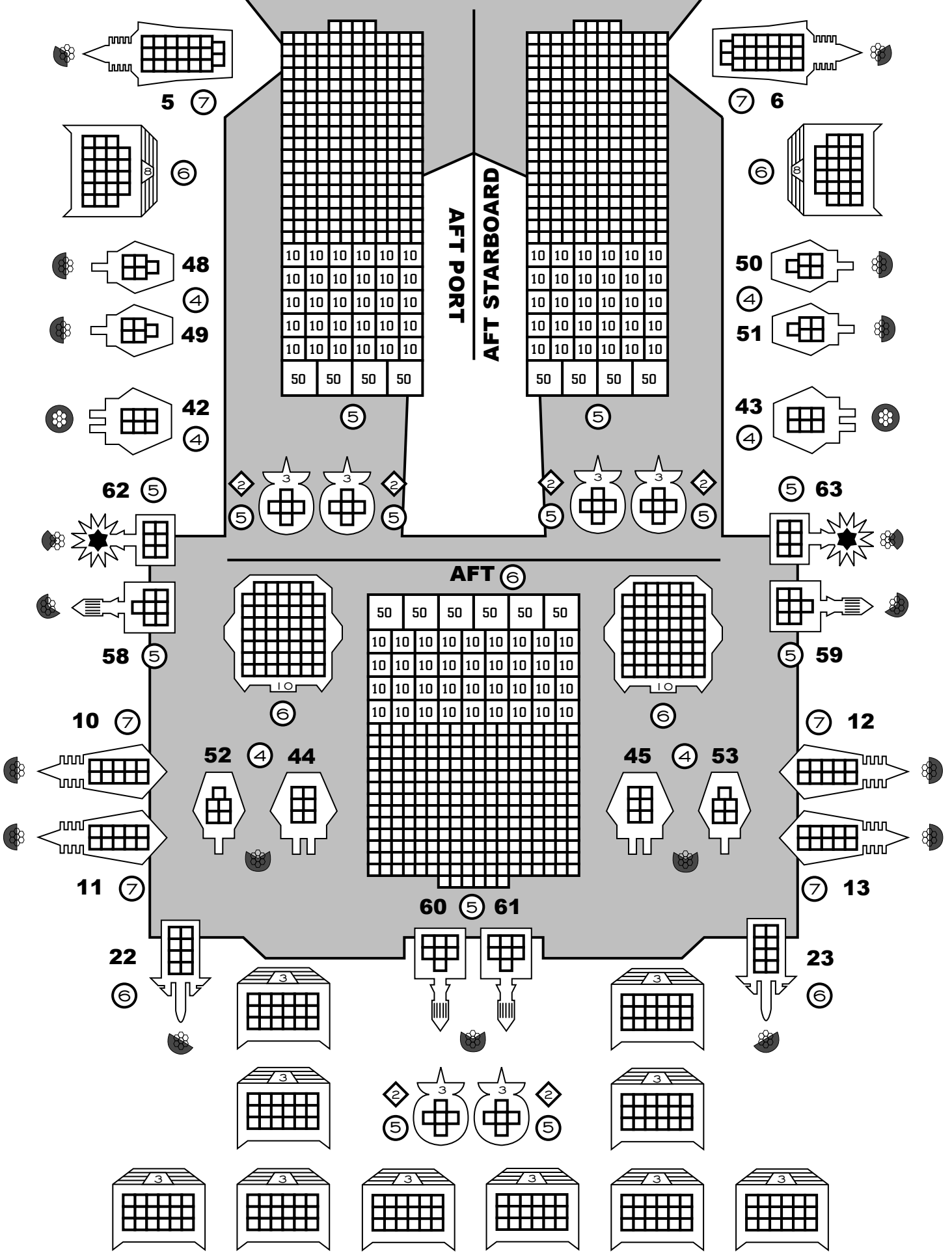
HANGAR

240 Fighters and Bombers
 20 Hygeia Support Craft
 24 Elysium Transports

Piranha Launcher

Class: Proximity (Ballistic)
 Modes: Standard
 Damage: 10 (+6d6)
Min targets: one at range 0 two at range 1-2 six at range 3-5
 Range Penalty: n/a
 Max Range: 4 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.





ALL THRUSTERS 6