

MALLARAN EMPIRE FURY DREADNOUGHT

YS:110
DK:10
EX:29
CR:10

CNTR

SHIP DATA TABLE	
TYPE	= DN
POINT VALUE	= 178
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= RN108.6
Y120 REFIT	= +40
Y154 REFIT	= +4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

THREE BAYS, NO TRANSFERS.

TRANSPORTER BOMBS
D D D D D D D

PROBES

5

BOARDING PARTIES

10

DECK CREWS

4

RAM MISSILE TABLE

IMPULSE	1	2	3	4	5	6	7	8	9	10
SPEED	1	2	2	3	3	2	2	2	2	1

DAMAGE MULTIPLE BEGINS AT SIX. DAMAGE = MULTIPLE X SPEED AT POINT OF IMPACT. EVERY TWO POINTS OF PHASER DAMAGE REDUCE THE MULTIPLE BY ONE.

SHORT-RANGE RAM MISSILE

IMPULSE	1	2	3	4	5
SPEED	1	2	3	2	1

DAMAGE MULTIPLE BEGINS AT FOUR. THE DAMAGE = MULTIPLE X SPEED AT IMPACT. EVERY TWO POINTS OF PHASER DAMAGE REDUCE THE MULTIPLE BY ONE POINT.

PROTON PULSE EMITTER B

DIE	RANGE
ROLL	0 1 2 3-4 5-8
1	7 5 4 3 1
2	6 5 4 2 0
3	5 4 3 1 0
4	4 4 2 0 0
5	4 4 1 0 0
6	4 3 0 0 0

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CREW UNITS

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

BOARDING PARTIES

10

DECK CREWS

5

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TURNOVER SPEED

E	1	2	3
TURN MODE	2-3	4-6	7-10
HET	4	11-14	15-20
BD	6	21-29	30+

RAM TORPEDO AMMUNITION

1
2

PLASMATRON

DIE	RANGE
ROLL	0 1 2-3 4-8 9-15 16-30
1	14 14 13 10 8 4
2	14 14 12 7 6 2
3	14 13 11 4 3 1
4	13 12 10 2 1 0
5	11 10 7 1 0 0
6	10 7 4 0 0 0

MPDS AMMUNITION

1
2

VIPER-1
1xPIB-FA
DFR = 3
CRIPPLED = 6
SPEED = 12
BPY = 9

VIPER-2
1xP2B-FA
DFR = 4
CRIPPLED = 6
SPEED = 15
BPY = 12

CNTR

1

SHIELD #6

1

L+FA

1

P2D

1

RAM

1

MPDS

1

LS

1

PIB

1

L WARP

1

F HULL

1

AWR

1

SHTL

1

AWR

1

FTR

1

A HULL

1

R WARP

1

PIB

1

SHIELD #1

1

FH NEUTRONIUM ARMOR

1

PLAS-FH

1

BRIDGE

1

PRB

1

LS

1

PID

1

FLAG

1

PID

1

TRAN

1

LAB

1

C HULL

1

LAB

1

EA

1

AWR

1

TRAC

1

EMER

1

SHIELD #2

1

FA+R

1
