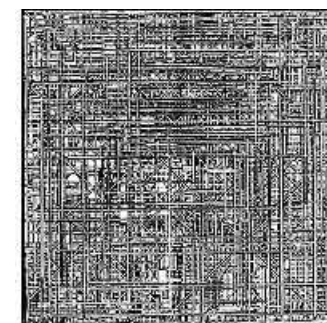
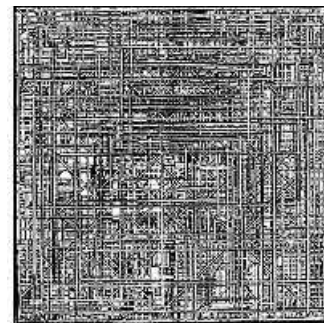


Assault Cube



RACE: Borg Collective

OVERALL COMBAT RATING: 2067.44

Note: Borg ships have a lot of special rules that apply. See the rules on the Borg.

Pulsars and Force projectors do damage as listed in the borg rules.

General Ship Data

Size Class: 32
Damage Control Points: 12
Superstructure Points: 250
Atmosphere Capable: No
Landing Capable: No
Damage Chart: C
Stress Charts: E/F

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 2500
Troops: Special
Transports (10-man): 10

Power Data

Left Warp Engine Output: 65
Right Warp Engine Output: 65
Impulse Engine Output: 60
Total Power Available: 190
Trans Warp Rating: 14

Weapon Data

Beam Weapon Type: Anti-Proton
Number of Weapons: 12
Firing Arcs: 12 360

Degree
Firing Chart Column: AA

Maximum Power Allocation: 9
Maximum Power Emitted rate: 3

Damage Modifier:

(+3) (0-10)
(+2) (11-20)
(+1) (21-30)

Missile Weapon Type: Pulsar

Number of Weapons: 6
Firing Arcs: 6 360
Degree

Firing Chart Column: L
Power To Arm: 1
Damage: Special

Missile Weapon Type: Force
Projector

Number of Weapons: 9
Firing Arcs: 9 360
Degree

Firing Chart Column: L
Power To Arm: 1
Damage: Special

Movement Data

Impulse Movement Ratio: 5/1
Thruster Movement Ratio: 4/1
Maximum Impulse Speed: 14
Maximum Thruster Speed: 4
Maximum Acceleration/Decel: 4

Shield Data

Maximum Deflection: 9
Shield Power Cost: 2
Shield Durability: 10
Minimum Damage #: 100
Maximum Absorption: 400
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 2 (+10%)

Ship Rating Information:

Defensive Rating: 601
Offensive Rating: 344

Next Generation Era