

# Barada Valia Light Cruiser

## SPECS

Class: Capital Ship  
In Service: 2224  
Point Value: 475  
Ramming Factor: 260  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 13  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

## WEAPON DATA

**Heavy Particle Beam**  
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**Standard Particle Beam**  
Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**Light Particle Beam**  
Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

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

## HANGAR

12 Fighters  
2 Shuttles: Thrust: 3  
Armor: 2 Defense: 9/9

## FORWARD HITS

1-4: Retro Thrust  
5-7: Hvy Particle Beam  
8-10: Std Particle Beam  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-10: Lt Particle Beam  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-9: Main Thrust  
10-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Structure  
10-11: Std Particle Beam  
12-13: Sensors  
14-15: Engine  
16-18: Hangar  
19: Reactor  
20: C&C

## SENSOR DATA

Defensive EW

Target #1

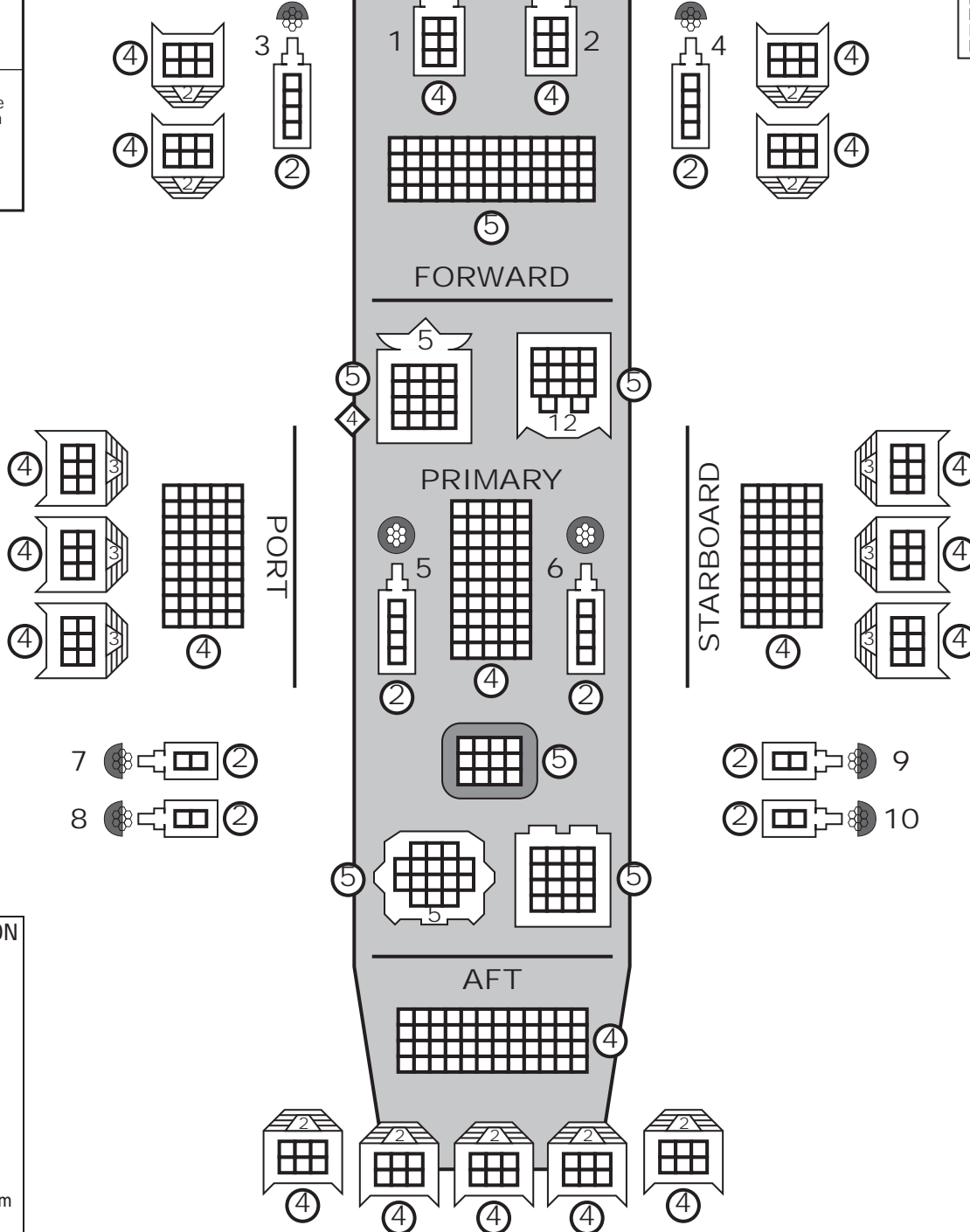
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Particle Beam
- Std Particle Beam
- Lt Particle Beam