



BA Light Cruiser (Project 128b)



SPECS

Class: Capital Ship
In Service: 2261
Point Value:
Ramming Factor:
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

WEAPON DATA

Heavy Blast Cannon
Class: Matter
Modes: Pulse
Damage: 8 1d6 times
Maximum Pulses: 6
Grouping Rating: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Medium Blast Cannon
Class: Matter
Modes: Pulse
Damage: 5 1d6 times
Maximum Pulses: 5
Grouping Rating: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

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

Interceptor Mk-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

FORWARD HITS
1-4: Retro Thrust
5-7: Hvy Blast Cannon
8-10: Std Particle Beam
11-12: Interceptor
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Hvy Blast
7-8: Med Blast Cannon
9-10: Std Particle Beam
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Std Particle Beam
9-10: Med Blast Cannon
11-12: Engine
13: Interceptor
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-12: Primary Struct
13-14: Sensors
15-16: Hangar
17-18: Reactor
19-20: C & C

SPECIAL NOTES
No Energy Web
Unique Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

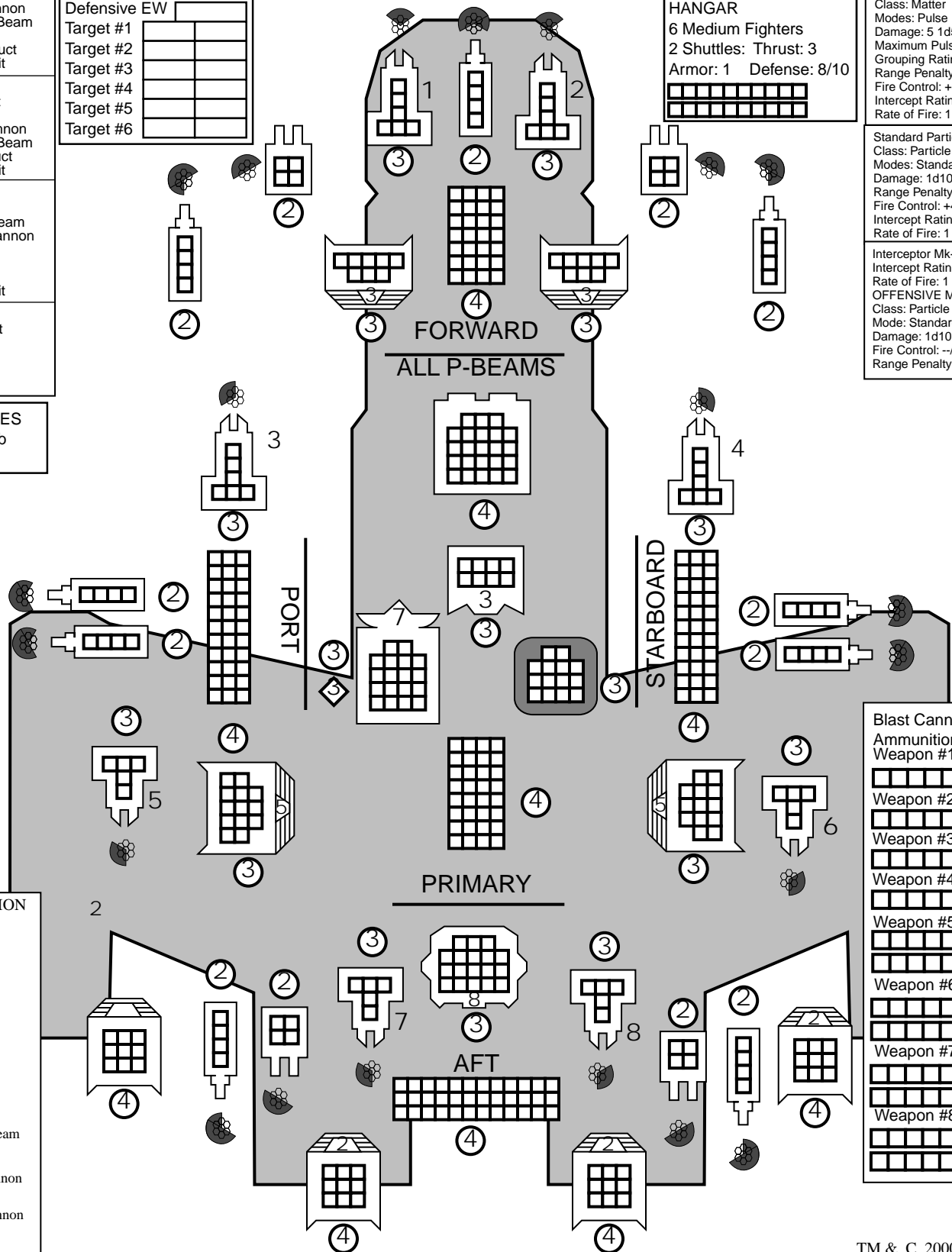
6 Medium Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Hvy Blast Cannon
- Med Blast Cannon
- Interceptor



Blast Cannon

Ammunition

Weapon #1

Weapon #2

Weapon #3

Weapon #4

Weapon #5

Weapon #6

Weapon #7

Weapon #8

Weapon #9

Weapon #10

Weapon #11

Weapon #12

Weapon #13

Weapon #14

Weapon #15

Weapon #16

Weapon #17

Weapon #18

Weapon #19

Weapon #20