

# Belt Alliance Escort Cruiser

## SPECS

Class: Capital Ship  
In Service: 2239  
Point Value: 510  
Ramming Factor: 180  
Jump Delay: NA

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 18  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Penalty: +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

**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 Blast Cannon**  
Class: Matter  
Modes: Pulse  
Damage: 3 1d3 times  
Maximum Pulses: 4  
Grouping Range: +1 per 5  
Range Penalty: -1 per hex  
Fire Control: +2/+1/+0  
Intercept Rating: -1  
Rate of Fire: 1 per turn

**Medium Blast Cannon**  
Class: Matter  
Modes: Pulse  
Damage: 5 1d5 times  
Maximum Pulses: 5  
Grouping Range: +1 per 5  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/+0  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

**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  
5-8: Medium Blast Cannon  
9-10: Hangar  
11-12: Std Particle beam  
13-17: Forward Struct  
18-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-9: Light Blast Cannon  
10-17: Port/Stb Struct  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Std Particle Beam  
9-17: Aft Struct  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-9: Interceptor  
10-12: Sensors  
13-15: Engine  
16-18: Reactor  
19-20: C & C

## SPECIAL NOTES

Uncommon Variant  
No Energy Web

## SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

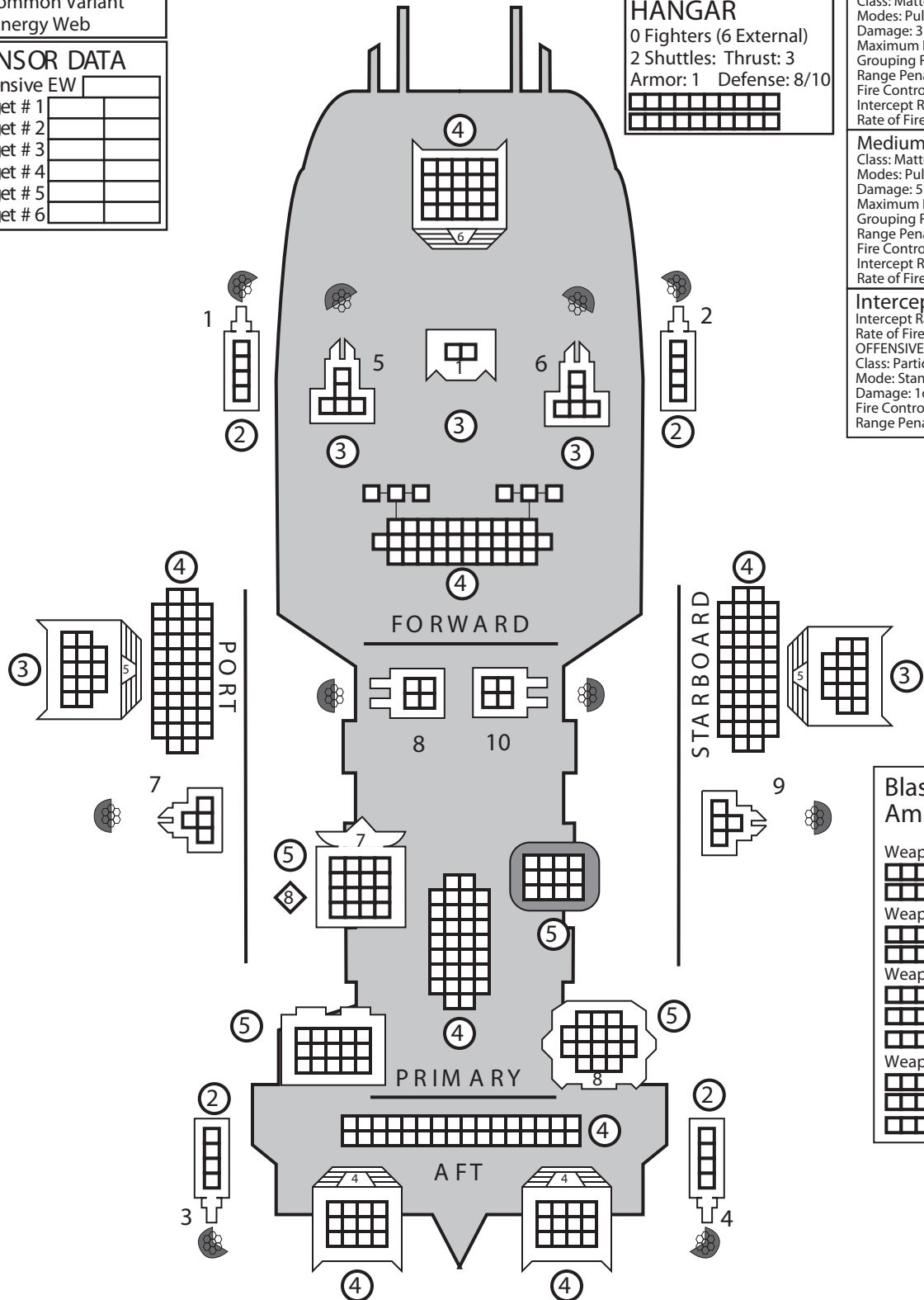
Target # 6

## HANGAR

0 Fighters (6 External)

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Std Particle Beam
- Med Blast Cannon
- Light Blast Cannon
- Interceptor
- Ext. Fighter Rail

## Blast Cannon Ammunition

Weapon #5



Weapon #6



Weapon #7



Weapon #8

