

# Belt Alliance Escort Carrier

## SPECS

Class: Hvy Combat Vsl  
In Service: 2185  
Point Value: 350  
Ramming Factor: 110  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +6

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

24 Fighters (12 External)  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

## 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

**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: -/-/+4  
Range Penalty: -2 per hex

**Before 2235:  
Interceptor Prototype**  
Intercept Rating: -2  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+3  
Fire Control: -/-/+4  
Range Penalty: -2 per hex  
*Reduce cost by 5 per weapon*

## Blast Cannon Ammunition

Weapon #1		
Weapon #2		

## FORWARD HITS

1-6: Retro Thrust  
7-8: Medium Blast Cannon  
9-10: Std Particle Beam  
11: Interceptor  
12-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Std Particle Beam  
9: Interceptor  
10-18: Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-5: Port/Stb Thrust  
6-11: Primary Structure  
12-13: Engine  
14-15: Sensors  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

No Energy Web

## SENSOR DATA

Defensive EW

Target #1

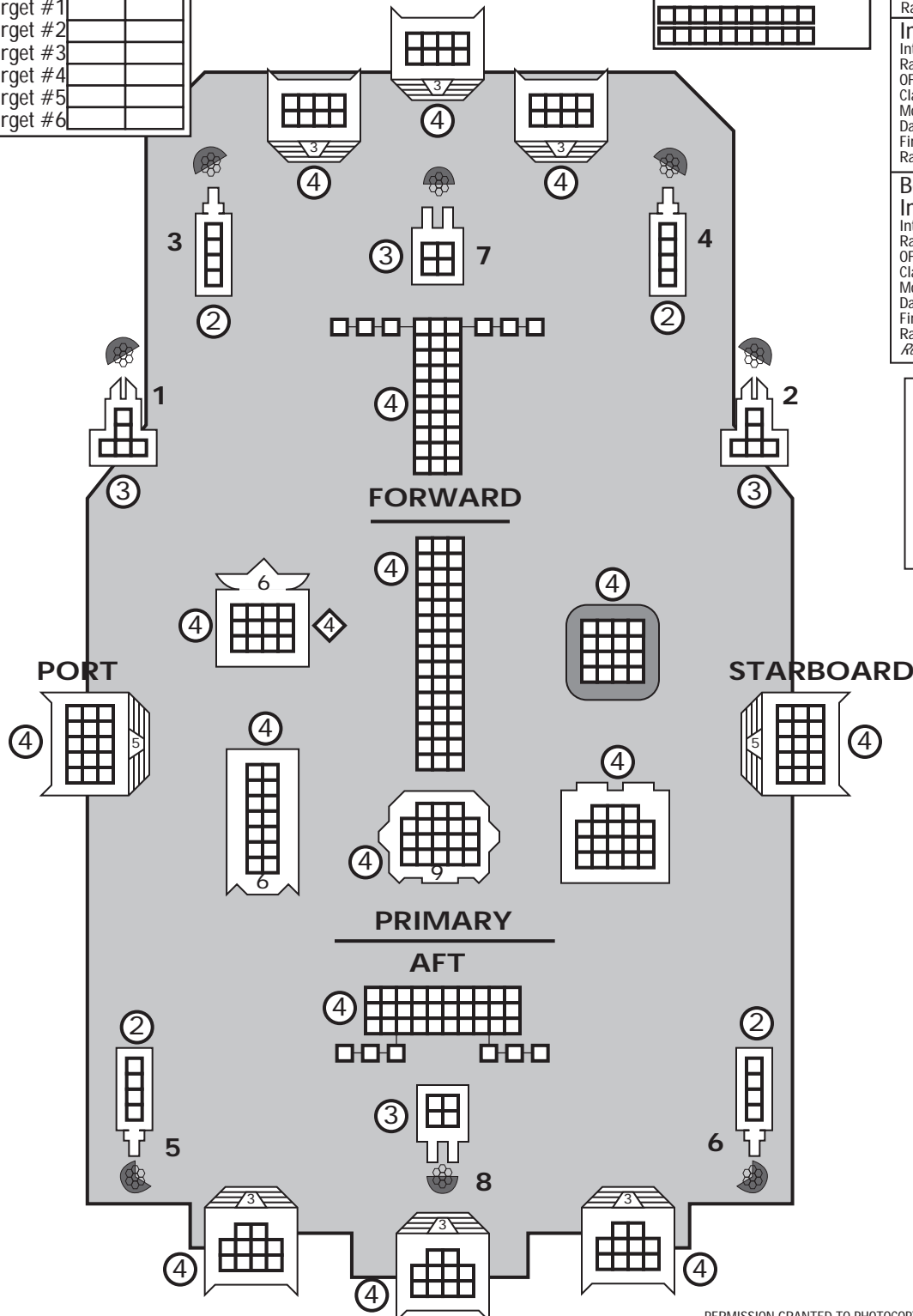
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

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