

# Belt Alliance Close Escort

## SPECS

Class: Medium Ship  
In Service: 2226  
Point Value: 250  
Ramming Factor: 40  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +13

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

## HANGAR

0 Fighters  
1 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

## 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

## 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*

## FORWARD HITS

1-6: Retro Thrust  
7-10: Std Particle Beam  
11: Interceptor  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-10: Std Particle Beam  
11: Interceptor  
12-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

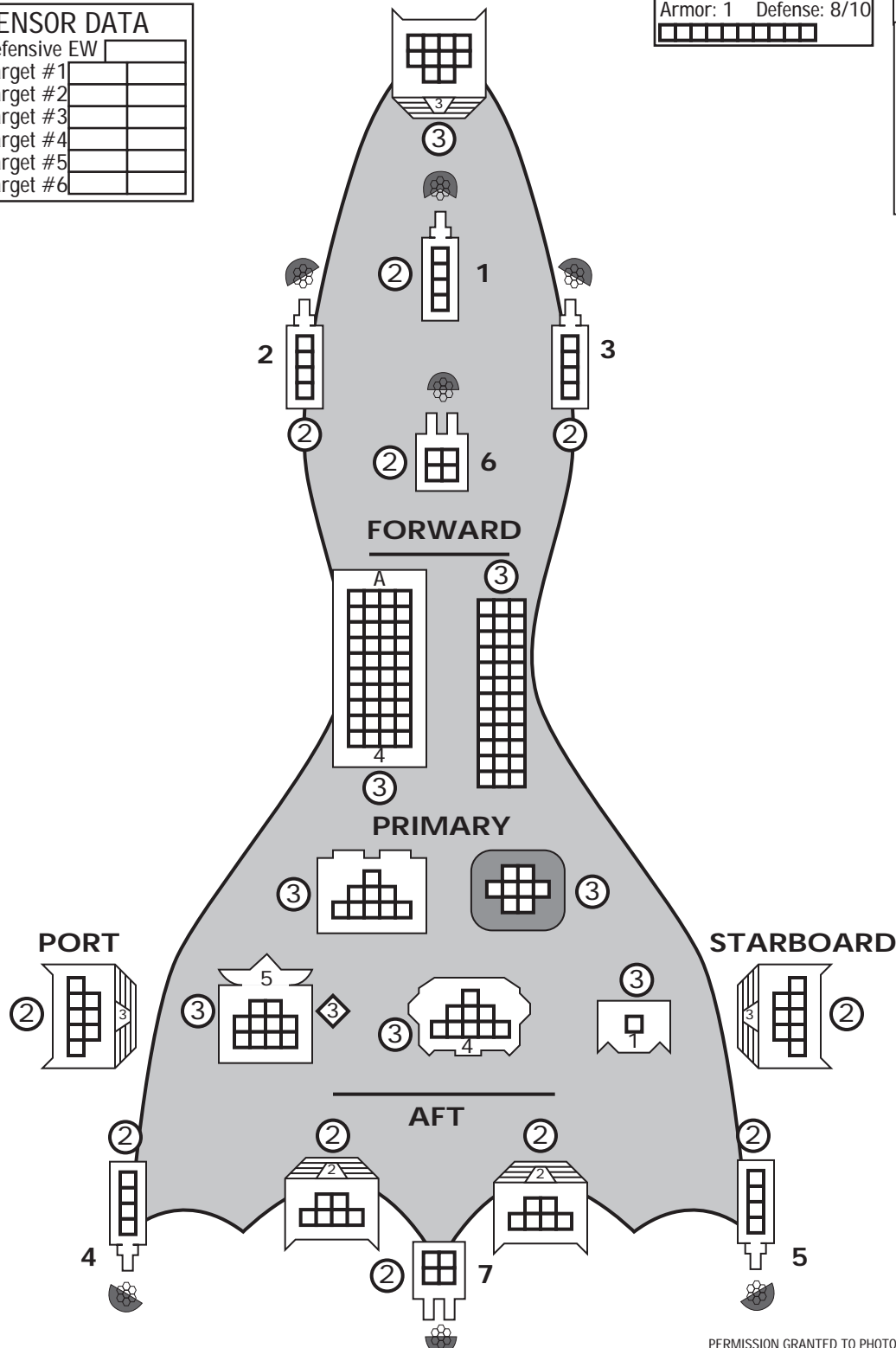
1-5: Port/Stb Thrust  
6-9: Cargo  
10-12: Engine  
13-15: Sensors  
16: Hangar  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

Agile Ship  
Atmospheric Capable  
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
	Cargo
	Std Particle Beam
	Interceptor