



## Belt Alliance Heavy Escort

### SPECS

Class: Hv Combat Vsl  
In Service: 2243  
Point Value:  
Ramming Factor: 150  
Jump Delay: N/A

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +7

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



### 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

Heavy Blast Cannon  
Class: Matter  
Modes: Pulse  
Damage: 8 1d6 times  
Maximum Pulses: 6  
Grouping Range: +1 per 5  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/+0  
Intercept Rating: -1  
Rate of Fire: 1 per 3 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  
5-6: Heavy Blast Cannon  
7-10: Std Particle Beam  
11: Interceptor  
12-18: Forward Struct  
18-20: PRIMARY Hit

**AFT HITS**  
1-7: Main Thrust  
8-10: Std Particle Beam  
11: Interceptor  
12-18: Aft Struct  
18-20: PRIMARY Hit

**PRIMARY HITS**  
1-9: Primary Struct  
10-12: Port/Stb Thrust  
13-14: Engine  
15-16: Sensors  
17: Hangar  
18-19: Reactor  
20: C & C

### SPECIAL NOTES

Limited Deployment (33%)  
No Energy Web

### SENSOR DATA

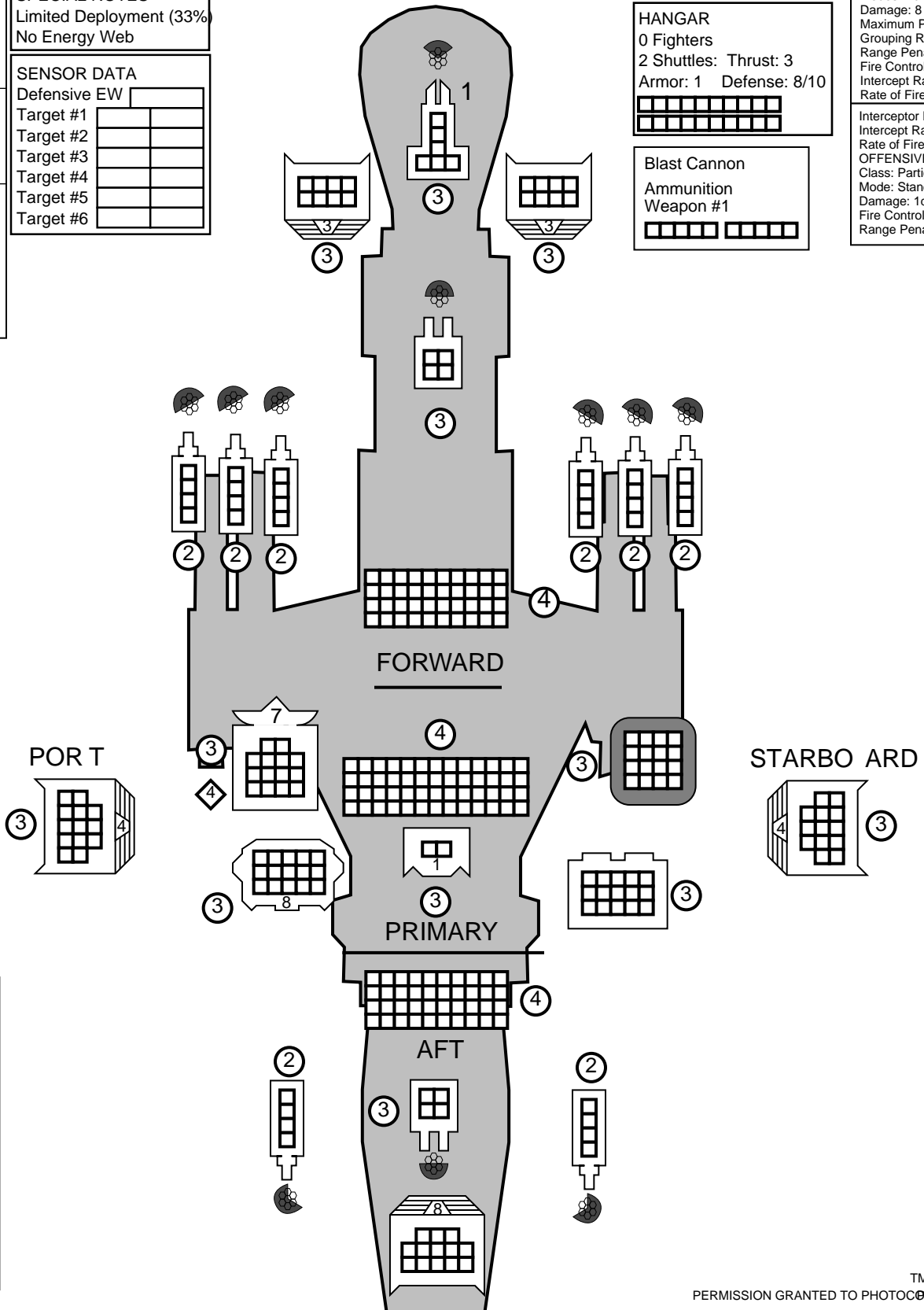
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

### HANGAR

0 Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

### Blast Cannon

Ammunition  
Weapon #1



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Std Particle Beam
- Heavy Blast Cannon
- Interceptor