



## BA Light Cruiser (Project 128)



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2244	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust	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 1d5 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

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













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

Blast Cannon
Ammunition
Weapon #1
Weapon #2
Weapon #3
Weapon #4
Weapon #5
Weapon #6
Weapon #7
Weapon #8
Weapon #9

FORWARD HITS
1-4:Retro Thrust
5:Hvy Blast Cannon
6-8:Med Blast Cannon
9-10: Std Particle Beam
11-12:Interceptor
13-18:Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-4:Port/Stb Thrust
5-6:Med Blast Cannon
7-9: Lt. Blast Cannon
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:Jump Drive
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

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Hvy Blast Cannon
	Med Blast Cannon
	Lt. Blast Cannon
	Interceptor

