

BA Survey Ship

SPECS

Class: Capital Ship
In Service: 2234
Point Value: 400
Ramming Factor: 180
Jump Delay: 38 turns

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: -4

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

FORWARD HITS

1-4: Retro Thrust
5-8: Cargo
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: Cargo
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: Jump Engine
10-12: Sensors
13-15: Engine
16-18: Reactor
19-20: C & C

SPECIAL NOTES

ELINT Ship

Restricted Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

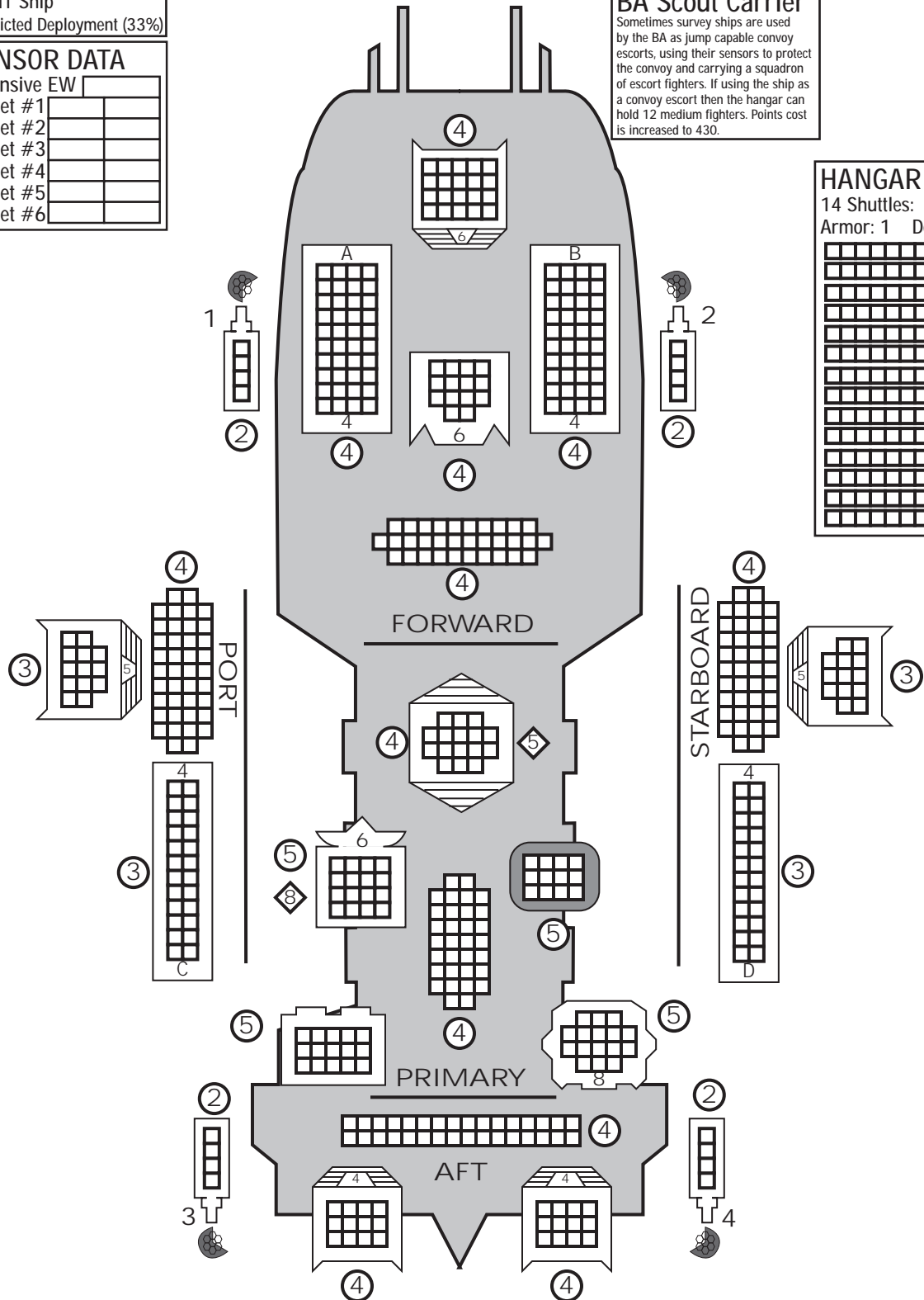
Target #6

BA Scout Carrier

Sometimes survey ships are used by the BA as jump capable convoy escorts, using their sensors to protect the convoy and carrying a squadron of escort fighters. If using the ship as a convoy escort then the hangar can hold 12 medium fighters. Points cost is increased to 430.

HANGAR

14 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Std Particle Beam