

J'KB Avenger Cruiser

SPECS

Class: Capital Ship
In Service: 2220
Point Value: 750
Ramming Factor: 320
Jump Delay: 20

Maneuvering:

Turn Cost: 3/4 Speed
Turn Delay: 3/4 Speed
Accel/Deccel: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll cost: 2+2 Thrust

DEFENSE

Fwd/Aft Def: 16
Stb/Prt Def: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative: +0

FORWARD HITS

1-7 Retro Thrusters
8-10 Laser Lance
11-18 Structure
19-20 Primary

PORT/STARBOARD HITS

1-3 Retro Thrusters
4-6 Heavy Plasma Gun
7-10 Light Laser
11-18 Structure
19-20 Primary

AFT HITS

1-6 Main Thrusters
7-8 Twin Array
11-18 Structure
19-20 Primary

PRIMARY

1-6 Structure
7-9 Hanger
10 Twin Array
11-12 Sensors
13 Jump Drive
14 Cargo
15-16 Engine
17-18 Reactor
19-20 C&C

SPECIAL NOTES

Semi-atmospheric

ELECTRONIC WARFARE

DEF. ECM

#1 I.D. Ew

#2 I.D. Ew

#3 I.D. Ew

#4 I.D. Ew

#5 I.D. Ew

#6 I.D. Ew

24 FIGHTERS

4 SHUTTLES

ARMOR:1

THRUST:3

DEF: 7/10

Laser Lance

Modes: R,P
Damage: 3D10+6
Range: -1/2 Hex
Fire Control: +3/+3/-5
Intercept: N/A
Rate of Fire: 1/3

Light Laser

Modes: R
Damage: 2D10+7
Range: -1 / Hex
Fire Control: +2/+1/-2
Intercept: N/A
Rate of Fire: 1/2

Heavy Plasma Cannon

Mode: Standard
Damage: 4d10+8
Range: -1/2 HEXES
Fire Control: +3/+1/-5
Intercept: N/A
Rate of Fire: 1/3

Twin Array

Modes: Standard
Damage: 1D10+4
Range: -2 / Hex
Fire Control: +4/+5/+6
Intercept: -2
Rate of Fire: 2

