

# J'KB Reprisal Light Cruiser

## SPECS

Class: Capital Ship  
In Service: 2212  
Point Value: 650  
Ramming Factor: 210  
Jump Delay: n/a

## Maneuvering:

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

## DEFENSE

Fwd/Aft Def: 15  
Stb/Prt Def: 16  
Engine Efficiency: 3/1  
Extra Power: +2  
Initiative: 0

## 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

Mode: 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

## FORWARD HITS

1-5 Retro Thrusters  
6 Laser Lance  
7-10 Twin Arrays  
11-18 Structure  
19-20 Primary

## PORT/STARBOARD HITS

1-4 Side Thrusters  
5-6 Heavy Plasma Gun  
7 Twin Array  
8-10 Light Laser  
11-18 Structure  
19-20 Primary

## AFT HITS

1-6 Main Thrusters  
7-8 Twin Array  
9-18 Light Laser  
19-20 Primary

## PRIMARY

1-8 Structure  
9-10 Hanger  
11-13 Sensors  
14-16 Engine  
17-18 Reactor  
19-20 C&C

## SPECIAL NOTES

Atmospheric capable  
Gun sights all weapons

## ELECTRONIC WARFARE

DEF. ECM	
TARGET 1	
TARGET 2	
TARGET 3	
TARGET 4	
TARGET 5	
TARGET 6	
CCEW	

## 6 FIGHTERS

## 3 SHUTTLES

## ARMOR:1

## THRUST:3

## DEF: 7/10

