

# Lwo Early Cruiser

## SPECS

Class: Capital Ship  
In Service: 2230  
Point Value: 600  
Ramming Factor: 180  
Jump Delay: 36

## Maneuvering:

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

## DEFENSE

Fwd/Aft Def: 15  
Stb/Prt Def: 14  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative: +0

## Heavy Particle Proj.

MODES STANDARD  
DAMAGE 2D10+8  
RANGE -1/2 HEX  
FIRE CON. +3/+2/-1  
INTERCEPT -1  
R.O.F. 1 /3

## Light Particle Proj.

MODES STANDARD  
DAMAGE 1D6+4  
RANGE -2 / HEX  
FIRE CON. +2/+2/+3  
INTERCEPT -2  
RECHARGE 1

## MED. PLASMA CANNON

MODE: STANDARD  
DAMAGE: 3D10+4  
RANGE: -1/2 HEXES  
FIRE CON.: +3/+1/-5  
INTERCEPT: N/A  
ROF: 1/3

## SO-MISSILE RACK

CLASS BALLISTIC  
MISSILES 12  
RANGE PENELTY NONE  
FIRE CON. +2/+2/+2  
INTERCEPT N/A  
RATE OF FIRE 1/2

## SPECIAL NOTES

ATMOSPHERIC CAPABLE

## 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

0 FIGHTERS

4 SHUTTLES

ARMOR:0

THRUST:2

DEF: 8/10

## FORWARD HITS

1-4 Retro Thrusters  
5-7 Hv. Particle Projector  
8-9 Lt. Particle Projector  
10-18 Structure  
19-20 Primary

## PORT/STARBOARD HITS

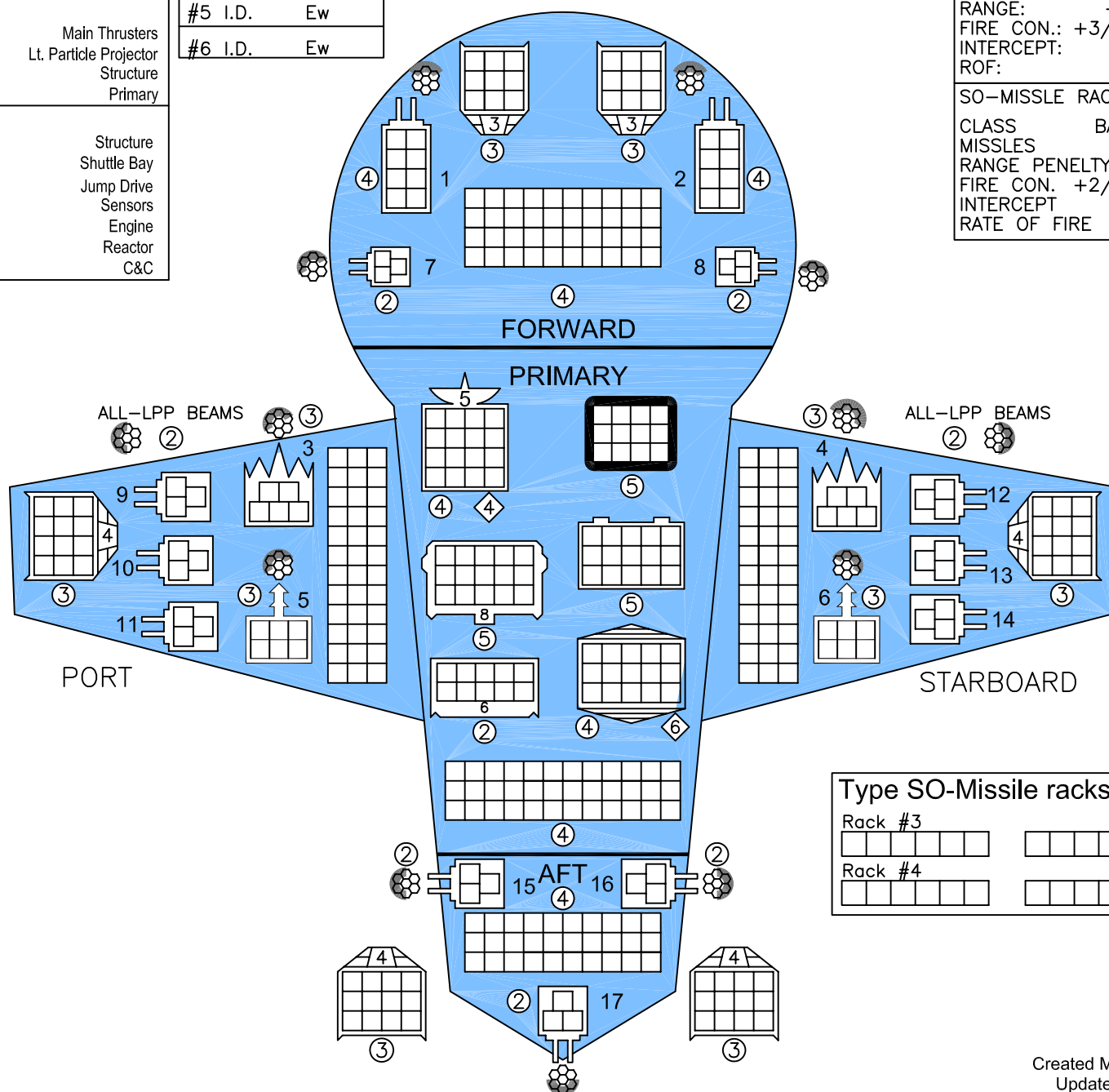
1-3 Retro Thrusters  
4-5 Plasma Gun  
6-7 SO Missile Racks  
8-9 Lt. Particle Projector  
10-18 Structure  
19-20 Primary

## AFT HITS

1-7 Main Thrusters  
8-10 Lt. Particle Projector  
11-18 Structure  
19-20 Primary

## PRIMARY

1-6 Structure  
7-8 Shuttle Bay  
9-11 Jump Drive  
12-13 Sensors  
14-16 Engine  
17-18 Reactor  
19-20 C&C



## Type SO-Missile racks

Rack #3

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Rack #4

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