

Name: _____ Counter: _____

Earth Defense Directorate Border Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2258
Point Value: 525
Ramming Factor: 180
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 14
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +5

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

FORWARD HITS

1-5: Fwd Thrust
6-7: Pulsar Turret
8-9: Energy Pulsar
10-11: Hangar
12: Tractor Beam
13-18: Fwd Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Rear Thrust
7-8: Pulsar Turret
9-10: Energy Pulsar
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-5: Port/Stb Thrust
6-8: Light Spd Drive
9: Cargo
10: Hangar
11-12: Sensors
13-15: Engine
16-18: Reactor
19-20: CnC

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

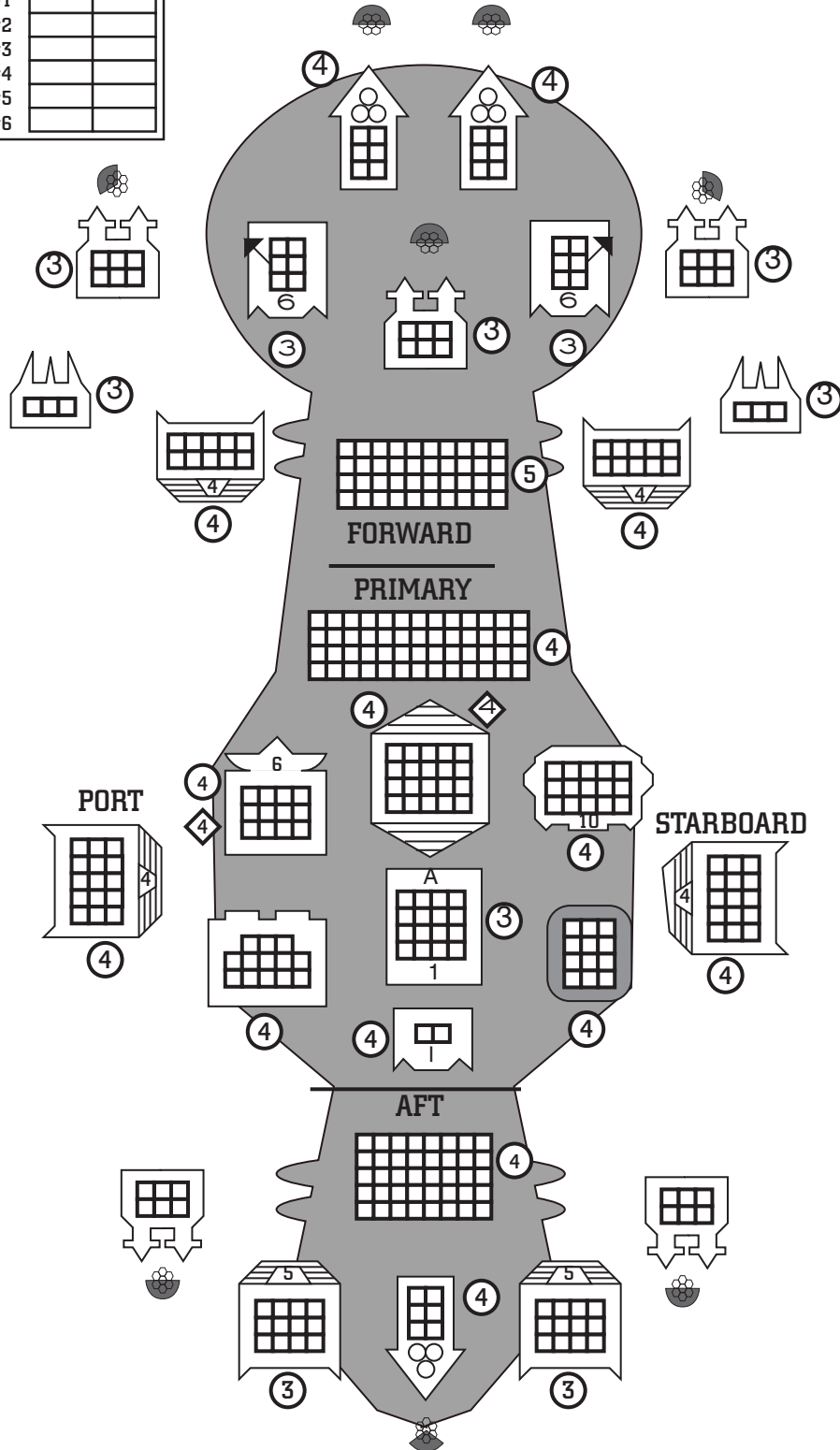
WEAPON DATA

Dual Pulsar Turret

Class: Turbolaser
Modes: Standard
Damage: 1d10+3
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -1
Rate of Fire: 2 per turn

Energy Pulsar

Class: Particle
Modes: Pulse
Damage: 10 1d2 times
Maximum Pulses: 3
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Light Speed Drive
- Reactor
- Hangar
- Cargo
- Tractor Beam
- Pulsar Turret
- Energy Pulsar

MAIN HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

OTHER HANGARS

6 Fighters Each
0 Shuttles