

Sal-bez System Patrol Cruiser

SPECS

Class: Capital Ship
In Service: 2053
Point Value: 450
Ramming Factor: 220
Jump Delay: n/a

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 2/3 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

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

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

WEAPON DATA

Heavy Plasma Gun

Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Plasma Gun

Class: Plasma
Modes: Standard
Dmg: 1d6+6 (-2 per hex)
Range Penalty: -2 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per turn

Laser Cutter

Class: Laser
Modes: Raking (6)
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-6: Retro Thrust
7-10: Heavy Plasma Gun
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Laser Cutter
7-10: Lt Particle Beam
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Med Plasma Gun
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Limited Deployment (33%)
After Year 2104

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

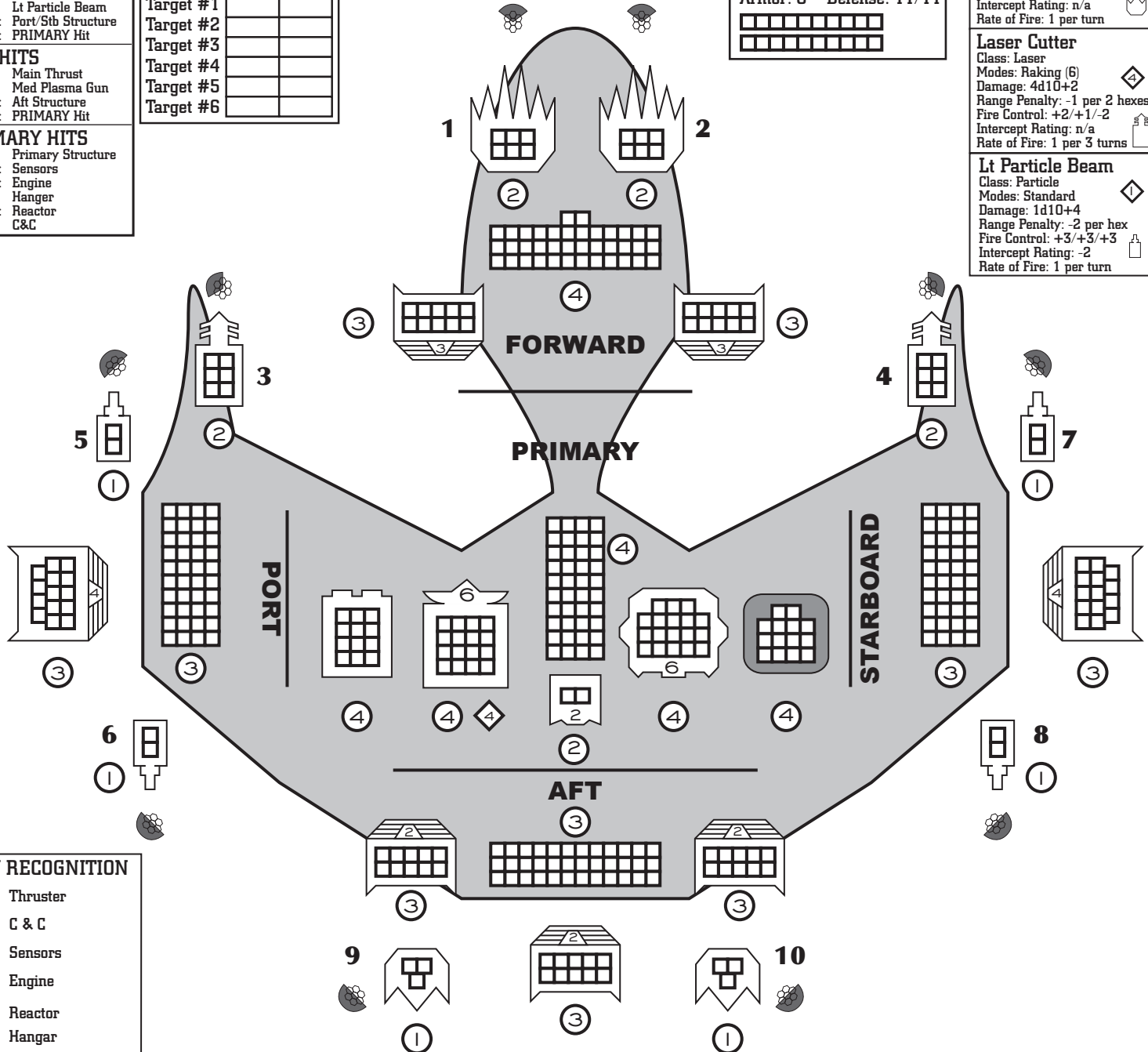
Target #5

Target #6

HANGAR

2 Shuttles: Thrust: 4

Armor: 0 Defense: 11/11



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Laser Cutter
- Lt Particle Beam
- Heavy Plasma Gun
- Lt Plasma Gun