

Sal-bez Early Cutters

SPECS

Class: Lt Combat Vsl
In Service: Varies
Point Value: Varies
Ramming Factor: 30
Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 12
Engine Efficiency: 1/2
Extra Power: 0
Initiative Bonus: +14

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

HIT LOCATIONS

1-11: Structure
12-13: Forward Weapons
14-16: Side Weapons
17-18: Drive
19: Reactor
20: Control

Special Notes

Agile Ship
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

WEAPON DATA

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

Light Laser Cutter

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

Medium Laser Cannon

Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

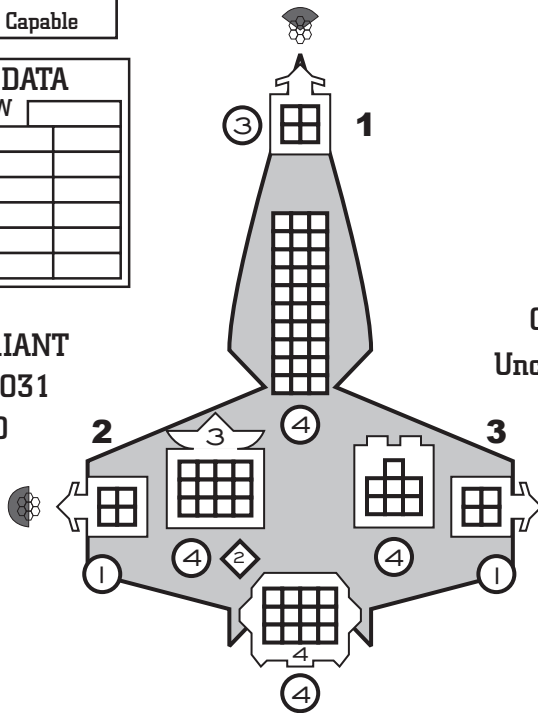
Light Laser Cannon

Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

MINING VARIANT

Available: 2031

Cost: 100

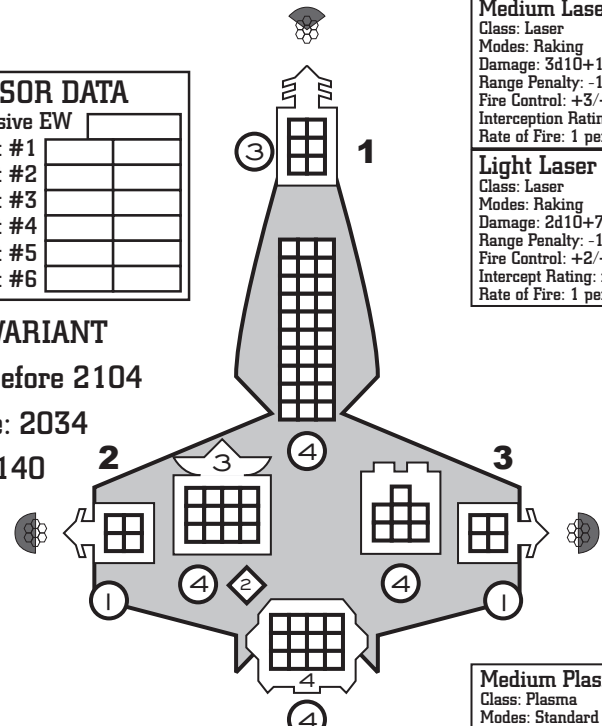


CUTTER VARIANT

Uncommon before 2104

Available: 2034

Cost: 140



SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

SENSOR DATA

Defensive EW

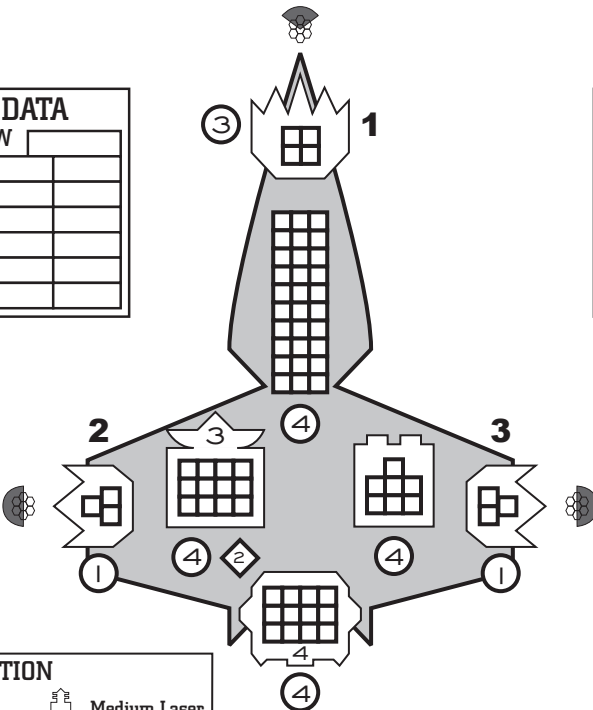
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

Medium Plasma Gun

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



PLASMA VARIANT

Uncommon Variant

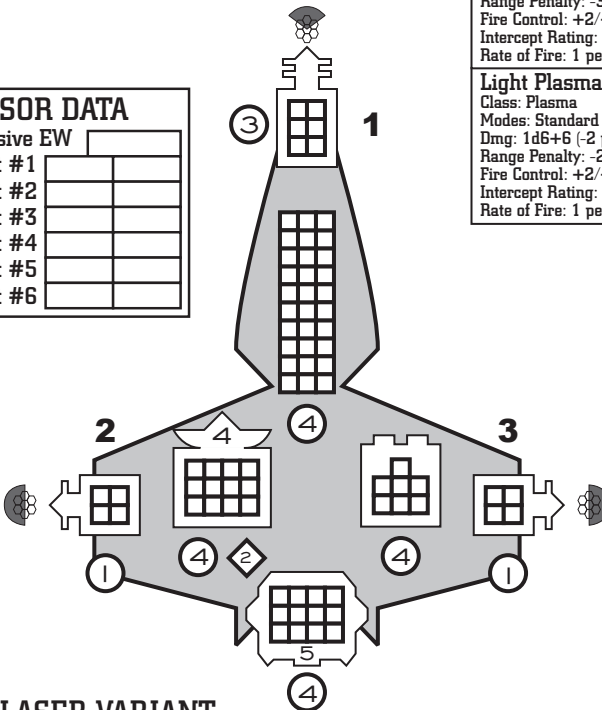
Available: 2069

Cost: 120

LASER VARIANT

Available: 2121

Cost: 200



ICON RECOGNITION

