

Sal-bez Fel-riz New Patrol Cruiser

SPECS

Class: Capital Ship
In Service: 2074
Point Value: 560
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

HANGAR

6 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 11/11



WEAPON DATA

Heavy Laser Cutter

Class: Laser
Modes: Raking (6)
Damage: 5d10+4
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

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

Medium Plasma Gun

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

FORWARD HITS

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

SIDE HITS

1-4: Port/Stb Thrust
5-6: Laser Cutter
7-8: Lt Particle Beam
9-10: Early Swarm Torp
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: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

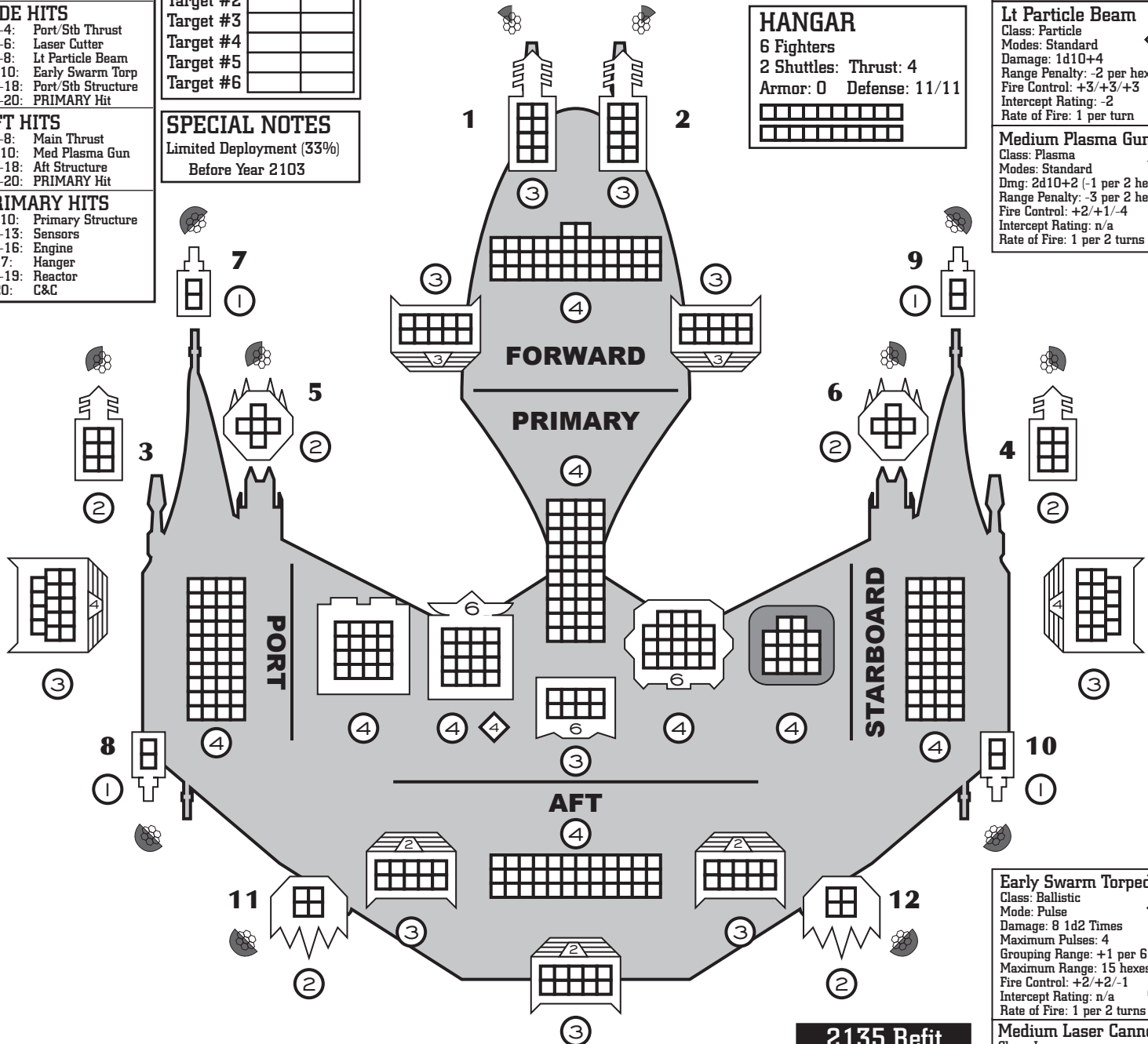
Target #4

Target #5

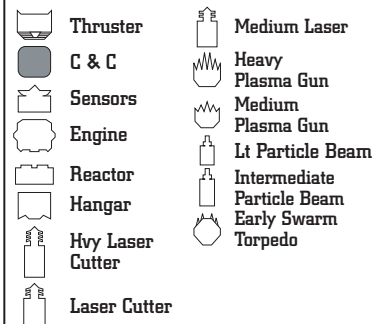
Target #6

SPECIAL NOTES

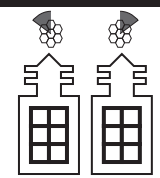
Limited Deployment (33%)
Before Year 2103



ICON RECOGNITION



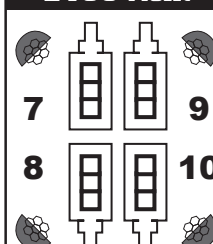
2112 Refit



Point Value: 580

1. Replace Hvy Laser Cutters 1 and 2 with Medium Lasers 1 and 2. No change in arcs or armor.

2135 Refit



Point Value: 600

1. Replace Lt Partic Beams 7, 8, 9, and 10 with Imp Particle Beams 7, 8, 9, and 10. Same arcs and armor.

Early Swarm Torpedo

Class: Ballistic
Mode: Pulse
Damage: 8 1d2 Times
Maximum Pulses: 4
Grouping Range: +1 per 6
Maximum Range: 15 hexes
Fire Control: +2/+2/-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
Interception Rating: n/a
Rate of Fire: 1 per 3 turns

Improved Particle Beam

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