

# Sal-bez Heavy Prospector

## SPECS

Class: Hvy Combat Vsl  
In Service: 2066  
Point Value: 280  
Ramming Factor: 110  
Jump Delay: n/a

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +6

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: Retro Thrust  
6-8: Heavy Laser Cutter  
9: Lt Particle Beam  
10-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-11: Cargo  
12: Grappling Claw  
13: Lt Particle Beam  
14-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-11: Port/Stb Thrust  
12-13: Sensors  
14-16: Engine  
17: Hanger  
18-19: Reactor  
20: C&C

## HANGARS

2 Cargo Shuttles

Thrust: 3

Armor: 0 Defense: 11/13

## SENSOR DATA

Defensive EW

Target #1

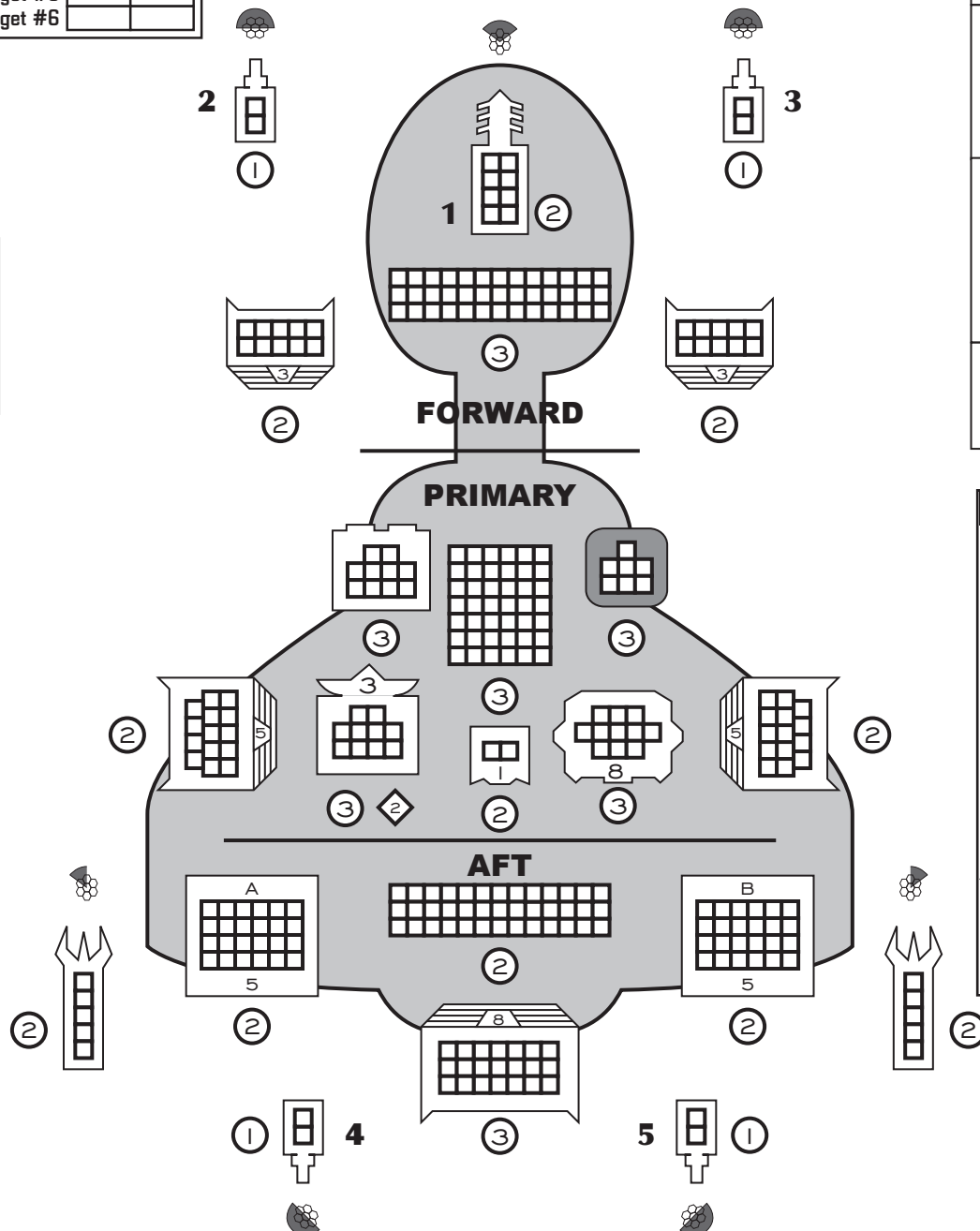
Target #2

Target #3

Target #4

Target #5

Target #6



## 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

### 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

### 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

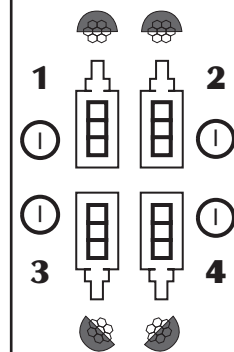
### Grappling Claw

Attaches the base to the target vessel so boarding parties can be deposited.

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Laser Cutter
- Lt Particle Beam
- Intermediate Particle Beam
- Grappling Claw

## 2142 Refit



Point Value: 300

1. Replace Lt Particle Beams 5, 6, 7, and 8 with Improved Particle Beams with the shown arcs and armor as shown above.