System Patrol Cruiser Variant (Common)

Version 2: 2E/HU

Name: _____ Counter: _____

Sal-bez New System Patrol Cruiser

SPECS
Class: Capital Ship
In Service: 2074
Point Value: 540
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

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

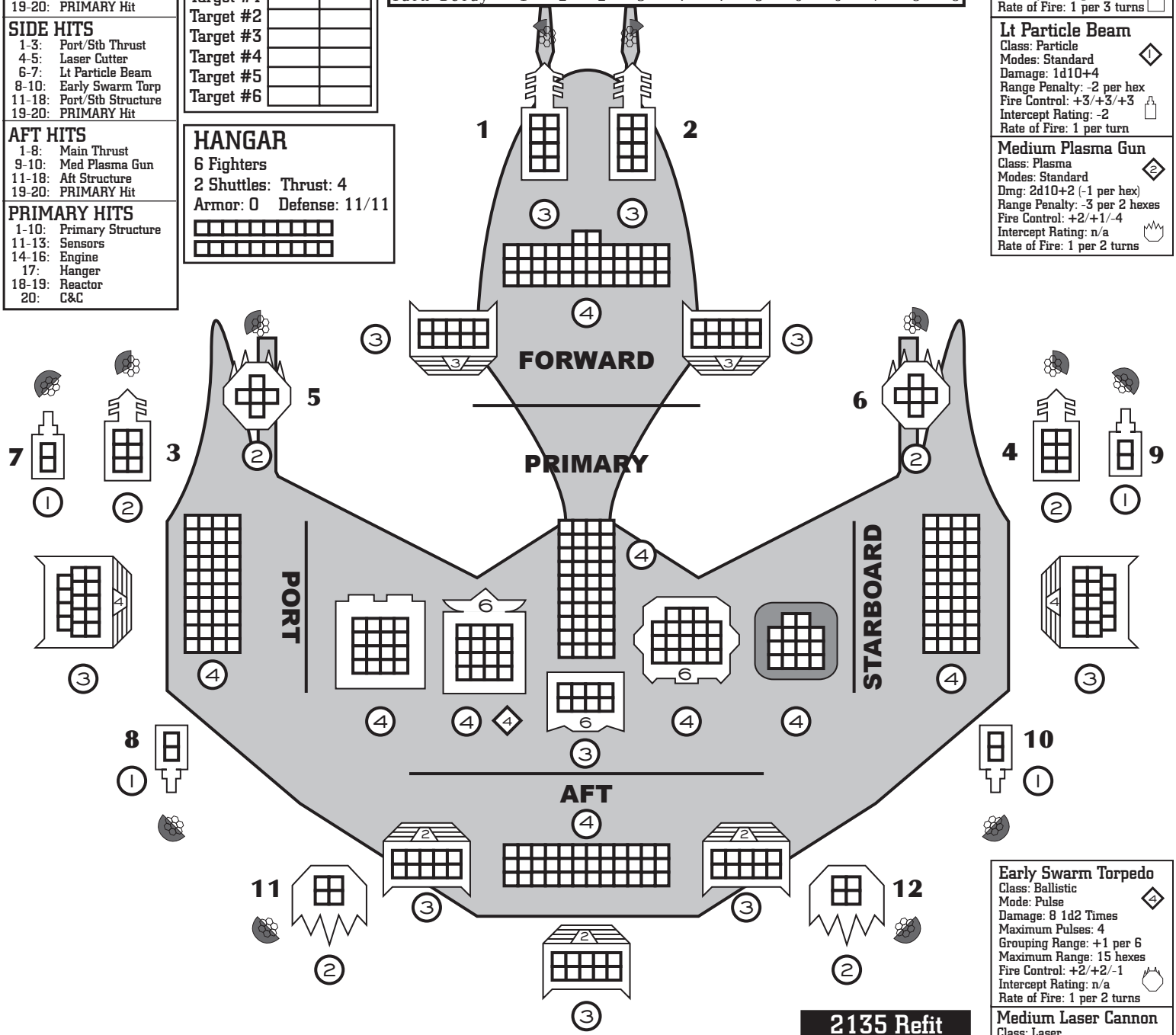
SIDE HITS
1-3: Port/Stb Thrust
4-5: Laser Cutter
6-7: Lt Particle Beam
8-10: Early Swarm Torp
11-18: Port/Stb Structure
19-20: PRIMARY Hit

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: Hanger
18-19: Reactor
20: C&C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

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 hex)
Range Penalty: -3 per 2 hexes
Fire Control: +2/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Laser Cutter
- Laser Cutter
- Medium Laser
- Heavy Plasma Gun
- Medium Plasma Gun
- Lt Particle Beam
- Intermediate Particle Beam
- Early Swarm Torpedo

2112 Refit
3 1 2 4

Point Value: 600

1. Replace Hvy Laser Cutters 1and 2 and Laser Cutters 3 and 4 with Medium Lasers 1,2,3, and 4. No change in arcs or armor.

2135 Refit
7 9
8 10

Point Value: 610

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

DESIGN BY Geoffrey and Jeremy Stano