

Sal-bez Bev'tun Heavy Miner

SPECS

Class: Capital Ship
In Service: 2057
Point Value:
Ramming Factor: 410
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: 0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

FORWARD HITS

1-4: Retro Thrust
5-6: Laser Cutter
7-8: Light Particle Beam
9-11: Cargo
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Laser Cutter
6: Light Particle Beam
7-10: Cargo
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Laser Cutter
7: Light Laser Cutter
8-9: Cargo F
10-11: Cargo G
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Cargo
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Restricted Deployment (10%)
ELINT Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

12 Fighters
2 Cargo Shuttles: Thrust: 3
Armor: 0 Defense: 12/12

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

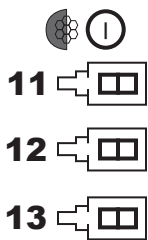
Lt Particle Beam

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

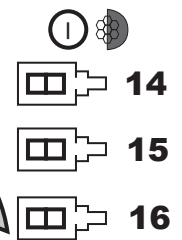
Grappling Claw

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

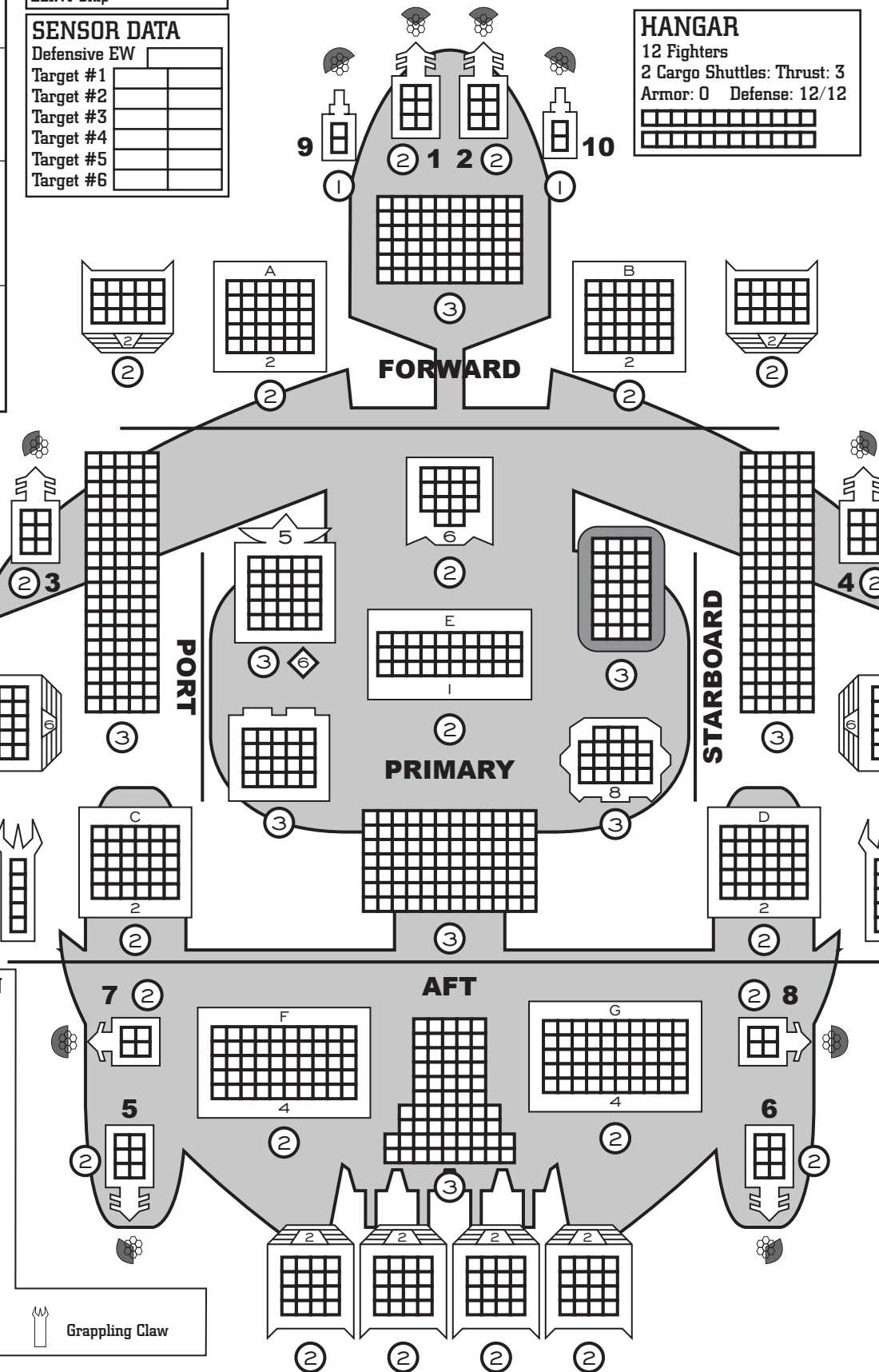
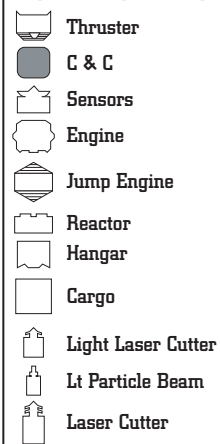
All Particle Beams



All Particle Beams



ICON RECOGNITION



2070 Refit



Point Value:
Replace cargo bay G with the
Jump Engine shown above.