

# Sal-bez Kre'tck Carrier

## SPECS

Class: Capital Ship  
In Service: 2103  
Point Value: 500  
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

## FWD HANGAR

6 Fighters

## MAIN HANGAR

6 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 11/11



## 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

### Medium Plasma Gun

Class: Plasma  
Modes: Standard  
Dmg: 2d10+2 (-1 per 2 hexes)  
Range Penalty: -3 per 2 hexes  
Fire Control: +2/+1/-4  
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

### 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

## FORWARD HITS

1-5: Retro Thrust  
6: Lt Particle Beam  
7-10: Hanger  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Laser Cutter  
7-8: Light Particle Beam  
9-10: Swarm Torpedo  
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

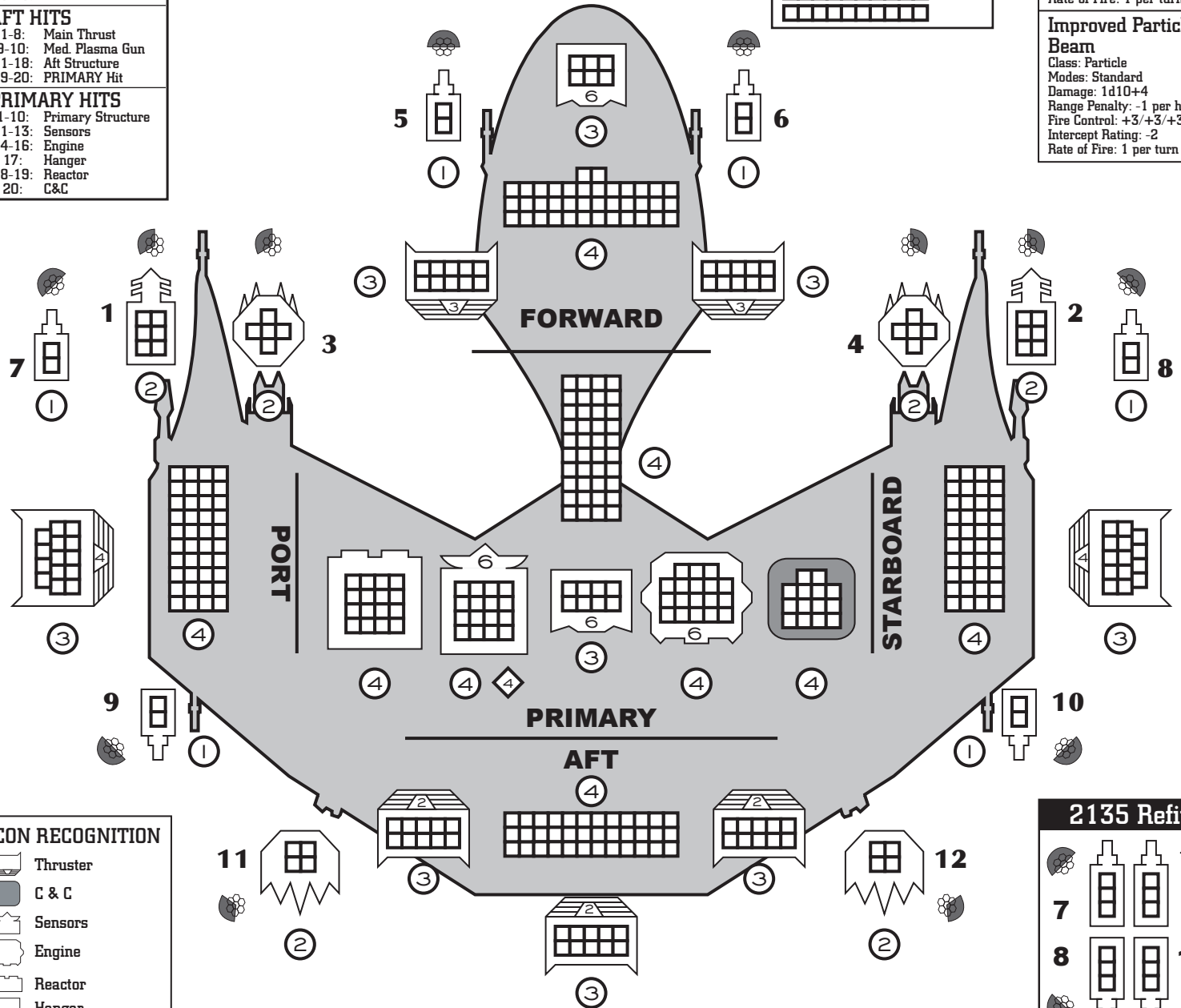
Target #2

Target #3

Target #4

Target #5

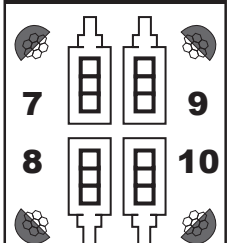
Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Laser Cutter
- Medium Plasma Gun
- Lt Particle Beam
- Intermediate Particle Beam

## 2135 Refit



Point Value: 520

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