



Earth F-303 Cruiser

SPECS

Class: Capital Ship
In Service: 2001
Point Value: _____
Ramming Factor: 100
Hyper Delay: 24 Turns

MANEUVERING

Turn Cost: $\frac{3}{4} \times \text{Speed}$
Turn Delay: $\frac{3}{4} \times \text{Speed}$
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +1

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

WEAPON DATA

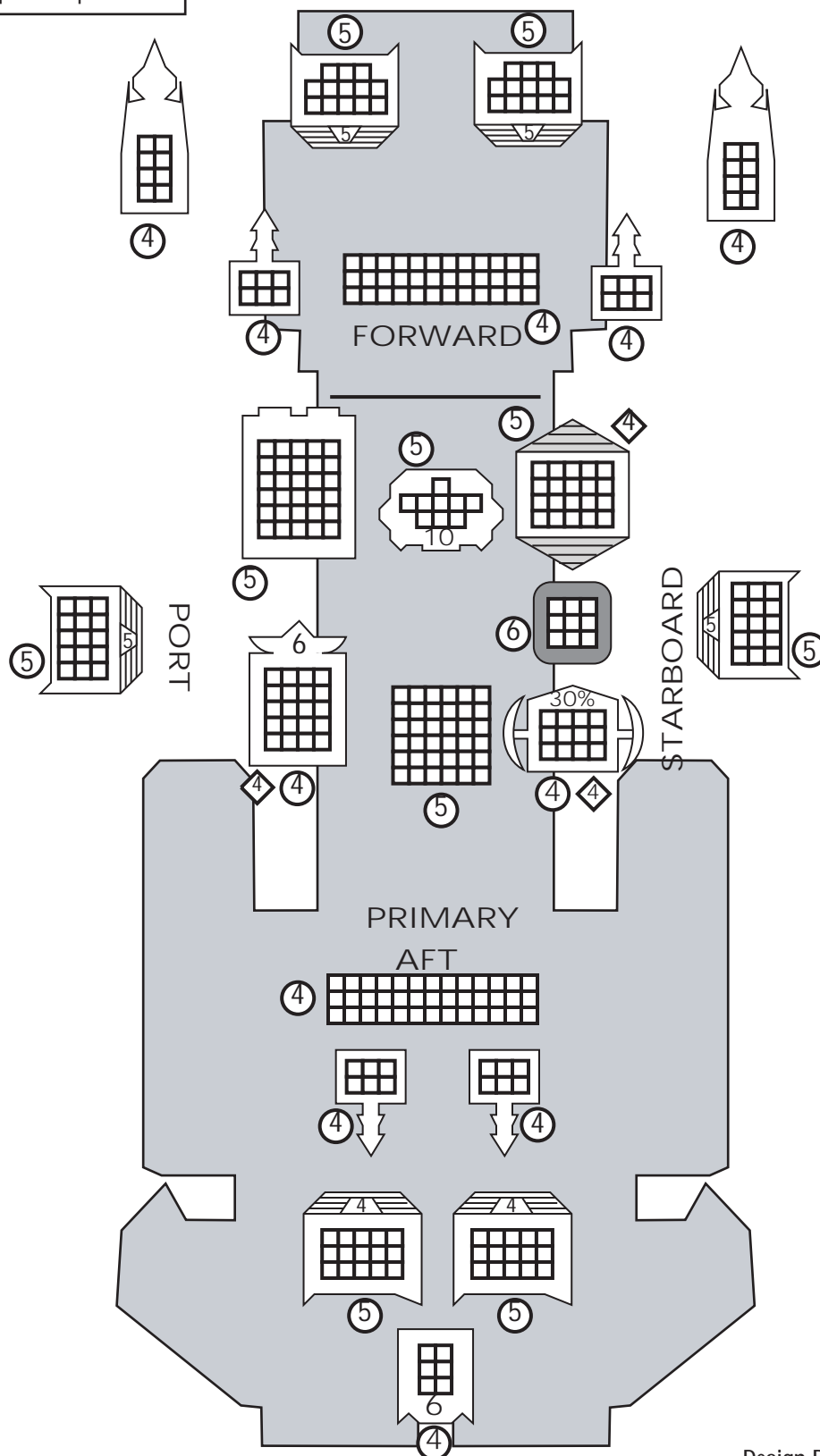
Class: S-O Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

Prototype Molecular Gun

Class: Molecular
Mode: Flash, Raking
Dmg, 2 Turn: $2d10+5$
Dmg, 3 Turns: $3d10+10$
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores armor.
Non-interceptable.

FORWARD HITS	
1-4 :	Prototype Molecular Class S-O Missile rack
5-10:	Structure Primary Hit
AFT HITS	
1-4 :	Thruster
5-8 :	Class S-O Missile Hanger
9-10:	Structure Primary Hit
PRIMARY HITS	
1-6 :	Primary Struct
7-8 :	Fwd/Aft Thrust
9-10:	Engine
11-12:	Shield Gen
13-15:	Hyperspace Drive
16-17:	Reactor
18-19:	Sensors
20 :	C&C

SPECIAL NOTES
Atmospheric Capable



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Slip Drive
- Reactor
- Hangar
- Combat Blades
- Prototype molecular gun
- Shield Gen

SENSOR DATA

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