

Version: 1 FM/NC

Name: _____ Counter: _____

Triplanetary League Battle Cruiser

Specifications:

Class: Capital Ship
In Service: 2246
Point Value: 800
Ramming Factor: 300
Jump Delay: 28

Maneuvering:

Turn Cost: x5/6 Speed
Turn Delay: x5/6 Speed
Accel/Deccel: 6 Thrust
Pivot Cost: 3+3 Thrust
Roll cost: 3+3 Thrust

Defense:

Fwd/Aft Def: 16
Stb/Prt Def: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative: +0

Heavy Laser Lance

Modes: R,P
Damage: 4D10+10
Range: -1 per 3 Hexes
Fire Control: +3/+3/-5
Intercept: N/A
Rate of Fire: 1 per 4 Turns

Type R Missile Rack

Class: Ballistic
Missiles: 20
Range Bonus: None
Fire Control: +3/+3/+3
Intercept: N/A
Rate of Fire: 1 per Turn

Standard Particle Beam

Class: Particle
Mode: Standard
Damage: 1D10+6
Range: -1 per Hex
Fire Control: +4/+4/+4
Intercept: -2
Rate of Fire: 1

FORWARD HITS

1-6 Retro Thrusters
7-9 Heavy Laser Lance
10-18 Structure
19-20 Primary

PORT/STARBOARD HITS

1-3 Side Thrusters
4 Heavy Laser Lance
5-6 Missile Racks
7-9 13-20
12-18 Structure
19-20 Primary

AFT HITS

1-6 Main Thrusters
7-8 Hanger
9-10 SPB 21-24
11-18 Structure
19-20 Primary

PRIMARY

1-6 Structure
7-8 Cargo
9-11 Jump Drive
12-13 Sensors
14-16 Engine
17-18 Reactor
19-20 C&C

ELECTRONIC WARFARE

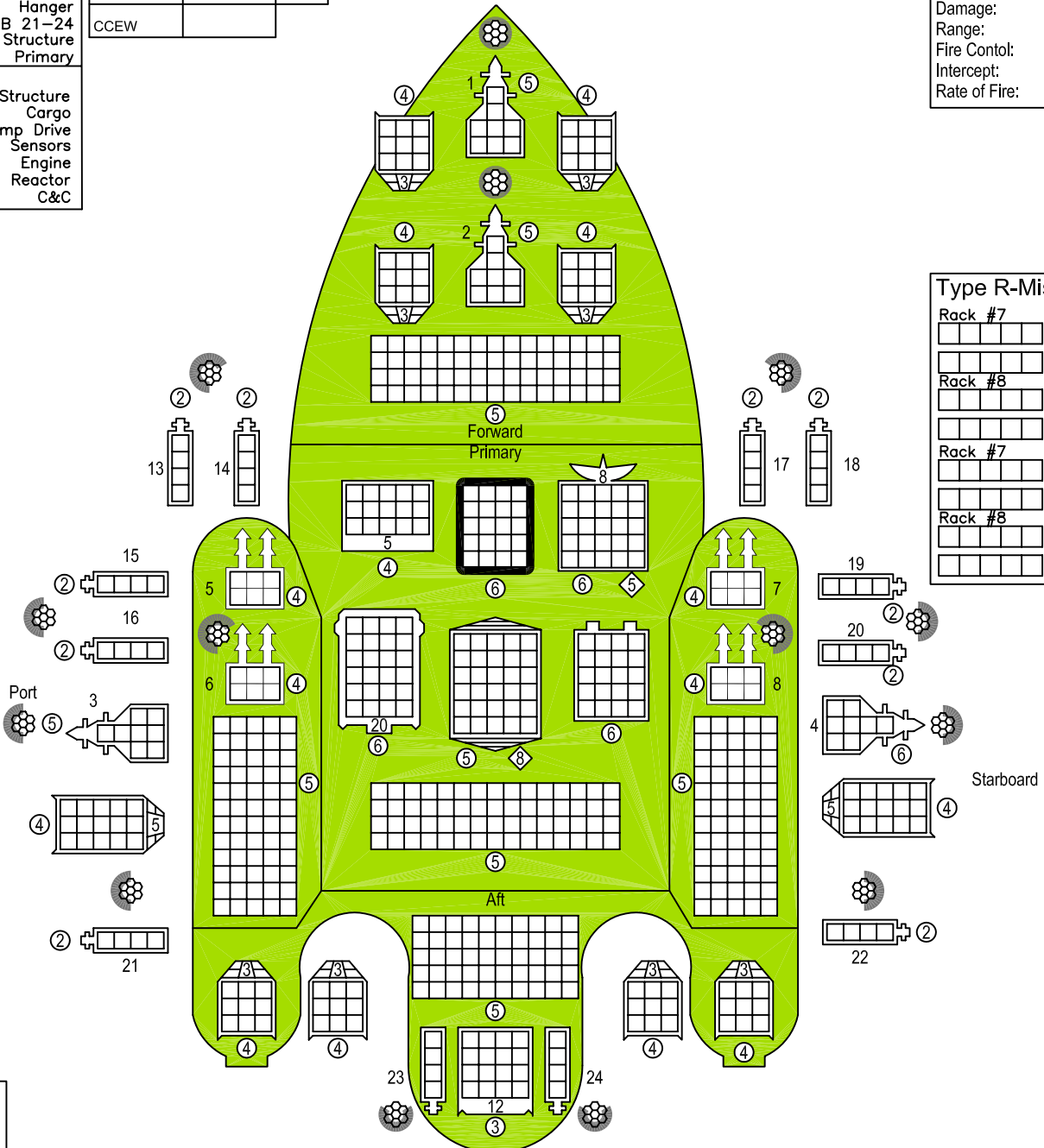
DEF. ECM		
TARGET 1		
TARGET 2		
TARGET 3		
TARGET 4		
TARGET 5		
TARGET 6		
CCEW		

SPECIAL NOTES

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12 Heavy Fighters

4 Shuttles THRUST:3
ARMOR:0 DEF: 8/10



Type R-Missile racks

Rack #7											
Rack #8											
Rack #7											
Rack #8											

SPECIAL ICONS