

Version: 1 FM/NC

Name: _____ Counter: _____

Triplanetary League Battleship

Specifications:

Class: HCV
In Service: 2230
Point Value: 1000
Ramming Factor: 400
Jump Delay: 32

Maneuvering:

Turn Cost: x1 Speed
Turn Delay: x1 Speed
Accel/Deccel: 7 Thrust
Pivot Cost: 4+4 Thrust
Roll cost: 3+3 Thrust

Defense:

Fwd/Aft Def: 18
Stb/Prt Def: 16
Engine Efficiency: 4/1
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

Laser Lance

Modes: R,P
Damage: 3D10+6
Range: -1 per 2 Hexes
Fire Control: +3/+3/-5
Intercept: N/A
Rate of Fire: 1 per 3 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

1-4 Retro Thrusters
5 R-Missile Racks
6-7 Hvy. Laser Lance
8-10 Hanger
11-18 Structure
19-20 Primary

PORT/STARBOARD HITS

1-4 Side Thrusters
5-7 Hvy. Laser Lance
8-11 SPB 11-22
12-18 Structure
19-20 Primary

AFT HITS

1-6 Main Thrusters
7-8 Laser Lance
9-11 SPB 23-26
12-18 Structure
19-20 Primary

PRIMARY

1-8 Structure
9-11 Jump Drive
12-14 Sensors
15-16 Engine
17-18 Reactor
19-20 C&C

ELECTRONIC WARFARE

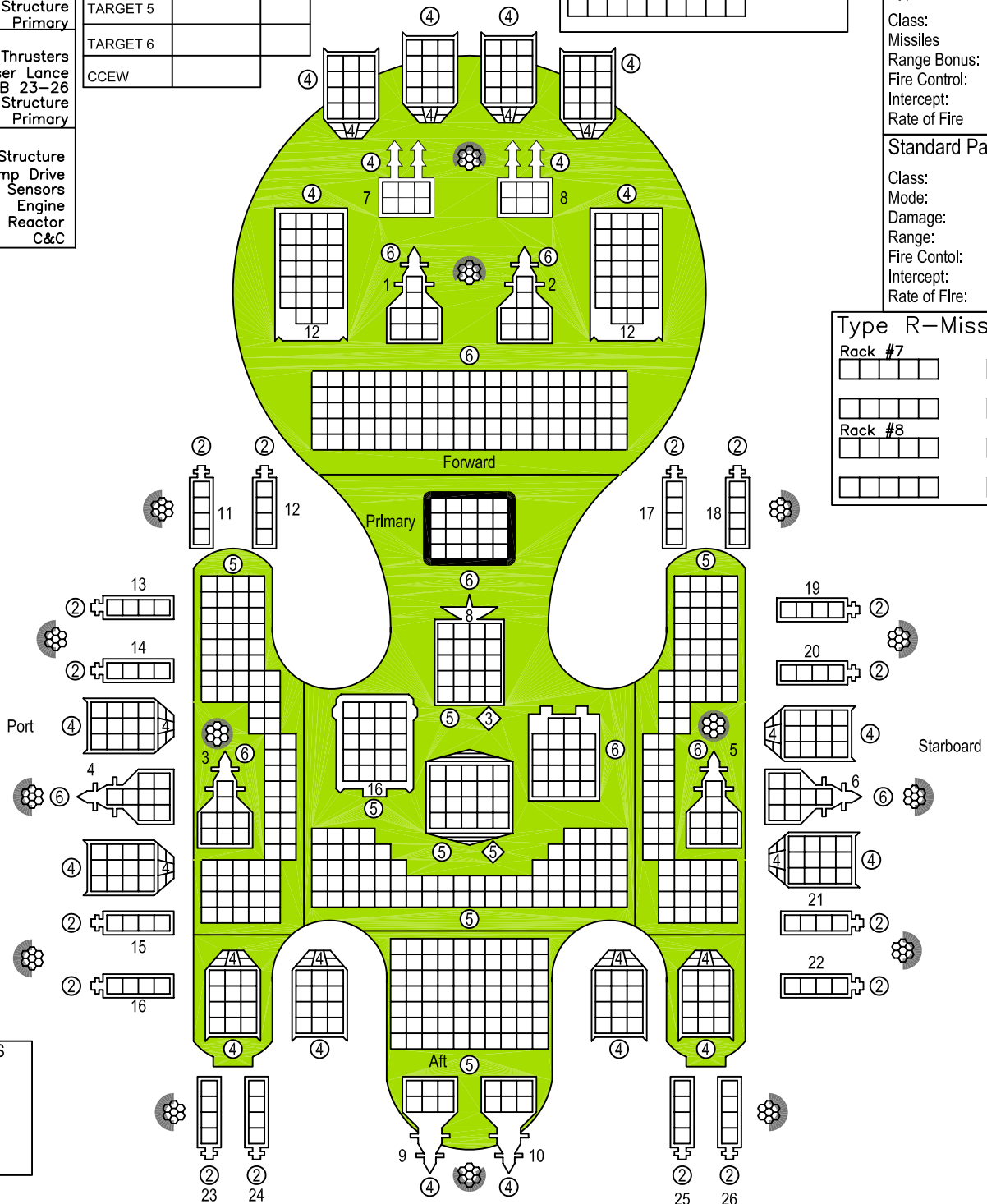
DEF. ECM	
TARGET 1	
TARGET 2	
TARGET 3	
TARGET 4	
TARGET 5	
TARGET 6	
CCEW	

SPECIAL NOTES

Before 2245 Type S missile racks

48 Heavy Fighters

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



Type R-Missile racks

Rack #7	
Rack #8	

SPECIAL ICONS