

Version: 1 FM/NC

Name: _____ Counter: _____

Triplanetary League Heavy Cruiser

Specifications:

Class: Capital Ship
In Service: 2221
Point Value: 675
Ramming Factor: 200
Jump Delay: 32 Turns

Maneuvering:

Turn Cost: x2/3 Speed
Turn Delay: x2/3 Speed
Accel/Deccel: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll cost: 3+3 Thrust

Defense:

Fwd/Aft Def: 16
Stb/Prt Def: 15
Engine Efficiency: 3/1
Extra Power: +1
Initiative: +0

FORWARD HITS

1-5 Retro Thrusters
6-8 Laser Lance
9-18 Structure
19-20 Primary

PORT/STARBOARD HITS

1-3 Side Thrusters
4-5 Laser Lance
6-7 Missile Rack
8-10 SPB
11-18 Structure
19-20 Primary

AFT HITS

1-6 Main Thrusters
7-9 Hanger
10-11 SPB
12 Light Laser
13-18 Structure
19-20 Primary

PRIMARY

1-7 Structure
8-9 Cargo
10-11 Jump Drive
12-13 Sensors
14-15 Engine
16-18 Reactor
19-20 C&C

ELECTRONIC WARFARE

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

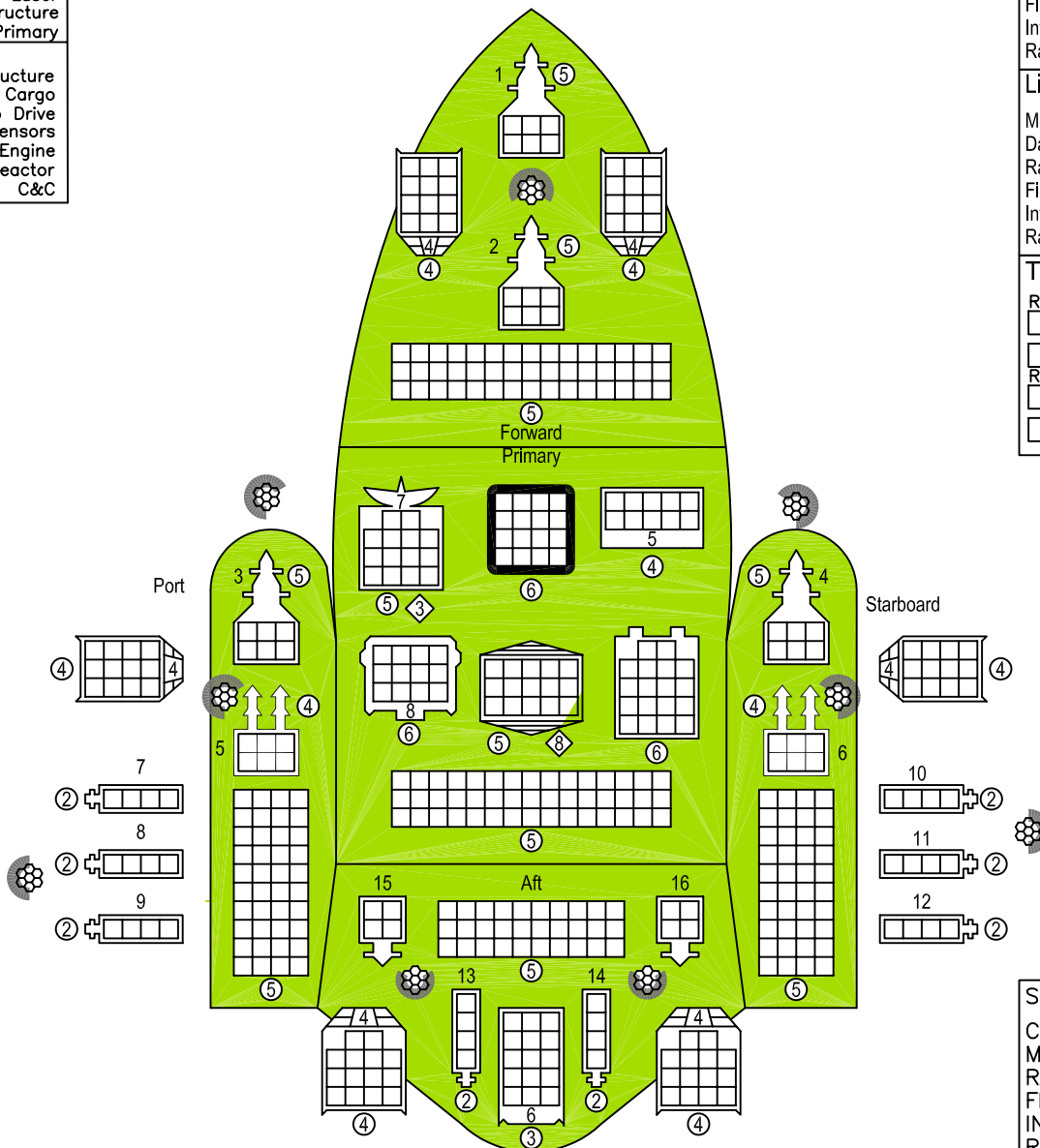
SPECIAL NOTES

Before 2245 S-missile Racks
BPV 625
After 2259, Gunsites on SPB
and Lasers. BPV 700

12 Heavy Fighters

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

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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

Light Laser

Mode: Raking
Damage: 2D10+7
Range: -1 / Hex
Fire Control: +2/+1/-2
Intercept: N/A
Rate of Fire: 1/2

Type R-Missile racks

Rack #5

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Rack #6

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SPECIAL ICONS

Before 2245

S-MISSILE RACK

CLASS BALLISTIC
MISSILES 20
RANGE PENELTY NONE
FIRE CON. +3/+3/+3
INTERCEPT N/A
RATE OF FIRE 1/2