

Version: 1 FM/NC

Name: _____ Counter: _____

Triplanetary League Light Cruiser

Specifications:

Class: HCV
In Service: 2216
Point Value: 550
Ramming Factor: 150
Jump Delay: n/a

Maneuvering:

Turn Cost: x2/3 Speed
Turn Delay: x2/3 Speed
Accel/Deccel: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll cost: 2+2 Thrust

Defense:

Fwd/Aft Def: 16
Stb/Prt Def: 14
Engine Efficiency: 3/1
Extra Power: +1
Initiative: +63

FORWARD HITS

1-4 Retro Thrusters
5-6 Laser Lance
7-8 Light Laser
9-10 SPB
11-18 Structure
19-20 Primary

AFT HITS

1-5 Main Thrusters
6-10 SPB
11 Light Laser
12-18 Structure
19-20 Primary

PRIMARY

1-3 Side Thruster
4-9 Structure
10 Hanger
11 Cargo
12-13 Missile Racks
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	

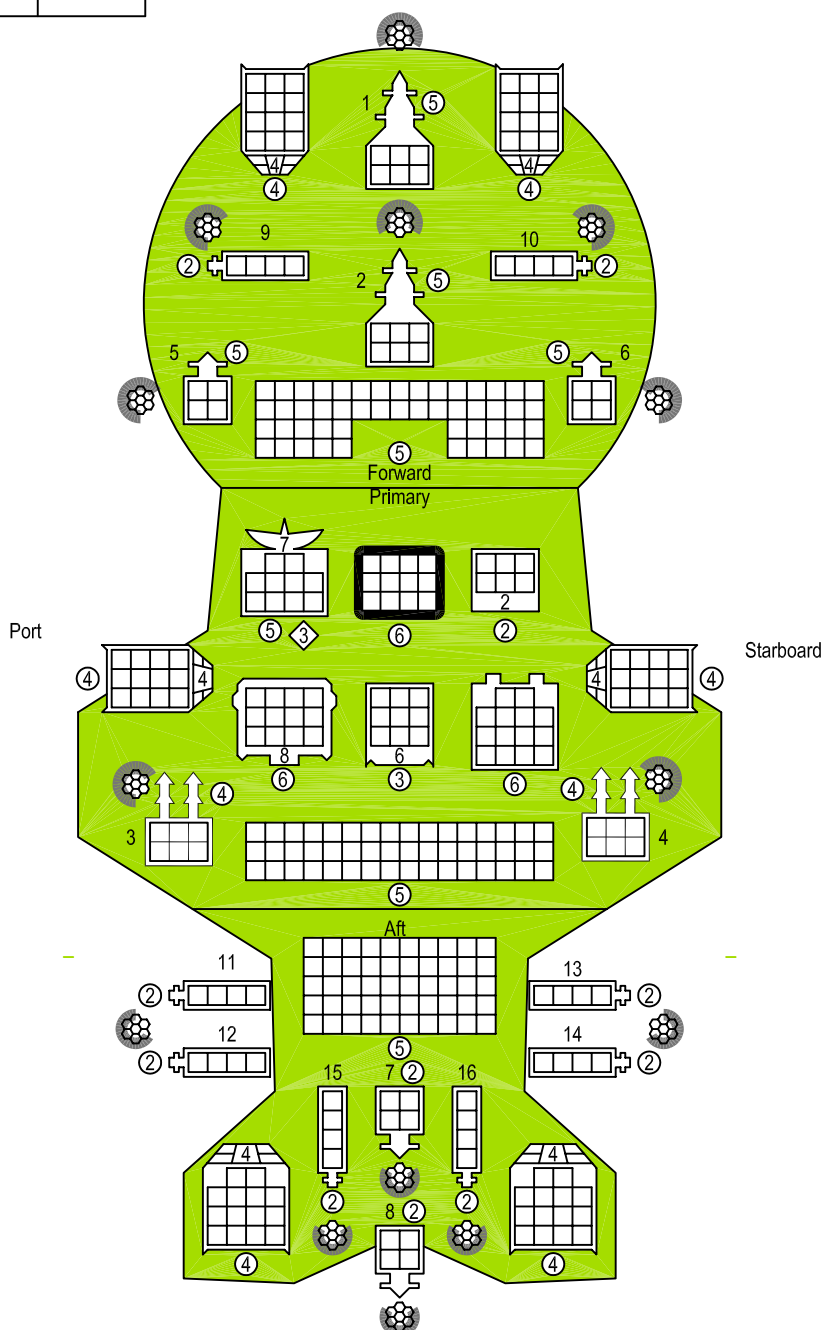
SPECIAL NOTES

Before 2245 S-missile Racks
BPV 525
After 2259, Gunsights on SPB
and Lasers. BPV 600

6 Heavy Fighters

3 Shuttles

ARMOR:0

THRUST:3
DEF: 8/10

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

Rack #6

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