

Triplanetary League Missile Cruiser

Specifications:

Class: Capital Ship
In Service: 2235
Point Value: 600
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 S-Missile Racks
9-18 Structure
19-20 Primary

PORT/STARBOARD HITS

1-3 Side Thrusters
4-7 S-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

Only 10 units built
Rare after 2253
After 2259, Gunsights on SPB and Lasers. BPV 640

12 Heavy Fighters

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

S-MISSILE RACK

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

Standard Particle Beam

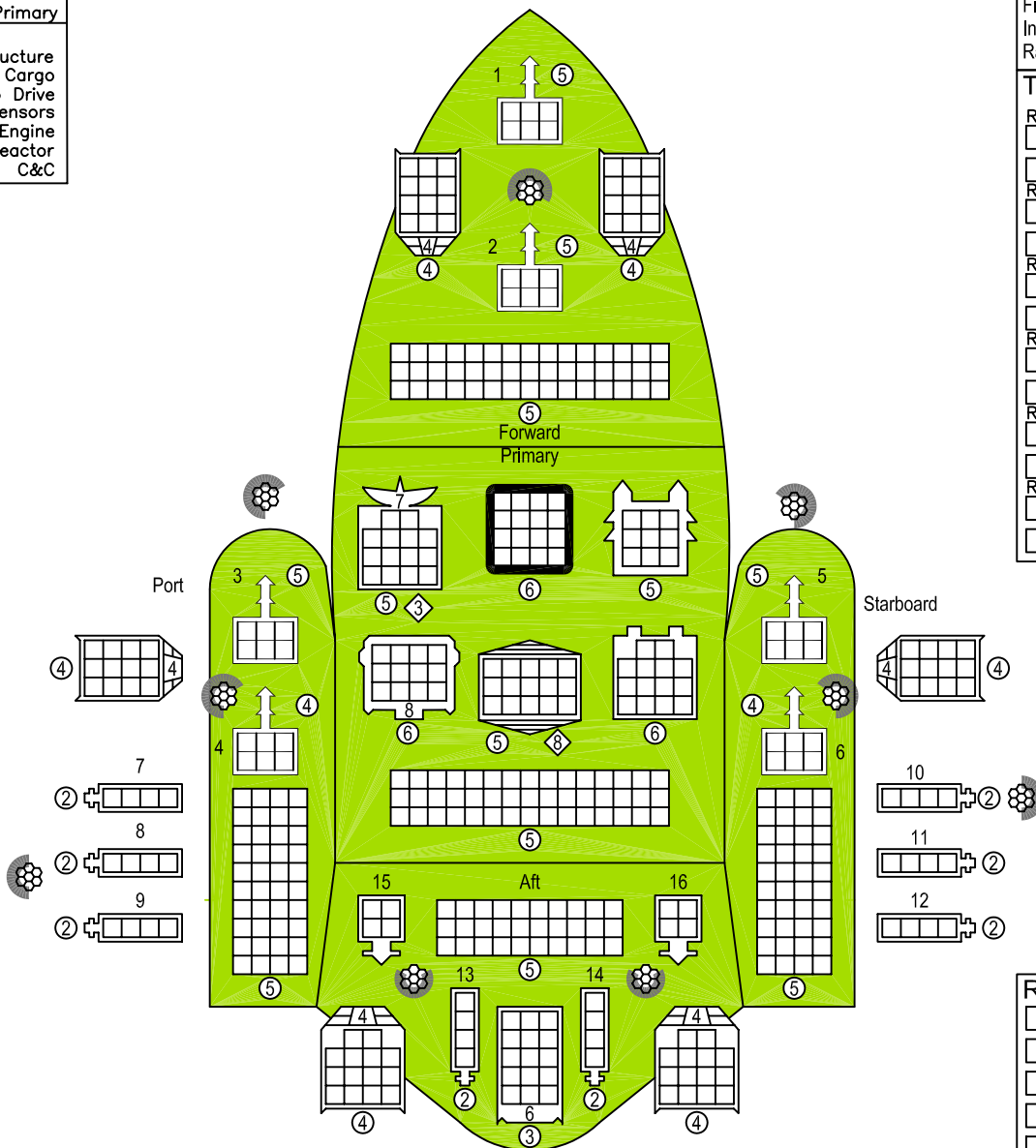
Class: Particle
Mode: Standard
Damage: 1D10+6
Range: -1 per Hex
Fire Control: +4/+4/+4
Intercept: -2
Rate of Fire: 1

Light Laser

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

Type S-Missile racks

Rack #1



SPECIAL ICONS

Reload Rack
