

Version: 1 FM/NC

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Triplanetary League Survey Cruiser

## Specifications:

Class: Capital Ship  
In Service: 2236  
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

## FORWARD HITS

1-6 Retro Thrusters  
7-8 Light Laser  
6-7 Laser Lance  
11-18 Structure  
19-20 Primary

## PORT/STARBOARD HITS

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

## AFT HITS

1-5 Main Thrusters  
6-8 Hanger  
9 Light Laser  
10-11 SPB 21-24  
12-18 Structure  
19-20 Primary

## PRIMARY

1-6 Structure  
7-9 Cargo  
10-12 Jump Drive  
13-14 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  
Elint Unit

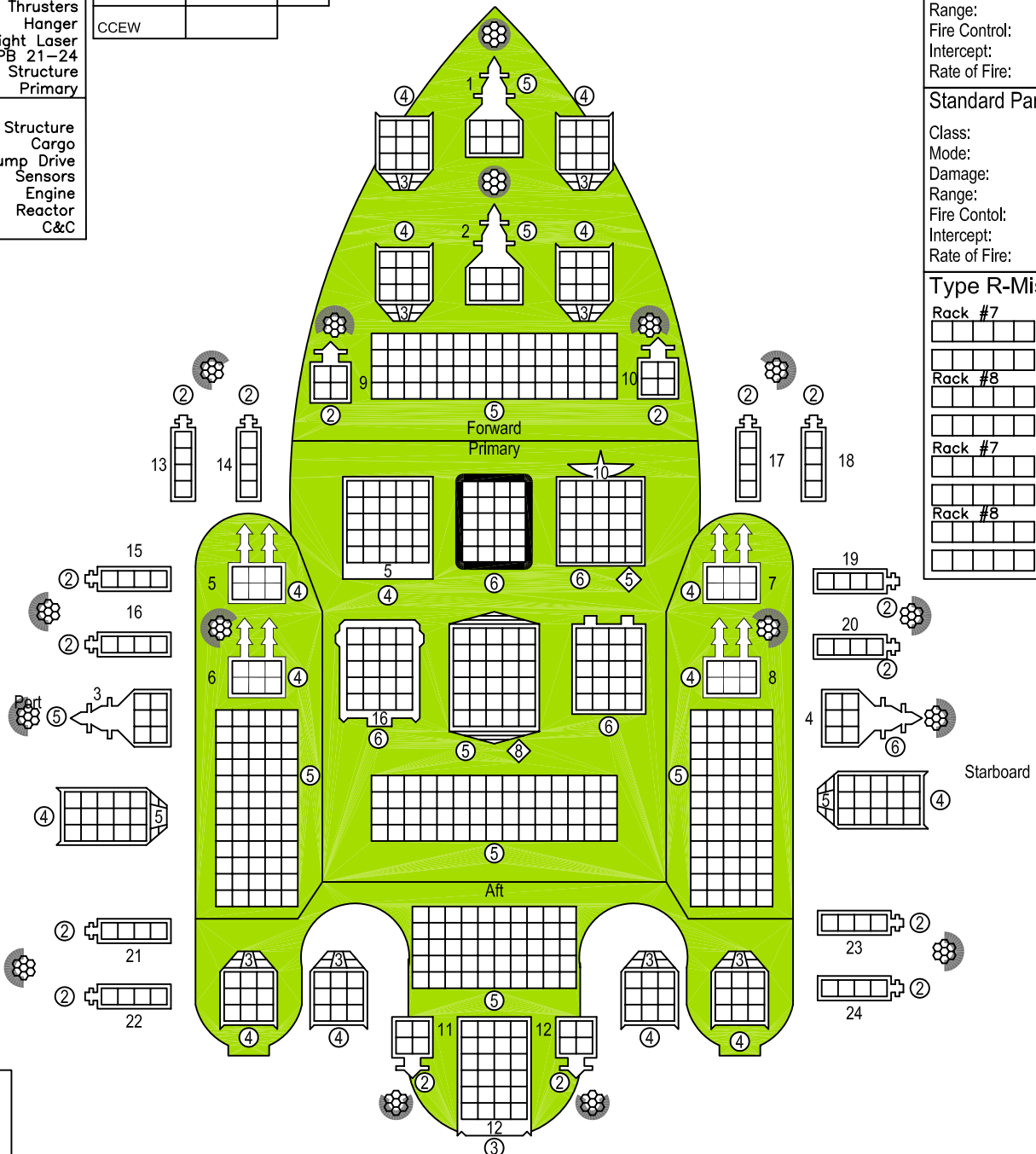
12 Heavy Fighters

4 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

## Light Laser

Mode: Raking  
Damage: 2D10+7  
Range: -1 / Hex  
Fire Control: +2/+1/-2  
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

## Type R-Missile racks

### Rack #7


### Rack #8


### Rack #7


### Rack #8


SPECIAL ICONS