SPECS MANEUVERING **COMBAT STATS** Class: Medium Ship Turn Cost: 1/3 Speed Fwd/Aft Defense: 13 (11) In Service: 2019 Turn Delay: 1/3 Speed Stb/Port Defense: 11 (9) Point Value: 300 Accel/Decel Cost: 2 Thrust Engine Efficiency: 3/1 Extra Power: +2 Ramming Factor: 60 Pivot Cost: 1 Thrust Jump Delay: N/A Roll Cost: 1 Thrust Initiative Bonus: +12 9 Speed 10 Turn Cost Turn Delay FORWARD HITS SPECIAL NOTES Retro Thrust Proto-EM Shield Agile Ship **HANGAR** 6-8: Atmospheric Capable Electron Beam 0 Fighters 9-16: Structure 17-20: PRIMARY Hit 1 Shuttle: Thrust: 7 SENSOR DATA AFT HITS Defense: 6/9 Armor: 0 Defensive EW Main Thrust Target #1 Proto-EM Shield 8-16: Structure 17-20: PRIMARY Hit Target #2 \bigcirc Target #3 **PRIMARY HITS** Target #4 Port/Stb Thrust Target #5 Catapult Proto-EM Shield 7-8 Target #6 10-12: 13-14: Shield Generator Sensors 3 15: 16-17: Hangar Engine Reactor C&C 18-19: 20: 1 **FORWARD** 6 4 STARBOARD PRIMARY 1/2 ICON RECOGNITION Thruster 2 C & C Sensors **AFT** Engine Reactor (O)Hangar Catapult **Shield Generator** Proto-EM Shield

Electron Beam

Version 1: 2E/BKS

Name:

Counter:



2ND EDITION

WEAPON DATA

Electron Beam

Class: Electromagnetic
Modes: Raking(5)
Damage: (1d10+2) x 2
Range Penalty: -1 per hex
Fire Control: +1/+0/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Proto-EM Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.