

Brixadi Surveyor

SPECS

Class: Hvy Combat Vsl
In Service: 1873
Point Value: 420
Ramming Factor: 90
Jump Delay: n/a

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2 + 2 Thrust
Roll Cost: 2 + 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: -3
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

FORWARD HITS

1-5: Retro Thrust
6-8: Hvy Particle Shot
9-10: Lt Particle Projector
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Particle Shot
10-12: Cargo
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-10: Port/Stb Thrust
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Special Notes

ELINT

Antiquated Sensors
(until 2108)

Restricted Availability (10%)

MAIN HANGAR

2 Shuttles: Thrust: 6

Armor: 0 Defense: 9/11



WEAPON DATA

Heavy Particle Shot

Class: Particle
Modes: Standard
Damage: 2d10+9
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Particle Shot

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Lt. Particle Projector

Class: Particle
Mode: Standard
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: +2/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Particle Projector

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Hvy Particle Projector

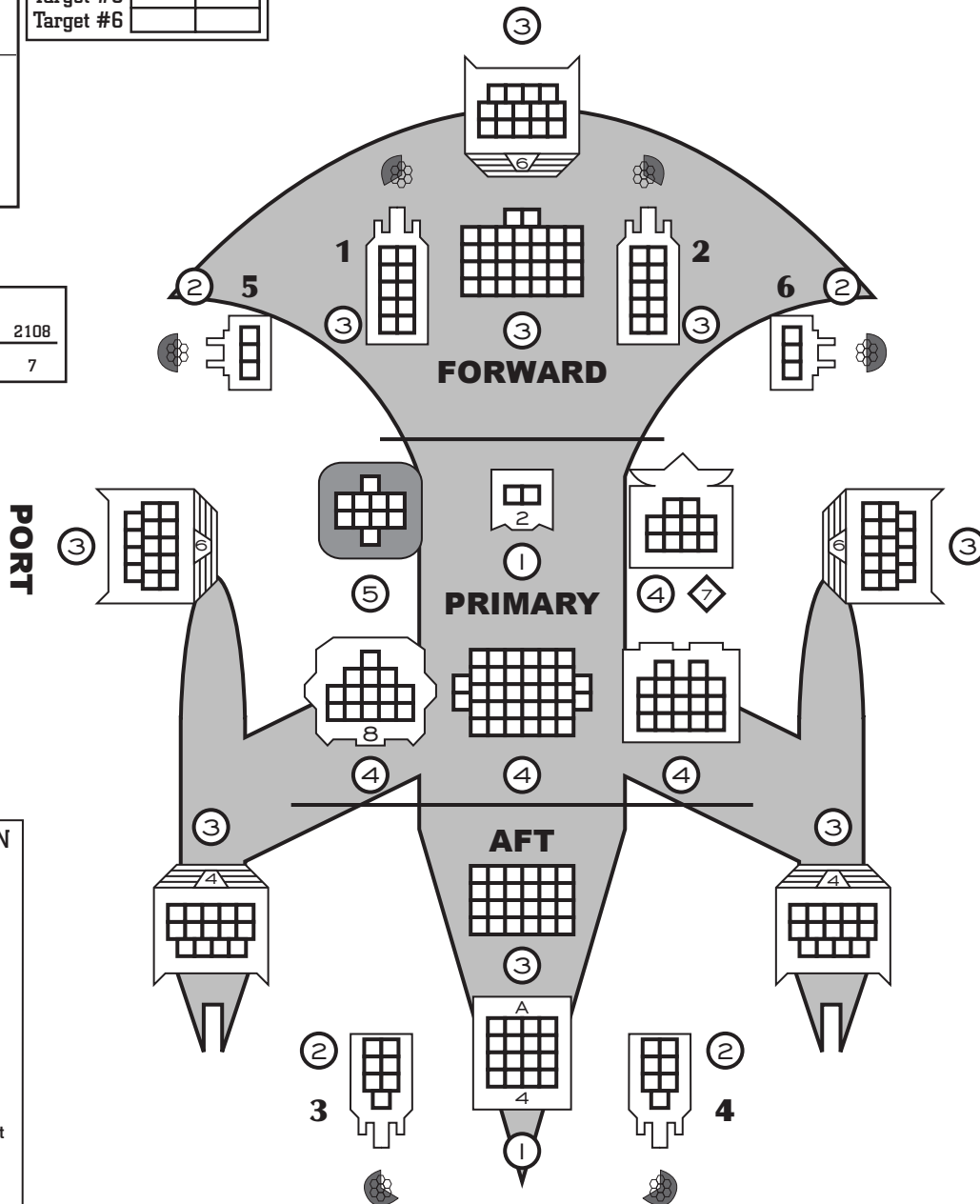
Class: Particle
Mode: Standard
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

SENSOR REFIT

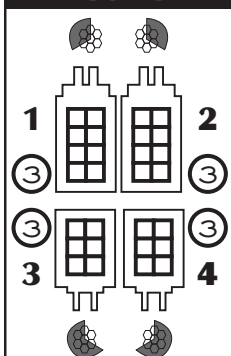
System	1873	2108
Sensors	6	7

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Heavy Particle Shot
- Particle Shot
- Light Particle Projector
- Particle Projector
- Heavy Particle Projector



2108 Refit



- Point Value: 460
1. Remove power deficit and Antiquated Sensor status.
2. Replace Hvy Particle Shots 1 & 2 with Hvy Particle Projectors 1 and 2. Replace Particle Shots 3 and 4 with Particle Projectors 3 and 4. Armor and arcs as shown.