



# Breen Voh Lanthe Battleship

SPECS	
Class: Capital Ship	Turn Cost: 1 x Speed
In Service: 2371	Turn Delay: 1 x Speed
Point Value: 1400	Accel/Decel Cost: 3 Thrust
Ramming Factor: 320	Pivot Cost: 3+3 Thrust
Warp Delay: 4 Turns	Roll Cost: 4+4 Thrust

MANEUVERING	
Turn Cost: 1 x Speed	Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust	Pivot Cost: 3+3 Thrust
Roll Cost: 4+4 Thrust	

COMBAT STATS	
Fwd/Aft Defense: 17	Stb/Port Defense: 18
Engine Efficiency: 4/1	Extra Power: 0
Initiative Bonus: +0	

WEAPON DATA	
<b>Heavy Disruptor</b>	
Class: Molecular	Mode: R, P
Damage: 2d10+22	Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/-2	Intercept Rating: -1
Rate of Fire: 1 per 3 turns	

<b>Medium Disruptor</b>	
Class: Molecular	Mode: Standard
Damage: 1d10+10	Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/+2	Intercept Rating: -2
Rate of Fire: 1 per 2 turns	

<b>Photon Torpedo</b>	
Class: Ballistic + Antimatter	Mode: Standard
Damage: X+10	Max X: 20
Range Penalty: -1 per 5 hexes	Max Range: 50 hexes
Fire Control: +4/+2/-3	Intercept Rating: n/a
Rate of Fire: 1 per 2 turns	

<b>Photon Pulse Torpedo</b>	
Class: Ballistic + Antimatter	Mode: Pulse
Damage: X+6 1d3 times	Max X: 10
Max Pulses: 4	Grouping Range: +1 per 5
Range Penalty: -1 per 4 hexes	Max Range: 40 hexes
Fire Control: +4/+4/-1	Intercept Rating: n/a
Rate of Fire: 1 per 3 turns	

FORWARD HITS	
1-3: Deflector Shield	
4-6: Hvy Burst Beam	
7: Photon Pulse Torp	
8: Photon Torpedo	
9-12: Heavy Disruptor	
13-18: Forward Structure	
19-20: PRIMARY Hit	

SPECIAL NOTES	
Restricted Deployment (10%)	
Gravitic Drive System	
Impulse Drive	

PORT HITS	
1-2: Impulse Thruster	
3-5: Deflector Shield	
6-7: Medium Disruptor	
8-9: Photon Pulse Torp	
10: Photon Torpedo	
11-12: Warp Engine	
13-18: Port Structure	
19-20: PRIMARY Hit	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

STARBOARD HITS	
1-3: Impulse Thruster	
4-5: Deflector Shield	
6-8: Medium Disruptor	
9-10: Hangar	
11-12: Warp Engine	
13-18: Starboard Structure	
19-20: PRIMARY Hit	

AFT HITS	
1-3: Impulse Thruster	
4-5: Deflector Shield	
6-7: Photon Pulse Torp	
8: Heavy Disruptor	
9: Medium Disruptor	
10-13: Warp Engine	
14-18: Aft Structure	
19-20: PRIMARY Hit	

PRIMARY HITS	
1-8: Primary Structure	
9: Tractor Beam	
10-11: Shield Generator	
12-14: Sensors	
15-17: Engine	
18-19: Reactor	
20: C&C	

**Deflector Shield**  
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

**Heavy Burst Beam**  
Class: Electromagnetic  
Mode: Standard  
Damage: None  
Range Penalty: -1 per 3 hexes  
Fire Control: +5/+4/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Special: -4 power if structure hit; Deactivates power-using systems for three turns; +10 criticals to non-powered systems; forces auto-dropout on fighters. See rules.

**HANGAR**  
0 Fighters  
9 Shuttles

ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Heavy Disruptor
	Medium Disruptor
	Heavy Burst Beam
	Photon Pulse Torpedo
	Photon Torpedo

