



Federation Baton Rouge Light Cruiser

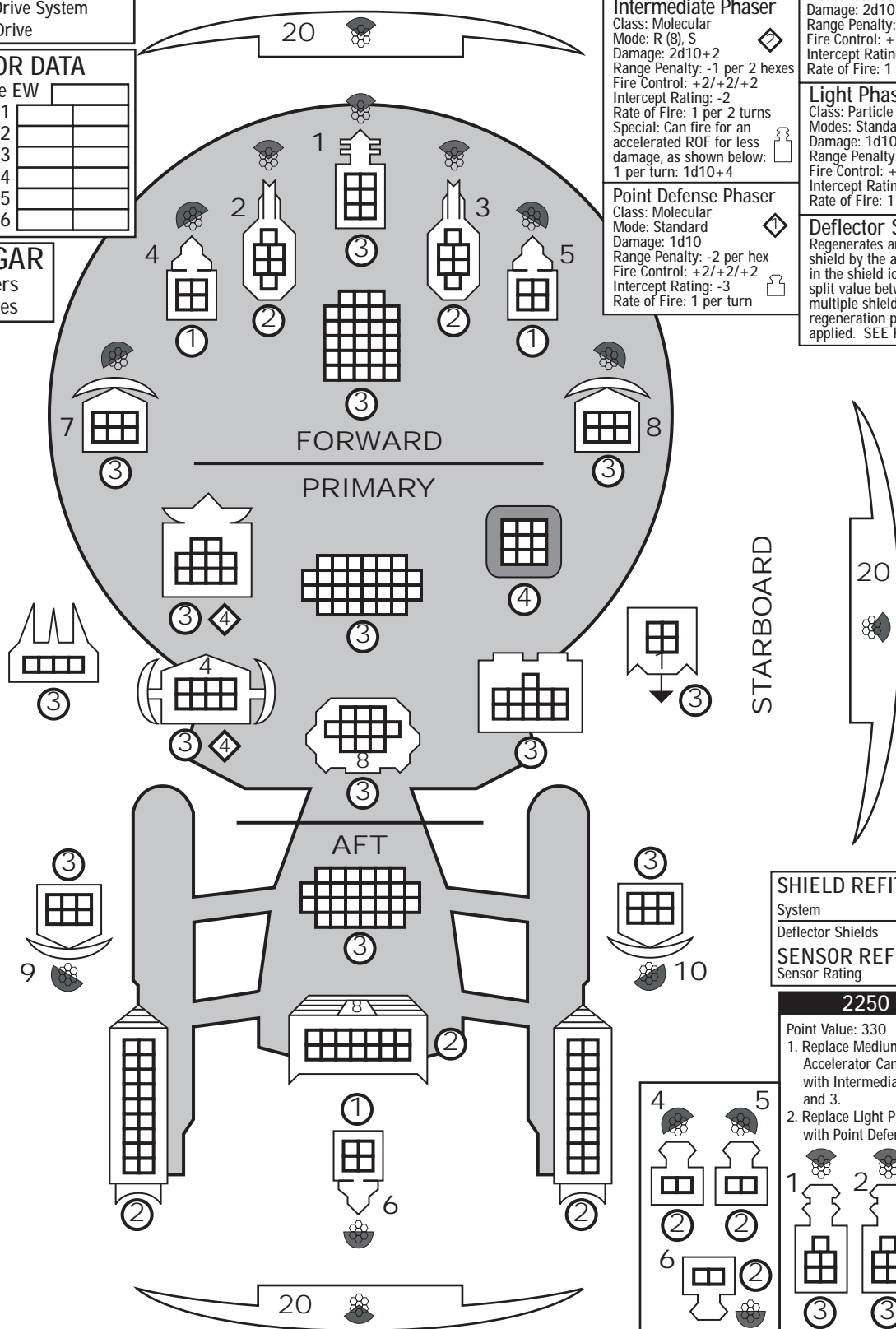
SPECS Class: Hvy Combat Vsl In Service: 2217 Point Value: 300 Ramming Factor: 90 Warp Delay: 11 Turns	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 15 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +6	WEAPON DATA Medium Laser Cannon Class: Laser Modes: Raking Damage: 3d10+12 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Speed Turn Cost Turn Delay	1 2 3 4 5 6 7 1 2 2 3 4 4 5 1 1 2 2 3 3 4	8 9 10 11 12 6 6 7 7 8 4 4 5 5 6 6	Accelerator Cannon Class: Matter Modes: Standard Damage: 2d10+1 Range Penalty: -1 per 3 hexes Fire Control: +2/+1/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
			Intermediate Phaser Class: Molecular Mode: R (8), S Damage: 2d10+2 Range Penalty: -1 per 2 hexes Fire Control: +2/+2/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4
			Light Phase Cannon Class: Particle Modes: Standard Damage: 1d10+3 Range Penalty: -1 per hex Fire Control: +1/+1/+1 Intercept Rating: -2 Rate of Fire: 1 per turn
			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.

FORWARD HITS 1-4: Deflector Shield 5-7: Accelerator Cannon 8-9: Medium Laser 10-11: Lt Phase Cannon 12-18: Forward Structure 19-20: PRIMARY Hit
AFT HITS 1-4: Impulse Thruster 5-7: Deflector Shield 8: Lt Phase Cannon 9-12: Warp Engine 13-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-7: Primary Structure 8: Tractor Beam 9-10: Shield Generator 11-13: Sensors 14-15: Hangar 16-17: Engine 18-19: Reactor 20: C&C

SPECIAL NOTES Gravitic Drive System Impulse Drive
SENSOR DATA Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6

HANGAR 0 Fighters 4 Shuttles

ICON RECOGNITION Impulse Thruster C & C Sensors Engine Reactor Hangar Shield Generator Deflector Shield Warp Engine Medium Laser Accelerator Cannon Light Phase Cannon Intermediate Phaser Point Defense Phaser
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Point Defense Phaser Class: Molecular Mode: Standard Damage: 1d10 Range Penalty: -2 per hex Fire Control: +2/+2/+2 Intercept Rating: -3 Rate of Fire: 1 per turn
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SHIELD REFIT System 2217 2250 Deflector Shields 2 3
SENSOR REFIT Sensor Rating 5 6

2250 Refit Point Value: 330 1. Replace Medium Laser 1 and Accelerator Cannons 2 and 3 with Intermediate Phasers 1, 2 and 3. 2. Replace Light Phase Cannons with Point Defense Phasers.