

Version 1: 2E/S6

Name: _____ Counter: _____



Gaim Bassari Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 2258
Point Value: 650
Ramming Factor: 180
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 3+1 Thrust
Roll Cost: 4+1 Thrust

COMBAT STATS

Fwd/Aft Def: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +1

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

WEAPON DATA

Assault Laser

Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Packet Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes after range 10
Fire Control: +3/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Scattergun

Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Twin Array
7-9: Scattergun
10: Packet Torpedo
11-17: Forward Struct
18-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Assault Laser
6-8: Twin Array
9-17: Port/Stb Struct
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-7: Packet Torpedo
8-11: Twin Array
12-17: Aft Struct
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
12-14: Engine
15-16: Hangar
17-18: Reactor
19-20: C & C

SPECIAL NOTES

Restricted Deployment (10%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

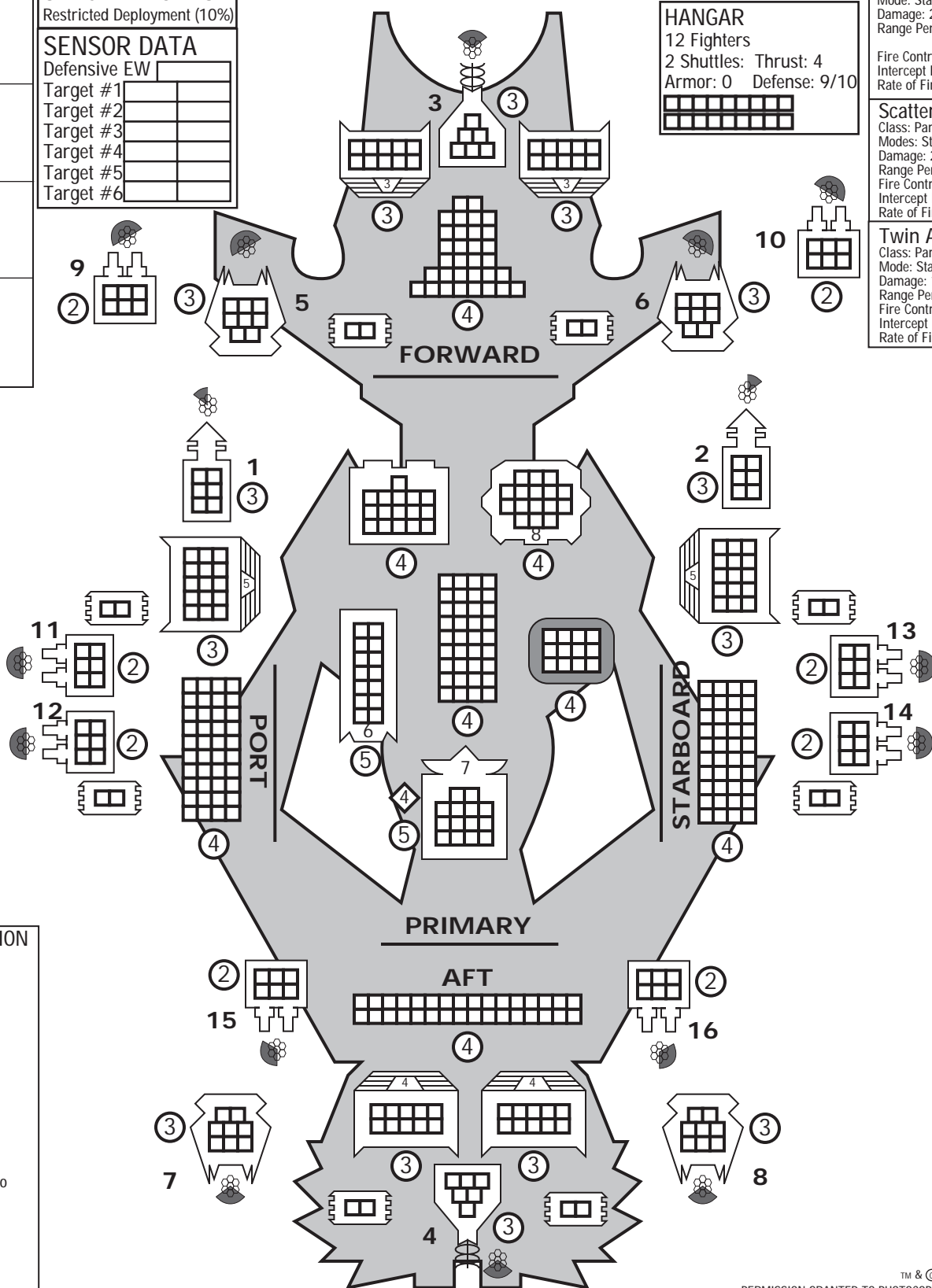
Target #6

HANGAR

12 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Assault Laser
- Packet Torpedo
- Twin Array
- Scattergun
- Bulkhead