

Bastion of Etoilae Name: _____ Counter: _____



BE Andalus-Class Light Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 5012	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 150	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 165	Pivot Cost: 2+2 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12

Version 1.0: 2E/Fate

FORWARD HITS
1-4: Retro Thrust
5-8: Bolt Repeater
9-18: Forward Structure
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-7: Torpedo Tube
8-9: Light Pulsar Cannon
10-18: Port/Stb Structure
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Aft Engine
9-10: Pulsar Cannon
11-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-11: Primary Structure
12-13: Sensors
14-15: Engine
16: Hangar
18-19: Reactor
20: C & C

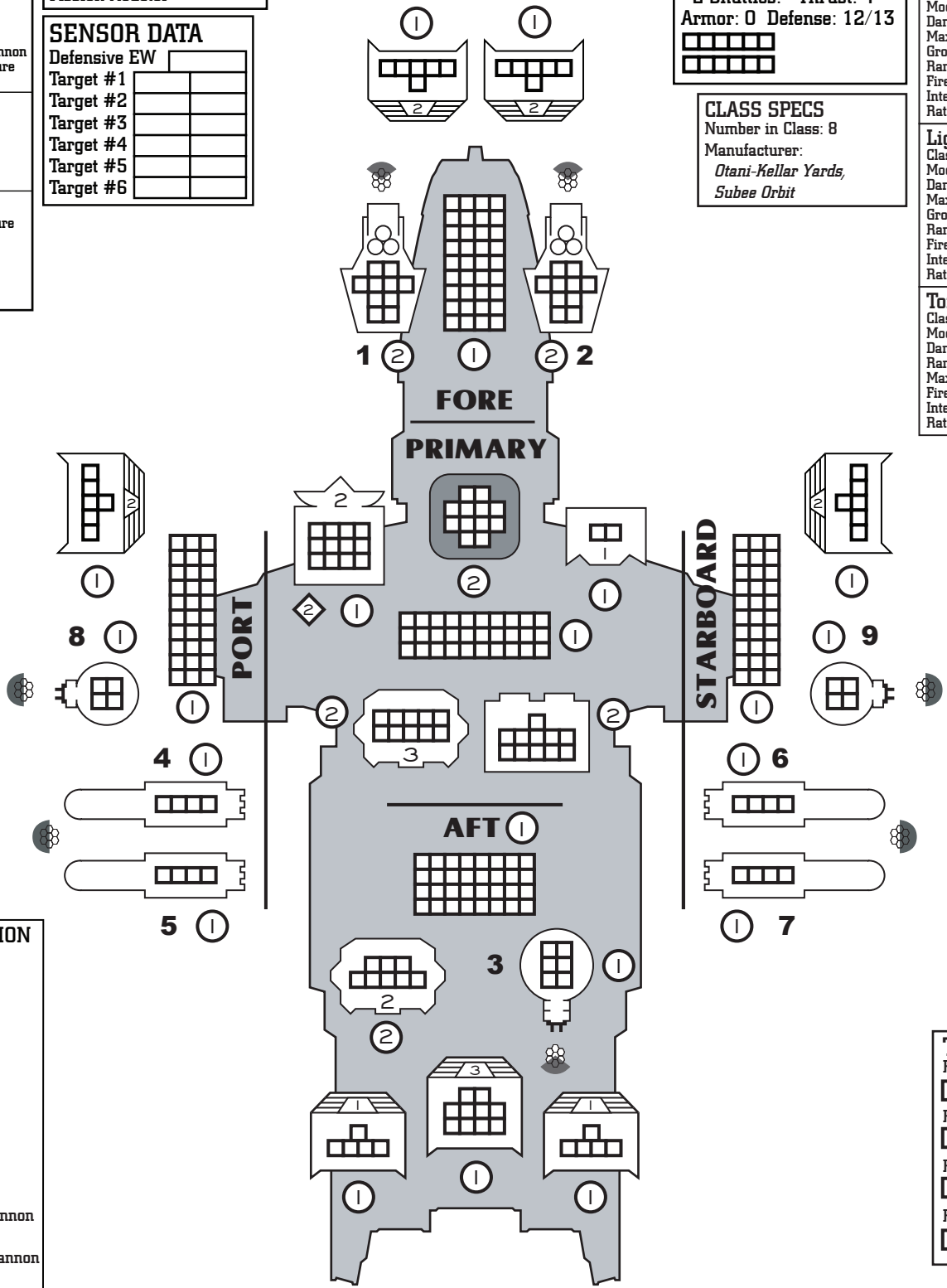
SPECIAL NOTES
Ammo Storage Level 2
Antiquated Sensors
Fission Reactor











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

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 12/13

CLASS SPECS
Number in Class: 8
Manufacturer:
*Otani-Kellar Yards,
Subee Orbit*

WEAPON DATA
Bolt Repeater Class: Projectile Modes: Standard Damage: 10 Range Penalty: -1 per hex Fire Control: +1/+1/-4 Intercept Rating: n/a Rate of Fire: 1 per turn <i>Special: Can hold up to three shots, and may fire one, two or all at one target in a turn. Each additional shot suffers a -2 to hit. See Rules.</i>
Pulsar Cannon Class: Projectile Modes: Pulse Damage: 6 1d3 Times Maximum Pulses: 3 Grouping Range: +1 per 6 Range Penalty: -1 per hex Fire Control: +2/+1/+1 Intercept Rating: -1 Rate of Fire: 1 per 2 turns
Light Pulsar Cannon Class: Projectile Modes: Pulse Damage: 4 1d3 Times Maximum Pulses: 3 Grouping Range: +1 per 6 Range Penalty: -2 per hex Fire Control: +1/+1/+2 Intercept Rating: -1 Rate of Fire: 1 per turn
Torpedo Tube Class: Ballistic (Torpedo) Modes: Standard Damage: 11 Range Penalty: None Maximum Range: 20 hexes Fire Control: +2/+0/-- Intercept Rating: n/a Rate of Fire: 1 per 2 turns



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Bolt Repeater
	Med Pulsar Cannon
	Light Pulsar Cannon
	Torpedo Tube

TORPEDOS	
Rack #6	
Rack #7	
Rack #8	
Rack #9	