



BE Arinna-Class Fleet Carrier

SPECS

Class: Capital Ship
 In Service: ????
 Point Value:
 Ramming Factor: 280
 Jump Delay: N/A

MANEUVERING

Turn Cost: 2x Speed
 Turn Delay: 3/2 Speed
 Accel/Decel Cost: 8 Thrust
 Pivot Cost: 5+4 Thrust
 Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
 Stb/Port Defense: 19
 Engine Efficiency: 6/1
 Power Shortage: -4
 Initiative Bonus: +0

WEAPON DATA

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

Magnetic Catapult
 Increases fighter launch rate of designated hangar by listed value while powered.

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

Version 2.0: 2E/Fate

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: CCEW Pod
- 7-8: Magnetic Catapult
- 9-11: Light Pulsar Cannon
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Ammo Storage Level 2
 Antiquated Sensors
 Fission Reactor

SIDE HITS

- 1-5: Port/Stb Thrust
- 6-7: Magnetic Catapult
- 8-10: Light Pulsar Cannon
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

SENSOR DATA

Defensive EW

Target #1

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Target #2

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Target #3

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Target #4

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Target #5

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Target #6

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AFT HITS

- 1-6: Main Thrust
- 7: Engine
- 8-9: CCEW Pod
- 10-12: Light Pulsar Cannon
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

CLASS SPECS

Number in Class: 6
 Manufacturer:
*Undecided at this time,
 Someplace exciting*
 Out of Service: ???

PRIMARY HITS

- 1-9: Primary Structure
- 10: Sensors
- 11: Engine
- 12: Lower Hangar
- 13-15: Main Hangar
- 16: Gravity Deck
- 17: Reactor
- 18: Flag Bridge
- 19-20: C & C

MAIN HANGAR

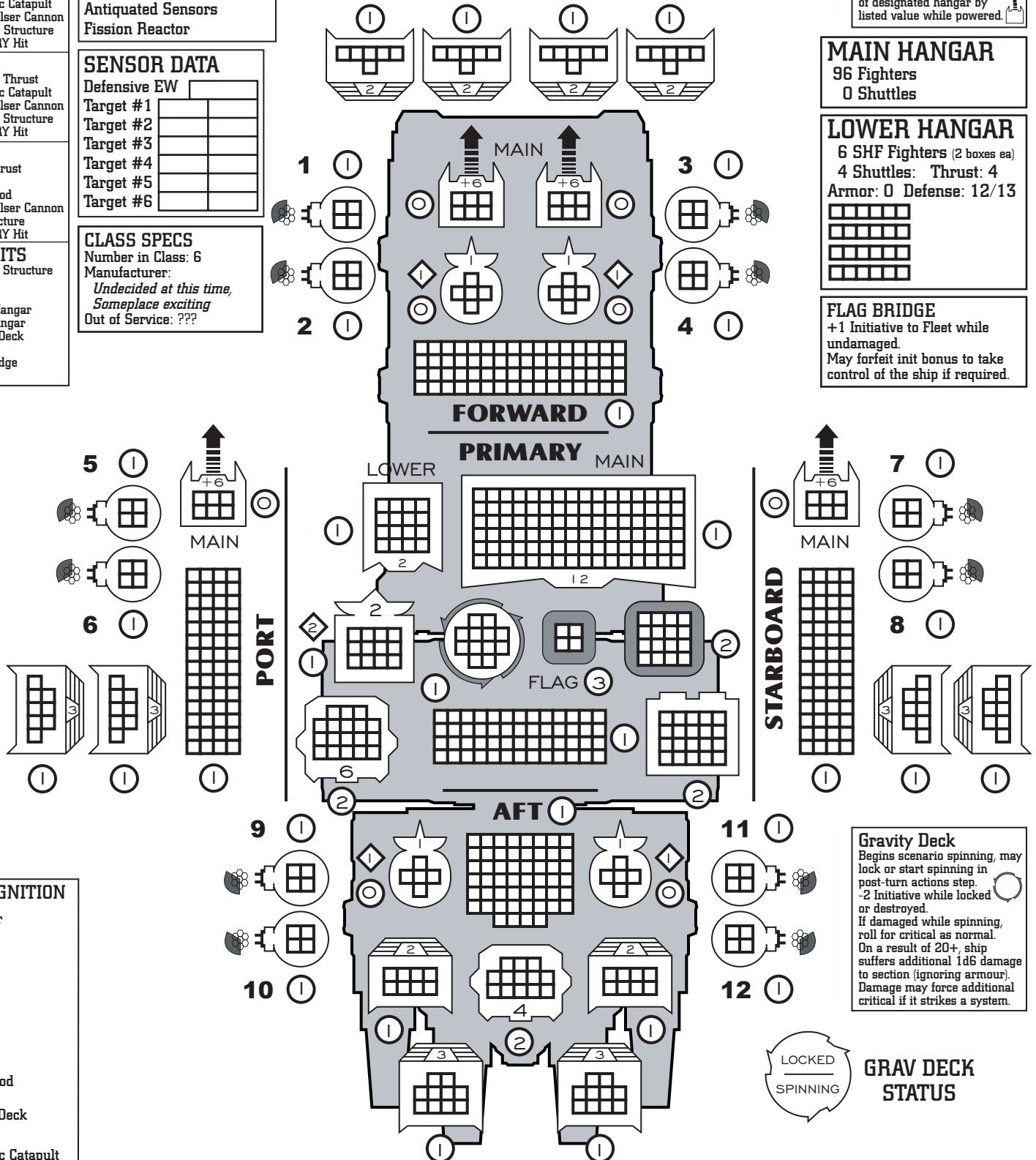
96 Fighters
 0 Shuttles

LOWER HANGAR

6 SHF Fighters (2 boxes ea)
 4 Shuttles: Thrust: 4
 Armor: 0 Defense: 12/13

FLAG BRIDGE

+1 Initiative to Fleet while undamaged.
 May forfeit init bonus to take control of the ship if required.



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- CCEW Pod
- Gravity Deck
- Magnetic Catapult
- Light Pulsar Cannon

Gravity Deck
 Begins scenario spinning, may lock or start spinning in post-turn actions step.
 -2 Initiative while locked or destroyed.
 If damaged while spinning, roll for critical as normal.
 On a result of 20+, ship suffers additional 1d6 damage to section (ignoring armour).
 Damage may force additional critical if it strikes a system.



GRAV DECK STATUS