



2ND EDITION

BE Aurora-Class Armoured Cruiser

SPECS

Class: Capital Ship
 In Service: 5010
 Point Value: 240
 Ramming Factor: 230
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

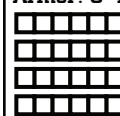
Fwd/Aft Defense: 14
 Stb/Port Defense: 16
 Engine Efficiency: 5/1
 Extra Power: +0
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

Version 1.0: 2E/Fate

HANGAR

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



CLASS SPECS

Number in Class: 26
 Manufacturer:
*Devout Naval Yards,
 Subee Orbit*

WEAPON DATA

Heavy Pulsar Cannon
 Class: Projectile
 Modes: Pulse
 Damage: 9 1d3 Times
 Maximum Pulses: 3
 Grouping Range: +1 per 6
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+0/-3
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

Pulsar Cannon

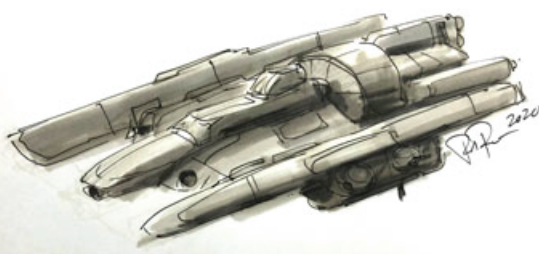
Class: Projectile
 Modes: Pulse
 Damage: 6 1d3 Times
 Maximum Pulses: 3
 Grouping Range: +1 per 6
 Range Penalty: -1 per hex
 Fire Control: +2/+1/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Light Laser Cannon

Class: Laser
 Modes: Raking (5)
 Damage: 2d10+6
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/-1/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Gatling Cannon

Class: Projectile
 Modes: Raking (2)
 Damage: 2d3+2
 Range Penalty: -3 per hex
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 (vs Ballistic only)
 Rate of Fire: 1 per turn



FORWARD HITS

- 1-4: Retro Thrust
- 5-9: Hvy Pulsar Cannon
- 10-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-7: Light Laser Cannon
- 8-9: Gatling Cannon
- 10-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-7: Aft Engine
- 8-9: Pulsar Cannon
- 10-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-11: Primary Structure
- 12-13: Sensors
- 14: CCEW Pod
- 15: Engine
- 16: Hangar
- 17: Gravity Deck
- 18-19: Reactor
- 20: C & C

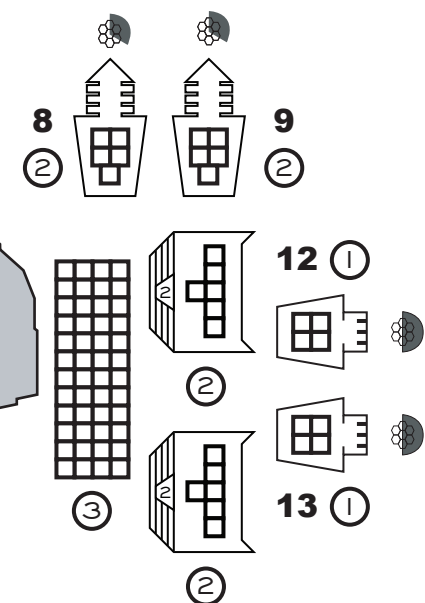
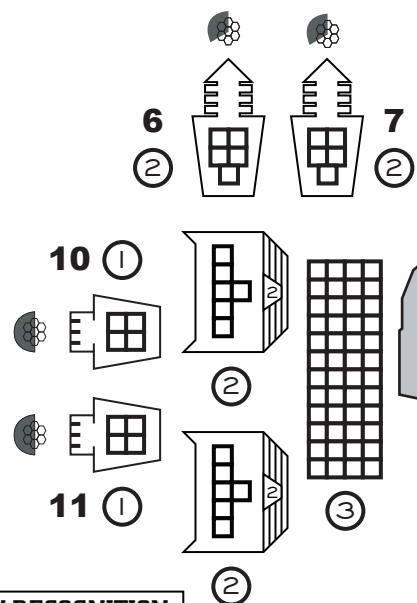
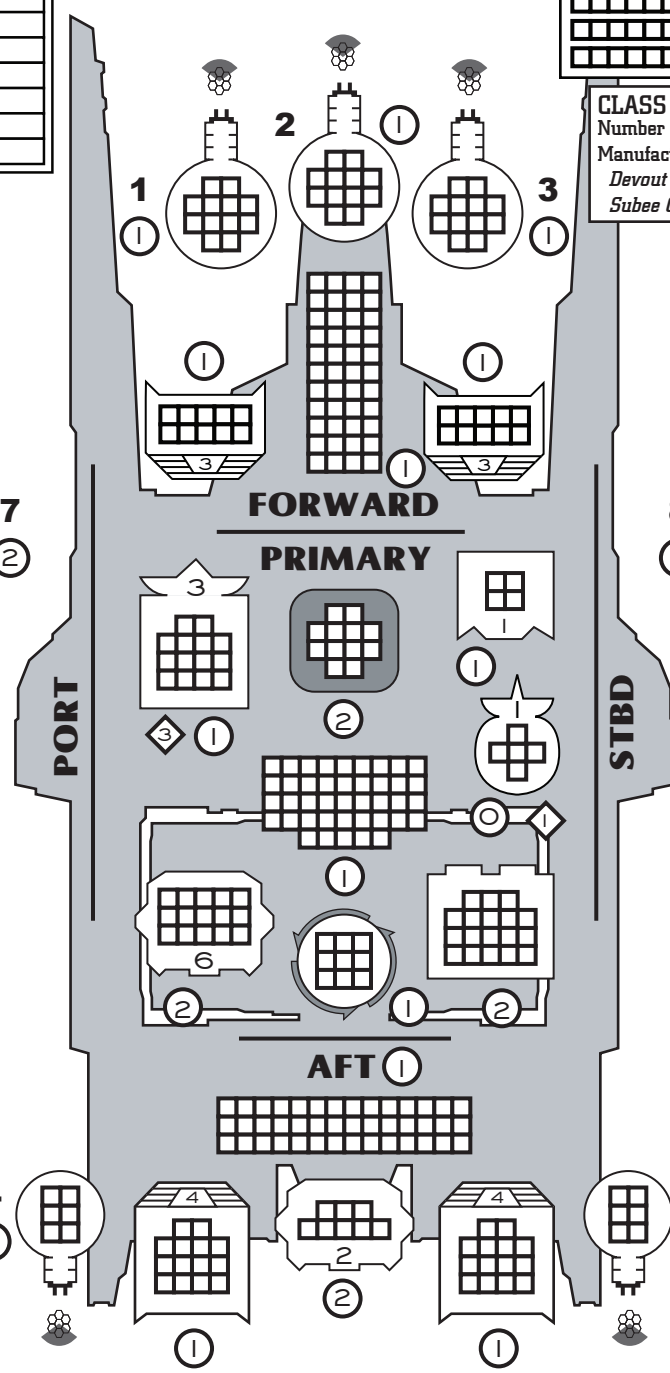
SPECIAL NOTES

Ammo Storage Level 2
 Antiquated Sensors
 Fission Reactor

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- CCEW Pod
- Gravity Deck
- Hvy Pulsar Cannon
- Med Pulsar Cannon
- Light Laser Cannon
- Gatling Cannon

Gravity Deck

+2 Initiative while spinning.
 Choose locked or spinning at game start. May switch mode in post-turn actions step.
 Roll for critical when damaged while spinning, or when starting to spin previously damaged grav deck. On a result of 20+, ship suffers additional 1d6 damage to section (ignoring armor).
 Damage may force additional critical strike it hits a system.



GRAV DECK MODE