



BE Aurora-Class Cruiser

SPECS

Class: Capital Ship
 In Service: ????
 Point Value:
 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

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: n/a
 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 2 hexes
 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: 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

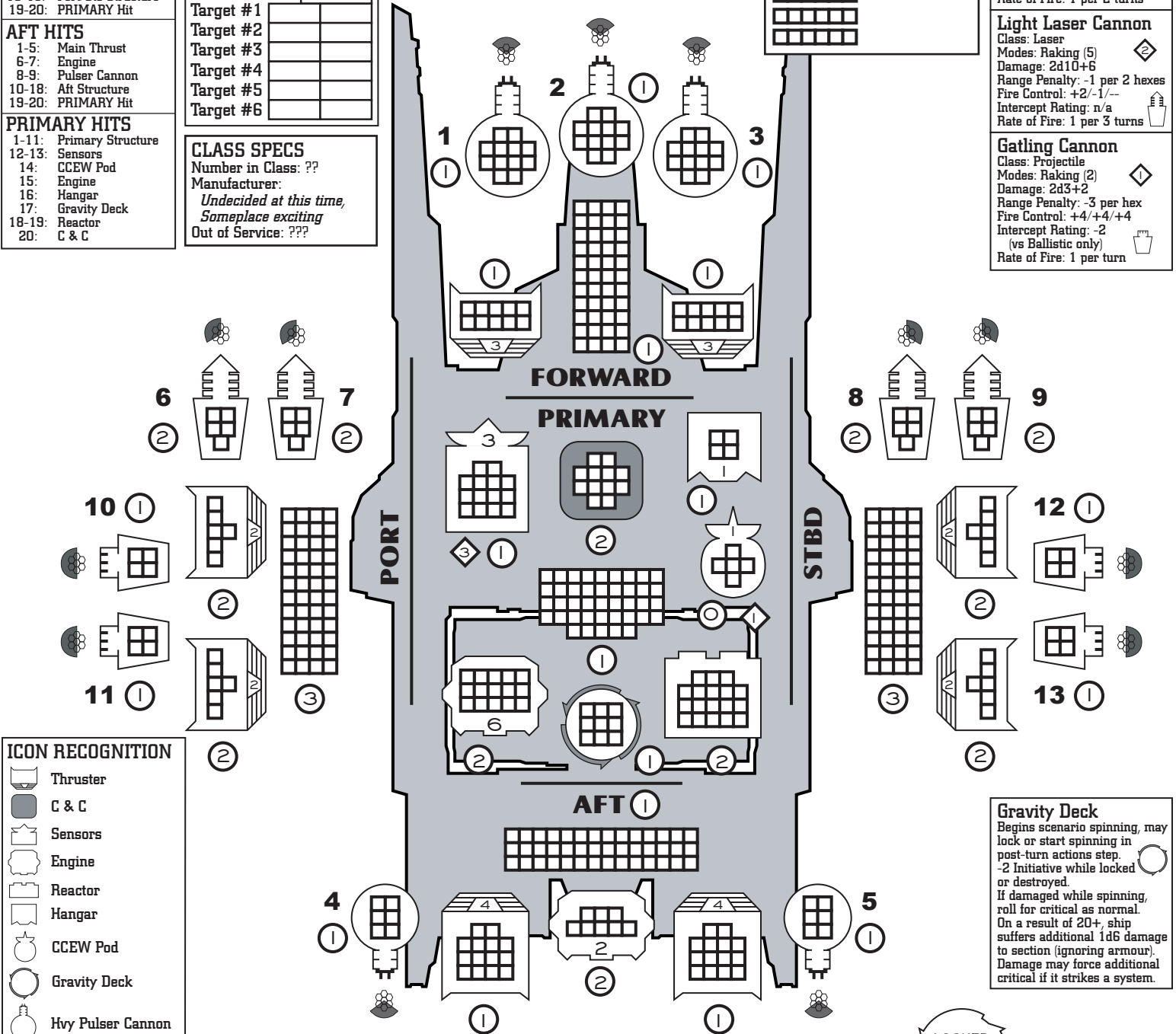
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

CLASS SPECS

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

HANGAR

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



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
 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