

BE Aya-Class Armoured Cruiser

SPECS

Class: Capital Ship
 In Service: 5020
 Point Value: 220
 Ramming Factor: 175
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 4/1
 Extra Power: +0
 Initiative Bonus: +0

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

Version 1.0: 2E/Fate

HANGAR

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



CLASS SPECS

Number in Class: 24
 Manufacturer:
*Otani Naval Foundry,
 Hanto Orbit*

- FORWARD HITS**
 1-4: Retro Thrust
 5-8: Heavy Bolt Repeater
 9-12: Light Bolt Repeater
 13-18: Forward Structure
 19-20: PRIMARY Hit
- SIDE HITS**
 1-4: Port/Stb Thrust
 5-6: Main Thrust (Side)
 7-9: Javelin Torpedo Tube
 10-11: Light Pulsar Cannon
 12-18: Port/Stb Structure
 19-20: PRIMARY Hit
- AFT HITS**
 1-6: Main Thrust
 7-8: Aft Engine
 9-11: Light Pulsar Cannon
 12-18: 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

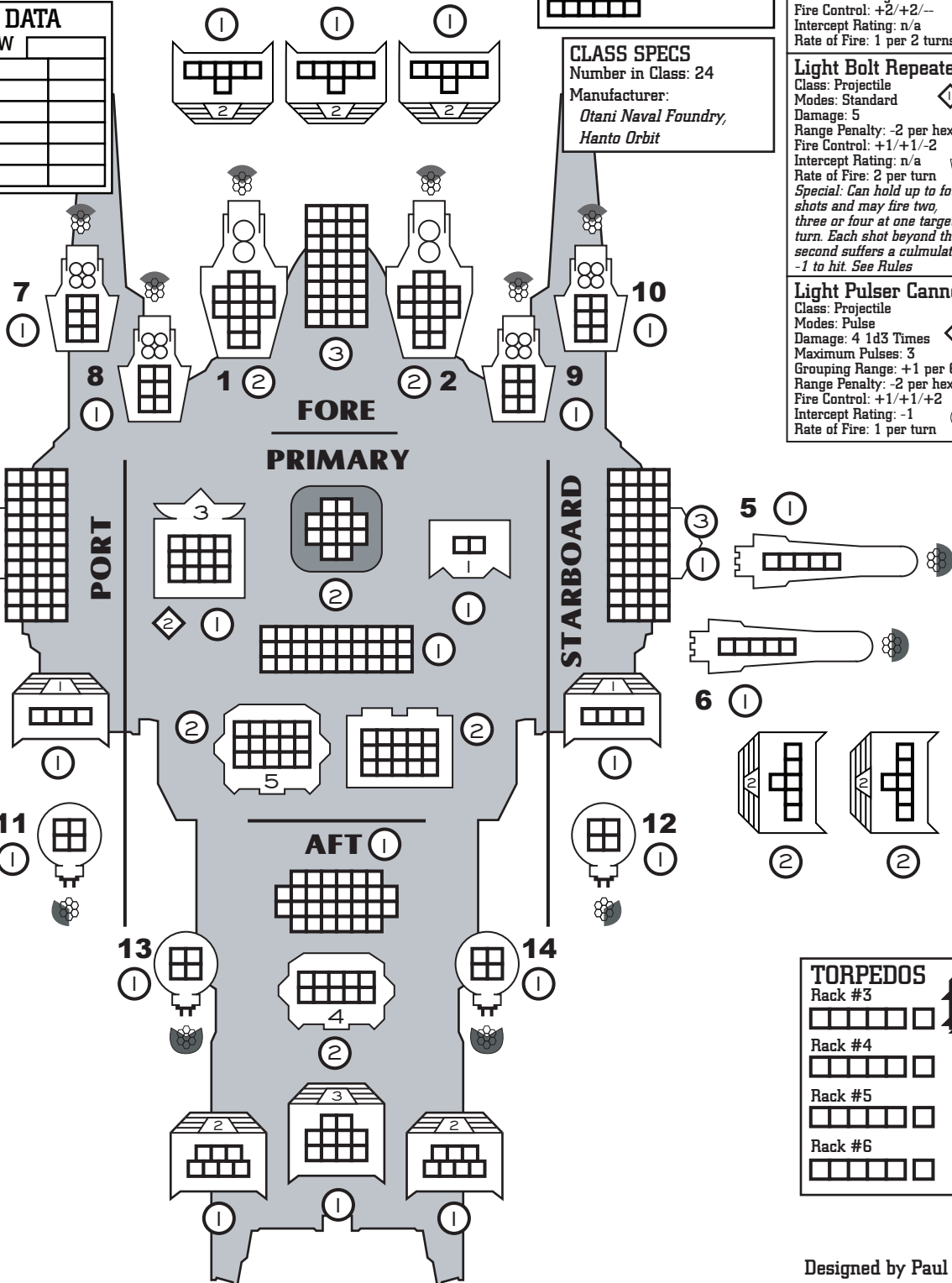
SPECIAL NOTES

Ammo Storage Level 2
 Antiquated Sensors
 Fission Reactor
 Vulnerable to Criticals
 (Weapons & Engines Only)

SENSOR DATA

Defensive EW

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



WEAPON DATA

Heavy Bolt Repeater
 Class: Projectile
 Modes: Standard
 Damage: 14
 Range Penalty: -2 per 3 hexes
 Fire Control: +2/+0/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Special: Can hold up to two shots, and may fire one or both at one target in a turn. Additional shot suffers -3 to hit. See Rules.

Javelin Torpedo Tube
 Class: Ballistic (Torpedo)
 Modes: Standard
 Damage: 15
 Range Penalty: None
 Maximum Range: 25 hexes
 Fire Control: +2/+2/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Light Bolt Repeater
 Class: Projectile
 Modes: Standard
 Damage: 5
 Range Penalty: -2 per hex
 Fire Control: +1/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 2 per turn
Special: Can hold up to four shots and may fire two, three or four at one target in a turn. Each shot beyond the second suffers a cumulative -1 to hit. See Rules.

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

TORPEDOS

Rack #3	████████
Rack #4	████████
Rack #5	████████
Rack #6	████████

- ICON RECOGNITION**
- Thrustor
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - Hvy Bolt Repeater
 - Light Bolt Repeater
 - Light Pulsar Cannon
 - Javelin Torpedo