

# BE Believer-Class Armoured Cruiser

## SPECS

Class: Capital Ship  
 In Service: 5008  
 Point Value: 220  
 Ramming Factor: 210  
 Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
 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	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

Version 1.0: 2E/Fate

## CLASS SPECS

Number in Class: 12  
 Manufacturer:  
*Devout Naval Yards,  
 Subee Orbit*

## HANGAR

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

## 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 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  
 5-6: Hvy Pulsar Cannon  
 7-10: Light Laser Cannon  
 11-18: Forward Structure  
 19-20: PRIMARY Hit

**SIDE HITS**  
 1-4: Port/Stb Thrust  
 5-6: Hvy Pulsar Cannon  
 7-8: Med Pulsar Cannon  
 9: Boosted Torpedo  
 10-11: Gatling Cannon  
 12-18: Port/Stb Structure  
 19-20: PRIMARY Hit

**AFT HITS**  
 1-6: Main Thrust  
 7-8: Aft Engine  
 9-18: Aft Structure  
 19-20: PRIMARY Hit

**PRIMARY HITS**  
 1-10: Primary Structure  
 11-12: Boosted Torpedo  
 13-14: Gravity Deck  
 15-16: Sensors  
 17: Engine  
 18: Hangar  
 19: Reactor  
 20: C & C

*SPECIAL: Side Torpedo hits overkill to Primary structure.*

**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	

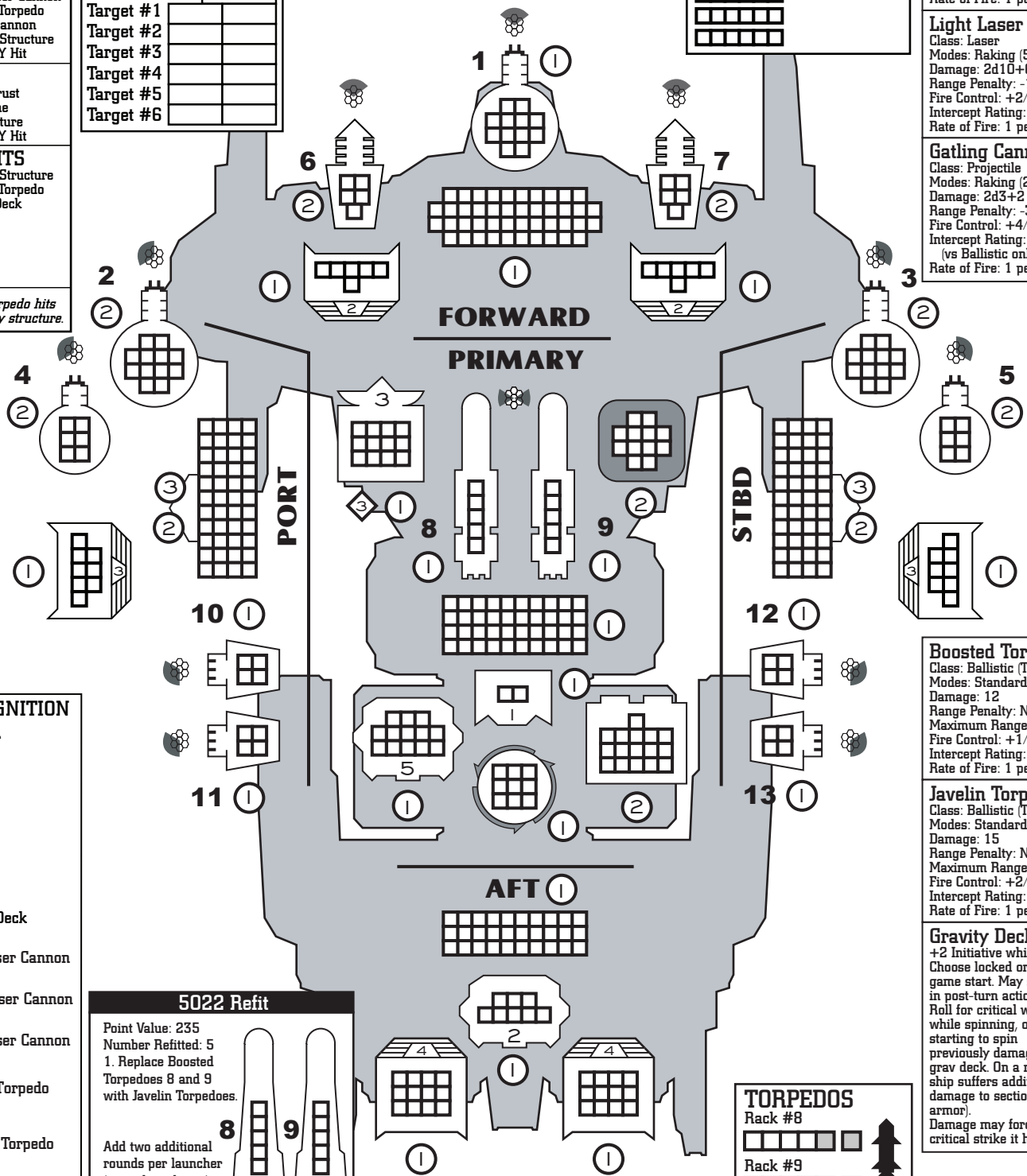
**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Gravity Deck
- Hvy Pulsar Cannon
- Med Pulsar Cannon
- Light Laser Cannon
- Javelin Torpedo
- Boosted Torpedo
- Gatling Cannon

**5022 Refit**

Point Value: 235  
 Number Refitted: 5  
 1. Replace Boosted Torpedoes 8 and 9 with Javelin Torpedoes.

Add two additional rounds per launcher (greyed-out boxes).



**Boosted Torpedo**  
 Class: Ballistic (Torpedo)  
 Modes: Standard  
 Damage: 12  
 Range Penalty: None  
 Maximum Range: 30 hexes  
 Fire Control: +1/-1/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**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

**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.

**TORPEDOS**

Rack #8

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Rack #9

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