



BE Bulwark-Class Protected Cruiser

SPECS

Class: Capital Ship
 In Service: 5004
 Point Value: 200
 Ramming Factor: 190
 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: 16
 Stb/Port Defense: 15
 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

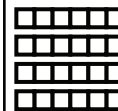
Version 1.0: 2E/Fate

CLASS SPECS

Number in Class: 8
 Manufacturer:
*Devout Naval Yards,
 Subee Orbit*

HANGAR

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



WEAPON DATA

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

Heavy Pulsar Cannon

Class: Projectile
 Modes: Pulse
 Damage: 9 1d3 Times
 Maximum Pulses: 3
 Grouping Range: +1 per 6
 Range Penalty: -1 per 6 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 6 hex
 Fire Control: +2/+1/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 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
 - 5-8: Boosted Torpedo
 - 9-11: Gatling Cannon
 - 12-18: Forward Structure
 - 19-20: PRIMARY Hit
- SIDE HITS**
 - 1-5: Port/Stb Thrust
 - 6-7: Hvy Pulsar Cannon
 - 8-9: Med Pulsar Cannon
 - 10-11: Gatling Cannon
 - 12-18: Port/Stb Structure
 - 19-20: PRIMARY Hit
- AFT HITS**
 - 1-6: Main Thrust
 - 7-8: Aft Engine
 - 9-10: Med Pulsar Cannon
 - 11-18: Aft Structure
 - 19-20: PRIMARY Hit
- PRIMARY HITS**
 - 1-10: Primary Structure
 - 11-12: Gravity Deck
 - 13-14: Sensors
 - 15-16: Engine
 - 17: Hangar
 - 18-19: Reactor
 - 20: C & C

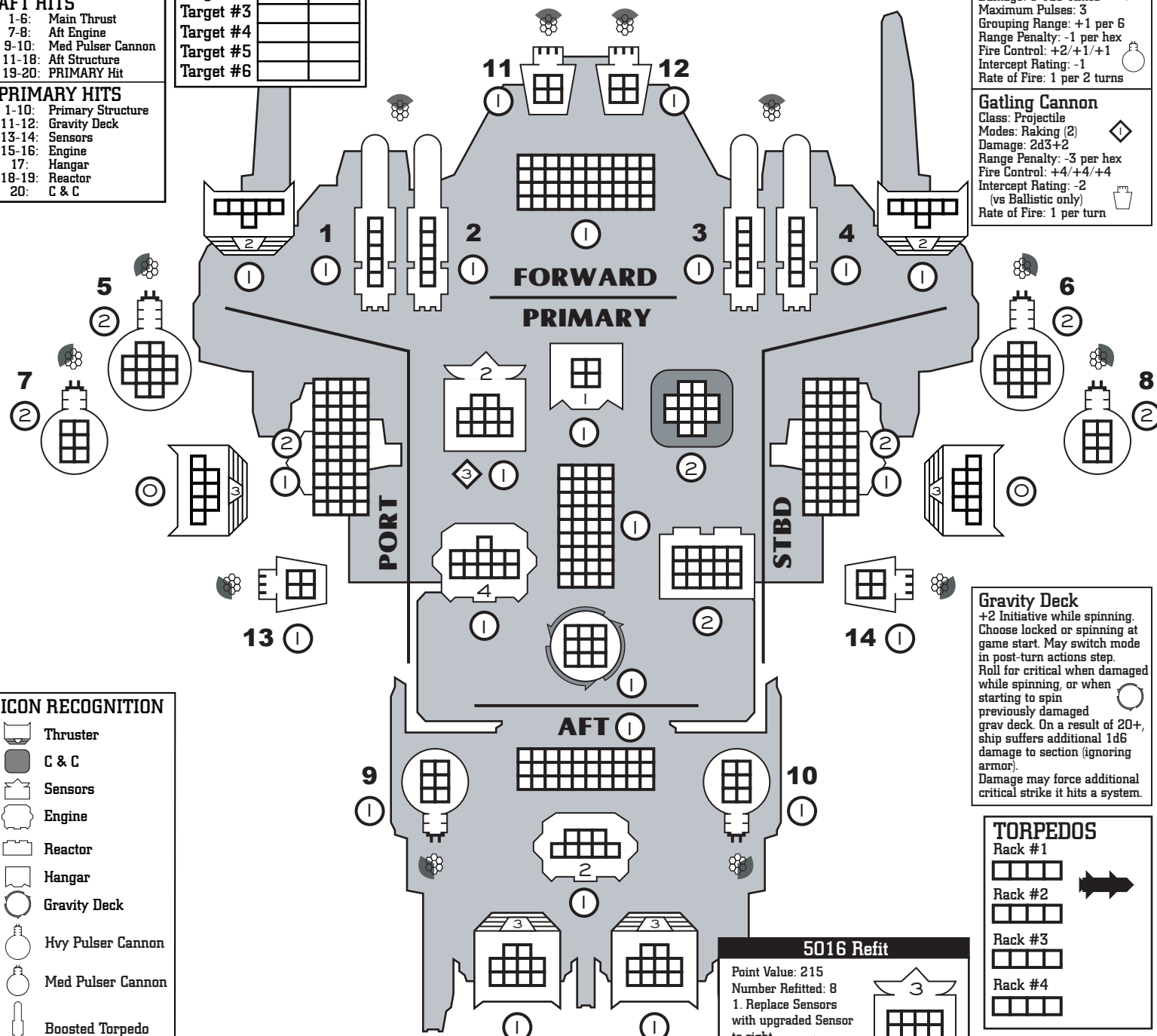
SPECIAL NOTES

Ammo Storage Level 2
 Antiquated Sensors
 Fission Reactor
 Vulnerable to Criticals

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
- Boosted Torpedo
- 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.

5016 Refit

Point Value: 215
 Number Refitted: 8
 1. Replace Sensors with upgraded Sensor to right.

TORPEDOS

Rack #1
 Rack #2
 Rack #3
 Rack #4