



2ND EDITION

BE Inara-Class Carrier

SPECS

Class: Capital Ship
 In Service: ????
 Point Value:
 Ramming Factor: 210
 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
 Power Shortage: -2
 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 2.0: 2E/Fate

WEAPON DATA

Auto Bolter
 Class: Projectile
 Modes: Pulse
 Damage: 5 1d3 Times
 Maximum Pulse: 4
 Grouping Range: +1 per 5
 Range Penalty: -1 per 2 hexes
 Fire Control: +1/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

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

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

Magnetic Catapult
 Increases fighter launch rate of designated hangar by listed value while powered.

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.

- FORWARD HITS**
 1-4: Retro Thrust
 5-6: Magnetic Catapult
 7-9: Auto Bolter
 10-18: Forward Structure
 19-20: PRIMARY Hit
- SIDE HITS**
 1-4: Port/Stb Thrust
 5-6: CCEW Pod
 7-8: Light Pulsar Cannon
 9-10: Gatling Cannon
 11-18: Port/Stb Structure
 19-20: PRIMARY Hit
- AFT HITS**
 1-5: Main Thrust
 6-7: Engine
 8-9: Light Pulsar Cannon
 10-18: Aft Structure
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-9: Primary Structure
 10-11: Sensors
 12: Engine
 13: Lower Hangar
 14-16: Main 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		

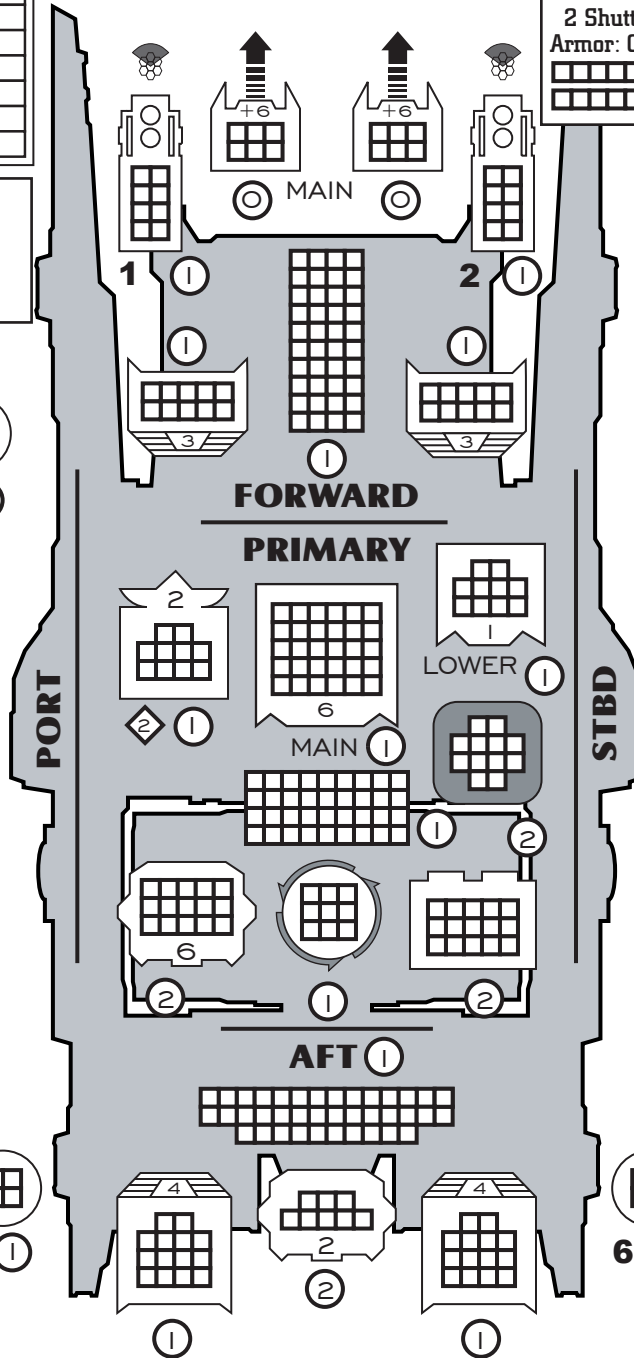
CLASS SPECS
 Number in Class: ??
 Manufacturer:
Undecided at this time, Someplace exciting
 Out of Service: ???

MAIN HANGAR

30 Fighters
0 Shuttles

LOWER HANGAR

4 SHF Fighters (2 boxes ea)
2 Shuttles: Thrust: 4
Armor: 0 Defense: 12/13



- ICON RECOGNITION**
- Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - CCEW Pod
 - Gravity Deck
 - Magnetic Catapult
 - Auto Bolter
 - Light Pulsar Cannon
 - Gatling Cannon

LOCKED
SPINNING
GRAV DECK STATUS