

# BE Lagash-Class Protected Cruiser

## SPECS

Class: Capital Ship  
 In Service: 5019  
 Point Value: 200  
 Ramming Factor: 200  
 Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
 Stb/Port Defense: 15  
 Engine Efficiency: 4/1  
 Power Shortage: -2  
 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

## 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 hex  
 Fire Control: +2/+1/+1  
 Intercept Rating: -1  
 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*

## Torpedo Tube

Class: Ballistic (Torpedo)  
 Modes: Standard  
 Damage: 11  
 Range Penalty: None  
 Maximum Range: 20 hexes  
 Fire Control: +2/+0/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

## HANGAR

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

## CLASS SPECS

Number in Class: 6  
 Manufacturer:  
*Otani-Kellar Yards,  
 Subee Orbit*

**FORWARD HITS**  
 1-4: Retro Thrust  
 5-8: Hvy Pulsar Cannon  
 9-11: Torpedo Tube  
 12-18: Forward Structure  
 19-20: PRIMARY Hit

**SIDE HITS**  
 1-4: Port/Stb Thrust  
 5-6: Pulsar Cannon  
 7-9: Light Bolt Repeater  
 10-18: Port/Stb Structure  
 19-20: PRIMARY Hit

**AFT HITS**  
 1-6: Main Thrust  
 7-8: Aft Engine  
 9-10: Pulsar Cannon  
 11-18: 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

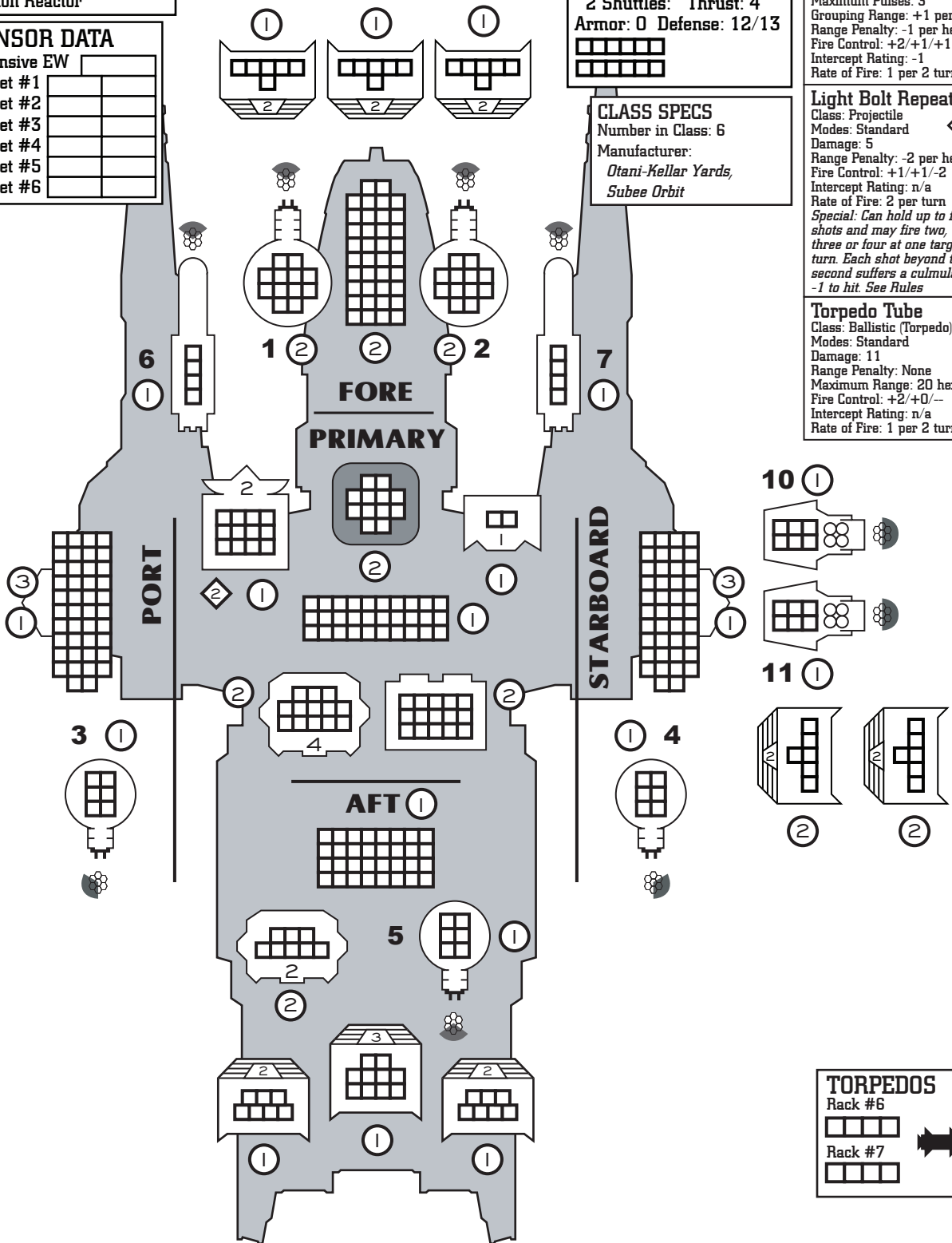
**SPECIAL NOTES**  
 Ammo Storage Level 2  
 Antiquated Sensors  
 Fission Reactor

**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
- Hvy Pulsar Cannon
- Med Pulsar Cannon
- Light Bolt Repeater
- Torpedo Tube



**TORPEDOS**

Rack #6

Rack #7