

BE Pulpit-Class Patrol Carrier

SPECS

Class: Capital Ship
 In Service: 5005
 Point Value: 150
 Ramming Factor: 195
 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: 4
 Manufacturer:
*Reparek Orbital Docks,
 Subee Orbit*

HANGAR

24 Fighters
 2 SHF (on Catapults)
 2 Shuttles: Thrust: 4
 Armor: 0 Defense: 12/13



WEAPON DATA

Pulser 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

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

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.

FORWARD HITS

- 1-4: Retro Thrust
- 5-8: Catapult
- 9-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-5: Port/Stb Thrust
- 6-8: Med Pulser Cannon
- 9-11: 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

- 1-9: Primary Structure
- 10-11: Gravity Deck
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C & C

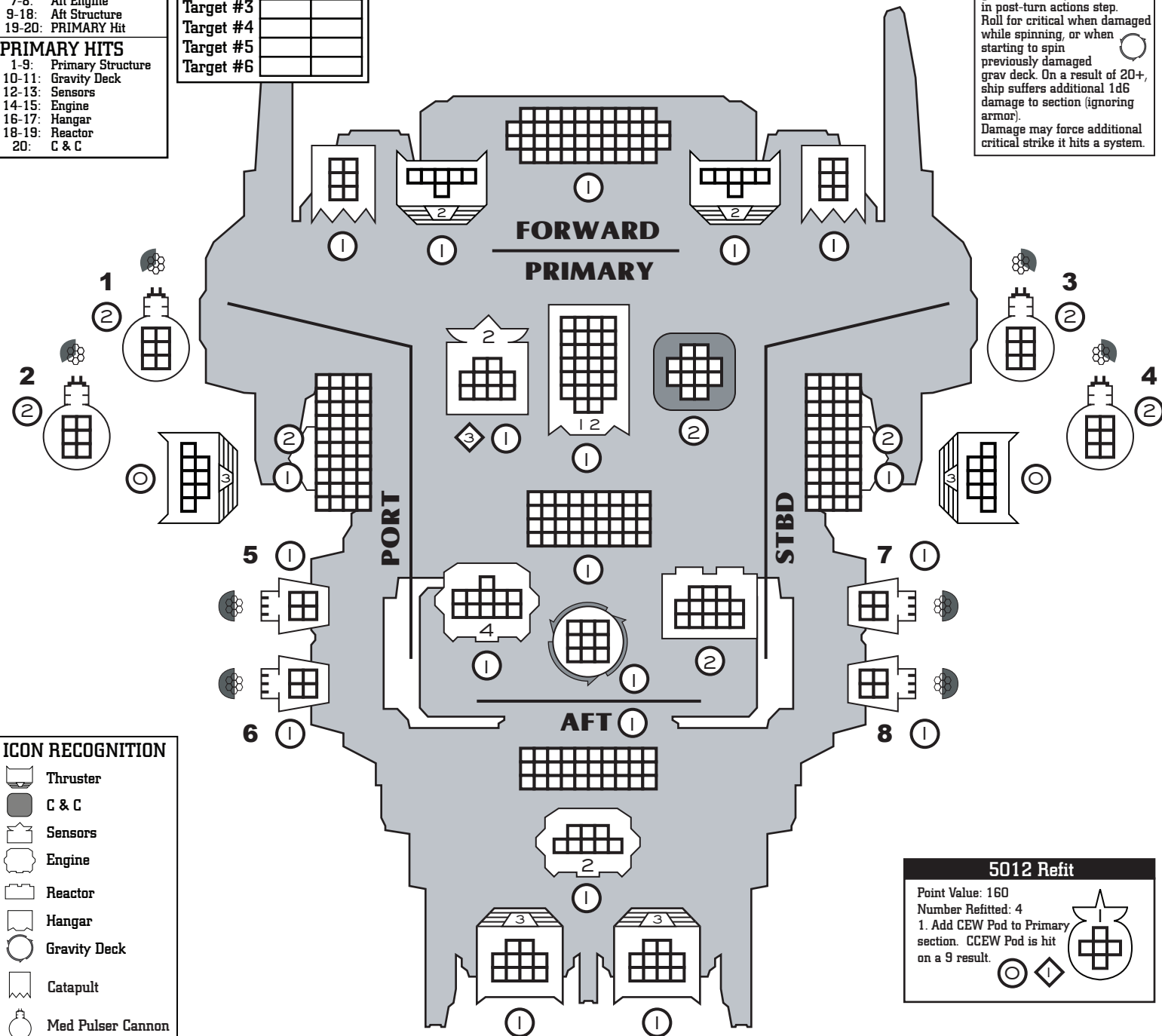
SPECIAL NOTES

Ammo Storage Level 1
 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
- Catapult
- Med Pulser Cannon
- Gatling Cannon

5012 Refit

Point Value: 160
 Number Refitted: 4
 1. Add CEW Pod to Primary section. CEW Pod is hit on a 9 result.

