

BE Sherida-Class Protected Cruiser

SPECS

Class: Capital Ship
 In Service: 5015
 Point Value: 180
 Ramming Factor: 190
 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
 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	1	2	3	4	5	6	7	8	9	10	11	12

Version 1.0: 2E/Fate

HANGAR

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

CLASS SPECS

Number in Class: 16
 Manufacturer:
*Otani-Kellar Yards,
 Subee Orbit*

WEAPON DATA

Bolt Repeater

Class: Projectile
 Modes: Standard
 Damage: 10
 Range Penalty: -1 per hex
 Fire Control: +1/+1/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per turn
Special: Can hold up to three shots, and may fire one, two or all at one target in a turn. Each additional shot suffers a -2 to hit. See Rules.

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

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

Light Pulser 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

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

TORPEDOS

Rack #6

☐ ☐ ☐ ☐

Rack #7

☐ ☐ ☐ ☐

Rack #8

☐ ☐ ☐ ☐

Rack #9

☐ ☐ ☐ ☐

FORWARD HITS

1-4: Retro Thrust
 5-8: Bolt Repeater
 9-11: Auto Bolter
 12-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
 5-7: Torpedo Tube
 8-9: Light Pulser Cannon
 10-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-8: Aft Engine
 9-10: Pulser 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

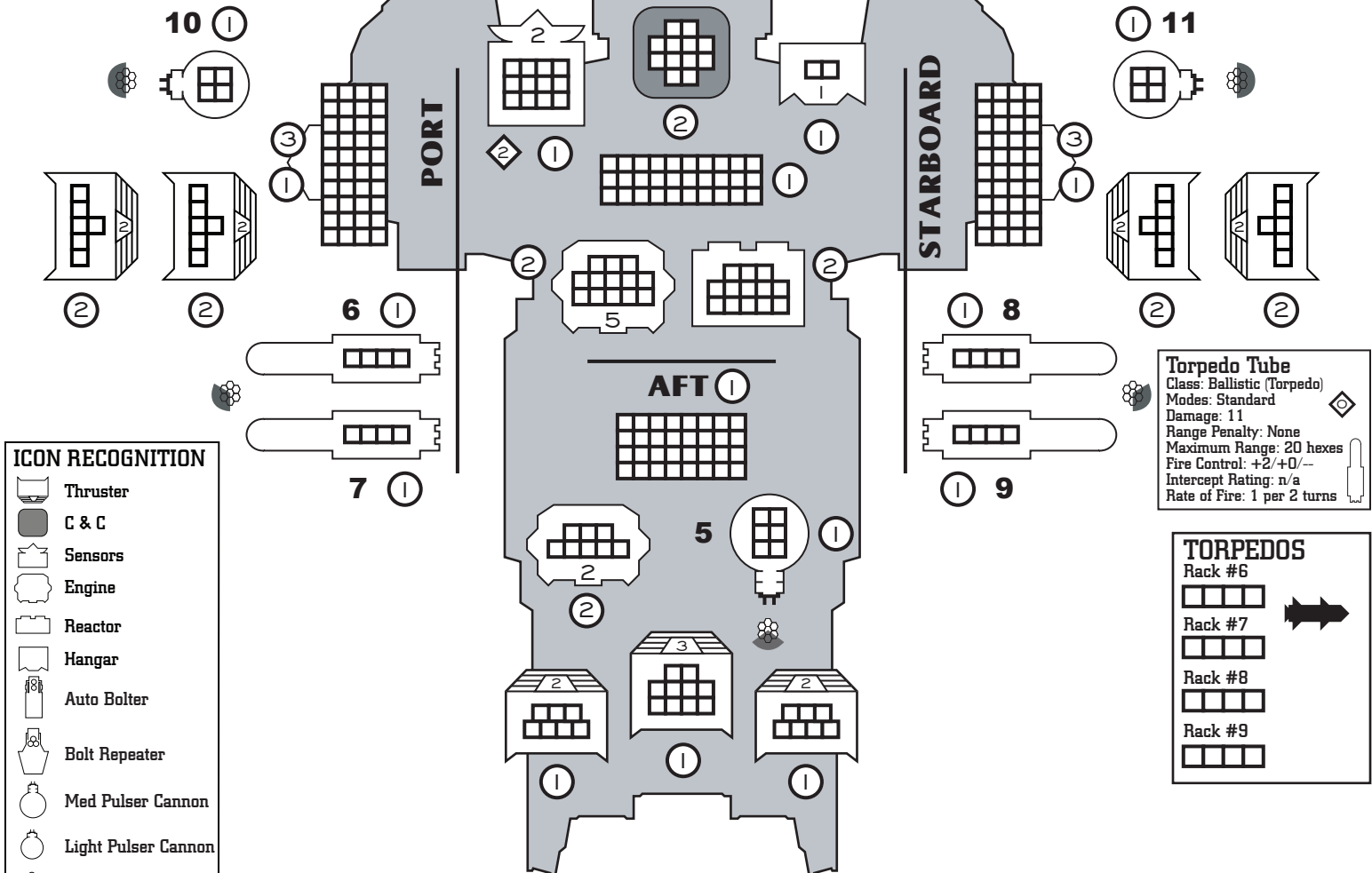
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Auto Bolter
- Bolt Repeater
- Med Pulser Cannon
- Light Pulser Cannon
- Torpedo Tube