

# SE Halbarad-Class Cruiser

## SPECS

Class: Capital Ship  
 In Service: ????  
 Point Value:  
 Ramming Factor: 180  
 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: 17  
 Engine Efficiency: 6/1  
 Extra Power: +0  
 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 1.0: 2E/Fate

## WEAPON DATA

**Heavy Bolt Rifle**  
 Class: Projectile  
 Modes: Standard  
 Damage: 13  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +1/-1/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

**Bolt Rifle**  
 Class: Projectile  
 Modes: Standard  
 Damage: 9  
 Range Penalty: -2 per 5 hexes  
 Fire Control: +1/+0/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**Heavy Autocannon**  
 Class: Projectile  
 Modes: Raking (6)  
 Damage: 3d6+12  
 Range Penalty: -2 per 3 hexes  
 Fire Control: +2/-1/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**Autocannon**  
 Class: Projectile  
 Modes: Raking (5)  
 Damage: 2d6+8  
 Range Penalty: -1 per hex  
 Fire Control: +2/+0/-1  
 Intercept Rating: n/a  
 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

## FORE HANGAR

12 Guided Missiles

## MAIN HANGAR

0 Fighters  
 2 Shuttles: Thrust: 3  
 Armor: 0 Defense: 11/12

## CLASS SPECS

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

## FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Hangar
- 6-8: Heavy Bolt Rifle
- 9-10: Bolt Rifle
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-4: Port/Stb Thrust
- 5-7: Heavy Autocannon
- 8-9: Autocannon
- 10: Gatling Cannon
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-6: Main Thrust
- 7-8: Bolt Rifle
- 9: Gatling Cannon
- 10-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-11: Primary Structure
- 12-13: Sensors
- 14: GM Control System
- 15-16: Engine
- 17: Hangar
- 18: Gravity Deck
- 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

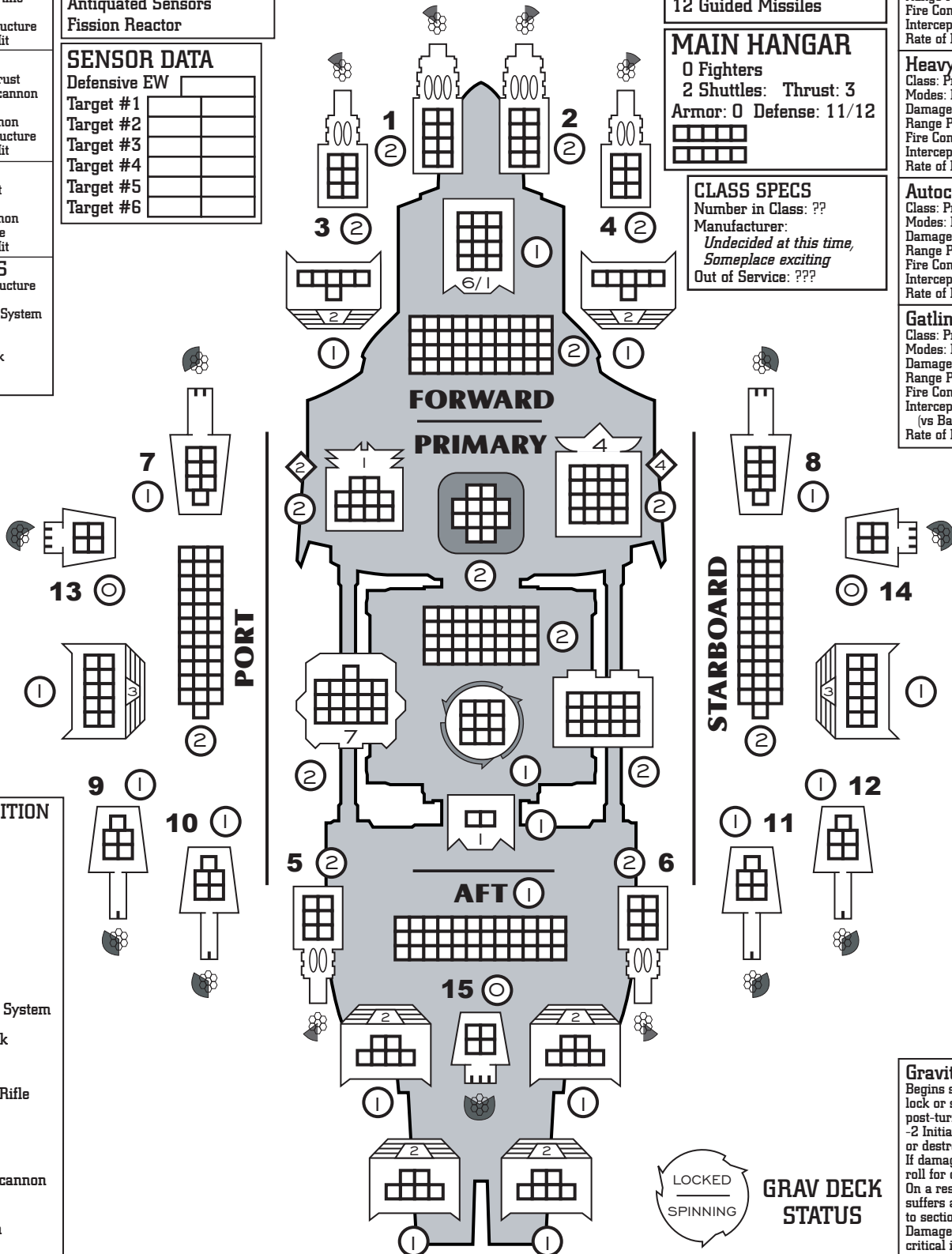
Target #4

Target #5

Target #6

## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- GM Control System
- Gravity Deck
- Heavy Bolt Rifle
- Bolt Rifle
- Heavy Autocannon
- Autocannon
- Gatling Cannon



LOCKED  
 SPINNING

## GRAV DECK STATUS

**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.