



2ND EDITION

SE Lepanto-Class Battle Carrier

SPECS

Class: Capital Ship
 In Service: ????

Point Value:
 Ramming Factor: 220
 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: 3+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 17
 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 1.0: 2E/Fate

WEAPON DATA

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

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

Light Laser Cannon
 Class: Laser
 Modes: Raking (5)
 Damage: 2d10+6
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/-1/--
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Barrage Launcher
 Class: Ballistic (Missile)
 Missiles: 12
 Range Penalty: None
 Fire Control: +0/-1/-3
 Rate of Fire: 3 per turn

Swarm Launcher
 Class: Ballistic (Missile)
 Missiles: 25
 Range Penalty: None
 Fire Control: +0/+0/+0
 Rate of Fire: 5 per turn

Barrage Missile
 Mode: Standard
 Damage: 5
 Launch Range: 12 hexes
 Maximum Range: 36 hexes
 Fire Control: +0/+0/+0
 Intercept Rating: n/a
 Note: No inherent DEW

FORWARD HITS

- 1-3: Retro Thrust
- 5-7: Bolt Rifle
- 8-9: Light Laser Cannon
- 10-11: Swarm Launcher
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Hangar
- 7: Magnetic Catapult
- 8-9: Light Bolt Rifle
- 10-11: Barrage Launcher
- 12-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Swarm Launcher
- 9-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-11: Primary Structure
- 12-13: Sensors
- 14-15: Engine
- 16: 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: ???

SIDE HANGARS

24 Fighters (each)
 0 Shuttles

MAIN HANGAR

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

Swarm Missile

Mode: Standard
 Damage: 3
 Launch Range: 8 hexes
 Maximum Range: 24 hexes
 Fire Control: +0/+0/+0
 Intercept Rating: -1
 Note: No inherent DEW

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 24+, ship suffers additional 1d6 damage to section (ignoring armour).
 Damage may force additional critical if it strikes a system.

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Gravity Deck
- Magnetic Catapult
- Bolt Rifle
- Light Bolt Rifle
- Light Laser Cannon
- Barrage Launcher
- Swarm Launcher

MISSILES

Rack #13							
Rack #14							
Rack #15							
Rack #16							

MISSILES

Rack #9							
Rack #10							
Rack #11							
Rack #12							

GRAV DECK STATUS

LOCKED
 SPINNING

