

SE Savoy-Class Cruiser

SPECS

Class: Capital Ship
 In Service: ????
 Point Value:
 Ramming Factor: 210
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 18
 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	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

Version 2.0: 2E/Fate

HANGAR

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



SIDE HITS

- 1-2: Retro Thrust
- 3-4: Port/Stb Thrust
- 5-6: Bolt Rifle
- 7: Light Laser Cannon
- 8-9: Heavy Autocannon
- 10: Autocannon
- 11: Gatling Cannon
- 12-18: Port/Stbd Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7: Heavy Autocannon
- 7-9: Autocannon
- 10-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

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

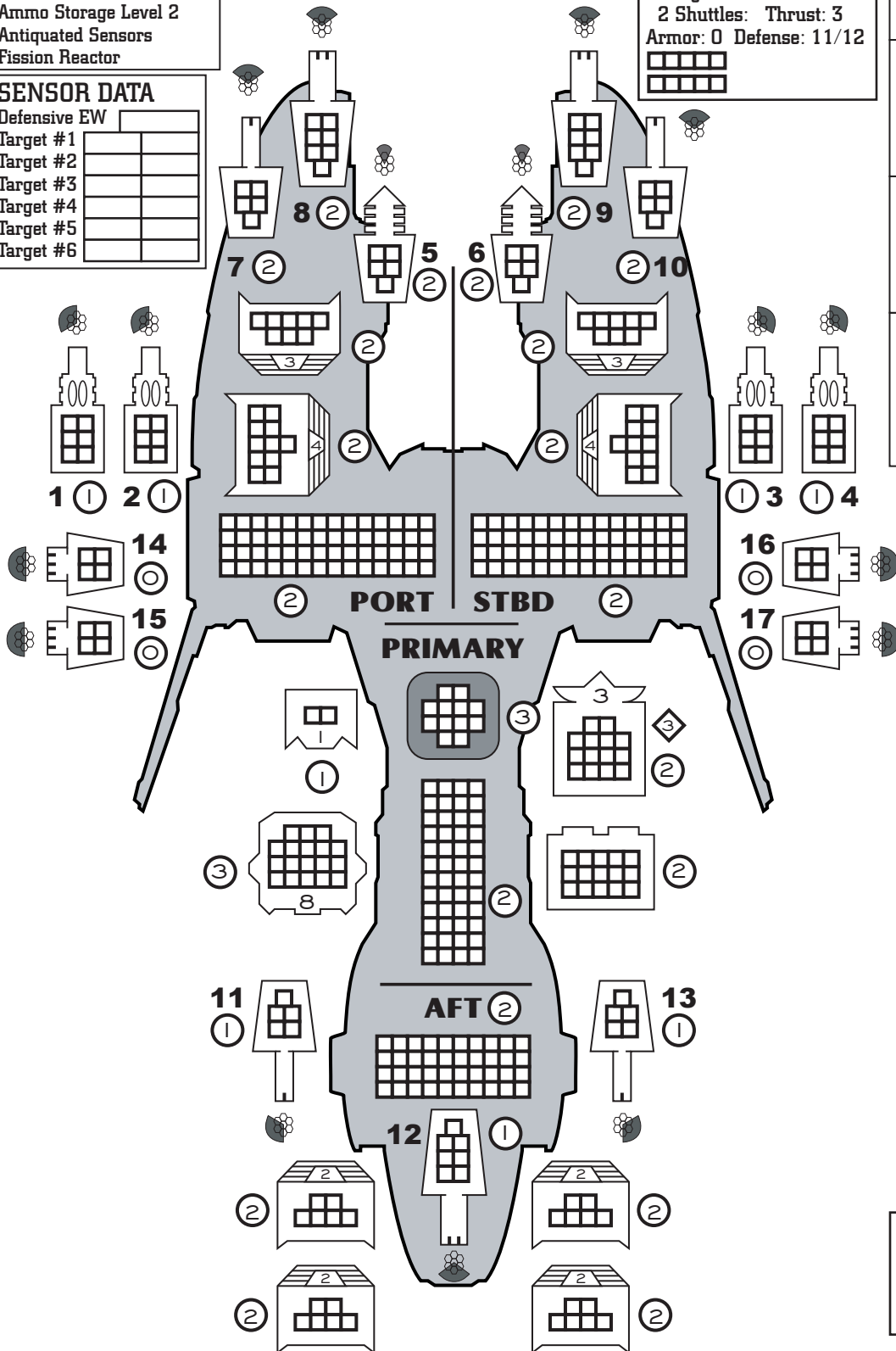
SPECIAL NOTES

Special Hull Arrangement
 (No Fore Hits or Structure)
 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
- Bolt Rifle
- Light Laser Cannon
- Heavy Autocannon
- Autocannon
- Gatling Cannon

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 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

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

CLASS SPECS

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