

FORWARD HITS	
1-18:	Forward Struct
19-20:	PRIMARY Hit
SIDE HITS	
1-4:	Port/Stb Thrust
5-7:	Retro Thruster
8-9:	S.M. Torpedo
10-11:	Plas Spear
12-18:	Port/Stb Struct
19-20:	PRIMARY Hit
AFT HITS	
1-5:	Main Thrust
6-7:	Plas Spear
8-9:	Lt PI Burster
10-11:	Md PI Burster
13-18:	Aft Struct
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Struct
9-10:	Slipstream
11-12:	Sensors
13-14:	Engine
15:	Hangar
16-17:	Self Repair
18-19:	Reactor
20:	C & C

Blockade Class Light Cruiser (Pyrian Hierarchy)

SPECS		MANEUVERING	COMBAT STATS
Class: Capital Ship		Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: ?		Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: ?2400?		Accel/Decel Cost: 6 Thrust	Engine Efficiency: 3/1
Ramming Factor:		Pivot Cost: 4+4 Thrust	Extra Power: 0
Slip Delay: 15 Turns		Roll Cost: 3+3 Thrust	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	

SPECIAL NOTES:

Gravitic Drive

Cold Plasma Armor

On Forward Section Only

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

WEAPON DATA	
Strange Matter Torpedo	
Class: Ballistic-2	
Mode: Matter	
Damage: Special*	
Launch Range: 10	
Range Penalty: -1/3 per hex after 10	
Fire Control: +4/+4/+4	
Rate of Fire: 1 per 2 turns	
Damage: Removes Free thrust on ship	
causes possible drop out on fighters.	
See Rules.	
Plasma Spear	
Class: Plasma	
Mode: standard.piercing	
Damage: 3d10+12 -2/hex	
Range Penalty: -1 / hex	
Fire Control: +3/+3/-4	
Intercept Rating: none	
Rate of Fire: 1 per 2 turns	

