

# UFP Reliant Class XI Cruiser Mk.II

## SPECS

Class: Hvy Combat Vsl  
In Service: SD2/1802  
Point Value: 605  
Ramming Factor: 265  
Jump Delay: 10 turns

## MANEUVERING

Turn Cost: 2/3 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

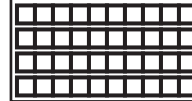
## COMBAT STATS

Fwd/Aft Defense: 14 (11)  
Stb/Port Defense: 16 (13)  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## HANGAR

0 Fighters  
4 Shuttles: Thrust: 7  
Armor: 2 Defense: 9/9



## WEAPON DATA

### FH-11 Phaser Bank

Class: Particle  
Modes: Raking  
Damage: 2d10+10  
Range Penalty: -1 per 3 hexes  
Fire Control: +5/+4/+1  
Intercept Rating: -1  
Rate of Fire: 2 per 2 turns

### FP-4 Photon Torpedo

Class: Antimatter  
Mode: Flash  
Damage: 2d10+20  
Range Penalty: -1 per 2 hexes after range 15  
Fire Control: +4/+3/-6  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Point Def. Grid

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+5  
Fire Control: -/-/+8  
Range Penalty: -3 per hex

### Deflector Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc.  
Defense rating shown in parenthesis ( ) indicates value with shield active.

FH-11 = twin Particle Concentrators  
Point Def. Grid = Guardian Array

## FORWARD HITS

1-8: Retro Thrust  
9-10: Wpns Roll Bar  
11-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-8: Warp Drive  
9-10: Wpns Roll Bar  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Struct  
7-9: Port/Stb Thruster  
10: Shield Generator  
11: Deflector Shield  
12-13: FH-11 Phaser  
14: FP-4 Photon Torpedo  
15: Impulse Engine  
16: Point Defence Grid  
17: Sensors  
18: Hangar  
19: Reactor  
20: Bridge

## ROLLBAR HITS

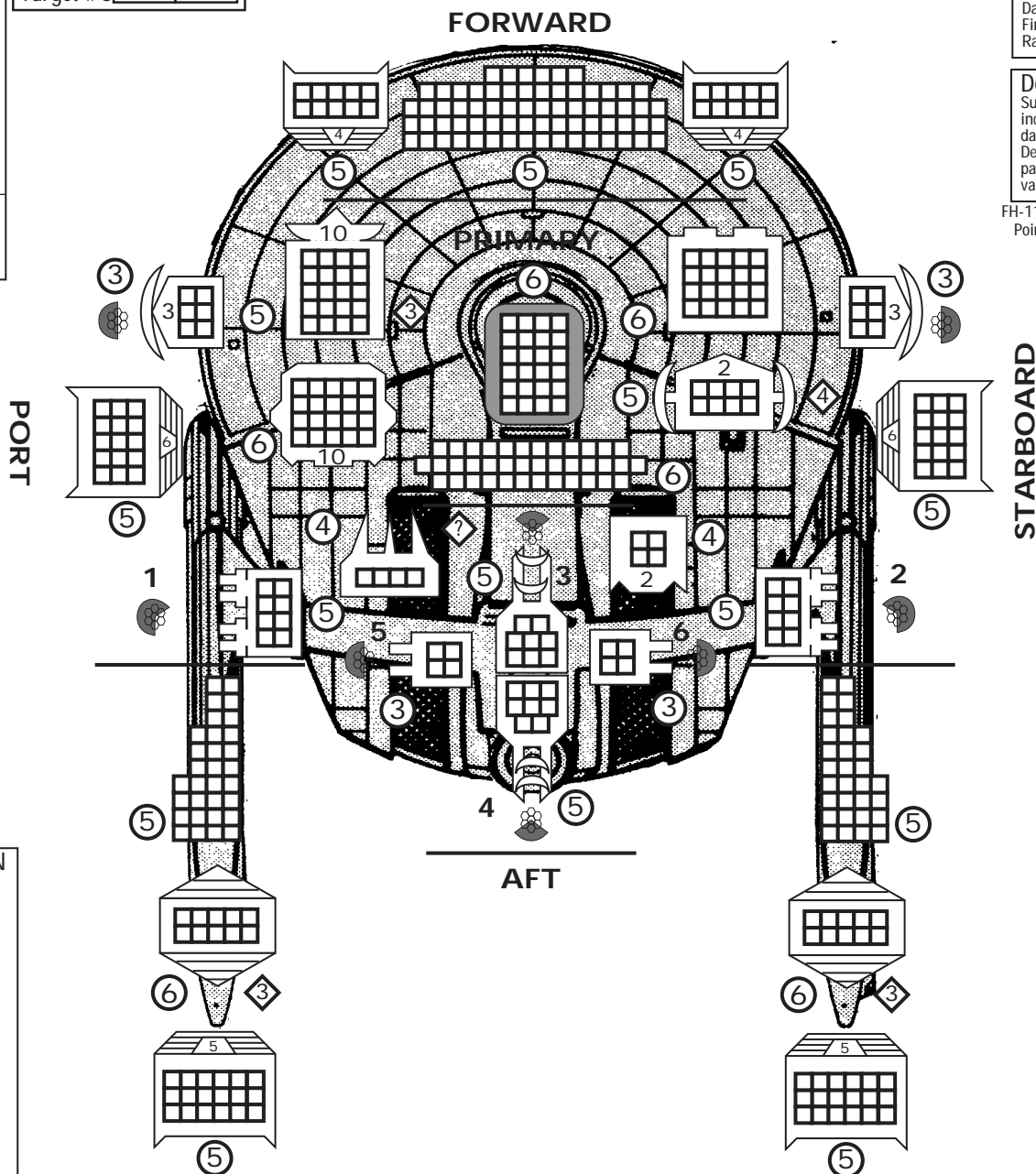
1-8: FH-11 Phaser  
9-16: FP-4 Photon Torpedo  
17-20: Point Defence Grid

## SPECIAL NOTES

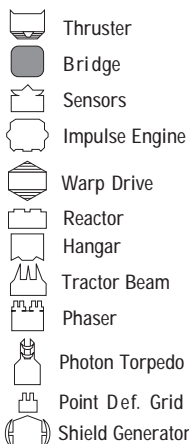
Gravitic Drive System

## SENSOR DATA

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



## ICON RECOGNITION



Phaser Banks: May combine their 2 shots into a single raking shot with a +2 FC bonus.  
Damage is equal to a single regular shot plus a 2d10 damage bonus.