

Blood Lust Light Cruiser

The Blood Lust Light Cruiser is a smaller version of it's big brother, and just as scarey. This ship is often deployed as a bulk of a fleet, the standard fighting ship. It's many ion cannons and tractor beams make for easy shipping raids on convoys, defended or not. The crew is well trained and can usually defeat larger Imperial ships that underestimate the Blood Lust's fighting capacity.

Model: Custom Blood Lust Modified Light Cruiser Type: Modified light battle cruiser Scale: Capital Length: 700 meters Skill: Capital ship piloting: Blood Lust light cruiser Crew: 1,021; Gunners: 130; Skeleton: 500/+10 Crew Skill: Varies widely Passengers: 1,000 (troops) Cargo Capacity: 9,000 metric tons Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D Space: 6 Hull: 4D Shields: 3D+2 Sensors: Passive: 75/1D+2 Scan: 125/3D+2 Search: 250/5D Focus: 6/6D+2 Weapons: 10 Turboblasters Fire Arc: 4 front, 2 left, 2 right, 2 back Crew: 2 Skill: Capital ship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 2-6/24/50 km

Damage: 4D 20 Quad Laser Cannons Fire Arc: 5 front, 5 left, 5 right, 5 back Crew: 1 Scale: Starfighter Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 4D 40 Ion Cannons Fire Arc: 15 front, 10 left, 10 right, 5 back Crew: 2 Skill: Capital ship gunnery Fire Control: 2D+2 Space Range: 1-10/25/50 Atmosphere Range: 2-20/50/100 km Damage: 3D **Concussion Missle Launcher** Fire Arc: Front Crew: 2 Skill: Capital ship gunnery Fire Control: 2D Space Range: 2-12/30/60 Atmosphere Range: 4-24/60/120 km Damage: 9D 4 Tractor Beam Projectors Fire Arc: 1 front, 1 left, 1 right, 1 back Crew: 2 Skill: Capital ship gunnery Fire Control: 3D+2 Space Range: 1-5/15/30 Atmosphere Range: 2-10/30/60 km Damage: 5D

Starfighter Complement:

2 squadrons (various starfighters)10 light transports

Designer Note: No two Blood Lust ships are exactly alike, since a lot of them are modified and upgraded by the pirate techs who just love to fiddle with things. These are just the original design of the ships, the captains can ask for seperate modifications however they see fit (depending on what resources are on hand). Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga All text and stats by Brian Gavel, HTML and logos done by FreddyB Images stolen from an unknown website at some remote time in the past. Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster <u>FreddyB</u>.