

# Reaper Class Battlecruiser



RACE: The Breen

OVERALL COMBAT RATING: 298.44

Note: See the rules for Breen Energy Disruption Weapons.

## General Ship Data

Size Class: 14  
 Damage Control Points: 10  
 Superstructure Points: 100  
 Atmosphere Capable: No  
 Landing Capable: No  
 Damage Chart: C  
 Stress Charts: E/F

Cloaking Cost: N/A  
 Rating:

## Crew Data

Crew: 510  
 Troops: 150  
 Transports (10-man): 10

## Power Data

Left Warp Engine Output: 44  
 Right Warp Engine Output: 44  
 Impulse Engine Output: 42  
 Total Power Available: 130  
 Warp Rating: 14

## Weapon Data

Beam Weapon Type: Disruptors  
 Number of Weapons: 10  
 Firing Arcs: 2 f/p/s  
 4 f/p, 4 f/s  
 Firing Chart Column: Y  
 Maximum Power Allocation: 6  
 Maximum Power Emitted rate: 3  
 Damage Modifier:  
 (+4) (0-2)  
 (+3) (3-8)  
 (+2) (9-16)  
 (+1) (17-24)

Missile Weapon Type: Ion  
 Torpedoes  
 Number of Weapons: 4  
 Firing Arcs: 2 f/a, 2 f  
 Firing Chart Column: S  
 Power To Arm: 1  
 Damage: 25

Missile Weapon Type: Energy  
 Disruption  
 Number of Weapons: 3  
 Firing Arcs: 3 f/a  
 Firing Chart Column: P  
 Power To Arm: 1  
 Damage: Special/  
 10

## Movement Data

Impulse Movement Ratio: 4/1  
 Thruster Movement Ratio: 3/1  
 Maximum Impulse Speed: 14  
 Maximum Thruster Speed: 8  
 Maximum Acceleration/Decel: 4

## Shield Data

Maximum Deflection: 8  
 Shield Power Cost: 2  
 Shield Durability: 8  
 Minimum Damage #: 55  
 Maximum Absorption: 275  
 (per shield, per volley)

## Evasive Maneuvers Data

Maneuverability: 2 (+20%)

## Ship Rating Information:

Defensive Rating: 283.5  
 Offensive Rating: 105.27

Next Generation Era