

## SPECS

Class: Capital Ship  
In Service: 2228  
Point Value: 600  
Ramming Factor: 180  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Def: 16  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +1

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	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

## Combat Laser

Class: Laser  
Mode: Piercing  
Damage: 3d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+3/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
*Shots at fighters are resolved in standard (not piercing) mode*

## Class-S Missile Rack

Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

## Lt Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-7: Combat Laser  
8-9: Light Particle Beam  
10-17: Forward Struct  
18-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Missile Rack  
7-17: Port/Stb Struct  
18-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-6: Missile Rack  
7-8: Light Particle Beam  
9-11: Hangar  
12-17: Aft Struct  
18-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Struct  
11-13: Sensors  
14-16: Engine  
17-18: Reactor  
19-20: C & C

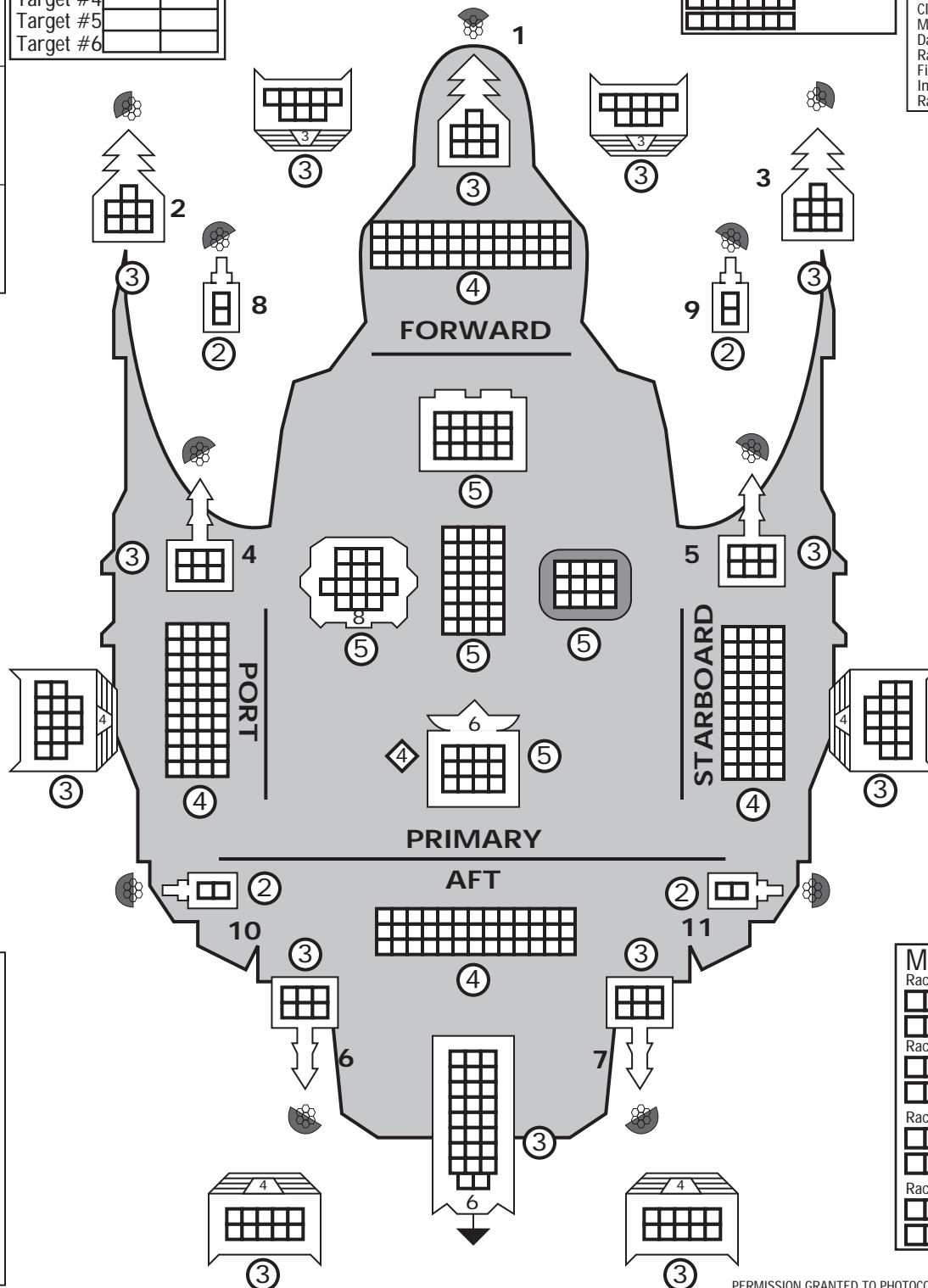
## SENSOR DATA

## Defensive EW

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

## HANGAR

24 Light Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/8



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Combat Laser
- Class-S Missile Rack
- Light Particle Beam

## MISSILES

Rack #4


Rack #5


Rack #6


Rack #7
