



Version 2: 2E/SF

Counter: _____



The Dark Knife

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 4175
Ramming Factor: 420
Jump Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11 (7)
Stb/Port Defense: 14 (10)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +4

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

WEAPON DATA

Power Laser

Class: Laser
Mode: R(15), P, S
Damage: 8d10+18
Range Penalty: -1 per 4 hexes
Fire Control: +6/+5/+4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Volley Laser

Class: Laser
Mode: Pulse
Damage: 15 1d3 Times
Max Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +4/+5/+6
Intercept Rating: -3
Rate of Fire: 1 per turn

Shading Field

Provides a 4-point
EM shield in all directions
while active. It can enter
shading mode at the start of
any turn, and if so, its defense
rating effect is doubled, but
weapons cannot be used.
Acts as a jammer in all modes.

FORWARD HITS

1-4: Retro Thrust
5-7: Power Laser
8-9: Volley Laser
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-2: Retro Thrust
3-5: Port/Stb Thrust
6-7: Main Thrust
8-10: Power Laser
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Shading Field
11-12: Self-Repair
13-14: Sensors
15-16: Engine
17: Jump Drive
18-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship
Gravitic Drive System
Advanced Sensors
Advanced Armor
Special Jump Drive
Unique Ship

SENSOR DATA

Defensive EW

Target #1

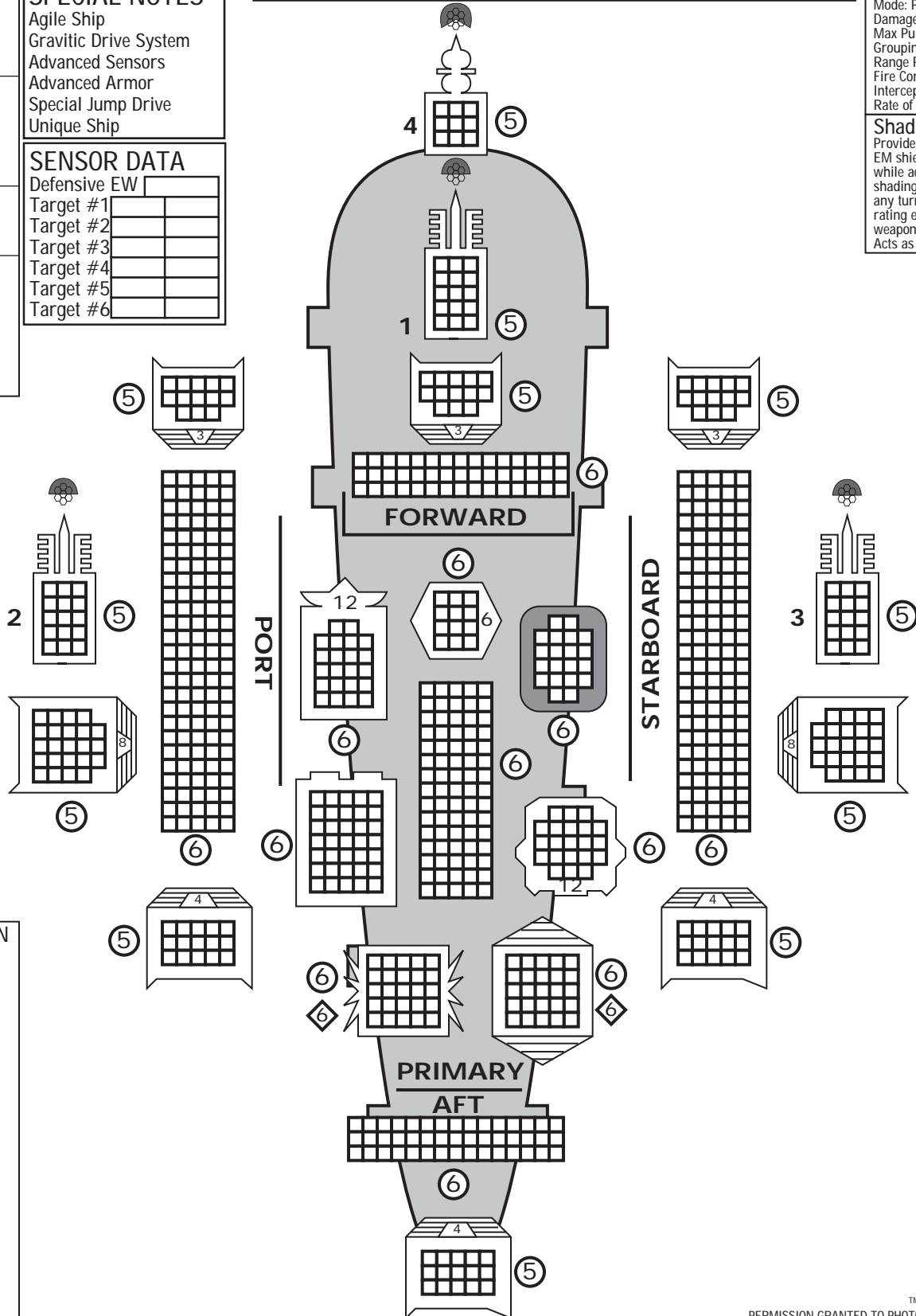
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Self-Repair
- Power Laser
- Volley Laser
- Shading Field