



SPECS					MANEUVERING								COMBAT STATS			
Class: Capital Ship					Turn Cost: 1 x Speed								Fwd/Aft Def: 16			
In Service: 2212					Turn Delay: 1 x Speed								Stb/Port Defense: 16			
Point Value:					Accel/Decel Cost: 4 Thrust								Engine Efficiency: 3/1			
Ramming Factor: 240					Pivot Cost: 3+3 Thrust								Extra Power: 0			
Jump Delay: 16 Turns					Roll Cost: 3+3 Thrust								Initiative Bonus: +0			
Speed	1	2	3	4	5	6	7	8	9	10	11	12				
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12				
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12				

WEAPON DATA	
Guardian Array Intercept Rating: -3 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+5 Fire Control: -/+0/+8 Range Penalty: -3 per hex	
Twin Array Class: Particle Mode: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +/+5/+6 Intercept Rating: -2 Rate of Fire: 2 per turn	

FORWARD BITS
1-2Retro Thrust
3-8:7win Array
9-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-2Port/Stb Thrust
3-4Port/Stb Retro Thrust
5-6:7win Array
7-9Guardian Array
10-11Port/Stb Hangar
12-18Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-7Main Thrust
8-9:7win Array
10-18Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-8Primary Struct
9-10Sensors
11-13Engine
14-15Jump Engine
16-17Primary Hangar
18-19Reactor
20C & C

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

SIDE HANGARS
6 Heavy Fighters Each
0 Shuttles

MAIN HANGAR
12 Medium Fighters
(Rutarian Capable)
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10

