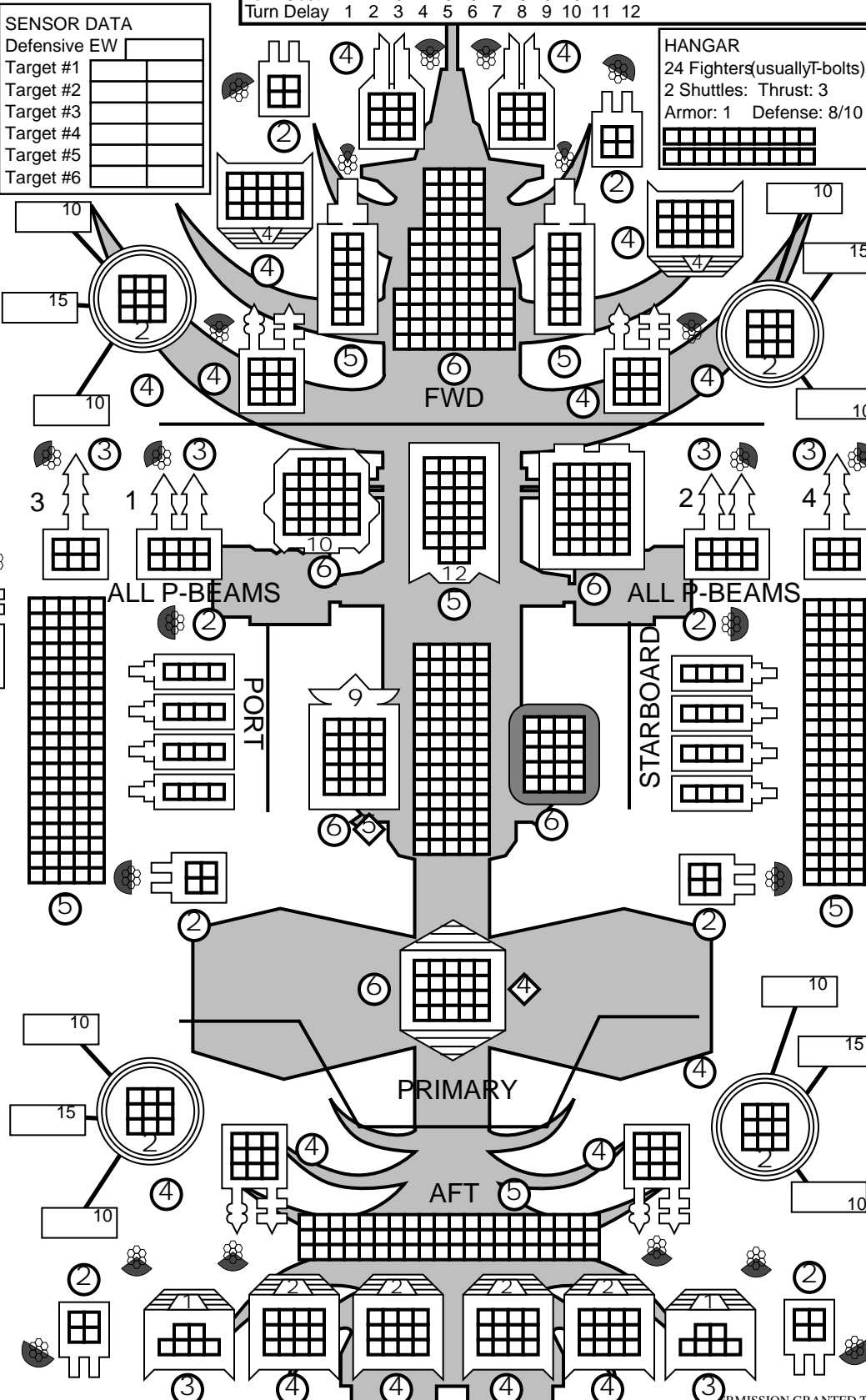


SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost 1 x Speed	Fwd/Aft Defense: 15 (11)
In Service: 2261	Turn Delay: 1 x Speed	Stb/Port Defense: 19 (15)
Point Value: 1800	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 360	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: 16 Turns	Roll Cost: 2+2 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
Hvy Particle Cannon Class: Particle Mode: Raking Damage: 6d10+60 Range Penalty: -1 per 3 hexes Fire Control: +6/+4/+0 Intercept Rating: n/a Rate of Fire: 1 per 6 turns
Railgun Class: Matter Modes: Standard Damage: 3d10+3 Range Penalty: -1 per 2 hexes Fire Control: +2/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Laser/Pulse Array This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.
Medium Pulse Cannon Class: Particle Mode: Pulse Damage: 10 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per hex Fire Control: +4/+3/+1 Intercept Rating: -2 Rate of Fire: 1 per 2 turns
Medium Laser Cannon Class: Laser Mode: Raking Damage: 3d10+12 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns

FORWARBITHS
1-4Retro Thrust
5-6Hvy Particle Cannon
7-8Laser/Pulse Array
9-10Railgun
11-12Interceptor
13-14:Energy Diffuser
15-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-4Port/Stb Thrust
5-6Missile Rack (Any)
7-8Laser/Pulse Array
9-11Std Particle Beam
12Interceptor
13-18Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-6Main Thrust
7-8Laser/Pulse Array
9-10Interceptor
11-12:Energy Diffuser
13-18Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-10Primary Struct
11-12Jump Drive
13-14Sensors
15-16Engine
17-18Hangar
19Reactor
20C & C



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Energy Diffuser
Heavy Particle Cannon
Railgun
Laser/Pulse Array
Class-SR Missile Rack
Class-L Missile Rack
Std Particle Beam
Interceptor

Class-SR Missile Rack Class: Ballistic Missiles: 20 Range Penalty: None (+10) Fire Control: +4/+4/+4 Rate of Fire: 1 per turn
Class-L Missile Rack Class: Ballistic Missiles: 20 Range Penalty: None (+10) Fire Control: +3/+3/+3 Rate of Fire: 1 per 2 turns
Standard Particle Beam Class: Particle Modes: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 1 per turn
Interceptor Mk-II Intercept Rating: -4 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+8 Fire Control: -/-/+8 Range Penalty: -2 per hex