



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: 5250					Accel/Decel Cost: 4 Thrust					Engine Efficiency: 3/1				
Ramming Factor: Big					Pivot Cost: 3+3 Thrust					Extra Power: +0				
Jump Delay: 16 Turns					Roll Cost: 2+2 Thrust					Initiative Bonus: +3				
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		

See Page 2

Limited Deployment (33%)

[illegible]
**Multiphased Cutter** Heavy Interceptor