

Class: Capital Ship
In Service: 2229
Point Value:
Ramming Factor:
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: $1/4 \times \text{Speed}$
 Turn Delay: $1 \times \text{Speed}$
 Accel/Decel Cost: $3 \times \text{Thrust}$
 Pivot Cost: $3+3 \times \text{Thrust}$
 Roll Cost: $3+3 \times \text{Thrust}$

COMBAT STATS

Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 17 (14)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	5	6	7	8	10	11	12	13	15
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

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

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

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 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-I
 Intercept Rating: -3
 Rate of Fire: 1 per turn
OFFENSIVE MODE:
 Class: Particle
 Mode: Standard
 Damage: 1d10+5
 Fire Control: --/+6
 Range Penalty: -2 per hex

FORWARD BITS
1-4: Retro Thrust
5: Plasma Cannon
6-8: Laser Cannon
9-12: Interceptor
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4Port/Stb Thrust
5-9Laser Cannon
10-11Plasma Cannon
12: Missile Rack
13-18Port/Stb Struct
19-20PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Jump Drive
10-11: Plasma Cannon
12-13: Interceptor
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8 Primary Struct
9-12 Std Particle Beam
13-14 Sensors
15-16 Engine
17-18 Hangar
19 Reactor
20 C & C

SENSOR DATA

Defensive EW

Target #1

Target #2













Target #3

Target #4
Target #5

Target #5
Target #6

Target #0

ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Medium Laser
	Class-S Missile Rack
	Md. Plasma Cannon
	Interceptor

FORWARD

ALL P-BEAMS

PRIMARY

AFT

STARBOARD

MISSILES
Rack #1

Rack #2