








SPECS					MANEUVERING								COMBAT STATS			
Class: Capital Ship					Turn Cost: 1 x Speed								Fwd/Aft Defense: 16 (13)			
In Service: 2242					Turn Delay: 4/3 Speed								Stb/Port Defense: 17 (14)			
Point Value:					Accel/Decel Cost: 3 Thrust								Engine Efficiency: 3/1			
Ramming Factor: 360					Pivot Cost: 3+3 Thrust								Extra Power: 0			
Jump Delay: 24 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	2	3	4	6	7	8	10	11	12	14	15	16				

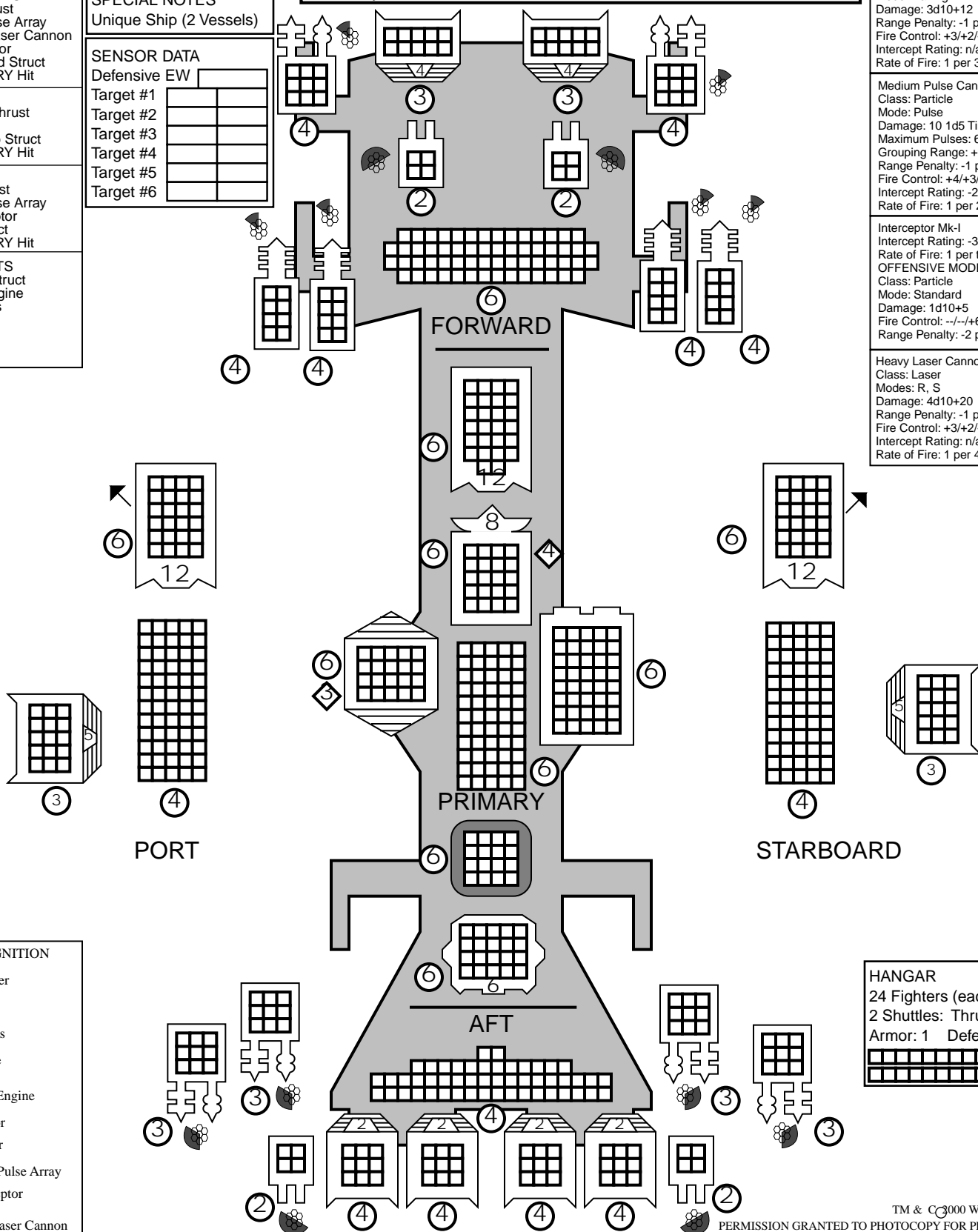
WEAPON DATA	
<p><b>Laser/Pulse Array</b></p> <p>This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.</p>	
<p><b>Medium Laser Cannon</b></p> <p>Class: Laser</p> <p>Mode: Raking</p> <p>Damage: 3d10+12</p> <p>Range Penalty: -1 per 2 hexes</p> <p>Fire Control: +3/+2/-3</p> <p>Intercept Rating: n/a</p> <p>Rate of Fire: 1 per 3 turns</p>	
<p><b>Medium Pulse Cannon</b></p> <p>Class: Particle</p> <p>Mode: Pulse</p> <p>Damage: 10 1d5 Times</p> <p>Maximum Pulses: 6</p> <p>Grouping Range: +1 per 4</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +4/+3/+1</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 1 per 2 turns</p>	
<p><b>Interceptor Mk-I</b></p> <p>Intercept Rating: -3</p> <p>Rate of Fire: 1 per turn</p> <p><b>OFFENSIVE MODE:</b></p> <p>Class: Particle</p> <p>Mode: Standard</p> <p>Damage: 1d10+5</p> <p>Fire Control: -/-/+6</p> <p>Range Penalty: -2 per hex</p>	
<p><b>Heavy Laser Cannon</b></p> <p>Class: Laser</p> <p>Modes: R, S</p> <p>Damage: 4d10+20</p> <p>Range Penalty: -1 per 3 hexes</p> <p>Fire Control: +3/+2/-4</p> <p>Intercept Rating: n/a</p> <p>Rate of Fire: 1 per 4 turns</p>	

<p><b>FORWARD HITS</b>  1-3:Retro Thrust  4-5:Laser/Pulse Array  6-7: Heavy Laser Cannon  8-10Interceptor  11-18: Forward Struct  19-20PRIMARY Hit</p>
<p><b>SIDE HITS</b>  1-4:Port/Stb Thrust  5-11  12-18Port/Stb Struct  19-20PRIMARY Hit</p>
<p><b>AFT HITS</b>  1-6:Main Thrust  7-9:Laser/Pulse Array  10-12Interceptor  13-18Aft Struct  19-20PRIMARY Hit</p>
<p><b>PRIMARY HITS</b>  1-8:Primary Struct  9-10Jump Engine  11-13Sensors  14-15:Engine  16-17Hangar  18-19Reactor  20C &amp; C</p>











SPECIAL NOTES	
Unique Ship (2 Vessels)	

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
	Hangar
	Laser/Pulse Array
	Interceptor
	Hvy Laser Cannon

HANGAR  
24 Fighters (each Hangar  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10