

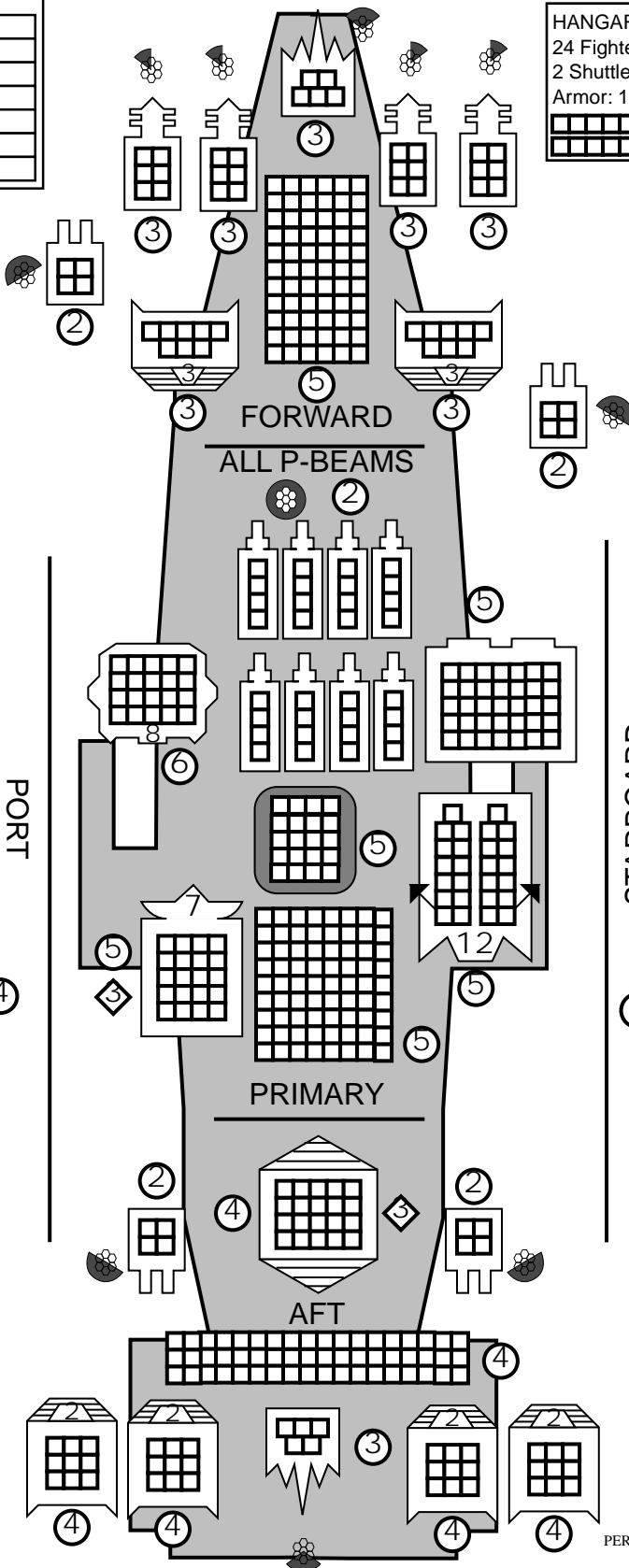


SPECS					MANEUVERING					COMBAT STATS				
Class: Capital Ship					Turn Cost: 1 1/4 x Speed					Fwd/Aft Defense: 16 (13)				
In Service: 2240					Turn Delay: 1 x Speed					Stb/Port Defense: 17 (14)				
Point Value:					Accel/Decel Cost: 3 Thrust					Engine Efficiency: 4/1				
Ramming Factor:					Pivot Cost: 3+3 Thrust					Extra Power: 0				
Jump Delay: 24 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	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	5
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	1
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Class-S Missile Rack	
Class: Ballistic	6
Missiles: 20	
Range Penalty: None	
Fire Control: +3/+3/+3	1
Rate of Fire: 1 per 2 turns	
Med. Plasma Cannon	
Class: Plasma	3
Modes: Standard	
Dmg: 3d10+4 (-1 per 2 hexes)	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-5	1
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Standard Particle Beam	
Class: Particle	1
Modes: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	1
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Interceptor Mk-I	
Intercept Rating: -3	1
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	1
Damage: 1d10+5	
Fire Control: -/+/+6	
Range Penalty: -2 per hex	
Medium Pulse Cannon	
Class: Particle	3
Mode: Pulse	
Damage: 10 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+1	1
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	


FORWARD HITS 1-4:Retro Thrust 5:Plasma Cannon 6-8:Laser Cannon 9-12Interceptor 13-18: Forward Struct 19-20PRIMARY Hit
SIDE HITS 1-4:Port/Stb Thrust 5-9:Laser Cannon 10-11:Pulse 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 12-13Interceptor 14-18Aft Struct 19-20PRIMARY Hit
PRIMARY HITS 1-8:Primary Struct 9-12Std Particle Beam 13-14:Sensors 15-16:Engine 17-18:Hangar 19:Reactor 20C & C

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



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

MISSILES  
Rack #1


















Rack #2



## ICON RECOGNITION

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