**SPECS**

Class: Capital Ship  
 In Service: 2241  
 Point Value: 560  
 Ramming Factor: 200  
 Jump Delay: N/A

**MANEUVERING**

Turn Cost: 1 x Speed  
 Turn Delay: 1 x Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 3+3 Thrust  
 Roll Cost: 2+2 Thrust

**COMBAT STATS**

Fwd/Aft Defense: 14 (12)  
 Stb/Port Defense: 15 (14)  
 Engine Efficiency: 3/1  
 Extra Power: 0  
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	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**

**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

**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 HITS**

1-4: Retro Thrust  
 5-6: Medium Laser  
 7-8: Plasma Cannon  
 9: Std. Particle Beam  
 10-12: Interceptor  
 13-18: Forward Structure  
 19-20: PRIMARY Hit

**SIDE HITS**

1-4: Port/Stb Thrust  
 5-7: Pulse Cannon  
 8-10: Std. Particle Beam  
 11-18: Port/Stb Structure  
 19-20: PRIMARY Hit

**AFT HITS**

1-7: Main Thrust  
 8-9: Std. Particle Beam  
 10-12: Interceptor  
 13-18: Aft Structure  
 19-20: PRIMARY Hit

**PRIMARY HITS**

1-12: Primary Structure  
 13-14: Sensors  
 15-16: Engine  
 17: Hangar  
 18-19: Reactor  
 20: C&C

**SENSOR DATA****Defensive EW**

Target #1

Target #2

Target #3

Target #4

Target #5

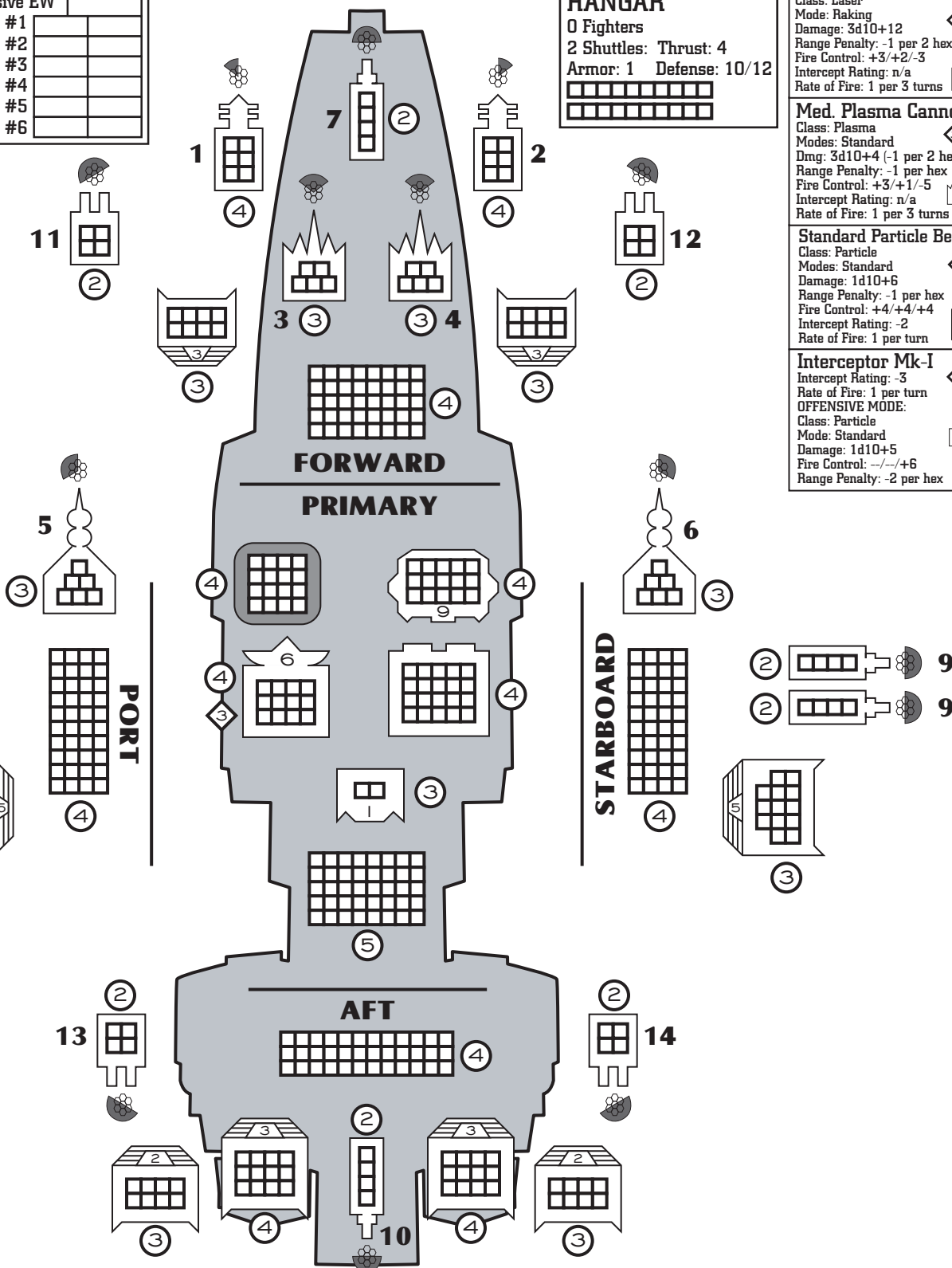
Target #6

**HANGAR**

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12

**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Pulse Cannon
- Med Laser Cannon
- Medium Plasma Cannon
- Std Particle Beam
- Interceptor