**SPECS**

Class: Capital Ship
In Service: 2010
Point Value: 300
Ramming Factor: 240
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 6+6 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: -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	2	3	4	4	5	6	6	7	8	8

WEAPON DATA**Scattergun**

Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

FORWARD HITS

1-3: Retro Thrust
4-6: Cargo
7-8: Forward Hangar
9-10: Scattergun
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Scattergun
8-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Cargo
11-12: Scattergun
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Sensors
13-15: Engine
16-17: Main Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Cannot use offensive EW

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

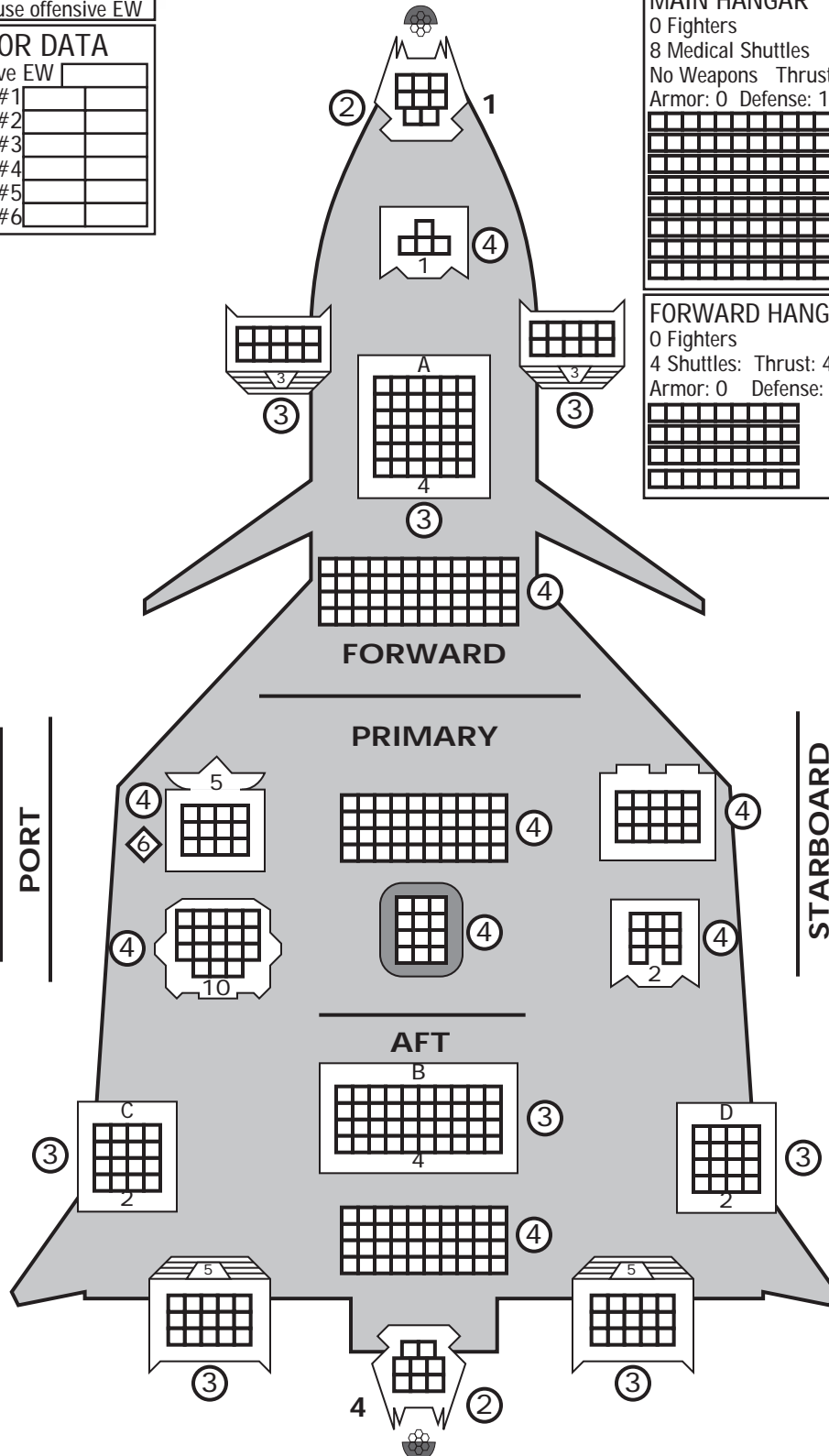
Target #6

MAIN HANGAR

0 Fighters
8 Medical Shuttles
No Weapons Thrust: 3
Armor: 0 Defense: 11/11

FORWARD HANGAR

0 Fighters
4 Shuttles Thrust: 4
Armor: 0 Defense: 9/10

**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Scattergun