

SPECS

Class: Medium Ship
In Service: 2218
Point Value: 725
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

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

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

WEAPON DATA

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

Basic Missile

Mode: Standard
Damage: 20
Max Range: 15 hexes
Fire Control: +0/+0/+0
Interception Rating: n/a

FORWARD HITS

1-4: Retro Thrust
5-12: Missile Rack
13-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-14: Structure
15-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

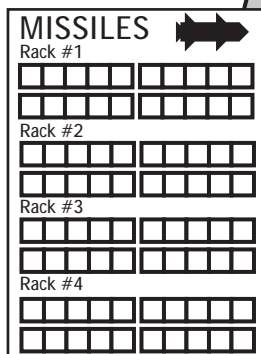
Target #4

Target #5

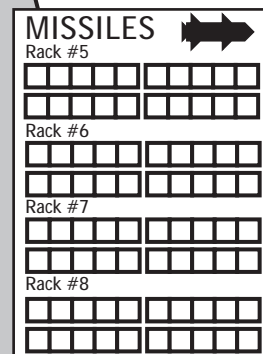
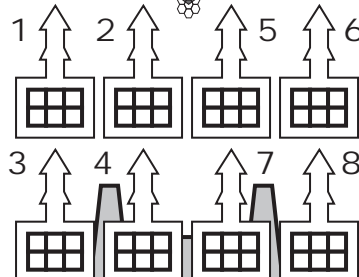
Target #6

HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12



ALL MISSILE RACKS



PORT

STARBOARD

FORWARD

PRIMARY AFT

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-S Missile Rack