



ASTRAL QUEEN

SPECS

Class: Hvy Combat Vsl
In Service:
Point Value: 350
Ramming Factor: 135
FTLDelay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +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

Class-A Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +0/+0/+4
 Rate of Fire: 1 per turn
Special: Fires only missiles of type A

Class-A Missile

Class: Ballistic
Modes: Standard
Damage: 15
Max Range: 15 hexes
Fire Control: +0/+0/+3
Intercept Rating: n/a

MISSILES

Rack # 1

Rack # 2

SPECIAL NOTES

Atmospheric Capable Antiquated Sensors

FORWARD HITS

- 1-3: Thruster
- 4: Missile Rack
- 5-7: Prison Block A
- 8-10: Prison Block B
- 11-13: Prison Block C
- 14-16: Prison Block D
- 17: Forward Hangar
- 18-19: Forward Structure
- 20: Primary Hit

AFT HITS

1-5: Main Thrust
6-9: FTL Drive
10-11: Missile Rack
12-17: Structure
18-20: Primary Hit










PRIMARY HITS

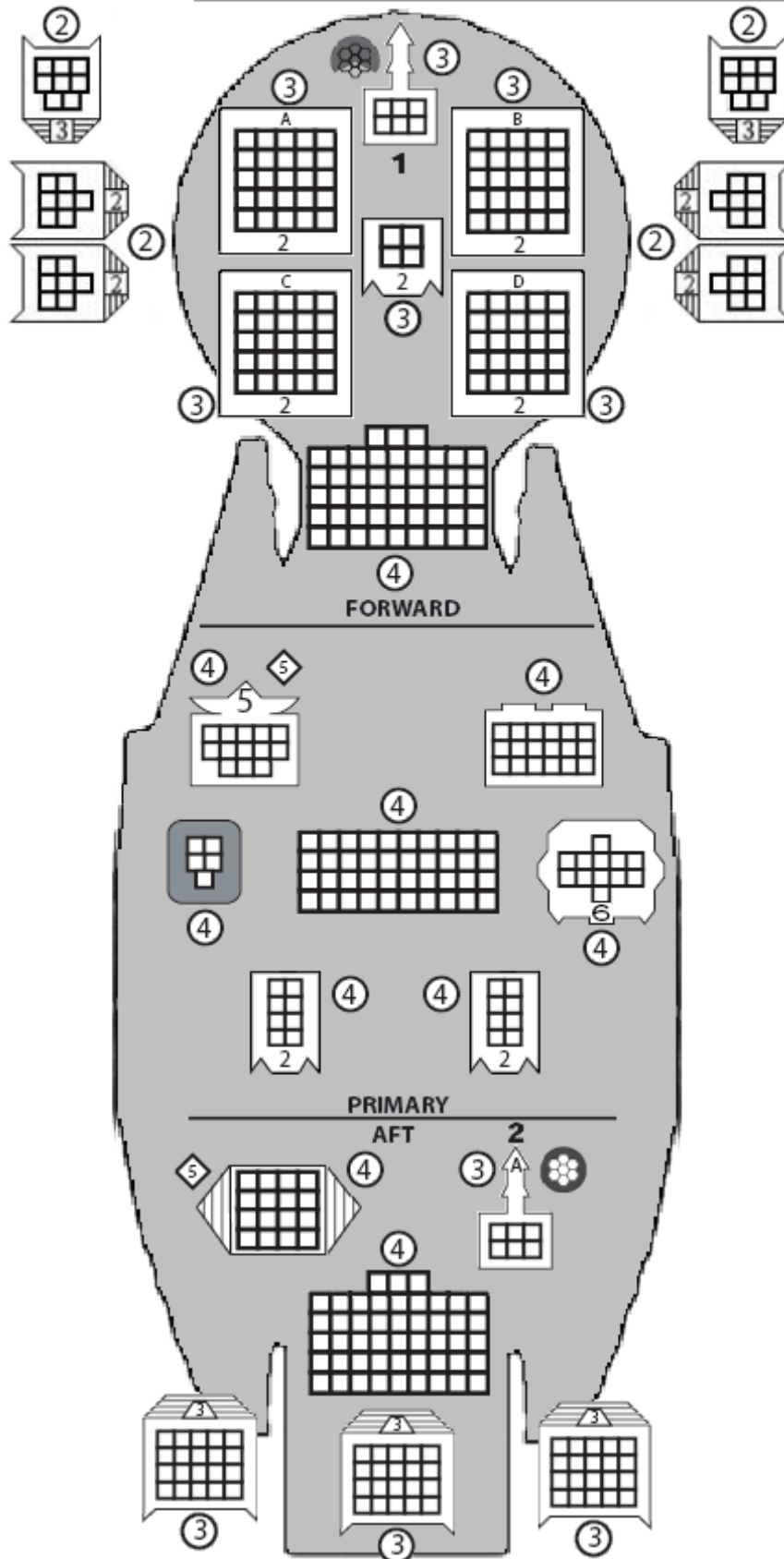
- 1-7: Primary Structure
- 8-9: Sensors
- 10-13: Engine
- 14-16: Main Hangars
- 17-19: Reactor
- 20: C&C

SENSOR DATA

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

ICON RECOGNITION

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



FWD HANGAR

0 Fighters
4 Shuttles: Thrust:2
Armor: 0 Defense: 13/13

MAIN HANGARS

8 Prison Shuttles (each)
Thrust: 2 Armor: 0
Defense: 14/14