

**SPECS**

Class: Capital Ship  
In Service: 9635  
Point Value: 455  
Ramming Factor: 180  
Jump Delay: N/A

**MANEUVERING**

Turn Cost: 4/3 Speed  
Turn Delay: 4/3 Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: N/A  
Roll Cost: N/A

**COMBAT STATS**

Fwd/Aft Defense: 15  
Stb/Port Defense: 17  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Penalty: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

**WEAPON DATA****Medium Lasgun**

Class: Laser  
Modes: R, S  
Damage: 3d10+4  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

**Vulcan Railgun**

Class: Matter  
Modes: Standard  
Damage: 1d6+5  
Range Penalty: -2 per 3 hexes  
Fire Control: +2/+2/-2  
Intercept Rating: -2 (Ballistic)  
Rate of Fire: 1 per turn

**Flak Cannon**

Intercept Rating: -3  
Rate of Fire: 1 per turn  
Offensive Mode  
Class: Matter  
Mode: Flash  
Damage: 1d10+2  
Range Penalty: -2 per hex  
Fire Control: -/-/+4

**Barrage Torpedo**

Class: Ballistic  
Mode: Flash  
Damage: 18/12  
Range Penalty: None  
Max Range: 25 hexes  
Fire Control: n/a  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Special: Targeted on a hex, not unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.

**FORWARD HITS**

1-6: Retro Thrust  
7-10: Medium Lasgun  
11-12: Hangar  
13-18: Fwd Structure  
19-20: PRIMARY Hit

**SIDE HITS**

1-6: Port/Stb Thrust  
7-9: Flak Cannon  
10-11: Barrage Torp  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**

1-7: Main Thrust  
8-11: Flak Cannon  
12-18: Aft Structure  
19-20: PRIMARY Hit

**PRIMARY HITS**

1-8: Primary Struct  
9-11: Vulcan Railgun  
12-14: Sensors  
15-16: Engine  
17-18: Reactor  
19-20: C & C

**SPECIAL NOTES**

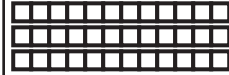
Antiquated Sensors  
Atmosphere Capable

**SENSOR DATA**

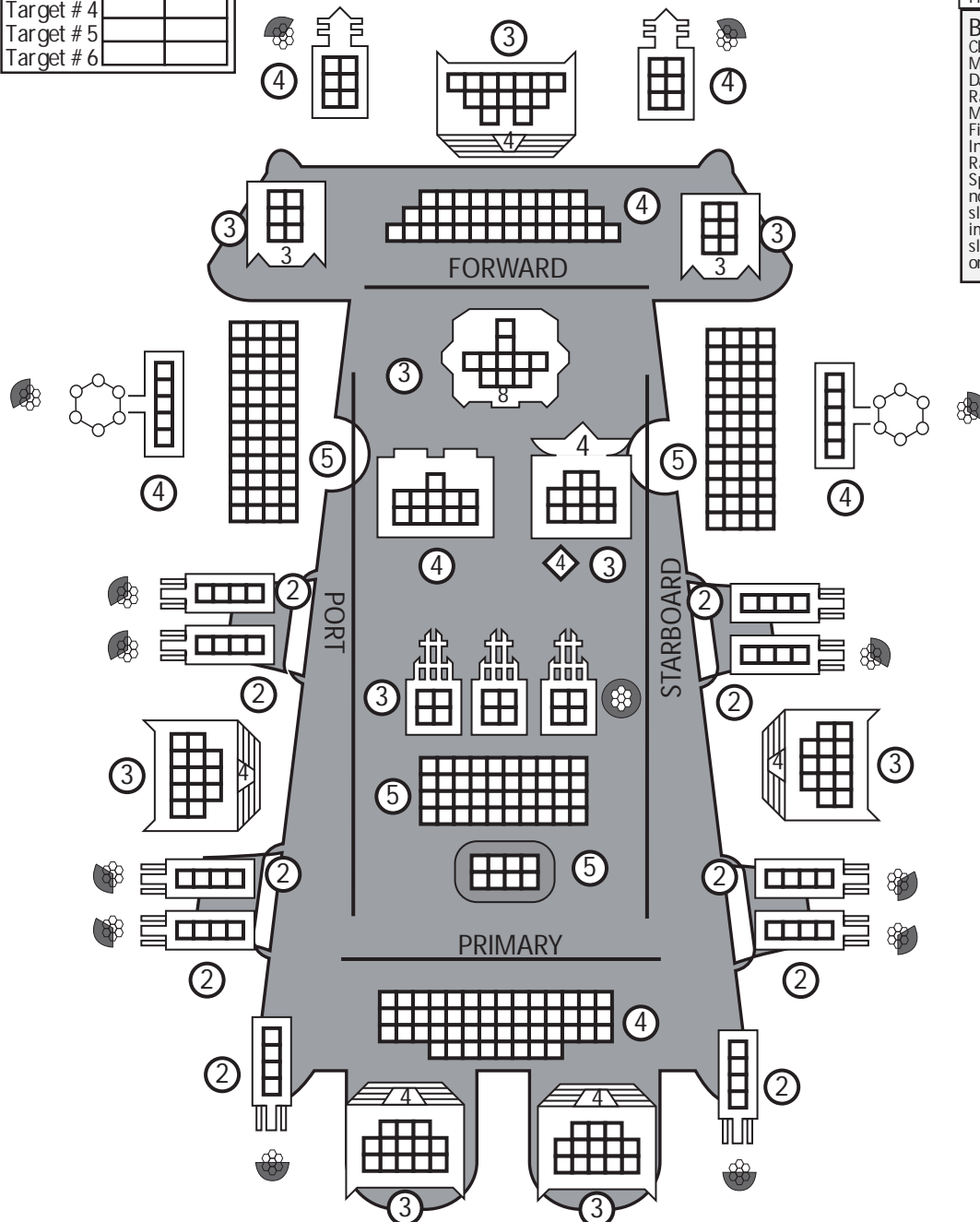
Defensive EW	
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

**HANGAR**

3 Fighters  
3 Shuttles: Thrust: 3  
Armor: 0 Defense: 12/12

**HANGAR**

3 Fighters  
3 Shuttles: Thrust: 3  
Armor: 0 Defense: 12/12

**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Mdm Lasgun
- Barrage Torp
- Vulcan Railgun
- Flak Cannon