



Terran Vidar Class Explorer

SPECS

Class: Capital Ship
In Service: 2352
Point Value: 670
Ramming Factor: 430
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 6/1
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

Minerva Cannon
Class: Laser
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2

Anti-Fighter Mode

Mode: Standard
Damage: 1d10
Rate of Fire: 3 per turn

Anti-Ship Mode

Mode: Raking (6)
Damage: 3d10
Rate of Fire: 1 per turn
Special: Ignores Shields

Heavy Particle Turret

Class: Particle
Mode: Standard
Damage: 9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 2 per turn
Alternate Mode: 12 damage, +3/+2/+0, RoF 1 per turn

Particle Turret

Class: Particle
Mode: Standard
Damage: 6
Range Penalty: -3 per 2 hexes
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 3 per turn
Alternate Mode: 8 damage, +3/+2/+0, RoF 2 per turn

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Minerva Cannon
- 7-8: Hvy Particle Turret
- 9-11: Particle Turret
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Particle Turret
- 7-10: Cryostored Cargo
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7: CCEW Pod
- 8-9: Minerva Cannon
- 10: Flak Turret
- 11: Particle Turret
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Jump Drive
- 13-14: Sensors
- 15-16: Engine
- 17-19: Reactor
- 20: C&C

SPECIAL NOTES

Unique Ship
ELINT Ship
Limited Sensors
Subspace Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

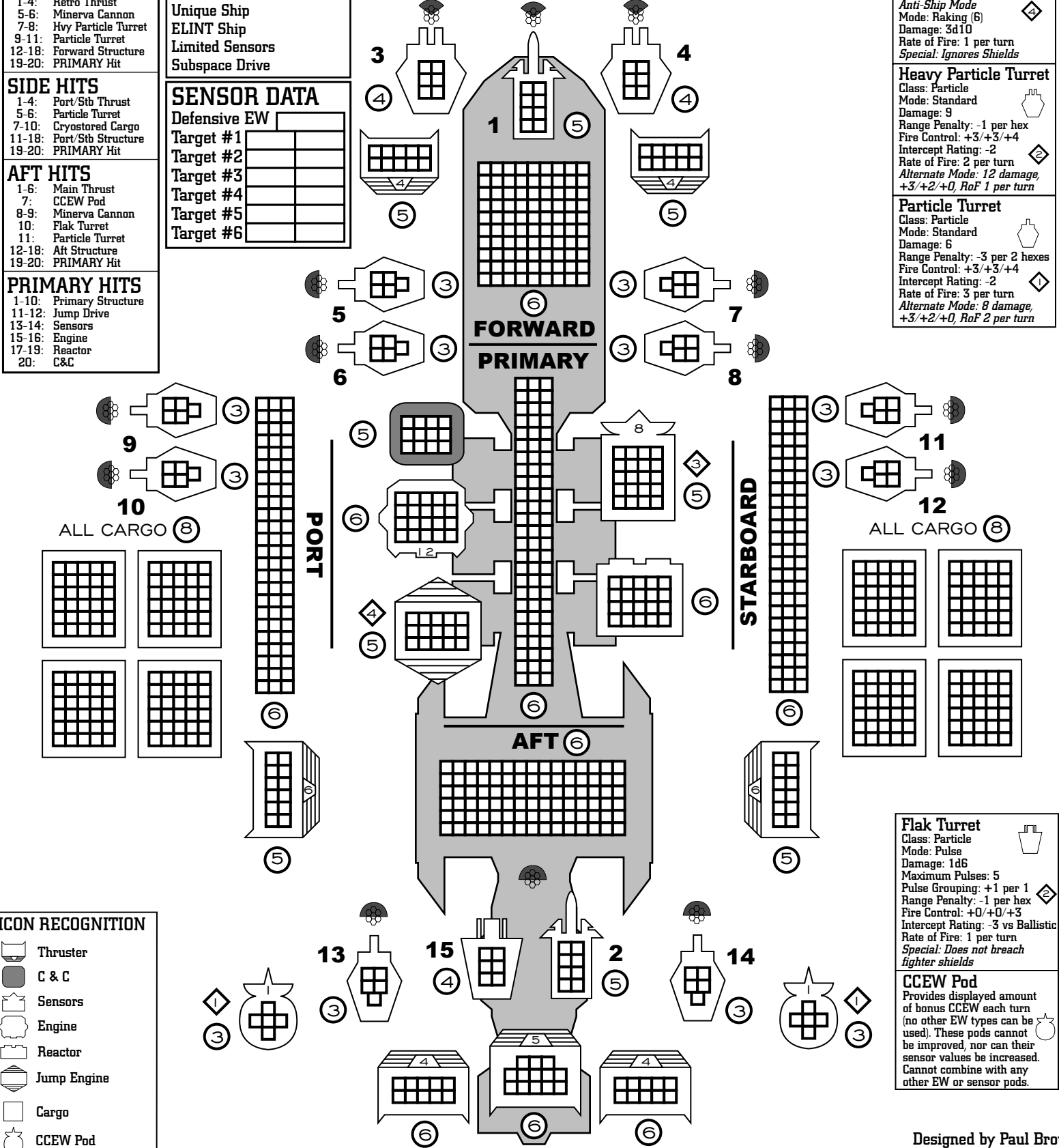
Target #4

Target #5

Target #6

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Cargo
- CCEW Pod



Flak Turret

Class: Particle
Mode: Pulse
Damage: 1d6
Maximum Pulses: 5
Pulse Grouping: +1 per 1
Range Penalty: -1 per hex
Fire Control: +0/+0/+3
Intercept Rating: -3 vs Ballistic
Rate of Fire: 1 per turn
Special: Does not breach fighter shields

CCEW Pod

Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.