

# FORCE Shield Ship

## SPECS

Class: Hvy Combat Vsl  
In Service:  
Point Value: 450/700  
Ramming Factor: 170  
Hawking Spinup: 20 t

## MANEUVERING

Turn Cost: 2/3 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: 14/12  
Stb/Port Defense: 15/13  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +4

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

**Medium Hellwhip**  
Class: Plasma/Laser  
Modes: R (8), S  
Damage: 2d10 + 10  
Range Penalty: -1/3 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: N/A  
Rate of Fire: 1 per 2 turns

## Std Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## Barrier Shield

Choose port or stbd arc. All weapons fire that traces LOS through that arc subtracts value of shield before slash from to hit. All weapons fire that traces LOS 1 hex fwd or aft subtracts value after slash. Fire targeted at ship through active arc also counts shields strength as armor, per gravitic shield.

## Gravitic Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.

## FORWARD HITS

1-5: Retro Thrust  
6-8: Barrier Shield  
9-10: Std Particle Beam  
11-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-4: Thruster  
5-6: Gravitic Shield  
7-8: Hangar  
9-10: Std Particle Beam  
11-12: Hawking Drive  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Structure  
7-8: Shield Generator  
9-10: Medium Hellwhips  
11-13: Port/Stbd Thruster  
14-15: Sensors  
16-17: Engine  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Barrier Shield System

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

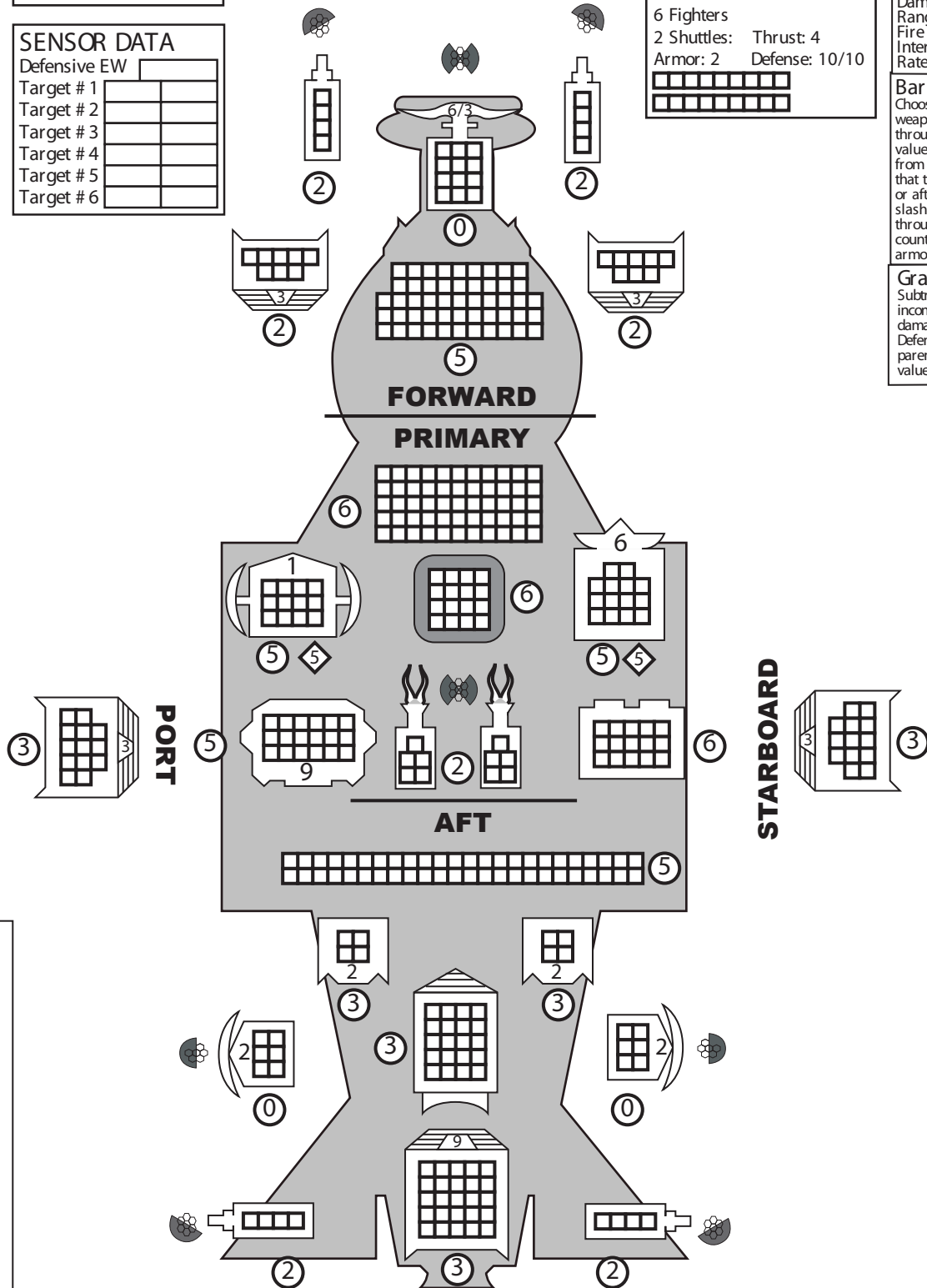
Target #6

## HANGAR

6 Fighters

2 Shuttles: Thrust: 4

Armor: 2 Defense: 10/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hawking Drive
- Shield Generator
- Barrier Shield
- Medium Hellwhip
- Std Particle Beam