

Unknown Church Ship

Notes:

Weapons appear to be a form of energy discharge but of an unknown type - they do not appear to be Lasguns.

Sensor rating is indeterminate.

Potenital power of Engines and Thruster Capabiliy indicates likelihood of good to exceptional acceleration in real space.

SPECS		MANEUVERING						COMBAT STATS					
Class: Medium Ship		Turn Cost: 2/3 Speed						Fwd/Aft Defense: ~ 9					
In Service: ???		Turn Delay: 1/2 Speed						Stb/Port Defense: ~ 15					
Point Value: ???		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 2/1					
Ramming Factor: 150		Pivot Cost: 2+2 Thrust						Extra Power: 0					
Jump Delay: N/A		Roll Cost: 2+2 Thrust						Initiative Bonus: +?					
Speed	1	2	3	4	5	6	7	8	9	10	11	12	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	6

WEAPON DATA	
Unknown Energy Weapon	
Class: unknown	
Modes: Standard	
Damage Potential:	
Assumed Moderate based on energy signature	
Power: 4-6	

Unknown Energy Weapon	
Class: unknown	
Modes: Standard	
Damage Potential:	
Assumed light based on energy signature	
Power: 1-2	

HANGAR
6-8 Shuttle/Fighters

SENSOR DATA

Defensive EW

Target # 1

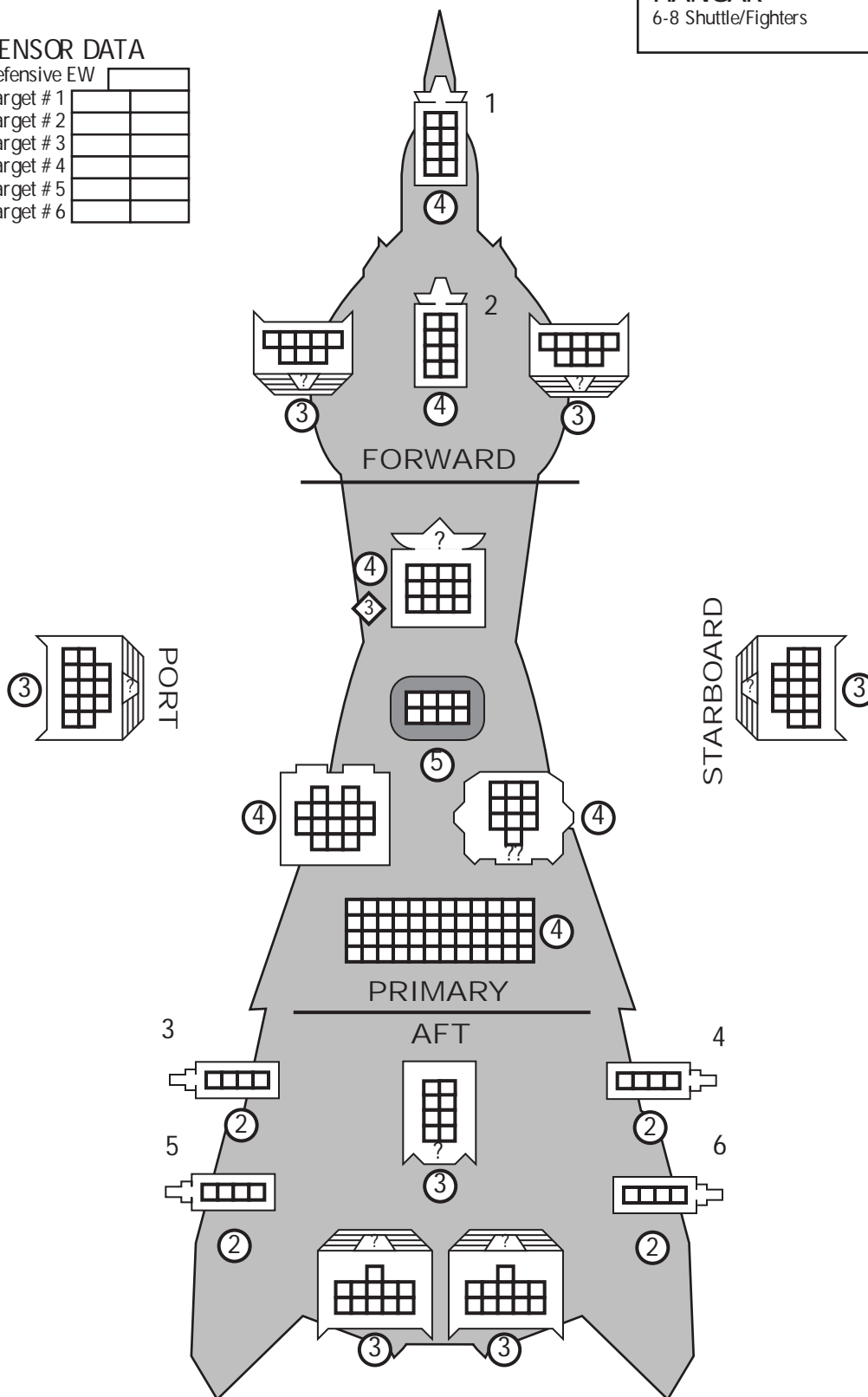
Target # 2

Target # 3

Target # 4

Target # 5

Target # 6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- ??????
- ??????