



WEAPON DATA

Laser Turret  
Class: Laser  
Modes: Standard  
Damage: 1d10+5  
Fire Control: +4/+4/+2  
Range Penalty: -1/hex  
Intercept Rating: -1  
Rate of Fire: 1 per turn



## SPECS

Class: Medium Ship  
In Service: 2660s  
Point Value: 150  
Ramming Factor: 50  
Jump Delay: N/A

## MANEUVERING

Turn Cost:  $\frac{3}{4} \times \text{Speed}$   
 Turn Delay:  $\frac{3}{4} \times \text{Speed}$   
 Accel/Decel Cost: 4 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +1

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

## FORWARD HITS

1-3: Retro Thrust  
4: Hanger  
5-9: Cargo  
10-15: Structure  
16-17: Connecting Strut  
18-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-12: Laser Turret  
13-15: Structure  
16-17: Connecting Strut  
18-20: PRIMARY Hit

## PRIMARY HITS

1-4: Structure  
5-8: Connecting Strut  
9-12: Cargo  
13-14: Port/Stb Thrust  
15: Shield Generator  
16: Jump Drive  
17: Sensors  
18: Engine  
19: Reactor  
20: C & C

## SENSOR DATA

## Defensive EW

### Target #1

## Target #2

### Target #3

### Target #4

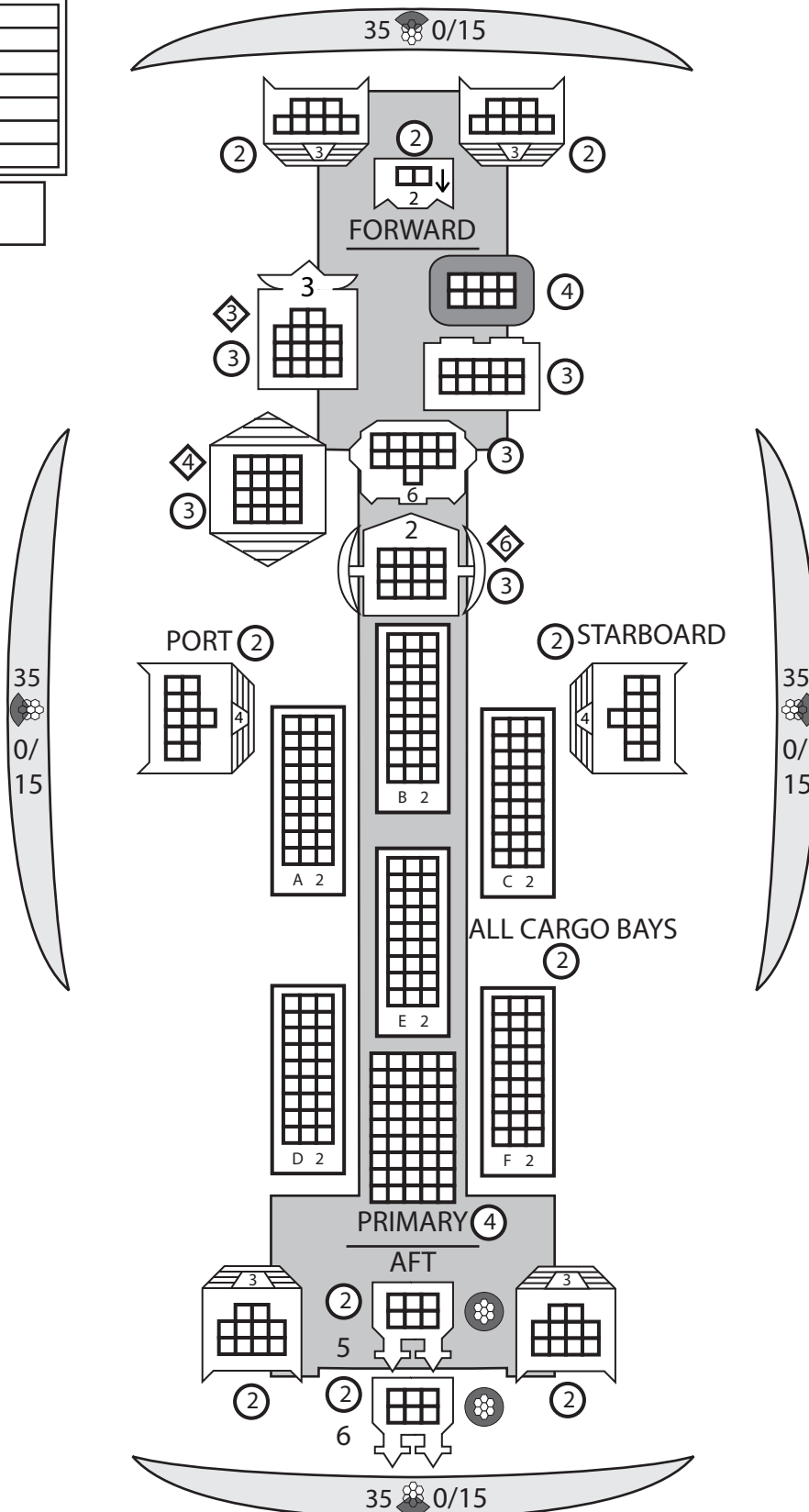
## Target #5

### Target #6

## SPECIAL NOTES

### Jump Point Drive Phase Shields

## ICON RECOGNITION



## HANGER

2 Shuttles Thrust:5  
Armor:1 Defense:8/10  
Shield Recharge:1/Turn

