



Class: Medium Ship
In Service: 2660s
Point Value: 425
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +9

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

Class W Missile Rack
Class: Ballistic
Missiles: 6
Range Penalty: None
Fire Control: +0/+0/+2
Rate of Fire: 1 per turn
(IR,HS,FF,DF Missiles Only)

Magazine Status

#1

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#2

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FORWARD HITS

1-4: Retro Thrust
5-9: Laser Turret
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-11: Laser Turret
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Structure
8-9: Class W Rack
10-11: Port/Stb Thrust
12-13: Shield Generator
14: Jump Drive
15-16: Sensors
17-18: Engine
19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

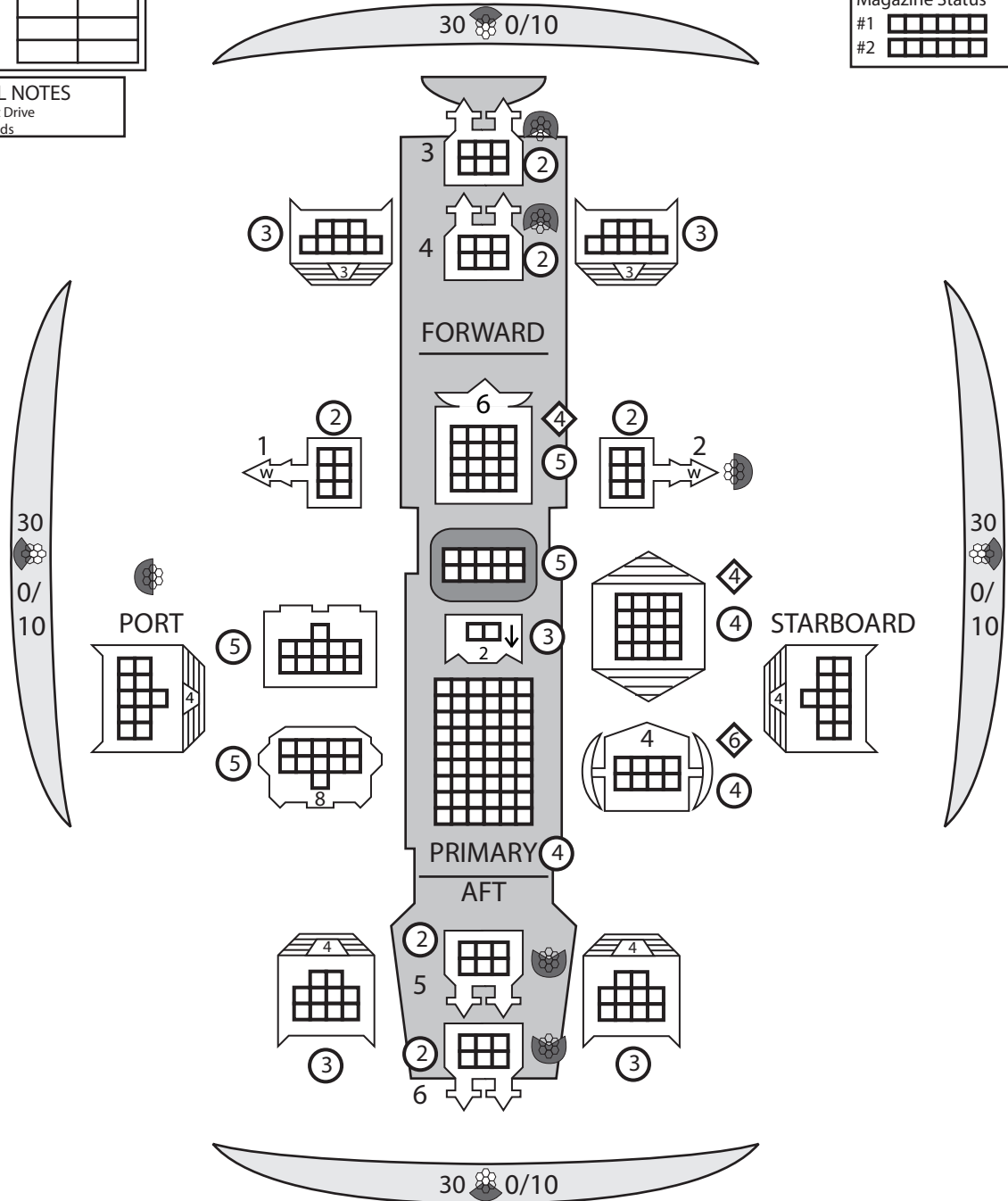
Target #4

Target #5

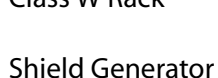
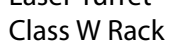
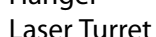
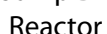
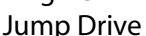
Target #6

SPECIAL NOTES

Jump Point Drive Phase Shields



ICON RECOGNITION



HANGER

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

