

# Stria Holgar Assault Vessel



## SPECS

Class: Hvy Combat Vsl  
In Service: 2052  
Point Value:  
Ramming Factor: 190  
Jump Delay: 12 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: See Options  
Initiative Bonus: +7

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	2	3	4	4	5	6	6	7	8	8

## HANGAR

0 Fighters  
2 Shuttles

## WEAPON DATA

Standard 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

## FORWARD HITS

1-7: Retro Thrust  
8-9: Standard Particle Beam  
10-11: Wing Mount  
12-18: Forward Structure  
19-20: PRIMARY HIT

## AFT HITS

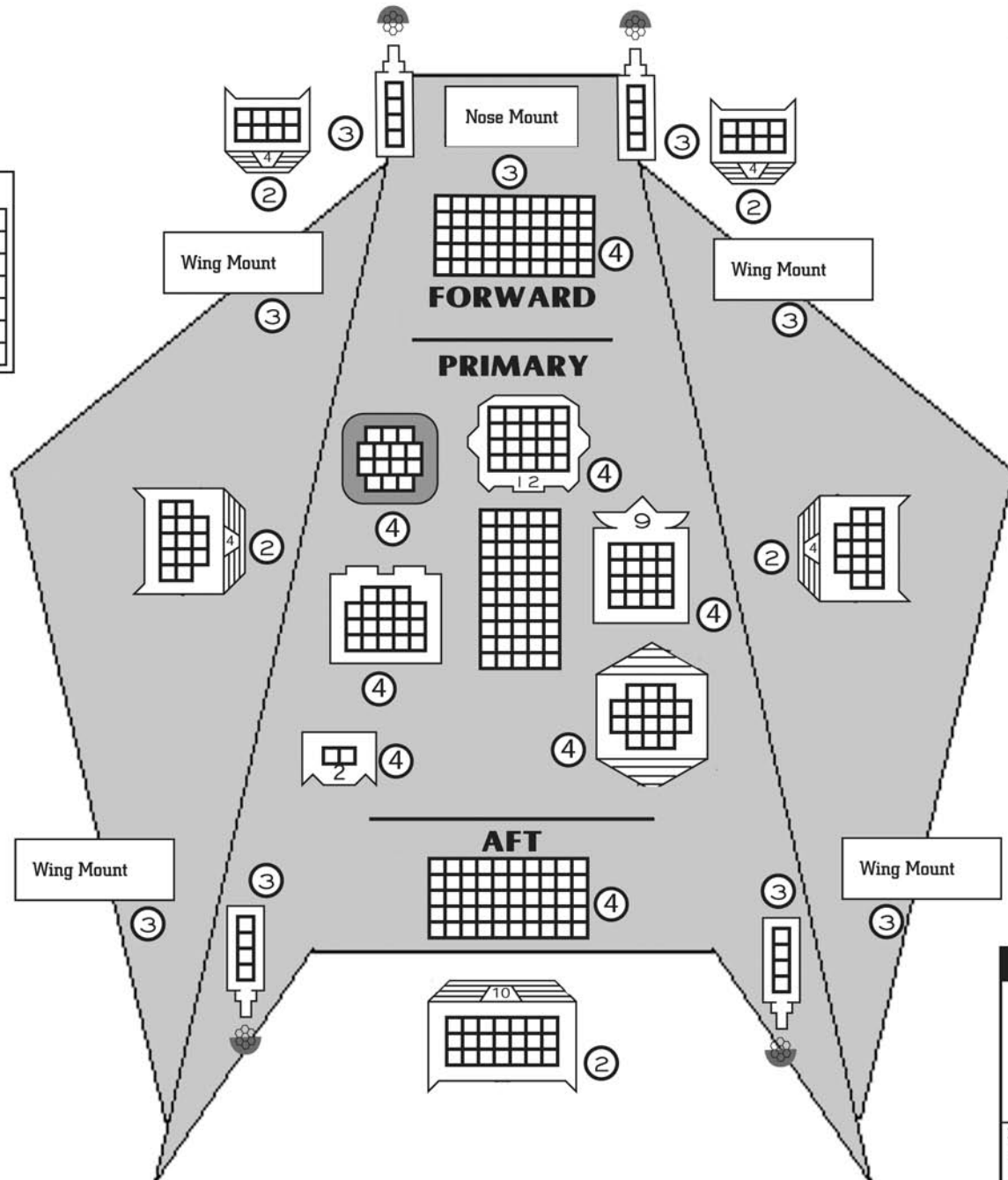
1-7: Main Thrust  
8-9: Standard Particle Beam  
10-11: Wing Mount  
12-18: Aft Structure  
19-20: PRIMARY HIT

## PRIMARY HITS

1-7: Primary Structure  
8-9: Port/Stbd Thrust  
10-11: Hangar  
12-13: Jump Engine  
14-15: Engines  
16-17: Sensors  
18-19: Reactor  
20: C&C

## SENSOR DATA

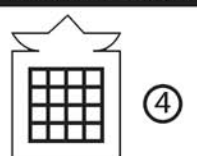
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Std Particle Beam

## ELINT Refit



Point Value:  
Increase Sensor rating by 2,  
increase power consumption by  
1, and increase point value by  
150.