



Version 3: 2E/WA

Counter: \_\_\_\_\_



# Torvalus Dark Knife

## SPECS

Class: Capital Ship  
In Service: Ancient  
Point Value: 4175  
Ramming Factor: 420  
Jump Delay: 8 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11 (7)  
Stb/Port Defense: 14 (10)  
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	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

## WEAPON DATA

### Power Laser

Class: Laser  
Mode: R(15), P, S  
Damage: 8d10+18  
Range Penalty: -1 per 4 hexes  
Fire Control: +6/+5/+4  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Volley Laser

Class: Laser  
Mode: Pulse  
Damage: 15 1d3 Times  
Max Pulses: 6  
Grouping Range: +1 per 3  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+5/+6  
Intercept Rating: -3  
Rate of Fire: 1 per turn

### Shading Field

Provides a 4-point EM shield in all directions while active. It can enter shading mode at the start of any turn, and if so, its defense rating effect is doubled, but weapons cannot be used. Acts as a jammer in all modes.

### Transverse Drive

Max Range: 3 hexes  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
See rules

## FORWARD HITS

1-4: Retro Thrust  
5-7: Power Laser  
8-9: Volley Laser  
10-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-2: Retro Thrust  
3-5: Port/Stb Thrust  
6-7: Main Thrust  
8-10: Power Laser  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-10: Shading Field  
11: Transverse Drive  
12: Self-Repair  
13-14: Sensors  
15-16: Engine  
17: Jump Drive  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Agile Ship  
Gravitic Drive System  
Advanced Sensors  
Advanced Armor  
Special Jump Drive  
May Skin Dance

## SENSOR DATA

Defensive EW

Target #1

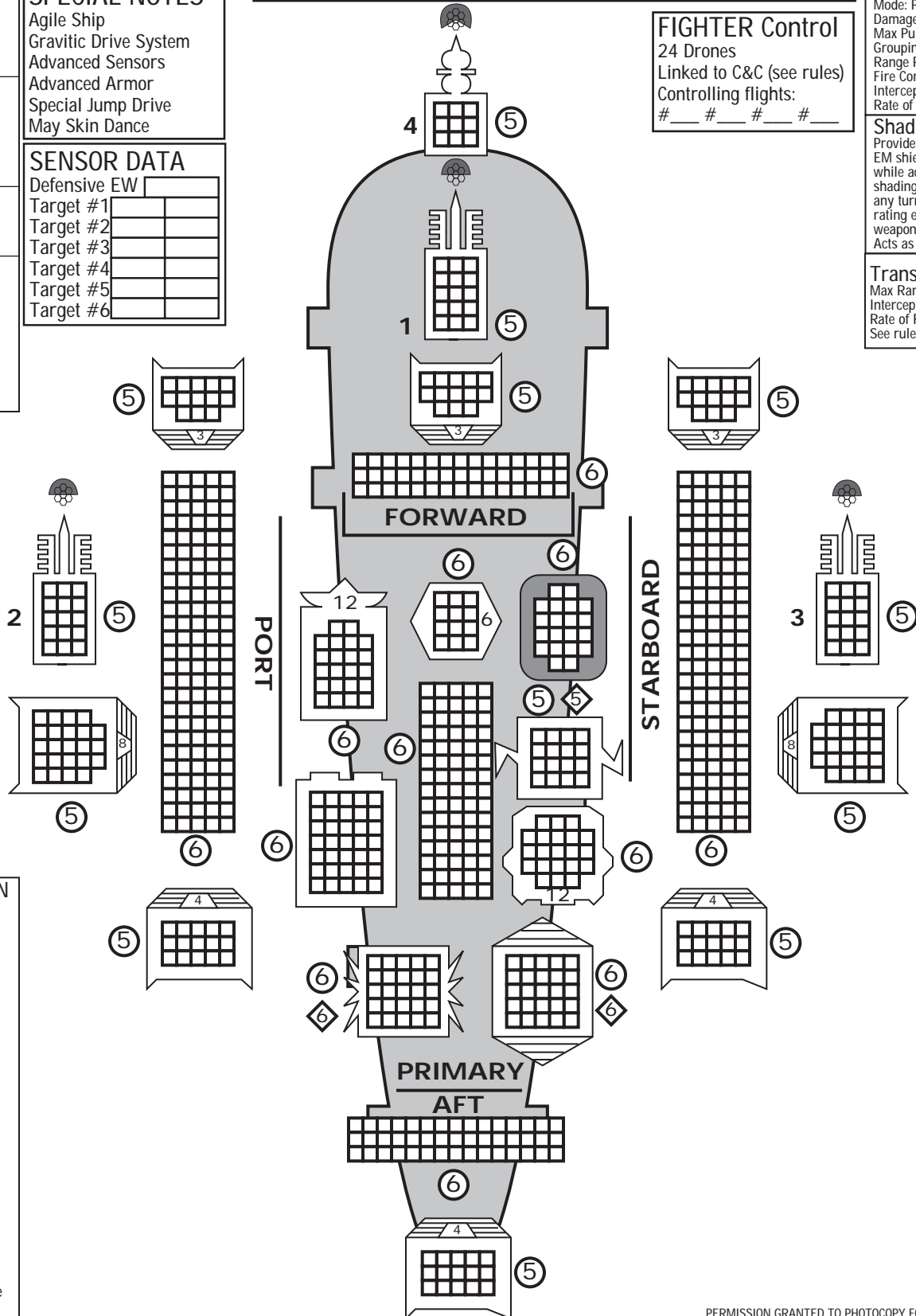
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Self-Repair
- Power Laser
- Volley Laser
- Shading Field
- Transverse Drive