

# Torvalus Falchion

## SPECS

Class: Medium Ship  
In Service: Ancient  
Point Value: 450  
Ramming Factor: 50  
Jump Delay: 12 Turns

## MANEUVERING

Turn Cost: 1/4 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 5 (1)  
Stb/Port Defense: 8 (4)  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +16

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

## WEAPON DATA

### 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.

## FORWARD HITS

1-5: Retro Thrust  
6-8: Volley Laser  
9-18: Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Shading Field  
10-18: Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stb Thrust  
8-9: Jump Drive  
10-11: Self-Repair  
12-14: Sensors  
15-17: Engine  
18-19: Reactor  
20: C & C

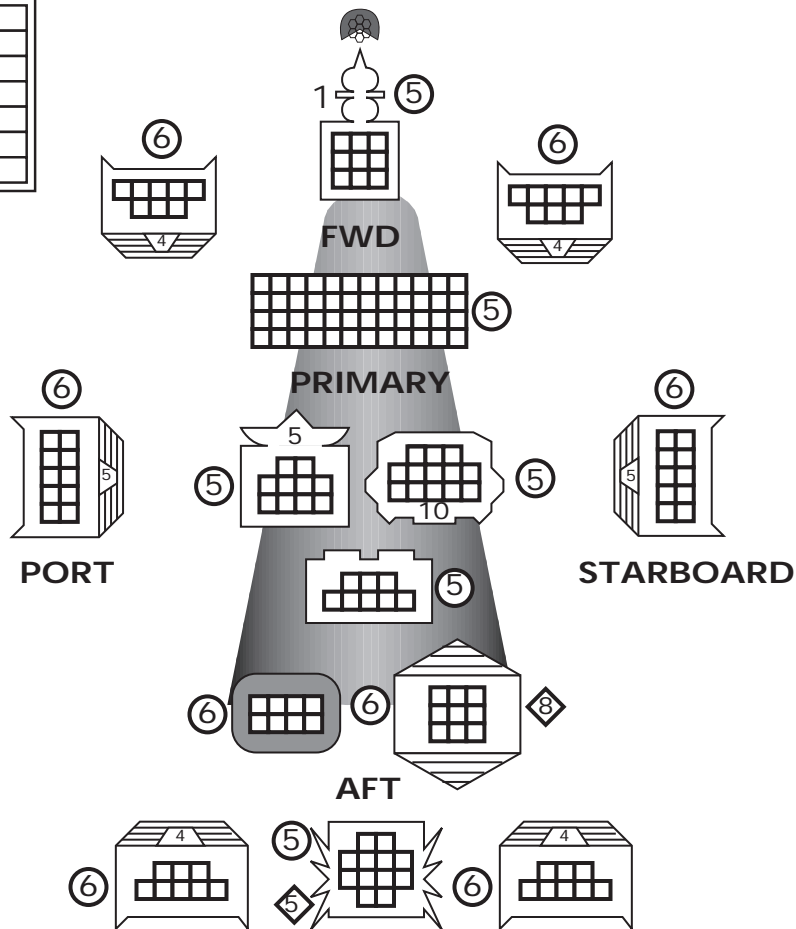
## SPECIAL NOTES

Agile Ship  
Gravitic Drive System  
Advanced Sensors  
Advanced Armor  
Special Jump Drive  
Atmospheric Capable  
May Jink 2 levels (at pivot cost per level)










## 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
-  Volley Laser
-  Shading Field