

Torvalus Veiled Scimitar

SPECS

Class: Medium Ship
In Service: Ancient
Point Value: 2850
Ramming Factor: 110
Jump Delay: 10 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 8 (4)
Stb/Port Defense: 9 (5)
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

Med. Power Laser
Class: Laser
Mode: R(15), P, S
Damage: 4d10+10
Range Penalty: -1 per 4 hexes
Fire Control: +5/+4/+3
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: Medium Power Laser
8-9: Volley Laser
10-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Shade Modulator
7-8: Jump Drive
9-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-9: Shading Field
10: Transverse Drive
11: Self-Repair
12-13: Sensors
14-16: Engine
18-19: Reactor
20: C & C

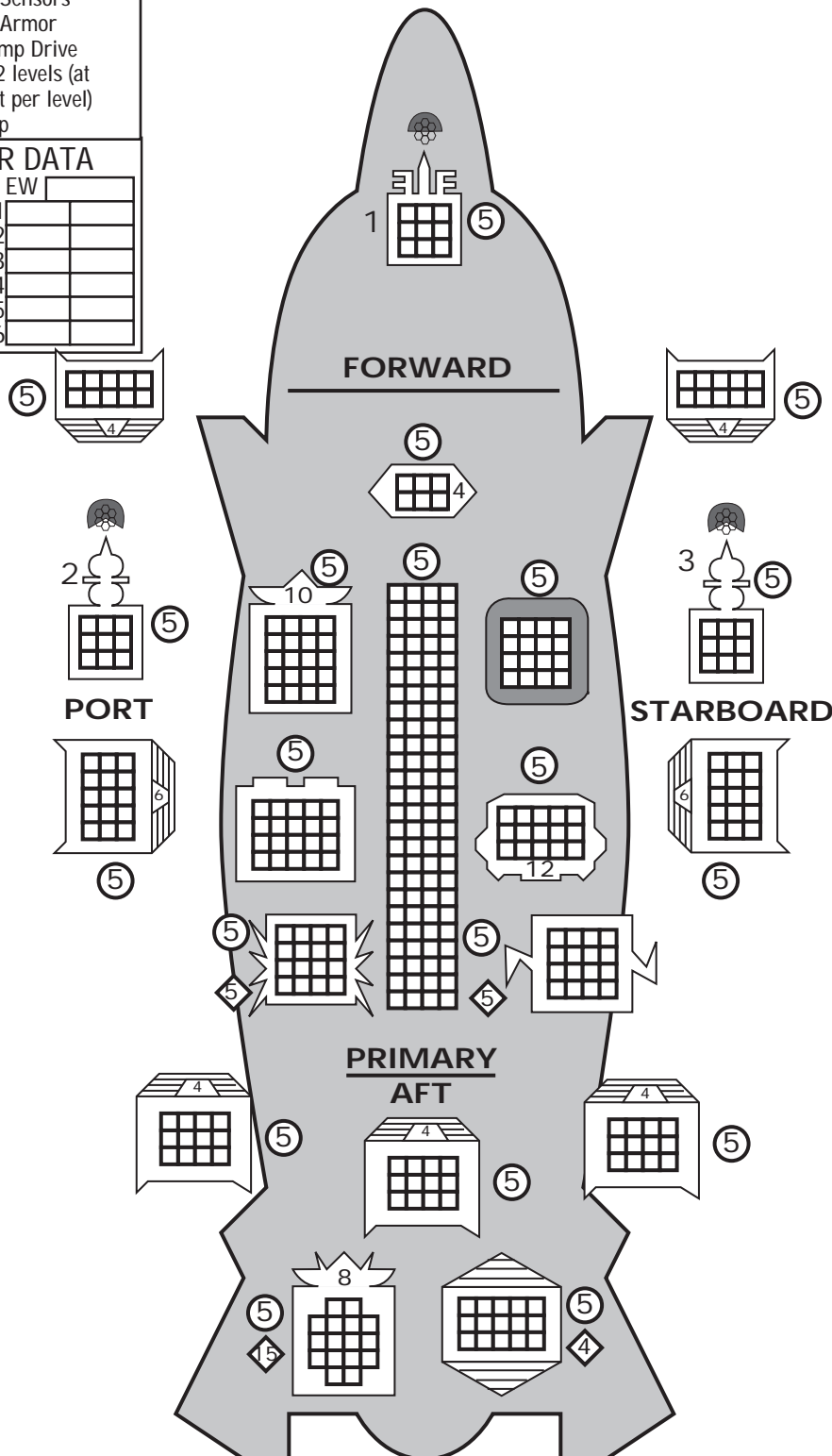
SPECIAL NOTES

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

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Self-Repair
- Shade Modulator
- Med. Power Laser
- Volley Laser
- Shading Field
- Transverse Drive