

# Torvalus Shrouded Saber

## SPECS

Class: Medium Ship  
In Service: Ancient  
Point Value: 2325  
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

## FIGHTER Control

12 or 0 Drones  
(scenario dependent)  
Linked to C&C (see rules)  
Controlling flights:  
# \_\_\_\_ # \_\_\_\_

## 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: Structure  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-8: 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

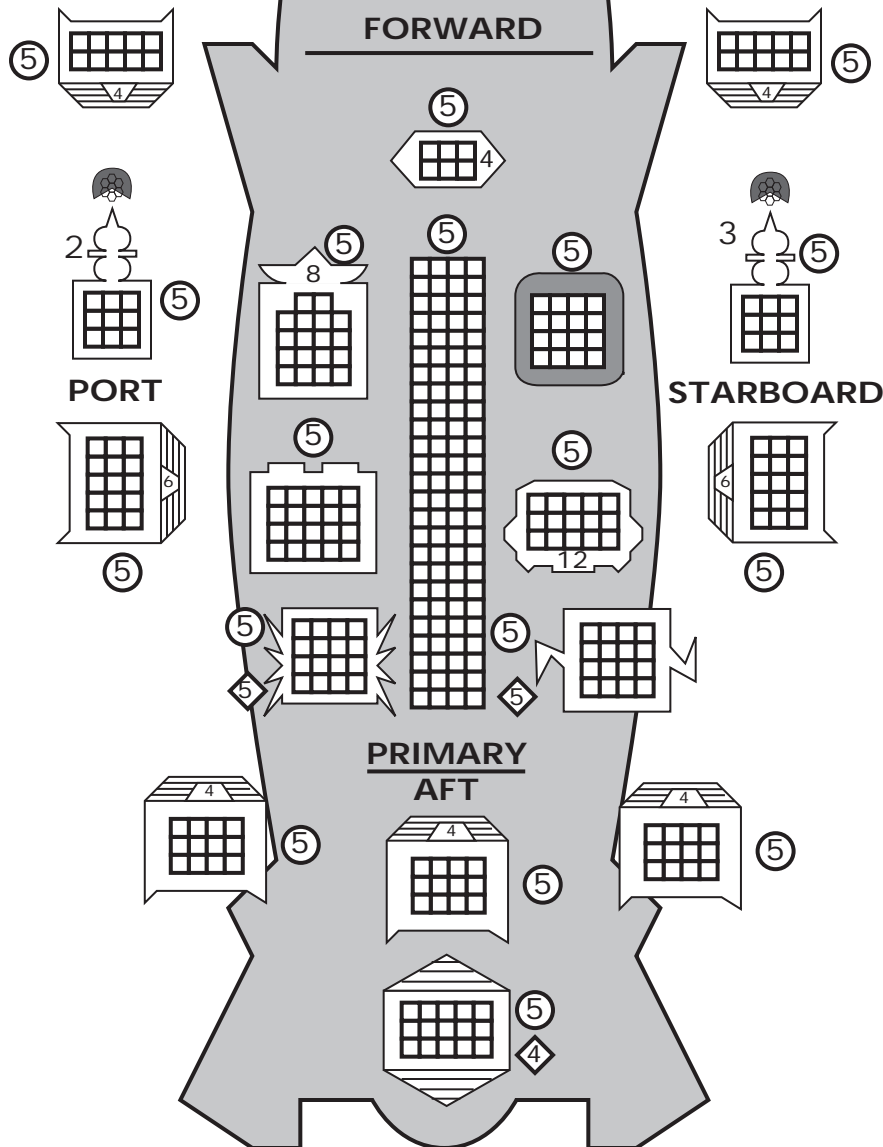
## SPECIAL NOTES

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

## 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
- Power Laser
- Volley Laser
- Shading Field
- Transverse Drive