

Torvalus Black Rapier

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 3825
Ramming Factor: 310
Jump Delay: 10 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10 (6)
Stb/Port Defense: 12 (8)
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	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

FIGHTER Control

6 Drones
Linked to C&C (see rules)
Controlling flight # _____

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.

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

Transverse Drive

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

FORWARD HITS

1-5: Retro Thrust
6-9: Volley Laser
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-2: Retro Thrust
3-4: Port/Stb Thrust
5-7: Main Thrust
8-10: Power Laser
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Medium Power Laser
8-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Shading Field
10: Transverse Drive
11-12: 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

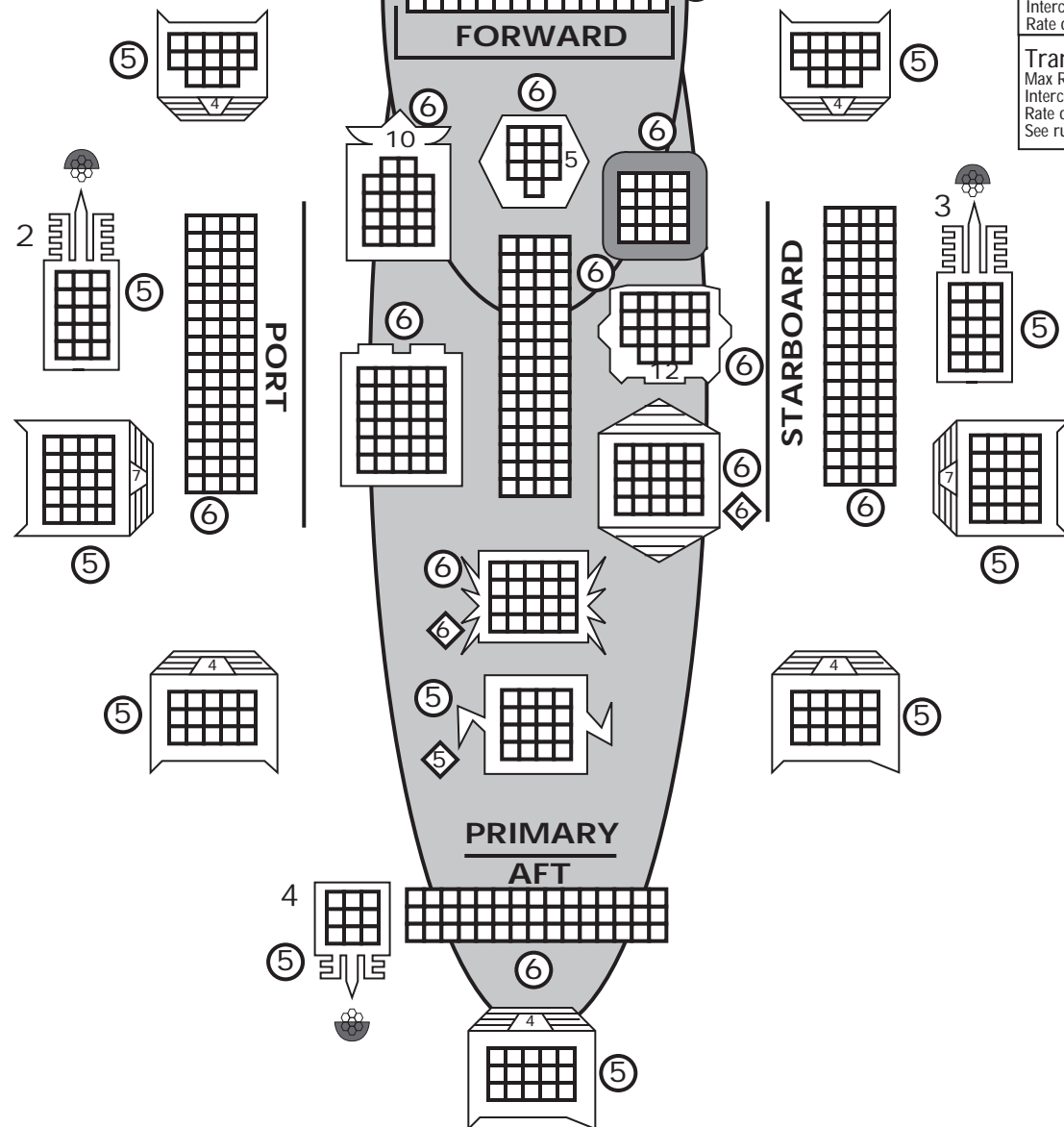
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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