

Vinzin Agaoni Escort

SPECS

Class: Medium Ship
In Service: 2205
Point Value: 330
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Matter Cannon

Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-7: Retro Thrust
8-12: Matter Cannon
13-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-10: Twin Array
11-12: Engine
13-17: Structure
18-19: PRIMARY Hit

PRIMARY HITS

1-10: Port/Stb Thrust
11-14: Sensors
15-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

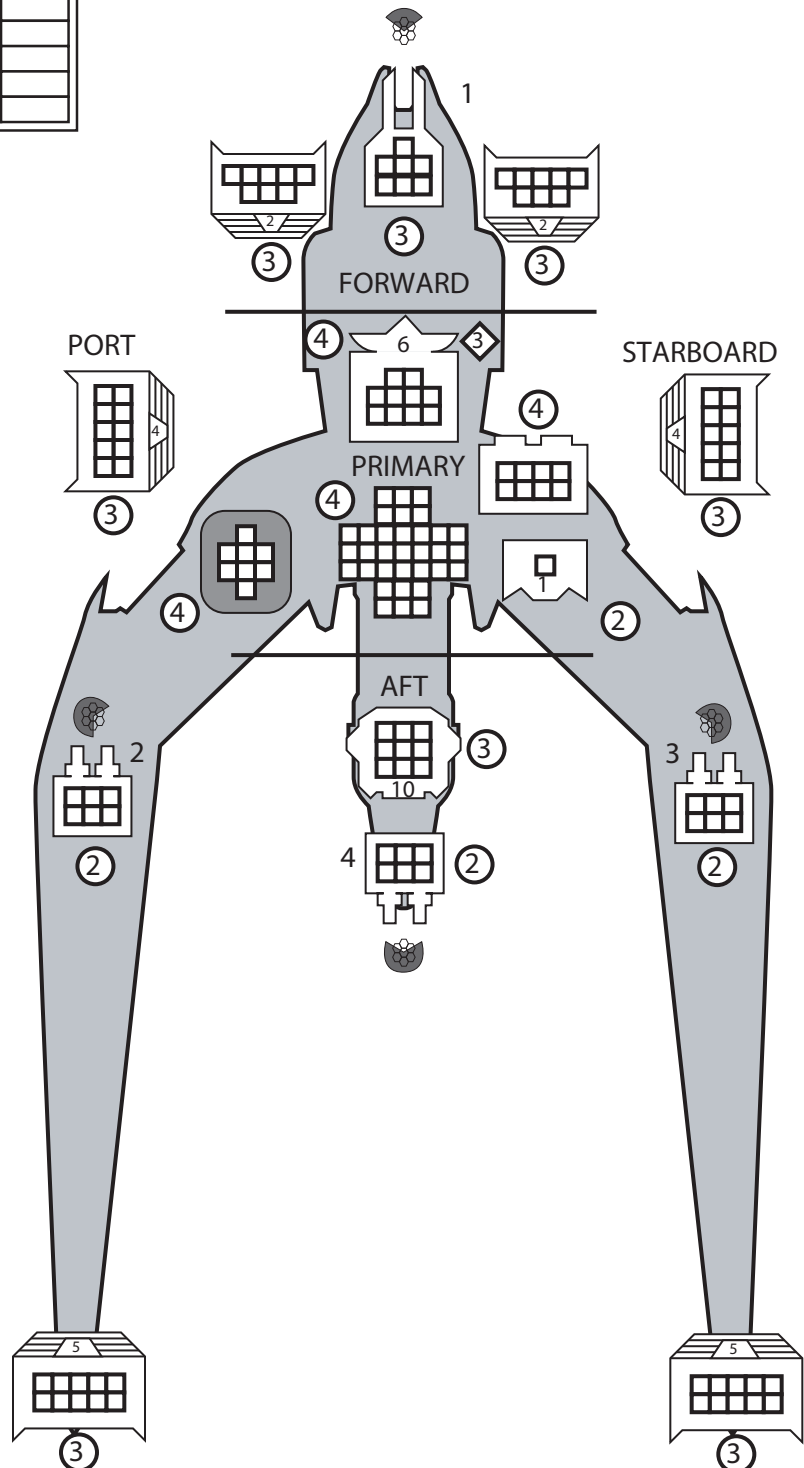
Target #6

HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Twin Array
- Matter Cannon