**SPECS**

Class: Medium Ship
In Service: Ancient
Point Value: 600
Ramming Factor: 90
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12 (9)
Stb/Port Defense: 14 (11)
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +14

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

WEAPON DATA**Discharge Gun**

Class: Electromagnetic
Mode: Raking
Damage: 2d10+2
Double power: add 1d10+1
Triple power: add 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+3/+4
Intercept Rating: -2
Rate of Fire: 1 or more per turn
limited by power; max 4 shots

EM Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

FORWARD HITS

1-5: Retro Thrust
6-8: Discharge Gun
9-10: EM Shield
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-17: Struct
18-20: PRIMARY Hit

PRIMARY HITS

1-4: Port/Stb Thrust
5-7: Self-Repair
8-11: Sensors
12-15 Engine
16-18: Power Capacitor
19-20: C & C

SPECIAL NOTES

Advanced Sensors
Advanced Armor
Advanced Jump Drive
Gravitic Drive System
Agile Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

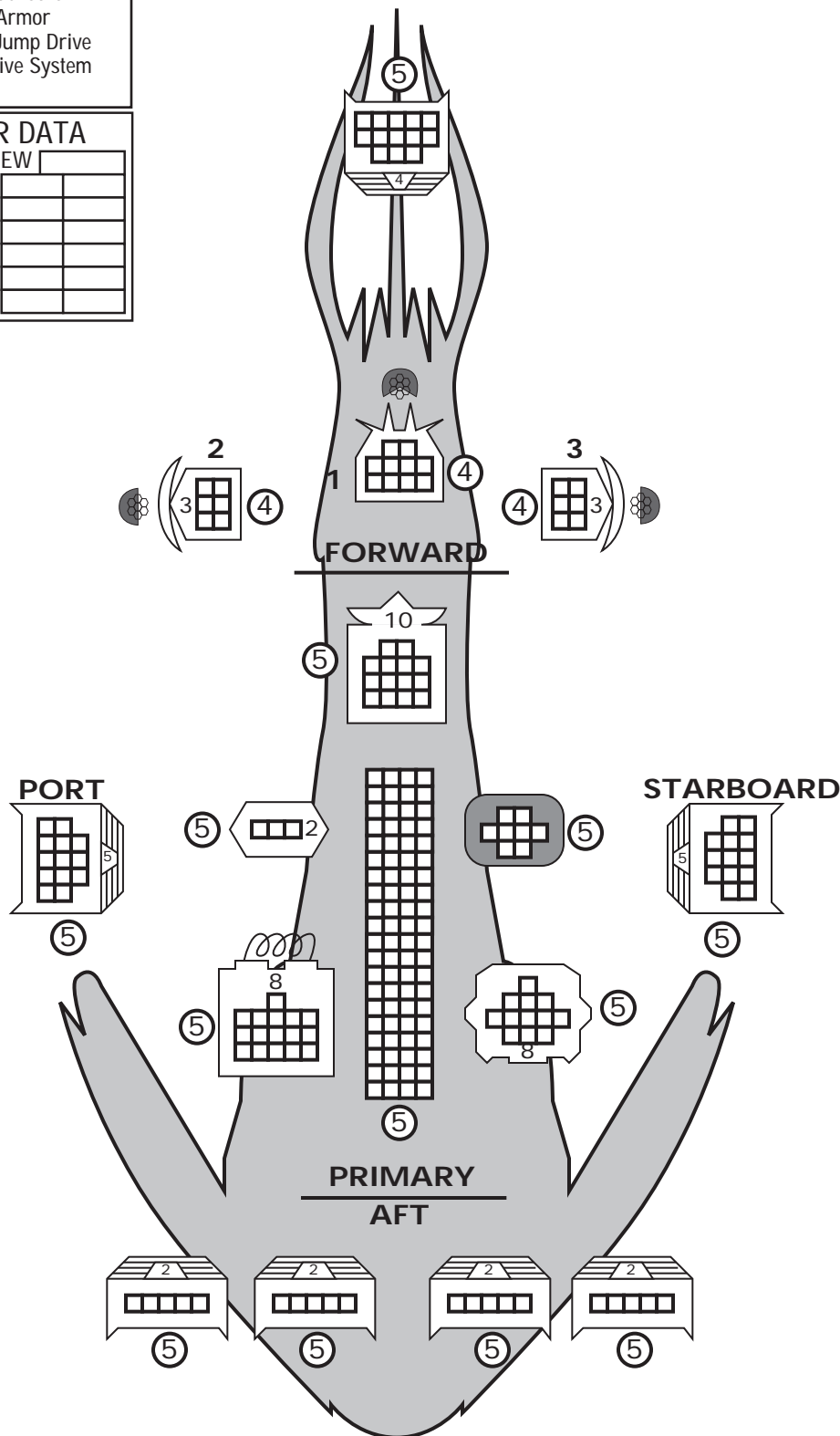
Target #6










ADAPTIVE ARMOR: 4

Weapon Type Available/Assigned

Weapon Type	Available/Assigned

Note: Max 2 pts per weapon type
Can have 2 points pre-assigned

**ICON RECOGNITION**

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Power Capacitor
-  Hangar
-  Self-Repair
-  Discharge Gun
-  EM Shield