



## SPECS

## MANEUVERING

## COMBAT STATS

Fwd/Aft Defense: 16 (12)  
Stb/Port Defense: 18 (14)  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +2

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

## FH-11 Phaser Bank

Class: Particle  
Modes: Raking  
Damage: 2d10+10  
Range Penalty: -1 per 3 hexes  
Fire Control: +5/+4/+1  
Intercept Rating: -1  
Rate of Fire: 2 per 2 turns

## FP-4 Photon Torpedo

Class: Antimatter  
Mode: Flash  
Damage: 2d10+20  
Range Penalty: -1 per 2 hexes  
after range 15  
Fire Control: +4/+3/-6  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

Point Def Grid

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+5  
Fire Control: --/--/+8  
Range Penalty: -3 per h

## Deflector Shield

**Detector 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.

FH-11 = twin Particle Concentrators  
Point Def. Grid = Guardian Array

## FORWARD

1-4: Retro Thrust  
5-6: Phaser  
7-9: Point Defense  
10-16: Forward Struct  
17-18: Deflector Shield  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
6-7: Phaser  
8: Point Defense  
9-17: Port/Stb Struct  
18: Deflector Shield  
19-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-7: Warp Drive  
8-9: Impulse Engine  
11-12: Hangar  
13-17: Aft Struct  
18: Deflector Shield  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Shield Generator  
11-12: Sensors  
13-14: Tractor Beam  
15-16: Photon Torpedo  
18-19: Reactor  
20: Bridge

## SENSOR DATA

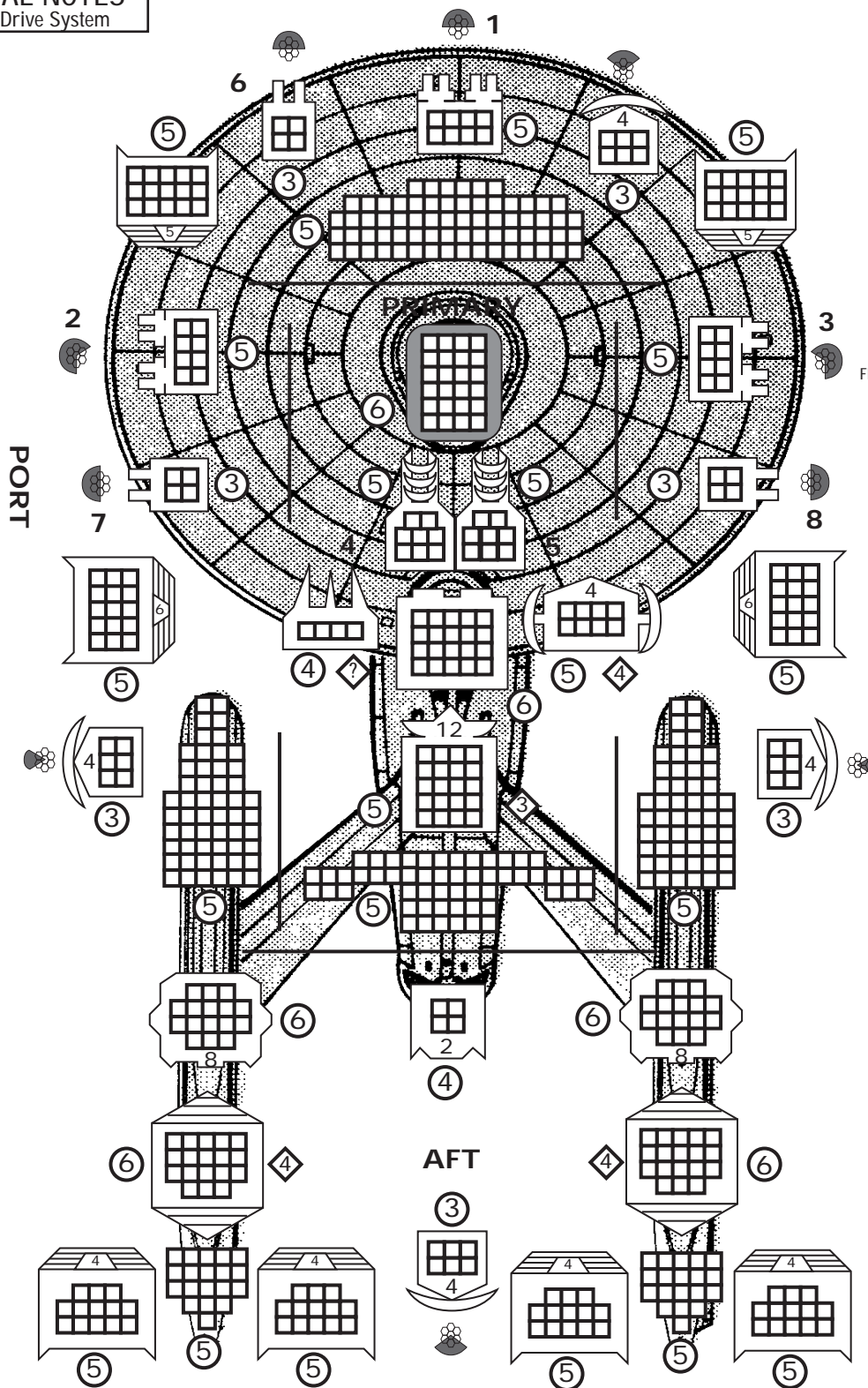
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

Phaser Banks: May combine their 2 shots into a single raking shot with a +2 FC bonus. Damage is equal to a single regular shot plus a 2d10 damage bonus.

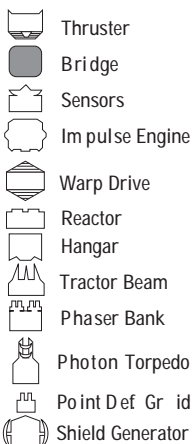
## SPECIAL NOTES

### Gravitic Drive System

# FORWARD



## ICON RECOGNITION



## HANGAR

0 Fighters  
4 Shuttles: Thrust: 7  
Armor: 2 Defense: 9/9

