

MANEUVERING

Turn Cost: 1/2 Speed

Pivot Cost: 2 Thrust

Roll Cost: 2 Thrust

Turn Delay: 1/3 Speed

Accel/Decel Cost: 2 Thrust

Version 4: 2E/ST

**SPECS** 

Class: Medium Ship

Warp Delay: 3 Turns

50

In Service: 2369

Point Value: 625 Ramming Factor: 60

Turn Cost Turn Delay Name:

Counter:

COMBAT STATS Fwd/Aft Defense: 12 Stb/Port Defense: 12

Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +13

**HANGAR** 

0 Fighters

2 Shuttles

9 10

2ND EDITION

# WEAPON DATA Pulse Phaser Cannon

Pulse Priaser Cannon
Class: Molecular
Mode: Pulse
Damage: 12 1d3 times
Max Pulses: 4
Pulse Grouping: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+4/+2
Intercept Rating: -3
Rate of Fire: 1 per 2 turns

Medium Phaser Bank Wiedium Phaser Bank
Class: Molecular
Mode: R, S
Damage: 3d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire for an
accelerator ROF for less
damage: as shown helow

damage, as shown below: 1 per turn: 1d10+4

Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Max Range: 50 hexes Fire Control: +4/+2/-3

**Deflector Shield** Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

# SPECIAL NOTES

FORWARD HITS
1-3: Deflector Shield
4-6: Photon Torpedo
7-10: Pulse Phaser Agile Ship Gravitic Drive System 11-17: Structure 18-20: PRIMARY Hit Impulse Drive

AFT HITS

10:

1-10: 11:

12-13: 14-15:

Impulse Thruster Deflector Shield Medium Phaser Photon Torpedo

Hangar

11-17: Structure 18-20: PRIMARY Hit

PRIMARY HITS

Engine 18-19: Reactor 20: C&C

Warp Engine Tractor Beam

Shield Generator Sensors

# SENSOR DATA

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

# ICON RECOGNITION

POR.



Photon Torpedo

