

Name:

**SPECS** Class: Medium Ship In Service: 2369 Point Value: 675 Ramming Factor: 60 Warp Delay: 3 Turns Roll Cost: 2 Thrust

50

Version 4A: 2E/ST

Turn Cost

Turn Delay

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

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

Counter:

2ND EDITION

WEAPON DATA

Pulse Phaser 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 Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

**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.

FORWARD HITS
1-3: Deflector Shield
4-6: Photon Torpedo
7-10: Pulse Phaser 11-17: Structure 18-20: PRIMARY Hit

### AFT HITS

Impulse Thruster Deflector Shield Medium Phaser Photon Torpedo 10: Hangar 11-17: Structure 18-20: PRIMARY Hit

# PRIMARY HITS

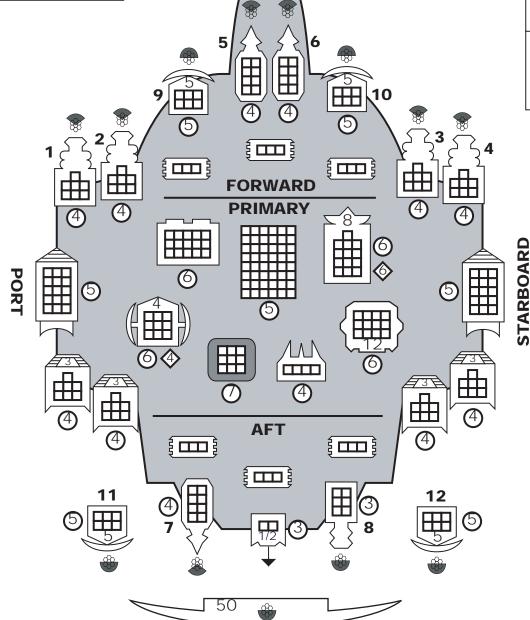
1-10: 11: Warp Engine Tractor Beam 12-13: 14-15: Shield Generator Sensors Engine 18-19: Reactor 20: C&C

## SPECIAL NOTES

Agile Ship Gravitic Drive System Impulse Drive

### SENSOR DATA

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



C & C Sensors Engine Reactor Hangar

ICON RECOGNITION Impulse Thruster

> **Shield Generator Deflector Shield**

Warp Engine

Pulse Phaser

Medium Phaser

Photon Torpedo

**Ablative Armor**