

Technomage Pinnacle

SPECS

Class: Lt Combat Vsl
In Service: 1393
Point Value: 500?
Ramming Factor: 40
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 11
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +16

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

HIT LOCATION

1-11: Structure
12-13: Lightning Beam
14-16: Lightning Bolt
17-18: Drive
19: Reactor
20: Control

SPECIAL NOTES

Agile Ship
Gravitic Drive
Atmospheric Capable
Technomage Stealth

SENSOR DATA

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

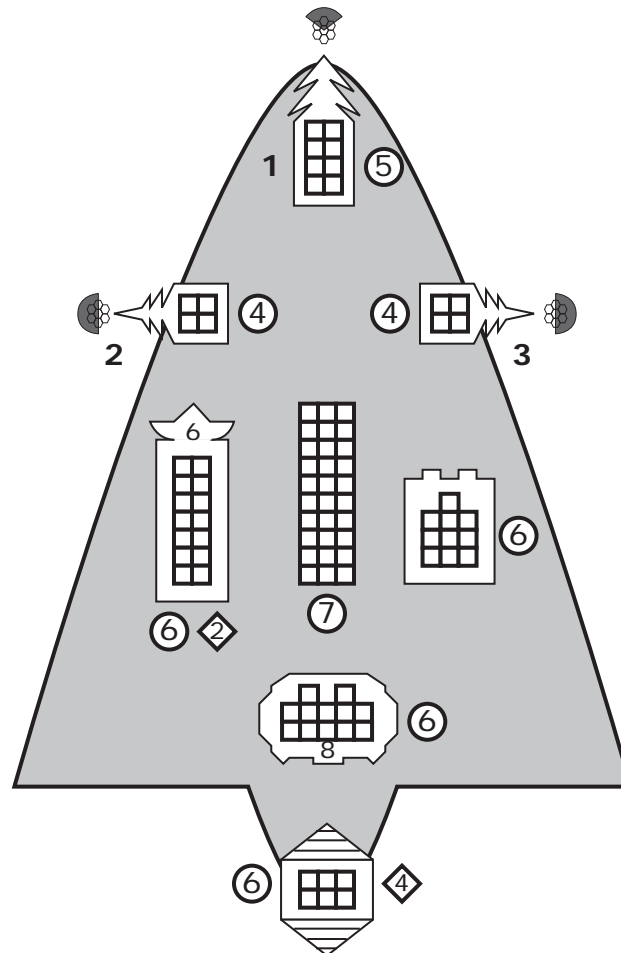
WEAPON DATA

Lightning Beam

Class: Electromagnetic
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Lightning Bolt

Class: Electromagnetic
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +4/+4/+5
Intercept Rating: -3
Rate of Fire: 1 per turn



ICON RECOGNITION

- Control
- Drive
- Reactor
- Lightning Beam
- Lightning Bolt