

**SPECS**

Class: Medium Ship
In Service: 2237
Point Value: 310
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+1 Thrust
Roll Cost: 1+0 Thrust

COMBAT STATS

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

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

HANGARS

6 Light Fighters
2 Shuttles: Thrust: 6
Armor: 0 Def: 9/9

**WEAPON DATA****Medium Bolter**

Class: Pulse
Mode: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turn

Standard Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Light Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-7: Medium Bolter
8-9: Standard Particle
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Std Particle Beam
8: Lt Particle Beam
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-10: Cargo
11-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

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

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

PORT

STARBOARD

FORWARD

PRIMARY

AFT

ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Med Laser Cannon
	Medium Bolter
	Std Particle Beam
	Lt Particle Beam