



IA Valen Fast Cruiser (Prototype)



SPECS

Class: Capital Ship
In Service: 2265
Point Value: 900
Ramming Factor: 280
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

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 Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Neutron Laser (Impr.)
Class: Laser
Modes: R, P, S(3)
Damage: 4d10+18
Range Penalty: -1 per 4 hexes
Fire Control: +5/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Gravity Net
Class: Gravitic
Effect: Moves target 1d6 hexes
Range Penalty: -1 per hex
Fire Control: +3/+2/+1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Hvy Interceptor Btty
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 2d10+6
Fire Control: -/-/+10
Range Penalty: -2 per hex
Note: Can switch modes with no delay period

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: -/-/+8
Range Penalty: -2 per hex

FORWARD HITS
1-3: Retro Thrust
4: Interceptor Mk II
5-6: Hvy Interceptor
7-8: Imp. Neutron Cannon
9-10: Molecular Pulsar
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: Gravity Net
8-10: Interceptor Mk II
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Imp. Neutron Cannon
9-10: Hvy Interceptor
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Struct
10-11: Engine
12-13: Jammer
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Gravitic Drive System
No E-Web
Atmospheric Capable
Unique Ship

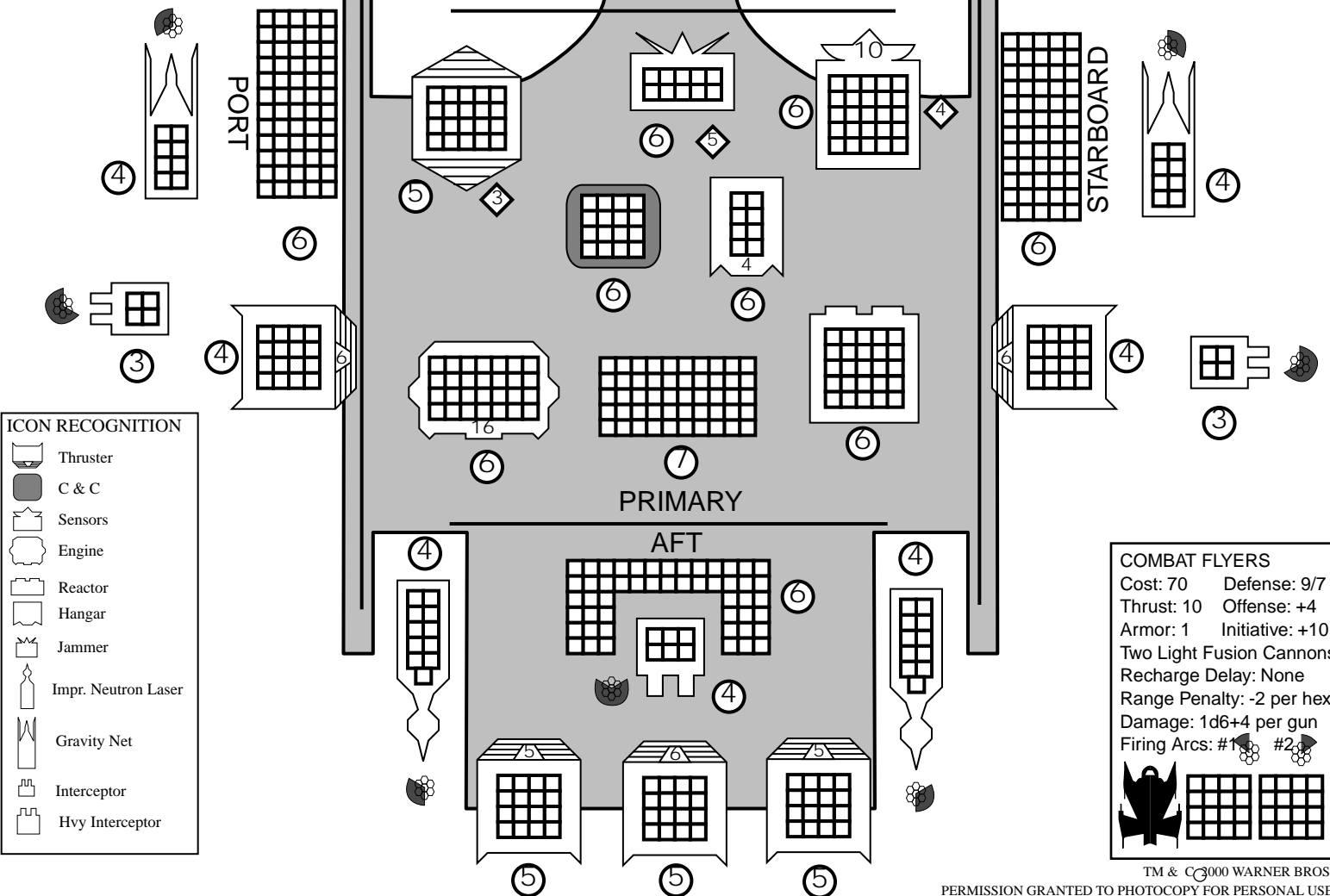
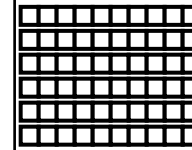
SENSOR DATA

Defensive EW

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

HANGAR
2 Flyers
6 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jammer
- Impr. Neutron Laser
- Gravity Net
- Interceptor
- Hvy Interceptor

COMBAT FLYERS

Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Recharge Delay: None
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

