**SPECS**

Class: Capital Ship
In Service: 2261
Point Value: 800
Ramming Factor: 290
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (10)
Stb/Port Defense: 16 (12)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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	3	4	5	6	7	8	9	10	11	12

WEAPON DATA**Heavy Laser Cannon**

Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Medium Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Standard Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per turn

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

1-4: Retro Thrust
5-7: Heavy Laser Cannon
8: Pulse Cannon
9-12: Interceptor
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Heavy Laser Cannon
8-9: Std Particle Beam
10-11: Pulse Cannon
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Jump Drive
11-13: Interceptor
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

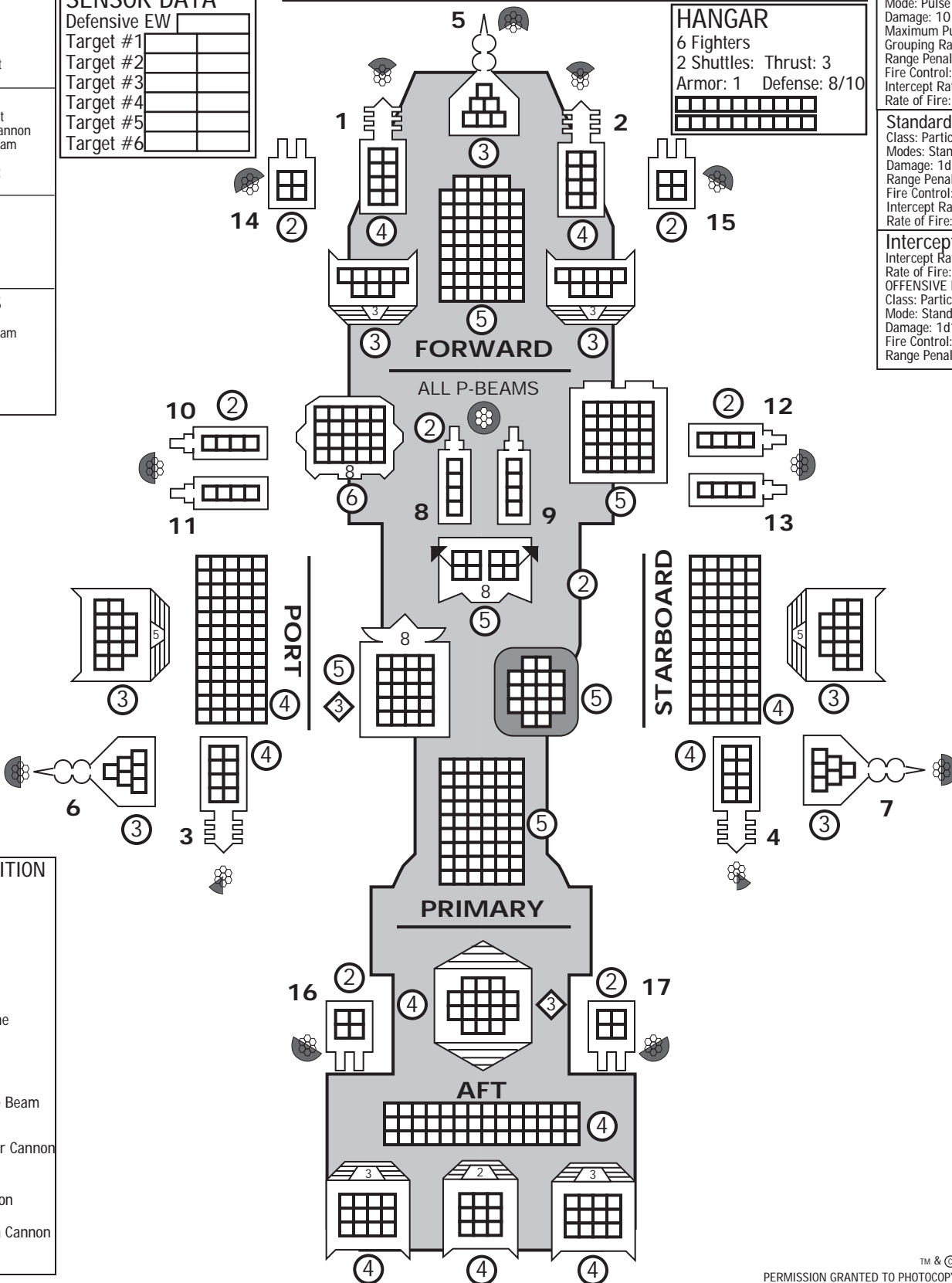
1-10: Primary Struct
11-12: Std Particle Beam
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

SENSOR DATA**Defensive EW**

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

HANGAR

6 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Heavy Laser Cannon
- Pulse Cannon
- Md. Plasma Cannon
- Interceptor