

**SPECS**

Class: Hvy Combat Vsl
In Service: SC1/2
Point Value: 500
Ramming Factor: 150
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13 (3)
Stb/Port Defense: 14 (4)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +8

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	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters
2 Shuttles: Thrust: 5
Armor: 2 Defense: 10/10

WEAPON DATA**Hellfire Blast**

Class: Plasma
Modes: Raking (5)
Damage: 6d10+8 (-2 per hex)
Range Penalty: -1 per hex
Fire Control: +2/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Rolls to hit against all units between the target and the firing ship. Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.

Light Hellfire Blast

Class: Plasma
Modes: Raking (5)
Damage: 3d10+4 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +2/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Rolls to hit against all units between the target and the firing ship. Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.

Cloaking Device

When engaged, the cloaking device subtract 10 from all defense ratings and adds +6 to the ship's initiative rolls. Cannot fire weapons or use jump engine while cloaked. Defense rating shown in parenthesis () indicates value with cloak active.

FORWARD HITS

1-5: Retro Thrust
6-7: Hellfire Blast
8-9: Light Hellfire Blast
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

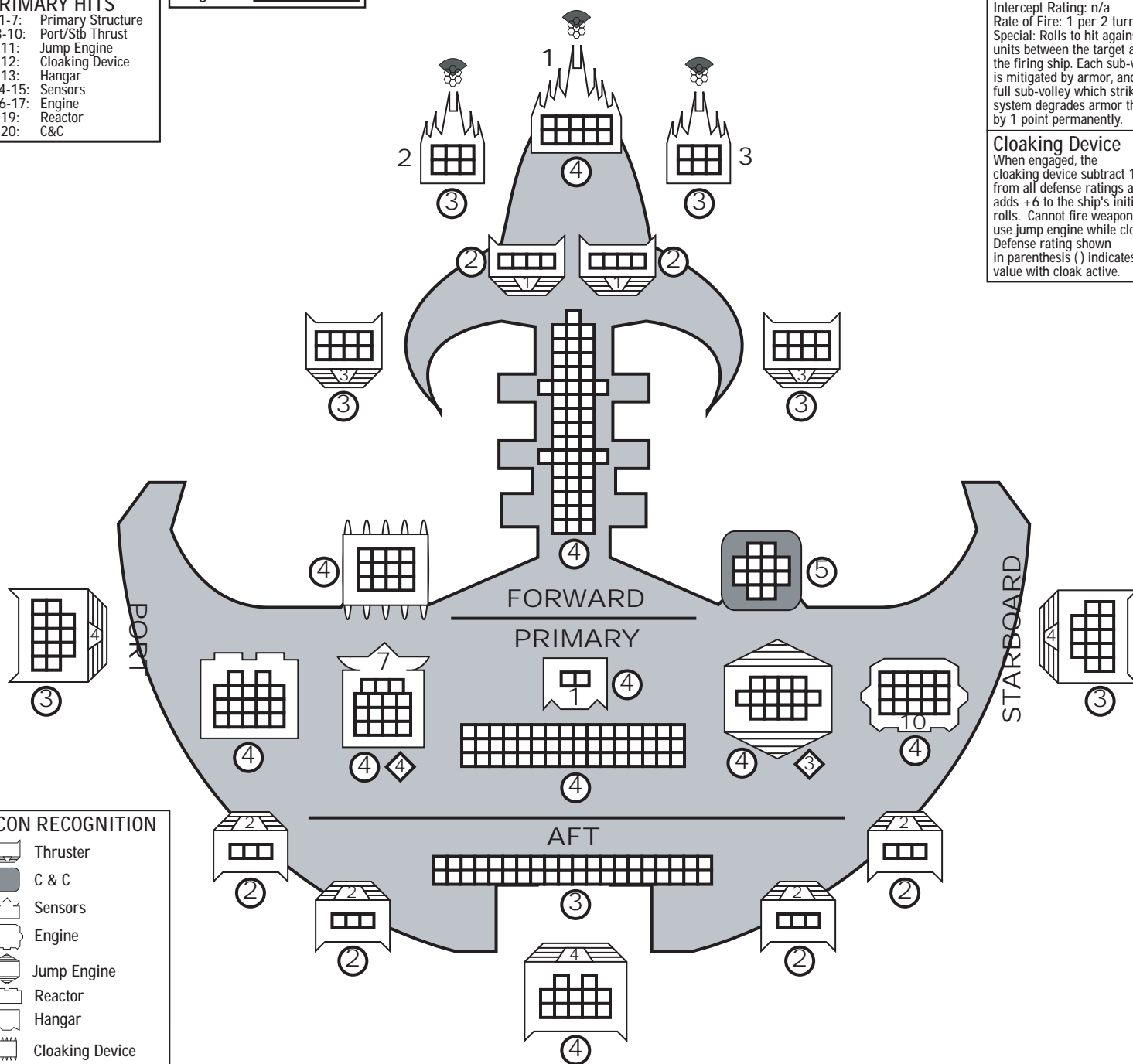
1-6: Main Thrust
7-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-10: Port/Stb Thrust
11: Jump Engine
12: Cloaking Device
13: Hangar
14-15: Sensors
16-17: Engine
19: Reactor
20: C&C

SENSOR DATA**Defensive EW**

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

**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cloaking Device
- Hellfire Blast
- Light Hellfire Blast