**SPECs**

**Class:** Hvy Combat Vsl  
**In Service:** 2270  
**Point Value:** 440  
**Ramming Factor:** 110  
**Warp Delay:** 6 Turns

**MANEUVRING**

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

**COMBAT STATS**

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +6

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**Turn Cost**

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**Turn Delay**

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**Weapon Data**

**Medium Phaser Bank**

Class: Molecular  
Mode: R, S  
Damage: 3d10+5  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/+2  
 Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

**Light Phaser Bank**

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

**Photon Torpedo**

Class: Ballistic + Antimatter  
Mode: Standard  
Damage: X+10  
Max X: 20  
Range Penalty: -1 per 5 hexes  
Max Range: 50 hexes  
Fire Control: +4/+2/-3  
 Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

**Deflector Shield**

Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.