**MANEUVERING**
- Turn Cost: 1/2 Speed
- Turn Delay: 1/2 Speed
- Accel/Decel Cost: 2 Thrust
- Pivot Cost: 2+2 Thrust
- Roll Cost: 1+1 Thrust

**SPECs**
- Class: Medium Ship
- In Service: 2243
- Point Value: 300
- Ramming Factor: 50
- Warp Delay: 6 Turns

**COMBAT STATS**
- Fwd/Aft Defense: 12
- Stb/Port Defense: 14
- Engine Efficiency: 2/1
- Extra Power: 1
- Initiative Bonus: +12

**SPECIAL NOTES**
- ELINT Ship
- Gravitic Drive System
- Impulse Drive

**SENSOR DATA**
- Defensive EW
  - Target #1
  - Target #2
  - Target #3
  - Target #4
  - Target #5
  - Target #6

**WEAPON DATA**
- 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

**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.

**FIGHTER HANGAR**
- 0 Fighters
- 2 Shuttles

**ICON RECOGNITION**
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Light Phaser

**DESIGN BY TYREL LOHR**
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