SolaBattleship

**SPECs**
- Class: Capital Ship
- In Service: 2364
- Point Value: 1400
- Ramming Factor: 260
- Warp Delay: 4 Turns

**MANEUVERING**
- Turn Cost: 1 x Speed
- Turn Delay: 1 x Speed
- Accel/Decel Cost: 4 Thrust
- Pivot Cost: 4 + 4 Thrust
- Roll Cost: 4 + 4 Thrust

**COMBAT STATS**
- Fwd/Aft Defense: 18
- Stb/Port Defense: 16
- Engine Efficiency: 4/1
- Extra Power: +0
- Initiative Bonus: +0

**WEAPON DATA**
- Isolytic Torpedo
  - Class: Ballistic
  - Mode: Flash
  - Damage: 2d10 + 5
  - Range Penalty: -1 per 5 hexes
  - Max Range: 50 hexes
  - Fire Control: +5/+0/--
  - Intercept Rating: n/a
  - Rate of Fire: 1 per 3 turns
  - Special: Each unit within one hex of the target suffers a 2d10 attack; resets warp delay for those units affected by the isolytic torpedo; on a natural to-hit roll of '1', a subspace rupture is formed. See Rules.

- 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

- 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
  - Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10 + 4

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

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

**HANGAR**
- 0 Fighters
- 6 Shuttles

**DESIGN BY TYREL LOHR**
planetside.firenebula.com