



ISA Valen Diplomatic Courier



SPECS

Class: Hvy Combat Vsl
 In Service: 2265
 Point Value: 475
 Ramming Factor: 170
 Jump Delay: 12 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15 (11)
 Stb/Port Defense: 16 (12)
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +6

WEAPON DATA

Neutron Laser
 Class: Laser
 Modes: R, P, S
 Damage: 4d10+15
 Range Penalty: -1 per 4 hexes
 Fire Control: +4/+4/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Hvy Interceptor Btty

Intercept Rating: -4
 Rate of Fire: 1 per turn
 OFFENSIVE MODE:
 Class: Particle
 Mode: Standard
 Damage: 2d10+6
 Fire Control: +4/+4/+10
 Range Penalty: -2 per hex
 Note: Can switch modes with no delay period

FORWARD HITS

- 1-3: Retro Thrust
- 4-7: Neutron Laser
- 8-11: Heavy Interceptor
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Restricted Deployment (10%)
 Atmospheric Capable
 Gravitic Drive System

AFT HITS

- 1-7: Main Thrust
- 8-11: Heavy Interceptor
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

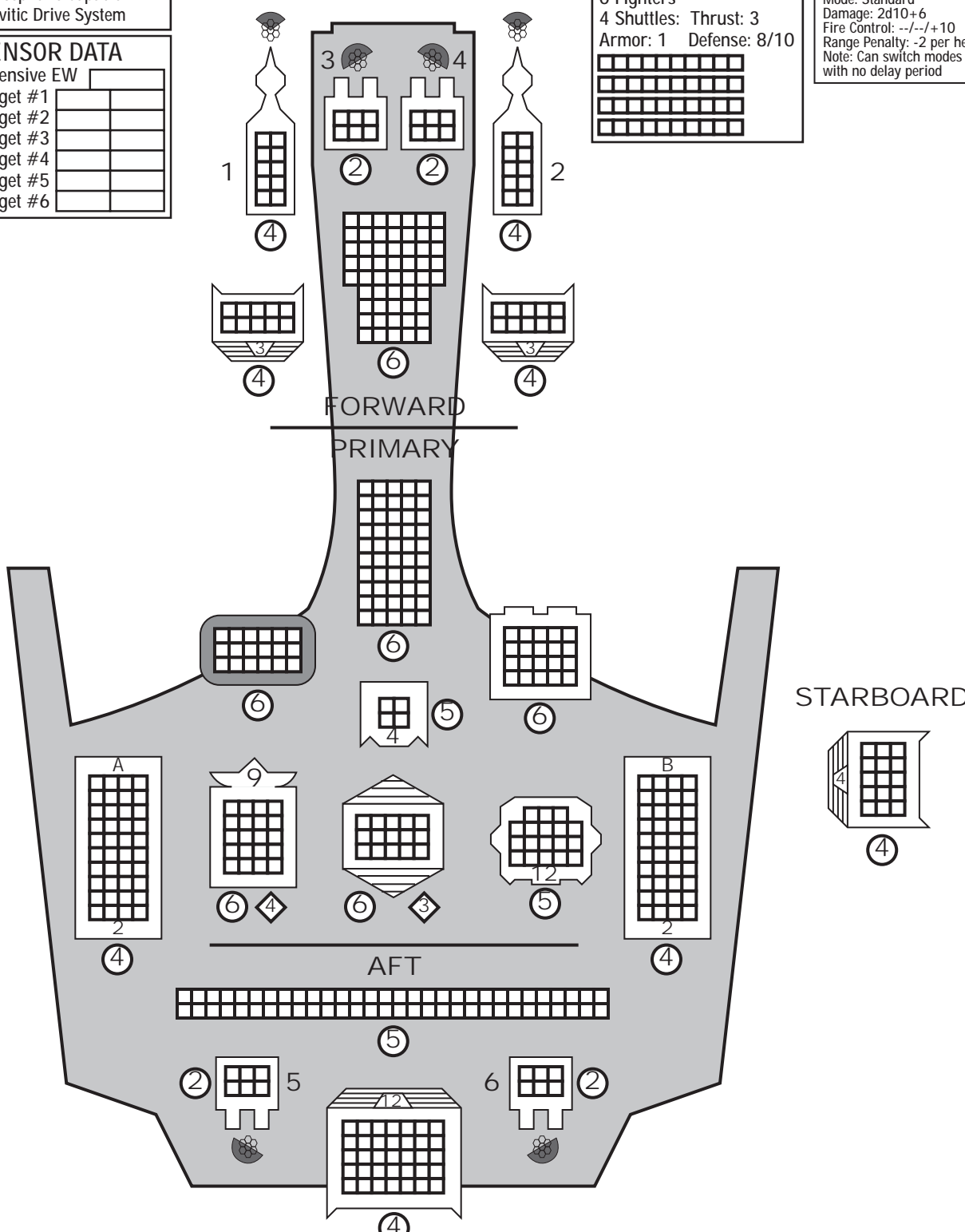
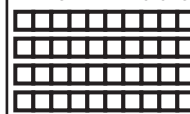
Target #6

PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Port/Stb Thrust
- 9-10: Jump Engine
- 11-13: Passengers
- 14-15: Sensors
- 16-17: Engine
- 18: Hangar
- 19: Reactor
- 20: C&C

HANGAR

0 Fighters
 4 Shuttles: Thrust: 3
 Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Passengers
- Neutron Laser
- Heavy Interceptor