



Ilixtoxi Mjölhir Far Seeker

SPECS	
Class:	Capital Ship
In Service:	Midborn
Point Value:	~3000
Ramming Factor:	180
Jump Delay:	10 Turns

MANEUVERING	
Turn Cost:	1/2 Speed
Turn Delay:	1/4 Speed
Accel/Decel Cost:	3 Thrust
Pivot Cost:	0+0 Thrust
Roll Cost:	0+0 Thrust

COMBAT STATS	
Fwd/Aft Defense:	16 (10)
Stb/Port Defense:	16 (10)
Engine Efficiency:	3/1
Extra Power:	0
Initiative Bonus:	+2

WEAPON DATA	
Lightning Torrent	
Class:	Electromagnetic
Mode:	R (12), S
Damage:	2d10+28
+3 power:	3d10+30
+6 power:	4d10+32
+9 power:	5d10+34
Range Penalty:	-1 per 3 hexes
Fire Control:	+4/+4/+0
Intercept Rating:	n/a
Rate of Fire:	1 per turn

SECTION HITS	
1-5:	Orbital
6-8:	Gravity Net
9:	Self Repair
10-18:	Section Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-8:	Primary Structure
9-12:	Lightning Torrent
13-14:	Jump Engine
15-16:	Sensors
17:	Catapult
18:	Reality Warp
19:	Singularity Drive
20:	C&C

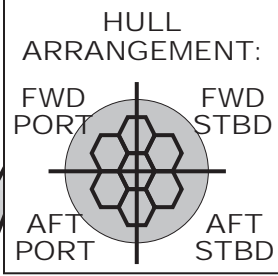
ORBITAL HITS	
1-8:	Lightning Beam
9-20:	Orbital Structure

SPECIAL NOTES	
ELINT Ship	
Enhanced Armor	
Advanced Singularity Drive	
Gravitic Drive System	
Atmospheric Capable	
Mass Sensors	

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

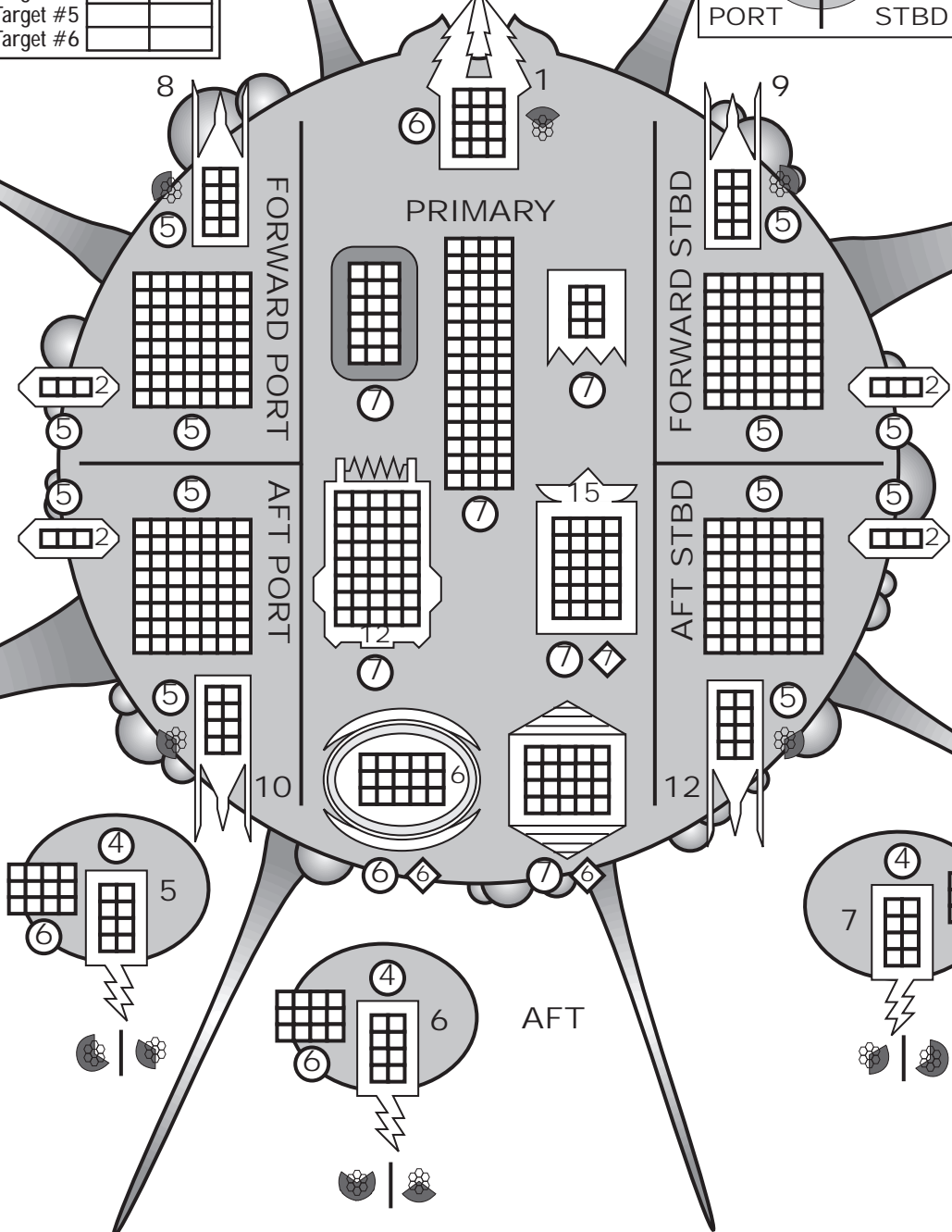
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

HANGAR
0 Fighters
1 Tesla (On Catapult)



Lightning Beam	
Class:	Electromagnetic
Mode:	Standard
Damage:	1d10+2
Range Penalty:	-1 per hex
Fire Control:	+3/+3/+5
Intercept Rating:	-3
Rate of Fire:	1 per turn
Special:	+1 to crits, +2 to dropout rolls. Can combine up to four Lightning Beams, scoring damage as follows:
Two Beams	
Mode:	Standard
Damage:	2d10+4
Range Penalty:	-1 per 2 hexes
Fire Control:	+4/+4/+4
Three Beams	
Mode:	Flash
Damage:	3d10+8
Range Penalty:	-1 per 3 hexes
Fire Control:	+5/+3/+0
Four Beams	
Mode:	Flash
Damage:	4d10+16
Range Penalty:	-1 per 4 hexes
Fire Control:	+6/+2/--

ICON RECOGNITION	
	C & C
	Sensors
	Singularity Drive
	Jump Engine
	Self-Repair
	Catapult
	Lightning Torrent
	Lightning Beam
	Gravity Net
	Reality Warp Manifold



Gravity Net	
Class:	Gravitic
Effect:	Moves target 1d6 hexes
Range Penalty:	-1 per hex
Fire Control:	+3/+2/+1
Intercept Rating:	n/a
Rate of Fire:	1 per 2 turns
Reality Warp Manifold	
Reduces incoming chance to hit by the amount shown.	
Defense rating shown in parenthesis () indicates value with manifold active.	

ORBITAL SEGMENTS
Can be targeted as a fighter with defense 6/6.