



Borg Probe

SPECS

Class: Hvy Combat Vsl
 In Service: Ancient
 Point Value: 850
 Ramming Factor: 170
 Warp Delay: 4 Turns



MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 4+4 Thrust


COMBAT STATS

Fwd/Aft Defense: 15 (12)
 Stb/Port Defense: 16 (13)
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +6

WEAPON DATA

Light Laser Slicer 
 Class: Laser
 Modes: Raking
 Dmg, 1 Turn: 3d10+5
 Dmg, 2 Turn: 4d10+10
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+4/+2
 Intercept Rating: n/a
 Rate of Fire: 1 per turn 

EM Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
 Defense rating shown in parenthesis () indicates value with shield active. 

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

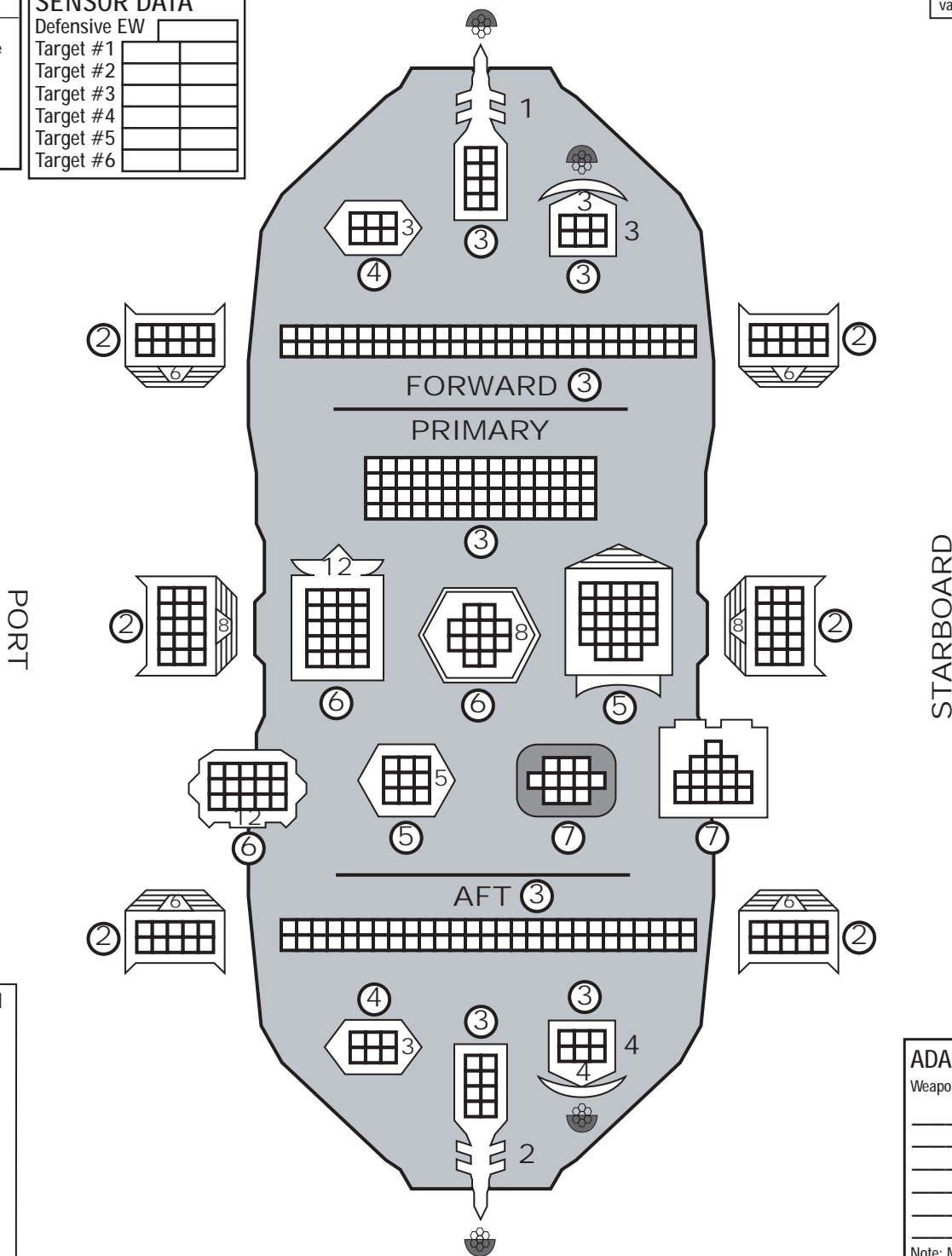
SECTION HITS
 1-5: Retro Thrust
 6-8: Light Laser Slicer
 9: EM Shield
 10: Self Repair
 11-18: Section Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 ELINT Ship
 Gravitic Drive System











PRIMARY HITS
 1-10: Primary Structure
 11-12: Warp Engine
 13: Struct Self Repair
 14: Self Repair
 15-16: Sensors
 17-18: Engine
 18-19: Reactor
 20: C&C

SENSOR DATA

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



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Self-Repair
	Structure Self-Repair
	Warp Engine
	Light Laser Slicer
	EM Shield

ADAPTIVE ARMOR: 8

Weapon Type	Available/Assigned

Note: Max 5 pts per weapon type
 Can have 3 points pre-assigned