

Tolkid Ser'Vall Armored Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 1517
Point Value: 210
Ramming Factor: 100
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +6

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	3	4	5	6	6	7	8	9	9

HANGAR

0 Fighters
2 Shuttle: Thrust: 2
Armor: 0 Defense: 13/13



WEAPON DATA

Laser Cannon

Class: Laser
Modes: Raking (7)
Damage: 3d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +3/-1/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Repeating Cannon

Class: Projectile
Modes: Pulse
Damage: 1d6+5 2 Times
Maximum Pulses: 3
Grouping Range: +1 per 3
Range Penalty: -1 per 3
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Repeating Cannon

Class: Projectile
Modes: Pulse
Damage: 1d3+4 2 Times
Maximum Pulses: 3
Grouping Range: +1 per 3
Range Penalty: -2 per hex
Fire Control: +1/+0/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Grape Gun

Class: Projectile
Modes: Flash
Damage: 2d3+4
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -3
(vs Ballistic only)
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-7: Laser Cannon
8-9: Light Repeat Cannon
10: Grape Gun
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Repeating Cannon
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Ammo Storage Level 2
Fission Reactor
Limited Sensors

SENSOR DATA

Defensive EW

Target #1

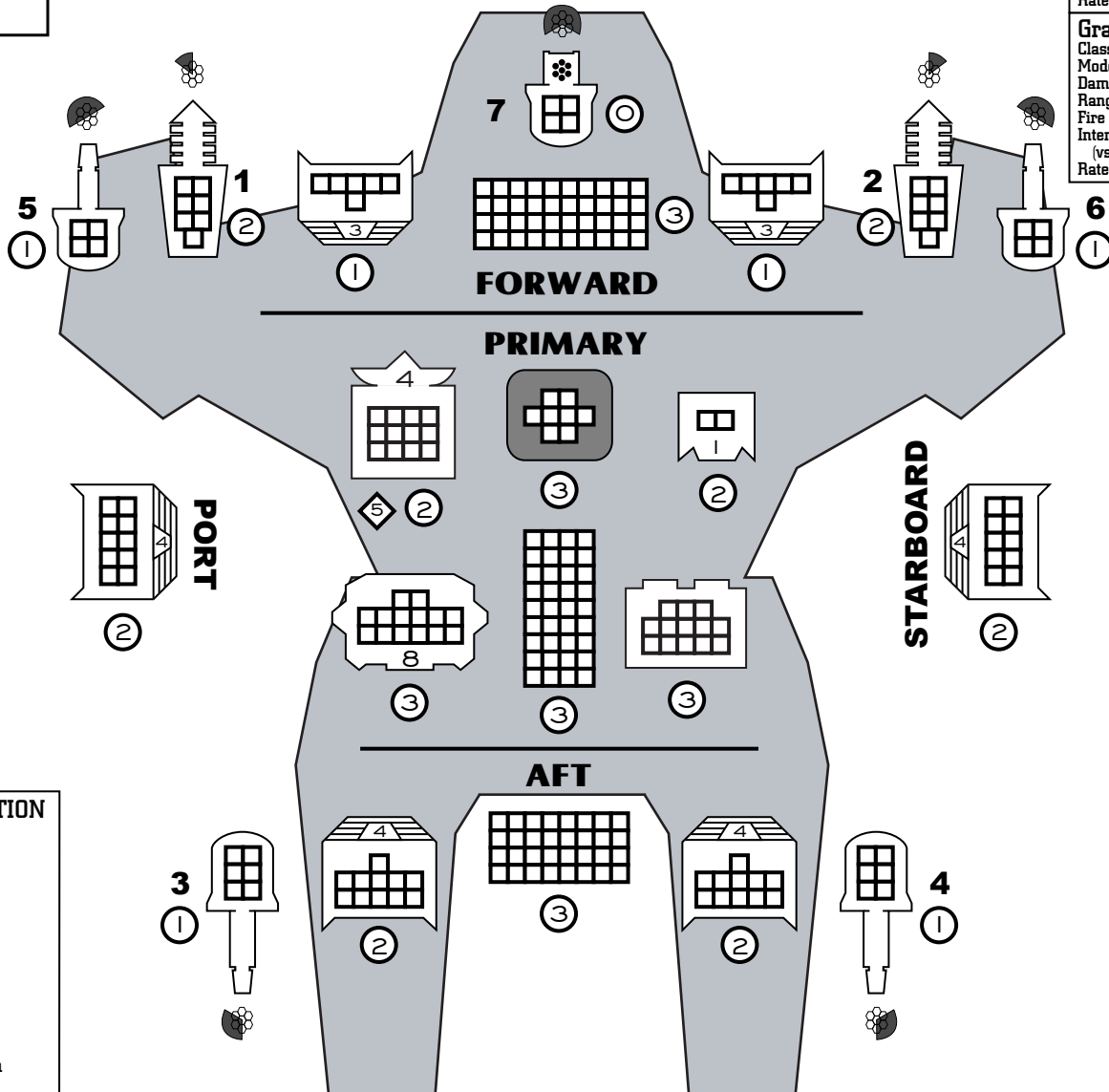
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Laser Cannon
- Repeating Cannon
- Light Repeating Cannon
- Grape Gun