

Tolkid Va'Dorva Scoutship

SPECS

Class: Capital Ship
In Service: 1474
Point Value: N/A
Ramming Factor: 140
Jump Delay: 40 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +1
Initiative Bonus: +0

WEAPON DATA

NONE

FORWARD HITS

1-4: Retro Thrust
5-7: Sensors
8-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-8: Cargo
9-10: Hangar
11-18: Port/Stbd Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Fuel Cell
9-11: Jump Drive
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Crew Quarters
12-14: Sensors
15-17: Engine
18-19: Fuel Cell
20: C & C

SPECIAL NOTES

Special Jump Drive: Slip
Fuel Cell Reactors
Limited Sensors

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

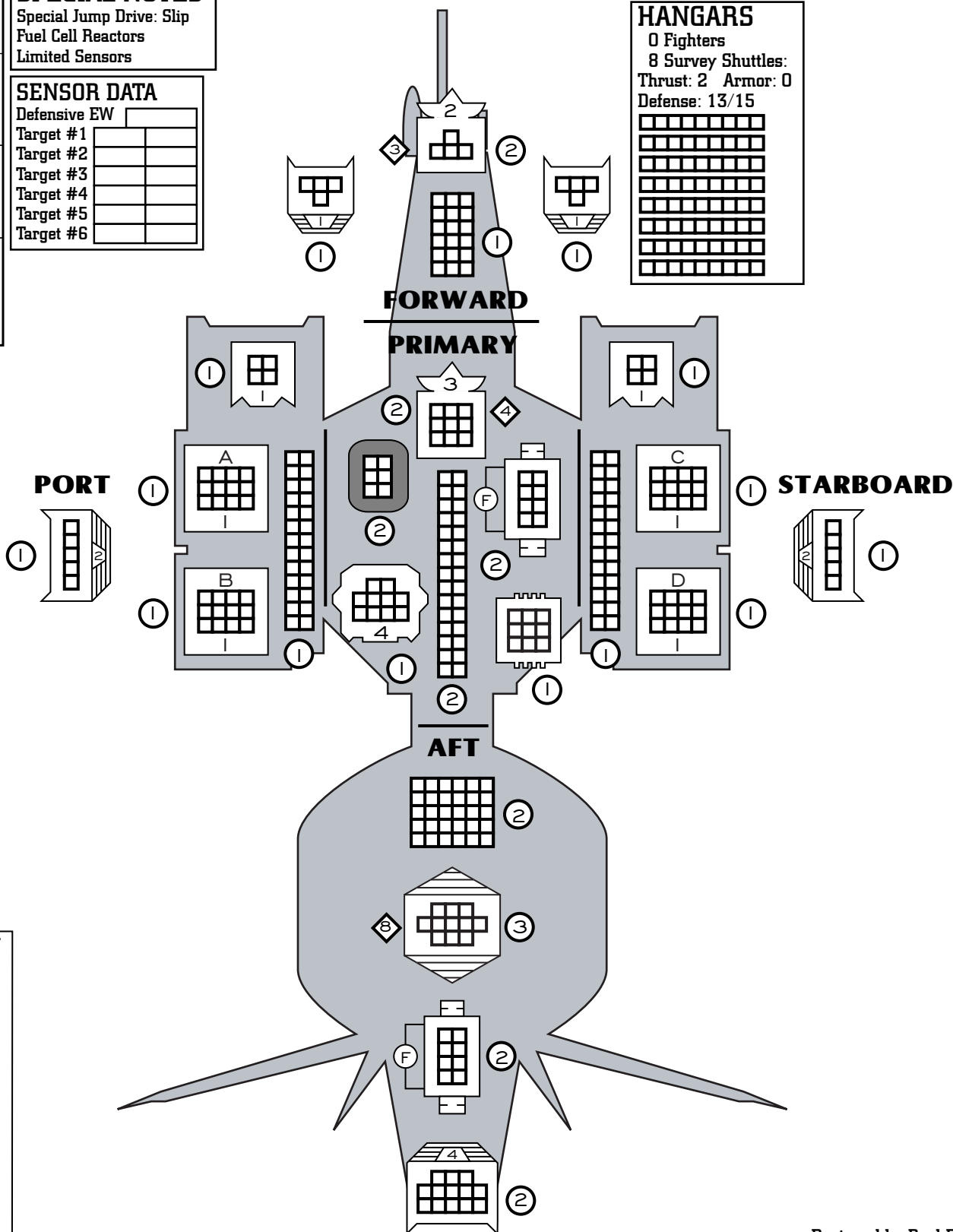
Target #4

Target #5

Target #6

HANGARS

0 Fighters
8 Survey Shuttles:
Thrust: 2 Armor: 0
Defense: 13/15



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Fuel Cell
- Hangar
- Jump Engine
- Cargo
- Survey Crew Quarters