2ND EDITION

WEAPON DATA

COMBAT STATS

Fwd/Aft Defense: 13

9

2 Shuttles: Thrust: 3

Armor: 1 Defense: 12/14

HANGAR

O Fighters

10 11

75

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

Flechette Cannon

Class: Projectile Modes: Standard Damage: 1d3+1
Range Penalty: -3 per hex
Fire Control: +0/+0/+4
Intercept Rating: -3 (vs Ballistic only) Rate of Fire: 2 per turn Special: May intercept for

friendly vessels (see Sentinel Nike Sensor Pod

PDS rules)

Provides displayed amount of bonus SOEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased Cannot combine with any other EW or sensor pods.

SPECS

Class: Medium Ship In Service: ? Point Value: 130 Ramming Factor: 45 Jump Delay: N/A Speed

MANEUVERING

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

Stb/Port Defense: 13 Accel/Decel Cost: 2 Thrust Engine Efficiency: 5/1 Extra Power: +0 Initiative Bonus: +12

Turn Cost Turn Delay Version 2024/2: Fate

SIDE HITS **SPECIAL NOTES** Port/Stbd Thrust 5-6: Nike Sensor Pod 7-9: Gatling Cannon 10-17: Structure 18-20: PRIMARY Hit

PRIMARY HITS

12-13: Sensors 14-16: Engine

17: Hangar 18-19: Reactor

10-11: Flechette Cannon

C & C

Retro/Main Thrust

1-9:

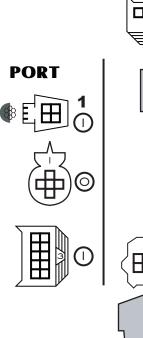
20:

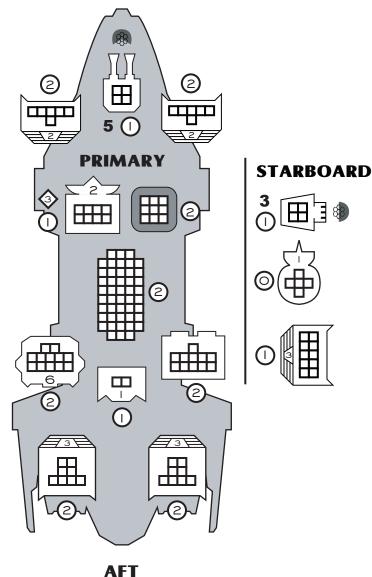
Ammo Storage Level 1 Antiquated ELINT Fission Reactor Special Hull Arrangement (No Fwd/Aft Hits)

CENICOD DATA

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

FORWARD





ICON RECOGNITION Thruster C & C Sensors Engine Reactor Hangar Gatling Cannon $\overline{\mathbb{M}}$ Flechette Cannon

Nike Sensor Pod