Class: Medium Ship

Ramming Factor: 45

Jump Delay: N/A

In Service: ?

Point Value: ?

Speed

MANEUVERING

Turn Cost: 2/3 Speed

Turn Delay: 1/2 Speed

Pivot Cost: 2+2 Thrust

Roll Cost: 1+1 Thrust

Accel/Decel Cost: 2 Thrust

Fwd/Aft Defense: 13

Stb/Port Defense: 13

Engine Efficiency: 5/1

Initiative Bonus: +12

10 11

Extra Power: +0

2ND EDITION

COMBAT STATS

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

WEAPON DATA

Swarm Launcher Class: Ballistic (Missile)	
Missiles: 25	ኑ
Range Penalty: None	1
Fire Control: +0/+0/+0	
Rate of Fire: up to 5 per turn	

Swarm Missile Mode: Standard Damage: 3 Launch Range: 8 hexes Maximum Range: 24 hexes Fire Control: +0/+0/+0 Intercept Rating: -1 (vs Ballistic only)

SIDE HITS

בעננ	11110
1-4:	Port/Stbd Thrust
5-9:	Gatling Cannon
10-17:	Structure
18-20:	PRIMARY Hit

PRIMARY HITS

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1-8:	Retro/Main Thrus
9-11:	Swarm Launcher
	Sensors
14-16:	Engine
17:	Hangar
18-19:	Reactor
20:	C & C

SPECIAL NOTES

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

CENICOD DATA

SENSU	ł DAI	Ά
Defensive I	w 🗀	
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

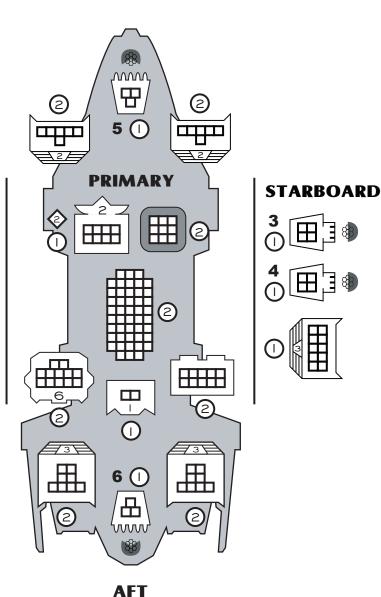
PORT

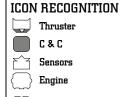
Turn Cost Turn Delay Version 2024/1: Fate

HANGAR O Fighters

2 Shuttles: Thrust: 3 Armor: 1 Defense: 12/14

FORWARD





Reactor

Hangar **Gatling Cannon**

Swarm Launcher

