



Terran Vidar Class Explorer



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1x Speed	Fwd/Aft Defense: 14
In Service: 2352	Turn Delay: 1x Speed	Stb/Port Defense: 16
Point Value: 670	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 6/1
Ramming Factor: 430	Pivot Cost: 6+6 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +0
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	

WEAPON DATA	
Minerva Cannon	
Class: Laser	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
<i>Anti-Fighter Mode</i>	
Mode: Standard	
Damage: 1d10	
Rate of Fire: 3 per turn	
<i>Anti-Ship Mode</i>	
Mode: Raking (6)	
Damage: 3d10	
Rate of Fire: 1 per turn	
<i>Special: Ignores Shields</i>	
Heavy Particle Turret	
Class: Particle	
Mode: Standard	
Damage: 9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 2 per turn	
<i>Alternate Mode: 12 damage, +3/+2/+0, RoF 1 per turn</i>	
Particle Turret	
Class: Particle	
Mode: Standard	
Damage: 6	
Range Penalty: -3 per 2 hexes	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 3 per turn	
<i>Alternate Mode: 8 damage, +3/+2/+0, RoF 2 per turn</i>	

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Minerva Cannon
- 7-8: Hvy Particle Turret
- 9-11: Particle Turret
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Particle Turret
- 7-10: Cryostored Cargo
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7: CCEW Pod
- 8-9: Minerva Cannon
- 10: Flak Turret
- 11: Particle Turret
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

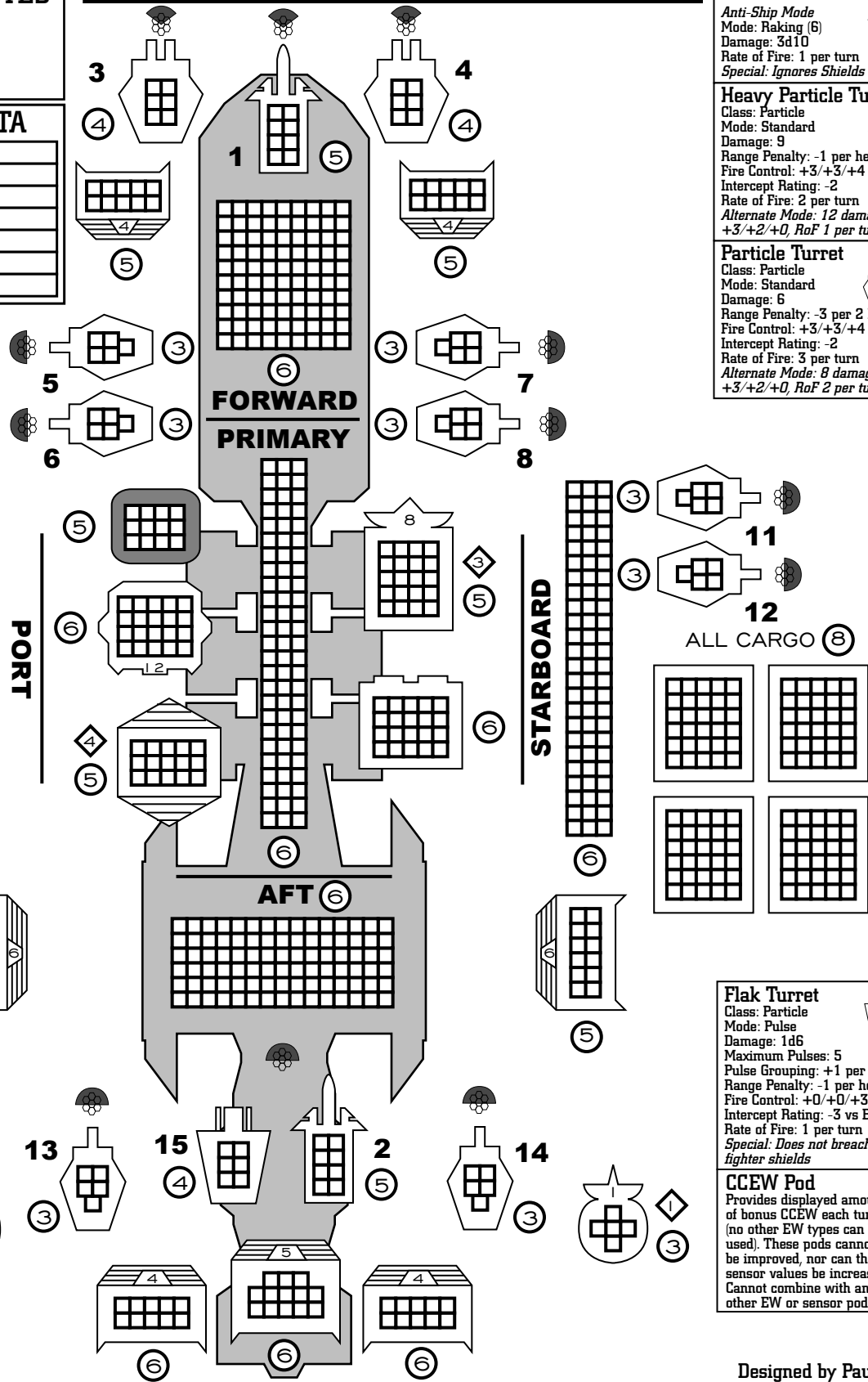
- 1-10: Primary Structure
- 11-12: Jump Drive
- 13-14: Sensors
- 15-16: Engine
- 17-19: Reactor
- 20: C&C

SPECIAL NOTES

- Unique Ship
- ELINT Ship
- Limited Sensors
- Subspace Drive

SENSOR DATA

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



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Jump Engine
	Cargo
	CCEW Pod

Flak Turret	
Class: Particle	
Mode: Pulse	
Damage: 1d6	
Maximum Pulses: 5	
Pulse Grouping: +1 per 1	
Range Penalty: -1 per hex	
Fire Control: +0/+0/+3	
Intercept Rating: -3 vs Ballistic	
Rate of Fire: 1 per turn	
<i>Special: Does not breach fighter shields</i>	
CCEW Pod	
Provides displayed amount of bonus CCEW 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.	