

Counter:

WEAPON DATA

5

2



2

SENSOR DATA

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

target #5
Target #4

target #6		
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MANEUVERING

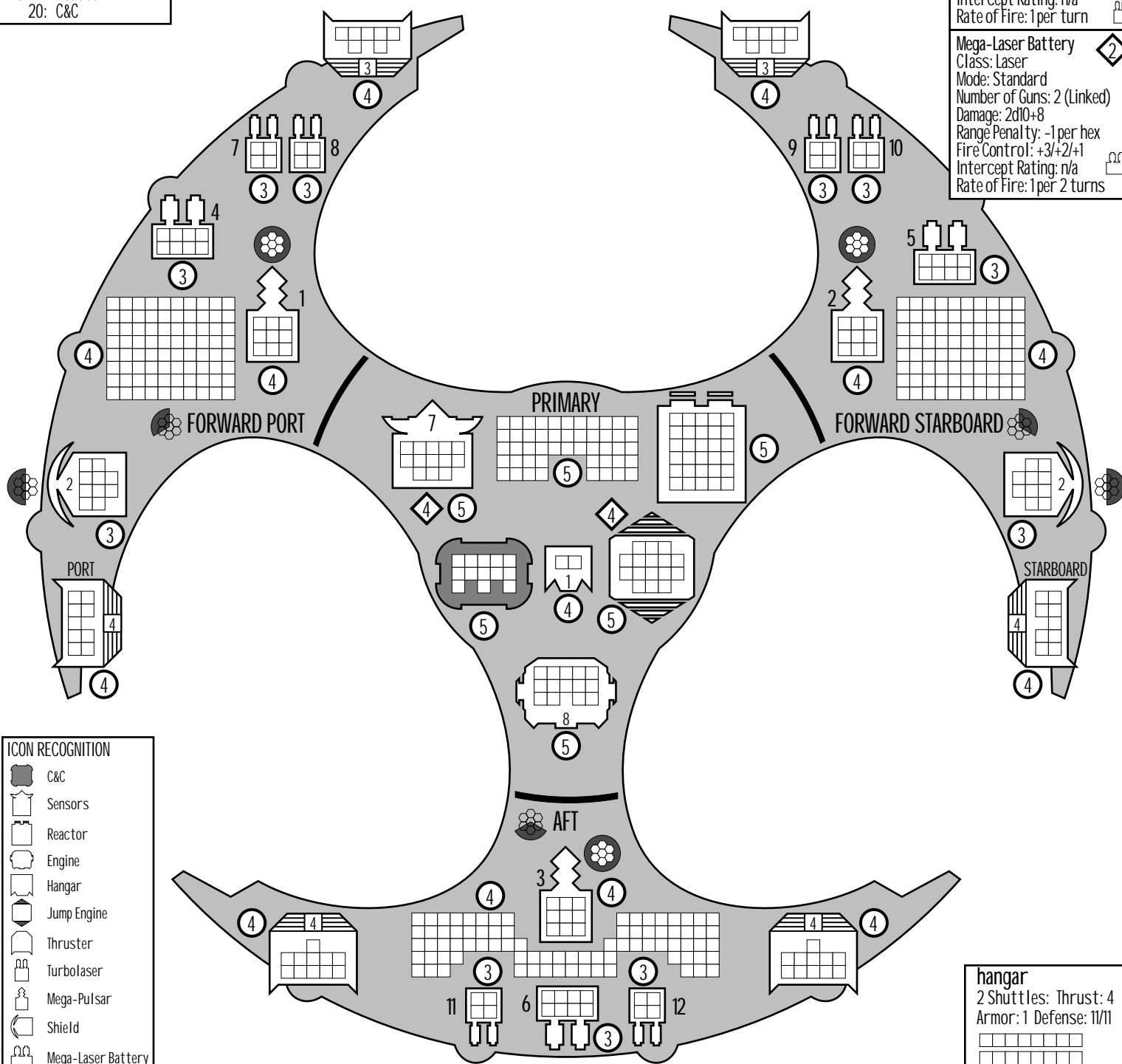
Turn Cost: 2 x Speed
Turn Delay: 2 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: n/a

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

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32

SPECIAL NOTES:

Gravitic Drive
Restricted Deployment (10%)
All Mega-Pulsars may only fire
into a single 120 degree arc
chosen at the time of firing



- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thruster
- Turbolaser
- Mega-Pulsar
- Shield
- Mega-Laser Battery

hangar

2 Shuttles: Thrust: 4
Armor: 1 Defense: 11/11
