

Unsheathed Claw Felrauk Warship

SPECS

Class: Hvy Combat Vsl
In Service: 1870
Point Value: 300
Ramming Factor: 100
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Plasma Cutter

Class: Plasma
Modes: Raking (5)
Dmg: 1d10+4 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +0/+0/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.

FORWARD HITS

1-3: Retro Thrust
4-5: Med Plasma Cannon
6-9: Plasma Cutter
10-17: Forward Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Plasma Cutter
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Port/Stb Thrust
12-14: Sensors
15: Hangar
16-18: Engine
19: Reactor
20: C&C

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

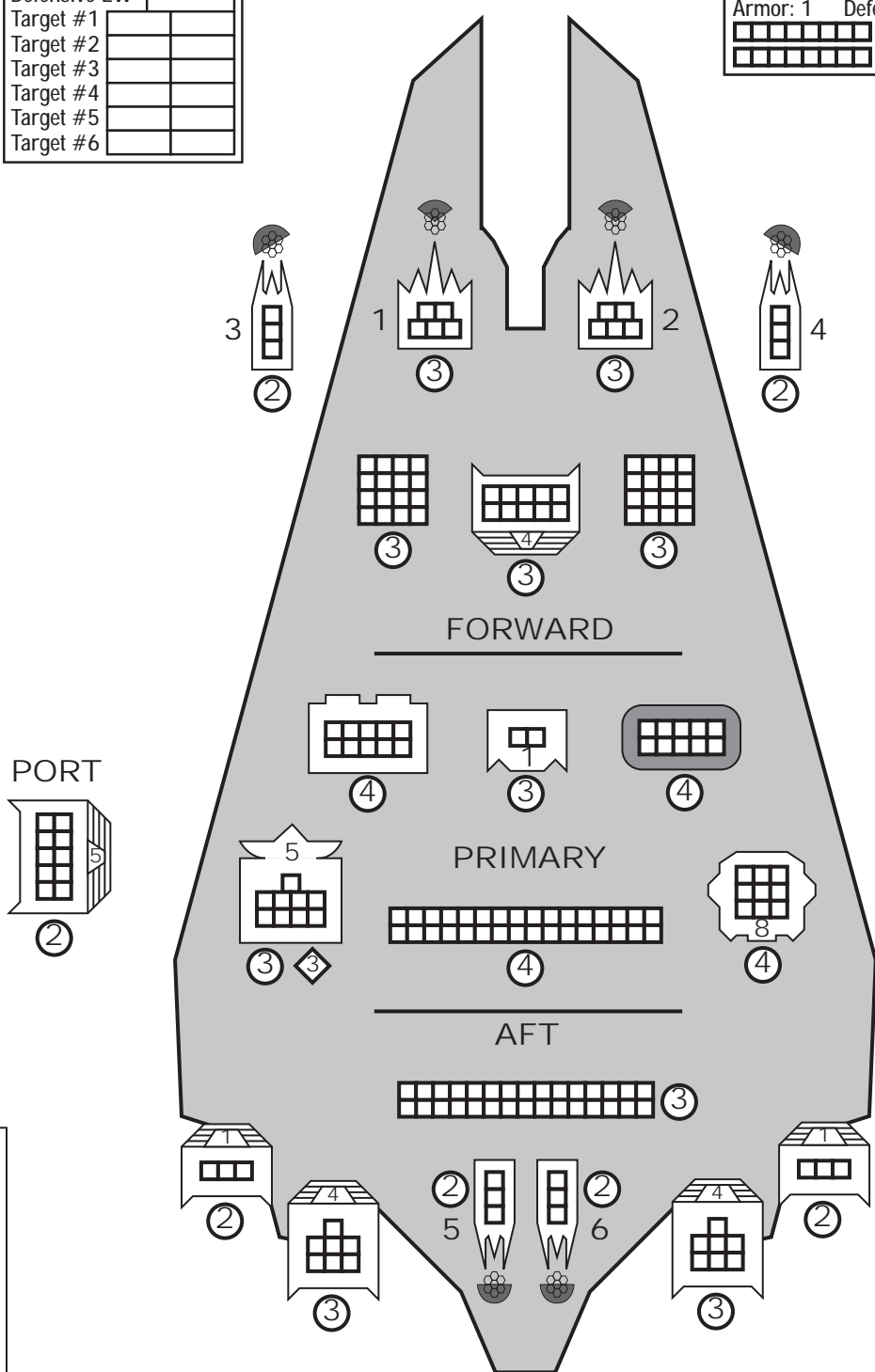
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 12/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Plasma Cannon
- Plasma Cutter