



# Torvalus Falchion

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 5 (1)
In Service: Ancient	Turn Delay: 1/3 Speed	Stb/Port Defense: 8 (4)
Point Value: 450	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 1 Thrust	Extra Power: +0
Jump Delay: 12 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +16
<b>Speed</b>	<b>1</b> <b>2</b> <b>3</b> <b>4</b> <b>5</b> <b>6</b> <b>7</b> <b>8</b> <b>9</b> <b>10</b> <b>11</b> <b>12</b>	
<b>Turn Cost</b>	1 1 1 1 2 2 2 2 3 3 3 3	
<b>Turn Delay</b>	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
<b>Volley Laser</b>	
Class: Laser	
Mode: Pulse	
Damage: 15 1d3 Times	
Max Pulses: 6	
Grouping Range: +1 per 3	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+5/+6	
Intercept Rating: -3	
Rate of Fire: 1 per turn	
<b>Shading Field</b>	
Provides a 4-point EM shield in all directions while active. It can enter shading mode at the start of any turn, and if so, its defense rating effect is doubled, but weapons cannot be used.	
Acts as a jammer in all modes.	

FORWARD HITS
1-5: Retro Thrust
6-8: Volley Laser
9-18: Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Shading Field
10-18: Structure
19-20: PRIMARY Hit

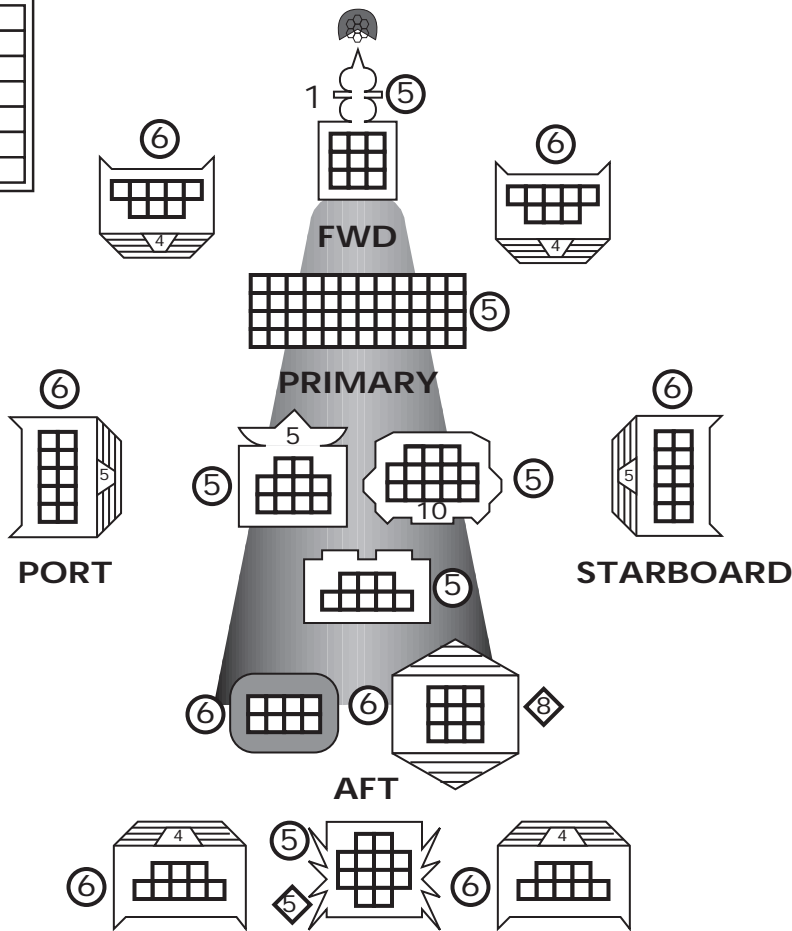
  

PRIMARY HITS
1-7: Port/Stb Thrust
8-9: Jump Drive
10-11: Self-Repair
12-14: Sensors
15-17: Engine
18-19: Reactor
20: C & C

**SPECIAL NOTES**  
 Agile Ship  
 Gravitic Drive System  
 Advanced Sensors  
 Advanced Armor  
 Special Jump Drive  
 Atmospheric Capable  
 May Jink 2 levels (at pivot cost per level)

**SENSOR DATA**

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



**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Self-Repair
- Volley Laser
- Shading Field