

Benota Variant (Uncommon)

Version 1: 2E/V6

Name: _____

Counter: _____



Abbai Seta Group Scout

SPECS

Class: Hvy Combat Vsl
In Service: 1926
Point Value: 380
Ramming Value: 90
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12 (11/10)
Stb/Port Defense: 15 (14)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +6

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

HANGAR

0 Fighters
1 Shuttles Thrust: 3
Armor: 1 Defense: 9/9



SENSOR REFIT

Sensor Rating 6 7 8

SHIELD REFIT

P/S Gravitic Shield Rating 1 1 2

FORWARD HITS

1-4: Retro Thrust
5-6: Lt Particle Beam
7: Comm Jammer
8-9: Sensor Spear
10-11: Gravitic Shield
12-17: Forward Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Gravitic Shield
10-11: Lt Particle Beam
12-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-9: Port/Stb Thrust
10-11: Sensors
12-13: Shield Generator
14: Hangar
15-16: Engine
17-18: Reactor
19-20: C & C

SPECIAL NOTES

ELINT Ship

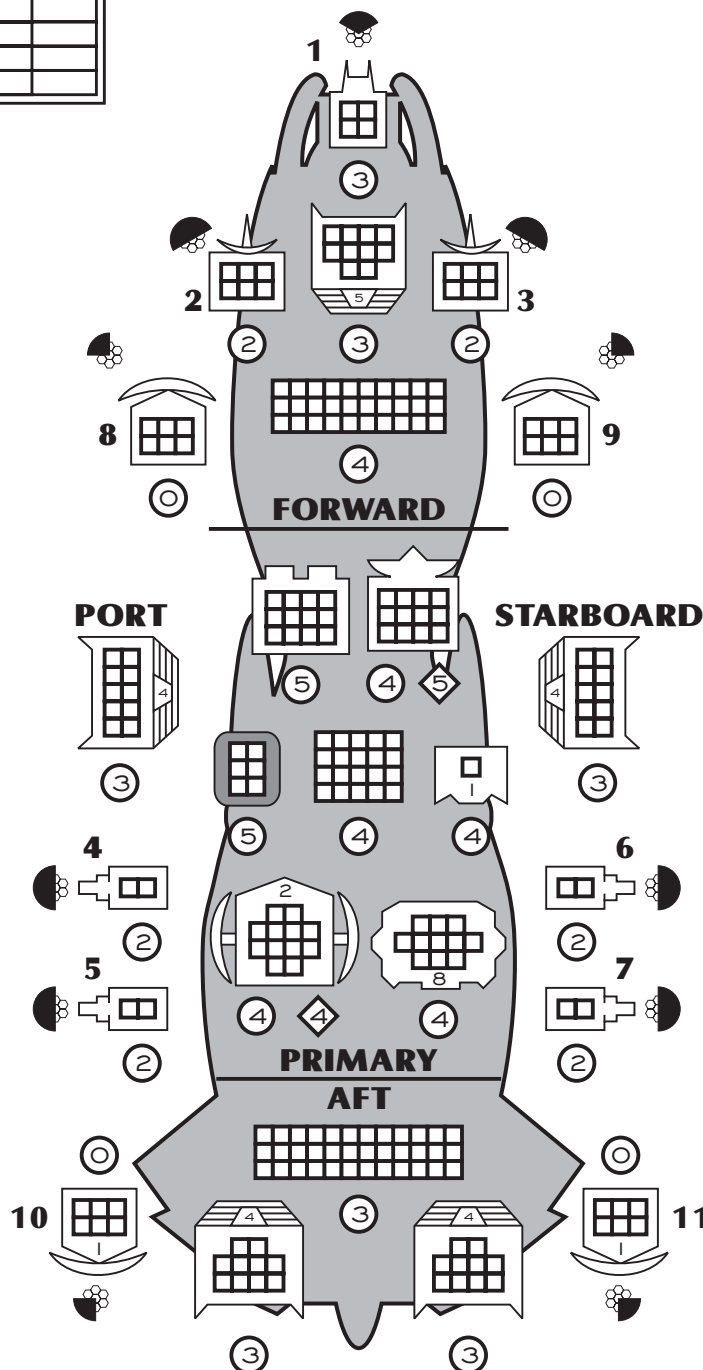
SENSOR DATA

Defensive EW

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

ICON RECOGNITION

- Thruater
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Sensor Spear
- Comm Jammer
- Gravitic Shield
- Light Particle Beam



WEAPON DATA

Comm Jammer

Class: Electromagnetic
Modes: Standard
Damage: 1d6 Initiative
Range Penalty: -1 per hex
Fire Control: +2/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Subtracts 1d6 from targets initiative for next turn.

Sensor Spear

Class: Electromagnetic
Modes: Standard
Damage: 1d3 Sensor
Range Penalty: -1 per 2 hexes
Fire Control: +1/+1/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Subtracts 1d3 from targets sensors for next turn.

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Gravitic Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
Defense rating shown in parenthesis () indicates value with shield active

Imp. Comm Jammer

Class: Electromagnetic
Modes: Standard
Damage: 1d6 Initiative
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Subtracts 1d6 from targets initiative for next turn.

Sensor Spike

Class: Electromagnetic
Modes: Standard
Damage: 1d6 Sensor
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Subtracts 1d6 from targets sensors for next turn.

1980 Refit

Point Value: 410

Imp. Comm Jammer

Replace all comm jammers with imp. comm jammers. Armor and firing arcs remain unchanged.

2030 Refit

(includes 1980 Refit)

Point Value: 450

Sensor Spike

Replace all sensor spears with sensor spikes. Armor and firing arcs remain unchanged.

Revised Shield Arcs

Modify Gravitic Shield Arcs as follows.

