

Descari Rulnato Scout

SPECS

Class: Hvy Combat Vs
In Service: 2248
Point Value: 485
Ramming Factor: 190
Jump Delay: 32

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 3/1
Power Deficit: -3
Initiative Bonus: +6

WEAPON DATA

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

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

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

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12



SPECIAL NOTES

Rare Variant
ELINT Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

FORWARD HITS

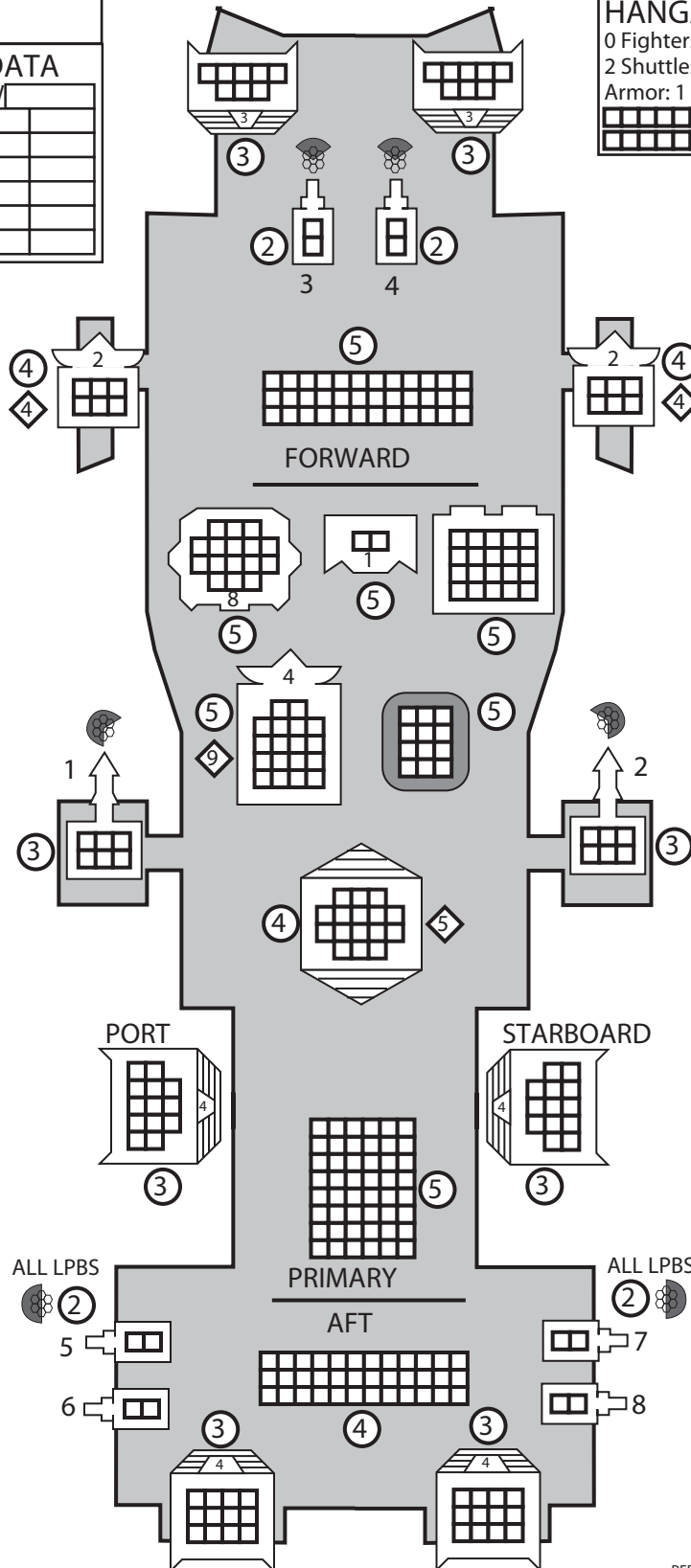
1-4: Retro Thrust
5-8: Sensors
9-10: Light Particle Beam
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Light Particle Beam
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-10: Port/Stb Thrust
11-12: Class S missile Rack
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C



MISSILES

Rack #1



Rack #2



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Particle Beam
- Class-S Missile Rack