

# Descari Rulnata Scout

SPECS		MANEUVERING						COMBAT STATS					
Class: Hvy Combat Vsl		Turn Cost: 1/2 Speed						Fwd/Aft Defense: 13					
In Service: 2245		Turn Delay: 1/2 Speed						Stb/Port Defense: 14					
Point Value: 475		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 3/1					
Ramming Factor: 190		Pivot Cost: 1+1 Thrust						Extra Power: +0					
Jump Delay: N/A		Roll Cost: 1+1 Thrust						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	

**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

## 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

## SPECIAL NOTES

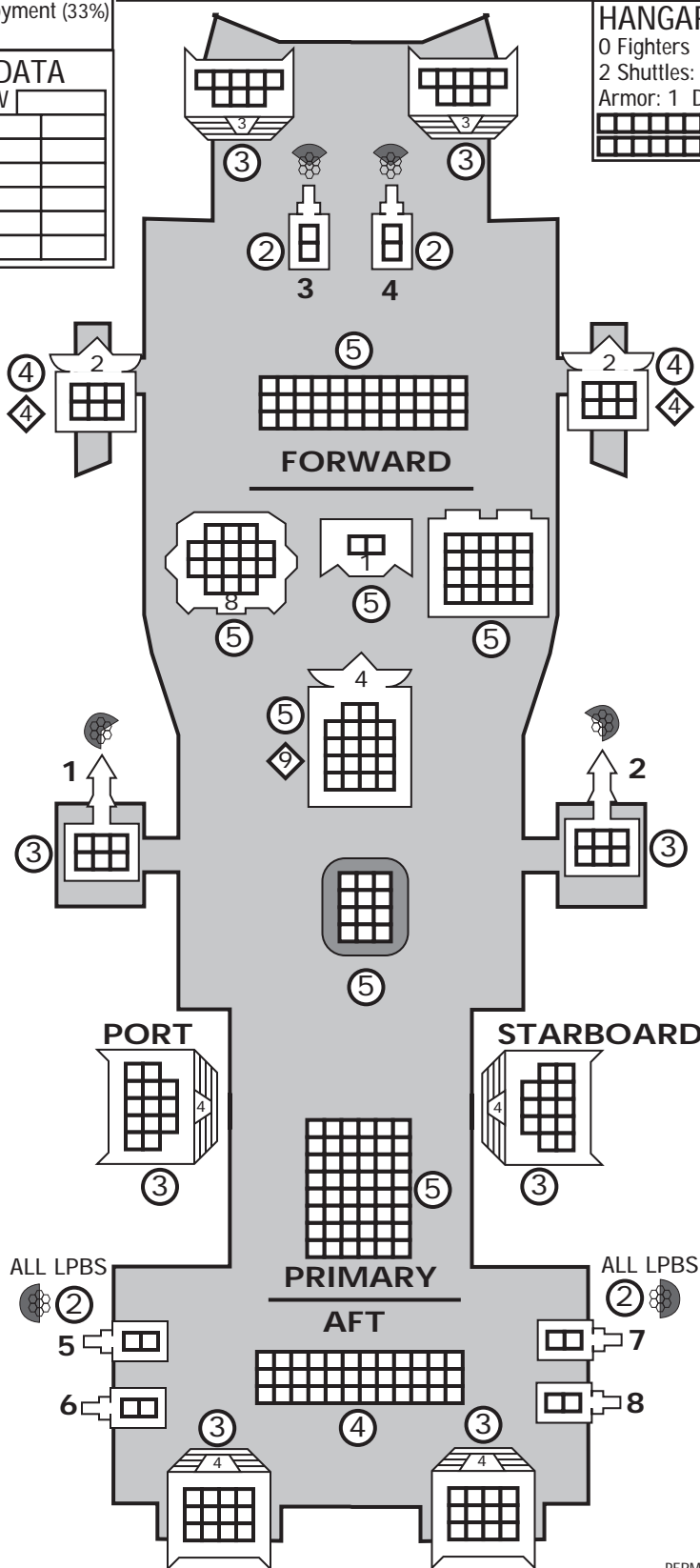
Limited Deployment (33%)  
ELINT Ship

## SENSOR DATA









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

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 4  
Armor: 1 Defense: 10/12



## ICON RECOGNITION

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

## MISSILES

Rack #1

[illegible]