

Version 1: 2E/S4

Name: _____ Counter: _____



Descari Scorava Cruiser

SPECS

Class: Capital Ship
In Service: 2217
Point Value: 450
Ramming Factor: 270
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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	3	4	5	6	7	8	9	10	11	12

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

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

1-5: Retro Thrust
6-8: Lt Plasma Cannon
9-10: Lt Particle Beam
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Med Plasma Cannon
8-9: Lt Particle Beam
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-9: Main Thrust
10-11: Lt Plasma Cannon
12-13: Lt Particle Beam
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
11-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C & C

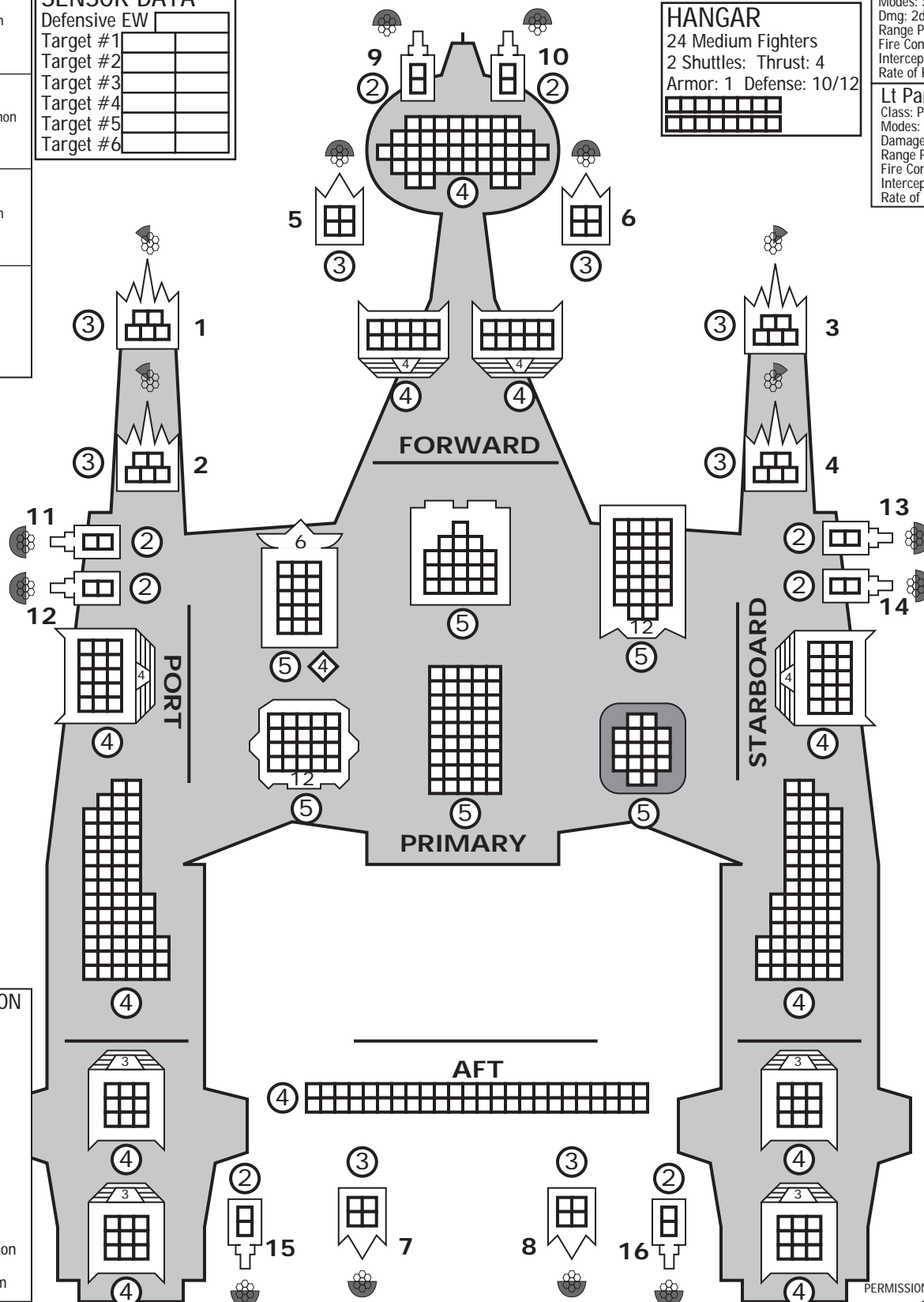
SENSOR DATA

Defensive EW

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

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Plasma Cannon
- Lt Plasma Cannon
- Lt Particle Beam