

Eskravat Variant (Uncommon)

Version 1: 2E/V3

Name: _____

Counter: _____



Dilgar Eskravat-H Medical Ship

SPECS

Class: Capital Ship
In Service: 2229
Point Value: 450
Ramming Factor: 200
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Bomb Rack
Class: Ballistic
Bombs/Missiles: 8
Range Penalty: None
Fire Control: +3/+2/+1
Rate of Fire: 1 per 2 turns

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+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	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

HANGAR

6 Assault Shuttles
3 Medical Shuttles:
Thrust: 5 No Weapons
Armor: 1 Defense: 9/10

FORWARD HITS

1-4: Retro Thrust
5-6: Bomb Rack
7: Scatter-Pulsar
8-11: Medical Bay
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Scatter-Pulsar
8-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Scatter-Pulsar
9-12: Medical Bay
13: Aft Engine
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

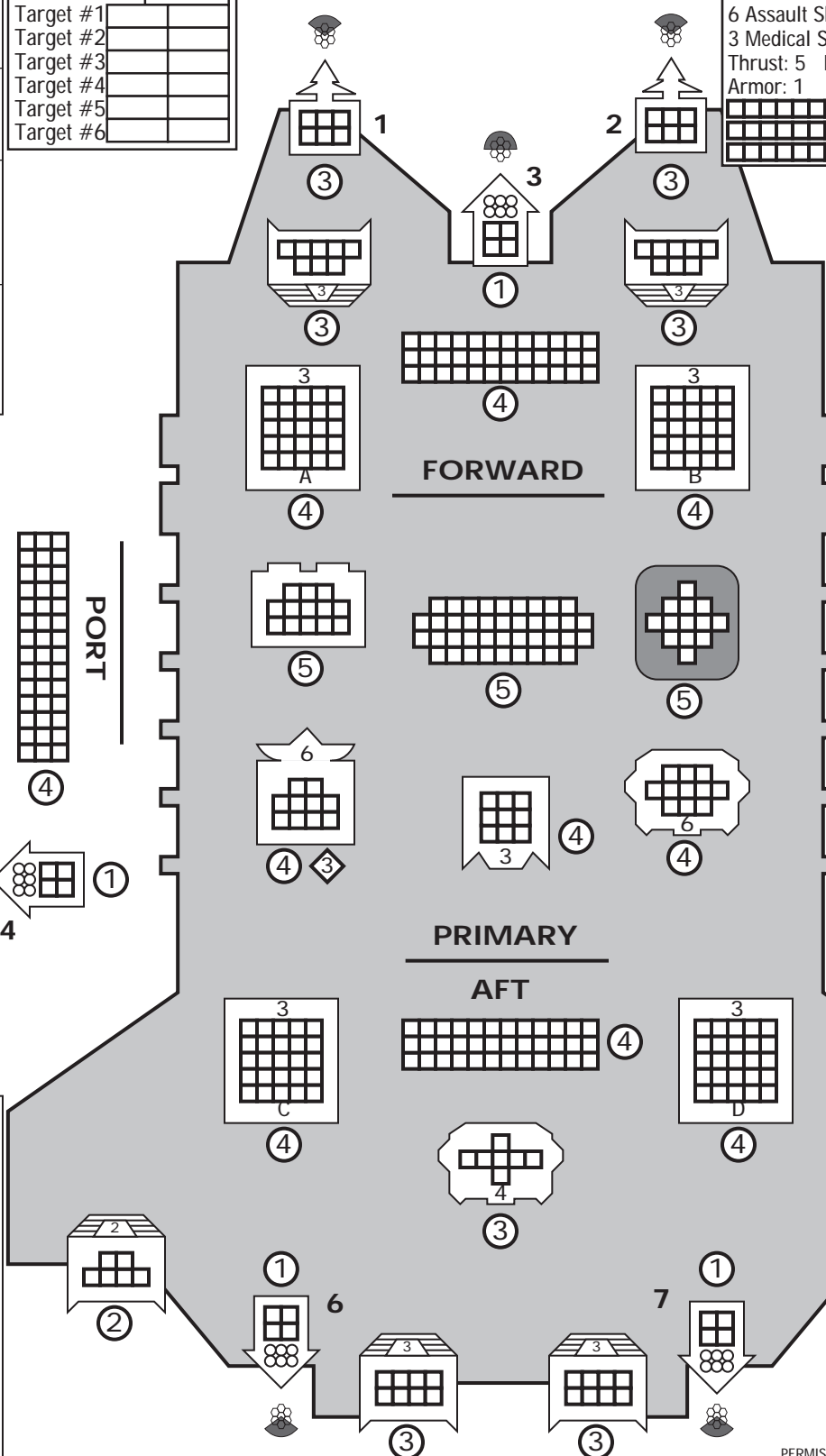
1-12: Primary Struct
13-14: Sensors
15-16: Primary Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

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

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



BOMBS

Rack #1

Rack #2

Rack #3

Rack #4

Rack #5

Rack #6

Rack #7

Rack #8

Rack #9

Rack #10

Rack #11

Rack #12

Rack #13

Rack #14

Rack #15

Rack #16

Rack #17

Rack #18

Rack #19

Rack #20

Rack #21

Rack #22

Rack #23

Rack #24

Rack #25

Rack #26

Rack #27

Rack #28

Rack #29

Rack #30

Rack #31

Rack #32

Rack #33

Rack #34

Rack #35

Rack #36

Rack #37

Rack #38

Rack #39

Rack #40

Rack #41

Rack #42

Rack #43

Rack #44

Rack #45

Rack #46

Rack #47

Rack #48

Rack #49

Rack #50

Rack #51

Rack #52

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medical Bay
- Scatter-Pulsar
- Bomb Rack

OLGATA-CLASS ASSAULT SHUTTLE

Cost: 30 Defense: 10/10
Thrust: 8 Offense: +3
Armor: 3 Initiative: +9
1 Light Bolt Cannon
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4
Fighter Firing Arc:

