

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Iel Scindam Battlecruiser

## SPECS

Class: Capital Ship  
In Service: 2220  
Point Value: 1000  
Ramming Factor: 240  
Jump Delay: 24 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 6 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 17  
Engine Efficiency: 6/1  
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	1	2	2	3	3	4	4	5	5	6	6

## FORWARD HITS

1-7: Retro Thrust  
8-9: Ionic Laser  
10-11: Heavy Ionic Laser  
12-18: Forward Structure  
19-20: PRIMARY HIT

## SIDE HITS

1-7: Port/Stbd Thrust  
8-9: Particle Shear  
10-11: Ionic Laser  
12-18: Port/Stbd Structure  
19-20: PRIMARY HIT

## AFT HITS

1-9: Main Thrust  
10-11: Particle Shear  
12-18: Aft Structure  
19-20: PRIMARY HIT

## PRIMARY HITS

1-7: Primary Structure  
8-9: Hangar  
10-11: Jump Engine  
12-13: Shield Generator  
14-15: Engines  
16-17: Sensors  
18-19: Reactor  
20: C&C

## SENSOR DATA

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

## HANGAR

6 Fighters  
2 Shuttles Thrust: 6  
Armor: 2/1 Defense: 8/11

## WEAPON DATA

### Heavy Ionic Laser

Class: Ion + Laser  
Mode: Raking  
Damage: 5d10+7  
Range Penalty: -1 per 3 hexes  
Fire Control: +5/+3/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Ionic Laser

Class: Ion+Laser  
Modes: Raking  
Damage: 3d10+8  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Particle Shear

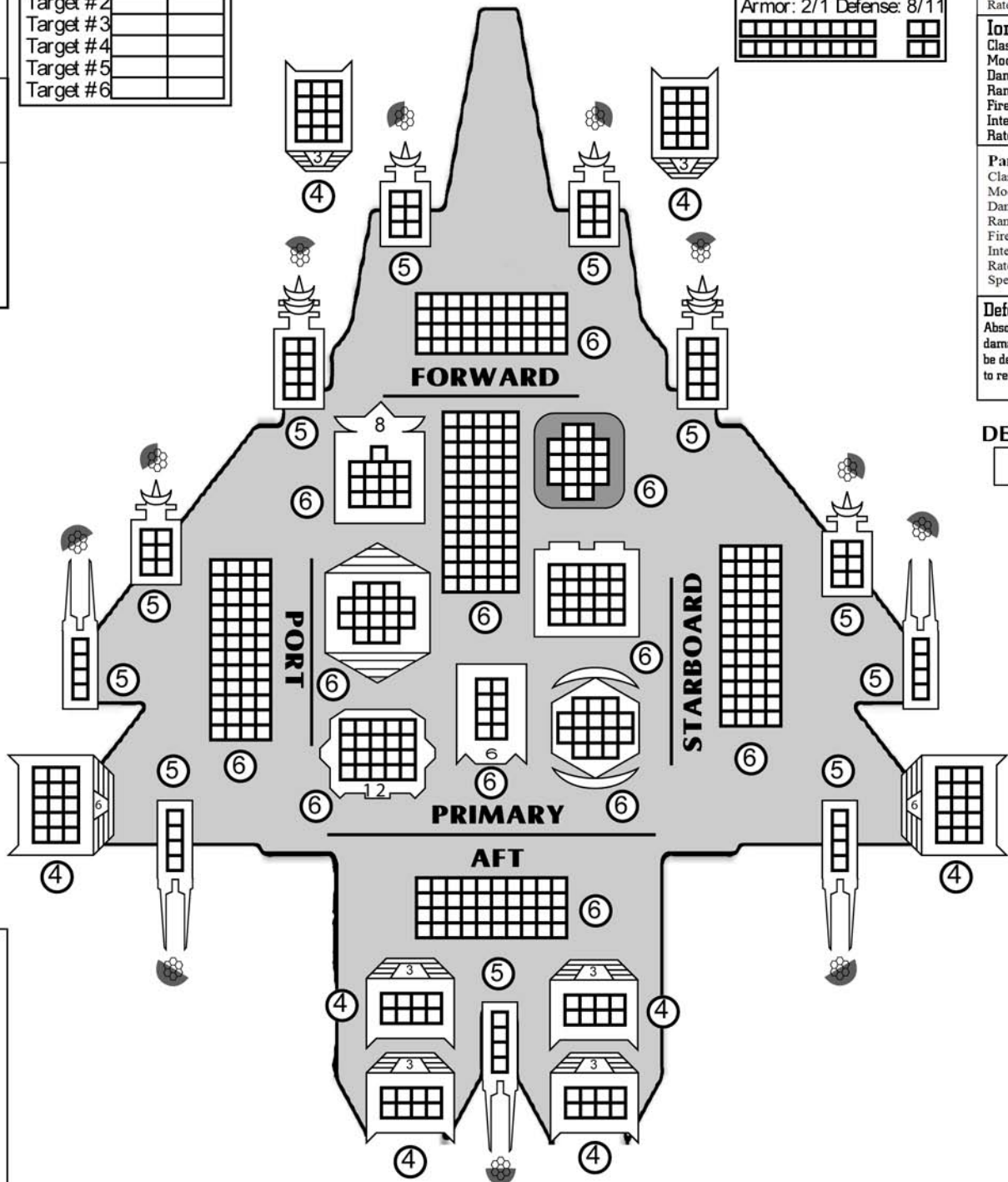
Class: Particle  
Mode: Standard  
Damage: 1d10+8  
Range Penalty: -2 per hex  
Fire Control: +1/+2/+4  
Intercept Rating: -2  
Rate of Fire: 2 per turn  
Special: Ignores fighter armour.

### Defence Shield Generator

Absorbs up to 100 points of damage while active. Must be de-activated for 1 turn to re-charge. See rules.

## DEFENCE SHIELD

(100)



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Defence Shield Generator
- Heavy Ionic Laser
- Ionic Laser
- Particle Shear