

Iel Apscindo Scout Vessel

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service: 2228	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 600	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 36 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +8
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	



FORWARD HITS

1-5: Forward Structure
6-7: Particle Shear
8-9: Ionic Laser
10-11: Hangar
12-18: Forward Structure
19-20: PRIMARY HIT

AFT HITS

1-7: Main Thrust
8-9: Particle Shear
10-11: Jump Engine
12-18: Aft Structure
19-20: PRIMARY HIT

PRIMARY HITS

1-9: Primary Structure
10-11: Port/Stbd Thrust
12-13: Defence 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

SPECIAL NOTES

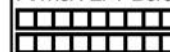
Limited Deployment (33%)
ELINT SHIP

HANGAR

6 Fighters

2 Shuttles: Thrust: 6

Armor: 2/1 Defense: 8/11



WEAPON DATA

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

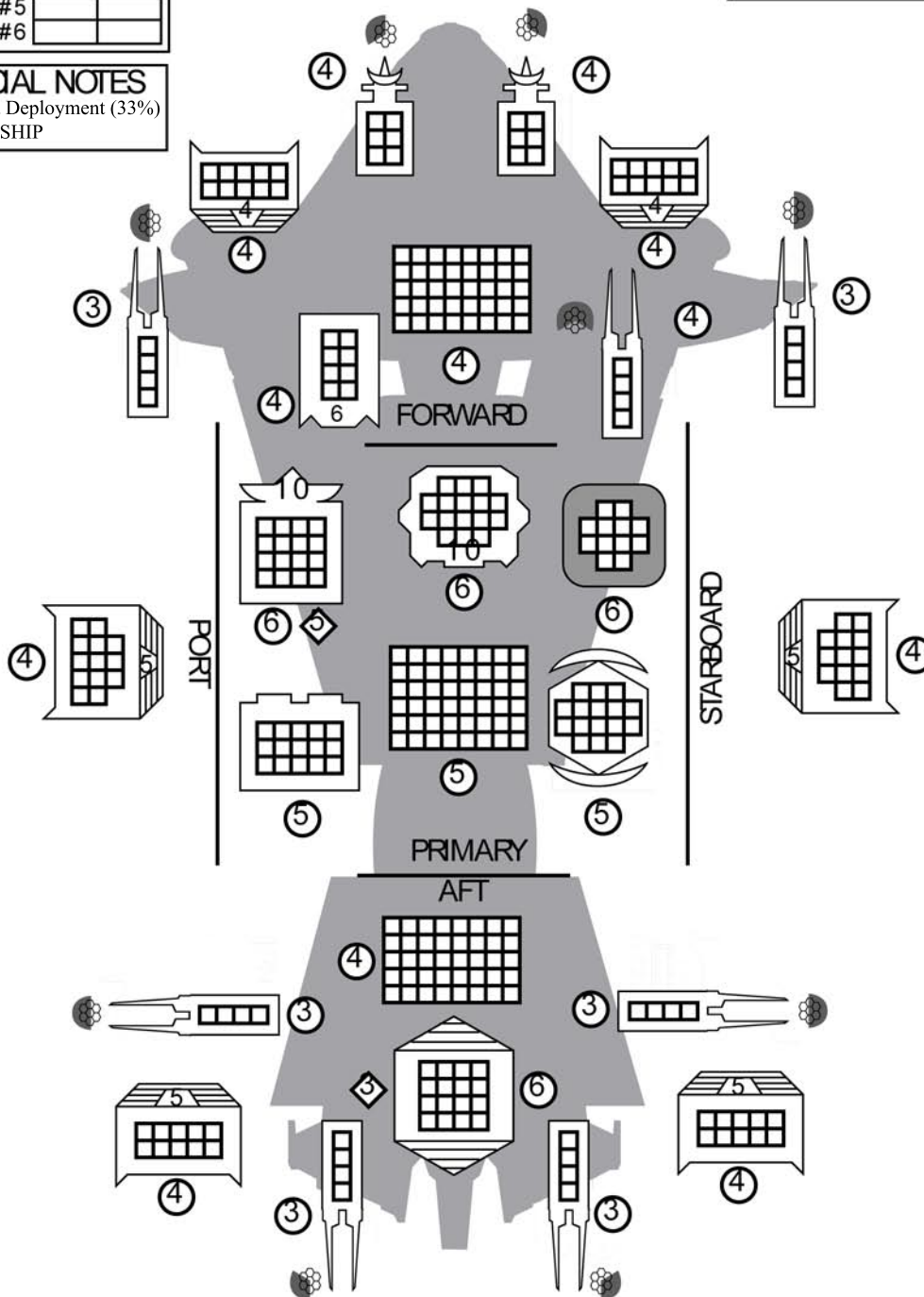
Class: Particle
Mode: Standard
Damage: 1d10+8
Range Penalty: -2 per hex
Fire Control: +1/+2/+4
Intercept Rating: -2
Rate of Fire: 2 per turn
Special: Ignores fighter armour.

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

