



WEAPON DATA

Strange Matter Torpedo
Class: Ballistic-2
Mode: Matter
Damage: Special*
Launch Range: 10
Range Penalty: -1/3 per hex after 10
Fire Control: +4/+4/+4
Rate of Fire: 1 per 2 turns
Damage: Removes Free thrust on ship
causes possible drop out on fighters.
See Rules.

Light Plasma Spear
Class: Plasma
Mode: standard.piercing
Damage: 1d10+9 -2/hex
Range Penalty: -2 / hex
Fire Control: +4/+4/+1
Intercept Rating: none
Rate of Fire: 1 per turn

Light Plasma Burster
Class: Plasma
Mode: Flash
Damage: 1d10+4-1/2hexes
Range Penalty: -2 / hex
Fire Control: +1/+2/+4
Intercept Rating: none
Rate of Fire: 1 per turn

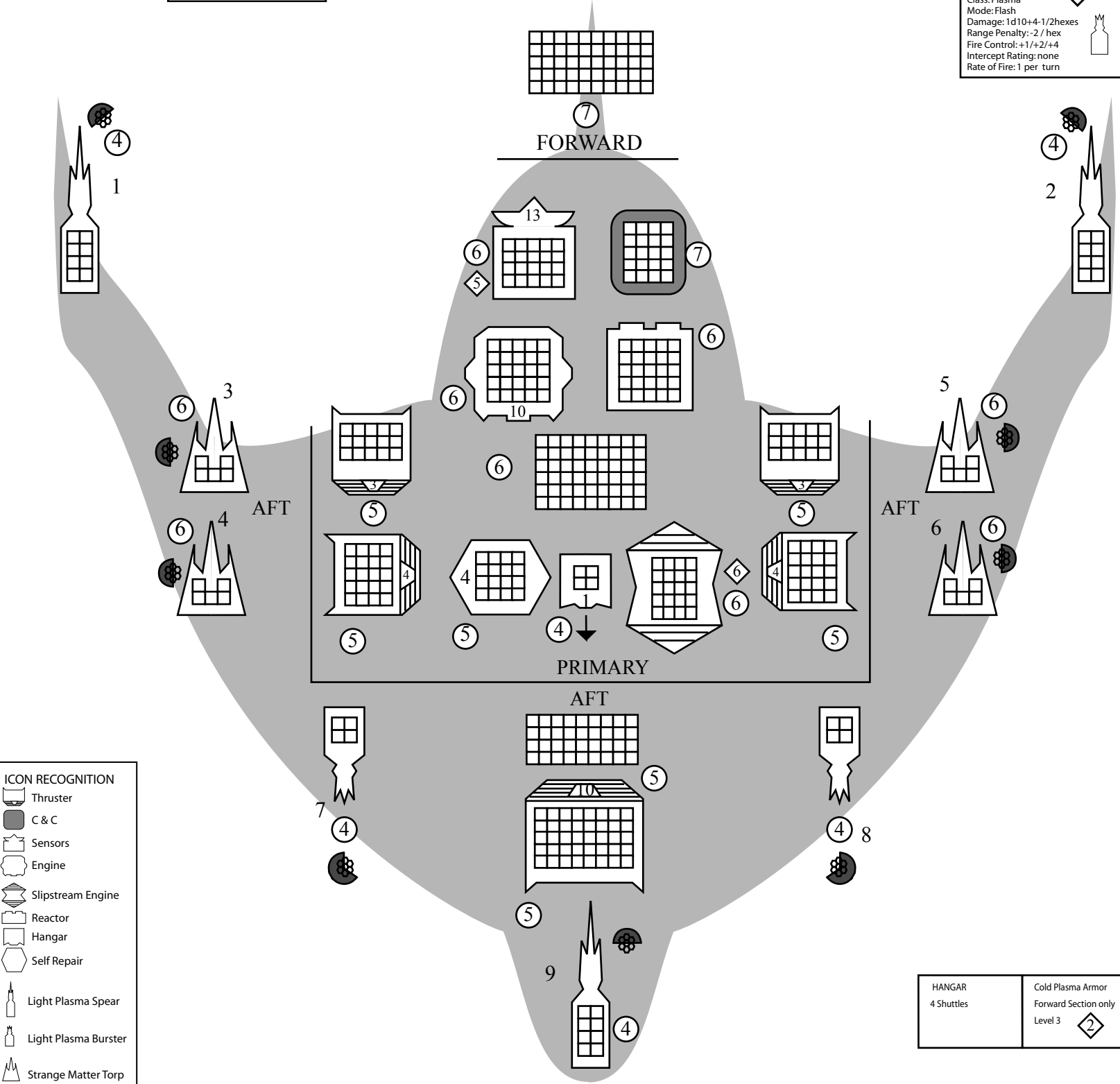
(Uncommon Harrier Variant)
Hunter Class Scout Destroyer (Pyrian Hierarchy)

SPECS	MANEUVERING	COMBAT STATS
Class: Heavy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: ?	Turn Delay: 1 x Speed	Stb/Port Defense: 14
Point Value: ?2400?	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: 0
Slip Delay: 15 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: 0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

SPECIAL NOTES:
Elint Vessel
Gravitic Drive
Cold Plasma Armor
On Forward Section Only

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

FORWARD HITS	
1-18: □	Forward Struct
19-20: □	PRIMARY Hit
AFT HITS	
1-5: □	Main Thrust
6-7: □	Lt Plas Spear
8-9: □	SM Torpedo
10-11: □	Lt Pl Burster
12-18: □	Aft Struct
19-20: □	PRIMARY Hit
PRIMARY HITS	
1-6: □	Primary Struct
7-8: □	Side Thruster
9-10: □	Retro Thruster
11: □	Slipstream
12-13: □	Sensors
14-15: □	Engine
16: □	Hangar
17: □	Self Repair
18-19: □	Reactor
20: □	C & C



ICON RECOGNITION	
	Thrustor
	C & C
	Sensors
	Engine
	Slipstream Engine
	Reactor
	Hangar
	Self Repair
	Light Plasma Spear
	Light Plasma Burster
	Strange Matter Torp

HANGAR 4 Shuttles	Cold Plasma Armor Forward Section only Level 3
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