

Name:

Counter:

EA DESTROYER SCOUT

SPECS

Class: Lt Combat Vsl
In Service: Unknown
Point Value: 300 each
Ramming Factor: 25
Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 12
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4

SPECIAL NOTES:

ELINT Ship

Agile Ship
Atmospheric
Missile guidance ability
Limited Deployment (10%)

Can carry 6 missiles
Launch rate: 2 per turn

WEAPON DATA

Light Laser Cannon 3
Class: Laser
Mode: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Autocannon 0
Class: Particle
Mode: Standard
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -2
Rate of Fire: 2 per turn

Heavy Autocannon 0
Class: Particle
Mode: Standard
Damage: 1d6+5
Range Penalty: -2 per hex
Fire Control: +0/+1/+2
Intercept Rating: -2
Rate of Fire: 2 per turn

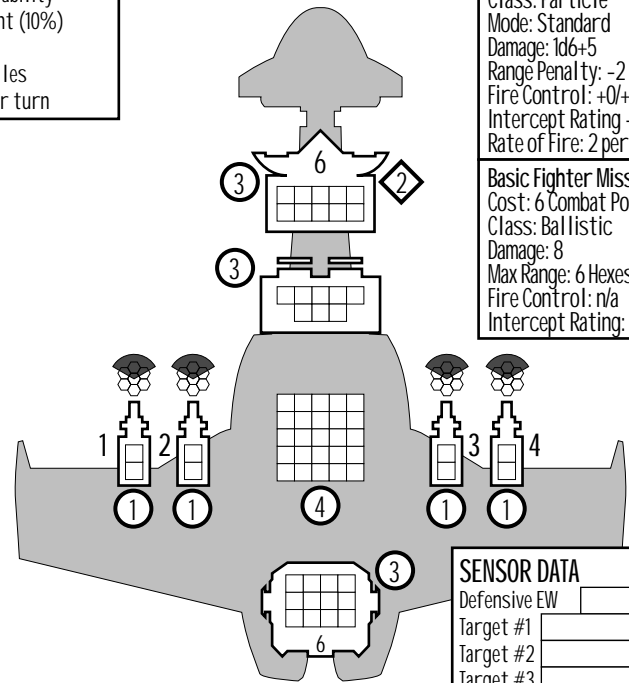
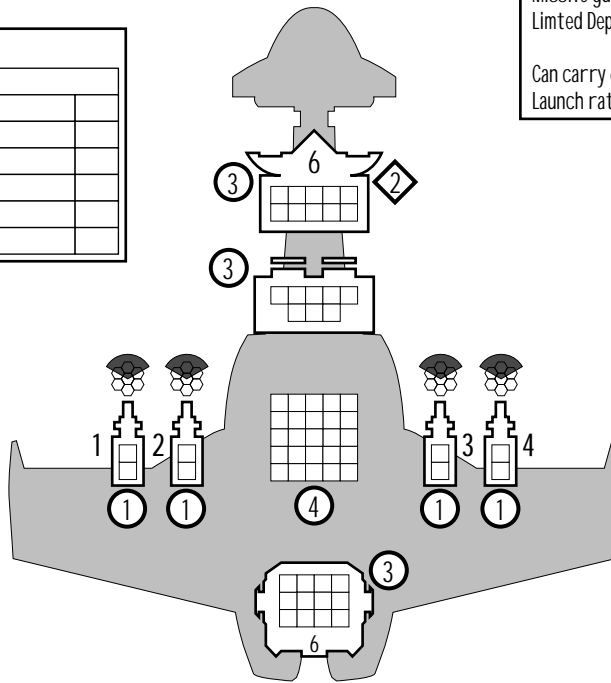
Basic Fighter Missile
Cost: 6 Combat Points
Class: Ballistic
Damage: 8
Max Range: 6 Hexes
Fire Control: n/a
Intercept Rating: n/a

HIT LOCATION

1-10: Structure
11-12: Lt Laser Cannon
13-14: Lt Autocannon
15-16: Hvy Autocannon
17-18: Drive
19: Reactor
20: Control

SENSOR DATA

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

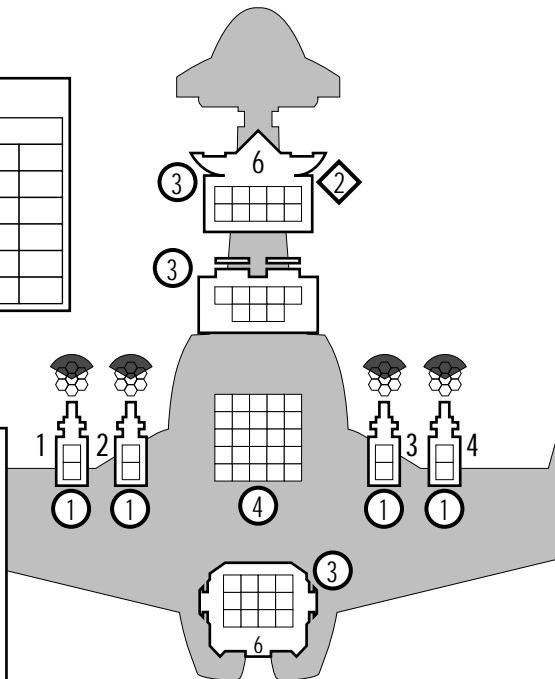


SENSOR DATA

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

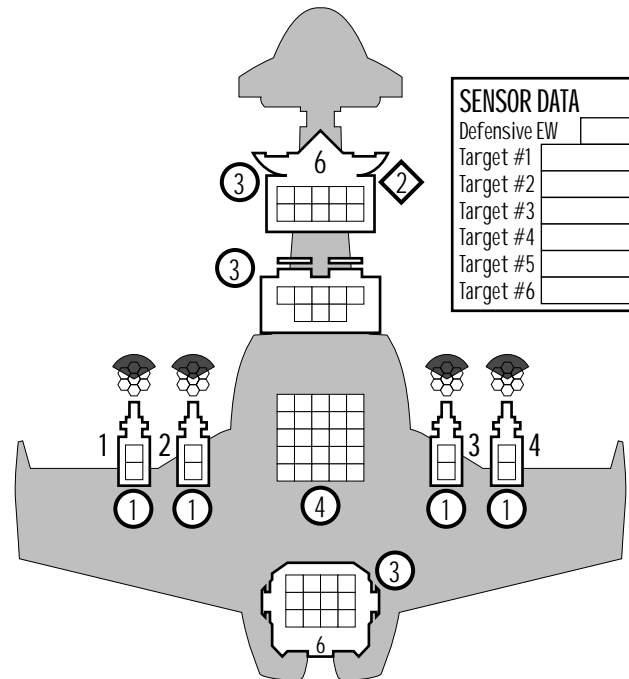
SENSOR DATA

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



SENSOR DATA

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



ICON RECOGNITION

- Sensors
- Reactor
- Engine
- Light Laser
- Light Autocannon
- Heavy Autocannon