

# Earth Science Directorate Searcher Scout

## SPECS

Class: Hvy Combat Vsl  
In Service: 2485  
Point Value: 620  
Ramming Factor: 125  
Light Delay: 8 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12/10  
Stb/Port Defense: 15/13  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +6

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	2	2	3	4	5	5	6	6	7	8	8

## WEAPON DATA

**Dual Pulsar Turret**  
Class: Turbolaser  
Modes: Standard  
Damage: 1d10+3  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+3  
Intercept Rating: -1  
Rate of Fire: 2 per turn

**Energy Pulsar**  
Class: Particle  
Modes: Pulse  
Damage: 10 1d2 times  
Maximum Pulses: 3  
Pulse Grouping: +1 per 5  
Range Penalty: -1 per hex  
Fire Control: +3/+2/+1  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

## FORWARD HITS

1-5: Fwd Thrust  
6-7: Pulsar Turret  
8: Energy Pulsar  
9-10: Hangar  
11: Tractor Beam  
12: Energy Shield  
13-18: Fwd Structure  
19-20: PRIMARY Hit

## AFT HITS

1-5: Rear Thrust  
6-7: Pulsar Turret  
8: Energy Shield  
9-11: Light Spd Drive  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-5: Port/Stb Thrust  
6-7: Pulsar Turret  
8: Energy Shield  
9-10: Cargo  
11-12: Sensors  
13-14: Engine  
15-16: Shield Generator  
17-18: Reactor  
19-20: C&C

## SPECIAL NOTES

ELINT Ship  
Plasma Drive System

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

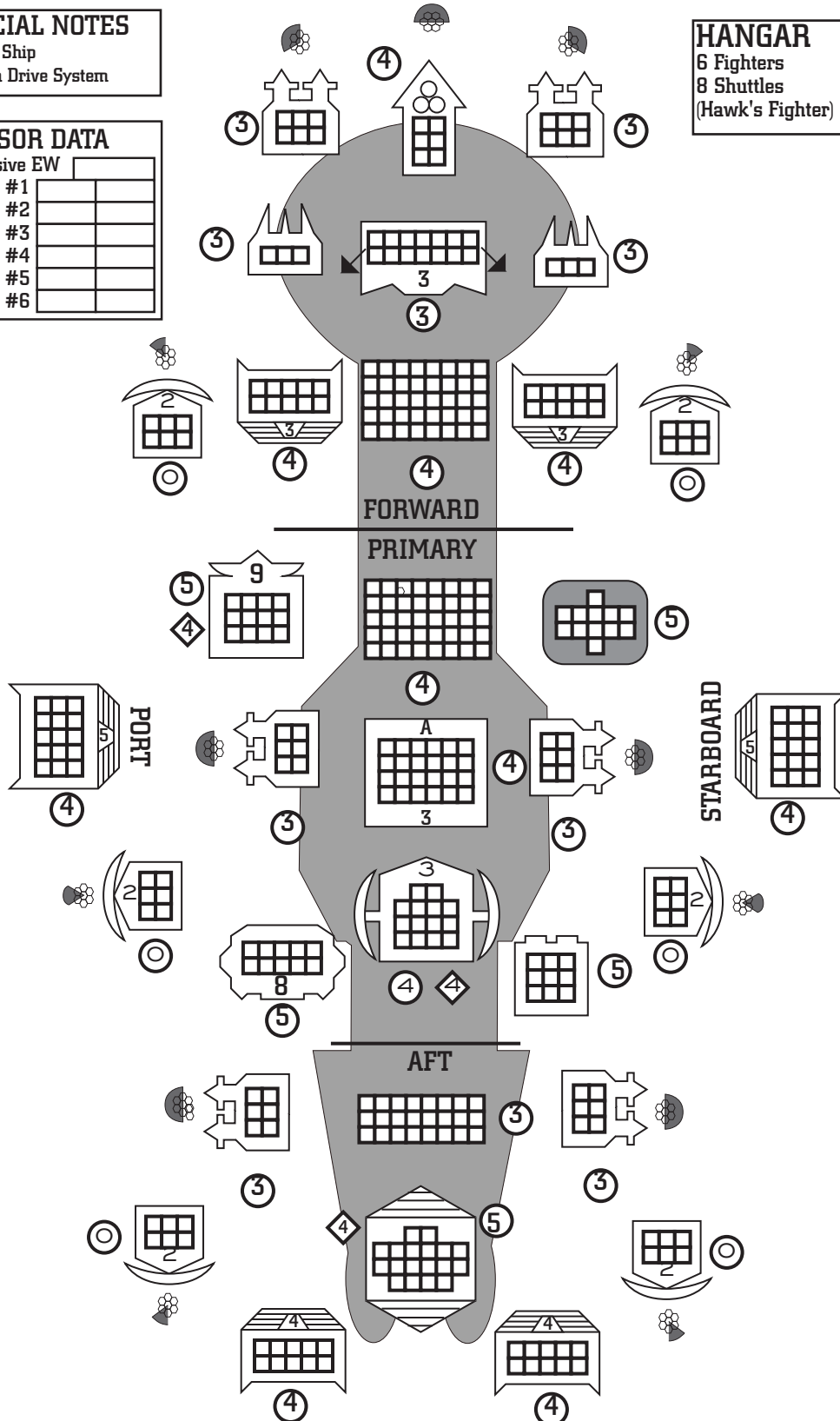
Target #4

Target #5

Target #6

## HANGAR

6 Fighters  
8 Shuttles  
(Hawk's Fighter)



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Light Speed Drive
- Reactor
- Hangar
- Cargo
- Tractor Beam
- Pulsar Turret
- Energy Pulsar
- Shield Generator
- Energy Shield