

Ix Overseer Seeker Controller

SPECS

Class: Hvy Combat Vsl
In Service: 10238
Point Value: 465
Ramming Factor: 150
Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

WEAPON DATA

Rail Interceptor Array
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE
Class: Matter
Mode: Standard
Damage: 6 1d6 times
Range Penalty: -2 per hex
Fire Control: na/na/+5
Special: Can only target fighters in offensive mode

Vulcan Railgun

Class: Matter
Modes: Standard
Damage: 1d6+5
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/+2
Intercept: -2 (Ballistic Only)
Rate of Fire: 1 per turn

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	2	2	3	4	4	5	6	6	7	8	8

FORWARD HITS

1-5: Retro Thrust
6-8: Medium Lasgun
9-10: Rail Interceptor
11-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES

Limited Availability (33%)

SENSOR DATA

Defensive EW

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

AFT HITS

1-4: Main Thrust
5-6: Vulcan Railgun
7-8: Rail Interceptor
9-10: Hangar
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

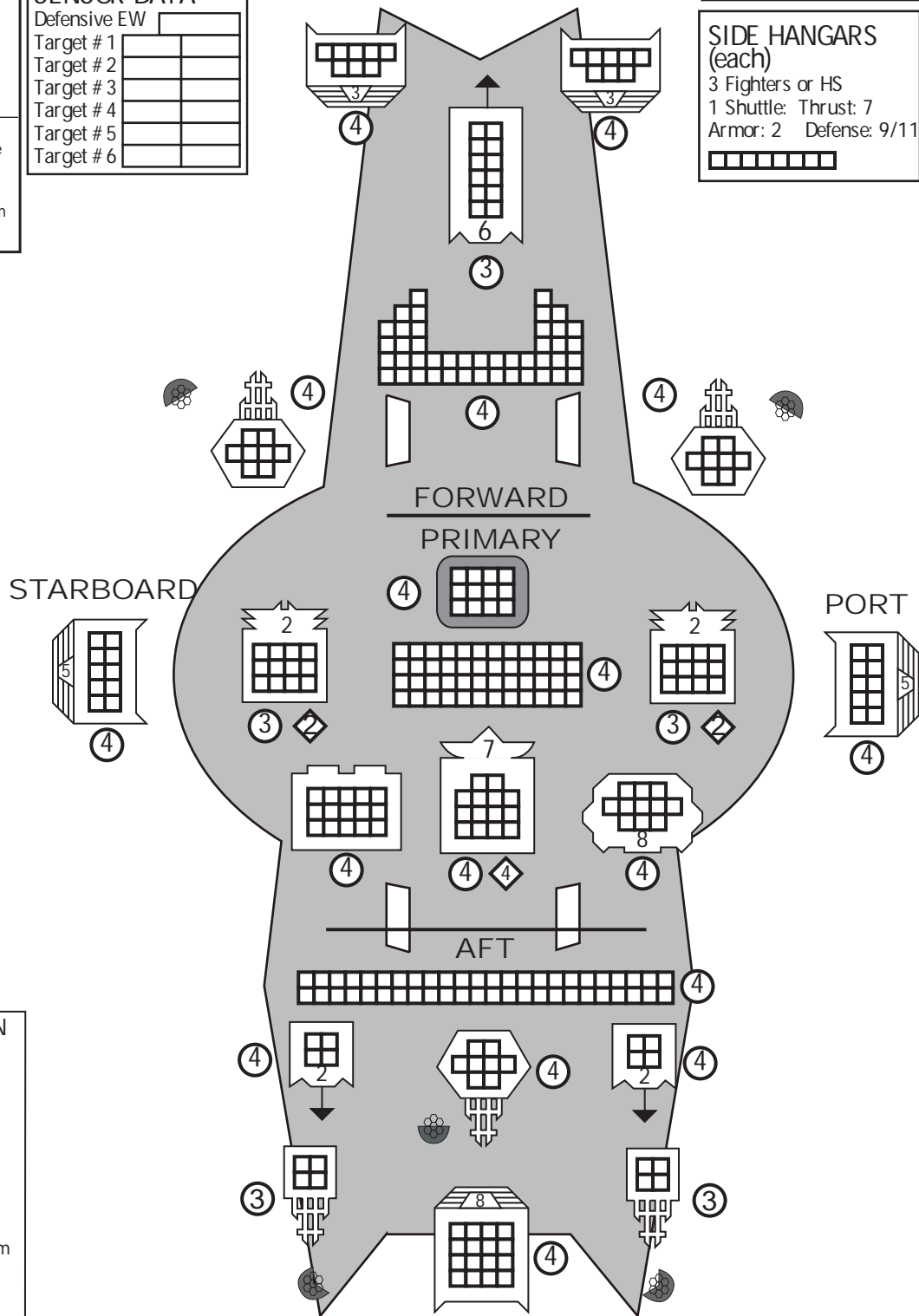
1-8: Primary Structure
9-10: Port/Stb Thrust
11-12: Sensors
13-14: Engine
15-17: HS Control System
18-19: Reactor
20: C&C

MAIN HANGAR

12 Fighters or HS

SIDE HANGARS (each)

3 Fighters or HS
1 Shuttle: Thrust: 7
Armor: 2 Defense: 9/11



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- HS Control System
- Vulcan Railgun
- Rail Interceptor