

Scarran Striker Fast Attack (craft [4])

SPECS

Class: Lt Combat Vsl
In Service: unknown
Point Value: 325
Ramming Factor: 40
Hatch Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 9
Treb/Ham Defense: 10
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +14

WEAPON DATA

Point Pulsar

Class: Particle
Mode: Pulse
Damage: 10 3 times
Number of Pulses: Always 3
Pulse Grouping: n/a
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/-4
Intercept Rating: -3
Rate of Fire: 1 per 2 turn
Special: Reduce penalty for called shots to -4. See rules.

Guardian Array

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/-/+8
Range Penalty: -3 per hex

HIT LOCATIONS

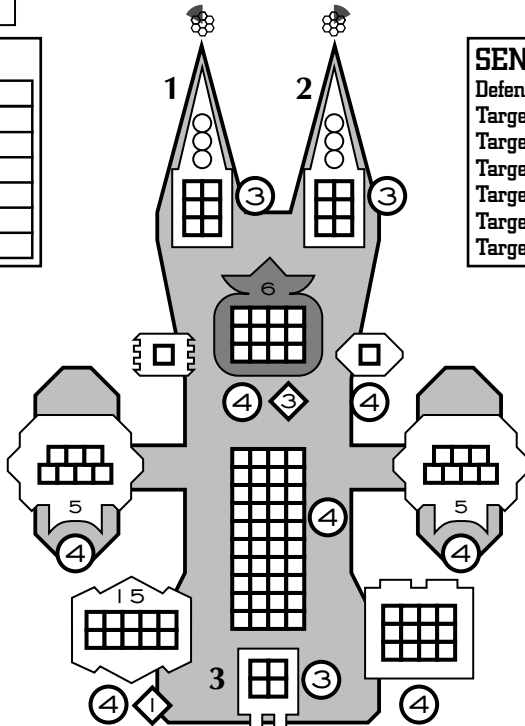
- 1-9: Structure
10-11: Point Pulsar
12: Guardian Array
13: Sentinel
14: Special Hatch Drive
15-17: Drive
18-19: Reactor
20: Control

SPECIAL NOTES

Agile Ship
Atmospheric Capable
Special Hatch Drive

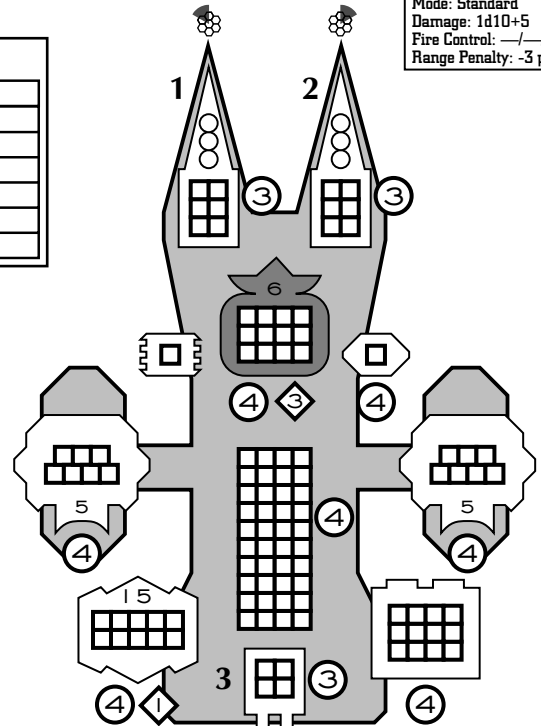
SENSOR DATA

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



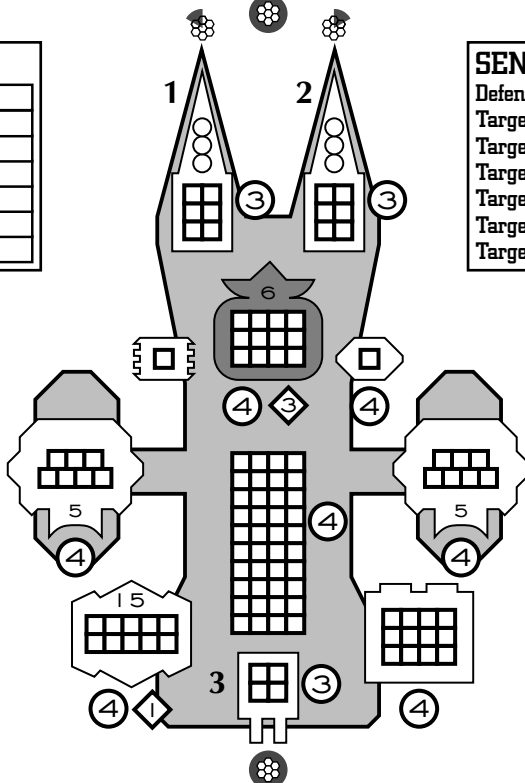
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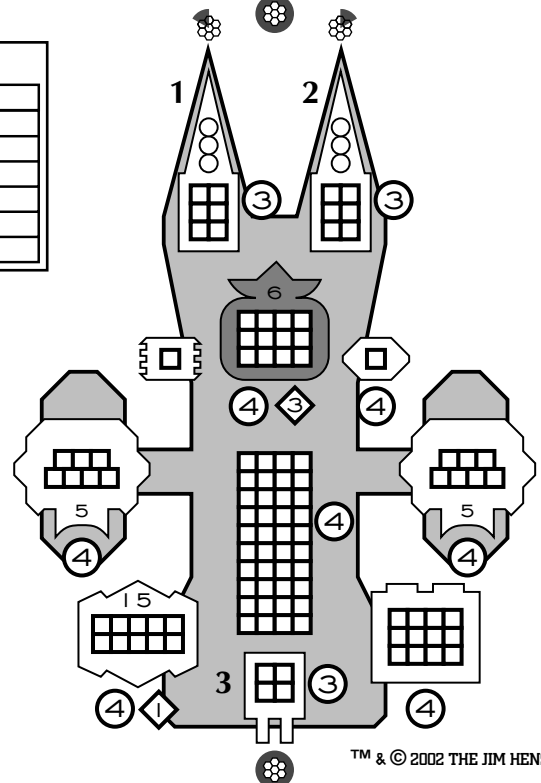
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| Target #4 | |
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| Target #6 | |



ICON RECOGNITION

- Control
Drive
Hatch Drive
Reactor
Hanger
Bulkhead
Sentinal
Point Pulsar
Guardian Array