



Version 1: 2E/FS-CST

Name: \_\_\_\_\_

Counter: \_\_\_\_\_

FARSCAPE

WARS

## Scarran Dreadnought

## SPECS

Class: Enormous Unit  
In Service: unknown  
Point Value: 4000  
Ramming Factor: 430  
Hatch Delay: 12 Turns

## MANEUVERING

Turn Cost: 5/3× Speed  
Turn Delay: 4/3× Speed  
Accel/Decel Cost: 8 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 22  
Treb/Ham Defense: 24  
Engine Efficiency: 7/1  
Extra Power: 0  
Initiative Bonus: -4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	7	8	10	12	13	15	17	18	20
Turn Delay	1	3	4	5	7	8	9	11	12	13	15	16

## WEAPON DATA

**Quad Scrambler Cannon**  
Class: Molecular  
Modes: R, P  
Damage: 2d10+30 4 times  
Range Penalty: -1 per 3 hexes  
Fire Control: +5/+4/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
Special: Destroys 1 point of structure armour on facing side

## Light Quad Scrambler Cannon

Class: Molecular  
Mode: Raking  
Damage: 1d10+15 4 times  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+4/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Special: Destroys ½ point of structure armour on facing side

## Quad Particle Beam

Class: Particle  
Mode: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 4 per turn

## 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

## Ballistic Ion Torpedo

Class: Ballistic (Ion)  
Mode: Standard  
Damage: 15  
Range Penalty: None  
Max Range: 50 hexes  
Fire Control: +4/+2/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Special: Can hold up to six shots and fire them all at once or separately. See rules.

## FORWARD HITS

- 1-2: Retro Thrust  
3-7: Main Thrust  
8: Ballistic Ion Torpedo  
9: Quad Particle Array  
10: Twin Array  
11: Forward Hatch Drive  
12-13: Forward Engine  
14-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

- 1-5: Main Thrust  
6-7: Quad Scrambler Cannon\*  
8-10: Lt. Quad Scrambler Cannon  
11: Quad Particle Array  
12: Twin Array  
13-18: Ham/Treb Struct  
19-20: PRIMARY Hit

## AFT HITS

- 1-3: Aft Thrust  
4-6: Quad Scrambler Cannon  
7-8: Quad Particle Array  
9: Twin Array  
10: Aft Engine  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

- 1-7: Primary Struct  
8-9: Main Hatch Drive  
10: Docking Web  
11: Sentinel  
12-13: Sensors  
14-15: Engine  
16-17: Hanger  
18-19: Reactor  
20: C & C

\*Any hit can hit either of weapons 1 or 2

## SPECIAL NOTES

## Special Thrusters

Use 2nd arcs for 1&2 after forward section gone.

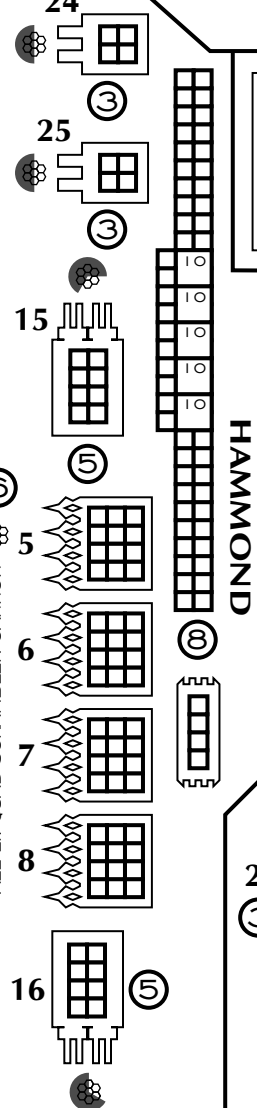
## SENSOR DATA

## Defensive EW

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

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Hatch Drive
- Reactor
- Docking Bay
- Docking Web
- Bulkhead
- Sentinel
- Quad Scrambler Cannon
- Lt. Quad Scrambler Cannon
- Quad Particle Array
- Guardian Array
- Ballistic Ion Torpedo



HAMMOND

TREBLIN

PRIMARY

AFT

ALL REAR THRUSTERS

## DOCKING BAY

24 Fighters (*Predator*)  
12 Striker LCVs  
Launch Rate: Special  
(See Rules)

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