

# Scarran Striker Fast Attack Craft Variants (4)

## SPECS

Class: Lt Combat Vsl  
In Service: unknown  
Point Value: 325/350  
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.

### Melter

Class: Laser  
Modes: Standard(Melting)  
Damage: 1d10+10  
Range Penalty: -1 per hex  
Fire Control: +5/+3/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Special: Damage scored is repeated on the structure

### 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: Forward Weapon  
12: Guardian Array  
13: Sentinel (or Barracks)  
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		

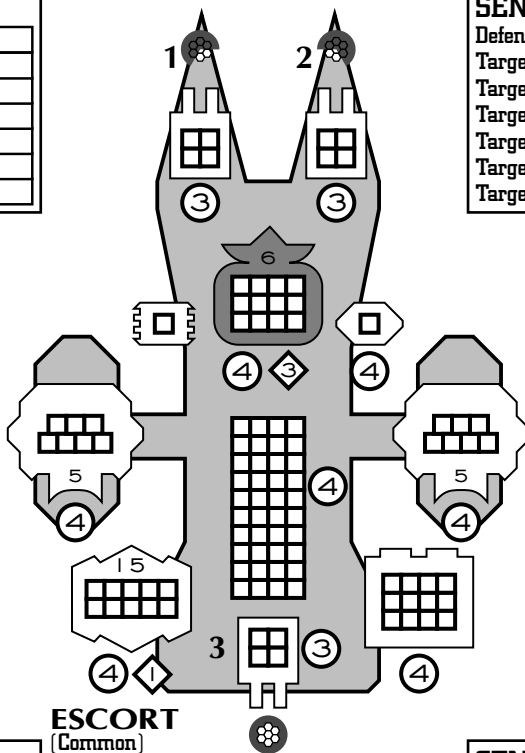
## SENSOR DATA

Defensive EW

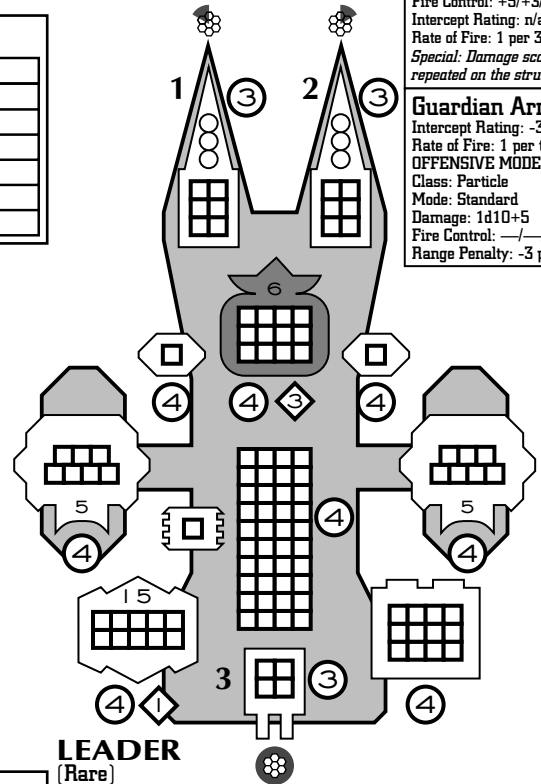
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## STRIKER LEADER

Adds +1 initiative bonus to up to 6 Strikers (including itself)



ESCORT  
(Common)



LEADER  
(Rare)

## SENSOR DATA

Defensive EW

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

## SENSOR DATA

Defensive EW

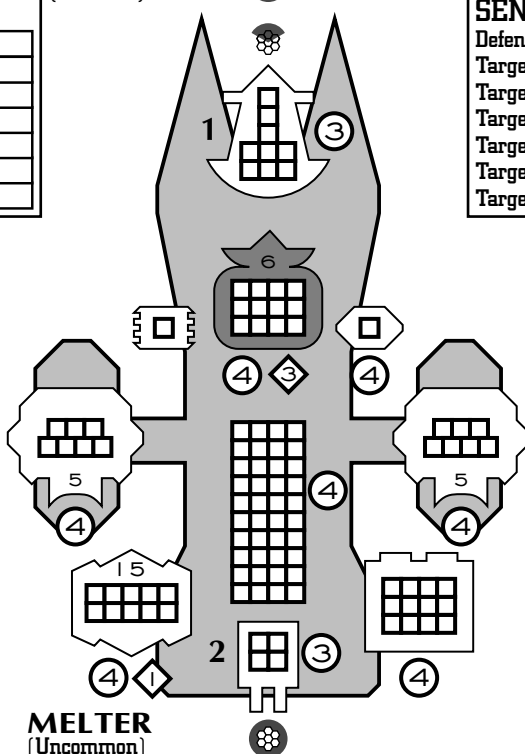
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## Grappling Claw

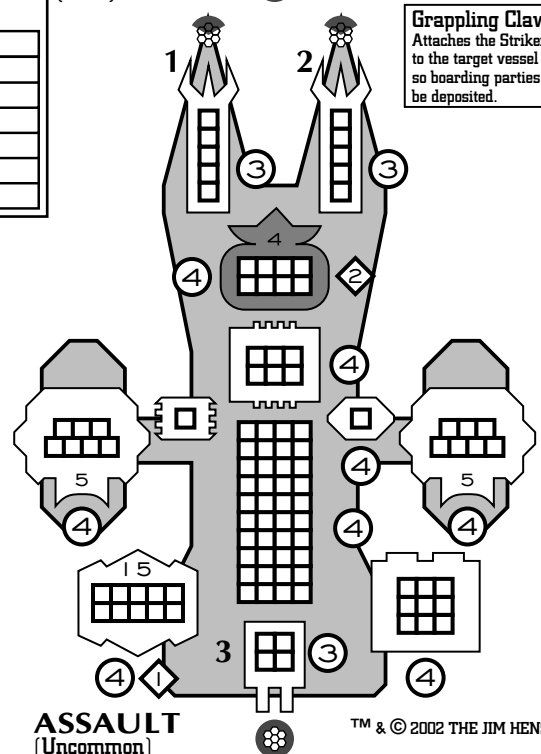
Attaches the Striker to the target vessel so boarding parties can be deposited.

## ICON RECOGNITION

- Control
- Drive
- Hatch Drive
- Reactor
- Hanger
- Bulkhead
- Sentinel
- Marine Barracks
- Point Pulsar
- Melter
- Grappling Claw
- Guardian Array



MELTER  
(Uncommon)



ASSAULT  
(Uncommon)