

Zoq Fot Pik Stinger

SPECS

Class: Medium Ship
In Service: SC2
Point Value: 380
Ramming Factor: 60
Jump Delay: 25 Turns

MANEUVERING

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

COMBAT STATS

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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

HANGAR

0 Fighters
1 Shuttle: Thrust: 3
Armor: 1 Defense: 10/10

WEAPON DATA

Plasma Injection Prow
Class: Ballistic + Plasma
Modes: Raking
Damage: Special
Range Penalty: None
Max Range: 0 hexes
Fire Control: +2/+0/-5
Intercept Rating: -6
Rate of Fire: 1 per turn
Special: Scores amount of damage equal to value in icon, -1 damage per box destroyed. Hits during ramming phase of turn sequence. See Rules.

Antimatter Scatter-Blaster

Class: Antimatter
Modes: Standard
Damage: X+4
Maximum X: 10
Range Penalty: Special
Range 0-3: No penalty
Range 4-6: -1 per hex
Range 7+: -2 per hex
Fire Control: +2/+2/+4
Intercept Rating: -2
Rate of Fire: 2 per turn
Special: Both shots cannot be used to fire at the same unit or intercept the same weapon.

FORWARD HITS

1-5: Retro Thrust
6-7: Injection Prow
8-9: AM Scatter-Blaster
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Port/Stb Thrust
7-9: Jump Engine
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

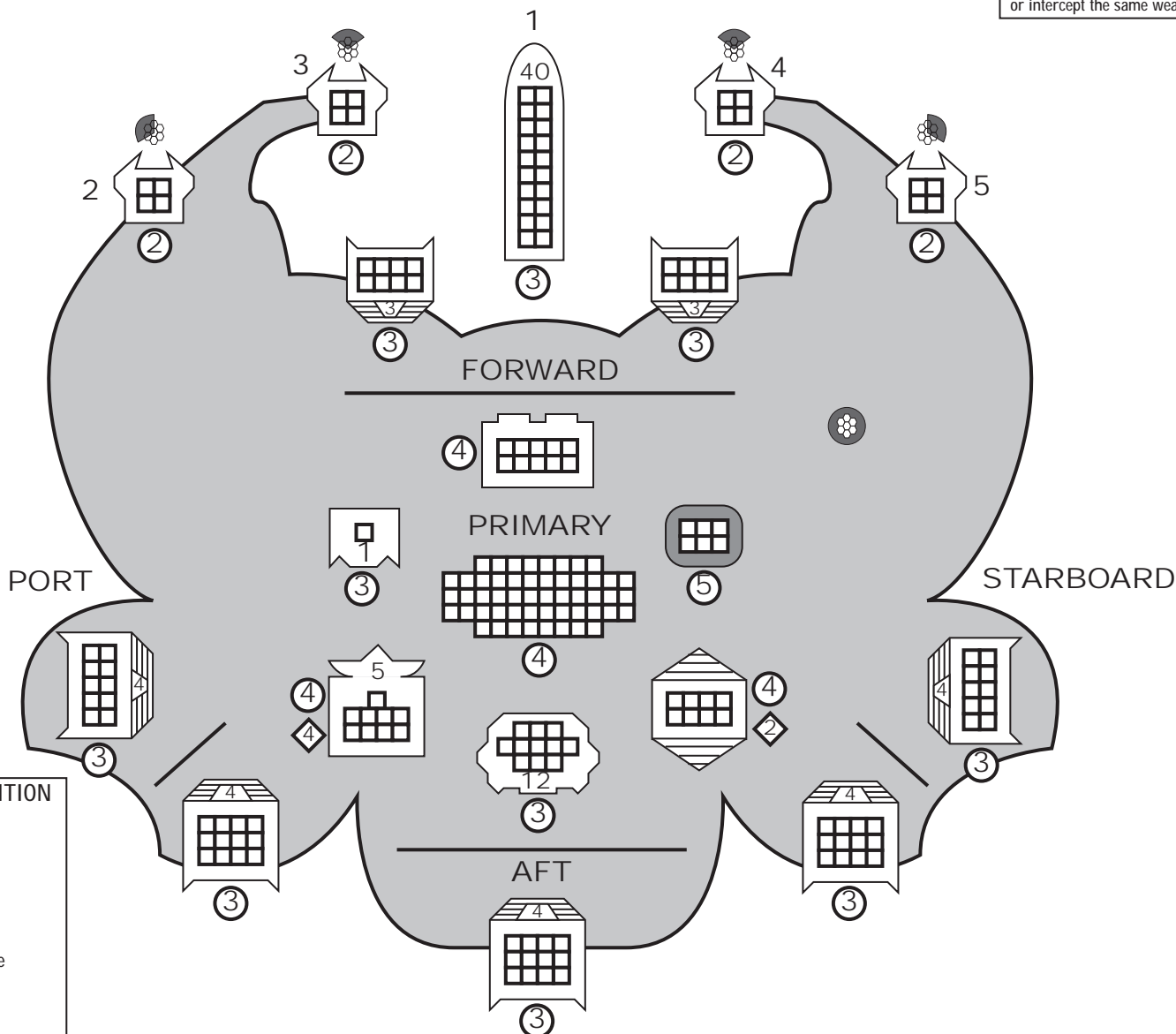
SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Plasma Injection Prow
- Antimatter Scatter-Blaster