

Name: _____ Counter: _____



Arloulaleelay Skiff

SPECS

Class: Medium Ship
In Service: SC1&2&3
Point Value: 400
Ramming Factor: 40
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 1 Thrust
Turn Delay: 1 Hex
Movement Cost: 1 Thrust
Pivot Cost: 0 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 11
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Auto-Aiming Laser
Class: Laser
Modes: Pulse
Damage: 12 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 4
Range Penalty: -1 per hex
Fire Control: +3/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Headlight
+1 to the profile of all in-arc ships within 4 hexes of the Skiff. This penalty applies to all fire at that unit, not only the Skiff. Spathi units also suffer a -2 initiative penalty for the next turn.

Hyperdrive Shunt
Requires 5 thrust to activate, may be activated multiple times per turn. When activated, moves unit 4d6 hexes in a random plus another 1d6 hexes in a random direction from that point. The hyperdrive shunt is activated during the Skiff's movement phase. If the Skiff lands on an asteroid, moon or planet hex it is destroyed. If it lands in the same hex as another ship, it will ram that ship on a natural 20 result on a roll of 1d20. Should the jump take the Skiff offboard, place it in the last available hex instead.

GENERAL HITS

1-6: Thruster
5-6: Headlight
7-8: Auto-Aiming Laser
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-5: Hyperdrive Shunt
6-9: Quasi-Space Drive
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Intertialess Drive System
Agile Ship
Atmospheric Capable
Weapons #1 and #2
must fire in the same
60 degree arc

SENSOR DATA

Defensive EW

Target #1

Target #2

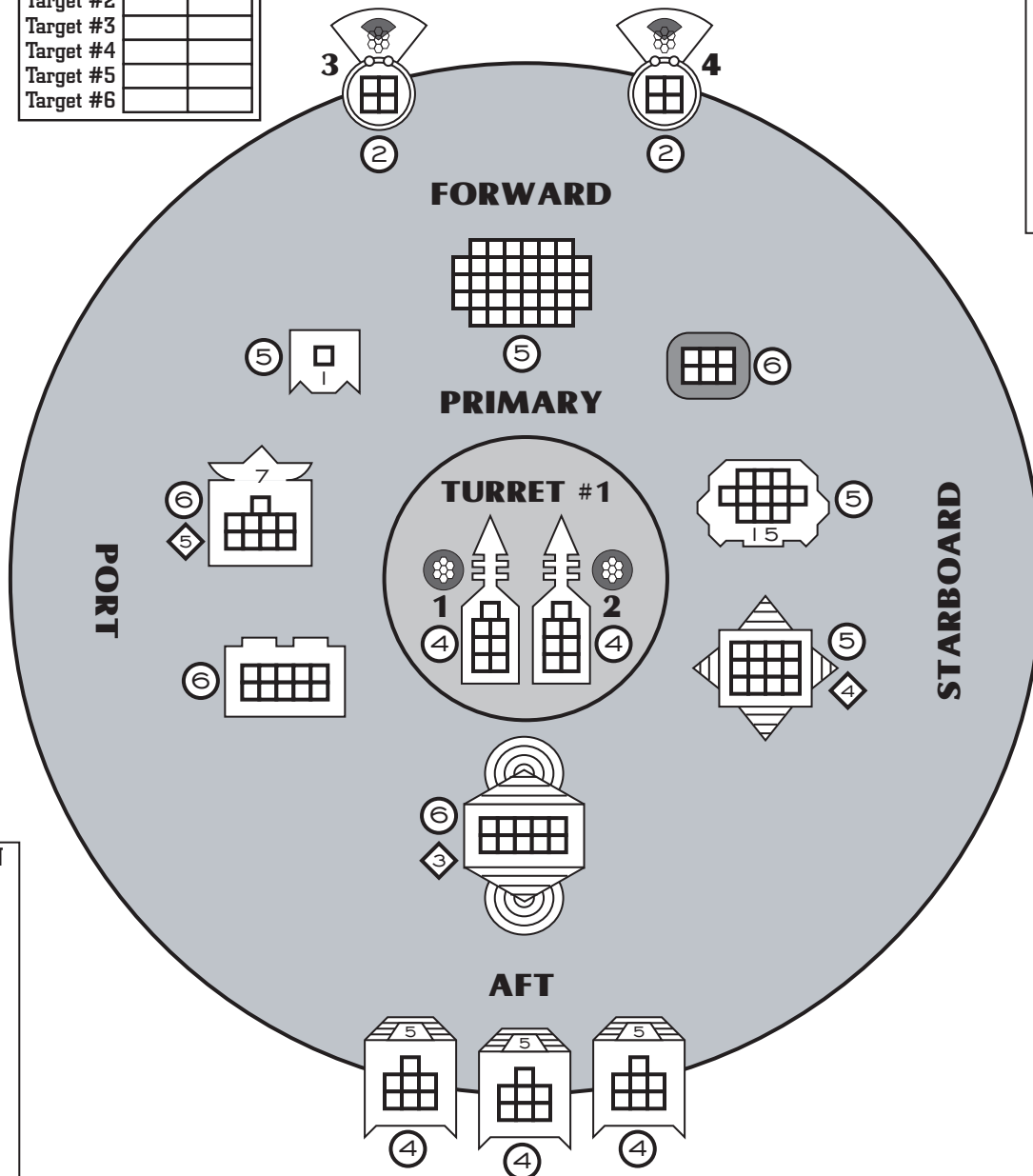
Target #3

Target #4

Target #5

Target #6

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Quasi-Space Drive
- Reactor
- Hangar
- Hyperdrive Shunt
- Auto-Aiming Laser
- Headlight