

Arilou Skiff

SPECS

Class: Medium Ship
In Service: SC1/2/3
Point Value: 425
Ramming Factor: 40
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 0 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 10
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Auto-Aiming Laser
Class: Laser
Modes: Raking (8)
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -1
Rate of Fire: 2 per turn
Special: If it does not fire, it can take four shots on the next turn.

Headlight

+1 to-hit against all in-arc units within 5 hexes of the ship.

Hyperdrive Shunt

When activated, moves unit 6d6 hexes in a random direction and resets jump delay. Activating the hyperdrive shunt costs an amount of power equal to the number of turns remaining until the jump delay is met. The hyperdrive shunt is activated in the Weapon-Based Movement Segment of the turn sequence. If the unit 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 d20. Should the jump take the unit offboard, place it in the last available hex instead.

FORWARD HITS

1-4: Retro Thrust
5-6: Headlight
7-8: Auto-Aiming Laser
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Auto-Aiming Laser
8-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-5: Port/Stb Thrust
6-7: Quasi-Space Drive
8-9: Hyperdrive Shunt
10-11: Computer
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic 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

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: 5

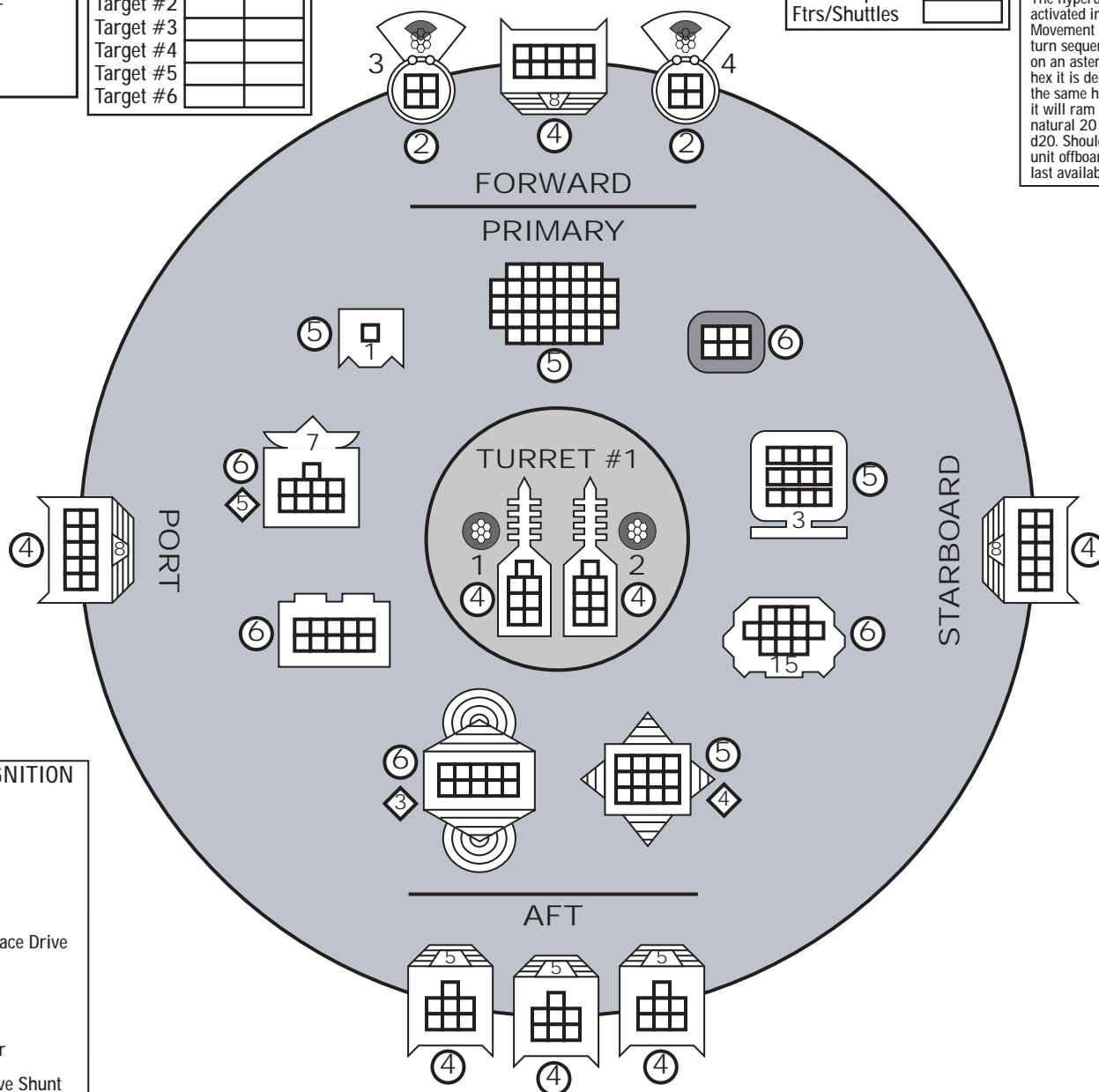
Armor: 3 Defense: 7/7

3 BONUS FIRE CONTROL PTS.

Capital/HCVs

Med. Ships

Ftrs/Shuttles



ICON RECOGNITION

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