

Version 1: 2E/STARCONTROL

Name: _____ Counter: _____



Slylandro Probe

SPECS

Class: Medium Ship
In Service: SC2
Point Value: 285
Ramming Factor: 50
Jump Delay: 36 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10 (7)
Stb/Port Defense: 11 (8)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +9

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	1	1	1	1	1	1	1	1	1

GENERAL HITS

- 1-10: Structure
- 11-12: EM Shield
- 13-14: Discharge Gun
- 15: Missile Rack
- 16: Sensors
- 17-18: Engine
- 19: Energy Capacitor
- 20: C&C

SPECIAL NOTES

Special Hull Arrangement
(No Fwd/Aft Hits)
No Thrusters
Cannot Fire Missiles and
Discharge Guns
on Same Turn

SENSOR DATA

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

WEAPON DATA

Discharge Gun

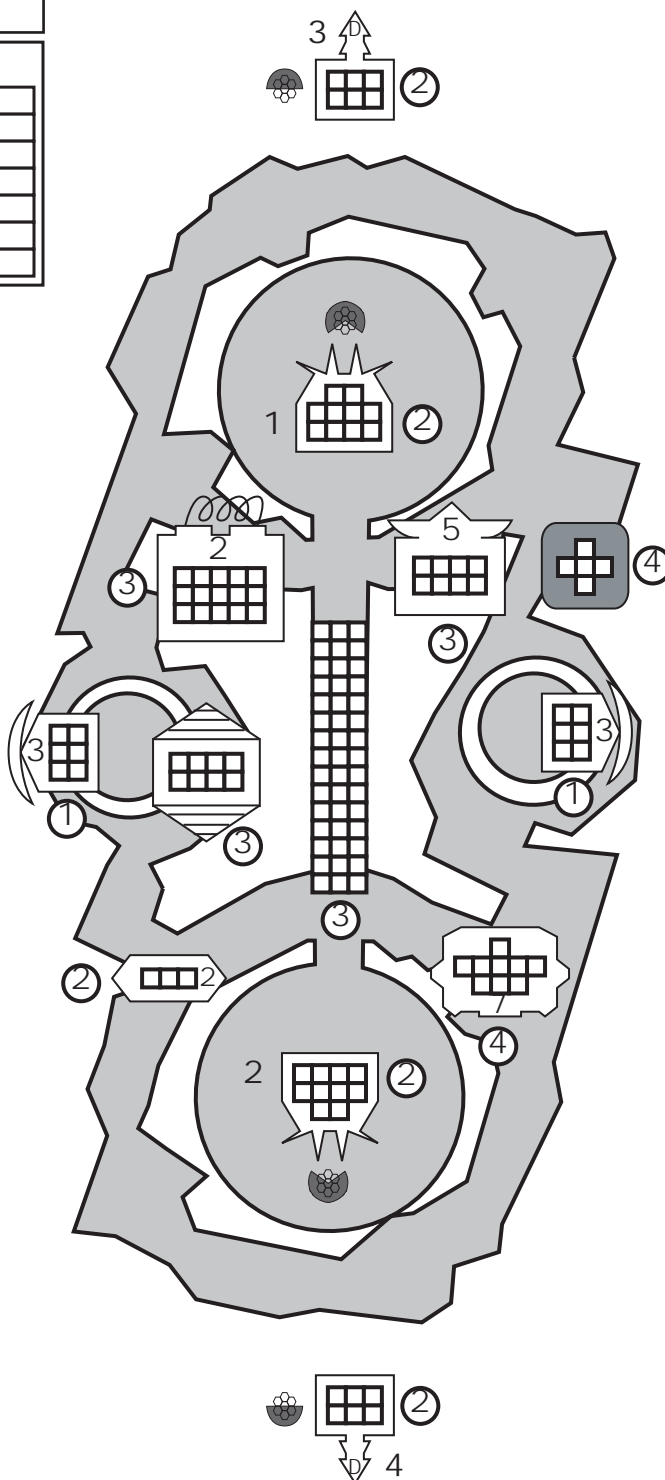
Class: Electromagnetic
Mode: Raking
Damage: 2d10+2
Double power: add 1d10+1
Triple power: add 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+3/+4
Intercept Rating: -2
Rate of Fire: 1 or more per turn
limited by power; max 4 shots
Special: +1 power to Capacitor
per point of damage scored on
enemy unit.

Class-D Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of
types A, F, I, or C.

EM Shield

Subtract Shield Factor from
incoming chance to hit and any
damage scored through arc.
Defense rating shown in
parenthesis () indicates
value with shield active.



ICON RECOGNITION

- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Discharge Gun
- Class-D Missile Rack
- EM Shield
- Self Repair

MISSILES

Rack #3 (D)

Rack #4 (D)
