



TC Tarsus Merchant Scouts



SPECS

Class: Super-Hvy Ftr.
In Service: 2640s?
Point Value: 35 ea.
Ramming Factor: 16
Jinking Limit: 4 Lvs

MANEUVERING

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

COMBAT STATS

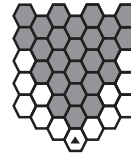
Fwd/Aft Defense: 7
Stby/Port Defense: 9
Free Thrust: 8
Offensive Bonus: +3
Initiative Bonus: +14

WEAPON DATA

Mass Driver Cannon Mk. 1
Number of Guns: 3 (Linked)
Class: Matter
Damage: 1d6+2 (Apply Armor)
Range Penalty: -3 per hex
Battery Requirement: 2 each
Rate of Fire: Once per turn

SPECIAL NOTES

Do Not Use Flight Lvl. Cmbt
Shield Recharge: 2 per turn
Battery Recharge: 4 per turn

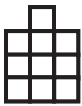


ARMOR



Ftr #1

Structure Shield



Missiles



Batteries

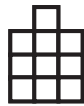


Dropped Out ☐
Ftr Destroyed ☐

Initiative/Spd	Thrust/Jink	Notes

Ftr #2

Structure Shield



Missiles



Batteries

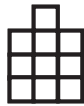


Dropped Out ☐
Ftr Destroyed ☐

Initiative/Spd	Thrust/Jink	Notes

Ftr #3

Structure Shield



Missiles



Batteries



Dropped Out ☐
Ftr Destroyed ☐

Initiative/Spd	Thrust/Jink	Notes

Ftr #4

Structure Shield



Missiles



Batteries

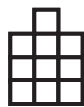


Dropped Out ☐
Ftr Destroyed ☐

Initiative/Spd	Thrust/Jink	Notes

Ftr #5

Structure Shield



Missiles



Batteries

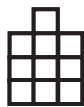


Dropped Out ☐
Ftr Destroyed ☐

Initiative/Spd	Thrust/Jink	Notes

Ftr #6

Structure Shield



Missiles



Batteries

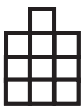
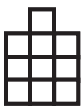


Dropped Out ☐
Ftr Destroyed ☐

Initiative/Spd	Thrust/Jink	Notes

Ftr #7

Structure Shield



Missiles



Batteries

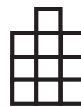


Dropped Out ☐
Ftr Destroyed ☐

Initiative/Spd	Thrust/Jink	Notes

Ftr #8

Structure Shield



Missiles



Batteries

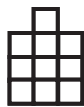


Dropped Out ☐
Ftr Destroyed ☐

Initiative/Spd	Thrust/Jink	Notes

Ftr #9

Structure Shield



Missiles



Batteries



Dropped Out ☐
Ftr Destroyed ☐

Initiative/Spd	Thrust/Jink	Notes